

Magestry Spring 2015 Rules Update

Starting this season, Magestry will be implementing a cap on the number of skills a single player can use during a single game (that is, on each day of a single game). That cap will be set at 3,400 Skill Points worth of skills, with strictly between-game skills (e.g. Profession, Info Gathering) and most Add-On skills not counting toward the cap. Skills that can be used in-game (e.g. tower skills, Repair Armor, Enchant Potion) do count toward the cap. This change is designed to bring the power level of all PCs closer together and allow for continued character growth while also having an upper limit on what a single character can do at a single event.

Characters that have skills that are half the value of the cap (1,700 SP) or lower will get an additional skill refresh at sunset on Saturday. If your character has more than 1,700 SP worth of capped skills (the "Half-Cap"), the database will inform you, and if you wish to disable skills to get back down below the Half-Cap so that you can benefit from the extra skill refresh, you may do so.

More than two-thirds of the PCs will benefit from the Half-Cap sunset refresh and will not see any change in the database. For other PCs, the deadline to disable skills and have a legal build is the same as the deadline for skill purchases.

Here is how it will work:

You will still have your "Master" character build in the database with all of your character's skills. You can forever learn and buy new skills without limit, and you do not have to have skills enabled at an event in order to learn a skill that has them as a prerequisite.

If your character reaches the Half-Cap, then when you view your character sheet in the Magestry Database, you will see a new area just above where your skills are listed. This area will have explanatory text and a button labeled Create Event Character. Clicking that button will bring you to a page where you can disable skills. This page will have a running total so you can easily see the cost of your current build.

Once you have disabled your selected skills, you will be returned to the character sheet view. Any skills that have been disabled will be shown as gray text after the numbers listed for your Master build. For example, if you have two purchases of Toughness and you disable one, the skill list on the character sheet will read "**Toughness 2 -1**".

To see a clean view of your current build, you can click on the View Printable Version link. This will show only your active skills, and all disabled skills will be listed just before the Notes section.

All disabled skills will remain disabled until you choose to activate them again. You can do that by clicking on the Create Event Character button and altering your selections. Earning Skill Points will not alter the SP cost of your current build, but buying skills may. When you buy a skill, it will say whether the skill is Capped or Uncapped next to the button you click when selecting your skill.

From here until the end of the document are the rest of the rules updates that will go into effect starting this season.

Magestry now has a Rest Period rule. If you are below 5 Hit Points and rest for 10 minutes, you will return to 5 Hit Points at the end of those 10 minutes. ("Resting" means you cannot engage in combat, run, or do anything strenuous.) Also, any unusable limbs will become usable again at the end of a Rest Period.

The way stunned and injured limbs are healed is no longer different from the way crippled limbs are healed. Now, it takes one Hit Point of healing from any source to heal one (single) limb, no matter the state the limb is in. If a second limb is in need of healing, another Hit Point of healing is required. A target with more than one damaged limb is the one who decides which limb is healed when he receives a Hit Point of healing. Gaining temporary Hit Points will not heal limbs, no matter what state they are in.

Due to the Rest Period rule, Fast Healing now works a little differently. For every acquisition of Fast Healing a character has, he will be at one Hit Point higher after a Rest Period, but he cannot exceed his maximum natural HP. (So, having Fast Healing twice would allow you to end each Rest Period with 7 HP instead of 5, assuming your character had at least 7 natural HP.) Fast Healing is able to be acquired up to 8 times; however, only the first 4 times will increase the number of HP your character has after a Rest Period (so 9 HP is the max after a rest period). On the 5th time, you heal one HP every 15 minutes even if not resting and, thus, cannot bleed out. 6th time, 1 HP every 10 min; 7th time, 1 HP every 5 min; 8th time, 1 HP every 1 min. Fast Healing will also heal Natural Armor Points in the same way it does Hit Points, but it will only do so after all Hit Points are healed.

Fast Healing has been added as a grade 5 Fighting baggage skill.

Any Weapon Skill is no longer a prerequisite for the school of Stealth. It has been replaced by a new skill called Backstab Positioning (which costs 20 Skill Points). Backstab Positioning gives proficiency with all small weapons, but only when using Backstab skills and Waylay (if you want to backstab with a one-handed sword, for instance, you need to buy the One-Handed Sword skill separately). Additionally, Backstab Positioning allows you to gain a single use of Backstab 2 after each Rest Period, but that Backstab 2 vanishes if not used before the next Rest Period. Opportunist, the grade 5 baggage skill, in addition to what it does now, also raises these Rest Period Backstab 2s to Backstab 3s.

Cantrips will no longer be refreshed at sunset except by characters that have 1700 or fewer Skill Points and are having *all* of their skills refreshed at sunset. However, for everyone, one used Cantrip slot will be refreshed at the end of a 10-minute Rest Period. There is no time limit on the use of this Cantrip slot; once it is refreshed, you have until your next skill refresh to use it.

The Magestream now heals all damaged Hit Points and Natural Armor Points.

The Bleed-Out (unconscious until dead) time has decreased from 30 minutes to 15 minutes. The Fade-Out (dead until your spirit leaves to see the Incarnation of Death) time has also decreased from 30 minutes to 15 minutes.

