

Kishar v11.5 - Change Summary

Basic Changes (Introduction)

- Changed the credits line (p. 1). Moved Dan to a 'Special Thanks' section.
- Organizers (p. 11) – Re-structured this section a bit.
- Narrators vs Proxies (p. 11) - Re-structured this section a bit.
- Other Volunteers (p. 12)
 - Re-structured this section a bit.
 - Dropped "Custom" from "Custom Mechanics".
 - Since some roles (Quartermaster) already came with an in-game reward, I'm experimenting with adding these to the other roles as well. These do not replace Kismet for time spent out of game.
 - Added the "Chronicler" volunteer role, which covers writing Chronicles and storing/organizing in-game handouts and history.
 - Added the "Music" volunteer role, which covers organizing the game's songbook and helping player adapt music to the setting.
- Becoming a Volunteer (p. 13) – Re-titled this section, added a lot more detail about how to apply for the roles as well as the time limits after which people lapse out of the roles.
- 1/2/3 Model (p. 13) – Formalized this by adding it to the rulebook in addition to "double hooking". 1/2/3 is preferred for regular threads and double hooking is preferred for dungeons.
- The term "base weapon damage" was used in some places, which was confusing since it was somehow different to increase base weapon damage and to Add damage. This has been removed from the system.
- Page 14, 23, 32, 34, 41, 43, 47, 109, 116, 123, 124, 130, 131, 133, 139 – New pictures appear!

Game Policy Changes

- Check-in (p. 22) – Noted that only characters with certain powers (Rumors, etc.) will necessarily receive briefings. As the game has gotten larger, our ability to provide these to every character is much more limited.
- Dungeons (p. 23) – Separated this from the section on Special Loot and Claim Tickets. Finally added an actual explanation of RP dungeons as we've been running them.
- Special Loot and Claim Tickets (p. 24) – Clarified that you are allowed to sell or give away a major magic item to make room for a new one.
- Retiring a Character (p. 27) - While this paragraph refers to "earned Progression" it should just say "(# of Progression - 3)", which is what we intended.

Character Creation Changes

- Revised costuming guides for many lineages to be more clear.
- Claws – Any lineage claws now say "use one or two" to make this clear.

- Scent (multiple) – This power referred to Organizers when it should have referred to Narrators.
- Lineage Summary Table (p. 29) – Removed the costuming ratings since they weren't always accurate or helpful. There's too much variation to distill down to one rating.
- Thinblooded / Halfblooded (p. 31) – Elf / elf and dwarf / dwarf added to the disallowed list.
- Aetherites (p. 32) – Their second lineage power used Conjunction. Instead, it's now an Exhausting self-buff power.
- Dragonkin (p. 34) – Added information about the Nocturnal Empire.
- Dwarves (p. 35) – Now a single section for Hill Dwarves and Mountain Dwarves. Mountain Dwarves can now also get Knowledge for free.
- Elves (p. 36 - 37) – Now a single section for Dusk Elves, Moon Elves, and Sun Elves. Dusk elves now receive the Tracker power in the Universal Tree. Sun elves now have the option for Rank.
- Fellbloods (p. 37) – Previously used “fellblooded” as the singular sometimes. Now trying to standardize it on “fellbloods”.
- Formians (p. 38) – Added as a playable lineage. All PC Formians must be Green. Lineage powers adjusted for 'Core Book' status.
- Gnolls (p. 39) – Scent now grants an additional ability – the Regional Language Crocuta is what the Desert Gnolls speak.
- Hiwani (p. 39) – Now choose either Scene or Swimming to accommodate more types of animals, including aquatic ones.
- Humans (p. 40) – Now a single section for High Caste and Low Caste Humans.
- Sah'Jann (p. 41) – Added as a core book lineage. Existing Sah'Jann can retain their 'version' of the lineage. Changed Master Linguist to be more about learning languages for balance.
- Waterborn (p. 43) – Now explicitly immune to the Water Encounter Modifier.
- Standings (p. 55)
 - Highborn - If you earn Rank 2 or better in the same Organization, you earn the title “Legacy”.
 - Slave - If you achieve your freedom, you earn the title “Unchained by Gloriel”.
- Backgrounds (p. 56 - 58)
 - Dark Past – Redeeming yourself and finding peace now rewards a mystery title!
 - Entertainer - If you perform your skill at an Event at least 6 times and earn public acclaim (winning a contest or something similar), you can receive the title “Graced by Lyla”.
 - Medic is changed to Healer, and the titles is changed from “Master Medic” to “Master Healer”. Medic should be used only as an OOC call.

