

# Kishar Version 1.0 Changes:

## **(General)**

- The list of Bad Things has been expanded to include Harmful Conduct, a catch-all for anything done in order to destroy the game environment. (pg 15)
- Added section on the Adventurer's Guild. (pg 23)
- Map of the City of Kishar finally added to Setting section. (pg 24)
- Changed the name of Dragoth to Noctus. (pg 31)
- Witch Hunters of Sulith now exist, and are out there being suitably scary. (pg 31)
- If multiple characters break a relic together, they can share the XP. (pg 66)
- Players who arrive at game too late to spend XP may go 1 game without doing so, but if they fail to spend their XP at the next game, they risk losing it. (pg 67)
- Encumbrance added: In addition to other game information, every item card that represents a physical object has an encumbrance (ENC) listed that represents several things, such as physical weight and unusual size or shape. Items that have phys reps have 0 ENC while the phys rep is carried. All characters have a base ENC limit, but some powers may increase this. (pg 74)
- Removed unclear rule stating players should carry a "reasonable" amount of gear. (pg 75)
- Using Influence to become Well-Fed for a month now Adds 1 All for that month, as opposed to Add 1 weapons. Spellcasters now also have a reason to eat up. (pg 95)
- The amount of bonus XP awarded for travel has been increased. (pg 194)
- Bonus Influence is now also awarded for travel. (pg 194)
- The Bring a Friend rule has been introduced. Players bringing a genuinely new player who plays a full-time monster receive an xp bonus. (pg 194)

## **(Racials)**

- Racial costuming requirements exclude players' hands, which may be kept costuming-free. (pg 33)
- Racial costuming which impedes a player's ability to fight safely may be removed for combat. (pg 33)
- Updated all racial costuming to match the makeup guide, added pictures. (pg 34+)
- Updated sample names to be more consistent, added some general RP notes for names. (pg 34+)
- Aetherites now gain Immune (chosen element) instead of Reduce ½ (chosen element). (pg 34)
- Clarified Constructs are immune to Knockout, added sample names. (pg 36)
- Added Construct/Half-Orc/Half-Ogre/Stoneborn racial Strong Worker: Your character does not count up to 5 ENC worth of items they carry. (pg 36 / 41 / 42 / 50)
- Hard to Hit, the Dark elf racial, is now Difficult as opposed to Exhausting. (pg 37)
- Dragonkin now Reduce ½ (chosen element). (pg 39)
- Fellblooded's Hellblast is now Difficult instead of Exhausting, but its damage is reduced to 10. (pg 40)
- Added Fellblooded racial Artist: Reduce the cost of your first purchase of Craft Other by 2. (pg 40)
- Shar'vin – Sample names accidentally listed male and female names, although Shar'vin do not have genders. Names are now correctly unisex. (pg 49)
- Juggernaut, the Stoneborn racial, now also resists Slow. (pg 50)

- Clarified Wood Elf racial Fade to specify that it works in any natural environment. (pg 51)
- Added Wood Elf racial Hunter: You may purchase the Quarry power in the Warcraft power tree without purchasing its prerequisite power, and without paying double cost, even if it would normally be Out-of-class. Additionally, instead of allowing you to Add 1 melee, Quarry allows you to Add 1 All. (pg 51)

### **(Classes)**

- Instead of Enervation, Etherealists now get Shielding, which we feel is more in line with their role. Anyone planning to play an Etherealist who is greatly concerned about this change should contact us to discuss it. (pg 57)

