

SUMMARY OF CHANGES

BEYOND THE THRESHOLD FANTASY ROLEPLAYING GAME: REVISED EDITION, 2ND PRINTING

This document identifies the key changes in the 2nd Printing of the *Beyond the Threshold Fantasy Roleplaying Game: Revised Edition* rulebook (changes made from the 1st Printing to 2nd Printing). Minor formatting, grammatical, or wording changes are not identified in this list.

Revised Rules:

- 2.14: Character Creation Step 14. Fixed To Be Hit (TBH) calculation to include size modifier.¹
 - Original: “TBH = Total Armor Score +/- AGI Mod”
 - New: “TBH = Total Armor Score +/- AGI Mod +/- Size Modifier”
- A2.1: Armor Score. Fixed To Be Hit (TBH) calculation to include size modifier.²
 - Original: “TBH = Total Armor Score +/- AGI Mod”
 - New: “TBH = Total Armor Score +/- AGI Mod +/- Size Modifier”
- 3.3: Demigiant. Added large ancestral trait.³
 - New language: “Demigiants are 7-9’ tall. (1) Apply -3 large size modifier to TBH. (2) May use large weapons without penalty.”
- 4.1: Cleric. Added “healing potion (drinker heals IHD)” to list of starting equipment for clerics.⁴
- 4.4: Rogue. Added limitation on Base Ambush Score.⁵
- 4.8: Wizard. Added Detect Magic to archetypal feats.⁶
- 5.5: Earning and Spending Advancement Points: Added rogue limitation on increasing Base Ambush Score.⁷
- 7.6: Counterattacks, Free Actions, and Bonus Attacks. Added sentence “A character cannot counterattack if helpless, entangled, grappled, or stunned.”
- 7.14: Types of Damage. Added entries for acid damage, radiant damage, and sonic damage
 - Acid damage deals damage and corrodes armor. Reduce Armor Score and Durability Rating of all armor worn by one point (two points on a critical hit, three points on a perfect hit).
 - Radiant damage is caused by light. Monsters made of darkness or otherwise weak to light take 2x radiant damage.
 - Sonic damage is caused by extreme sound. Characters with the Sound Sensitivity ancestral trait take 2x sonic damage.
- 8.10: Recovering from Knocked Out. Added sentences “When combat ends, any knocked out character automatically recovers. If their Current Hit Points is at zero, increase to one. If their Current Pain is at Maximum Pain Threshold, reduce by one.”
- Multiple footnotes: Revised definition of “beast” to include language that a beast is “usually mammalian”

Revised Tables:

- 2.13.1: Starting Equipment and Armor Restrictions by Archetype. Added healing potion to list of starting equipment for clerics.⁸
- 3.3: Demigiant. Added large ancestral trait.⁹
- 4.0.2: Archetypes.
 - Added healing potion to list of starting equipment for clerics.¹⁰
 - Added Detect Magic to list of archetypal feats for wizards¹¹
- 6.14: Critical and Epic Fail Results. Added critical and epic fail results for Elfshot.
 - Critical fail = “Elfshot backfires. Casting elf damages self for 1d10 magic damage”
 - Epic fail = “Elfshot backfires. Casting elf damages self for 1d10+1d5 magic damage”
- 7.8.2: Common Boons in Combat. Amended two entries.

¹ Also updated in Rule A2.1

² Also updated in Rule 2.14

³ Also updated in Table 3.0

⁴ Also updated in Tables 2.13.1 and 4.0.2

⁵ Also updated in Rule 5.5

⁶ Also updated in Table 4.0.2

⁷ Also updated in Rule 4.4

⁸ Also updated in Rule 4.1 and Table 4.0.2

⁹ Also updated in Rule 3.3

¹⁰ Also updated in Rule 4.1 and Table 2.13.1

¹¹ Also updated in Rule 4.8

- Changed “cornered or surrounded on all sides by opponents” to “cornered, surrounded on all sides by opponents, or in chokepoint”
 - Changed “flanked on front & rear” to “flanked by opponents on opposite sides”
- AI.0.2: Weapons. Amended entry for acid vial to clarify acid damage applies to each piece of armor worn by target.
- AI.0.2: Weapons. Amended entry for arbalest.
 - Original language “Loading takes a full round”
 - New language “Loading takes a move and action, or two actions, within the same turn”
- C: Conditions.
 - Updated entries for helpless conditions, entangled, and grappled to clarify that “cannot move or take any actions” includes counterattacks
 - Updated entry for fatigued: “Marauders, paladins, warriors, and monsters with a Charge skill cannot charge while fatigued.”
 - Updated entry for stunned: “A marauder or monster with a Rage feat cannot rage on the turn they recover from being stunned. Marauders, paladins, warriors, and monsters with a Charge skill cannot charge on the turn they recover from being stunned. While stunned, cannot counterattack.”
- DI.I: All Known Deities. Added more descriptive text on A’Nythep, Systemae, and Torergar

Revised Cleric Spells (Appendix SC):

- Celestial Staff: Increased damage values
- Divine Lightning: Removed opposing Reflex Save to take half damage
- Heavenly Fire: Increased damage for basic and dynamic results
- Kill Beast: Changed spell to Kill Beast/Reptile
- Protection from Elements: Added option to cast as mid-level spell instead of low-level
- Spear/Sword of Protection: Changed damage on perfect result from 1d5 to 1d5+CL
- Weaken: Changed perfect result to also inflict +1d10 damage

Revised Wizard Spells (Appendix SW):

- Acid Weapon: *NEW* mid-level spell
- Adhesive Hands: Added sentence “Can attempt to climb walls and sheer surfaces.”
- Aging: Changed effect to impact “skill and save scores” instead of just “skill scores”
- Burning Cloud: Changed damage occurrence from to “at the start of each of their turns while in the cloud” to “immediately and at the start of each of their turns while in the cloud.”
- Earth Wall: Clarified TBH of wall is 0.
- Elemental Weapon: *NEW* mid-level spell
- Enhance Magic: Added language that spells deal increased damage.
- Freeze: Basic result on monster or person added “and is stunned”
- Heaviness: Added sentence “Character’s clothing/armor grows with them but carried items do not change size.”
- Mirror Image: Changed chance to hit a mirrored image on perfect result from 90% to 80%
- Obstruct: Clarified TBH of magic barrier is 0.
- Shrink: Added sentence “Character’s clothing/armor shrinks with them but carried items do not change size.”
- Telekinesis: Removed language that continuing to move object on future turns requires additional Spellcasting rolls.
- Thunderbolt: Removed opposing Reflex Save to take half damage
- Venomous Weapon: Clarified when persistent venom damage ends.
- Water Stream: Increased damage value on dynamic, critical, and perfect results