

BEYOND THE THRESHOLD ROLEPLAYING GAME

REVISIONS IN 1st EDITION, 2nd PRINTING

The author has amended rules, added content, clarified text, and corrected errors found in the 1st Printing, as listed below. The core mechanics of the game remain unchanged. Inconsequential changes to wording and corrections made to fix formatting and grammatical issues are not noted below. The revised text is now referred to as “1st Edition, 2nd Printing.” As applicable, relevant changes have also been made to character sheets.

CHAPTER 2: CHARACTER CREATION

- 2.2: Roll Base Attribute Scores– added option to use “Classic Mode” or “Modern Mode” for determining Base Attribute Scores
- 2.10: Determine Hit Points and Pain Threshold– clarified Starting Maximum HP is adjusted by STA Mod
- 2.13 Equip Gear– clarified that all characters start with basic clothes and shoes
- 2.19: Creating an Archetypeless Character– clarified Starting Maximum HP is adjusted by STA Mod
- 2.20: Character Sheets– added instructions for inputting Armor Penalty into PDF fillable character sheet. This instruction was already included in Rule A2.2.
- Table 2.1: Determining Ancestry– added option for De Danann ancestry
- Table 2.2: Attributes– added “hang on to a rope or ledge” to the list of possible STR rolls
- Table 2.6: Movement Rate by Ancestry– added line for De Danann
- Table 2.11: Determine Languages Known– added note that De Danann do not have an ancestral language
- Table 2.11.2: Intelligent Languages of the Mortal Realm– added Croak with a 5% chance; reduced Aquan from 10% to 5% chance to accommodate the addition

CHAPTER 3: ANCESTRY

- 3.2: De Danann– added as new ancestry option
- 3.6: Elf– edited Elfshot text to match language under Rule 3.11 Part-elf
- 3.9: Feral Human– amended Feral Strike ancestral skill. If one claw strike results in a critical hit, the feral human is able to make a bite attack, even if the other claw attack misses.
- Table 3.0: Ancestry– added De Danann as new ancestry with a 5% chance; reduced Human from 39% to 34% chance to accommodate the addition

CHAPTER 4: ARCHETYPE

- 4.1: Cleric– changed the way F/F Score is reduced by Spellcasting to more closely align with the way Madness Threshold is impacted by Spellcasting for wizards. Even a successful spell now reduces F/F Score, not just failed spells.
- 4.1: Cleric– changed language about increasing F/F Score from “at the start of a new day, assuming the cleric completes their morning prayers or holy ritual” to “each morning, assuming the cleric slept at least six hours and completes their morning prayers or holy ritual.”
- 4.1: Cleric– under opponent types, changed the term “Chaos–marked opponents” to “eldritch opponents”

- 4.1: Cleric– under Consecrate skill, added the clarification “The holy water neutralizes the poison but does not automatically heal any attribute damage caused by the poison.”
- 4.1: Cleric– changed points expended for each type of miracle
- 4.1: Cleric– changed Sure Spell miracle to Sure Spell (Low) and clarified the effect is as if cast as a low-level spell
- 4.1: Cleric– added Sure Spell (Mid) as new major miracle
- 4.1: Cleric– Reliquary feat
 - Changed amount of healing from wafers
 - Changed amount of damage from holy hand bomb
- 4.1: Cleric– Vanquish Unholy feat
 - If fighting minions or a swarm/horde, Vanquish Unholy feat only applies to the first minion or swarm/horde member killed per combat
 - Favor Points gained by Vanquish Unholy may not cause Current Favor Score to exceed Maximum Favor Score
- 4.2 Marauder– added Hurl archetypal feat
- 4.2 Marauder– must attack the nearest possible target while raging
- 4.2 Marauder– after raging, amount of temporary STA damage is equal to number of rounds raged, not Rage Rate
- 4.3: Paladin– changed language about increasing Current Favor Score from “at the start of a new day, assuming the paladin completes their morning prayers or holy ritual” to “each morning, assuming the paladin slept at least six hours and completes their morning prayers or holy ritual.”
- 4.3: Paladin– under opponent types, changed the term “Chaos-marked opponents” to “eldritch opponents”
- 4.3: Paladin– added limitation to Base Smite Score
- 4.3: Paladin– changed points expended for each type of miracle
- 4.3: Paladin– Reliquary feat
 - Changed amount of healing from wafers
 - Changed amount of damage from holy hand bomb
- 4.3: Paladin– Vanquish Unholy feat
 - If fighting minions or a swarm/horde, Vanquish Unholy feat only applies to the first minion or swarm/horde member killed per combat
 - Favor Points gained by Vanquish Unholy may not cause Current Favor Score to exceed Maximum Favor Score
- 4.4: Rogue– Footwork is no longer opposed by a Reflex Save
- 4.4: Rogue– amended Footnote 42 to remove reference to opposing Reflex Save. Footwork rolls are now unopposed (i.e., basic success).
- 4.4: Rogue– added special ambush attack Whack
- 4.4: Rogue– added a second use to the rogue archetypal feat Catlike Reflexes. “A rogue lands as gracefully as possible and takes half damage from falling.”
- 4.5: Slayer– added limitations on base scores for Declaw/Defang, Lop, and Slay
- 4.5: Slayer– added new archetypal feat Heavy Damage
- 4.6: Warrior– added new charge special effect for ronin with katana
- 4.6: Warrior– amended War Cry archetypal skill to say the boon die for allies also applies “to any save rolls made before the crying warrior’s next turn”
- 4.6: Warrior– updated the warrior archetypal feat Art of War to include attacks against beastmen
- 4.7: Warrior Monk– amended amount of healing from Meditate archetypal skill

