

Moonshards Beta 2.0 Patch Notes

Brawn

Change: Power / 2. Base Min: 4, Base Max: 12. Final Max: 24

Previous: Power / 4. Base Min: 2, Base Max: 6. Final Max: 18

Move

Change: Agility / 2. Base Min: 4, Base Max: 12. Final Max: 15

Previous: Agility / 4. Base Min: 2, Base Max: 6. Final Max: 9

Knack

Change: Mind / 2. Base Min: 4, Base Max: 12. Final Max: 15

Previous: Mind / 3. Base Min: 2, Base Max: 8. Final Max: 11

Stamina

Change: Endurance * 1.5. Base Min: 12, Base Max: 36. Final Max: 48

Previous: Endurance / 2. Base Min: 4, Base Max: 12. Final Max: 24

Zone of Control

Change: Zone of Control is a toggle. It is considered a Noticeable action to exert zone of control. Cost 1 Knack to turn on, free to turn off. Can be toggled at any time in a turn.

Previous: Zone of Control worked no matter perception. Could theoretically give away hostile creature location.

Potency

Change: Any ambiguity of using the word “Damage” is now changed to “Potency”.

Previous: Interchanged use of the words.

Change: Potency = Weapon Potency + Brawn + Size Mod

Previous: Potency = Weapon Potency + ((Brawn + Size Mod) / 2)

Protection

Change: Done away with for in-combat.

Previous: Mitigation / 3. Actual damage reduction.

Change: Protection redefined as the boon given by armor.

Previous: Used to reduce damage in combat.

Change: Armor Mitigation (AMit) should be Protection.

Previous: Use of AMit when nothing of the sort is mentioned in armor equipment.

Mitigation

Change: Actual damage reduction.

Previous: Mitigation / 3 is protection. Protection was actual damage reduction.

Skirmisher

Change: Special Trick: 6 Fatigue, reduce Move Drain from each source by 1.

Previous: Expend 6 Fatigue and for the rest of the round ignore Move Drain from Zone of Control.

Bear

Change: Expend 4 Fatigue, for the rest of the round ignore Morale Penalties.

Previous: None.

Warrior

Change: Expend 4 Fatigue. Change places with an Adjacent, willing creature. Does not count as Movement.

Previous: Expend 4 Fatigue and for the rest of the round ignore morale penalties.

Armors

Change: Armor Mitigation:

Robes 0

Tights 1

Light Leather 1

Light Hide 2

Heavy Leather 2

Thick Hide 3

Scale Link 3

Bone Link 4

Shell Mail 4

Bone Mail 5

Shell Plate 5

Bone Plate 6

Previous: Armor Mitigation:

Robes 1

Tights 2

Light Leather 3

Light Hide 4

Heavy Leather 5

Thick Hide 6

Scale Link 7

Bone Link 8

Shell Mail 9

Bone Mail 10

Shell Plate 11

Bone Plate 12

Penalties (Drains)

Move

Change: Move Penalty is now a Move Drain on enter.

Previous: A penalty to max move not a drain.

Change: Penalty now:

Bone Link (1)

Shell Mail (1)

Bone Mail (1)

Shell Plate (2)

Bone Plate (2)

Previous: Penalty was:

Bone Link (0)

Shell Mail (0)

Bone Mail (0)

Shell Plate (1)

Bone Plate (1)

Focus

Change: Penalty changed to drain (applies to each verse recited).

Previous: Seemed to only apply to maximum not to each recitation.

Change: Penalty now:

Thick Hide (3)

Scale Link (2)
Bone Mail (6)
Previous: Penalty was:
Thick Hide (2)
Scale Link (3)
Bone Mail (4)

Evasion (Avoidance)

Change: Evasion penalty changes to avoidance. Really affects Avoidance check, not evasion.
Previous: Ambiguous and confusing.

Change: Penalty now:

Thick Hide (0)
Bone Plate (3)
Previous: Penalty was:
Thick Hide (1)
Bone Plate (2)

Stalking

Change: Penalty now:

Scale Link (2)
Bone Plate (3)
Previous: Penalty was:
Scale Link (1)
Bone Plate (2)

Natural Armor

Change: Protection: {Endurance / 6} --- skill of Spirit / 2
Previous: Protection: {Endurance / 4} --- skill of Spirit / 2

Weapons

Ranged Attacks

Change: Decay is how many spaces before an additional attack penalty is incurred when shooting beyond normal max range. Incurred when exceeding normal range.

Previous: Decay was the penalty for each space exceeding max range.

Change: Decay incurs a penalty equal to the Recoil of the weapon.

Previous: Decay was its own penalty.

Change: Velocity now called Precision.

Change: Velocity is the number of obstacles that can be between you and a target before penalties are incurred.

Previous: Velocity was for a mechanic of shooting something on high ground. A mechanic we haven't necessarily needed.

