

PGB 0.8.6 UPDATE

FEEDBACK FORM

At this point, I need to turn my dev focus over to prepping the server/VGMs for our next event, so this update will bring the PGB to 0.8.6 and will conclude the 0.8.5 update. A bunch of stuff I wanted to change for 0.8.5 had to be pushed back further, but I am still hoping to get to them before we actually launch the next server event.

To recap, [here's the stuff that changed for 0.8.5](#).

GENERAL

- You'll notice that we've changed our naming scheme slightly on our Google documents. This is so they always appear in the same order in the Google drive.

5/25/2020 Additional Changes

Noticed some egregious errors and fixed them.

- Put Them Down removed from Whisper Bladedancers; irrelevant feature now.
- Updated proficiency list for classes that get all weapon proficiencies.
- Fist of Havoc is a 19 recharge.
- Removed RTL saving throw clause from Defender's Radiant Light because it is redundant.
- Banner Shield adds bonus AC based on Charisma mod.
- Fixed typo with Voidwalker shield die size; it is a d6, not a d10.
- Removed adding Int mod via Atomic Breach because that's already in Energy Drain now; grants die size increase.
- Specified all martial weapons and martial firearms except rockets on Destruction.
- Altered Angry Magic so there isn't a clash with Cataclysm.
- Removed the 0 hit pt healing on Sunsinger (Grace)'s Grace of the Sun feature.

RACES

EXO

- Removed "no swimming" clause on AB-U.
- AB-U has disadvantage on Dex (Stealth) due to their natural armor.

KRILL

- Chitinous Plating now only benefits from your Con mod, to fall in line with other natural armors that benefit from ability mods.
- Chitinous Plating now has disadvantage on Dex (Stealth) due to being BIG n BULKY.

CLASSES

- Changed all "Hit Points and Shields" headings to "Health Points and Shields."
- Guardians no longer have Hit Dice (see Ghost changes).
- "Shield Die Size" added to all Guardian classes under "Health Points and Shields," in every class' description.

BLADEDANCER

- Expert Attack changed to d6s, and the scaling of expert attack has decreased.
- You can invoke Expert Attack up to two times per round now, the second time being exclusive to when you invoke Opportunity Strikes.
- Altered Field Expert to no longer cause you to roll 3d6. We were just trying this out to see how it went.
 - Field Expert allows you to treat rolls of 9 or lower on your Tricks of the Trade proficiencies as a 10 instead.
- You CANNOT apply Expert Attack to super ability damage.
 - Damage and damage scaling of Bladedancer super abilities adjusted to compensate.

- Whisper Bladedancers now appear on scanners, because they can be invisible forever and GMs need some way to find them.

NIGHTSTALKER

- Moebius Quiver is now a 19 recharge.

STRIKER

- Fist of Havoc grants resistances to kinetic and explosive damage again.

SUNBREAKER

- If I Had a Hammer clarified to point out you make a Light attack roll, and it does not have the “overcomes resistances” clause anymore.

CHARACTER DETAILS

- Added RSL to Modern Human Languages list.

GHOSTS

- Added Ultralight and Integrated Communications to Ghost traits.
- Removed Backgrounds from Ghosts.
 - Ghosts can just choose any 5 skills to be proficient in.
- Removed the Strength limiter on Ghosts.
- We shuffled around the WORDING of the mechanics behind Ghost healing/reviving their Guardian from the dead.
 - Guardians no longer have hit dice, they instead have shield dice, which ONLY affect their shield recharge rolls. It works exactly how it did before; again, this is meant to be a WORDING change, not a mechanic change.
 - This change is to prevent confusion with how hit dice are normally used in base 5e, which mostly comes into play with Ghosts. Ghosts spend hit dice during short rests to heal like any other 5th edition adventurer.
 - Ghosts now have Restoration points, which they get a number of equal to YOUR Light level. At 1st Light level, your Ghost has one Restoration point. When YOU reach 5th level, your Ghost has 2 Restoration points.
 - Your Ghost must spend a Restoration point to take the Resurrect or Heal actions. It cannot take the Resurrect or Heal actions if it does not have a Restoration point to spend.
 - Your Ghost regains all Restoration points when it completes any rest in an Abundant Light zone or a Light zone. It only regains half its spent Restoration points when it completes a long rest in a Darkness or Oppressive Darkness zone (minimum recovery of 1 spent point).
- Your Ghost’s level is no longer intrinsically linked to your level. Your Ghost’s level can be higher or lower than your level, though do know for testing purposes Ghost level will always equal its Guardian’s level.
 - Again, your Ghost only has a number of Restoration points based on YOUR level (Light level, specifically).
- The ammo synthesis feature has been replaced with Glimmer Programming.
- Reduced the range of Pocket Backpack: Ghost must be within 5 feet of you. This keeps it consistent with all features that allow Ghosts to enter/exit pocket backpack.
- Re-worded Equipment Swap, but the effect is the same.
- Expanded Quick Thinking to allow Ghosts more options to negate damage entirely.
- Added Scanners feature to Ghosts.

ADVENTURING

- Shifted how the Light zone section works in Adventuring.
- Added Abundant Light zone.
- General edits to account for wording changes to how Guardians revive.
- Renamed “Light and Darkness zones” to just “Light Zones,” to reflect that they are collectively all referred to as a type of Light zone.

COMBAT

- Moved Capture Light, Resurrect, and Heal actions to a new section, "Ghost Actions," in the Combat chapter.
- Re-wrote "Recharging Shields" to account for changes to Ghosts.
- Rolling a 20 on an RTL saving throw counts as two successes, instead of immediately getting 3 successes.
- Changed the "Stabilizing a Ghostless Creature" section to "Healing Ghostless Creatures," specified that yes, your Ghost is considered a Ghostless creature.
- Aiming condition no longer causes creatures to have advantage on attacks against you.
- You cannot take an attack of opportunity while Aiming.
 - Bladedancers do still get the exception to this via Opportunity Strikes feature.

LIGHT ABILITIES

- The Darkness is back to being a big meanie.