

## Kishar v10 Change Summary

### System-level Changes

- Game Policies – Special Loot, Dungeons, and Claim Tickets – Rewrote this section to reflect the new reality we've been testing out. One combat dungeon with split PC/NPC duties and one puzzle or RP dungeon. Claim tickets are now used only for special loot.
- Game Policies – Simultaneous Threads – We haven't done this in years, so this section is removed. We now run simultaneous threads using the "core thread" and "job board" system.
- Game Policies – Voting – Added a section on this to explain why we sometimes vote in-character.
- Game Policies – Game Awards - Due to a surge in player numbers, we have removed these as they require too much Organizer time to process.
- Game Policies – Kismet Awards for Writing – This section is now solely focused on Backgrounds.
- Kismet & the Night Market – Purchasable Goods – Influence no longer requires Organizer approval, but is once a Season only. Due to a surge in player numbers, the ability to request a unique power by default is removed. This will still be available in the Kismet Auction.
- Hit Points and Damage – Damage Types Summary – Added text: "The types listed here are the one 'default' ones in the system. Occasionally, certain highly unusual effects may produce other types. Should you encounter a different type of damage, assume that this is significant and that your character can perceive the difference." So far this has been used to indicate that NPCs do not originate in this plane.
- Combat and Safety – Color-Coded Headbands – Added a new one, Purple: "Someone wearing a purple headband (or other purple headgear) is a player who is currently acting as a Narrator. This allows you to identify actions and statements taken in this role."
- Combat and Safety – Summoned Creatures and Self-Summons – When you self-summon, your max HP increase to the Max HP of the creature you summon, but you do not heal to this amount unless you were at full health. If you are reduced to 0 HP, the power ends and you fall unconscious. (Previously self-summoning used a separate HP pool, making it exceed many Guardian builds in HP)
- Class Roles, Benefits, and Drawbacks – Savants no longer mention "Allies" or "Enemies" since the increased number of players means we cannot guarantee these. Instead, they just sometimes draw attention from NPCs.
- Necromancers are renamed to "Soulenders", because the distinction between positive uses and negative uses of Necromancy was not clear. Necromancy will now be the negative use of this power, which is not available to PCs.

- Hit Points – No Instant Death – Added clarification: “Taking actions that obviously should instantly kill someone, such as jumping off a 10-story building or standing in front of a loaded ballista as it fires, may still kill you at the Narrator’s discretion.”
- Significant visual changes to the way powers and upgrades appear in power trees. This is the biggest change we’ve done in this section since V7 or so.

### **Lineage, Background, and Standing Changes**

- In-game, we now use the word ‘Lineage’ instead of race to differentiate types of characters. This is a deliberate decision to move past the baggage of the word ‘race’ and its problematic use in fantasy as a genre and LARPing more specifically.
- The concept of “Thinbloods” is expanded to include “Halfbloods”, where neither parent is human. The rules for both are presented in the same place.
- Constructs – Updated the pictures and a bit of the description.
- Half-orcs – This concept is removed as a separate lineage. Now we just have orcs. Their description has been re-written to better accord with our overall setting, and information about their culture and history has been updated for the past decade of game play.
- Feytouched – Updated the picture! You may now choose Diamond Court, because Andy.
- Moon Elf – Updated the picture to more accurately reflect our makeup standards.
- Standings - Foreigner – This remains an Organizer-approved Standing so that we can explain it to people, but the writeup has been changed to reflect the fact that it’s not a big deal in the Diamond City.
- Standings – Slave – This section has been rewritten to remove the possibility of being born into slavery in the Jeweled Cities. While this practice might continue elsewhere, in the Jeweled Cities, people become slaves through having no other means to pay their debts. Similarly, it’s been clarified that owners can be held responsible for crimes committed by their slaves, and must provide for them. This is largely intended as a shift in tone in the setting. Slavery continues to be an abhorrent practice in real life. Added a note about places to donate to end the continuing practice of slavery: <http://www.endslaverynow.org/>
- Backgrounds – Dark Past – Added a note about the purpose of this background. If you are not interested in having your character earn redemption, do not take this background.
- Questionnaire – Changed question 8 to talk about Organizations & Rank rather than just nobles.

