

SUMMARY OF CHANGES

BEYOND THE THRESHOLD FANTASY ROLEPLAYING GAME: REVISED EDITION, 3RD PRINTING

This document identifies the key changes in the 3rd Printing of the *Beyond the Threshold Fantasy Roleplaying Game: Revised Edition* rulebook (changes made from the 2nd Printing to 3rd Printing). Minor formatting, grammatical, or wording changes are not identified in this list.

Revised and Clarified Rules:

- 3.4: Demigod. Added notes that the demigod character has the ancestral languages, skills, traits, and penalties of their mortal parent ancestry.
- 3.4: Demigod. Added “holy” ancestral trait.
- 3.7: Halfling. Added movement rate to halfling section. Movement rate was previously included in tables but was missing here.
- 4.5: Slayer. Added “Anatomy/Lore may also be used to assess the corpse of a character or creature killed by a monster to attempt to determine the identity or features of the killer.”
- 4.7: Warrior Monk. Clarified Favored Attribute increase limitation by adding “the Base Attribute Score for this attribute is increased at level advancement (not to exceed a Base Score of 89).”
- 7.1: Panicking is treated as a persistent effect
- 7.9: Critical Hits, Perfect Hits, and Wounds. Added note that perfect hits may also result in special archetypal perfect effects.
- 7.14: Types of Damage. Clarified that acid damage affects natural armor.
- 9.4: Spell Results. Clarified that “unless otherwise stated in the spell description, a spell can affect any target within the caster’s sight.” Also added this clarification to several spell descriptions.
- A.I.2: Damage Type. Added rules for coating weapons in holy oil, oil, acid, or poison.
- C: Conditions. Panicking is treated as a persistent effect.

Revised and Clarified Tables:

- 3.0: Added notes that the demigod character has the ancestral languages, skills, traits, and penalties of their mortal parent ancestry.
- 4.2.2: Edited disarm entry to allow option for the disarming marauder to snatch the weapon.
- 4.6.2: Edited disarm entry to allow option for the disarming warrior to snatch the weapon.
- 6.13.2: Added notes that perfect hits may also result in special archetypal perfect effects.
- A.I.0.2: Clarified that acid damage affects natural armor.

Revised and Clarified Cleric Spells:

- Circle of Protection: added “the circle of protection moves with the affected target ally.”
- Kill Beast/Reptile: added damage values

Revised and Clarified Wizard Spells:

- Burning Cloud: clarified that the cloud lasts 1d5 rounds
- Burrow: clarified that the tunnel “remains in place after the spell duration ends.”
- Flaming Weapon: clarified that the Luck roll made to determine if weapon burns up is made by the weapon holder, not the spell caster
- Hailstorm: updated damage value and changed the damage effect from “at the start of each of their turns” to “immediately and at the start of each of their turns”
- Magic Rope: added information on attack score for rope
- Mud: clarified affects ground on which the caster is standing

Misc Improvements:

- Added no artificial intelligence statement to copyright page
- Added page numbers to landscaped pages
- Added Wizard’s Decree of Conduct page at end of book
- Added eight small illustrations