Weapon Properties

Change: No Easy(Multi-attack) special on Staff

Previous: Staff had Easy(Multi-attack) special

Change: Staff has special "Reach" - Reach can strike an opponent 2 spaces away as though they were 1 space away at the cost of 1 extra Knack per strike.

Previous: Reach didn't exist.

Change: Recoil counts for any attack made (regardless of hand).

Previous: Recoil accumulated per hand making attacks.

Recoil

Change: Recoil now:

Shuriken (3)

Dagger (3)

Sai (4)

Longclaw (4)

Book (8)

Staff (6)

Bow (5)

Mace (6)

Sword (5)

Axe (7)

Crossbow (7)

Maul (8)

Previous: Recoil was:

Shuriken (1)

Dagger (1)

Sai (1)

LongClaw (3)

Book (5)

Staff (2)

Bow (2)

Mace (2)

Sword (2)

Axe (3)

Crossbow (4)

Maul (4)

Potency

Change: Follows scale similar to armor.

Previous: followed it's own scale from 0 to 4

Change: Global 2 added to all Potencies. Potency ranges from 2 to 8

Previous: Potency ranged from 0-6 (when following Armor-like scale)

Change: Potency now:

Shuriken (2)

Dagger (3)

Sai (3)

Longclaw (4)

Book (4)

Staff (5)

Bow (5)

Mace (6)

Sword (6)

Axe (7)

Crossbow (7)

Maul (8)

Previous: Potency was: Shuriken (0)

Dagger (0)

Sai (1)

Longclaw (3)

Book (1)
Staff (3)
Bow (2)
Mace (1)
Sword (2)
Axe (3)
Crossbow (4)
Maul (4)

Change: Ranked (low to high):

Shuriken
Dagger
Sai
Longclaw

Book
Staff
Bow
Mace
Sword
Axe
Crossbow
Maul

Previous: Ranked (low to high): Shuriken

Dagger
Sai
Mace
Sword

Book
Longclaw
Bow
Axe
Staff
Crossbow
Maul

Range

Change: Range now:

Shuriken (5)
Dagger (4)
LongClaw (0)
Book (1)
Staff (3)
Bow (7)
Crossbow (9)

Previous: Range was:

Shuriken (4)
Dagger (3)
Longclaw (1)
Book (2)
Staff (2)

Bow (5)

Crossbow (6)

Change: Mentioned strange things like book's 'range' being shorter than it's 'minimum'.

Previous: no explanation

Decay

Change: Decay now:

Shuriken (3)

Dagger (2)

Sai (1)

Longclaw (1)

Book (1)

Staff (1)

Bow (8)

Mace (1)

Sword (1)

Axe (1)

Crossbow (8)

Maul (1)

Previous: Decay was:

Shuriken (4)

Dagger (5)

Sai (6)

LongClaw (9)

Book (7)

Staff (7)

Bow (2)

Mace (4)

Sword (6)

Axe (7)

Crossbow (4)

Maul (8)

Velocity (Precision)

Change: Velocity now:

Shuriken (3)

Bow (2)

Crossbow (1)

Previous: Velocity was:

Shuriken (1)

Bow (4)

Crossbow (3)

Change: Term Velocity changed to Precision. How many obstacles you can ignore before taking arc penalties.

Previous: Velocity was for attacking targets up on high ledges. Poorly worded definition.

Deadzone (Minimum)

Change: Deadzone now:

Shuriken (2)

Dagger (2)

Sai (2)
Longclaw (2)
Book (2), Staff (3)
Bow (4)
Mace (2)
Sword (2)
Axe (2)
Crossbow (5)
Maul (2)

Previous: Deadzone was:

Shuriken (1)
Dagger (1)
Sai (1)
Longclaw (1)
Book (1)
Staff (1)
Bow (2)
Mace (1)
Sword (1)
Axe(1)
Crossbow (2)
Maul(1)

Change: Deadzone now called Minimum

Previous: Called Deadzone

Perception Change: Perception distance is in increments. Each increment is equal in length to Perception stat. 1st increment is full Perception, each additional increment reduces Perception by a quarter (round down final perception of current increment)

Previous: Full Perception out to a range equal to Perception, -1 for each additional space.

Stances

Change: Stance can last up to Fervor rounds before expiring.

Previous: Kept as long as upkeep was paid.

Change: No upkeep cost.

Previous: Upkeep kept entire time (reduced Knack and Fatigue costs by 1 for a stance that is maintained longer than a round).

Change: No "Multi-Attack" stance.

Previous: Multi-attack stance.

Change: Rallying-Basic: Increase Fervor for you and your allies in the area equal to your Zeal. Area $\{3 + \{\text{Zeal} * 2\}\}$ centered on the rallier. --- Extra: +1 to Zeal.