### **Weapon Changes**

- Packet Specifications – Added some details here.

## Power Changes

- Powers – RP Times – The minimum time for anything listed as having an RP time is now 20 seconds. Please take this seriously and come up with good RP – it enhances everyone’s fun!
- Crafting – Artificing – Tools of the Trade – This power is now only purchasable with Kismet. Creating a unique tree is an incredible amount of work, and functions better when in the hands of an experienced player who knows the OOC conventions for the setting. While I’ve enjoyed working with our current Artificers, I’m making a deliberate decision to make this more restrictive in the future.
- The Necromancy tree is renamed to “Souttending”.
- Avoidance – Missed Me – This is changed from 2 Dodges to 1 Dodge and 5 Temporary HP to reduce the effectiveness of the combination with Blur of the Eye.
- Blade Dancing – Flow of Power – Damage cap is now Add 4 instead of Add 5.
- Body Control – Iron Skin (and Upgrade) – Clarified the language for what happens when makeup or a phys rep is not used.
- Conjunction – Force Equipment – This power is removed.
- Conjunction – Summoning Specialist – This new power provides an enhanced set of abilities for summoning-heavy builds, including additional support for summoned creature and an upgrade for builds focusing on self-summoning.
- Conjunction – Conjure Elemental – Upgrade – Now uses the Animate keyword properly. Damage increased to 5 Earth. Can target other people now.
- Conjunction – Spirits of the Beyond – The Damage type of Khayal is changed to Acid to match the NPC version. Now uses the Animate keyword properly. Can target other people now.
- Conjunction – Spirits of the Beyond – Upgrade – Dehvas now have 25 HP. Now uses the Animate keyword properly. Their healing powers have increased and you can target other people now.
- Destruction – Force Bolt – Upgrade – Simplified the language to read that your first two Force Bolts are instead and Blasts instead of Packets.
- Elementalism – Channel Element – Air – Cast time now becomes 1 second instead of instant to prevent confusion around the “swing timer”. Removed references to other packet powers, extended duration to 1 minute from “the next 10”.
- Enervation – Nerve Strike – Upgrade – Simplified this power.
- Evocation – Torment Infusion – Cast time now becomes 1 second instead of instant to prevent confusion around the “swing timer”. In practice it shouldn’t run differently.

- Evocation – Torment Infusion – Upgrade – Increased the HP to 40, changed to damage type to Acid to match other summoned Khayal.
- Phasing – Ethereal Mastery – Upgrade – The wording on the Sure power has been clarified. It now reads, “You count as two participants when you participate in a Ritual, as long as there’s at least one other participant. You cannot perform Rituals by yourself.”
- Righteousness – Spell Blade – Clarified that you can store and spend your Spell Pool using any held weapon, not just one. Many Dervishes dual-wield, and there’s no reason to only allow one of the two weapons to be enhanced. Clarified that you don’t apply melee-only bonuses. The second Sure power used to require you to spend a stored power to resist a Disarm, but now Dervishes have picked up some tricks from Mindblades and are immune to Disarms on their Spell Blade(s).
- Righteousness – Spell Blade – Upgrade – The old version of this wasn’t very useful and was also extremely difficult to arbitrate, potentially requiring a Narrator in the middle of combat. Replaced it with a useful upgrade: “Sure: Any time you use Spell Blade to Substitute a power stored in your Spell Pool for a Swing of your weapon, you may expend multiple instances of the same power at once. As an example, if your Spell Pool contains 4 uses of Force Bolt, each of which would have a call of 7 Fire, you could spend one to Swing 7 Fire, two to Swing 14 Fire, three to Swing 21 Fire, or all four to Swing 28 Fire.” Yes, this means that a Dervish can Swing for 25 Bypass (with Force Bolt, Unerring, the Upgrade, and a Belt of Imbued Power (Destruction)). To do that, they have been casting for 25 seconds and doing nothing else.
- Righteousness – Holy Light – Decreased to 2 targets from 3. Increased damage from 8 to 9.
- Righteousness – Hold Light – Upgrade – Increased damage from 10 to 14.
- Righteousness – Added some pictures! (Yes, I know Audun is not a Dervish!)
- Sanctity – Strength of Faith – Increased the Max HP granted.
- Sanctity – Added a picture here because it fit!
- Shielding – Cleanse – Upgrade – Improved this to Heal 15 from 10.
- Souttending – Re-wrote the flavor text for this power tree considerably.
- Souttending – Vital Humors – Upgrade – Now improves healing by 5 instead of 4.
- Souttending – Command the Unlife – This is renamed to Infuse Life. It represents infusing the target with soul energy to call them from a state of inertness.
- Souttending – Wail of the Banshee – This is renamed to Dark Night of the Soul. Damage increased to 4 Bypass from 3.
- Spirit Lore – Spirit Summoning – Upgrade – This heal must target an ally, rather than yourself.

