

Kishar Version 3 Changes:

(General)

-All Roles now use Focus, a resource that can be gained through powers, items, or by wearing good costuming. Focus provides benefits for each Role. Each Role has a maximum amount of Focus they may have at once, and grant bonus Max HP for Focus over the maximum. Each Role now has a Benefit and a Drawback (Guardians and Healers have caps on their weapon damage). In addition to their normal Benefit, Aggressors may spend Focus to gain single-use damage buffs as a (meta) power. Savants may pay double the Focus to gain access to other Role's Focus-related Benefits. (pg 46)

-Starting characters can spend their 3 bonus xp in the Crafting Tree in addition to Backgrounds or Universal. (pg 58)

(Policies)

-Due to the PC/NPC rule now being more favorable to players who travel long distances, and to this rule imposing delay on the calculation of updated sheets, the Travel Kismet award is removed.

-While this had been the case for some time, officially removed the wording requiring players to spend XP each game.

-Safety – This section has been folded into the section on Combat.

-PC to NPC ratio– Monstering is no longer required, but Marshals may ask players to monster if needed. Some players are expected to monster less, such as those who travel large distances to game. Players are asked to NPC about 1/3 of each Season on their own recognizance. (pg 11)

-Players with PCs who NPC an entire event may choose a single PC of theirs. They receive any Build Points that character would be entitled to, and may call in Favors as normal for that character. For convenience, it is requested that such be handled by email between games. (pg 11)

-Players who NPC an entire event receive an additional XP, meaning you will usually earn more XP by monstering. (pg 11)

-RSVPs have been less helpful than hoped, and maintaining the drawings proved difficult for staff, so we're removing the RSVP incentive. We'll provide a FB thread for RSVPing, and players who want updated sheets at game should still email XP expenditures before game. (pg 17)

-Respects during the first three games are now friendlier to the player. (pg 18)

-A new category of Kismet award, Service, is added to cover players who spend time doing things that benefit the game as a whole, such as dish washing, cooking, recruiting, or taking additional NPC shifts. We had been giving Setting Awards for this. (pg 19)

-Bring a Friend now only applies the first time a new player monsters. (pg 20)

-During a character's third year (after their first 20 games), base XP has been reduced to 1 from 2. Characters may still earn additional XP from RP, Setting, and Service awards. (pg 60)

-Costume Awards are removed. Good costuming and props now give you an in-game benefit in the form of Focus. (pg 74)

(Game Terms)

- Revive removed. The one power that used it now uses Resurrect.
- Wait is introduced as a formal type of Cast Time-style mechanic. All powers that already used this marked as Wait powers. (pg 99)
- Blasts are introduced, following similar mechanics to WL. Blasts do not affect allies. (pg 101)

(Combat)

- Reduction as a mechanic to reduce the duration of status effects is removed.
- The concept of Damage Immunity is removed. Instead, creatures that used to be Immune to a type will Minimize that type. (see below) You will never be stuck unable to hurt something.
- Certain Death/Hostages – Having never been used, this rule is removed.
- Many of the passages re-written for clarity, and to reduce wordiness. Rules now organized alphabetically.
- Illegal Targets – If you strike someone in the head or groin, they may call Reflect. (pg 82)
- Adverse Conditions Rule added to allow ranged combat to function in bad weather or darkness. (pg 84)
- Clarified that the Drop Rule counts as a (meta) power. (pg 85)
- Sunder – Now causes Gear to be treated as one category lower, and shuts off any benefits from Gear pieces. (pg 88)
- Reduction as a damage altering-mechanic replaced by the Minimize beneficial status effect (the call is Minimal), which reduces damage of matching types to 1. The words “reduce” and “reduction” were used a lot to mean other things, and it was getting confusing. (pg 89)
- If you would Minimize and be Vulnerable to the same type, ignore both effects. This means that if made Vulnerable, being given a Minimize buff for that type cancels the Vulnerability. Additionally, creatures that would Minimize a type can be made Vulnerable to it to cancel out their protection. (pg 89)
- Weakness (harmful status effect) was underpowered and is removed. Most powers using it now inflict Blind. Clarified that Blind represents partial blindness, not complete loss of sight. (pg 90)
- Blind – Now prevents you from using Focus or benefitting from Focus-based abilities, so that it matters as a Healer or Guardian to get hit with Blind. (pg 90)

