# Version 0.1.5

# 6/3/23

I created version 0.1.5.

I reorganized the player pages to more easily find information.

I renamed Speed to Skill, and renamed Shelter to Support (I thought of Skill being used for RP, like lockpicking), and Shelter didn’t seem to have any RP use, but Support could with teamwork checks.

I added colored-in checkboxes Tier 1 in each Stat, so players don’t get confused at the starting stats.

## 6/11/23

I moved the character sheet onto Figma so I could more easily work on formatting.

Progression checkboxes are now vertical and sectioned off to show a better sense of progression.

I’ve also moved some tier 4 abilities into tier 3 to provide a more even levelling experience.

## 6/11/23

I adjusted the formatting of the player section of the book, and I refined the information to represent the most recent ruleset. I changed some wording for clarity, and I utilized bolding to point out the TL;DR information in sections.

I adjusted the ***Help for the GM*** section to remove out of date content and teach the most recent ruleset.

## Playtest Data

No playtesting sessions have been held with sufficient data.

# Version 0.1.6

## 6/12/23

I worked on formatting throughout the entire document. I started using more consistent visual language; game terms are now all Capitalized and *italicized*. I also used **bold** to highlight important phrases in each section of the rulebook in an attempt to make it skimmable; playtest this by quizzing someone unfamiliar with the game and timing them.

I also updated the Enemies in the Sample Content section to more accurately reflect the current rules.