

Kishar v9.1 Change Summary

System-level Changes

- None

Race & Background Changes

- None

Weapon Changes

- None

Power Changes

- None

Ritual Changes

- None

Status Effect & Call Changes

- None

Crafting Changes

- Added Elite preparations, which allow crafters to spend a large amount of Build Points to power up items for a single Day – in most cases their benefits double.
- Added Shoddy preparations, which allow crafters to rush/cut corners to produce low-quality items that function for only one encounter. Items that were already single-use consumables cannot be made Shoddy to reduce their Build Point cost.
- Cooperative Building – PCs may now jointly build items in mutual Crafts
- Calligraphy – Fused Rituals, a new type of Experiment, can now be created.
- Runecrafting – This Craft has made it to the Jeweled Cities from the distant land of Northreach. Runes may be carved into existing items to provide an ongoing benefit. The power of the rune can also be expended all at once for an enhanced effect.
- Wandmaking – A Craft re-discovered from documents in Samazar (the Diamond City). Wands must be held in one hand to have an effect, and most allow the effect to be used multiple times an Encounter (aka charges). Wands are not weapon props and don't have to be padded, but they could get dropped and stepped on, so players are advised to make them sturdy.

Other Changes

- Returned the third option for spending Influence: Services, which had been removed in V8. It now includes Audiences, Investigations, Procurement, and Rumors as possible ways to spend Influence.