(Racials)

- Aetherites – Elements Incarnate reworked. It’s now not something a player can start with, and involves more investment. Additional racial powers added. (pg 25)
- Celestines – New racial power added (Radiance). (pg 26)
- Construct – Combat Model grants a point of Focus, which does not stack with Back Tattoo or Elixir of Prowess. Worker model ENC bonus raised to 8. (pg 27)
- Dhampir – New racial power added (Dark Wings). (pg 29)
- Dragonkin – Dragon’s breath may be delivered by Blast with the upgrade. (pg 30)
- Fellblooded – Hellblast now has a Blast upgrade. New racial power Corruptor added. (pg 31)
- Feytouched – New racial power added (Feckless). (pg 32)
- Half-orc – Persistent upgrade now affects Knockback instead of Weakness. (pg 34)
- Half-orc – Hard to Kill now enhances healing received. Hard Worker now raises your Focus cap. (pg 34)
- High Humans – New racial power added (Deep Pockets). (pg 37)

- Low Human – Bloodthirsty replaced by a new racial power, Trophies. (pg 39)
- Mountain Dwarves – New racial power added (Durable Gear). (pg 40)
- Primal Folk – Howl duration increased. (pg 41)
- Shar’vin – New racial power added (Gemkin). (pg 42)
- Stoneborn – Stone Skin now costs XP, upgrade removed. (pg 43)

(Armor and Reduction)

- Max Armor removed as a concept.
- Reduction points removed as a concept.
- Instead of Armor, characters are now rated based on their Gear – the overall level of costuming and props they bring to the game. Better gear, which increases game appearance and immersion, provides more Focus. Players who cannot afford to improve their gear may purchase Universal->Talented instead, which grants the same benefits as wearing Average Gear. The XP spent on Talented can be refunded later. (pg 74 and pg 184)
- Gear grants Item Slots, which are needed to use certain accessory items (unless you phys rep the item). (pg 74)
- Enchantments which stacked for multiple armor pieces now stack on the same suit. (pg 97)

(Items & Purchasables)

- Starting equipment – For each weapon you don’t take at char gen, you may instead take 5 lunari. Instead of getting armor cards, you can have a set of any sort of Gear or 10 lunari. (pg 58)
- Coins & Commerce – Training removed. Many costs adjusted. Some items added. (pg 63)
- Weapons – Dagger base damage raised to 4. Instead of a Difficult Add, they now have a Sure Add to Melee damage. As per their damage cap rules, Guardians wielding a dagger will gain a Focus while doing so (but only once per combat). (pg 69)
- Weapons – Bow, Pistol Crossbow, 2-handed Crossbow damage increased by 2. Equivalent damage removed from Archery -> Aimed Shot. This allows non-Rangers more ability to use bows. (pg 69)
- Weapons - Thin Blade’s power now causes Taunt instead of Weakness. (pg 69)

(Rituals)

- Explanation of Enchanting Rituals moved to introductory page on Rituals. (pg 91)
- All Enchantments now expire 10 Events after they are Enchanted. Items will be tagged with the Event on which their Enchantment expires. PCing/NPCing does not affect expiration. (pg 91)
- Scriptures of Steel – Honorable Burial – All participants must have known the PC. (pg 92)
- Scriptures of Steel – Sacred Banner – Now allows Focus to be regained instead of Adding damage. (pg 92)
- Scriptures of Steel – Sergeant’s Oath – Now affects Gear, not Armor Points. (pg 92)
- High Magic Rituals – Disenchant – No longer works on Cursed items. (pg 93)
- Rituals of the Gods – Purify – May render Cursed items safe to touch. (pg 94)
- Section formerly titled “Enchanting Rituals” is now titled “Common Enchantments”. Format of Enchantments page completely changed for improved legibility. (pg 97)
- Capricious, Ghostly, of Clarity – Ingredients changed to make Elemental Cores more useful. (pg 97)
- Corrosive – Instead of Vulnerable Acid, now allows a use of Sunder per Event. (pg 97)