- 4.7: Warrior Monk– monkey hand strike only knocks an opponent prone if opponent is up to one size larger than the warrior monk
- 4.7: Warrior Monk– snake hand strike targeting throat
 - Clarified that this can inhibit spellcasting
 - Reduced duration of effect from 1d5 rounds to on affected opponent's next turn
- 4.7: Warrior Monk– added limitation to Base Touch of Death Score
- 4.7: Warrior Monk– removed restriction that Leopard Style monks can only use the Frenzy feat for unarmed attacks.
- 4.8: Wizard– changed language about reducing Madness Score from “at the start of a new day” to “after the wizard sleeps at least six hours (but no more than once per day).”
- 4.8: Wizard– clarified must be able to speak and gesture to cast a spell
- 4.8: Wizard– updated rules for spellcasting duels
- Table 4.1.1: Cleric 1st Level Scores– added footnote about Base Spellcasting Score for De Danann ancestry
- Table 4.2.5: Marauder Level Advancement– changed incorrect reference to “Breach Rate” to instead read “Rage Rate”
- Table 4.4.1: Rogue 1st Level Scores– changed Base Ambush/Shiv Score for thief-type rogue from 40 to 50.
- Table 4.5.2: Slayer 1st Level Scores– changed Base Lop and Base Slay Scores from 30 each to 35 each
- Table 4.6.1: Warrior Subtypes– changed ronin starting equipment to katana instead of sword; added notes that ronin has higher starting Base Skill Scores for Dual Wielding and can use the special abilities of a katana
- Table 4.6.3: Warrior 1st Level Scores– increased Base Dual Wielding Scores for Ronin from 45/30 to 50/40
- Table 4.8.5: Wizard 1st Level Scores– added footnote about Base Spellcasting Score for De Danann ancestry

CHAPTER 5: LEVEL ADVANCEMENT

- 5.5: Earning and Spending Advancement Points
 - Revised limitations on slayer Declaw/Defang, Lop, and Slay Scores
 - Added limitation on paladin Smite Score
 - Added limitation on warrior monk Touch of Death Score

CHAPTER 6: ATTRIBUTE, SAVE, SKILL, AND LUCK ROLLS

- 6.1: Attribute Rolls– added “hang on to a rope or ledge” to the list of possible STR rolls
- 6.5: Basic Save Rolls– clarified Reflex Save is a basic save roll when used by a wizard to attempt to react quickly to cast Counter Spell
- 6.6: Opposing Saves– removed reference to rolling an Reflex Save to oppose a Footwork roll. Footwork rolls are now unopposed.
- 6.11: Banes– added language that “a bane die cancels a boon die one-for-one. The dice pool should never contain both bane and boon dice.”
- 6.12: Boons– added language that “a boon die cancels a bane die one-for-one. The dice pool should never contain both bane and boon dice.”
- 6.16: Expending Luck Points to Adjust Rolls– Luck Points expended to adjust a Save Against Death roll are deducted from both Current and Maximum Luck Score
- 6.17: Group Effort Rolls– added as new rule
- Table 6.4: Save Rolls