- Martial – Now includes two new titles, “Warder” (Divine Protection), “Sentinel” (Enervation). This should grant rewards to Guardians as well as Aggressors.
- Merchant – You may now buy the titles “the Affluent” and “the Wealthy”.
- Sailor – You are not restricted to walking in the Water Encounter Modifier.
- Traveler – If you have visited every country on the world map while in play, earn the title “World Traveler”.

Role Changes

- Role Summary Table (p. 46 - 47)
 - Guardian
 - The second Guardian benefit (*Items that grant +Max HP grant Guardians an extra +2 Max HP*) is removed. (They are getting HP elsewhere, see below)
 - Drawback – Reworded this to better explain it: *“Guardians are capped at 4 damage with weapon attacks, including any power that would Add to your weapon damage. Powers or items that would raise weapon damage above 4 instead raise it to 4. This cap doesn’t apply to powers that Substitute for your normal weapon attack or non-weapon powers (such as Alchemist’s Fire).”*
 - Drawback – Guardians now reach Max HP cap at three times starting HP (with changes below, 75 HP).
 - Conversion – Guardians may convert up to 25 Max HP above their cap to Focus.
 - Focus – Guardians may spend X Focus to Heal 2 * X, self. Focus refreshes once per Day at midnight.
 - Healer
 - Drawback – Healers’ damage caps follow the same rules as Guardians’.
 - Savant
 - Benefit – Clarified: *“Once per Day, a Savant may choose a single consumable crafted item and treat it as an Elite prep (self only). The item must have an Elite form in the book. Jewelry, Runes, and other items with “charges” cannot be chosen.”*
- HP by Class (p. 53) – Guardian starting HP increased to 25 from 20.

Weapon, Armor, & Items Changes

- Weapons (p. 67) - Removed some outdated text. Added this line: *“Weapon powers only function while you are actually wielding the weapon, and anything you gain from the weapon is lost if you drop it, sheathe it, or are not wielding it.”* This should solve the Long Blade issue as well.
- Armor (p. 71) – Explicitly wrote in the “Summer Armor Rules” we have used.

- A few Major Magic Items will be adjusted for power level or to use new mechanics. Notably, the “Seal of the Defender” now grants “D: Gain 1 Resist Status Effect per Armor Resist you have” and the “Cherry Blossom Bow” now uses the Pull mechanic instead of being a teleport.

Combat and Safety Changes

- Hit Points and Damage (p. 72)
 - Unconscious, Bleeding, Dead – Renamed this section and cleaned up the language. *You no longer take extra damage to kill below 0 HP. Sometimes this led to accidental kills by NPCs. Instead, we now have a process called Execution that must be done deliberately.*
- Bottle to Blade & Breather Rules (p. 75) – Simplified the language. A Breather no longer requires approval by an Organizer.
- Buffing Rule (p. 75) – To remove the confusion about whether someone can be buffed by characters who won't be present in the next fight, we're adding this rule: *“Any buff effects placed on a character expire immediately if the person who placed them isn't present in the current Encounter AND the effect is one that would normally end when the Encounter does.”*
- Color-coded Bands (p. 75) – *No longer covers just headbands. Non-com included on here and changed from white to pink to avoid confusion. Added yellow bands for both NPCs and PCs to indicate Challenge (NPCs) or requests for tougher combat (PCs).*
- Defenseless Targets and Noncombatants (p. 76) – *Color changed for pink for non-com.*
- Execution and Challenging Combat (p. 76) – *Added in a three-step call for killing a character on the ground. Among other things, wearing a yellow sash will indicate this is always an option for you. (For players who want more ‘fear of death’ for their PCs)*
- Out Areas and Retreating (p. 79) – *Reworded this. Added a default Out area (building doors).*
- Summoned Creatures and Self-Summons (p. 80) – Reversed a prior ruling on HP when self-summoning. Summons will now be relatively rare and should provide more utility.
- Water (p. 81) – This type of Encounter has been common for years, but we have not previously codified the rules in the book.
- Multi-monster Modifier (p. 82) – Instead of applying the Slow effect, this instead makes PCs walk (this is not a change in practice – rather, the effects of Slow are changing).

