

Four Pillars Rulebook 2.6 Main Updates

General Changes

Rulebook Restructure: The chapter orders of the Rulebook have been changed. 'The Game', formerly Chapter 1, is now Chapter 5.

Tiers: Although Tier 1, Tier 2 and Tier 3 are used in the rulebook, it is suggested that a more immersive way to describe these Tiers when in play would be Novice, Adept or Expert.

1. The World of Four Pillars

1.1 Overview: The Timeline has been removed.

1.2 The Known Lands: Treth and Valclya briefs have been updated. The country of Huángjīn Xīwàng has been added.

1.3 The Factions:

> Legion brief has been updated.

> New Circle faction skill, 'Lore Scholar'.

1.4 Species: The term 'Races' has been updated to 'Species'.

> New Elven species skill.

> Goblin brief & phys-rep has been updated.

> Troll brief and species skill updated.

> Ogre species skill has been clarified

> Orc 'Rage' skill has been updated.

> Vampire Species Skill has been changed from 'necromancy resist'. Vampires now keep whatever species skill they had before being turned.

> Beast-Kin claw use terms updated.

2. Character Creation & Core Rules

2.1 Hits, Dying and Healing: The 'Stablise' call has been removed. If a character is being healed by the 'Surgery' skill, their death count is paused. If they are healed by magic, their death count continues until the completion of the spell.

2.2 Classes: Players now spend skill points via the use of a form which will be available on the website and facebook group between events, rather than directly contacting a referee. Skill points may now be used to upgrade downtime resources.

> **Artisan:** Artisan primary skills are now *Craft: [Alchemy/Smith/Talisman], Forage, Melee: [One Handed/Two Handed]*

> **Physician:** Physicians now have the new skill 'Surgery' instead of 'Healing'.

Physicians have a 40 second reduction to their heal time when using 'Surgery'.

> **Rogue:** Rogues now have 'Melee: One Handed' as a primary skill. The former Rogue bonus, the use of throwing weapons without the 'Ranged' skill, has been replaced by a buff to Stealth: 'When using the Stealth skill, rogues can move unseen in sufficient cover from Tier 1, and from Tier 2, they can bring another into cover with them.'

2.3 Skills

> **Craft:** Alchemy, Smithing and Talisman are now all written as branches of the Craft skill.

> **Craft: Smithing:** Armour repair timings have been reduced to 75, 60 and 45 seconds per tier to restore all armour points.

> **Devotion:** It is now specified that only a fixed number of ritual effects can be maintained by a devotionalist at a time, whether on themselves or another. T1: 4 effects, T2: 8 effects, T3: 12 effects. List of Deities included and updated.

> **Magic:** All magic disciplines now have thaumaturgy work points (TWP): 5, 10, 15 total per tier respectively. It is specified that you may only take more than one Magic Discipline if you have chosen the Mage class.

> **Magic: Naturamancy:** Elemental magic is now known by its technical name of Naturamancy. 'Elemental' magic may be used as a slang term in game.

> **Magic: Umbramancy:** Necromancy is now known as Umbramancy, or 'Shadow Magic'. Necromancy is now defined as a subsection of Umbramancy involved with raising or communicating with the dead.

> **Melee:** The Melee skill is now divided into two subsections; One-Handed and Two-Handed. One-Handed gives the *Pierce* call at T2, and *Disarm* call at T3. Two-Handed gives *Knockdown* at T2 and *Smash* at T3.

> **Ranged:** Ranged T2 now gives the *Knockdown* call at T2, and *Smash* call at T3.

> **Surgery:** The 'Healing' skill has been replaced with 'Surgery'. Surgery is a mundane healing skill. The patient's death count is paused as long as they are having Surgery performed upon them. T1: 100 sec, T2: 80 sec, T3: 60 sec. These timings are reduced for the Physician class. Each use of surgery restores one hit point to every location. This skill may be used on yourself as long as you have the use of both arms and are conscious.

Courage: Courage is no longer a skill. The courage call may still be used as a result of magic.

2.4 IC Calls:

> **Courage:** The premise of this call is the same, however it is now a call given as the result of magic rather than a specific skill.

> **Cripple:** This call no longer exists in the system.

> **Fear:** The premise of this call is still exactly the same, but now it is by nature a mind altering effect that causes an unnatural terror. It can be negated by the Courage call.

> **Grapple:** Reworded for clarity.

> **Possession:** Clarification -a character under possession cannot be made to cause direct harm to themselves.

> **Stabilise:** Call no longer exists in the system.

2.5: Downtime:

> The entire downtime system is a new addition to Four Pillars, and we suggest reading this section. Each character now receives a downtime resource at their creation. This can be upgraded with XP. Sometimes, in play decisions may result in a Downtime bonus.

2.6: Equipment

> A weapon that passes a check will now be marked with a green ribbon. If a weapon fails, it must be left in a tent or vehicle outside the ic area.

3. Magic

> **Known Spells:** These have now been moved to the 'Magic and Crafting' Booklet.

3.2 Casting Magic: Offensive *Touch* spells may now only be delivered in combat via a LARP safe weapon or impliment.

4. Crafting, Thaumaturgy & Rituals

> Changes to CWP and TWP.