

Kishar v5 Change Summary

System-level Changes

- Updated non-staff positions (please let me know if I missed any volunteers).
- Clarified that the Three Event Rule can only be invoked at the start of a Day. (ie, please don't change your character in the middle of a thread. ^_^)
- Added the Backgrounds: Crafter, Farmer, Hermit, Mystery, Thief, Wildborn. Feel free to suggest more!
- Changed the Background "Guard" to "Martial" to encourage more character concepts.
- Added several new ways to earn titles with Backgrounds – see Crafter, Highborn, Martial, Sailor.
- Kismet may now be used to "instantly" bind magic items. You must expend an amount of Kismet sufficient to convert to the XP required to bind the item. Kismet and XP may not be mixed for this.
- The PvP ban may be lifted under certain special conditions (see PvP & Intra-player Conflict). Marshals may overrule this. Characters of certain Organizations that are required to enforce the laws may also have limited abilities to remove the PvP ban (see Organizations in Kishar).
- The item "Unique Power" listed in the Night Market section now correctly states it requires Marshal approval.
- Green headbands and the concept of "green banding" are added to the system to allow players currently NPCing to briefly portray their PCs.
- PCs holding Rank with the Adventurer's Guild now gain an explicit benefit for this. Based on their Rank, they can hand out a small amount of funding each Day to pay for Guild expenses or reward Guild members who especially contribute.
- The Retainer system is added to allow PCs to recruit and supervise NPCs, calling upon their skills in reward for payment. Two sample retainers are shown.

Race Changes

- Significantly re-worded the Race Summary table to reflect new names and changes that had somehow not found their way here, despite being as old as Season 1.
- Race names changed as follows: Dark Elf -> Moon Elf, Half-troll -> Waterborn, High Elf -> Sun Elf, High Human -> Human (High Caste), Low Human -> Human (Low Caste), Primal Folk -> Hiwani, Wood Elf -> Dusk Elf. All changes were designed to support and enhance our genre, while moving away from legacies from other genres.
- Re-wrote a number of the racial descriptions to be in accord with our established genre. I recommend all players re-read their racial description. The most significant changes occurred to Humans, Elves, and Waterborn.
- Removed the requirement for races that had required tusks. We've learned that in-mouth prosthetics of that size make speech extremely difficult in a way that does not enhance fun or immersion.

- The high caste Human racial power “Very Social” now may not be applied to more than 3 Organizations. Spies and Whispers has an alternate power that applies to Rumors (see Universal tree).
- Feytouched have a new purchasable power: Court-Marked. This represents the attention of a Fey Court.
- Races no longer have ‘racial languages’. Instead, geographic regions now have ‘regional languages’. The common language spoken by all PCs is the Jeweled Tongue, the language of the Jeweled Cities, also called “the trade tongue”.

Power Changes

- Altered the arrows in power chains (upgrades) to make it more apparent which things need to be purchased in what order.
- Destruction – Force Bolt – Cast time raised to 5 seconds. Base Spell Pool decreased from 3 to 2. Knockbacks now empty your Spell Pool. Upgrade lowered to 6 from 7.
- Destruction – Meteor Swarm – Due to change to Knockback casting, altered the way this interacts with Knockbacks.
- Destruction – Unerring Force Bolt – Damage lowered to 10 from 14.
- Elementalism – Elemental Focus – Fire attunement is now more in line with the others. Instead of Add 1 Convert Fire, it grants immunity to Blind and Taunt.
- Enervation – Avalanche Strike – Wait time increased from 10 to 15 seconds.
- Fateweaving – Fate’s Strings – Guardians now gain 1 Armor Resist instead of 2 Elemental Resists. Aggressors/Savants now gain 1 Dodge instead of Add 1 (element).
- Field Medicine – Recharge times on Bandaging, Restorative Serum, Stimulant Injection raised by 5 seconds.
- Healing – Recharge times on Cleanse, Restore Body, Soothing Touch raised by 5 seconds.
- Hexing – Pelting Stones – Grants 3 Knockbacks, down from 5.
- Holy Light – Repellence – Recharge time increased to 20 seconds from 10 seconds. Knockbacks are no longer unlimited. Instead, it grants 5 Knockbacks.
- Shapeshifting – Limbs of the Beast – Lashing Tail now grants 2 Knockbacks per Encounter, down from 3.
- Universal – Information – Simplified the mechanics to be in line with how it’s been run so far.
- Universal – Light Wand – Removed the casting cost.
- Universal – Linguist – Changed to reflect the move to regional languages. Listed the regional languages. Foreign characters get their regional language for free, and all characters get the Jeweled Tongue for free.
- Universal – Popular with the Crowd - Added this power, which interacts with the Retainer system, for characters without Rank.
- Universal – Rumors – Added this power, which complements the Information power. Characters may purchase this for a place or Organization, and pay different costs based on their connections.

- Universal – Training – simplified this to a flat damage bonus with the chosen weapon, for both hands.
- Warcraft – Diving Roll – Clarified that if you pick up a weapon, the Out of Game immediately ends.

Ritual Changes

- Honorable Burial now functions differently, encouraging it to be used on significant NPCs who die as well as PCs.
- Requisition Order's item value is raised to 20 lunari.
- Blessed Peace now has a much more general effect.
- There are now 2 Organizations that can provide Ritual support for each Path. A Favor may be used to obtain a participant for a Ritual. Please see "Organizations in Kishar" for details.

Status Effect & Call Changes

- Vulnerable – the conversion to Bypass damage in V4 was a little too strong. We're going to try a different effect instead. If you receive damage of Y type and are Vulnerable Y, you are treated as Blind for the next 5 seconds. (Damage and Healing decrease to 1)

Crafting Changes

- Craft: Cooking is added as a crafting tree. Food now grants Temporary HP as well as healing.
- "of Quality" weapons no longer are bound to a particular character. They now function for everyone equally.

Other Changes

- The reward for taking a 2 hour NPC shift is officially codified at 5 Kismet. This is what we had been using but it wasn't announced. The reward for taking a full day as an NPC is raised to +1.5 XP, from +1XP, per Day.
- Added section on Cultural Appropriation & Racism, in which the staff make clear their views on these things in relation to the game. Kishar takes a firm stance against OOC racism or disrespect to real-world peoples. We removed some references in the rulebook to real-world cultural elements that could have been misconstrued.
- Added section on Inclusion/Sexism. Our game strives to be open and accessible to players of all genders, sexes, sexual orientations, and relationship models. To this end, removed some gendered/binary language.
- Listed the cost of renewing an Adventurer's License in the book as 20 lunari. This has always been the cost, but it wasn't clearly marked.