

## **Update 1/14/2010: Wounding / Decree of Guilt / Free Movement / Inscriptions**

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- PCs now have a chance of wounding their target. A wounded target will slowly bleed a small percentage of their hit points over time while in combat. Leaving combat for a few seconds will allow a wounded player to automatically bind the wound.

Wounding is tied strongly to dexterity and +hit, and characters who focus on accuracy over damage will inflict stronger wounds more reliably. It is more difficult to wound a target with a high constitution. For more info, see 'help wounding'.

- Decree of guilt now increases the paladin's alignment with each target successfully smote.
- Free movement has been improved. (It now allows the player to perform non-attack actions while impaired.)
- Inscription points are now based solely on rank tiers.
- Internal AI improvements for upcoming content.