- Elemental, which used the Reduction Point mechanic, is replaced by Earthbound. (pg 97)
- of Clarity – Renamed to Lucid. (pg 97)
- Paralyzing now works for Projectile weapons as well. (pg 97)
- Shield Spike – Damage increased. Now also usable on bucklers. (pg 97)
- Enchantments which targeted Armor now target Gear. (pg 97)

(Power Trees)

-Alchemy (pg 105 - 106)

All powers that used Reagents now use Focus. Max Bottles as a concept is removed – all powers that used it have been changed to Difficult with a number of uses.

Refine Reagents – now a Sure power that grants a Focus, which is the universal Healer resource.

Curative Potion – Healing decreased slightly, since there's less downside to these potions. All Healing from this power is halved on yourself. Restorative upgrade improved. Now Reliable.

Universal Solvent – Cast time reduced.

Elixir of Decay – Now Reliable, with a Wait time.

Incendiary Cocktail – Simplified. Now costs 1 Focus and does Blast & Fire.

Mixology –Upgrades removed. You can now create Sovereign Glue and Infusions of Living Armor in the same Encounter. Infusions of Living Iron are now more efficient. Focus cost lowered.

Mutagen – This zany but ineffective power has been replaced with Elixir of Prowess.

Long Lasting – Wording changed, upgrade removed.

-Archery (pg 107 - 108)

Accuracy – Now Difficult, as it requires you to spend a Focus for the benefit. Trick Shots now have a defined success mechanic in combat. This is NOT a (meta) power. Upgrade now less effective.

Aimed Shot – Count time decreased. XP cost increased slightly. Changed the wording on the conditions that reset the count.

Point Blank Shot – No longer a (meta) power due to clarification with Drop Rule. Now grants and uses Focus.

Tame the Beast – Power added.

Entwined Power – Allows a second Enchant on a bow.

Hexing Shot – Allows the delivery of Hexing by ranged weapon. You may spend a Focus to double duration with an upgrade.

Rapid Fire – Damage increased (but not as much as draft 1). Now costs a Focus and is Reliable.

Splinter Shot – Power added. Allows Blasts with arrows.

Dazing Shot – Replaced by Entwined Power.

Foot Shot – Replaced by Hexing Shot.

Head Shot – Power added.

Ghost Arrows – Power removed.

Heavy Arrows – Replaced by Black Arrows.

Enchanted Quiver – This power ends if you are the last combatant on your side.

-Avoidance (pg 109 - 110)

Roll with the Blow – Allows you to regain a Focus the first time you take damage each Encounter.

Parry – Reworked. Now allows Focus to be converted into Parries.

Missed Me – Now requires a Focus.

Tricky in a Crowd – Upgrade is now Elite and causes Blind, but doesn't last as long.

Unravel – Uses the new resource mechanics. Now Reliable.

Missed Me – All upgrades removed.

Parry – Second upgrade removed.

Sudden Cover – Now also works against Blasts.

-Body Control (pg 111 - 112)

Brass Skin & Iron Skin – Now grants Focus. Upgrades removed.

Muscle Surge – Now Reliable. Converts Focus to Feats of Strength.

Diamond Skin – You now become Enervated and Blind as opposed to Stunned.

Living Fist – Reworked. Upgrade removed.

-Brilliant Armor (pg 113 - 114)

Elemental Shield – Now grants a free Armor Resist against elemental damage.

Force Shield – Now costs a Focus. Disarm/Masterful Disarm functions as Sunder against it. Cast Time increased. Clarified that it only lasts until the end of the Encounter.

Impervious – Now grants a Focus.

