V2.4 - 10/9/2026 - The Origins Update

This update is focused on the backgrounds as well as a clarity of language. The backgrounds have been reworked from the top down, necessitating a modified character sheet and new purpose in the game. Backgrounds were previously very simple and rather uninteresting. They provided a single benefit that did nothing to encourage action, inspire roleplay or do anything else that is meaningful. With this update, backgrounds now inform your previous life and encourage roleplay in the game.

- Backgrounds Update: Backgrounds have been renamed to Origins. All Origins have three features; Influence, Experience and Aspiration.
    - Influence grants a social or narrative benefit that is mostly roleplay focused. Your influence will define how people are likely to interact with you or react to your presence.
    - Experience grants a mechanical benefit to your character based on what they do and have done before.
    - Aspiration gives the character a unique way to advance or generate Grit tokens.
- The Character sheet has been updated to be in line with the new Origins. Updated to Version 2.4
- All backgrounds have been converted into Origins with their existing features changed into one of the three Origin features.
- Arcane Origin has been renamed to Arcane Source
- Character creation tables with skills and attributes have been split apart to better mirror the appearance of skills on the character sheet.
- Adjust step by step process for creating extras. Now properly displays instructions on how to create the health pool instead of tracking each limb for extras.
- Extra Stat blocks adjusted to have proper hp pools.
- Modified Extra Stat blocks to line up with the newly de-attributed skills
- Adjusted the wording of Descriptors, weapon traits and the Attacks section to be in line with the new rules for targeting limbs. Targeting limbs now applies a -2 to the attack test. Rules have been unified to provide multiple ways to reduce those penalties.
- Added the Swift Shooter descriptor
    - **Swift Shooter**
      Finesse
      Req: Trained - Shooting
      When you make an attack with a weapon that has the Rapid weapon trait, you may double the amount of Rapid the weapon has and double the amount of ammo consumed in the attack.
- Adjusted **Animal Friend** descriptor to align with new rules.
- Added additional function to the Rageful descriptor
    - **Rageful**
    - *Force*

    - When you would gain a condition from activating your Stress die or gain a **Bane** to tests, you can instead become **Discontent**. Every time you become discontent, make a Mark on this descriptor.
- Move Downtime Activities into the Archivist section
- Added section called Homebrew Mechanics with guides on making your own systems.
- Expanded the Archivist section on Narration