Status Effect & Call Changes

- Animate (p. 84) – Replaced with the Summon call. (About time!)
- Feat of Strength (p. 85) – May be used to Resist a Pull in addition to a Knockback.
- Knockback (p. 85) – Clarified that it's 7 large steps away. Additionally, clarified: *“If for some reason you cannot move the full 7 steps, for example, due to safety, you move as far back as you can and are then Stunned for 10 seconds.”*
- Pull (p. 85) – Added this call to the game. It's basically a reverse Knockback without the chance of stun. *“You are pulled toward a person or point on the ground. You must turn to face your*

target and quickly move 15 feet (7 large steps) towards them. Be careful not to run into them - you should stop once you have entered melee range with your target."

- Restore (p. 85) – Simplified the wording here to *"You remove one status effect from your target."* It used to say "yourself or", which meant powers that didn't target self had to provide an exception.
- Stabilize (p. 85) – Added to the System as a call. People have used it unofficially for years.
- Slow (p.86) – This effect has normally been easy to ignore, with almost no effect on ranged attackers. In addition to its previous effect, this status now doubles Cast Times, Wait Times, and the Swing Timer. You don't have to "fight slow", you just have to pause longer between swings.
- Stun (p. 86) – Removed the double negative here to clarify that only Self powers can be used while stunned.

Ritual Changes

- Star Rituals (p. 87) – Rituals marked with a * are now usable 5 times a Day. Making it increase based on Progression led to essentially infinite uses, which meant only one person needed it.
- Scriptures of Steel (p. 88)
 - Re-wrote "Scout's Eyes" to be a more RP focused ritual intended to be run as a separate scene with a Narrator. Raised the requirement to 3+.
 - "Catapult" – Added Blast modifier to packets, reduced cast time to 5 seconds
- Rituals of the Gods (p. 90)
 - "Commune with the Fallen" – The old version of this ritual was essentially the second sub-power of Infuse Life in Souttending: asking questions of a specific body. I've modified this to be a much more RP-focused ritual intended to be run as a separate scene with a Narrator. Raised the requirement to 3+.
 - Vengeful Weapon – Clarified it slightly.
 - "Zone of Simplicity" – Formally established that 10 participants can create a permanent Zone, setting the cost for doing so at 500 lunari. We don't say how to destroy it...
- Natural Rituals (p. 91) – I might change Natural Attunement or Commune with Nature (Fused) to be closer to the new Scout's Eyes/Commune with the Fallen. Let's see how those go first.
- Mindscape Rituals (p. 92)
 - "Delve" – Increased the requirements to 3+.
 - "Harden Mind" refers to Mental Resists, which were removed in V11. Instead, renamed this to "Shield Form" and participants receive 1 Resist Status Effect.
- Fused Rituals (p. 93) – "Open" – Now reduces the Security of X Locks in the area by X levels, where X is the number of participants. Still removes traps from those locks.
- Enchanting Rituals (p. 94)
 - "Lucid" refers to Mental Resists, which were removed in V11. Instead, rename this to "Slippery" and it gives a Resist Status Effect. It stacks to 2 instead of 3.
 - "Earthbound" – now also resists Pulls, affects the next two instead of giving two uses.

Crafting Changes

- Gold Dot Recharge (p. 99) – This is no longer considered Maintenance, and the cost is changed to 10 Kismet per Day in which the power is used.
- Crafting (p. 102) – For game balance, players are not allowed to buy Artisan twice.
- Alchemy (p. 103) – Alchemist’s Solvent – Now reduces the Security of locks instead of dissolving them outright.
- Artificing (p. 104) – Removed the requirement of “Tools of the Trade”. Artificer’s Tools will instead be a normal set of Tools for Artificing. Not that Artificers are ‘normal’. =)
- Clothier (p. 106) – Work Tunic now correctly grants 10 extra lunari per Event to Artisans.
- Courtesan (p. 108 - 109)
 - Stopped pretending this fit on one page and made it two, which means it’s legible again.
 - Added a warning to players that this “Craft” is different than the others and mechanically more complicated.
 - Having seen this in action, I’m now allowing NPC Courtesans to target PCs, although PC on PC use is still opt-in. I’ve re-written it a bit to account for this.
 - Token, Private Note – Reworded this a bit to make it a bit clearer, including changing “client” to “recipient” to make it obvious that you do not have to have a Connection.
 - When you use a Connection as a Favor, the Rank of the Favor cannot exceed the Rank of your Connection with their Organization. If they have no affiliated Organization, they are considered to be Rank 1 with “the Crowd”.
 - When a Connection’s Rating drops to 0, you no longer lose it. Instead, it becomes Inactive. You can then Develop it to return it to Rank 1.
 - Added a section – Benefits from other Crafts – This helps Courtesans understand the many mechanical interactions from other Crafting trees.
- Droving (p. 110)
 - Added an example for Body 7. Rashad owns one – ask him about it!
 - For every 3 Body a non-consumable, non-juvenile animal has (rounding up), it requires one dot of maintenance. High-body Guard animals and pack animals are still more valuable, but this helps to bring them in line with other crafted items.
 - Hunting Animal – Now references the Tracker power in Universal.
 - War Animal – In addition to Army Combat Stats, added a power usable in the main game: E, Call “Stampede! All Enemies (Body x 2) Normal”. Elite War Animals double Stampede damage.
 - Show Animal – In addition to the Pose trick, Show animals now allow die re-rolling or the reducing of pulls in an RP dungeon. This is a Consumable effect. Why? Because your Connections don’t want to see the same cute dog over and over again, obviously!

