

Kishar v11 Draft Change Summary - Gold

Basic Changes (Introduction)

- Generally tried to replace “staff” with “Organizers” or “volunteers” or “Narrators” to make it clearer who does what.
- Pg. 9 - Added new section “Who can play the game” - Players must be 18 years of age unless accompanied to each Event by a parent or legal guardian, in which case they must be at least 16. If players have received disciplinary action from another game in the last 10 years, they must disclose this when they join the game.
- Pg. 10 - Added pictures of the Organizers to make it easier to recognize us your first Event.
- Pg. 12 - PC vs NPC – Added language about the ‘double hook’ model we’ve been using where PCs are split in two groups and each monsters for the other.
- Pg. 12 - NPC Perks – Folded this section into section above it. Removed the ability for full-Event NPCs to spend BP and Favors because this was never used in practice. Instead, we are increasing the base Kismet for such players from 30 per Day to 50 per Day. The 10 Kismet per NPC shift does not apply if NPCing is required to PC (any thread or dungeon where we ‘double hook’).
- Pg. 12 – The Aziz Rule – Added a rule for NPCs to indicate that it will be unhelpful to interrogate them. This is helpful for players not used to improvisational RP.
- Pg. 13 - Name Badges & Orange Hearts – Added a section in the Introduction about these.
- Pg. 14 - Types of Powers – Two variations on Exhausting are added: EX is Multi-Exhausting. Once you activate one of the powers, it stays active for X Encounters. For example, E3 would indicate that once activated, this power stays active for the next three Encounters. E! is Event-Exhausting. These powers do not refresh across Days like other Exhausting powers. Once used, they are expended for the Event. They cannot be refreshed by other powers.

Game Policy Changes

- Pg. 20 - Check-In – Broke this section off to explain it in more detail. Only one PC can be selected per Event. The only other change here is that we’re going to try not having people spend BP at check-in for any reason other than Maintenance. Crafters can find Quartermasters in-game to do their daily crafting. This change is intended to help us launch game faster.
- Pg. 20 - Game Fee – To cover increased site costs, game fee is rising from \$50 / Event to \$60 / Event + \$20 for a bed. Additionally, while it’s free to play as an NPC, we need to change what the site charges us for NPCs that sleep on-site (\$30 for a bunk or \$50 for a bed).
- Pg. 20 - Cash Donations – We’d like to be able to invest money into game props and/or provide a food budget for our cooks. As such, we’re raising the maximum cash donation per Event from \$20 to \$50. We hope this will prevent us from having to raise the game fee further this year.
- Between these two changes we plan to set aside money to pay for food each game as well.

- Pg. 21 - Scholarships – Re-wrote this section to simply say we may ask such players to NPC. Added the option for players to request a lowered game fee if they cannot afford the full game fee.
- Pg. 21 - Claim Tickets – Players now receive 5 – (major items) in Claim Tickets, down from 7 – (major items), to track with the new item cap.
- Pg. 21 - Special Loot – Re-wrote this section to better explain how we've been using claim tickets and what happens if you want to select a new major item while at cap. You can turn one in and receive a small lunari bonus or you can give one away.
- Pg. 22 - Job Board Threads – These are really intended as 'overflow' if there are more PCs than we can run through core story threads at any given time. We also reserve the right to allow some 'open time' each event for them where no core story runs.
- Pg. 23 - Gentleman's Rule – This is now the Peer's Rule. It's time.
- Pg. 24 - Thread Capping – Specified that this only applies if we aren't using the "Double hooking" model.
- Pg. 25 - Retiring a Character – Instead of receiving $\frac{1}{2}$ Progression, you now receive $\frac{1}{4}$. This should give new PCs a lot more 'room to grow' gradually. Additionally, we clarified that you can only will one major magic item (not from a Kismet Auction of the Night Market) to another PC. (PCs retired in Season 10 will use the old formula)
- Pg. 25 – Character Backgrounds – These no longer award Kismet, but are still encouraged if players want their backstory to be relevant to plot.
- Pg. 28 – Names – Lineage-specific names were mostly an artefact of older Seasons where specific lineages had their own languages. Removed most of this, left it for gnolls and constructs.
- Pg. 48 – HP Increases - Characters no longer automatically gain +1 Max HP when earning a Progression. This subsection is removed.
- Pg. 59 - Kismet and the Night Market - Every time a character spends Kismet to buy bonus Progression, the cost to do so increases by 10 Kismet. The second bonus Progression costs 110, the third costs 120, and so on. (This cost increase also applies to characters who spend Kismet to buy $\frac{1}{2}$ Progressions.)
- Pg. 60 – Increased the Kismet cost of Influence and Experimental Pattern slots.

Character Creation Changes

- Pg. 26 - Players are now limited to 3 active PCs at once. (In practice, this has never come up, but we'd like to make sure that it doesn't.)
- Pg. 26 - The following text has been added to the process of creating a PC:
Some Standings, Backgrounds, and Lineages require a deeper understanding of the world setting. These specify that you must obtain permission from an Organizer. For EACH such piece

that applies to your new character, you must NPC one Event to help you understand the game's culture and the larger context for those decisions. For those Events, you earn Progression as normal. If you already have Progression on a new PC (due to retirement), you may waive this.

