

- 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.