Quick Recovery – Now costs a Focus, but allows you to Resist the effect. XP cost decreased.

Overcharged Shield – Mechanics simplified, upgrade removed.

-Chaos (pg 115 - 116)

Removed the printed random effects table. All Chaos Tokens are now automatic. Re-arranged Tier pre-reqs. Hopefully fixed this tree to no longer be terrible.

Numeric tokens – Changed the 0 into a 2.

Bend the Pattern – Now called Bend Reality - a Sure power that gives a slight advantage in games of chance.

Channel Violent Chaos – Has a very different effect which allows you to actively 'channel' your power.

Chaos Attunement – Now Chaos Armor, which allows you to Minimize a random type.

Chaos Pool – Now grants you a bonus to Spell Pool or gives you access to it, since packet-based powers in Hexing no longer have a cast time in general.

Chaos Blade – Removed the cast time. Now has an upgrade.

Chaos Ripple – Entirely new mechanics. Upgrades changed.
Chaos Spike – Now functions like Turn and Light of Holiness.
Power Surge – Entirely new mechanics. Upgrades changed.
Wave of Madness – Now a Blast power with much simpler mechanics.

-Charm (pg 117 - 118)

New power Blend In added, which allows Illusionists to apply Illusions to their entire party by spending Focus, which does not return for an hour.
Conjured Terror – Now a Tier 2 power that improves packet-based Difficult powers in Hexing. Your second use cannot be modified by Focus.
Illusory Guise – Upgrade added – spend 2 Focus to mimic clothing.
Illusory Shackles – Replaced by Illusions Multiply, which grants Focus.
Quick Friendship – Replaced by Mastery of the Mind, which applies Hexbag to Charm. You may not apply Bypass, however.
Guise of Terror – Now a Reliable Tier 1 power that produces Fear as a Packet. Fear duration decreased.
New power Illusory Item added.
Solid Air – Removed.
Ultimate Terror – Delivery changed from packet to M P&C.

-Command (pg 119 - 121)

Many powers in this tree had upgrades condensed into the base power.
Battle Master – You may convert 2 Focus into a Command Point.
Hold Fast, Masterful, Retreat – XP Cost lowered.
Formations – Brotherhood of Steel – Auto-targets up to 10 allies now, cost lowered.

-Conjuration (pg 122 - 123)

Attuned – Power Removed.
Elemental Wall – Replaced by Elemental Armor, a power that allows you to spend Focus to inflict damage on attackers in melee.
Force Wall – Simplified, additional castings now cost Focus.
Quick – Reduces Focus cost in addition to reducing Cast Time.
Conjure Elemental – Now costs a Focus to use, but is Reliable.
Enlarged – Now a Tier 2 power treeing from Quick. Wording altered.
Spirit Wall – Replaced by Force Weapon, which allows you to spend a Focus to summon a Quality weapon.
Permanent – Now a Tier 3 power treeing from Enlarged. Cast Time reduced.

-Control (pg 124 - 125)

Anger Wave – Taunt duration improved.

Stun Wave – Recharge time changed to longer Wait time. Duration upgrade removed, optional upgrade to instantly use it again for a Focus.

Wave of Unmaking – Costs decreased.

Cold Nova – Cast time removed (and upgrade.

Magnetic Pulse – Removed, replaced by Blinding Flash, a power that inflicts Blind in a Burst.

-Crafting (pg 126 - 136)

XP costs in this tree increased slightly, except for Craft Other.

Players may now receive BPs for 1 of their PCs when NPCing. BP caps per Season removed.

Craft Armor – Removed.

Craft Tattoo – Patterns / level changed. New pattern Back Tattoo added. Dragon tattoo improved – cost increased. Tiger tattoo improved – cost increased.

Craft Weapon – Simplified Weapon creation. See Weapons by part. New patterns added.

-Destruction (pg 137 - 138)

Force Bolt – Cast time reduced to 3. The upgrade that allows adding Bypass remains the same for Knockbacks but costs Focus to use for damage (but Adds damage as opposed to halving it).

