

9/6/2025

Changed flex powers so characters can buy armor and weapon proficiencies and increase their HP, MP, Initiative

Changed Restore Mana so it cannot be used on the caster. I am aware that two Priests could cast it on each other, but I don't find this problematic as it would require the opportunity cost of not having other classes in the party.

Changed all available documents to simple pdfs for readability.

9/8/2025

introduced Conservation of Mana to fix Restore Mana loop

cleaned up the language and clarified some points in the manifesto

rewrote section in manifesto on character death to explain better what I mean

10/9/2025

added enemies tiers 1-10 to Monster Manual

added item tables that were previously missing in Combat Demo

changed the striker's strike so it costs 3 MP instead of 1.

changed the rules for shells so enemies have a max shell equal to their starting shell instead of their starting HP.

lowered the Initiative of enemies to balance them with expected player characters

moved enemies list to its own separate set of files

10/22/2025

edited combat demo to provide additional clarity and fix mistakes

added exploration ruleset

tweaked party carrying capacity to be more balanced

edited Anima section and Character Creation to change how earning Anima works

moved Anima section to Campaign Guide as referenced in other parts of the rules

reorganized sections into folders

added sections that will be published later

tweaked the rules for the Artificer's Scan ability to be more in line with how information works in the Travel Rules section

changed the rules for battle XP to adjust for relative character tier

tweaked the rules for elements to make the multipliers more unique and added some descriptions of what each one is and does.

replaced Cold with Ice and Metal with Wind

added small bonuses to wielding certain weapons to make them feel more unique. this does make a huge difference in the early game!

changed the values for Evasion and Resistance of monsters such that they are actually high enough to be noticeable.

wrote a little extra blurb in the combat rules making it clear that you can always "hit" with a magical or physical attack if you roll a 1. still no crits tho

changed the Commander's Vanguard ability to be the ability to "Taunt" allies

changed Ideal and Shadow to Relationships and Aspirations, which are more general but still might encompass that pair