- Terrain Mastery – Salamander’s Fire – Upgrade – This power may not be combined with Mass Confusion from Phasing. It was fun while it lasted. =)
- Terrain Mastery – Animal Companion - Unlike the normal rules for self-summoning, you do not share an HP pool with your animal companion. Instead, start at its full HP when you summon it.
- Thievery – Deft Fingers – Upgrade – Slightly reduced the payout (lowered by 5 lunari).
- Warcraft – Vicious Strikes – The second power now does a flat amount of damage, which makes it more attractive to starting characters and prevents an unpleasant interaction with Spell Blade for Dervishes.
- Universal – This tree has been moved to the bottom of the book so that Warcraft and Weapon Mastery are more clearly accessible.
- Universal – Information - In order to allow PCs to buy Rank 1 with Organizations without being Menders, PCs now have 2 options when buying the Information power. You may take 3 subjects as usual, or you may take 1 subject and Rank 1 with an Organization. This also extends to the Upgrade to this power.
- Universal – Information – Added two lines to clarify this power: “This information could be from academic sources (such as books) or from practical, hands-on experience.” and “Organizers reserve the right to disallow this power for subjects where not enough knowledge exists.”
- Universal – Linguist – Added ‘Papiahne’ as the common language of Corsairs.
- Universal – Pulse of the Crowd – This power is renamed Pulse of Society. It now has an inherent choice. Are you a Voice of the People who advocates for those who live in a specific area, or are you a Friend of an Organization who listens to the rumors circulating there? The second reflects the desire of some players for an “Influencer-like” option.
- Universal – Pulse of Society – Upgrade – Instead of additional Rumors, you may now choose to improve your Rank to 3 and give your title the “Greater” modifier.

## Ritual Changes

- General Changes – Clarified general rules on Rituals. “Rituals are ceremonies and practices that require more than one person and which usually grow stronger with additional participants. Unless otherwise specified, all participants in a Ritual must be on the same Path (the one matching the Ritual being performed). Powers such as the upgrade to Ethereal Mastery that increase the number of participants do not automatically make the user of the power a participant. Special Rituals called Fused Rituals may actually require characters on different Paths. Characters may only lead one Ritual per Day (except for Rituals marked with a \*), although they may participate in as many as they like. Ritual requirements, such as number of participants or material components, must be met for the Ritual to be performed.”