### **(Combat)**

- Clarified that Regenerating HP function like Temporary HP, not Ablative HP. That is to say, if you are granted 10 Regenerating HP / Encounter, and you take 5 damage in the first encounter, you do not then have 15 Regenerating HP for the next encounter. (pg 69)
- Added section on Voluntarily Lowering Damage: Characters may choose to omit any damage bonuses when using a weapon or power, but may not call less than the base damage of the weapon or power when doing so. (pg 82)
- Clarified Finishing Blows: Finishing blows are used to give players the option not to kill NPCs. Generally speaking, NPCs who are reduced to negative HP and left that way, without finishing blows, are assumed to be left to the mercy of the streets, rather than killed outright. (pg 83)
- Clarified death / buffs: Any beneficial effects active on you when you died are no longer active. (pg 84)
- Clarified that unless a power allows you to “hold” it, you must deliver the effect within a few seconds of completing its casting time. (pg 102)
- Clarified that the Spotlight Rule, allowing you to regain the use of Exhausting powers, applies only to PCs unless a Marshal says otherwise. (pg 104)
- The framing of Encounters has been changed. Instead of ending when the next combat begins or 30 minutes have passed, encounters now end when combat ends, at which point the next encounter begins. If 30 minutes pass since the last combat ended, this also still resets the encounter timer. This allows certain powers, which formerly had to be used quickly at the beginning of a combat, to be pre-cast now, rendering Difficult powers much more useful. Players may now use the beginning of combat to talk ICly amongst themselves or with opponents, as opposed to spending the time casting. Certain powers have been altered to prevent them from being too powerful under this new model. (pg 104)
- Added text which specifies: “Effects should be given during play if possible – if this does not work a 5 second Hold may be called to announce the effect” to point and click, area, and burst powers. The 5 second limit here will be enforced in order to prevent slowing of gameplay. (pg 105)

### **(Synergies)**

- Healing Potion Cache ( Healer Absence synergy) is now available at the end of any combat, regardless

of whether or not you “won” the combat. Combats between PCs do not trigger this power. (pg 96)  
- The old Healer synergy has been removed. In its place, Soul Strike has been added. This is a new Reliable power in the Universal tree available only when more than one Healer is available for synergy. This power allows healers to burn their healing resources (bandages, focus, uses of Soul Infusion) to power a packet strike damage spell. Savants choosing to be counted as Healers for the purposes of synergy also gain access to this power, but as they have no healing resources, it functions as a Difficult power for them. (pg 96 / 188)

- Rituals – Many cast times adjusted (generally decreased) for all 4 types of rituals. (pg 97)
- High Magic Rituals – Bind – Renamed Soul Binding. (pg 97)
- High Magic Rituals – Consult Lore – This ritual no longer excludes Battlemages. (pg 97)
- High Magic Rituals – Disenchant – This ritual now requires an Evoker. (pg 97)
- High Magic Rituals – Heartstrings – This ritual is now a Natural Ritual. (pg 97)
- High Magic Rituals – Hidden Writing – This ritual now requires an Illusionist. (pg 97)
- Rituals of the Gods – Commune with the Fallen – This ritual no longer excludes Paladins, and now requires a Cleric. (pg 98)
- Rituals of the Gods – Holy Water – Unused holy water now expires at the end of an event. (pg 98)
- Rituals of the Gods – Resurrection – This ritual no longer excludes Paladins, now explicitly requires the person’s body, and now has an increased time window based on the number of participants. (pg 98)
- Rituals of the Gods – Sacred Ground – This ritual now requires a Chaplain. (pg 98)
- Battle Formations – Rank Fighting – Clarified the nature of the Resist granted. (pg 99)
- Natural Rituals – Detect Resource – Too similar to Dowsing rod – removed. (pg 100)
- Natural Rituals – Hideaway – Objects hidden with this ritual are not detectable by magic. (pg 100)
- Natural Rituals – Rebirth – This ritual no longer requires a Druid or Shaman. (pg 100)
- Natural Rituals – Snare – This ritual now requires a Ranger. (pg 100)
- Mindscape Rituals – Curse – This ritual now requires a Psionicist. (pg 101)
- Mindscape Rituals – Ether Travel – Number of targets increased. (pg 101)
- Mindscape Rituals – Fix Psyche – This preservation effect lasts a maximum of 12 hours. (pg 101)
- Mindscape Rituals – Forsee – This ritual now requires a Mender. (pg 101)

### **(Role-play Powers)**

- A number of powers now include RP-oriented effects for free. For example, buying Bandaging now allows a Chirurgeon to perform medieval medicine, and buying Opiates allows an Alchemist to produce actual drugs. These powers generally require Marshal approval for use, and are intended to be mostly devoid of non-RP use. The powers with added RP effects are listed here:

- Alchemy – Restorative Potion, Opiates (pg 110 / 111)
- Archery – Accuracy (pg 113)
- Avoidance – Tricky in a Crowd (pg 115)
- Body Control – Keen Hearing (pg 117)
- Charm – Conjured Terror (pg 125)
- Divine Protection – Shield Blessing (pg 141)
- Elementalism – Elemental Attunement (pg 143)
- Field Medicine – Bandaging (pg 149)
- Healing – Cleanse (pg 152)
- Instruction – Advice (pg 158)
- Precognition – I Forsee... (pg 165)
- Resilience – Toughness (pg 168)
- Righteousness – Sense Corruption (pg 170)

- Spirit Lore – Know Spirit (pg 178)

### (Power Trees)

- Alchemy** – Using Alchemy when untrained now has a cast time of 3 seconds, down from 5. (pg 110)
- Alchemy** – Incendiary – Max bottle upgrades have been improved. (pg 111)
- Alchemy** – Stir Faster! – This ability is now Sure instead of Exhausting and now grants a tree-wide Haste buff. (pg 111)
- Alchemy** – Long Lasting (meta) – This new Exhausting power allows the creation of alchemy that lasts indefinitely. (pg 112)
- Archery** – Piercing Shot, Foot Shot, Dazing Shot, Elemental Shot, Heavy Arrows - These powers' effects end if you are out of combat for more than a minute. (pg 113 / 114)
- Archery** – Guided Shot – You must be able to see your target for the entire cast time. (pg 114)
- Archery** – Heavy Arrows – This power is no longer a (meta) power, as using it turns the rest of the tree off for an encounter otherwise. (pg 114)
- Avoidance** – Riposte- Reflects granted by this power may be used at any point during the day. (pg 116)
- Avoidance** – You Dropped This –Now lasts for 1 encounter. (pg 116)
- Body Control** – Many costs lowered in this tree (pg 117 / 118)
- Body Control** – Muscle Attunement – This power remains the same for 1-handed weapons (it grants dual wield). For two-handed weapons, it no longer Adds 1. Instead, it grants additional uses of the weapon's power. (pg 117)
- Body Control** – Muscle Surge, Living Fist – These powers' effects end if you are out of combat for more than a minute. (pg 118)
- Chaos** – Channel Violent Chaos, Chaos Blade - These powers' effects end if you are out of combat for more than a minute. (pg 121)
- Charm** – Token of Friendship – To be consistent with most other such RP-related powers, this no longer works on PCs, unless a Marshal says it does. (pg 125)
- Charm** – Conjured Terror – Costs for this power have been increased, and holding duration decreased. (pg 125)
- Charm** – Illusory Guise – Clarified that you may appear as any humanoid race of your approximate size. Added the ability to appear as either sex. (pg 125)
- Charm** – Costs for all Difficult and Exhausting powers have been lowered. (pg 126 / 127)
- Command** – Damage bonuses decreased in this tree. (pg 128 / 129)
- Command** – Shield Use – This power no longer grants the use of bucklers as well. Instead, it reduces the cost of Buckler Use in the Resilience tree to 0 when purchased. (pg 128)
- Command** – Battle Cry – This power's effect ends if you are out of combat for more than a minute. (pg 128)
- Conjuration** – Costs and cast times decreased tree-wide. Conjurations last until the end of the encounter unless noted otherwise. (pg 130)
- Craft** – Added the (light) pattern to weapons and armor. (light) items have lower ENC. (pg 134 / 135)
- Destruction** – Spell pool now empties if you are out of combat for more than a minute. (pg 139)
- Divine Protection** – Shield Use – This power no longer grants the use of bucklers as well. Instead, it

reduces the cost of Buckler Use in the Resilience tree to 0 when purchased. (pg 141)