- Removed reference to rolling a Reflex Save to oppose a Footwork roll. Footwork rolls are now unopposed (i.e., basic success).
 - Clarified Reflex Save is a basic save roll when used by a wizard to attempt to react quickly to cast Counter Spell
- Table 6.7.3: Archetypal Skills– reclassified Footwork from an opposed success to a basic success. Footwork rolls are no longer opposed by Reflex Saves.
- Table 6.13.1: Critical and Perfect Success Ranges by Archetype– added as new table
- Table 6.13.2: Critical and Perfect Success Results
 - Removed reference to Footwork rolls not being opposed on critical success. Footwork rolls are now always unopposed.
 - Differentiated critical vs. perfect result on a Save Against Death roll
 - Revised results for Spellcasting for clerics
 - Added entry for Spit (camel)
- Table 6.14: Critical and Epic Fail Results
 - Added entry for Initiative
 - Revised results for Spellcasting for clerics
 - Added footnote that an improvised or rusted weapon breaks when an attack roll results in a critical or epic fail

CHAPTER 7: COMBAT

- 7.1: Starting Combat/Initiative Order– added “apply persistent effects from wounds or poisons” as part of the Phases of Initiative
- 7.6: Free Attacks, Free Actions, and Bonus Attacks– clarified a free attack is always a standard Melee Attack roll
- 7.3: A Character’s Turn in Combat– added rule on interrupting actions
- 7.12: Rolling Damage and Damage Value– clarified a successful attack always deals at least one point of damage, negative modifiers cannot completely negate damage
- 7.18: Mounted Combat– Rules for Steeds– clarified a steed’s critical hit range is 0–4
- Table 7.8.1: Common Banes in Combat– removed row for stunned (stunned condition was updated in Appendix C)
- Table 7.8.2: Common Boons in Combat– changed attack against stunned opponent from 3 boon dice to 1 boon die (stunned condition was updated in Appendix C)

CHAPTER 8: DAMAGE, HEALING, PAIN, DYING, AND DEATH

- 8.3: Dying During Combat– text included a cross-reference to Rule 8.8. Corrected to reference Rule 8.9.
- 8.3: Dying During Combat– added link to Table 6.13 for result of a critical or perfect roll on a Save Against Death roll. Result now varies for critical vs. perfect success.
- 8.3: Dying During Combat– added note that if hit multiple times while dying, the number of bane dice applicable to subsequent Save Against Death rolls increases.
- 8.20: Sleeping; added notes on effect of sleeping on Current F/F Score and Madness Score

CHAPTER 9: MAGIC

- 9: Magic– added note that a cleric must be able to speak to cast a spell and a wizard must be able to speak and gesture to cast a spell.
- 9.5: Casting from Scrolls or Rods– added note “A character must be able to read to attempt to cast from a scroll”

CHAPTER 10: EXPLORATION

- 10.5: Jumping Distances– added as new rule
- 10.11: Treasure and Loot– added as new rule
- Table 10.5: Maximum Jumping Distance by Armor Worn– added as new table
- Table 10.11: Treasure Generator– added as new table

APPENDIX A1: ARMS

- Rule A1.4 Magic Weapons– clarified that magic weapons deal magic–type damage
- Rule A1.4 Magic Weapon– added another example of a magic weapon power “glow in presence of magic, holy or unholy energy, or Chaos”
- Table A1.0.2: Weapon Statistics
 - Clarified target of a bola attack gains the entangled condition
 - Cost of repeating crossbow increased from 50 to 75 gp
 - Added note to cudgel/blackjack that the weapon can be used for a rogue’s Whack attack
 - Corrected language on horseman’s pick. A rider hit by this weapon adds a bane die to their Reflex Save to remain mounted (original language incorrectly said boon die).
 - Clarified polearm only does special charging attack if the polearm includes a spearhead
 - Changed damage value of unarmed attack. Now deals greater of 1 or STR Mod bludgeoning damage. Do not roll dice. Does not cause pain.
 - Added reference to marauder Hurl archetypal feat in footnote regarding ranged weapon distance
- Table A1.0.3: Monk Weapons– a ronin can use the special abilities of a katana, added special charge effect for katana
- Table A1.0.6: Weapon Modifications by Quality– added row for rusted weapons
- Table A1.1: Damage Values– changed damage value of unarmed attack. Now deals greater of 1 or STR Mod bludgeoning damage. Do not roll dice.
- Table A1.2: Weapons by Damage Type– added crowbar to bludgeoning damage row; deleted scythe from piercing damage row
- Table A1.3.1: Common Improvised Weapons
 - Added rock
 - Changed hammer/mallet (small) to not impose an attack roll penalty

APPENDIX A2: ARMOR

- Rule A2.6 Magic Armor– added another example of a magic armor power “glow in presence of magic, holy or unholy energy, or Chaos”
- Table A2.0.1: Armor by Armor Weight– added great helm to row for heavy armor
- Table A2.0.2: Armor Descriptions and Definitions
 - Added row for great helm
 - Helmet no longer included in half–plate or full plate. Must be purchased separately.
- Table A2.0.3: Armor Statistics
 - Added row for great helm
 - Buckler AS changed from +3 to +2
 - Metal Shield AS/AP changed from +5/–5 to +6/–6
- Table A2.0.4: Armor Modifications by Quality– added row for rusted armor