Detain Spirit, when used to prevent a dead character from leaving to see Vorkarian, no longer lasts for one hour and then 10 minutes each subsequent time. Now, it lasts 15 minutes each time it is cast. It still lasts 5 minutes when cast to offensively snare an undead creature in place.

Now, the only items that are able to be stolen are things that definitely belong to Magestry out-of-game, such as in-game money, potions, and scrolls. Personal items and magic items cannot be stolen unless they have an Appraisal Code attached to them by the staff.

Teach Cards and Learn Cards no longer exist. Teach and Learn are now skills that have unlimited uses. (Though, the aspect of Learn that used to let you learn from someone who didn't have an available Teach Card has obviously been eliminated.) The cost of Teach has increased from 10 to 25 SP. It is now also possible to learn skills between games, but doing so requires money and between-game days. Learning a skill costs one silver and one day for every 5 Skill Points in the value of the skill. However, learning a skill with a value of 60 or more Skill Points costs 2 silver and 2 days for every 5 Skill Points in the value of the skill. (Examples: Learning Appraise between games costs 4 silver and 4 between-game days because Appraise has a value of 20 Skill Points. Learning Grade 7 Assassin between games costs 28 silver and 28 between-game days because Grade 7 Assassin has a value of 70 Skill Points.)

Light Armor, Mental Focus, and Spiritual Sympathy now require teaching.

The cost of Bow/Crossbow increases from 10 to 20 SP. The cost of Small Weapon increases from 10 to 20 SP. Spear/Polearm merges with the Staff skill and drops from 30 to 25 SP. (Staff already was 25 SP.) The cost of Thrown Weapon increases from 15 to 20 SP. All Two-Handed weapons drop in cost to 10 SP, but they each now have their One-Handed counterparts as prerequisites, so their total cost remains the same as before: 30 SP. (So, if you want to buy Two-Handed Club for 10 SP, you first have to buy One-Handed Club for 20 SP.) Similarly, the cost of Shield drops to 25 SP, but it now has Shield, Buckler as a prerequisite.

The cost of Improved Bow decreases from 100 to 50 SP.

The cost of School Mastery drops from 150 to 120. Also, the prerequisite for School Mastery has changed to 200 skill grades in the school being mastered (160 for prestige classes).

Alchemical components no longer expire. Scrolls and potions now expire after 3 years instead of just one.

Feat of Strength stuff: To clarify, the Power Level of a weapon-based attack does not automatically increase when the damage of the attack increases. However, now, the Power Level of any weapon-based attack (not defense) will increase from 1 to 2 if 2 Feats of Strength are used before the attack. Similarly, the Power Level of any weapon-based attack will increase from 1 or 2 to 3 if 6 Feats of Strength are used. (Example: "Cripple, Body 1" could become "Cripple, Body 3" if the user first pumps himself up with 6 Feats of Strength.) For weapon-based attacks that deal numeric damage, one Feat of Strength will now increase the damage by 1 regardless of the attack's Power Level. Along with this change, it is now necessary to roleplay that you are preparing your attack. For each Feat of Strength that you use to empower or increase damage of a weapon-attack, you need to swing your weapon once without hitting anything so as to "gain momentum." The empowered attack need not be the first attack you make after pumping up, but you have one minute to use the empowered attack or the Feats of Strength are lost. Since it need not be the first attack, if you are interrupted while pumping up, you can stop and then continue your pumping up later, as long as one minute has not passed.

The name of the Harmless effect has changed to the "Roleplay" effect.

Spell Immunity has been renamed Spell Resistance since it grants Passive Resistance Levels (for which you say "resist") and not Passive Immunity Levels (for which you say "no effect").

Combine now requires at least 2 people to combine instead of 3. Also, it can now also be used to increase the Power Level of a weapon-based spell or the duration of a weapon enchantment. If you cast Combine at Power Level 2, you may use your combining to cast one weapon enchantment (except Vampiric Weapon) that will last for 30 minutes instead of 10. Improved Combining will allow you to give 30-minute enchantments to everyone involved in the combining, but only if you cast your Combine at Power Level 3. As before, that enchantment will be the only benefit everyone will be able to get from that particular combining.

All Flare attacks are now considered to be missile-based effects of Power Level Zero that automatically strike the attacker (instead of Power Level 2).

Dispel Magic, if cast at a sufficient Power Level, will remove any effects that accompany special types of Armor Points (such as the Pain Flare aspect of Armor of Agony or the Waylay resistance aspect of Stoneskin).

Now, if you wish to add Pain-flaring psychic armor points to your Armor of Agony by using a lower-grade armor spell, you must be the caster of that spell, and it must be cast by spending a skill slot that is one grade higher and in the same school that the spell normally is. (So, to add two flaring AP to your Armor of Agony, you must cast Psychic Armor as a grade 5 spell.)

All Heroic Effects and all once-per-day spells are now Power Level 5 instead of 4.

Now, hearing "No Effect" in response to turning a skill back at its user means your Spell Turn or similar ability was not spent.

Despite the name of the skill, Hamstring can now be used to Cripple an arm.

Clarification: If you are playing an undead creature, Sunbeam deals you 2 points of damage.

When using the skill Guardian, the user now states, "Counterskill X" (where X is the Power Level of the Parry he is using to block the attack targeting his buddy).