

- Divinity now grants dexterity.
- Speed is now balanced against dexterity as follows:
 - Dexterity determines the number of "steady" speed-granted attacks you can make in one round.
 - Any speed-granted attacks which you make beyond your "steady" maximum will have their accuracy and damage degraded progressively.
 - Attacks other than those granted by speed (such as racials and bonus attacks) are never degraded, and they never count towards your "steady" maximum.
 - Unsteadiness is only noticeable when your speed greatly exceeds your dexterity. Any given dexterity score always grants enough steady attacks for an equal speed score.
- Some expansion to the renown system:
 - The base renown level is now 500 (see below).
 - Renown will not decay below this base level. (Being pkilled will drain your renown, however. See 'help renown'.)
 - If your renown is below the base level, it will slowly and automatically rise as long as you are adventuring outside of a safe room.
 - More functionality based on renown is being planned (for example, random events that only happen to renowned heroes).
- You can no longer nim from mobs which are unattackable.