Added additional damage upgrade.

Spell Storing – Removed.

New power Explosive added. Allows you to spend Focus to make your next two Force Bolts into Blasts.

Force Burst, Unerring Force Bolt – now (meta) powers.

Unerring Force Bolt – You can spend a Focus for an additional use of this power.

Multibeam & Multiburst – Condensed into single power Multi.

Gather Power – This power has moved from the Evocation power tree to Destruction. This power ends if you are the last combatant on your side.

-Divine Protection (pg 139 - 140)

Blessing – RP power re-worded, is now Exhausting.

Sacred Vow is now Bonded Healing. It still allows you not to be a burden on Healers, just in a different way that doesn't make them feel useless.

Oath of Protection – Costs Focus, but comes with Temp HP by default. Higher Temp HP available from upgrades. Taunt portion is now a Swing power that doesn't inflict damage on you.

Duration increased to 15 seconds.

Divine Fury – Now a Difficult P&C using Focus. Traded places with Sacred Vengeance in the Tiers.

By Grace Alone – Mechanic altered to actually work.

Impenetrable Bulwark – Now costs a Focus.

-Elementalism (pg 141 - 142)

Cycle of Seasons – Penalties removed. Upgrade now triples your bonus.
Elemental Extraction – Creating an Elemental Core only requires 2 shards, down from 5, but also requires 3 Focus.
Elemental Focus – Generally strengthened. Earth now protects against Knockback instead of Weakness.
Elemental Absorption – Now allows you to Minimize your centered element. Old upgrades removed, cost increased. New upgrade added, allowing you to spend 2 Focus to share this power with an Ally for 1 Encounter.
Elemental Spike – Now a Blast power with no cast time.
Sway Elements – Upgrade added, allowing you to spend 2 Focus to Dominate an Elemental for 1 Encounter Bypass. Clarified that this power does not work on Multi Monsters.
Consume Element – Upgrade added, allowing you to spend 2 Focus to grant the benefit to an Ally as well.

-Enervation (pg 143 - 144)

Avalanche Strike, Blackout Strike – costs increased, base power effectiveness reduced.
Stunning Strike – Effectiveness reduced, cost increased.
Weakness Strike renamed Blackout Strike, now inflicts Blindness.

-Evocation (pg 145 - 146)

Mark of Torment – Removed from this tree. It now uses Focus only.
Arc of Torment – Now costs a Focus, but prevents you from having to double the duration of the effect, as per the Aggressor Drawback.
Mark of Torment – Allows you to regain Focus by dropping enemies.
Torment Pulse – Now grants you several small Point and Clicks for Bypass.
Shared Suffering – Now uses Focus and provides benefits to all summoned elementals this Encounter.
Torment Lash – Now uses Focus, but has multiple targets.
Torment Restores You – Now uses Focus. Multiplier raised.
Gather Power – This power has moved to the Destruction tree. It is replaced by Dark Covenant, similar in effect to Pulse of Unlife.
All-consuming Torment – Now grants 3 Focus.
Torment Infusion – Now costs a Focus and takes the cast time of Force Bolt down to 1 second.

-Fateweaving (pg 147 - 148)

Fate's Strings - Reworked.

-Field Medicine (pg 149 - 150)

Bandages are replaced with Focus, which is now the universal Healer resource.

Bandaging operates much more like Soothing Touch, but with a Cast Time. As a tradeoff, Heals slightly more than Soothing Touch.

Restorative Serum – Now costs Focus.

Supplies – New power added that grants 4 Focus.

Focal Toxin – May now be delivered by Swing as well.

Poultice – Now duplicates Prayer of Healing.

Steroids – Now a Tier 2 power treeing from Supplies. Does not cost Focus. XP Cost increased.

Morpheus Elixir – Removed upgrade.

Resuscitate – Is now a Resurrect power. Cast time and restrictions changed to be the same as Resurrect from Holy Light. Now a Tier 3 power treeing from Steroids.