- Jewelrsmithing (p. 111)
 - Removed the line about powers that give multiple uses of the whole power, because I've removed those.
 - Added: "Using a power stored in a piece of jewelry does not trigger any power or abilities that would otherwise trigger when you use a specific power on your sheet (such as Vest of Power, from Clothier)."
 - Added Resourcefulness and Channel Element to the "banned in Amulets" list.
- Smithing (p. 113)
 - Added a new pattern, "Smith's Puzzle". This either creates a Puzzle consumable useful to Courtesans; creates a Lock consumable that raises the difficulty in opening a door, container, or object; or creates a set of Locksmith's Tools (reduce lock difficulty).
 - The new Locks system uses Security levels (typically 1 – 5). Tools, alchemy, or powers will allow people to ignore some number of these. The current plan is to use 5 digit or 5 letter combination locks to represent this. If you ignore 3 levels of a Security 4 lock, you get 3 of the 4 numbers or letters given to you and gave to find the last one. The Knock Ritual (Magic) or Feats of Strength can still be used to get past certain locked doors.

Power Changes

- If a power has both a Time and a Delivery, there is now a standard order in which they appear.
- Spent literally several hours looking to hotlink game terms. Cleaned up some powers without Delivery or Time sections.
- Archery (p. 116)
 - Mindbow incorrectly listed the Destruction tree. It should be the Avoidance tree.
 - Hail of Arrows is now two sub-powers to remove confusion about "you may use this power twice" and jewelry.
 - Killing Shot (Upgrade) – Clarified this is for the first time you do this each Encounter.
- Augmentation (p. 117) – Replaces Conjuraton, please see below.
- Avoidance (p. 118) – Smoke and Mirrors is now two sub-powers for better balance in jewelry.
- Blade Dancing (p. 118)
 - Flow of Power – This should really be a Reliable power. (Not a functional change otherwise)
 - Razor Veil (Upgrade) – Now usable separately as an Exhausting.
- Body Control (p. 119)
 - Training's first sub-power is now two sub-powers for better balance in jewelry.
 - Anticipation is now two sub-powers to remove confusion about "you may use this power twice" and jewelry.

- Brilliant Armor (p.119)
 - Shield Surge is now two sub-powers to remove confusion about “you may use this power twice” and jewelry.
 - Shield Surge (Upgrade) – Now useable separately as an Exhausting. Instead of granting 5 Temporary HP twice, it now grants **10 Temporary HP once**.
- Charm (p. 120)
 - Added flavor text to the power tree. Not sure why it didn’t have any.
 - Invisibility (Upgrade) – Now Reduces the cost of Fair Escape to ½ Influence.
 - Terror (Upgrade) – This power should have been marked as Exhausting.
- Command (p. 121)
 - Re-wrote the language on lines for clarity: *“Lines must be in Melee range of each other and facing the same direction. You must be in the center with a person on either side of you (not in front and behind). A line is “broken” any time these requirements are not met. If you notice this happen, you should call “Line Broken!” “*
 - Rally – This is now explicitly a Point and Click effect, with a range of 30 feet.
 - Advanced Tactics – Cannot cancel the Water Encounter modifier. Edo is happier.
- Conjunction – The entire power tree has been changed, including the name, which is now Augmentation. Please read it if you are interested. It’s now focused on providing a variety of utility powers and does not create summoned creatures. Hopefully this will make it more appealing to players. As always when we make a large change to a power tree, please expect there to be balance issues until it’s tested.
- Control (p. 122)
 - Wave of Emotion (Upgrade) – Simplified the text. Added a second use as a sub-power.
 - Blast Wave is now two sub-powers to remove confusion about “you may use this power twice” and jewelry. In addition to Knockback, you can also call Pull now.
 - Blast Wave (Upgrade) – De-coupled from Blast Wave, now Difficult.
 - Aura of Power (Upgrade) – De-coupled from Aura of Power, now Exhausting.
- Destruction (p. 123)
 - Simplified the text explaining Spell Pool to properly focus it on Force Bolt.
 - Meteor Swarm – Now allows you to throw up to 4 packets simultaneously with the same call. Hopefully this brings back the simple joys in life for Ēlinyr.
 - Meteor Swarm (Upgrade) – Instead of granting an additional use, has the same text.
- Divine Protection (p. 124)
 - Armor of Faith – Now includes an additional sub-power, which was previously the upgrade to Grace of the Gods.
 - Grace of the Gods – Now grants access to the Invocation power from Holy Light. This should make Oathbound a lot more able to serve their deity.