APPENDIX A3: ADVENTURING GEAR

- Rule A3.2: Hirelings– revised rule on cowering hirelings
- Table A3.O.1: Basic Adventuring Gear– added entries for basket, bedroll, bone, garlic, hat, hide (tanned), hunting horn, mask for masquerade, pelt of small animal, plague doctor mask, salt (vial), and skull
- Table A3.O.2: Riding Gear and Vehicles– reduced cost of oar/paddle from 2gp to 1gp
- Table A3.1: Steeds– clarified a steed’s critical hit range is 0–4

APPENDIX C: CONDITIONS

- Noted that the aflame, bleeding, broken limb, organ damage, and poisoned conditions have effects that are applied during that “apply persistent effects from wounds or poisons” Phase of Initiative. Updated condition entries and added footnote to table.
- Updated effects broken limb
- Added note to enraged that raging character must attack the nearest possible target
- Updated effects of organ damage
- Updated effects of pain. Bane dice also apply to Initiative rolls.
- Updated effects of stunned

APPENDIX D: DEITIES

- Table D1.1: All Known Deities/Table D1.2 Holy Deities/Table D1.3 Unholy Deities
 - Changed Balompoheh’s domain from “combat and barbarians” to “combat and marauders”
 - Added Bulith the Ironfist, goddess of tyranny, despotism, and subjugation
 - Changed Kompana’s domain from “loyalty and friendship” to “loyalty, commitment, and friendship”
 - Changed Momodarga’s domain from “cannibalism, man-eating, and gluttony” to “cannibalism, man-eating, and barbarism”
 - Added Morgma Drach– goddess of witchcraft and the occult
 - Added Nozogyzza– god of invention, innovation, and automata
 - Moved Non Namathh from holy to unholy
 - Changed Papa Owun’s domain from “family and tradition” to “family, tradition, and duty”
 - Added Vergnash– goddess of vermin
 - Added Worvurn the Usurper– god of treason, mutiny, and the axe
- Table D.3: Doom Cult Generator– new table added
- Table D.4: Sainted Slayers/Slayer Orders
 - Added St. Robward the Undying
 - Footnote updated to include racoons in the list of sample varmints and to include bats and opossums in the list of sample vermin

APPENDIX F: FAMILIARS

- Table F.1.1: Familiar Form– replaced dog with fox; updated some TBH scores
- Table F.1.2: Familiar Supernatural Type– clarified fiendish familiar’s hellfire breath attack is a 10’x10’ cone of fire

APPENDIX M: MONSTERS

- Added illustration page
- M.2: Monster Stance– added as new rule

- M.G: Monster Morale– added as new rule
- Table M.8.1: Sample Monster Stats– added rows for 12th and 13th Level monsters to challenge legendary characters
- Table M.8.1: Sample Monster Stats– adjusted Average Save Scores
- Table M.8.2: Natural Armor
 - Added quills/spines to list of natural armor types
 - Revised Rock/Metallic Skin from +24 TBH to +27

APPENDIX SC: SPELLS FOR CLERICS

- Added note that a cleric must be able to speak to cast spells
- Healing Hand– can also be used to damage the undead with holy energy.
- Neutralize/Detect Poison– updated to also include acid
- Immunity– added blinded to list of conditions covered by immunity
- Restore body– added stunned to list of effects that can be removed
- Divine lightning– increased damage
- Heavenly fire– increased damage
- Kill Beast– clarified only applies to strikes made by the cleric
- Prevent Sorcery/Witchcraft– added Save Against Magic to resist
- Table SC.1.1: Healing Hand Results– updated Healing Hand spell results to include damage to undead
- Table SC.2.2: Neutralize Poison or Acid Results– updated Neutralize/Detect Poison spell to also include acid

APPENDIX SW: SPELLS FOR WIZARDS

- Added note that a wizard must be able to speak and gesture to cast spells
- Bewitch– added Willpower Save to resist
- Dispel Fog– perfect result does not instantly kill monster if it is a “major monster”
- Earth wall– added Hit Points for wall
- Extinguish– perfect result does not instantly kill monster if it is a “major monster”
- Lightness– critical result take half damage from falling
- Aging– added Save Against Magic to oppose
- Multiply– duplicates have thoughts and desires of the original
- Table SW.2.1: Mid-level Wizard Spells– fixed numbering errors with d100 column
- Table SW.2.2: Mid-level Wizard Spells– fixed numbering errors with d100 column