**Armor** – To further differentiate armor playstyles and give light characters a little buff compared to heavies, the following modifiers apply to all defenses based on the heaviest piece of armor you are wearing:

* No Armor or Light Armor -- +1 to all defenses
* Medium Armor – No change
* Heavy Armor -- -1 to all defenses

This still leaves heavy armor the king of damage mitigation, but gives more reason to possibly “down weight” your armor, and gives L/M characters a relative buff. Though… I should have made the penalties 0, -1, -2 to match the skill check penalties.

**Tactics** – Added ability to hear GM’s brief on the battle for 1 TP. Removed other options that were too expensive to matter.