- General Changes – Clarified general rules on Rituals. “Without Organizer approval, all Rituals are capped at 10 participants. Any Ritual whose area increases by number of participants uses this formula: 2 – one room, 3 – a floor or wing of a building, 4 – a building, 5 – the local neighborhood, 6 – the District, 7 – the City, 8 – the Region, 9 – the Country, 10 – the Continent. Any Ritual that detects or indicates something gives cardinal direction and approximate distance (close, far, etc). Any Ritual that grants questions grants as many as there are participants, but the person leading the ritual must ask them.”
- Scriptures of Steel – Scout’s Eyes – The writeup now explains how information changes with more participants: “This ritual gives information about the nature of the NPCs in the next Encounter. If these NPCs are hidden, this might be tracks or other indications. As the number of participants increases, be more specific. With 2 participants, you might find strange mounds of mud and gravel alongside the trail. With 3, you might see an Earth Elemental in the distance. With 4, you might be able to get close enough to tell that one of the Earth Elementals is exceptionally large (Challenge stats). With 5+, you might be able to tell that they are patrolling the area around a specific cave in the mountain.”
- High Magic – Attuning – A much more detailed explanation is provided: “The use of any Ritual usually leaves traces, but this will not tell you what ritual or Path was used. Any enchanted item will register as ‘magic’. Ongoing powers from Path of Magic (such as the Force Buckler or Force Field on a Battlemage or a Conjured Elemental from an Evoker) will be detected as well. For the purposes of this ritual, Alchemy is NOT magic, nor are most effects in other Paths.”
- High Magic – Consult Lore – A more detailed explanation is provided: “A great Sage appears to participants in a vision and answers questions as if reading from a book they wrote. For each participant, the leader of the ritual can ask one question.”
- High Magic – Disk of Holding – This is removed due to not being very useful.
- High Magic – Hidden Writing – Added “In addition to its normal function, this ritual can be reversed to reveal the Hidden Writing to someone not authorized to see it. You must have more participants than the original Ritual.”
- High Magic – Knock – Added this ritual: “This Ritual allows the participants to exert force equal to the number of participants against a single object. This translates into one Feat of Strength per participant, and can be used to lift heavy objects, collapse walls, break down doors, etc. Narrators may disallow this Ritual in situations where it would be harmful to the story – in these cases the local ley lines are unsuitable for this effect.”
- High Magic – Soul Binding – Lowered the minimum number of participants to 2. Changed the general tone of this most unused Ritual: “This Ritual takes the spirit of a fallen person and places it into an object. The spirit inside becomes able to see and communicate audibly. Shattering the item frees the spirit, which becomes a legal target for Resurrection if performed immediately.

Doing this without the spirit's consent is generally considered evil." This is definitely a power-level decrease, so anyone with this ritual may choose another if they wish.

- Rituals of the Gods – Blessed Peace – This ritual is now called “Blessed Space” and has been reworked to appeal more broadly to religious characters. “This Ritual covers a fixed area of one room. This ritual has NO maximum number of participants. Instead of increasing in area, it increases in duration: each participant adds 1 Day. It sanctifies the area to a particular deity or power, and prevents acts that would be specifically anathema to that deity or power. Anyone who attempts to perform such an act is instead compelled to leave the space. Be warned that powers beyond mortals may ignore or resist this effect.”
- Rituals of the Gods – Holy Water – This ritual was overpowered at high participant numbers. It now Heals for X or does X damage in Spirit, instead of 2X. Clarified that while this ritual does not make item cards, Holy water on item card drops has been stabilized to last indefinitely. This is a power-level decrease, so anyone with this ritual may choose another if they wish.
- Rituals of the Gods – Purify – Added: “It renders corrupt or Cursed objects safe to touch for a number of hours equal to the # of participants times 2.”
- Rituals of the Gods – Resurrection – The base time is now 25 minutes, up from 10 minutes, which makes the math at 10 participants still add up to 1 hour.
- Rituals of the Gods – Sacred Ground – This is now called “Zone of Simplicity”. There was no significant difference, and we didn't have rules for a ZoS, so now we do! “This Ritual creates a space where no hostile powers can be used. This includes swinging weapons. The area for this Rituals is “One Structure”, although for palatial buildings it is instead “One Floor”. Duration increases by one Event per participant. Each participant must hold 50 lunari worth of currency, which is consumed in the Ritual. Be warned that powers beyond mortals may ignore or resist this effect.”
- Natural Rituals – Dowsing Rod – Increased by participants in number of miles of radius, rather than using the standard area.
- Natural Rituals – Heartstrings, Hideaway – Removed from the game. No one took them.
- Natural Rituals – Added Commune with Nature – “This Ritual allows the participants to ask questions of a natural animal (must be non-sentient), plant, natural spirit, or element (such as a pond or gust of wind). While the animal, plant, or element must answer truthfully, it does not have to do so in detail and its scope or outlook may be radically different than that of a mortal.”, 2+
- Natural Rituals – Added Manipulate Weather – “This Ritual creates the conditions for a sudden burst of micro-weather. In the next Encounter, the participants choose one of the following Encounter modifiers to inflict on their foes: Ambush, Confusion, Flanked (the line is drawn from one participant to another).”, 3+

