

Below are responses to the many comments, questions, and concerns players presented during the player review of the 4.0 ruleset. While not every comment made by players is addressed in this document, rest assured Rules Team did thoroughly read and think about everything players said. These are organized in sections to reflect the rules document.

General Information

- ST rules - These have been removed from the player rulebook and replaced with a brief comment in the General Information section at the beginning of the rulebook

Playing the Game

- Detaining a character: If a lock is placed on the opposite side of the door from the room they are in then the character is not locked in the room. Locks must be visible and accessible in order to count as locking a door/object. There is no “locked from the other side” anymore as it was removed in a previous rules revision.
- Searching: We wanted to slow the searching process down and make it more deliberate especially since there are multiple powers/skills which allow modifying searching and being searched. This deliberate change opens up the opportunity for characters to store items in different places and perhaps hope someone searching them will not think / have time to search those (legal) places. We did understand the concern about too many counted actions and changed the counted action to only be needed when starting the search process, after that you simply need to declare which area you are searching. To note: there aren't any places you can actually hide stealable items on your person unless you have Scoundrel 3. We also modified the search rules to allow NPCs carrying no stealable items to reply to the initial search count with “not carrying anything” at ST discretion.

Combat

- Chemical/magical effects: We added a clarification to the Delivery Methods section regarding how chemical and magical effects work.
- Deflecting projectile delivery methods: Bullets/arrows/thrown weapons cannot be deflected except when using a shield with the appropriate skill level. If a non-shield boffer/weapon is hit by a projectile then the full effect of the projectile applies normally.
- Gesture Method Removal: We understand that some players enjoyed having access to the gesture delivery method. However, it was removed for a couple reasons:
 - 1) Streamlining the effect delivery system such that each standard range method was unique in both type and time. Gesture was clunky in this regard and had crossover with other methods.
 - 2) Gesture was a difficult delivery method to use, both for the caster and for the target. It was difficult for players to know they had been placed under a gesture effect without extra effort being used when delivering the effect to call out to the target that they were being targeted by an effect. This made gesture effects clunky and sometimes scene breaking whereas other delivery methods are clear to the target that they have been affected by something.

Character Creation

- Nomes: These have been added back to the PC playable races with a caveat that extra CGing will be required.
- Player Point (PP) adjustment: The switch to making each current PP equal to 3 new PP is part of an ongoing effort to make it easier to award PP of varying quantities for tasks/volunteering/NPCing/etc based upon the task at hand. It will also be used to create more variable low-cost items in the rulebook in the future, though those are not available yet. For example, this allows ST to award a single player point for an NPC role (or scale it up based on the role) whereas before they were using the clunky and difficult to track Emerald Point system.

Species

- Changeling Scent / Immortal Aspect / Mangaboo Growth / Nome Earthly / Viewer Mirror: These species abilities grant the ability to cast a specific spell a certain number of times per day/event as described in each ability. These do not add the spell(s) to your actual spell list. If you want to cast the described spell using MP then you need to buy it like any other spell.

Skills, Expertises, and Talents

- Artificer 3: This was updated to allow Artificers to create a single Lvl 4 art from the "Lvl 4 - Craftable" list in the Arts section each game. They can still perform any Lvl 4 arts they manage to acquire.
- Gearsmith: Constructs that are also Gearsmiths can follow all the normal rules of inventor, i.e. have one extra apparatus of a single fuel type attuned to themselves, bringing their apparatus maximum to 5.
- Locksmith 3: Updated the Master Key "owned lock" requirement to mean possessing and presenting the lock tags at check-in.
- Gunslinger / Melee Fighter / Sharpshooter 3: The call for using any of these abilities is a spell call and thus should start with "magic." This call was chosen over the "skill" call because skill calls are both unresistable and require vp, something which we determined should stay in the realm of Expertises and reward specialization.

Magic

- Cure: This spell has always been unable to target yourself for balance purposes. If you want to cast Cure on yourself you will need to use a Time Release artifact. If you want a method to just heal yourself on the fly, the Petrolatum chemical has had its heal value increased to match Cure.

Alchemy

- Elixir: An RP effect was added to elixir to allow characters to combine it with other ingested chemicals in food and drink and recreationally consume those chemicals while reacting to them in some RP way without actually being under the effect of said chemical. For example, someone drinking a Rage combined with Elixir might find

themselves ready for battle and super pumped up but not actually under the detrimental effects of Rage.

- Polymorph: This has been clarified to let it be used aggressively on a willing or unwilling *character* but only a willing *player*. If the player is unwilling then the polymorph will not work. This is for safety reasons.

Apparatuses

- Construct Apparatus Construction: Clarified turning constructs into apparatus including that construct apparatus are not stealable items

Arts

- Construct Rebirth: If this is used to bring a construct back from death then that construct suffers all the same negative effects of anyone else undergoing the ritual (both immediate and game-lasting). These negative effects go away at the next check-in just like for anyone else. Note: this is not the case when used on an unconscious character to cure the Rusting Ruin disease (see notes below).
- Enchantment: The ritual previously had 3 effects: love, loyalty, and loath. Loyalty was removed because it was both somewhat redundant with love and also turned the target into a practical slave. It was determined that love and loath can accomplish the ritual goals just fine without introducing a slave-state created by loyalty.
- Resurrect: The ritual no longer permanently damages the caster, only the target

Artifacts

- Ensorcelled Armor: This has been modified to allow heavy armor types to be enchanted with no AP benefit but instead a removal of the MP casting penalty
- Invigorating Mechanism: This does not require the Inventor skill to use. The Inventor skill is required to recharge apparatus by refilling them with fuels directly. As a note, since gearsmith apparatus on a construct all use the same charge pool, a construct used as an apparatus can refill all of their apparatus by using the Invigorating Mechanism, but they are still required to at the least be in stationary close proximity to the artifact for a full hour. The artifact is not intended to be something that can be carried around.
- Repair Station: The effects of the Repair Station and Gearsmith 1 do not stack; healing is still limited to 1 per 15 seconds. The purpose of this artifact is to give constructs an additional healing option and thus not be entirely reliant on the presence of a gearsmith/mystic healer in game in order to be healed at all.
- Skeleton Key - This has been moved to a lvl 4 Legendary Artifact which can only be created by a lvl 3 Artificer using the Create Legendary Artifact ritual. Additionally, it is now restricted to allow a person to only have one at a time.

Diseases

- Rusting Ruin: Construct Rebirth is meant as a cure for this disease and may be performed on an unconscious construct to do so. There would be no effect if the character is not diseased.

- Diseases in the rulebook: The diseases present in the rulebook are meant to be a baseline of the common/uncommon but known diseases in Oz (think flu, chicken pox, measles, etc). This is not a definitive list of all possible diseases and ST has the leeway to create new and interesting unknown diseases as part of future plots.

Weapon Specifications

- Shields: A minimum size has been defined as that of commercially-available larp-safe bucklers, i.e. 14" diameter