

Mage kits

There are now Mage kits for the Mage Magic skill, to parallel the Cleric kits for the Cleric Magic skill (p.118) . They're too long to list here, but are available on the Quest website.

Natural Talents and Natural Limitations

Natural Talents (p.16) were folded in with Abilities (p.17) and renamed to just "Skills". Natural Limitations (p.35) were folded into Disadvantages (p.29). This means that Natural Talents and Limitations can now be acquired and bought off after character creation, although (particularly with ones like Missing Limb and Lame) you should still have a good explanation.

We felt this was simpler, and would allow for character growth.

Dishonesty, Distrust of Clergy, and Distrust of Magery

These disadvantages (pp.31-32) have been removed.

You are not obligated to play a cooperative, helpful character, but Quest also doesn't want to reward players (with extra points) for playing characters who are actively disruptive or unwilling to work with other characters.

Kahla-Ran

The Kahla-Ran Cleric kit (p.126) has been removed. The description of Kahla-Ran now includes this note:

"Kahla-Ran is primarily intended as a villain, so her murderous followers are also meant to be villains, and thus non-player characters. PCs may only worship Kahla-Ran if they have a fringe, unorthodox view of her that still allows the character to comply with the Code of Conduct."

Kahla-Ran's kit gave you a reward for murdering other characters in cold blood. While you are not obligated to play someone on the up-and-up, we did not want to reward the murder of other PCs. We also wanted to make it clear that the mainstream worship of Kahla-Ran, which includes this kind of murder, violates the Code of Conduct.

The *Lame* spell

The *Lame* spell (p.76) has been removed from the Mage spell list.

Because of inconsistent wording between the spell and the disadvantage of the same name, and the observation that the spell was never cast, this spell has been pruned.

2014 handbook Supplemental

Print out this supplemental and insert it into your spiral-bound 2008 handbook to bring it up to date! (You can also download the full 2014 handbook for free.)

The Code of Conduct

The last paragraph of the Code of Conduct (p.6) has been updated to read:

"Lastly, Quest is a cooperative gaming experience, and we're all here to have fun. As such, deriving your enjoyment by ruining other people's fun is not a part of what Quest should be. While characters may at times find themselves at odds with one another, there should be no unprovoked player-on-player conflict that spoils the game for other people.

Further, new players are an important part of the community, and their participation helps keep Quest running. Thus, you are strongly encouraged to be nice to newer players, and to give them the benefit of the doubt if a concern arises. All of us here were new once, too."

Quest doesn't require you to play a "Dudley Do-Right", but we wanted to make it clear to newcomers that the experience we provide is teaming up to defeat the villains, rather than *being* the villains! And we want to make sure we're a welcoming group that provides a friendly experience to newcomers.

Character Points and Character Debt

Continuing Game characters now start with 14 points instead of 10. Character Debt (p.94) has been eliminated altogether.

Character Debt was a complex rule that disproportionately affected new players. Since everyone took it, the Rules Committee felt it would be simpler to start everyone at 14 points.

Grandfathering:

All current characters with Character Debt lose that Debt, and also lose all points they got from the Debt. However, characters with fewer than 20 total points are then given 4 free points; this cannot bring their total above 20 points.

Experience Points

GMs and staff now get full XP (p.99) for the events they attend.

Staff used to get fewer XP than PCs because the staff's characters were not at risk during an event, whereas PCs could die and thus gain fewer XP. Now that PCs get Resurrection Trauma when they die (instead of gaining fewer XP), this no longer made sense.

Weapon Skill – Clarification

General Weapons

Points Allocated	General Weapons Allowed
0	Dagger (to 20")
3	All above, plus Short Sword (to 28"), Crossbow
6	All above, plus Plain Sword (to 38"), Short Flail (to 38"), Spear (thrust only, to 72"), Bow
9	All above, plus Long Sword (to 46"), Plain Flail (to 46"), Pike (thrust only, to 84"), Glaive (to 50")
12	All above, plus Bastard Sword (to 52"), Long Flail (to 52"), Halberd (to 60")
15	All above, plus Great Sword (to 60"), Poleaxe (to 70")

Florentine Weapons

Points Allocated	Florentine Allowed
3	Short Florentine only
5	Short or Long

Measurements for weapons are the total length of entire weapon.

Swords, glaives, halberds and poleaxes with stabbing tips are considered to add 4" to length for purposes of determining cost.

Polearms with buttspikes require 3 more points than normal (e.g. a 9-point polearm with a buttspike becomes a 12-point weapon).

Dagger, short sword, plain sword, long sword, bastard sword, shields, blocking staff, armor, and thrown weapons require no approval to use. Other weapons require prior safety approval from a Weapons Marshal.

Players may reallocate Weapon Skill points among the categories between events.

Shields

Points Allocated	Shields Allowed
3	Small Shield (elbow to wrist), Blocking Staff
6	All above, plus Medium Shield (chin to navel)
9	All above, plus Large Shield (chin to crotch)

Armor

Points Allocated	Armor Allowed
0	0 hits (cloth, leather, chain, plate)
3	1 hit (leather, chain, plate)
6	2 hits (chain, plate)

Thrown Weapons

Points Allocated	Thrown Weapons Allowed
4	All thrown weapons

24 character points total in Weapon Skill (among all categories) makes the character a Weapons Master.

The Weapon Skill rules (p.27) haven't changed, but they were widely misunderstood, so we've clarified them.

Specifically, when you allocate points into a weapons category (like "General Weapons", or "Shields"), you can use anything in that category that costs that number of points or fewer. So if you put 6 points into General Weapons, you can use any General Weapon that costs 6 points or less. This means you can switch between a Plain Sword and a Bow at the same event; you just can't use them at the same time.

We've changed the table on p.14 to make the rule easier to understand; see the previous page for the updated table.

Quicktalk

This skill (p.22) has been renamed to "Persuasion".

"Quicktalk" isn't a real world, and "Persuasion" reflects its full range of use.

Archery

The rules for archery (pp.47-49) have been rephrased for clarity. The only significant change to content is that the reference to arrow ricochets has been removed.

We've removed references to ricochets since they were redundant with the fact that there are no light hits from arrows.

Sapping

Sapping (p.24, p.47) no longer requires the attacker to have a weapon in hand. Full head and neck armor is now required for Armor to be effective against Sapping. Finally, sapping no longer drops the attacker's Stealth to onlookers; the person using Stealth may use the sapping victim's body to hide.

We wanted sapping to be distinct from a subdual blow to the torso, to give those with Stealth a specific advantage.

Miracles

When a character runs out of Miracles (p.100), s/he can now purchase additional ones for 3 character points. These points can be shifted out of existing skills, or paid for by taking new disadvantages or natural limitations. Points spent towards Miracles count as spent XP, and as such apply towards a character's point cap.

Many players greatly value having a dramatically-satisfying ending for their PC, and are turned off by the idea of a long-established hero leaving the gameworld due to a random death. However, the Rules Committee also didn't want to give people infinite Miracles for free. The RC felt this was an acceptable compromise; you can still bring back a beloved PC, albeit in a weakened state.