**-Divine Protection** – Holy Vow – Cast time decreased. (pg 141)

**-Divine Protection** – Sacred Vengeance – Cost decreased, now triggers against all foes, but only while the target of your Mark of Protection is at -1 HP or lower. (pg 142)

**-Elementalism** – In order to prevent Shamans from having to explicitly kill people to use their powers, clarified that elemental cores can be harvested from dead or unconscious beings that are not PCs, and that these cores persist between games. Clarified the nature and intended effects of Elemental Focus. (pg 143)

**-Elementalism** – Elemental Absorption - This power's effect ends if you are out of combat for more than a minute. (pg 143)

**-Evocation** – Torment Wave – Damage types and upgrades on this power were inconsistent. Now fixed. (pg 148)

**-Field Medicine** – Health Serum – This power's effect ends if you are out of combat for more than a minute. (pg 149)

**-Field Medicine** – Herbal Tonic – The effects of Splint have been folded into this power. (pg 149)

**-Field Medicine** – Splint – This power has been removed. (pg 149)

**-Field Medicine** – Nerve Toxin – This power has been added. (pg 150)

**-Field Medicine** – Fixed a few pre-requisites that were listed incorrectly. (pg 150)

**-Necromancy** – In order to prevent Necromancers from having to explicitly kill people to use their powers, the way in which undead are created has been changed, and unconscious bodies are now legal targets. (pg 160)

**-Necromancy** – Create Zombie – Clarified that this power is touch cast. (pg 160)

**-Necromancy** – Create Ghost – Clarified that this power is touch cast, removed cast time, lowered cost. Ghosts are weaker than zombies but now much easier to produce. (pg 160)

**-Necromancy** – Acid claws – This buff is now automatically applied to the first X created undead, with no cast time. To reflect this increase in usefulness, the cost has been increased. (pg 161)

**-Phasing** – Several powers involving the creation of pocket spaces now state that objects stored in this way have ENC 0. Several powers have had base cast times and costs reduced, and have fewer upgrades to these as a result. (pg 163 / 164)

**-Phasing** – Added new Exhausting power Swap, which allows you to rearrange allies and enemies. (pg 164)

**-Resilience** – Unyielding – The prerequisite for this power is now Defensive Training instead of Toughness. (pg 168)

**-Resilience** – Buckler Use – Cost decreased. (pg 168)

**-Resilience** – Great Strength – Added secondary power: Your character does not count up to 5 ENC worth of items they carry. (pg 169)

**-Sanctity** – I am not Swayed – Cost decreased. (pg 172)

**-Shapeshifting** – Aspect of the Destroyer – The Berserk status inflicted by this power is not removable by anything other than the power ending under the conditions described in the power. (pg 174)

**-Shapeshifting** – Aspect of the Protector – This power's effect ends if you are out of combat for more than a minute. (pg 175)

**-Shapeshifting** – Claws that Kill – This power's effect ends if you are out of combat for more than a

minute. Primal Folk may choose whether to spend the rage when activating this power. This power has been re-designed to give access to alternate damage types as opposed to damage bonuses, and otherwise standardized across races. An upgrade to reduce cast time has been added. Costs have been lowered. (pg 175)

-**Shielding** – Many costs decreased, cost of Toughen increased. (pg 176)

-**Shielding** – Bubble – Effectiveness of this power increased. (pg 177)

-**Spirit Lore** – In order to prevent Druids from having to explicitly kill people to use their powers, spirit essences may now be harvested from unconscious bodies, unless the target is a PC, in which case they must be dead. (pg 178)

-**Spirit Lore** – Know Spirit – Recharge time decreased. (pg 178)

-**Teamwork** – Advice – Bonus damage reduced. (pg 181)

-**Teamwork** – Not You! – Cost decreased, recharge time added. (pg 181)

-**Thievery** – Wrist Strike – Cast time removed. (pg 184)

-**Universal** – The costs of Favored Weapons and Unusual Weapon have been reduced. (pg 185 / 186)

-**Weapon Mastery** – Changed the upgrades to masteries to grant additional uses of weapon powers. Removed +2 damage upgrade to ultimate fighter. (pg 191)