

# Change Log

7 June 2016

- added planes to [Generic Vehicles](#)

6 June 2016

- changed [Force Field](#) from a Will save to a Hardness rating

1 February 2016

- added [Hover](#) feat (monster feat)

30 January 2016

- [Super Speed](#) base power and Speed Multiplier enhancement swapped
- [Flight](#) speeds harmonized with Super Speed

28 January 2016

- added [Flyby Attack](#) and [Improved Flyby Attack](#)

11 January 2016

- [Throwing and Improvised Weapons](#): RI altered to “Strength score”
- Improved Improvised Weapons feat tree enhanced: raises caps on RIs
  - [Improvised Throwing, Improved](#)
  - [Awesome Improvised Throwing](#)
  - [Supreme Improvised Throwing](#)
- “Massive Damage” and “Non-Lethal Damage” combined into one post: [Massive and Non-Lethal Damage](#)
- “Super Attacks” and “Super Strength” combined into one post: [Super Attacks and Super Strength](#)

10 December 2015

- [Esoteric Item](#):
  - added links to weapon/armour enhancements

20 June 2015

- [Telekinesis](#): denerfed
  - reduced price of Str and Dex to 1CP/+2 (i.e., doubled)
  - allowed extended range to increase Range Increment
  - added "Sense Substances" enhancement (also includes ferrous)
- [Super Vehicle](#): denerfed
  - Canopy: cost reduced to 1CP
  - Hardened: cost reduced to 1CP/+2
  - Submarine, Spaceship: costs entered!

19 June 2015

- added Comp: [Not From Around Here](#)

9 March 2015

- [Regeneration](#)
  - language harmonized with RAW (but Fast Healing and Regeneration powers still separated into enhancements/limitations)
  - nerfed: price raised to 1CP/HP (from 2CP/3HPs); is now a power: 1pp/hp/round By CL

1 March 2015

- Add Urban Arcana shield/armour descriptions to [Armour](#).

27 July 2014

- finished updating skill descriptions, partially done updating skills table and other skill rules (ongoing!)

20 July 2014

- replaced the following skill texts with Pathfinder text: Bluff, Climb, Diplomacy, Disable Device, Disguise, Escape Artist, Handle Animal, Intimidate, Language (Linguistics), Observe (Perception), Perform, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, and Swim

8 July 2014

- finished all the “more” tags; they’ll now be added to every new post (pew!)

7 July 2014

- added “more” tags up to “GMing”

6 July 2014

- added “more” tags to all feats
- added “more” tags to Powers page items (but not powers)

22 June 2014

- change “Super Vehicle” (ad) to [Vehicle](#)
- created draft of [Super Vehicle](#) (item power)
  - not yet in power list
- added [Size Categories](#) to Combat page
  - removed size category table from [Size Shift](#)
  - *and* link to Size Categories to Size Shift

21 June 2014

- added [Table of Contents](#) to Tables menu

20 June 2014

- changed [Telekinesis](#) from purchase by weight to purchase by size category

29 May 2014

- added the remaining skill descriptions

- converted [Warrior](#) 5/10 blanks into 4/8/12

30 April 2014

- Added Fake Feat to the [Action Points](#) page
- Added [Amazing Swimming](#) to powers

14 April 2014

- added Blanks: [Soldier](#) 4/8
- combined Warrior 5 and Warrior 10 [into one post](#)

5 April 2014

- Energy Attack: Aura, price reduced from 4PP/rank/round to 1PP/rank/round (misprint?)

4 April 2014

- added Blanks to the NPC page: [Warrior 5](#), [Warrior 10](#)

2 April 2014

- changed Bafflegab ([Thinker](#)) from once per session to once per scene

20 March 2014

- collapsed Resist Energy and [Energy Resistance](#) (duh!)

6 March 2014

- added the last of the feat links

5 March 2014

- Removed “Flyby Attack” and “Improved Flyby Attack”
  - Rewrote [Mobility](#) and [Spring Attack](#) to explicitly include flying attacks
- Rewrote [Multi-Spring](#) to grant unlimited move/attack sequences rather than just one
- [Weapon Focus](#) tree: renamed feats (see below), increased bonus to attack +1/damage +2 per step

- Weapon Focus -> Weapon Focus
- Weapon Specialization -> [Improved Weapon Focus](#)
- Greater Weapon Focus -> [Awesome Weapon Focus](#)
- Greater Weapon Specialization -> [Supreme Weapon Focus](#)

2 – 4 March 2014

- added full texts for feats, linked from feat table and feat group list to individual feat descriptions

13 February 2014:

- changed the skin, pretty cool eh?

18 January 2013:

- [Super Vehicle](#): changed costing (CP Cost = PDC/5)
  - folded templates/mods/options into cost
  - removed template/mod/option enhancements (b/c they had become redundant)

8 January 2013:

- [Super Teams](#): added [Super Vehicle](#)

26 December 2013:

- [Massive Damage](#): 50HPs *or* level x Con score (whichever is higher)

1 December 2013:

- [Rage](#): Save is now by conditions, not damage
  - adjusted duration/save rules again: save every round in combat, no Will modifier

4 September 2013:

- [Power Armour](#): added light, medium, and heavy designation
- [Rage](#): adjusted wording to avoid loophole re: length of Rage

- [Super Vehicle](#) (ad): added to the game

3 September 2013

- realized it's been way too long since I made any changes
- [Rage](#):
  - changed duration to Will save every round, modified by damage taken *or* dealt (whichever is higher)
  - added GM option to force Rage in stressful situations *and* add modifiers to Rage save for people "talking you down"
  - added text for when opponents have "fallen"
  - added "Immediate Rage" additional comp (no Wisdom modifier to rounds)
  - added "Stupid Rage": Int drops to 4
  - adjusted "Exhausting Rage": rounds of exhaustion equals rounds of Rage

Date Unknown

- added [Team CPs](#): earn CPs as a team, spend on specific things only

18 February 2013

- removed feat "Invent Empowered Item"; don't need it with *Esoteric Item* in the game

28 January 2013

- more [Power Armour](#) work: enhancements and limitations

24 December 2012

- altered [Power Armour](#): removed extra HPs, altered "Armoured" and "Hit Points", reduced number of slots

14 Sep 2012

- fixed typos in "Diplomacy"

- moved “Emote Sincerity” from Diplomacy to Bluff
- add Bluff links to skill table and skills page

2 Sep 2012

- added links to from “Welcome” to “Building a Hero”

24 July 2012

- *Surface Adhesion*: added weight allowances, changed “Hands Free”
- *Gadget*: moved “Voice Activated” and “Thought Activated” to enhancements

1 July 2012

- changed font and font colour: sans-serif/black

15 June 2012

- finished adding sample characters
- continued to fiddle with Fatigue (optional rule)
- changed page structure: separated out into old “chapters”

1 June 2012

- [Experienced](#): added cap (“take only one rank at a time”)

31 May 2012

- finished adding [Power Suites](#)
- [Damage Reduction](#): added Rare and Common substances
  - fine-tuned pricing
  - Vulnerability: changed name to Energy Weakness
- [Energy Resistance](#): altered pricing slightly (5 points of Resistance per rank)
- Weapon Focus tree: removed class prerequisites
  - replaced with BA prerequisites (keyed to Good BA levels: +1, +4, +8, +12)

29 May 2012

- fixed misprint in Lair (3 ranks is 6cp, not 8cp)

29 May 2012

- lowered price of [Mystic Spellcasting](#) (to 2PP/spell level) and [Psionic Manifestation](#) (to 3PP/psi level)

26 May 2012

- continue to fiddle with [Damage Reduction](#) and Resist Energy