- Pg.28 – Several new faces added to the pictures here! The formatting for these sections simplified.
- Pg. 29 - 39 – Removed a lot of outdated language in the lineages and condensed them. Changed 'old' to 'elder' in age ranges.
- Pg. 32 – Dusk Elves – Simplified Fade. It now always lasts 1 minute.
- Pg. 34-39 – Lineages
 - Gnoll – Thick Hide now grants a free level of Armor Training. This does not change the benefit, but does count as one of your purchases.
 - Hiwani – Added a note about types of Hiwani that we do not allow:
NOTE: The following are disallowed – 'loud' bird such as parrots, hyenas (too close to gnoll), apes (likely to evoke stereotypes), monster types, mythical creatures (whether in setting or not)
 - Stoneborn – Stone Skin now grants a free level of Armor Training. This counts as one of your purchases.
 - Waterborn - Made the descent from Marids explicit.
- Pg. 49 – Starting Equipment – You can also select one suit of armor as starting gear.
- Pg. 50 - Standing – Highborn – This now requires Organizer approval.
- Pg. 50 - Standing – Foreigner – This no longer requires Organizer approval. Instead, you must read the Setting guide.
- Pg. 52 - Background – Learned – Earning the Sage title now requires 6 subjects in Information.

Role Changes

- Pg. 41 – Non-Guardians stacking + Max HP items and powers has become a problem. There are too many ways to get these increases. Non-Guardians now have a cap on how many Max HP they can have (the Max HP cap). Additional Max HP bonuses they would gain above their Max HP cap are converted into a resource called Focus (up to 15). (Changed Language)
- Pg. 41 - Added a new section to explain Max HP cap and Focus with an example for a Master of Arms who would have had 56 Max HP before this change, and now has 40 HP and 15 Focus.
- Pg. 42 - Added language at the top - Benefits, Drawbacks, etc. are not factored into Power Trees, so players must remember to add these effects onto to what is printed on their character sheets. Added language about when Focus refreshes to each Role that gets it.

- Pg. 42 - HP Increases – This section used to refer to possible HP penalties for poor costuming. In practice, this was never used and has been removed.
- Pg. 42 - Guardian
 - Explicitly noted that Guardians have no Max HP cap so they don't gain Focus.
 - Guardians are better at defending themselves. After applying any purchases of Armor Training, they increase their Armor Tier as follows: Tier 0 or 1 -> +1 Armor Tier, Tier 2+ -> +2 Armor Tier.
 - Guardians have their damage capped at 4 with weapons. (No longer applies to powers)
 - Items or powers that would cause a Guardian to exceed their damage cap have no effect. If they are already at 4, don't use these buffs on Guardians.
 - Removed the increase in armor Tier, replaced it with new Benefit – Any item that grants +Max HP grants Guardians an extra +2 Max HP.
 - Conversion – Guardians don't have any conversion mechanics.
 - Focus – Guardians don't have a Max HP cap, so they don't use this mechanic.
- Pg. 42 - Aggressor
 - Aggressors have their Max HP capped at twice their starting HP. This does not affect Temporary HP.
 - ~~Aggressors are now capped at Tier 3 armor. Removed.~~
 - Conversion - Aggressors can earn up to 15 Focus from Max HP bonuses over their cap.
 - Focus - Aggressors may spend 3 point of Focus to Add 10 for one single-target attack. This cannot be done more than once per attack.
- Pg. 42 - Healer
 - Healers have their Max HP capped at twice their starting HP. This does not affect Temporary HP.
 - Healers have their damage capped at 4 with weapons. (No longer applies to powers)
 - ~~Healers are now capped at Tier 3 armor. Removed.~~
 - Conversion - Healers can earn up to 15 Focus from Max HP bonuses over their cap.
 - Focus - Healers may spend Focus to Add (3: 1) to their Reliable Healing power.
- Pg. 42 - Savant
 - No longer gain special attention from NPCs (we haven't enforced this in several Seasons). Instead, they gain the same Max HP cap as Aggressors and Healers.
 - Gain a new Benefit: Once per Day, you may choose a single consumable crafted item and treat it as an Elite prep. It only functions this way when you use it.
 - ~~Savants are now capped at Tier 3 armor. Removed.~~
 - Conversion - Healers can earn up to 15 Focus from Max HP bonuses over their cap.
 - Focus – Savants may spend 5 Focus to get an additional use of their Benefit (making a consumable item Elite for the Day).
- Pg. 44 – Chaplains – The 50 Kismet for an Upgrade in Universal or Craft is a flat cost that does not increase, but it also doesn't apply to other cases of spending Kismet for Progression.
- Pg. 48 – A new picture appears!

Weapon, Armor, & Items Changes

- Pg. 58 – Removed the Purchasable Items section, which was often not useful.
- Pg. 61 - Claws – Removed the “may” here to be in line with how we’ve been playing it. “You ‘may’ take”
- Pg. 61 - 2-handed Sword – Now Disarms for 5 seconds.
- Pg. 61 - Axe – Now Disarms for 10 seconds
- Pg. 61 - 2-handed Axe – Now Disarms for 10 seconds.
- Pg. 63 – Packet Specifications – Reduced advised size to 4” on the edge. Added a bit more detail. [Added a link to a step-by-step tutorial with pictures \(thanks Andy!\).](#)
- Pg. 64 - Unique – We’re removing this item card modifier. It was rarely used.
- Pg. 64 - Physical Representations – Added wand to this list. If you carry (and want to use) more than one wand card, you need more than one wand prop.
- Pg. 64 - Items – Major and Minor Items – Major item cap is now 4, down from 6.
- Pg. 65 – Armor
 - [Removed the cap of Tier 3 for non-Guardians. Re-wrote the example here for the new mechanics, which I missed previously.](#)
 - A suit of armor is now an item card.
 - Significantly re-worked how player acquire Armor Tiers. “Players wearing anything distinguishable as armor (as opposed to costuming) are wearing Tier 1 armor. If the armor significantly constrains their movement, they are allowed to consider it Tier 2 armor instead. They then apply any powers that raise the Tier of their armor and consult the chart below. For powers that raise the Tier of armor, no armor at all is considered to be Tier 0.”
 - A player’s Armor Tier will now be their base Tier (0 – none, 1 – some, 2 – a lot/bulky/etc) plus any levels of Armor Training (Universal) they have purchased or receive for free due to the Lineage or Role (Guardian). The max Tier is 5 for Guardians (3 for non-Guardians).

