

UPDATES TO NEOTHERA SAGA CORE RULES – V 3.3

All amendments and/or changes to the core rules are listed below to save you having to re-read the entire book, however, we would advise participants check the core rules from time to time in order to refresh their memories about aspects of the game. It is your responsibility as a player to know how any system calls, effects, abilities and spells affect your character, and whilst mistakes can sometimes be made at games, persistently flouting rules will see your character deducted Experience or Hero Points!

Thank you for taking the time to read the following changes, and also for your understanding that amendments to the core rules are put in place to improve the dynamics of our games and henceforth the enjoyment of all participants.

If you feel these rules changes have affected your character build and you would like to make changes to any abilities or spells etc that you current have, you are welcome to re-spend any EXP or HRP invested in your character. If this is the case please let Tommy know. Updates to character sheets to bring them in line with the new rules updates will be made in the following weeks and we will notify participants via our Discord channel and Facebook group when this has been done.

EFFECTS AND SYSTEM CALLS CLARIFICATIONS

The effects below remain the same in the 3.3 rules update, however further situational clarification has been added due to observations made by staff in-game.

CRUSH

If more than one bodily location is subject to the CRUSH effect, each location will need to be healed separately via the appropriate means.

DESTROY

If an arm or leg is struck with this effect, the only way to recover the lost limb is to have a spellcaster use the REGROWTH spell to regrow the destroyed extremity.

SEVER

If more than one bodily location is subject to the SEVER effect, each location will need to be healed separately via the appropriate means.

TAUNT

Calls of TAUNT cannot be REFLECTED.

FLIGHT

You cannot carry another person whilst flying.

IMMOBILE

A target that is afflicted by any of the effects listed below is unable to move from the ground they lay upon or the spot they stand in and must be physically lifted and moved to another location by one or more participants.

Critical, Moribund, Sleep, Stasis, Sever and Crush (if both legs are subject to one or both of these effects), Agony, and any additional non-listed effects that result in a loss of movement as directed by a game referee.

For example, it is not acceptable for two other participants to roleplay lifting you from the ground, as if carrying you, and all three of you walk to the location your carriers are taking you to. Other participants should physically be able to lift you to another location, and if that is not possible you must remain where you lay or stand. The only exception to this rule is if the position you occupy would put yourself or others in real danger, for example you are about to be trampled by other participants moving in your direction that are involved in combat.

If you feel it is not safe to remain where you are whilst immobile you are allowed to move yourself to a safer spot nearby, however, once there you should continue to roleplay the effect your character is suffering from.

This said, certain abilities may be used to allow you to 'pick up and walk' another participant to a different location. A participant with the STRENGTH ability may spend 1 LF to activate the ability and roleplay carrying you to another location. In this instance, you may both walk to the desired location, yet make it clear (roleplay) that you are being carried. The BATTLE RAGE ability will also allow you to be carried, however, the person using this ability may carry as many immobile people they like to the desired location for the duration of the encounter.

MEDIC CLASS ABILITIES & HEALING SPELLS

The goal of the Medic class has always been to make non-magical healing enjoyable to roleplay, with longer ability timers (counts) in place to allow players to get stuck into performing (role playing) medical procedures using a variety of props at their disposal. Magic users casting healing spells can heal with a much shorter timer, and as a result the Life-Force cost of casting healing magic is much greater than using Medic abilities. From an IC point of view, this represents the strain put on the magic user to channel their power quickly to the wounded, where Medics heal with ease through the years of practise they have put in to their profession, albeit at a slower pace as they concentrate on the procedure at hand. Whilst this is still the case with the new rules updates, we have taken player feedback on board and have updated these two methods of healing to streamline the pace of the game and balance how healing works in the system, along with ensuring the two classes still possess their unique themes and traits.

CHANGES TO THE MEDIC CLASS

In version 3.3 of the core rules you will notice that many Medic abilities have had their Life-Force costs reduced, along with the time it takes to perform certain healing orientated abilities. As mentioned previously, this is to balance how healing works in the game, and to respond progressively to participant feedback and staff observations made at our games.

***The following MEDIC class abilities have had their counts reduced from 60 SECONDS to 30 SECONDS:
Physical Healing (Rank 1), Physical Healing (Rank 2), Physical Healing (Rank 3)***

FURTHER CLARIFICATION ON THE PHYSICAL HEALING (RANK 1, 2 & 3) ABILITIES

It has been brought to our attention that certain players have not been using these abilities as the rules intended. To clarify, these abilities work as follows:

PHYSICAL HEALING (RANK 1)

Spend 1 LF and 30 seconds of RP healing 1 GHP. An additional 1 LF and 30 seconds of RP must be spent/performed to heal a further 1 GHP to a target. For example, if you wish to heal 6 GHP you would need to spend 6 LF and 3 minutes of RP.

PHYSICAL HEALING (RANK 2)

Spend 1 LF and 30 seconds of RP healing 2 GHP. An additional 1 LF and 30 seconds of RP must be spent/performed to heal a further 2 GHP to a target. For example, if you wish to heal 6 GHP you would need to spend 3 LF and 90 seconds of RP.

PHYSICAL HEALING (RANK 3)

Spend 1 LF and 30 seconds of RP healing 3 GHP. An additional 1 LF and 30 seconds of RP must be spent/performed to heal a further 3 GHP to a target. For example, if you wish to heal 6 GHP you would need to spend 2 LF and 60 seconds of RP.

