

BEYOND THE THRESHOLD FANTASY ROLEPLAYING GAME

REVISIONS IN 1st EDITION, 5th PRINTING

The author has amended rules, added content, clarified text, and corrected errors found in the 4th 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, 5th Printing.” As applicable, relevant changes have also been made to character sheets.

CHAPTER 2: CHARACTER CREATION

- **2.2: Roll Base Attribute Scores**– Added two more options for determining Base Attribute Scores– Modern Modified and Preset Spread
- **2.5: Determine Luck Score**– Clarified language on Starting Luck Score for halflings

CHAPTER 3: ANCESTRY

- **3.7: Halfling**– Clarified language on Starting Luck Score for halflings

CHAPTER 4: ARCHETYPE

- **Table 4.0.2 Archetypes**– Added Charging Smite to paladin archetypal feats
- **4.3: Paladin, Consecrate archetypal skill**– First consecrate of the day is now an automatic success (do not roll) but still requires the paladin to expend Favor Points
- **4.3: Paladin, Miracle archetypal feat**– Paladins now gain the Redemption miracle when reaching mid-level
- **4.3: Paladin, Charging Smite archetypal feat**– Added as new feat
- **Table 4.3.2: Paladin Level Advancement**– updated based on new consecrate rules and to add Redemption miracle at mid-level
- **4.7: Warrior Monk, Style Strike archetypal skill**– Updated results for Leopard Paw and Tiger Strike

APPENDIX A1: ARMS

- **Tables A1.0.1, A1.0.2, A1.1, & A1.2**– Added heavy war hammer as a new weapon
- **Table A1.0.2: Weapon Statistics**– Updated battle-axe entry. Battle-axe deals armor breaching damage on critical or perfect hit.
- **Table A1.0.3: Monk Weapons**– Clarified emei piercers and hook swords come as pairs

APPENDIX A2: ARMOR

- **A2.6**– Added additional sample effects for magic armor

APPENDIX D: DEITIES

- **Table D.1.1 All Known Deities & Table D.1.2 Holy Deities**– Added berserkers to Yaruk’s domain
- **Table D.4: Sainted Slayers/Slayer Orders**– Footnote for St. Bastian, noted that varmints include “giant-sized creatures of these types”

APPENDIX SC: SPELLS FOR CLERICS (THEURGY)

- **Imprison and Waterwalk**– These were previously wizard spells only, but are now listed as spells for both clerics and wizards.
- **Saintly Weapon**– added as new spell

APPENDIX SW: SPELLS FOR WIZARDS (SORCERY)

- **Finger Arrow**– still a low-level spell, but can now cast as mid-level or high-level to increase damage

APPENDIX VR: VENERATION & RELICS

- Added as new appendix. Moved relic descriptions from cleric and paladin entries to this Appendix.
- Added multiple new examples of relics.