Combat and Safety Changes

- Pg. 66 - HP & Damage – Unconscious / Dead – Specified that the Stun 10 seconds when you are healed up from 0 does not apply to self-healing powers.
- Pg. 67 - HP & Damage - Eternal Damage – This still referenced character level, which doesn’t exist. It now references Earned Progression.

- Pg. 68 - Combat and Safety - Adverse Conditions Rule – Characters with the ability to mitigate Packets will instead be given the same mitigation against Point and Click attacks. NPCs with Dodges may convert them to Phases instead. (This is added to assist PCs like Battlemages or Mindblades and Dodge-heavy NPCs more viable in these Encounters)
- Pg. 70 - Brother's Keeper – Now changed to Friend's Keeper. It's time.
- Pg. 71 - Holds and Time Freezes – Now mentions pocket holds for the first time.
- Pg. 72 - Killing or Sparing NPCs – Reduce the amount of damage to kill an unconscious NPC to 10 from 12. This makes it the same as to kill an unconscious PC.
- Pg. 72 - Legal Strikes – Removed a vague reference to the Swing Timer from this section and added a separate section on the Swing Timer.
- Pg. 74 – Summoned Creatures and Self-Summons – Clarified that you can't use your normal powers OR EQUIPMENT.
- Pg. 75 - 77 - Modifiers to Play
 - Monster Modifiers – Added Challenge. We've been using these for a while, but they weren't in the book.
 - Monster Modifiers – Relentless – Lowered the damage to 10 Bypass, added the ability to resist any power as well. We don't use this often but it should be pretty dramatic.
 - Thread Modifiers – Added Grueling. An element of exhaustion, time-sensitivity, or similar condition prevents PCs from refreshing their Difficult Powers (including those granted by items or armor) as normal. Once used, they are used for the thread. Narrators have the option of offering "Potions of Wakefulness" that allow PCs to choose a single Difficult power to refresh as normal. A typical cost for these is 15 – 20 lunari.
- Pg. 77 – A new picture appears!

Status Effect & Call Changes

- Pg. 80 - Status Effect
 - Physical / Mental effects – This shorthand was causing more confusion than it solved. Any power that referred to this now lists the specific effects instead. As an example, if you would have gained one resist against a physical effect, the power now says "Resist one Frozen Foot, Slow, Stun, or Weakness". If you would have gained one resist against a mental effect, the power now says "Resist one Dominate, Fear, Sleep, or Taunt" or it just resists ALL status Effects. Removed the (PHYS) and (MIND) markers.
 - I've replaced the rule about being under one Physical and one Mental status effect with this instead: "You cannot be under more than one Status Effects at once. If you are under a Status Effect and you receive a new Status Effect call, the first Status Effect ends. You may not use a Status Effect on an ally in order to remove one. **(Exception: Dominate persists in addition to another condition)**"

- Disease – This is now moved to the regular Call Summaries and is no longer considered a status effect.
- Clumsy – I propose a new status effect: For X seconds, you may only activate or benefit from Sure and Reliable powers. Nothing currently uses it – it’s here for discussion.
- Disarm – Now has a duration in seconds. Instead of dropping the item, you put it behind your back.
- Frozen Foot – removed outdated language about being able to be under the effect more than once.
- Masterful Disarm – Now has a duration in seconds. Now explicitly states that being Immune Disarm or able to Resist a Disarm doesn’t help you against this.
- Stun – Redefined the effect as: “For X seconds, you are Frozen-Footed and cannot activate non-Self powers.” This means that you may now use any self-targeting power while stunned, which includes many reactive defenses. You still can’t attack with weapons since that is a Swing or Projectile power.

Ritual Changes

- Pg. 81 - Removed the summary table with links on the first page of the Rituals section. It caused issues with the Table of Contents.
- Pg. 81 - Added text to clarify Bonus Participants: “Powers and items that provide bonus participants do not allow you to perform Rituals with fewer than the minimum number of participants. Ritual requirements, such as number of participants or material components, must be met for the Ritual to be performed. Once these requirements are met, bonus participants increase the potency of the Ritual as if there were additional people participating. Favors that provide you with an additional participant provide actual participants, not bonus ones.”
 - Items such as Ritualist Robes and Secret Sauce provide bonus participants. This will be noted between seasons.
- Pg. 81 - Added text to clarify Star Rituals: “Some Rituals are marked with a star (*). If you choose one of those Rituals to lead, you may lead it as many times that Day as you have Progression. If you know more than one star Ritual, you may still only lead the one you chose that Day. This is intended to compensate for these Rituals being less potent than other rituals.”
- Pg. 82 - Scriptures of Steel
 - Requisition Form – This Ritual has never worked in practice. It’s removed and replaced with Bulletin.
 - This is Mine – This Ritual makes Check-in confusing. It’s removed and replaced with Catapult.
 - Bulletin – 2+. Participants must fill out a form or create a flyer naming and/or describing a specific person or thing being sought. If a person or thing matching that description is known to be within the area of the Ritual when it is performed, a local will provide

information about where to find them. Bad descriptions are likely to produce poor-quality leads. This ritual does not function in uninhabited regions.

