After first Proto (10/27):

Rules page updated in Rules 2

Added 4 more characters, and started developing one more, several other in the works

Added 4 more SP to the summoner deck

No longer pay for hero activation

All hero skills are paid for with BP

Several changes to heroes:

* Pendragon:
  + HP; 12 -> 6, Def: 16 -> 15, Speed: 4
  + Valkyrie Forward: range is now 6 spaces
  + Beacon of Hope: costs 2BP
* Killer:
  + HP: 10 -> 4
  + Blood Slash: costs 2BP
  + Beelzebub: HP 9 -> 8, Controls 3x3 area if enemy enters the area takes 1 dmg and cannot use skills within the area.
* Lilly:
  + HP: 7 -> 3, Phase: Final
  + Rewind: costs 2BP
  + Replaced fast forward with Return
  + Return Power: brings back 5 cards, cond is now to use rewind and return 9 times
* Archer:
  + HP: 7 -> 3, Speed: 5 -> 6, Range 7 -> 5
  + Headshot: costs 2BP
  + Bramble Patch: costs 1BP
* Alastair:
  + HP: 13 -> 7, Atk: 3 -> 2, Speed: 3 -> 4
  + War Cry: costs 2BP and only affects within 2 spaces.
  + The Wall Never Falls: after death he can now pick up his shield from the place he died and increment his def by 1.
* Jiho:
  + HP: 8 -> 4, Atk: 2 -> 3, Speed: 4 -> 5
  + Barrier of Calm: costs 1BP
  + Peace for the Weary: now heals the target 1 hp for X rounds costs X BP
  + Remember the Dead: now insta revives a hero (for only one turn) and gives them a turn immediately after Jiho.

Spells:

* Regenerate: reals 4 HP costs 4SP was 6HP for 5SP
* Shock: cost 2 SP was 3SP
* Poison: costs 3SP was 5 SP
* Dodge: costs 1 SP was 2SP
* Rush: costs 4 SP, was 5SP
* Accuracy: costs 1 SP, was 2SP
* Shrine: costs 3 SP was 4 SP, also allows re summoning of heroes from its position.

After Second Proto (10/30)-

* Complete overhaul of characters stats, added a PR to designate damage, atk is now only used when determining if an attack hits, altered several hp and speed stats to better suit the new play style, testing needed to work out the kinks,
* Also made several alterations to skills some minor other more major.
* Biggest changes to skills was Hero Powers, which now instead of conditions to fulfill just require a large BP payout, some still have minor conditions as well as a smaller payout.
* Introduced items, rules and guide to use them are listed in Rule 3.
* Added monsters and reward system,
* Removed spells from the game
* Made shrines an action for players to take at the start of the round.
* Reworked the rules of the games as well as a guide in Rules 3

Edits (11/12)

* Prepared new templates to be tested for Hero Cards.
* Changed Alastair’s Hero Power.
* Added fly, resurrect, and splash to the effects list.
* Began developing 3 additional characters.

Edits (11/13)

* Began developing 2 more characters.
* Changed Killer’s first ability and stats
  + Def was 12 is now 11
  + Drain the Blood’s effects now last until Killer’s next death rather than for only one turn

Edits (11/14)

* Added characters RadioFreak, Zoe, Ana,
* Monsters now get stronger after each death
* Added splash, stun, jump, resurrect to effects list
* Shrines now have 3 hp

Edits (11/27)

* During playtests over break found that game was much too long so decided to change the win state to defeat a designated “Captain” character on your opponent's team depending on how much time this would take the matches could be in the form of best of three wins. Expect the new iteration of the game to have 12 or 15 characters.
* Began overhaul of hero cards, altering stats and abilities to make them better balanced.
  + Pendragon
  + Jack Frost
  + Ferocity
* Created token art for Pendragon

Edits (11/28)

* Changed Pendragon’s Valkyrie Forward to Judgment.
* Added Iron Rebel and Songbird.

Edits (11/29)

* Created token art for Jack Frost, Ferocity, Iron Rebel, and Songbird
* Changed Iron Rebel’s second ability,
* Boosted all characters ATK stat by 1.
* Added Medico and Toxin.

Edits (11/30)

* Changed Medico damage to 1
* Created token art for Medico
* Added Dead-Eye, added Ego,

Edits (12/1)

* Added Oxenfree and Panther
* Created token art for Ego
* Created concept art for Jack Frost

Edits (12/2)

* Added Arms Master,

Edits (12/3)

* Created remaining token art

Final playtest (12/3)

* Dead Eye: Steady Hand has issues with the movement penalty, Knee shot inflicts stun
* Jack Frost: Arctic Cliff change to 1 turn duration
* Songbird: Song of Healing, make it need a roll? Only heals 1 hp
* Iron Rebel: Panzer Strike goes through walls
* Game somewhat turned into a chase towards the end, add system where whenever a character dies the player who lost a character chooses one of the outside pieces to remove for the rest of the match. Characters on those pieces are pushed out to closest open space still in game. (if there are issues such as being equal spaces from an open space the player who owns the hero decides where to put them).
* Extra noted: the new game style seems to work too new players about 40 minutes to play their first game, I would expect experienced player to take about 20-25 minutes per match.

Edits (12/6)

* Applied feedback from Final Playtest.
* Added feature where players can swap out one character for one that is outside the game at the start of each match.

Edits (12/11)

* Slight clarification added to rules about turn and drafting order.
* Added in Will O’, Added in Lich Queen
* Added fear to the effects list.
* Added revive to the effects list.
* Added descriptions for each character to give player a better sense of their abilities and personalities. (this is mostly just for flavor but I think it will enhance gameplay greatly)
* Added character token art to the character cards.