- Grace of the Gods (Upgrade) – Previously the base power.
- Elementalism (p. 125)
 - Natural Cycle & Upgrade – Removed and replaced with Elemental Connection.
 - Elemental Connection - This power grants you a damage bonus and an elemental type to weapons and packets.
 - Elemental Connection (Upgrade) – While using Elemental Connection, you Minimize the element and Add additional damage.
 - Elemental Focus – Air now grants immunity to Multi Monster Rules, since those no longer apply Slow. Earth no longer grants immunity to Clumsy.
 - Elemental Focus (Upgrade) – Gain the Benefits and Drawbacks of the Healer role. Double your Cast Time with Force Bolt. Gain the base reliable Heal. Additionally, when selecting Water for Elemental Focus or Channel Element, your Heals in this power tree Add 10. This upgrade is intended to make Shaman an actual hybrid healer class. Can be disabled for flexibility.
 - Channel Element – Fixed order of elements. Not a functional change.
 - Channel Element (Upgrade) – Now simply repeats the text in the base power.
- Enervation (p. 126)
 - Taunting Strike (Upgrade) – Changed ‘this power’ to ‘Taunting Strike’ for clarity. Not a functional change.
 - Sudden Strike (Upgrade) – This Heal is no longer tied to using Sudden Strike. It functions like Resurgence (used reflexively if you go to 0) but uses the word “Recovery” to differentiate it. It is reduced to a ½ Max HP Heal for balance.
- Evocation (p. 126) – Torment is described as the power of conflict rather than explicitly pain.
 - Torment’s Might – Renamed Torment Pulse.
 - Torment Pulse - Replaced by *“When an opponent within 30 feet is reduced to 0 or fewer HP, Add 1 All”* You no longer have to be the person who does this.
 - Torment Pulse (Upgrade) – Replaced by *“When an opponent within 30 feet is reduced to 0 or fewer HP, Heal 5”* You no longer have to be the person who does this.
 - Torment Lash (Upgrade) is now two sub-powers to remove confusion.
 - Torment Infusion (Upgrade) – Now inflicts Clumsy Bypass instead of Bypass damage. Additionally, made both uses the same.
- Fateweaving (p. 127)
 - A substantial re-work of this tree involves adding a Reliable status effect, a new RP-focused problem-solving tool (thanks Edwin!) and a focus on calling in strong Favors. This is intended as a significant buff for Menders.
 - Warnings in the Web – Previously this was hard to use, because you couldn’t predict anything with it. Now intended for use before combat, in which case you will get

suggestions from the Narrator. Only covers 1 Status Effect instead of 2. Duration has not actually changed but is spelled out to avoid confusion.