- Catapult – 3+, must include Master of Arms. Participants improvise a catapult out of nearby objects and spare weapons. Participants mark a 6-foot line on the ground to act as the base of the catapult. A weapon or pole must be placed to act as the catapult's arm. (Two participants must stay to either side of the catapult to keep people from stepping on these props. The leader of the Ritual must remain behind them – if they step away or fall unconscious, the ritual ends.) By 'loading' the catapult for 10 seconds (mime lowering the arm) the Ritual leader gains 1 use of "Packet, 10 Bypass". They may load the catapult a number of times equal to the number of Participants.
Can't visualize it? It's on the previous page as a picture!
 - Honorable Burial – Now a Star Rituals.
 - Scout's Eyes – This Ritual has been re-written to be more useful and last longer. It also provides OOG movement during Stealth Encounters.
 - Rallying Speech – No longer a Star Ritual. All participants receive "EX: Gain an Armor Resist", where X is the number of powers in the Command tree the Tactician possesses. For the next X Encounters, they will all Gain 1 Armor Resist at the start of the Encounter.
- Pg.85 – Natural Rituals
 - Camouflage, Rebirth and Snare removed.
 - New Ritual: Barkskin – 2+ (include Shapeshifter) – Participants gain +1 Armor Resist and +5 Max HP for (# of participants / 2) Encounters.
 - New Ritual: Might of Trees – 2+ - Participants receive 2 Feats of Strength and double the amount of Encumbrance they can carry for (# of participants / 2) Encounters.
 - Manipulate Weather – Removed ability to do Weakness.
 - New Ritual: Summon Flock – 2+ (include a Scout) - Participants summon a flock of mundane birds. If the environment is especially hostile, reduce the number of participants by 1. In the next Encounter, the person leading the ritual chooses the effect: 1 - Choose a target. This Encounter, they reduce their damage and healing by (# of participants / 2), to a minimum of 1. 2- Choose a target. The birds provide a shield, giving them (# of participants / 2) **Dodges**, which must be used as soon as possible. 3 - Choose a person or object. The birds search the local area, returning if they find something.
- Pg. 86 – Mindscape Rituals – I misspelled Foresee and Psychometry for years. Oops.
 - Pg. 87 - Fused Rituals
 - I've created a section of common Rituals that can be performed Cross-path in the Fused style. To start this, the following 5 rituals are now in this category: Commune with Nature, Holy Water, Sacred Banner, Open, Portal Sense. If these are on your sheet, nothing changes except you can now perform them with anyone. Each requires at least one person of the Ritual's original Path.

- Holy Water – Clarified that using it to heal is Touch and using it to harm is Packet.
- Pg. 88 - Enchanting Rituals
 - Moved all the text about Enchanting Rituals to the same location. Adjusted required components to be more uniform in cost. It now costs around 40 lunari in components to perform an Enchanting Ritual. Previously costs varied widely between 30 and 65.
 - Infusion – Removed the ability to copy Enchantments since it was confusing and unused. Renamed the ritual to Shifting. Weapon changes must be within the same category (melee to melee, ranged to ranged).

Crafting Changes

- Pg.93 – Craft Maximums – Decreased the number of Experimental patterns PCs can have per Craft from 5 to 2. (Artificers can still have 6 as before)
- Pg. 93 - Maintenance Costs
 - Exceptional items may require additional Maintenance costs. If an item has multiple silver dots on the item card, it must be Maintained once for each of them.
 - Some items may have gold dots in addition to silver dots on them. These items have variable functionality that can be Maintained using Kismet instead of lunari. If players choose not to pay the Kismet cost, these items ignore the additional functionality for that Event. An example is provided.
- Pg. 94 – Components
 - Added: “Most crafts will list components that can be used for Journeyman recipes. Additional components will be listed for Master and Grandmaster recipes. Any component listed under Journeyman can also be used for Master or Grandmaster, and any component listed for Master can also be used for Grandmaster.”
 - Added: “Some components are listed as required for some recipes. These still reduce the BP cost as normal.” This is not a rules change, but people are sometimes unclear.
- Pg. 94 - Experimental Patterns
 - Reduced the number of Experimental Patterns that players can submit from two per Craft per Seasons to one. Patterns not approved do not count against the limit. Specified that players should submit one idea at a time per Craft, rather than several. Added that if email volume is low, Organizers may approve additional submissions in a Season.
 - Non-consumable items produced by Experimental patterns are always Major Magic items.
- Pg. 94 - Guild Certification – PCs may now sell BP once per Event, instead of once per Day.
- Pg. 95 - Unique – Removing the rules related to this item card tag, including limits.

- Pg. 95 - Elite Preparations – rewrote the language here to provide clarity. Noted that none of the newer Crafts have these. Non-consumable Elite preps now last for the Event rather than the Day.
- Pg. 95 – Shoddy Preparations – Clarified that this is non-consumable items only. Shoddy droved animals now run away once used, instead of reverting to juveniles.
- Pg. 95 - Slots (limits by item type) - Added section about the limits on how many of certain items you can use or consume each Encounter, Day, Event, etc. These include limits in Alchemy, Calligraphy, Cooking, Courtesan, Clothier, Jewelrysmith, Tattooing, and Wandmaking.
- Pg. 96 - Build Points for each Craft are now allocated all at once per Event, instead of per Day. This uses the E! marker to indicate it is Event-Exhausting. Tools now provide +10 once per Event, instead of +5 per Day.
- Pg. 96 - Lunari for each Artisan power are now allocated all at once per Event, instead of per Day. This uses the E! marker to indicate it is Event-Exhausting.
- All Crafts - Separated out Experimental Patterns as Grand Master or better. This isn't a rules change – rather it was previously confusing the way it was presented. Similarly, removed the (JM) marker for Journeyman patterns since they're in the Journeyman table now.
- All Crafts - The following Item card changed names to become more general: Cooking Oil -> Oil
- All Crafts - The following Item cards were very rarely used and are removed from the system: Bowstring, Crosspiece, Hilt, Links, Metal Bands, Pommel, Pole. Existing cards in PC packets will be refunded into lunari.
- Pg. 97 - Alchemy
 - Clarified that some beneficial potions have delivery Touch, and therefore you can use them on allies.
 - Makeup – Now available in Elite form.
 - Curative Potion – The Elite version now also Restores Stun, allowing people to get up and fight immediately.
 - Alchemist's Fire – Increased damage from Blast 8 Fire to Blast 10 Fire. Elite version improves from Blast 20 Fire to Blast 25 Fire.
 - Infusion of Living Iron – Changed this from Gain 2 Armor Resists to E3: Gain 1 Armor Resist. (Once per Day, you will gain 1 Armor Resist per Encounter for three continuous encounters.) Elite Version goes from 4 Armor Resists to E5: Gain 2 Armor Resists.
 - Added pattern for Elixir of Prowess. It may be consumed once per Encounter.
 - Removed Transmutation (the game's first Experimental pattern) and replaced it with "Experimental Alchemy" which works like all other current Experimental patterns.
- Pg. 98 - Artificing
 - Artificing is now locked to the Night Market and the Kismet Auction.

