

Additions

- Added a “corporeal” stat for enemies and NPCs. This is a guide as to how much they can interact with the world and how real and alive they look.
- Added a standardised adventure difficulty scale, based around how many extra Speciality pips the characters have. The difficulty number represents a challenging but not overly deadly adventure for 3-4 characters who have extra speciality pips equal to the difficulty. Remember: Extra Speciality pips are the least often given when “levelling up”, which makes them a nice way to determine the rough power level of a character.
- Added guidance on walking speeds, for those that wish to track journeys more closely or that want to add a more detailed exploration element. A normal and sustainable day's travel over easy or gentle terrain is 5 miles/8km plus 1 mile/1.5km per each point of Fitness. Halve this for difficult terrain like heavy foliage, mountainous terrain or swamp/bog. Pushing any more than this for more than two consecutive days will start to fatigue the characters and will start to affect their Brawn and Fitness. On the third and further days of pushing this walking limit, the character loses one point off either their Brawn or Fitness, and resting for 8 hours no longer replenishes any Core pips. The character must spend at least 24 hours resting to be able to start recovering pips again.
- Added guidance on fall damage: Take 1 damage per 2 meters fallen onto a hard surface. Halve this for softer landings and double if landing onto something very hard, spiky or otherwise unpleasant.

Changes

- A small tweak to the lore so Wanderers cannot tell someone is a spirit (unless the ghost does something obvious, they touch it or the spirit is very incorporeal). A character must pass a 1 Success Paranormal Skill Check to know if something is a spirit, and any further successes above this will give more information as to the nature of the spirit.
- Healing using Soul Power has been re-written to not allow Awakenings related to healing to essentially heal everyone for free without using any Soul Power. Instead, one Soul Power must always be spent, but those with Awakening's related to healing will heal double of those with other awakenings.
- Followers now get automatic physical damage reduction on all attacks and effects against them: -1 for easy, -2 for medium, -3 for powerful.
- Renamed the other name for The Forgotten to “The Seventh” from “The Lost” to remove some confusion with the Lost (a burnt out/corrupted Wanderer - see page 12 of the core rule book).

Clarifications

- Lost no longer have an Awakening when they become Lost. This can never be regained in any way.
- All Followers have the Awakening “My Body is A Weapon” (or something similar). This makes them very efficient and terrifying when using Soul Power for physical changes to themselves.
- The difficulty of a challenge should always be presumed to be set for a basic Wanderer, NOT the current level of the Wanderer attempting something. E.g. a brand new Wanderer and a grizzled and powerful veteran Wanderer will both need the same number of successes to hit a target with a mote of fire across the room. HOWEVER. Players (and NPCs and the environment) can do clever things to help the situation they are in, which in turn might reduce the successes needed to succeed in what they are doing. In the above example, say the enemy was hidden behind a heavy crate - one Wanderer could manipulate the wood of the crate to be super fragile and the second Wanderer could then shoot their mote of fire straight through it. What was a difficult challenge is now much simpler, so the target successes should be reduced. Another example is knowing to say the right thing to someone to get them to do what you want - this will reduce the difficulty of a persuasion type skill check.
- It's all saves that you work the damage out as successes needed - successes rolled, not just saves from Manipulations as the book could be interpreted as saying. This includes things like traps, for an example, that have a set number of successes needed. Essentially, it's like the world doing an “attack” but it always rolls the same amount of successes!
- Time stops or is massively slowed down by some (more powerful) spirits, keeping their haunting similar to how it was when they died, if left alone. This is just an environmental effect and doesn't actually physically stop time for anyone else in the area.