***The following MEDIC class abilities have had their counts reduced from 10 MINUTES to 3 MINUTES:
Biologist, Life-Saving Surgery, Mend Limb, Toxicologist, Prognosis, Replantation***

The following MEDIC abilities have had their Life-Force (LF) cost reduced to 1 from their previous values in version 3.2 of the core rules:

Cure Disease, Life-Saving Surgery, Mend Limb, Toxicologist, Replantation

CHANGES TO HEALING SPELLS

The spellcaster class in version 3.3 of the core rules has largely remained the same, with the exception of the removal of the Rank 1 Healing Spell: Heal, and the addition of a new spell that allows the transferral of Life-Force from one willing target to another. As mentioned previously, this is to balance how healing works in the game, and to respond progressively to participant feedback and staff observations made at our games.

HEAL (RANK 1 HEALING SPELL) - REMOVED

This spell will be removed from the game. If you have acquired this spell as one of your two starting spells you may re-pick another RANK 1 spell from the healing spells list. If you purchased this spell for Llandies, or you were taught the spell by another player or NPC you will be refunded the base Llandie cost for the spell.

ESSENCE TRANSFER (RANK 1 HEALING SPELL) - NEW

Players with the MAGIC: HEALING (RANK 1) ability will now have access to the following new spell:

RANGE: Touch

DURATION: Instant

DESCRIPTION: You spend 1 LF to cast this spell, allowing you to siphon up to 3 LF from a conscious and willing target to yourself, or to act as a conduit to transfer LF from one target to another. This spell will not work if the target is under the influence of any mind controlling effects such as GLAMOUR. You must have at least 1 LF left to cast this spell.

GREATER HEAL (RANK 2 HEALING SPELL)

This spell will be renamed to HEAL and has been upgraded to allow the caster to heal other targets as well as themselves.

HEAL (RANK 2 HEALING SPELL)

RANGE: Earshot / Self / Touch

DURATION: Instant / Charged

DESCRIPTION: You fix the body with raw magic. You or the target heals 3 GHP.

COMPARISON CHART

For all you number crunchers out there we have assembled a chart that compares the time, LF cost and amount healed, detailing how healing works in version 3.2 of the core rules compared to the update in 3.3.

CURRENT RULES VERSION 3.2 - AMOUNT HEALED VS TIME TAKEN VS LF REQUIRED															
TYPE	AMOUNT OF GHP HEALED		1	2	3	4	5	6	7	8	9	10	11	12	ABILITY / SPELL DESCRIPTION
SPELL	HEAL (RANK 1 SPELL)	TIME (seconds)	10	10	20	20	30	30	40	40	50	50	60	60	Rank 1 spell that costs 1 LF, 10 seconds to cast and heals 2 GHP to another target OR 1 GHP to yourself. Totals shown are for healing a target.
		LF COST	1	1	2	2	3	3	4	4	5	5	6	6	
SPELL	GREATER HEAL (RANK 2 SPELL)	TIME (seconds)	20	20	20	40	40	40	60	60	60	80	80	80	Rank 2 spell that costs 2 LF, 20 seconds to cast and heals 3 GHP to another target only.
		LF COST	2	2	2	4	4	4	6	6	6	8	8	8	
ABILITY	PHYSICAL HEALING (RANK 1)	TIME (seconds)	60	120	180	240	300	360	420	480	540	600	660	720	Rank 1 ability that costs 1 LF, 60 seconds to perform and heals 1 GHP.
		LF COST	1	2	3	4	5	6	7	8	9	10	11	12	
ABILITY	PHYSICAL HEALING (RANK 2)	TIME (seconds)	60	120	180	240	300	360	420	480	540	600	660	720	Rank 2 ability that costs 1 LF, 60 seconds to perform and heals 2 GHP.
		LF COST	1	1	2	2	3	3	4	4	5	5	6	6	
ABILITY	PHYSICAL HEALING (RANK 3)	TIME (seconds)	60	120	180	240	300	360	420	480	540	600	660	720	Rank 3 ability that costs 1 LF, 60 seconds to perform and heals 3 GHP.
		LF COST	1	1	1	2	2	2	3	3	3	4	4	4	

RULE AMENDMENTS VERSION 3.3 - AMOUNT HEALED VS TIME TAKEN VS LF REQUIRED															
TYPE	AMOUNT OF GHP HEALED		1	2	3	4	5	6	7	8	9	10	11	12	ABILITY / SPELL DESCRIPTION
SPELL	HEAL (RANK 2 SPELL)	TIME (seconds)	20	20	20	40	40	40	60	60	60	80	80	80	Rank 2 spell that costs 2 LF, 20 seconds to cast and heals 3 GHP.
		LF COST	2	2	2	4	4	4	6	6	6	8	8	8	
ABILITY	PHYSICAL HEALING (RANK 1)	TIME (seconds)	30	60	90	120	150	180	210	240	270	300	330	360	Rank 1 ability that costs 1 LF, 30 seconds to perform and heals 1 GHP.
		LF COST	1	2	3	4	5	6	7	8	9	10	11	12	
ABILITY	PHYSICAL HEALING (RANK 2)	TIME (seconds)	30	30	60	60	90	90	120	120	150	150	180	180	Rank 2 ability that costs 1 LF, 30 seconds to perform and heals 2 GHP.
		LF COST	1	1	2	2	3	3	4	4	5	5	6	6	
ABILITY	PHYSICAL HEALING (RANK 3)	TIME (seconds)	30	30	30	60	60	60	90	90	90	120	120	120	Rank 3 ability that costs 1 LF, 30 seconds to perform and heals 3 GHP.
		LF COST	1	1	1	2	2	2	3	3	3	4	4	4	