- Cleaned up the text here and simplified the descriptions of possible specialty areas. Added “Body Modification” and “Weapons” to reflect actual Artificers. Added universal components for Master and Grand Master Artificers.
 - As opposed to adding patterns one at a time, the whole tree must now be constructed at once.
 - Artificing trees are limited to 5 patterns, but once a Season an Artificer may propose forgetting one pattern to add another. This costs 1 Progression (normal or Bonus progression paid with Kismet).
- Pg. 99 - Calligraphy
 - Book of Poetry – Now available in Elite form.
 - Manuals of Health no longer expire one year after created. This rule had not been enforced.
 - Scrolls of Power may only be consumed (used up) once per Day.
 - Removed Experimental Scroll. Added Stored Ritual Scroll.
 - Fused Rituals no longer require the combination of existing rituals. Instead, they function as the Experimental Pattern for Calligraphy. This is more in line with how they have been run. They now require a Scroll of Power to craft. The BP required is now 30+ instead of 60.
- Pg. 100 – Clothier (Now in the right place!)
 - Moved Alter to Journeyman.
 - Vest of Power – Specified that it affects only one sub-power if there are multiples in a Difficult power. As an example, if you choose Weapons Mastery / Technique, you would choose whether it applies to the first sub-power or the second.
 - Experimental clothing now takes 30+ BP instead of 50.
- Pg. 101 - Cooking
 - Noted that all Cooking patterns produce items that are Self in application. Added text.
 - Simple Recipe – Renamed Soldier’s Ration. These no longer Heal. Instead, they grant E3: +3 Temporary HP (When consumed, you will gain 3 Temporary HP per Encounter for three continuous Encounters.) The Elite versions grant E5: 6 Temporary HP) Cost in BP raised from 3 to 5. Replaced all of the different versions of this item with one version: “Soldier’s Ration”. PCs who have Cooked Vegetable, Date Cake, Meat on a Stick, Pungent Cheese, Tough Jerky, or Skin of Cheap Wine will receive this instead.
 - Hearty Stew – This recipe no longer modified a base food. Instead, the stew itself provides the benefit. Increased the benefit from +2 Max HP to +3 Max HP.
 - Advanced Recipe – Moved down to Intermediate Recipe, now a Journeyman recipe. Most items on the list now provide a benefit across the next three Encounters after you consume them. You may now eat more than one per Day, except for Lentil Soup. Raised BP cost from 15 to 20. The Elite versions last for 5 Encounters and double the effects.

- Crafting Ingredients have changed at the Master level and now include Sun Blossom, Alchemist's Fire, Black Pearl, and Elemental Core (any).
 - Advanced Recipe – Now covers Lentil Soup (doubled effect) and a new item, Chocolate (for Courtesans). BP cost is 40.
 - Feast (formerly Intermediate Recipe) - You create enough of a cooking recipe (base or Elite) to feed 5 characters. The BP cost is the normal cost for the item * 4, which means you save (normal cost) in BP. A Feast of Date Cake saves only 5 BP, but a Feast of Elite Ice Pepper Garnish saves 90 BP. Feast is issued as a single item card with a paper clip or rubber band connecting it to the base food. (This is largely for our sanity so we don't have to make 20 "Feast of" cards) The entire Feast must be consumed at once.
 - Secret Sauce – No longer requires you to put it on another item of food, and therefore can now be issued as a separate card. (This is largely for our sanity so we don't have to make 20 "with sauce" cards)
 - Ice Pepper Garnish – No longer requires you to put it on another item of food, and therefore can now be issued as a separate card. (This is largely for our sanity so we don't have to make 20 "with garnish" cards) Instead of a single-Encounter bonus, this now grants E3: Add 1 damage, Add 2 healing. (When consumed, you will Add 1 damage and Add 2 healing each Encounter for three continuous Encounters) The Elite version grants E5: Add 2 damage, Add 4 healing. Raised BP from 25 to 30.
 - Experimental Recipes now require Essence of Magic.
- Pg. 102 - Courtesan
 - Reduced BP costs for Maintain and Develop by half.
 - Added two Master Patterns, Token and Private Note.
 - Private Notes may only be consumed (used up) once per Day.
 - Courtesans now benefit from Chocolate (Cooking tree).
- Pg. 103 - Droving
 - A drover may use a Juvenile Animal other than their normal one by paying 10 BP extra. This is mostly intended to prevent players from getting stuck with Juveniles if a player droving that type of animal does not attend regularly, but it would also allow drovers to purchase Juveniles of other types to raise at a higher price.
 - Perfume – Now available in Elite form.
 - Experimental Trick – Now requires Essence of Magic.
- Pg. 104 - Jewelry
 - Quartermasters no longer sell Reliable Rings, Difficult Bracelets, or Exhausting Amulets.
 - The BP Costs for Reliable Ring, Difficult Bracelet, and Exhausting Amulet is increased.
 - A given character may only benefit from one magic ring per Day, down from two.
 - A given character may only benefit from one magic earring set per Day.
 - Crafting Ingredients have changed at the Journeyman level and now include Brass Bolt and Brass Gear.

