

BEYOND THE THRESHOLD ROLEPLAYING GAME

REVISIONS IN 1st EDITION, 3rd PRINTING

The author has amended rules, added content, clarified text, and corrected errors found in the 2nd 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, 3rd Printing.” As applicable, relevant changes have also been made to character sheets.

CHAPTER 2: CHARACTER CREATION

- 2.13: Equip Gear and Determining Starting Wealth– added note that all characters start with “the appropriate scabbards, sheaths, quivers, etc. to hold their starting weapons and ammunition.”
- 2.16: Choose a Motive– added additional option “Destiny”
- Table 2.2: Attributes– added “wit and cunning” to description of what the Intelligence Attribute represents
- Table 2.2: Attributes– added “perform” to list of sample Psyche rolls for social manipulation
- Table 2.13.1: Starting Equipment and Armor Restrictions by Archetype– updated starting armor for paladin to include great helm

CHAPTER 4: ARCHETYPE

- 4.1: Cleric– updated list of unholy opponents to include “cursed beings (including lycanthropes and hags)”
- 4.3: Paladin
 - Updated starting armor to include great helm
 - Updated list of unholy opponents to include “cursed beings (including lycanthropes and hags)”
- 4.6: Warrior– Added restriction, “a warrior may only attempt a War Cry once per combat”
- Table 4.0.2 Archetypes– updated starting armor for paladin to include great helm

APPENDIX A1: ARMS

- A1.5: Sheaths/Scabbards– added note that all characters start with “the appropriate scabbards, sheaths, quivers, etc. to hold their starting weapons and ammunition.”
- Table A1.0.2: Weapon Statistics
 - Battle-axe– added note “add boon die to breach rolls or STR rolls to break doors”

ILLUSTRATIONS

- Added 18 new illustrations
- Redesigned the monster collage image in Appendix M