-Healing (pg 151 - 152)

General changes to what trees into what.

Inner Fire removed, replaced by Supplies, which grants 4 Focus.

Healing Wind – Focus cost increased.

Soul Strike – Cast time removed. XP cost increased.

Word of Healing – Focus cost increased. Now a Tier 3 power.

Spirit Well – Focus storage increased.

-Hexing (pg 153 - 154)

Packet-based powers in this tree with Cast Times no longer have them. Costs raised slightly for these powers. Removed Undeniable mechanic from this Tree.

Beartrap – Now a packet-based power.

Hexbag – Now allows the Bypass descriptor with Hexing Packets, and the use of Focus to increase duration. Now allows you to spend Focus to re-try missed packet powers.

Pelting Stones – Improved.

Static Shock now called Swarm, inflicts Fear instead of Weakness.

Weaponbane now called Stream of Shadows, inflicts Blind instead of Weakness, with reduced time.

-Holy Light (pg 155 - 158)

Repellence – Recharge time upgrades decreased.

Searing Light – Cast time reduced.

Turn – Number of targets decreased.

Smite – Now inflicts Bypass.

Devotion - Trained at the Temple of Gloriel, Laurela, Lyla, Maenir, The Twins – Now allows the purchase of different powers.

-Necromancy (pg 159 - 160)

Control pool is replaced by Focus, which is now the universal Healer resource. Undead Mastery is removed, replaced by Supplies –grants 4 Focus.

Soul Infusion – All Healing from this power on yourself is halved.

Dominate Undead – Now trees from Soul Infusion.

Pulse of Unlife – Now a Tier 1 power that uses Focus. Cast time increased. Now creates upgraded versions.

Acid Claws – Now costs Focus. Upgrade improved.

Revenant and Wraith – Focus cost decreased.

-Phasing (pg 161 - 162)

Phase Out – Now has a Focus-consuming upgrade to call Out of Game 25 seconds instead.

New power Power From Between added, which allows you to spend 2 Focus to empower Rituals or 4 Focus to change your Path for the purpose of a Ritual.

Ethereal Bolt – Cast Time decreased.

Shadow Step – Phase upgrade cost increased.

Alter Gravity – Power removed. Replaced by Invert Bag, a Blast Bypass power that costs a Focus and does more damage the more items are in your Bag of Holding.

Ether Step – Now requires a Focus, but targets 1-2 allies, lasts longer, and doesn't inflict Blind.

Swap – Now allows you to spend Focus for additional Targets.

-Precognition (pg 147 - 148)

Now called Fateweaving. Very substantial changes.

-Resilience (pg 163 - 164)

Armored Training – Now grants Max HP for wearing Armor, with an Elite upgrade.

Buckler Use – Size upgrade is now Elite. Upgrade cost reduced to 1. Larger bucklers allow Guardians to stay at a damage cap of 2, as opposed to using a kite shield, which caps them at 1.

Defensive Training – Now allows you to heal yourself a slight amount for a Focus.

Resistant to the Elements – Now grants an Armor Resist against elemental damage.

Unyielding – Upgrades are now (Elite).

Red Rage – Now restores Focus.

-Righteousness (pg 165 - 166)

Strong Will – Upgrades removed, cast time removed, now costs a Focus.

Indomitable – Now costs a Focus.

Spell Blade – Cost increased. Cast Time tripled for spells stored in your weapon this way.
Blade of Righteous Death – Cast time removed. Buff duration lowered to 60 seconds.

-Sanctity (pg 167 - 168)

New power Gods Be With You added, that allows Chaplains to convert 2 Focus into 1 Focus for another character.

New power Hoy Body added, that gives Chaplains an HP boost.

-Shapeshifting (pg 169 - 170)

No longer uses Rage as a resource. Re-worked to use Focus.

Body of the Beast – Options changed. Restrictions on how often you can use these powers added.

Aspect of the Indomitable – Grants Focus.

