Wandyr Changelog Summary (v0.1 to v0.5)

Changes: v0.1 to v0.2

- Magic system added: spell schools, spellbooks, Arcana.
- Magic-users defined by Traits; spells use Hearts.
- Names mechanic introduced: earn XP to name deeds, songs, items.
- Group music and comforts improve camp healing (up to 2d6 + 4 Hearts).
- Turn Clock introduced to track time and spell durations.

Changes: v0.2 to v0.5

- Assets renamed to Skills; magic Trait costs a Skill.
- Party Level system added: boosts Hearts, affects Oracle.
- Magic expanded: sentient items, Arcana usage rules, magic components.
- Named items can be used once per Muster for free.
- Movement now tactical (12 inches); accessing Baggage takes time.
- Songs grant morale Hearts (max 2 per character).