- Natural Rituals – Natural Attunement – Clarified: “This will also generally reveal the presence of distinctly un-natural forces, such as undead, pollution, deforestation, and settlements.”
- Mindscape Rituals – Ether Travel – Reworded to add details, but not changed in effect.
- Mindscape Rituals – Magic Compass – Reworded for clarity, but not changed in effect.
- Mindscape Rituals – Portal Sense – Edited to add clarity on the scaling: “This Ritual conveys a vague impression of what is on the other side of a door or other portal. With two participants, this conveys information about immediate danger. With three it includes overall size of the space. Each additional participant adds a sense of their choice (sight, hearing, smell, touch, taste, temperature). With 10 participants this can be performed within line of sight of the portal, without needing to touch it.”
- Mindscape Rituals – Fix Psyche – This was a low-power version of Soul Binding and is removed.
- Mindscape Rituals – Psychometry – Clarified that this works based on bare skin contact (this is how it’s always been run).
- Enchanting Rituals – these no longer expire after 5 Events. Instead, they are tracked as a separate magic item and require Maintenance as usual.
- Enchanting Rituals – Binding – This used Sovereign Glue, which hasn’t existed in several seasons. This is replaced with Maiden’s Blush, a flower that’s apparently sticky!
- Enchanting Rituals – Infusion – This now allows you to copy item Enchants (effects produced by Enchantment Rituals) or to change the type of a weapon (a player might have a magic sword but want a magic bow, etc).
- Enchanting Rituals – Corrosive – Now Difficult instead of Exhausting.
- Enchanting Rituals – Quick – Now Sure instead of Exhausting.
- Enchanting Rituals – Shield Spike – Now stacks to 3.

### **Status Effect & Call Changes**

- Dominate – Clarified that this effect is intended to focus on physical actions, and cannot force you to consent to anything requiring consent, nor can you be forced to tell the truth or divulge information.
- Sleep – This now takes 10 damage or 10 seconds of a “waking” action by another character while taking no other actions. Please get consent to touch people and do not actually shake them.
- Taunt – Now uses a “next X attacks” mechanic that doesn’t break when the target takes damage. If you have no attacks, you move towards the person using the power for 10 seconds.



All powers that granted Taunt X seconds were converted to granting Taunt Y attacks, using this chart:

<b>Original</b>	<b>New</b>
10 seconds	<b>2 attacks</b>
15 seconds	<b>2 attacks</b>
20 seconds	<b>3 attacks</b>
45 seconds	<b>5 attacks</b>

### **Crafting Changes**

- Drowning – Food items are now worth 3 BP in recipes, up from 2. This standardizes them with “simple recipe item” in Cooking.
- Jewelrysmithing – Added “Push your Limits (Teamwork) and any other power that would refresh an Exhausting power” to the list of powers that cannot be placed in Jewelry.
- Runecrafting – Medium and Large gems now worth the same BP as in Jewelrysmithing, which decreased each a bit in BP.
- Wandmaking – Re-wrote Wand of Shared Inspiration by splitting it into 2 powers, which should hopefully clarify how to use it.
- Wandmaking – Medium and Large gems now worth the same BP as in Jewelrysmithing, which decreased each a bit in BP.
- Weaponsmithing – Medium and Large gems now worth the same BP as in Jewelrysmithing, which decreased each a bit in BP in some recipes and increased BP in other recipes.

### **Organization Changes**

- Moved the location of this section to the end of the document, after the rest of Universal.
- Added a writeup for the Crafter’s Guild, including their symbol!
- The first Benefit for Academic of Innovation is now unless restricted to Rank 2 or higher, like most other Organizations.

### **Other Changes**

- Players can now be officially recognized as Medics. Medics should hold some real-life medical training beyond CPR.
- Media & Outreach changed to “Communication”.

- How to become a Volunteer – Probationary volunteers are now promoted to full at the Organizer’s discretion. We will of course solicit feedback, but the previously stated process is too cumbersome for the game’s current size.
- Added link to the Discord community because it’s super active!
- Game fee is now \$30 for your first Day and \$20 for your second Day, or \$50 per Event. (Up from \$40 per Event)
- Kasi’s tremendous efforts for the game now recognized with a byline on the title page!