Previous: Basic: Zeal forte subtract effective number of rounds passed for all opponents. Area $\{3 + \{\text{Zeal} * 2\}\}$ centered on the rallier. --- Extra: +1 to Zeal. Reduce Broken Morale penalties, up to your Zeal.

Change: Recovery-Basic: Regain 1 Fatigue during Recharge Stage. --- Extra: Expend 2 Focus to regain 2 more Fatigue during Recharge Stage.

Previous: Basic: Regain 1 Fatigue during Recharge Stage. --- Extra: Expend 2 Focus to regain 1 more Fatigue during Recharge Stage.

Change: Refocusing-Basic: Get 1 Focus back during Recharge Stage --- Extra: Get an additional 1 Focus during Recharge Stage.

Previous: Basic: Get 1 Focus back during the recovery stage at the top of the round --- Extra: Get an

additional 1 Focus back when Refocus stance restores Focus.

Change: Threatening-Basic: Decreases Fervor for foes in the area equal to your Demoralize. Affects an area $\{3 + \{\text{Demoralize} * 2\}\}$ centered on the demoralizer. --- Extra: +1 to Demoralize.

Previous: Basic: Demoralize forte adds to effective number of rounds passed for all opponents. Affects an area $\{3 + \{\text{Demoralize} * 2\}\}$ centered on the demoralizer. --- Extra: +1 to Demoralize.

Change: Noisy-Basic: Passive Stalking becomes 0. Reduce Passive Stalking by your Stalking skill. -1 to Passive Stalking for every creature in Noisy stance that can perceive you (this is a cumulative effect). Being in this stance is an obvious action. --- Extra: -1 to Passive Stalking.

Previous: Basic: Lower Passive Stalking below 0 as far as Stalking skill. -1 to Stalking for every creature in Noisy stance that can perceive you (this is a cumulative effect). Being in this stance is an obvious action. --- Extra: -1 to Stalking.

Holding Action

Change: Expend 1 Knack to reduce combat speed by 2 for the rest of the round. You can also expend all Knack to go 1st at the start of the next round (must be ALL Knack, action decided before expending any Knack) – calling for a 'priority round'. During your turn, your action is considered 'priority' actions. If multiple people try to go first, their combat speeds determine which order they go in. You cannot gain a priority round as a priority action.

Previous: None implemented.

Movement

Change: Use of movement during around counts as a passive skill. (expends 1 Knack the first time and 0 any time after in that round).

Previous: Moving was free.

Poison

Change: Lowers Evasion, lowers Agility-based skills.

Previous: Lowers Agility and lowers Agility-based skills. Caused a 'double-whammy' effect.

Traps

Change: Lowers Vitality, lowers Endurance-based skills.

Previous: Lowers Endurance and lowers Endurance-based skills. Caused a 'double-whammy' effect.

Combat Speed

Change: $(\text{Move} - 4) + (\text{Knack} - 4) + \text{Zeal} + (\text{Refocus} / 2) + ((\text{Agility} + \text{Mind} + \text{Spirit} - 24) / 4)$. Listed as a decimal. Morale and Fervor included as two later places. (Morale / 40, Fervor / 400) Added together and tacked on at the end. Final Combat speed takes form xx.xxxx. Super-high fervor can make up for a slightly lower morale between two opponents.

Previous: $\text{Knack} * 5 + \text{Move} * 3 + \text{Agility} * 2 - 1$ (max 120).

Change: Tiebreaker → Roll-off (3d8)

Previous: Tiebreaker → Highest Knack, Highest Move, Roll-off (3d8)

Attack from Stalking

Change: Target gets Perception competence check. Threshold = attacker's current Stalking. Success gives Armor Skill to Mitigation. Failure gives no Armor Skill to Mitigation.

Previous: Target gets no Armor Skill, period.

Change: Target getting no Armor Skill is guaranteed a minimum physical damage equal to Stalking Skill / 6. Elemental damage works normally.

Previous: Any physical damage is mitigated by protection. No guaranteed minimum.

Stalking

Change: Creatures moving through the space of an unperceived creature get a Perception competence

check to notice the other creature. Threshold = unperceived creature's current Stalking.

Previous: No check.

Change: If a creature (walker) stops in a space with an unperceived creature (stalker), the stalker can spend 1 Move to change position. (Also suffers move drain as though entering zone of control). If the stalker cannot move, the walker occupies the space before trying to enter the stalker's space, and the stalker's Stalking drops to 0. Walker expends movement as if it had successfully moved into the stalker's space but covers none of the ground. Walker loses 2 Knack. Walker is standing in a Zone of Control in the event they wish to move away.

Previous: Creatures cannot move into another's space. Zone of Control may have applied, giving away a stalker's location (see Zone of Control). Stalker kept all Stalking.

Change: You cannot add Brawn to your Potency until the next round after leaving Stalking stance.