- Recharge – This is now a pattern to make it more obvious how it works. Additionally, you can now get a Work Tunic of Recharge to reduce costs.
 - Crafting Ingredients have changed at the Master level and now include Brass Spring, Large Gem, and Alchemist’s Fire.
 - Belt of Imbued Power (Elite) – As normal, plus: “E3: Add 3 instead of 1”. (Once per Day, your damage will go to +3 for three continuous encounters.)
- Pg. 105 - Runecrafting
 - Noted that a given item can only have one rune inscribed on it.
 - Add new Rune pattern – Rune of Efficiency – This rune provides extra BP (Craft) or lunari (Artisan). Expending it allows you to ignore some of the normal rules about component use for crafted items for yourself or others.
 - Experimental Rune – The Elemental Core required for this pattern now contributes 10 BP to its construction.
- Pg. 106 - Smithing
 - Weaponsmithing is renamed to Smithing.
 - Added an example to explain that each modification made with Smithing is a separate crafted item for Maintenance.
 - Normal Item – Now also makes armor, which doesn’t require Maintenance.
 - Removed the “+” from the BP in these patterns. For example, Chained said “+10” and now says “10”. Most people do not make a new weapon when using these patterns – rather, they modify an existing one.
 - Of Quality – This pattern is now called “Quality” and makes a weapon of Quality. It no longer requires an Elemental Core that doesn’t contribute to the BP. BP cost has been raised to 25. This is a net reduction in price.
 - Quality (Elite) – As normal, plus: “E3: Add 3 instead of 1”. (Once per Day, your damage will go to +3 for three continuous encounters.)
 - Elemental Weapon – While is still requires an Elemental Core, it now contributes to the BP. BP raised to 35.
 - Bane Weapon – Moved this pattern to Journeyman.
 - Versatile Enchanter – Moved this pattern to Master. Increased BP cost to 40.
- Pg. 107 - Tattooing
 - Added some flavor text!
 - Added several new components at the Journeyman and Master level.
 - Tiger Tattoo – Reworded this a little to be less about scaring people.
 - Boar Tattoo – Added – 40 BP – Allows Mind Blades, Claws, and Force Bucklers to interact with Enchantments and crafted upgrades.
 - Experimental Back Tattoo now requires Essence of Magic instead of Gem Dust Ink and takes 30+ BP instead of 50.

- Pg. 108 - Wandmaking
 - Wands are now on the Physical Representation list (along with weapons, shields, and armor). If you carry multiple wand cards and want to use them each Encounter, you need a corresponding number of wand phys reps. This was always intended.
 - Added several new components at the Journeyman and Master level.
 - Removed the requirement for Gem Dust Ink from several wands.
 - Wand of Focused Power – Doubled SP increase, added 1 to damage of base power, raised BP cost from 20 to 30.
 - Wand of Bellowing Smoke – Doubled charges, raised BP cost to 40. Now a Master pattern.
 - Wand of Wound Closing – Decreased base version from 2 charges to 1. Elite prep now Heals 10 and Restores Stun, allowing someone to get up and fight instantly. Decreased cost to 30 BP. Now a Journeyman pattern.
 - Wand of Deadly Sparks – Base damage raised from 2 Bypass to 3 Bypass. Increased cost to 50 BP.
 - A given character may only benefit from one Wand of Shared Inspiration per Day.
 - Experimental Wand now takes 30+ BP instead of 50.

Power Changes

- Pg. 90 - Types of Powers – Clarified that Exhausting powers refresh at midnight, which is how they this has been run the last several seasons.
- Pg. 92 – Final – Added a modifier for powers like Killing Blow that can't be modified. This previously existed in an earlier version of the game. Text: "If a power is marked as (Final) it cannot be modifier by role benefits, powers, or items."
- Pg. 92 – Power Stacking and Items - This previously said 2 consumables, but we also did not enforce this very much. We will be doing so this upcoming Season. Added this text: "You may only use 1 consumable item and 2 non-consumable item that provide bonuses to a given power, weapon, or item at once. The exception to this rule is Max or Temporary HP, which may stack across items freely."
- Pg. 92 – Power Dropping – If you are rendered unconscious from damage, any active powers on you end. (Previously this had a duration before this happened)
- **Pg. 109 – Archery**
 - Accuracy – Now Adds 2 instead of 1.
 - Hail of Arrows (Upgrade) – This applies when you use another power and should be marked as Reliable, not Sure.
 - Killing Shot – Marked as Final.