Claws that Kill – Damage decreased, upgrades removed, XP cost decreased, Rage cost removed, claw length changed to 30" (old claws may be banded). Now a Sure power.

Aspect of the Destroyer – You now Minimize most damage. You no longer Add 2 All.

-Shielding (pg 171 - 172)

Absorption – now trees from Barrier.

Negate – Can be delivered as a P&C to allies.

Release – replaced by Shield of the Moon, which allows resisting Acid or Spirit.

Bubble – Renamed to Impervious Sphere.

-Spirit Lore (pg 173 - 174)

The notion of "spirit essences" replaced by a specific resource, Essence. Animists can create Essence from Focus, but receive 1 each Encounter with suitable powers. Small things tweaked in the rest of the tree as a result.

Know Spirit – Renamed Damage Spirit. Cost decreased, RP power removed.

Spirit Strike – Cast time decreased.

-Teamwork (pg 175 - 176)

Empower - Now grants a Role-based bonus when your target spends Focus. XP cost increased.

I Recommend... – Now increases Heals by 2. Second upgrade removed. XP Cost increased.

Magic Weapon – Power removed, replaced by I'll Cover You, which allows you to spend a Focus to grant an ally an Armor Resist.

Advice – Now distributes a Focus, but does not stack with Back Tattoo or Elixir of Prowess.

Upgrade removed.

Combat Training – Power removed, replaced by Get Behind Me, which allows you to swap places with an ally and grant them a defensive buff.

Weaken Foe – Power removed, replaced by Mass Vigor, which allows all of your allies to regain 2 Focus.

-Thievery (pg 177 - 178)

New power Infiltration added, which allows Rogues to spend Focus for an hour to stealth their party past Encounters.

Open Lock – Language clarified to reflect how this power has been run in practice. Upgrades replaced by the ability to spend 2 Focus to instantly open a lock.

Pick Pocket – Using this power as a MP&C now costs 2 Focus, but can be done once per Encounter.

Trapfinding – Upgraded added to allow you to spend 2 Focus to cancel a trap.

Deadly Knives – Now has Infiltration as its prerequisite.

New power Gambler added, which gives Rogues a slight edge in games of chance.

Watch Out! – Removed.

-Universal (pg 179 - 186)

Extra Armor – This power no longer did anything. Removed.

First Aid – This power now does something if Healers are present, but less than if they're not.

However, you may also "Assist" a Healer by lowering their Focus costs.

Light Wand – Now Reliable.

Rank – Ruby Court – Rank 2 now also reduces the cost of Influential by 2. Benefit changed slightly.

Rank – Jin Shi – Second favor now involves getting Jin Shi records as opposed to arresting people. Rank 2 power now reduces cost of Vault. Rank 1 Title changed to Agent.

New power Talented added. Talented allows players who don't have adequate costuming to gain the benefits of Average Gear.

-Warcraft (pg 187 - 188)

Backstab – Now allows you to spend a Focus to Add 7 to a single strike to the back. Now a (meta) power.

New power Diving Roll added, which allows you to recover a weapon when disarmed.

Precision – Now allows you to spend a Focus to Add 1 Melee weapons for the Encounter.

Precision is no longer weapon-specific and is NOT a (meta) power. Changed to Difficult since it requires an activation cost.

Two Weapon Fighting –Upgrades removed, since they no longer did anything.

Pinpoint Blows – Now costs a Focus to use.

Vicious Blow – Cost decreased.

Quarry – Mechanic changed. Now restores Focus. Cost decreased.

Finesse – Now inflicts Blind instead of Weakness.

Persistent Hunter – Cost reduced.

-Weapon Mastery (pg 189 - 190)

Spot Weakness - Now costs a Focus to use.

Blind Swordsman – Power Removed, replaced with Sweeping Cut, which does melee damage in a Burst.

Ultimate Fighter - Now allows you to gain the Aggressor Add 1 All benefit without spending a Focus. Now trees from just Focused grip.

Roll With It - Now Difficult, and grants an Armor Resist.