Invictus Two Rulebook 1.7 Changelog

- Acknowledgments section added to the beginning
- Minor typos fixed and random phrasing tightened up
- Graceful Exit added to metamechanics
- Clarification on how PCs can send letters added
- Called missile packet attacks can no longer be blocked by shields, bucklers, or weapons. This is primarily going to effect Archers and the intent is that packet attacks can now all be treated the same by the defender without having to try and figure out if it was an arrow or a spell.
- Starting attribute values for Earth, Air, Fire, and Water are now 2
- A 0 point open skill called Improved Grants added to clarify how many Grants you can have on you
- Taking The Omens skill now has you pick two Omens and choose the one that is most fun. It also more specifically instructs you to put the omens back in the box for future use.
- Parry skills are no longer limited to limb hits
- Orator Battle Pool replaced with Oratory Pool which refreshes on a Short Rest now
- The limitation that many Grant skills have to only be used in battle has been removed
- Knowledge for All allows the Granter to have a different boon than the recipients
- Stalwart Defenders: "By Inspiration" added to verbal
- Servant Repair skills now take 30 seconds in the field for the gear of their employer
- Repair Armor skills clarified to be Repair All Armor

- Mobile Forge now allows much faster repairs by Siege Engineers who also have Smithing
- Forge Mastery skill added to Siege Engineer
- Inner Fire and Inner Spark added to Sorcerer
- Guardian Vigor and Guardian Might added to Thaumaturge
- Hotanga Alliance Hustle and Bustle Nation Skill reduced to 2 CP
- Weapon Wall stance changed to three parries from two
- Bristling Porcupine Stance added
- Stolen Breath in Necromancy now allows the option to only use one of the effects if preferred

We are working on a way to update character sheets accordingly, but that may be an ongoing process. I encourage you to go ahead and do so for your own character if you feel comfortable using Google Sheets. The character sheet changes that would potentially need to be made are:

- In the Lookup Table tab, columns C, E, G, and I("eye", not L) should all read, from top to bottom as follows, one number per cell: 0,0,0,3,7,12,18,25,33,42,52
- If your Soul's Awakening ability is to Repair Armor, add in the word "All" so it reads "Repair All Armor"
- If your Soul's Awakening ability is to Grant Shields of some sort, then you can remove the in battle restriction. For example, an ability now would read "You may touch a packet to an ally and say "Grant Defense, Shield vs. Aging" This ability may only be used on others. You may use this ability four times before it needs to be refreshed. This ability refreshes when you rest to refresh attributes."
- Insert a row in Siege Engineer and input the info for Forge Mastery

- Insert two rows in Sorcerer to add Inner Fire and Inner Spark
- Insert two rows in Thaumaturge to add Guardian Vigor and Guardian Might
- Change the entry for Hustle and Bustle to **2**
- Add an entry for Bristling Porcupine