- Field Medicine (p. 128)
 - Bandaging – Now uses the Stabilize call.
 - Bandaging (Upgrade) – Added an additional sub-power: “Gain the Benefits and Drawbacks of the Guardian Role”. Practically speaking, this raises the Max HP cap for Chirurgeons from 40 to 60 and improves their armor. This makes them a viable hybrid tank / healer class since they already have access to Enervation. Also increases Wait Time with Bandaging by 15 for balance. Can be disabled for flexibility.
 - Stimulant is now two sub-powers to remove confusion about “you may use this power twice” and jewelry.
 - Stimulant (Upgrade) – When using Stimulant, your target is now Immune to the Restored Status Effect this Encounter instead of getting a damage bonus.
 - Emergency Treatment is now two sub-powers to remove confusion about “you may use this power twice” and jewelry. Clarified that you may not target yourself.
- Healing (p. 129)
 - Soothing Touch – Now uses the Stabilize call.
 - Soothing Touch (Upgrade) – Added: “Double the effect of any items that Add to your Heals from this power tree.” Notably, this affects Scroll of Power, Vest of Power, and Belt of Imbued Power.
 - Healing Surge – The first sub-power is now also a Burst.
- Hexing (p. 129) – Affliction (Upgrade) – This should reference ‘sub-powers’. Not a functional change.
- Holy Light (p. 130 - 131)
 - Searing Light (Upgrade) – Now Restores as a MP&C, giving Clerics an option to remove a Status Effect. Additionally, added another sub-power which allows Clerics to give out Focus to 3 allies by performing a small ceremony.
 - Invocation (Avahlei, Aurun, Gloriel) – Reworded this slightly.
 - Invocation (Gorgath) – Increased the Heal to 10.
 - Invocation (Kora) – Now simply produces a Lentil Soup once per Event for free.
 - Invocation (Maenir) – Now grants Add 1 All, as Maenir also recognizes packet casters.
 - Invocation (Nivone) – Removed the requirement that it be an ally.
 - Invocation (Suhl’Sekh) – Now grants an Information or basic language once per Event.
 - Invocation (Sulith) – Since Clerics and Oathbound are damage-capped, this now recharges a Difficult power. It now also triggers from someone under your direct control (such as a Summoned creature or someone who is Dominated).
 - Invocation (Thul) – Now allows you to give an Ally a bonus to Max HP that increases if they are wearing armor. Now Difficult to mirror Maenir.

- Phasing (p. 132)
 - Mass Confusion – Now explicitly a Point and Click effect with a range of 30 feet. Explicitly says that it cannot be used to move enemies into the area of another power.
 - Mass Confusion (Upgrade) – Now E, no longer requires you to use the base power.
- Resilience (p. 133)
 - Combat Mastery - Now grants the Combat Training power from Universal, with all benefits (AND instead of OR). Master of Arms who want to dual wield no longer have to spend an additional progression in Universal to do so. It does remove the ability to take Combat Training for an additional +5 HP.
 - Combat Mastery (Upgrade) – Now grants +5 Max HP, but only if you are a Guardian. This evens out the +10 across these two powers that Guardians got before, as opposed to the +5 that MoA got.
 - Resurgence (Upgrade) – The Add 1 All now applies to Aggressors only. Guardians gain 1 Armor Resist.
- Righteousness (p. 134)
 - Spell Blade – Reworded slightly. No functional changes.
 - Blade of Righteous Death – Renamed “Blade of the Righteous”, reworded slightly.
 - Blade of the Righteous (Upgrade) - Now grants access to the Invocation power from Holy Light. This should make Dervishes a lot more able to serve their deity.
- Sanctity (p. 135)
 - Invocation of Sanctuary – Updated the language and noted that Knockback / Pull effects do not break sanctuary unless they also cause harm or a Status Effect.
 - Sacred Duty – Now uses the Stabilize call.
 - Strength of Faith – Now grants access to the Invocation power from Holy Light. This should make Chaplains a lot more able to serve their deity.
 - Strength of Faith (Upgrade) – The original base power is moved here.
- Shapeshifting (p. 136) – Body of the Beast – Now grants Knockback OR Pull when used.
- Shielding (p. 136)
 - Barrier (Upgrade) is now two sub-powers to remove confusion about “you may use this power twice” and jewelry.
 - Mirror is now two sub-powers for better balance in jewelry. The ability to grant reflects has been increased to compensate.
- Souttending (p. 137)
 - Updated the text on this class since it no longer summons.
 - Infuse Life – Instead of the first sub-power summoning, it now banishes people with a significant OOG timer. Second sub-power is now RP, Touch (formerly nebulous).
 - Infuse Life (Upgrade) – The first sub-power now grants a second use of banish.

