-Changed AC calculation to be based off level, not BAB

-Feat table has arrived!

- Changed a few SLAs to SUs, and some SUs to EX, since some were designated as such before only for flavor without regard to mechanics

- My Name is War has been scrapped after careful scrutiny of its ill effects...but a new Iconic feat takes its place: Vengeance is Mine! (You’ll only have to imagine how apt the devs found this name to be)

- New wording added to cover the case of losing line of sight/effect to someone before an ability/attack takes effect

- Clarified intent with AoEs that do things for each creature that enters their areas

- cleared up one glaring, crazy typo in [Soaring], and prevented a targeting loophole in [Extreme]

- Mounts and movement modes have been further clarified with more exact language, as these require some precise language for many edge cases

- Added a clause for what happens when you’ve been [Flying] without the Fly movement mode

- Clarified timing for roll-affecting abilities like stuff from Fortune’s Friend and Esoterica Radica

- Standardized Siege Walls & Affable Cube wording to be in line with Eternal Pipe’s text

- Ensure Esoteric Adept + Floating Feat won’t let you get all the spells.

- Clarified 7th circle from Force of Will

- [Petrified] or [Paralyzed] [Flying]/[Soaring] creatures no longer hover in place in some strange cartoon limbo

- True Mage abilities clarified on what actions are used upon their discharge

- [Distant]’s definition is back in. Long live [Distant].

- Clarified interaction b/w Sophisticated and [Arcane].

- Prevented Variable + [Arcane] = infinite property gain

- Clarified that [Imbalances] are gained only during attack actions

- Made sure [Checked] doesn’t prevent forced movement

- Clarified intent that [Guardian] is in effect only when wielding the weapon itself

- Natural weapons are now considered to be weapons that are always wielded

- Locked Guild Initiation and Multiclass Flexibility from Visited Place

- Clarified any abilities that blocked LoE to ensure LoE was blocked from one square to another too, instead of just between creatures

- Clarified lack of action cost for Demo Man’s 3rd circle

-Fixed soooooooooo many typos!

-and then a whole buncha other stuff, stay tuned for complete fixlist mebbe.

-Renamed To Pierce the Heavens to You Shall Not Pass. Also fixed what it does to something more sane.