- **Pg. 110 - Avoidance**
 - Blur of the Eye – The Upgrade is now the base power.
 - Blur of the Eye (Upgrade) – Resist a Status Effect. (Move from the Smoke and Mirrors Upgrade and improved)
 - Missed Me (Upgrade) – You now Gain a Phase (improved from limited Resist).
 - Smoke and Mirrors (Upgrade) – E3: You Resist all non-Bypass Bursts and Blasts.
- **Pg. 110 – Blade Dancing**
 - Flow of Power – Decreased to Add 3 at its cap.
 - Ravor Veil – Marked as Final.
- **Pg. 111 - Body Control** (These changes are intended to improve Adept as a class)
 - ⊖ Iron Skin – You receive two uses of the Armor Training power in the Universal tree for free. You must use makeup or another phys-rep on your skin to receive this benefit.
 - Iron Skin - (Upgrade) – Every time you hit a multiple of +15 Max HP over your starting HP, you receive an additional Armor Resist each Encounter. (Example: At 50 Max HP, you would be at +30 Max HP and receive 2 uses of the extra Armor Resist.)
 - Training – Now also grants two Dodges per Encounter. Instead of 2 Resists against Physical Status effects an Encounter, it now grants a Resist to any Status effect once per Encounter.
 - Training (Upgrade) – Replaced this power entirely with the old version of Blur of the Eye. Dodges, Phases, and Reflects grant a small MP&C Stun.
- **Pg. 111 - Brilliant Armor**
 - Force Buckler – Clarified that Force Buckler can be Masterful Disarmed.
 - Force Field (Upgrade) – Resist a Status Effect (instead of just some of them).
- **Pg. 111 – Charm**
 - Terror (Upgrade) – Can now be used on any Status Effect.
 - Command the Mind – Marked as Final.
- **Pg. 113 – Command – Rally (Upgrade)** – This power is now Event-Exhausting, Heals 15 instead of 5, and is usable once per Day per Ally instead of once per Encounter per Ally. They must be within line of sight of you.
- **Pg. 115 – Control**
 - Wave of Emotion (Upgrade) – In the base V10 this was incorrectly marked as Exhausting when it is clearly Difficult.
 - Aura of Power – Marked as Final.

- **Pg. 116 – Destruction**
 - Meteor Swarm – Instead of multiple packets, gain 1 packet that does Blast 25 Bypass. Marked as Final.
 - Meteor Swarm (Upgrade) – Provides an additional use of Meteor Swarm each Day.

- **Pg. 117 - Divine Protection** – Oath of Protection – The third sub-power is now a sub-power of the Upgrade.

- **Pg. 118 – Elementalism**
 - Elemental Focus – Air – Now grants 2 Dodges and Immunity to Slow.
 - Elemental Focus – Earth – Now grants Immunity to non-Slow Status Effects.
 - Elemental Focus – Fire – Add 1 to Fire Damage

- **Pg. 119 - Enervation**
 - Taunting Strike – Broke into two sub-powers. Reliable power no longer inflicts Weakness. Second power is difficult but has a longer Weakness.
 - Nerve Strike (Upgrade) – Now Heals 5. Increased Stun to 15 seconds.
 - Sudden Strike – The duration of the Masterful Disarm is 25 seconds. Marked as Final.

- **Pg. 119 – Evocation**
 - Torment Lash – Originally, I had intended to decrease the duration of the Fear here. Instead, I'm reducing the number of targets to 2 and changing it to a MP&C. The power will still feel effective if you get eye contact and limit it to 2 people. Decreased the number of target for the Bypass option from 5 to 4.
 - Torment's Infusion (Upgrade) – I've never seen this power used. I'm replacing it with something that leans into Evoker's role as off-healers. Twice a Day, Evokers can take Bypass damage to produce an All Allies Heal effect.

- **Pg. 120 - Fateweaving** – Nudge Fate – Now also functions with Pulse of Society. If you are already at your Max Rank (6 total), you may receive a Rumors power instead of Rank 1 when buying Rank.

- **Pg. 122 – Hexing – Root (Upgrade)** – Re-wrote this as a Reliable power since it modifies Root.

- **Pg. 124 – Holy Light**
 - Invoke Deity – Marked as Final.
 - Invocation – Changed Kora to give 20 BP once per Event instead of 10 per Day. It also now counts as a use of Lentil Soup, so these don't stack any more.
 - Invocation – Changed Thul to give +5 Max HP instead of caring about earning Progression.
 - Invocation – Aurun & the Twins – Marked as Final.

- **Pg. 125 - Phasing**
 - Ethereal Mastery – Upgrade – Now provides a bonus participant when you participate in a Ritual. (See Rituals & Bonus Participants) Since it happens when you do a specific thing, now Reliable instead of Sure.
 - Mass Confusion – Weakness decreased from 30 to 15 seconds.

- **Pg. 126 – Resilience** – Great Strength (Upgrade) – Now resists any Status Effect.

- **Pg. 127 – Righteousness**
 - Spell Blade (Upgrade) – Instead of adding multiples of a power together at once (which produced some unreasonably high numbers), this allows you to Add the damage and Convert the type of powers stored in your Spell Pool as a bonus on top of your normal melee damage. You only receive the Aggressor benefit once on this call.
 - Holy Light (Upgrade) – Now resists any Status Effect.
 - Blade of Righteous Death – Marked as Final.

- **Pg. 129 – Shapeshifting**
 - Updated the flavor text here with more explanation.
 - Body of the Beast (Upgrade) – Now resists any Status Effect.
 - Apex Predator – Decreased Taunts from 10 to 5. Removed the restriction that they expire if you use another power. Added restriction that you cannot target the same person more than once with these Taunts.

- **Pg. 130 – Soultending**
 - Dark Night of the Soul – Marked as Final.
 - Dark Night of the Soul (Upgrade) – This happens when you use another power, so it should have been marked as Reliable, not Sure.

- **Pg. 131 – Teamwork**
 - Empower (Upgrade) – If there are multiple instances of this power, you can expend one to convert the Armor Resist into a Dodge, and the Dodge into a Phase.

- **Pg. 132 – Terrain Mastery** – Salamander’s Fire (Upgrade) – Marked as Final.

- **Pg. 133 - Thievery**
 - Deft Fingers – Clarified that it affects only non-magical traps. Clarified that it affects one non-magical lock (previously I used the word mundane here instead). Moved the last sub-power (pickpocket) to the Upgrade instead.
 - Fast Talk, Fast Hands – Now Disarms for 5 seconds.
 - Flourish – Now Masterful Disarms for 15 seconds.