- Dark Night of the Soul (Upgrade) – Now an Exhausting power with a Burst OOG.
- Spirit Lore (p. 138)
 - Spirit Strike (Upgrade) – Clarified the language. No functional changes.
 - Spirit's Blessing – Can now also affect the Animist.
 - Spirit's Blessing (Upgrade) – Upgraded to a Touch power from Self.
 - Spirit Summoning – Renamed to Spirit Dispatch.
 - Spirit Dispatch – Now allows the Animist to “charge up” their healing: “You may expend a use of Spirit Strike in your Spell Pool to Add 5 to any Healing call.”
 - Spirit Dispatch (Upgrade) – Reworded for clarity.
- Teamwork (p. 138) – Empower – Now formally marked as a Touch power. No functional change.
- Terrain Mastery (p. 139)
 - Re-wrote the flavor text for this tree.
 - Salamander's Fire – Increased damage by 2. The second sub-power is now a P&C.
 - Salamander's Fire (Upgrade) - Now explicitly a Point and Click effect with a range of 30 feet.
 - Talented Scout & (Upgrade) – The first sub-power replaced with a S power that grants Universal/Tracker. Re-wrote the second sub-power so that you now learn the Scout's Eyes ritual permanently, but no longer perform it for free. Additionally, you now count as Path of Steel for all Scriptures of Steel. In the Upgrade, you now also gain the Upgrade to Tracker.
 - Animal Companion – Removed and replaced with Balanced Training.
 - Balanced Training – Allows you to purchase a single base power from the Archery or Weapon Mastery power trees.
 - Balanced Training (Upgrade) – Allows you to purchase the upgrade to that power.
- Thievery (p. 140)
 - Deft Fingers – split into one Difficult power and one Sure power that gives you the first two levels of Lockpicking from Universal.
 - Deft Finger (Upgrade) – The E power is now E! and rewards twice as much lunari.
 - Fast Talk, Fast Hands – The S part of this power now provides a bonus in RP Dungeons.
 - Flourish is now two sub-powers to remove confusion about “you may use this power twice” and jewelry.
- Warcraft (p. 141)
 - Vicious Strikes – The second power was very confusing due to not being Final, which meant some bonuses applied to it and others did not. I've re-written it as an Add power, which will make it a lot simpler to parse.
 - Killing Blow – No longer needs the reminder text since (Final) now covers that.
 - Killing Blow (Upgrade) – Instead of giving you ‘another use of Killing Blow’ with a modifier, this is now spelled out explicitly here.

- Weapon Mastery (p. 141)
 - Expertise – Now uses Add language instead of “base weapon damage” language. Not a functional change.
 - Expertise (Upgrade) - Now uses Add language instead of “base weapon damage” language. Not a functional change.
 - Mastery is now two sub-powers to remove confusion about “you may use this power twice” and jewelry.

- Universal (p. 142 - 144)
 - Reorganized this section to put the rules on Rank closer to the Rank powers.
 - Armor Training (Upgrade) – Restructured the language here. No functional change.
 - Combat Training – Re-structured to make the choice clearer. No functional change.
 - Combat Training (Upgrade) - Now applies to all weapons, not just one. Uses Add language instead of “base weapon damage” language. Does not stack with other powers - this is here for characters who don’t get Add in their trees.
 - Information – This power is renamed “Knowledge”. It’s often been misunderstood, and making it clear that it represents knowledge rather than ability is important.
 - Lockpicking – Once again a Universal skill. Reduces the difficult to open Locks.
 - Linguist – Now includes Crocuta, the language of the desert gnoll tribes.
 - Rare Linguist – Now includes Ecton, the language of Formians. To properly understand it, you must have the Scent power. To speak it, you must be a Formian or spend 15 Build Points in Alchemy (once) to create the necessary chemicals. Alternately you can spend both language buys here AND 50 Kismet to get Ark’s lab to fix you up with some Formian Glands fresh out of a Red Formian (because that’s what they can get!).
 - Rank (Upgrade) – Removed the choice between Rank 3 and Rank 4. PCs can still retire by achieving Rank 4 in an Organization, but it caused a lot of confusion to have it be a Progression purchase.
 - Pulse of Society – Renamed “Social Butterfly”.
 - Social Butterfly – The first half of this is obsolete now that the Crowd is an actual Organization. The second half, which was never used, is now the power to choose an Organization each Event and have a virtual Rank 1 with them, which is extremely flexible and represents general connections. The Upgrade allows you to have a virtual Rank 2. You are required to choose at the start of the Event. **Now disallows Adventurer’s Guild, Jin Shi, Sentries, Hidden Court, and Thieves’ Guild but allows the Crowd. Added a rider that you don’t gain the passive Benefits of the Organization.**
 - Rumors – Now a power you can buy separately.
 - Tracker – Added as a power! Finally has formal rules and is available outside of Driving and Terrain Mastery. The Upgrade grants the Master Tracker title.

