

Dark Revelations - The Role playing Game - Book update

9/28/2014

1. overall

- a. updated licence

2. Dark Revelations Player's guide

- a. changed color text descriptions for dwarves and halflings.
- b. updated great cleave and eloquent strike feats.
- c. added hole up skill montage

3. Dark Revelations - Book of Magic

- a. Updated Dancing Blade Spell
- b. Added handy port.
- c. Updated Winkout

4. Dark Revelations - Book of Danger - Monster Manual

- a. added cover
- b. Diseases - replaced treasure with payment.
- c. Birds - updated to add burrowing upon request.
- d. Corpseman, sawbones - updated color text.
- e. Homunculis golem : renamed to Hodge Podge golem.
- f. Pistol shrimp: damage changed to [b] damage.

10/14/2014

removed pointer from rapid shot

updated weapon focus and weapon specialization.

removed distortion from some ebook readers by updating files.

added steel and chrome back into transrider talent tree list.

10/26/2014

Added Page Numbers!!!

10/31/2014

adjusted bookmarks in the Book of Danger.

11/04/2014

added table of contents to the first three books

11/09/2014

updated table of contents for the first three books

added spell index to the book of magic.

added table of contents for the Dark Revelations - Book of Danger

added Page #s to the Creature by Name /Creature by Type in the Book of Danger.

11/10/2014

Added Index to Dark Revelations - Player's Guide

11/12/2014

Added Index to Dark Revelations - Book of Magic.

12/22/2014

added Joe Amon as editor and Game Tester.

01/13/2015

updated companion rules in Dark Revelations - Book of Danger

01/21/2015

updated various transrider talents to beef up abilities.

upgraded channel luminescence/corruption to heal and harm at same time.

upgraded walking the burst-superior - to give it more of a capstone feel.

expanded area of effect of soldier talent - draw fire to be less circumstantial and more useful.

01/26/2015

updated pyronoid based on feedback

added vehicle question to errata on blog.

updated choking aura - save allows reduction of effects until target leaves aura and returns.

Short and long sprays now do half damage on a successful reflex save.

01/30/2015

adjusted 0th level spells - some now go on a swift action

adjusted the following spells: Ghostly Pawn, Ghostly Pawns-Gang, Sword Burst, Weapon Portal

Added the following spells: Sword Bust-Greater, Weapon Portal-Improved

added abbreviations to classes and paths to Dark Revelations - The Role Playing Game - Player's Guide

Added Blog to acknowledgements of all 4 books

02 15 2015

added speed under the prone condition

07 27 2015

Dark Revelations - Player's Guide

Added default of one standard action for skill use in combat if not otherwise listed.

Sharp Shooting- Ricochet (Ex) - now does normal damage on ricochet.

added text box under withdrawal explaining you can get xp for running away.

Dark Revelations - Book of Magic

adamantium weapons bypasses all hardness and damage resistance

dispel magic now affects an area of 5 feet per level of the caster

magic missile now is affected by hardness.

Wink out - does not go off until attacks is done a full attack option

09 20 2015

Book of Arrogance Updates

Added pictures extra text boxes throughout (check spelling and grammar on boxes with Chris.

Two pics under races with small text box

Psychic Class, numerous pictures and some text boxes

Astral: 1 pic +text box

Cyrokinesis: couple of pics and text boxes throughout.

Ectoplasmic: Pic, text box, mini-build.

Electrokinesis: Pic, text box

Empathy: Hypnosis text block, optional montage

ESP: Pic and woowear sample text.

Photokinesis: Pic and text

Pyrokinesis: Pic and quick build, blog promo

Telepathy Big Pic and Dr. D. rant

Teleportation. Axle story and pic

Vibrokinesis: Pic and bo.

Added Psy-tat artist feat

Added Craft Woowear feat

Fixed some grammar and metric under woowear

Added tattoo artist kit under equipment

Added a pic under equipment (guitar)

Added pics under crystal forests, adjusted some text. Added text boxes and montage text box.

Added pics to edtown through out

- Cerebellum Bolt, Ego Strike, and Id Blade Awakening fixes and clarification grammar.
- Added "take as feat option" for Mentalist powers of Credulous and Incredulous
- Altered metrics of Rocker Ballads to grant a small bonus on the reroll affect. Bonus varies depending on variable being targeted.
- Clarified some Rocker ballad rules and grammar.
- Added "take as feat option" for Rocker Musical Combat
- Altered electrokinesis arching flash to 1d3 damage.
- Changed damage on electrokinesis arcing touch back d8's, gave extra critical damage boost.
- Added psychic cost to Ball of Zap.
- Fixed bouncing zap, rules clarification and grammar
- Gave Electrical Blow Out better area of effect to bring in line with near long range at max quantum range.
- Gave Control Electronics small range boost based on psychic points spent
- Gave vibrozation a dice roll for damage (now 1d4).

--Added new builds in Build section.

CHECK PAGE COUNT AFTER THIS SECTION FOR TOC.

--added picture attributions in legal section.

10 27 2015

DRev Player's Handbook

Added Getting Started page with hotlinks to showcase new material.

adjusted treat injury equipment to be more effective.

Drev Book of Magic

Fixed Typos under Races and on Spell lists.

Drev Book of Arrogance

Minotaur - gave race performance of a class skill.

potential pending revisions

night serpent - corruptive aura and tentacles update pending

constructs - may reduce drev based on feedback.

12 07 2016

Fixed index and toc in player's guide

Updated harlowe text based on feedback

Fixed bookmark issue with book of magic.