- **Pg. 134 – Warcraft** – Killing Blow – Marked as Final.

- **Pg. 134 - Weapon Mastery**
 - Expertise – Clarified that this only affects the base type power on the weapon. It does not affect any additional powers granted by non-crafted weapons. If a weapon's base type power is Difficult, double any numbers in it. (Used to be gain an additional use per Encounter) If a weapon's base type power is Sure, you now gain +1 base weapon damage with it. (Used to be once per Day)
 - Technique – Decreased Sleep & Stun durations. Added Heal 5 for Burst.
 - Mastery – Now Masterful Disarms for 15 seconds.
- **Pg. 135 - Universal**
 - PCs are now limited to 6 total levels of Rank, which counts Pulse of Society as 2 levels of Rank. Adventurer's Guild Rank does not count against this.
 - Armor Training – Added a power to that allows your Armor to count as one Tier higher. You can purchase it up to 5 times and it stacks with itself.
 - Information – Clarified that there are two options when you buy this power. Additionally, moved and expanded the text that explains that this is book knowledge.
 - Information – When buying or Upgrading this, you have a choice. "If you would get Rank 1 with an Organization and you already have Rank 1 with that Organization, you may instead upgrade it to Rank 2."
 - Linguist – This power is now split into Linguist and Rare Linguist. When you buy or Upgrade Linguist, you gain 3 languages. When you buy of Upgrade Rare Linguist, you gain 2 languages. Added Cyrillian, Dushara, Kaldu, Mandaean, Yerudav (as well as the existing Ancient Languages) to the Rare Language list.
 - Magic Talent – Added a power to allow people without easy access to Kismet to bind magic items.
 - Trap Finding – Added a power to examine objects or spaces for non-magical traps. It does not allow you to automatically remove them, unlike Thievery->Deft Fingers.

Organization & Rank Changes

- PCs are now limited to 6 total levels of Rank, which counts Pulse of Society as 2 levels of Rank. Adventurer's Guild Rank does not count against this.
- Pg. 137 - Rank – Calling in a Favor is now an Event-Exhausting power. As a reminder, it's still one Favor per Organization. The proliferation of PCs with Rank has made this power less valuable. This is also intended as a deliberate nerf to the Academy of Innovation and the Crafter's Guild.
- Pg. 138 - Adventurer's Guild
 - Added language about how to earn and retain Chronicler, Quartermaster, and Captain status.
 - Monetary Benefit is now a Favor, and therefore, once per Event, but is raised to (Rank * 15) lunari.

- Added a new Benefit: “You gain the Universal power Trap Finding.”
- Pg. 139 - Academy of Innovation
 - Replaced the first possible favor (reducing the cost of Experimental Recipes) with “You may receive limited information on a piece of technology, even if you do not have an appropriate Information power.”
 - Pg. 150 - Academy of Innovation – All Benefits are now once per Event instead of once per Day.
- Pg. 140 - Crafter’s Guild
 - Replaced the favor for requesting rare Crafting components (which hadn’t been relevant for a while) with the ability to Maintain (Rank x 2) personal items for free.
 - The Benefit for Elite preparations is now once per Event.
- Pg. 141 – Daihonsha - Specified that the Book you borrow is Shoddy. It used to say this but at some point was removed.
- Pg. 142 - Diamond Assembly – This Organization (largely staffed by the Jin Shi) now uses the same Favors. Replaced the “Possible Favors” block with a reference to this.
- Pg. 143 - Guild of Wind and Flame – The GoWaF is intended to be the best choice for any PC who wants to be a Ritual specialist. As such, we’ve made several changes:
 - Replaced the favor for requesting rare Ritual components (which hadn’t been relevant for a while) with the ability to request a Ritual participant of a specific class. This does not enable them to lead a Ritual.
 - They have the ability to contribute two participants to a Path of Magic Ritual as a favor.
 - Instead of the Benefit to purchase Infusion components at half price, they now purchase generic ritual components for Enchanting Rituals for ½ the normal cost.
 - Removed the Benefit to be assigned Quests, which had never been used.
- Pg. 147 - Royal Academy
 - Replaced the requirement to have an advisor (more suitable for students when the game was set in Kishar) with a requirement to have a patron (more suitable for people using the knowledge they learned in other settings).
 - Noted that this Organization, like the Ruby Court or the Sultan’s Might, exists in the other Jeweled Cities as well. “Similar Organizations exist in other Jeweled Cities, such as The Keep in Ulfdar and Washida Academy in Isildar.”
 - Replaced the Academy Education Favor, which wasn’t useful, with this: “You may submit a request to your Patron. Gain a single normal crafted item worth (Rank x 10) lunari or less.”
 - Replaced the Trapfinding Favor, which wasn’t useful, with this: “You may perform a service for your Patron. Gain 15 lunari. For every level of Artisan you have, gain an

additional 5 lunari.” The Royal Academy is being considered as an alternative to the Academy of Innovation and the Crafter’s Guild for characters with Artisan instead of Craft.

- Pg. 148 - Ruby City Militia – Added this warning: **“This Organization is not suitable for PCs in the current setting, but is presented here for archival purposes. PCs who want this type of RP should join the Samazar Sentries instead.”**
- Pg. 151 - Sultan’s Might
 - Improved their Benefit to Maintaining two item cards of one weapon type for free. Additionally, instead of Add 1 with the weapon once per Day, it’s now an E3 power, so it functions for 3 sequential Encounters a Day.
 - Removed the ability to request special army-level combat units, which had never been used. Replaced this Favor with the old benefit to assign details to lower-ranked members.
- Pg. 153 – Retainers – Updated this language and added more recent examples.