Organization & Rank Changes

- All Organizations – Added some “flavor text” to the favors. Added an additional row for APC titles. Moved Rank 4 into ‘NPC Title’ range. Removed the requirement for reporting to an NPC specifically created for each PC. Instead, PCs with Rank may send reports to canon NPCs.
Except for the Adventurer’s Guild and the Crowd, only characters with Rank 2+ get the “Benefits” section for each Organization. Rank 1 still allows you to use Favors!
- Adventurer’s Guild (p. 145) – Dropped ‘The’.
 - Restructured Benefits and Favors. There are now many more possible favors, although you will have to ‘hire’ your fellow Adventurers for them!
 - Benefit is no longer Trapfinding. Instead, it’s the old favor. Decreased lunari fund from (15 x Rank) to (10 x Rank). We increasingly have more Quartermasters (yay!), but they are not intended to support the entire Guild’s maintenance. Noted that you can also use the money to buy gear for newer PCs.
- Academy of Innovation (p. 146) – Dropped ‘The’. They are now expanding into the other Jeweled Cities! The Requirements are now covered by Artificing in addition to Knowledge. Now has a Rank 6 NPC.
- Crafter’s Guild (p. 147) – Dropped ‘The’. Added additional text about their mission. Added a few additional RP requirements.
- Crowd (p. 148) – Now an ‘Organization’ with Requirements, Favors, and Benefits.
- Daihonsa (p. 149) - Dropped ‘The’. Added significant additional text. Favors are updated and now scale better. The first Benefit now grants a free Knowledge. The second Benefit for The Daihonsa should read: "When purchasing the Linguist or Rare Linguist power or its upgrades, gain an additional language (this is retroactive)." **Book loans now take time to arrive.**
- Daylight Alliance (p. 150) – Now includes allied forces such as the Sultan’s Might (Kishar), the Pearl Guard (Isildar), the Emerald Command (Khaz’dar), the Sky Decade (Prinya) and the Thousand Lances (an’Dwahpeh). Re-worked the Favors and Benefits for this Organization. Added / reworded NPC titles to reflect the increased importance of this Organization and its use of forces other than ground forces. These changes are intended to make this Organization stronger and more relevant to current PCs.
- Diamond Assembly (p. 151) – Dropped ‘The’. Lessened the somewhat extreme nature of the RP previously under ‘Requirements’. The first Benefit now grants a free Knowledge.
- Guild of Wind and Flame (p. 152) – Dropped ‘The’. Added additional text (shout out to an old PC!) and modernized the Requirements, including dropping the yearly fee. Improved their favor for requesting Ritual participants.
- Hidden Court (p. 153) – Dropped ‘The’. Organizer approval is required to purchase or improve Rank in this Organization. Modernized the text and Requirements and marked this as a Secret Organization. Updated the Benefits.

- Jin Shi (p. 154) – Dropped ‘The’. Organizer approval is required to purchase or improve Rank in this Organization. Updated the first Favor.
- Merchant’s Guild (p. 155) - Dropped ‘The’. Updated the text. Improved the Foreign Coin benefit.
- Royal Academy (p. 156) – Dropping ‘The’ from the name. For coherence, this Organization also covers all similar groups, including: al Hatham University (Kishar), The Keep (Ulfadar), Washida Academy (Isildar), [Nalanda Sanctum \(Shalazar\)](#). Rank in it is interchangeable between these and NPCs with Rank can now interact with any PCs with Rank usefully. Renamed the Favors and added an additional Benefit that will appeal more to martial characters. [Benefits restructured slightly.](#)
- Sentries (p. 157) – Renamed to ‘Sentries’, this now combines the Militia and the Sentries and covers all the Jeweled Cities. Organizer approval is required to purchase or improve Rank in this Organization. Removed the Bonus in the Benefits section to bring this in line with other Organizations. Arrest powers limited to your area. Favors have been improved.
- Sultan’s Court (p. 158) – Changing the name to cover all nobles in the Jeweled Cities, although the Pearl Court, Ruby Court, and so on will still apply to nobles of those cities. All of them will use a common symbol. NPCs with Rank can now interact with any PCs with Rank usefully. Updated the language, Requirements, Favors, and Benefits a bit.
- Temple (p. 159) - Dropping ‘The’ from the name. Updated the language, Requirements, Benefits, and Favors. The blessing that gives Invocation now costs 20 lunari. Anyone on the Path of Faith who choose this six times will now gain Invocation permanently.
- Thieves’ Guild (p. 160) – How did this Organization get back into the book? How odd! A better question is why did it leave? Modernized it. [\(Titles have changed to be less violent.\)](#)