

Unbroken Update – Change to 0.1.3

Jul 10, 2017

Overall Rules:

Hard Difficulty – Scouting costs no longer increased. Start with 10 SE.

Weapon Crafting in Combat – now takes time as usual.

Bypassing a monster through Trickery now results in getting a Skill card (but no other reward).

Characters:

Brawler – I’ve seen worse – you may choose to keep the old roll after re-rolling.

Brawler – Power Through – the cost is now 2SE to increase Wound Power by 1.

Sage – change Tome Knowledge to be a General Action (not limited to Travel).

Skills:

Outdoorsman – is now “Travel: General” and cannot be used in Combat.

Cautious – New text - At the beginning of the level immediately gain the Afraid Condition to receive Time bonus equal to current level.

Resistant – New text - Once per monster turn when a combat action would cause you to gain a Condition you may gain SE and subtract 1 from the combat action roll.

Poison Mastery – Now usable by Sage but if used by Sage this skill inflicts 1 less wound.

Awareness – Spend 2SE to ignore the monster’s Ambush effect. Trickery when ambushed ability is removed.

New Skill – Wrecker - Once per turn if your attack breaks armor you may immediately make another attack. Ignore the monsters’ Defend effects in combat.

Monsters:

Wererat - #6 alternate effect now Lose 2SE.

Shreiking Fungus : Ambush becomes “Gets +2 to all combat rolls”

Hobgoblin – Change order of actions. #2 Defend becomes #5/ #3 Warn becomes #4 / #4 Wound becomes #2 / #5 Wound becomes #3

Crazed Survivor – The Special changes so that if the weapon is downgraded before combat – Crazed Survivor no longer suffers 1 Wound.

Basilisk – Reorder effects. #3 Wound becomes #1, #1 Gaze becomes #3.

Gnoll – change special to “Power of attacks 3+ is halved (round up)

Kobold – Reward is now 1C, 1M, 2SE. Switch effects #3 and #4

Abomination – change the alternate effect on #4 to Lose 1SE

Ogre - +1 health

Troll - #2 – remove the extra regeneration, #4 - Disarm duration now 1 round

Weapons:

Axe - +1 Time Cost, 2ME wound is now 5

Spear – -1 Time Cost (now 0)

General Actions:

Scouting – Level 2 Scouting is now 2 SE / 2 Time