

## Kishar v9 Change Summary

### System-level Changes

- The damage types “Slashing”, “Bashing”, and “Piercing” are replaced by the damage type “Normal”.
- The ability of healers to self-heal without a casting count has had the unintended effect of creating “healer tanks” and requiring NPCs that can eliminate healers to be threatening to the group as a whole. As such, we are adding a Drawback to the Healer Role: *“Healers may not heal themselves with any Reliable powers unless those powers can be used out of Combat.”* Healers may still use Difficult or Exhausting powers to do heal themselves, as well as single-use items like Curative Potions.
- Unconscious / Dead – This rule no longer inflicts 1 point of Bypass per 10 seconds. Being unconscious for 2 minutes OR taking 10 of more damage while unconscious results in death. If you are healed from being unconscious, you receive a Stun 10 seconds Bypass.
- Kismet – Purchasable Goods – Unique Power – This can only be requested once per Season, to bring it in line with other sources of unique powers, which are also limited in this way.
- The ability to drop the normal unique tree in favor of Archery has now been extended to Rogues, who have a new build as Assassins (Avoidance / Warcraft / Archery)
- Armor – Tier 5 – Now grants 2 Armor Resists instead of 3. Organizers are watching the effect of armor in the system.

### Race & Background Changes

- None

### Weapon Changes

- None

### Power Changes

- Avoidance – Tricky in the Crowd – This power is removed and replaced by Blur of the Eye, which grants uses of Stun 10 when you Dodge, Phase, or Reflect.
- Body Control – Training – The second sub-power now gives you 2 Physical resists, instead of 1.
- Body Control – Anticipation – Upgrade – You may now reflect the call as a “Burst” call instead of as a weapon strike.
- Destruction – Force Bolt – You now must double your Cast time to change your damage to Bypass. Organizers are watching this power to see if the Sure access to Bypass is still problematic.
- Healing – Soothing Touch - This now Heals 10 with a Wait 30, instead of Heal 5 with a Wait 15. The intent is to make Healing more strategic and to encourage healers to contribute to encounters in other ways as well.

- Healing – Soothing Touch – Upgrade – Raised from Add 3 to Add 5 to keep up with the base power.
- Hexing – Pelting Stones – The first sub-power now grants 2 Knockbacks instead of 3. The second sub-power now grants 2 Stun 10s instead of 3.
- Field Medicine – Bandaging – This now Heals 10 with a Wait 30, instead of Heal 5 with a Wait 15. The intent is to make Healing more strategic and to encourage healers to contribute to encounters in other ways as well.
- Field Medicine – Stimulant – Upgrade – This now allows the target to Add 2 instead of Add 1.
- Holy Light – Invocation – The Twins – No longer has the Bypass modifier.
- Necromancy – Vital Humors - This now Heals 10 with a Wait 30, instead of Heal 5 with a Wait 15. The intent is to make Healing more strategic and to encourage healers to contribute to encounters in other ways as well.
- Necromancy – Vital Humors – Upgrade – Now Adds 4 instead of Add 2 to your Healing with Vital Humors.
- Sanctity – Invocation of Sanctuary – Upgrade – Added: “Your Wait powers in Teamwork and Shielding are reduced by 5 seconds”. This is intended to make Chaplains more dynamic in play by keeping them busy with their Reliable powers.
- Sanctity – Sacred Duty – The original intent of this power was to allow a Chaplain to move “through” combat to save someone. It has not played out this way and it was the first one that came up when considering how to reduce Holds in the game. Instead of a touch power, it is now a Point and Click power, meaning it no longer requires a Hold.
- Shielding – Barrier – This power was been much stronger than was originally intended. Organizers are reducing its effectiveness in two ways. This power now targets other allies, meaning you cannot use it on yourself. The Upgrade, which formerly allowed you to effectively give everyone in your party a Phase, now gives you the ability to grant 2 Dodges to an ally than yourself. This (the Upgrade) is a Difficult power, but there is no Wait time on it.
- Teamwork – Empower – This now grants 5 Temporary HP instead of 4 Temporary HP.
- Teamwork – Push Your Limits – Upgrade – This now Heals for 20 instead of 10.
- Universal – Combat Training – Sub-power 1 – This now grants 5 Max HP instead of 3 Max HP.
- Warcraft - Vicious Strikes – Sub-power 1 - Changed delivery to Swing / Projectile.
- Warcraft - Vicious Strikes – Sub-power 2 - Changed from "next 3 Melee weapon strikes" to "next 3 weapon strikes". Both of these are now usable for ranged specialists.
- Warcraft - Killing Blow - Change delivery to Swing / Projectile. This is where archers can buy their “second” Killing Shot.
- Warcraft - Killing Blow - Upgrade - Second use is Swing only. (But no “third” Killing Shot)

### **Ritual Changes**

- None

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

- None

## **Crafting Changes**

- Added the Artificing sub-tree, which does not function as a normal crafting tree, and requires a bit more investment.
- Droving – Maintain Animal – Components – You can now explicitly maintain an animal with any item card for food. Unlike with other patterns, this can reduce the build point cost to 0.

## **Other Changes**

- The term “Marshal” has been replaced with “Organizer”, which better reflects our role in Kishar.
- Additional Volunteer opportunities are now available. Players can be certified as Quartermasters (who can handle the item book, currency bucket, and crafting), Narrators (who can run approved threads), or Proxies (who can run combat and make temporary rules calls)
- Kishar now has an official “Policy on Hate” codified into the rulebook. Membership in a Hate Group (as defined by the Southern Poverty Law Center aka SPLC) is sufficient grounds for being banned from the game. While there has been (to our knowledge) no incident at Kishar involving organized hate groups, we are unwilling to wait for one to act.
- The chart on starting gear has been replaced with a clearer statement.