- Flanking bonuses now increase with dexterity.

- Several big internal AI updates for upcoming content.

- The 'consider' command has been improved.

- Effectiveness of damage cap effects has been slightly improved.

- Flanking has been updated; see the help file for specifics.
  The main changes include:

  - Flanking's bonus now has a cap. This cap is based on the
    relative offensive power between flanker and victim.
    (Stronger victim = higher flanking potential. Overall,
    flanking's potential has been reduced somewhat on targets
    with similar or lower offensive power.)

  - The flanked victim's +dam is now weighted more strongly than
    +hit in calculating the flanking severity.