Previous: Brawn added at all times

Change: Guaranteed Damage even if noticed (Stalking skill / 12)

Previous: Guaranteed damage only if unnoticed.

Attacking

Change: Attacking with 1-hander weapons costs 1 Knack per set of attacks. Attacking with 2-hander weapons costs 2 Knack per attack.

Previous: First set of attacks cost no Knack, and additional attacks involved use of Multi-Attack stance.

Change: Recoil applies per attack no matter the hand.

Previous: Recoil applied only per hand.

Innate Abilities

Heavy Resistance

Change: Added exclusion Durable.

Previous: No exclusion of Durable.

Change: Drawback of reciting cost 1 extra Knack per level.

Previous: Drawback of reciting cost 1 extra Knack.

Durable

Change: No longer has exclusion Poisonous.

Previous: Exclusion of Poisonous.

Change: Added exclusion Heavy Resistance.

Previous: No exclusion of Heavy Resistance.

Change: Terminology standardized

Previous: Not standardized.

Poisonous

Change: Added drawback: Reduce assets by 2 per level.

Previous: No drawback.

Change: No longer excludes Durable.

Previous: Excluded Durable.

True Natural Armor

Change: Spirit equal to {4 / Level in this ability being acquired}.

Previous: Spirit equal to {9 + the level in this ability being acquired}.

Change: With this ability, while wearing no armor, Natural Armor Skill is increased by {2 per level in this ability}. Attunements are increased by {2 per level in this ability} for purposes for calculating Elemental Mitigation. This increase provides no benefit to Verse Cogency Reduction.

Previous: With this ability, while wearing no armor, a native's Armor Skill is equal to their {{Spirit - 6} + 1 / level}. In addition to normal Elemental Protection, a Native receives an additional 1 Elemental

Protection for every 2 levels of this ability in all Elements. --- convoluted.

True Natural Weapons

Change: When attacking with natural weapons, Natural Weapon Skill is increased by {2 per level in this ability}. You deal Elemental Damage equal to {1 per level of this ability} as if the attack was done with a prefix of your birth element.

Previous: Prerequisite: Spirit equal to {9 + the level in this ability being acquired}. --- Benefit: When attacking with natural weapons, Weapon Skill is equal to your {{Spirit – 6} + 1 / level} . You deal 1 Elemental Damage per level of this ability as if the attack was done with a prefix of your birth element.

Fast Regenerator

Change: Terminology Standardized.

Previous: No standardization.

Verses

Change: No set durations.

Previous: Durations mentioned in top-of-round.

Falling

Change: Implemented – scales with distance. Maximum velocity. Size, Skill, Innates matter.

Previous: None implemented.

Elemental Damage

Change: Redefined and standardized Mitigations and Protection. Mitigation is what prevents damage. Protection is a beneficial factor in Mitigation.

Previous: Inconsistent use.

Change: $EMit = \{(Attunement / 6) + EPro\}$ --- Elemental Damage (per element) = {Weapon Elemental Damage} – {Emit}

Previous: $EPro = \{(Attunement / 6)\}$ --- Elemental Damage (per element) = {Weapon Elemental Damage} – {Emit + Epro}

Natural Weapons & Armor

Change: Natural Weapon

Inherent: Flimsy, One-Hander

Special: Subtle

Recoil: 3 | Potency: 2 | Range: 0

Decay: 0 | Arch: 9 | Minimum: 9

Stones: 0 | Asset Cost: 0

Stability: {Endurance / 2} | Durability: {Stamina / 3}

Previous: Natural Weapon

Inherent: Flimsy, One-Hander

Special: Subtle.

Recoil: 1 Potency: -1 Range: 0

Decay: 9 Arch: 9 Minimum: 9

Stones: 0 Asset Cost: 0

Stability: {Endurance / 2} Durability: {Stamina / 3}

Change: Natural Armor

Natural Armor Skill: {Spirit / 2}

Mitigation: {Endurance / 6}

Focus Drain: 0 | Move Drain: 0

Avoidance Penalty: 0 | Stalking Penalty: 0

Asset Cost: 0 | Stones: 0

Stability: {Endurance} | Durability: {Endurance}

Previous: Natural Armor

Protection: {Endurance / 4}

Focus Drain: 0 Move Drain: 0

Avoidance Penalty: 0 Stalking Penalty: 0

Asset Cost: 0 Stones: 0

Stability: {Endurance} Durability: {Endurance}

Movement

Change: Move Decay redefined: If you move before attacking. First attack suffers no penalty, the next attack suffers recoil of the number of spaces moved on top of normal recoil.

Previous: Each space moved reduces accuracy by 1. (Became real problem with long distance movements)

KNOWN PROBLEMS

Toughness not factoring properly into Mitigation on the high-powered end. May need refiguring.

Verse damage too low, currently working on increasing this.