

Kishar Version 0.98 Changes:

(General)

- Added section on Check-In (pg 15)
- Eliminated the Knockdown call due to safety and mobility concerns.
- Powers that used Knockdown now use something else, mostly Stun.
- These include: Living Fist, Heavy Arrows, Blast Wave, Avalanche Strike, Smite, Unseat (changed to Stun Wave and given Stun upgrades)
- Chaplains' Summary now includes a note that they are intended to be less powerful in combat and why. Additionally, all Chaplains reduce the cost of all base powers in the Universal and Craft trees by 1. (pg 50)
- Changed Smash Limb to not require kneeling when both legs are Smashed (pg 83)
- While nothing currently uses this call, clarified that Stun without a number lasts for 1 minute. (pg 83)
- Changed Sunder to be more consistent and less terrible to weapons. (pg 83)
- Changed Melee and Ranged Haste to grant a percentage reduction in cast time. (pg 84)
- Powers that granted Haste 1 now grant Haste 10, etc.
- Eliminated the Permanent Disarm call, changed the one power that used it (Heat Weapon) to Sunder. (pg 128)
- Clarification – Buffs AND Debuffs from the same power DO NOT STACK. This was in the rules before, but might need to be made more clear somehow. Suggestions? (pg 100)
- Frequency Symbols – Still need feedback on power frequency symbols in the Archery and Alchemy trees.
- I've begun hyperlinking game terms like Difficult and Add to their rules. This will proceed slowly.

(Racials)

- Celestine healing is now Difficult instead of Exhausting and Recovers 5. (pg 31)
- Dark elf racial is now a real Dodge, as opposed to a packet-only dodge. (pg 33)
- Hill Dwarves now resist Knockouts or Knockbacks. (pg 41)
- Shar'vin are now immune to all Mind-affecting effects. (pg 44)
- Stoneborn now require horns, and may optionally have tails. (pg 44)

(General Weaponry & Combat)

- Clarified that Claws are Immune to Sunder as well as Disarm (pg 67)
- Thrown weapons now inflict Stun 3 as their Difficult power (pg 67)
- Long blade, Thin blade powers now Difficult instead of Exhausting (pg 67)
- Staff base damage reduced to 3, Staff's Difficult power changed to Stun 2 (pg 67)
- 2-handed Axe, 2-handed Mace, and 2-handed Sword max length changed to 65" (pg 67)
- Polearm and Spear base damage reduced to 4 (pg 67)
- Favored Weapons table alphabetized (pg 68)

(Armor and Weapons)

- Regenerating armor now returns fully each encounter (pg 71)
- Added "Harden" as an Enchanting pattern that allows items to Resist Sunder 1/day (pg 91)
- Clarified that Practice armor grants no AP (pg 129)

(Synergies)

- Added the concept of "Absence Synergies". These are triggered if your group includes no members of a role. (pg 90)
- Reduced Role Synergies for Guardians and Savants in power. (pg 90)

(Powers)

- Changed the Cast Time mechanic to the new "counting up" style (pg 97)
- Introduced the Recharge Time mechanic for powers. (pg 97)

(Power Trees)

- **Alchemy** – Potions that are non-Volatile now last 3 games. Reagents expire as well, but have variable length expirations, meaning some ingredients are fresher than others. (pg 104)
- **Alchemy** – Mills costs decreased. (pg 104)
- **Alchemy** – Healing Potion is now a Recover effect, not a heal, meaning it stacks infinitely. (pg 104)
- **Alchemy** – Healing Potion is now improved (pg 104)
- Alchemy** – All Difficult powers costs' lowered (pg 105-106)
- **Alchemy** – More Potent costs decreased (pg 106)
- Alchemy** – Stir Faster costs decreased (pg 106)
- Archery** – Piercing shot now uses the Recharge mechanic, simplified text (pg 107)
- **Archery** – Point-blank shot now uses the Recharge mechanic (pg 107)
- Avoidance**- You Dropped This costs decreased (pg 110)
- Body Control** – Brass Skin slightly improved (pg 111)
- Body Control** – Muscle Attunement cast time upgrades now more effective (pg 111)
- Chaos** – Channel Violent Chaos now uses the Recharge mechanic (pg 115)
- Charm** – Illusory Shackles now uses the Recharge mechanic (pg 119)
- Charm** – Guise of Terror changed to affect anyone who attacks you (pg 120)
- Command** – Battle Cry now uses the Recharge mechanic (pg 122)
- Conjuration** – Force Wall and Spirit Wall now use the Recharge mechanic (pg 125)
- Conjuration** – Alarm – Clarified that you can cast all of your copies in one encounter, in other words, you don't have to wait 30 minutes per alarm you put down(pg 126)
- Control** – Ice Blast and Stun Wave now use the Recharge mechanic (pg 127)
- Craft** – Repair – This power now works on all types of Sundered objects, requires the Sunder to have been done today. (pg 132)

- **Destruction** – Introduced the notion of Spell Pool, added Spell Pool upgrades (pg 134)
- **Divine Protection** – Holy Vow – This power cannot raise you above ½ your Max HP. (pg 136)
- **Enervation** – Reliable powers now use the Recharge mechanic (pg 140)
- **Evocation** – Evocation powers now use the Spell Pool mechanic (pg 142)
- **Field Medicine** – Bandaging improved, costs decreased (pg 144)
- **Field Medicine** – Sedative and Herbal Cure now use the Recharge mechanic (pg 144)
- **Field Medicine** – Poultice improved, costs changed, ability to buy multiple uses added (pg 144)
- **Field Medicine** – Smelling Salts improved, costs changed (pg 145)
- **Field Medicine** – Morpheus Elixir cost decreased (pg 146)
- **Healing** – Soothing Touch, Prayer of Healing, Word of Healing, Healing Wind all changed or improved (pg 147)
- **Holy Light** – Repellence now uses the Recharge mechanic (pg 151)
- **Instruction** – All Reliable – Reduced costs, use the Recharge mechanic (pg 153)
- **Instruction** – I Recommend – Increased bonus to Add 2 (pg 153)
- **Instruction** – Advice – Increased bonus by 1, lowered costs (pg 153)
- **Instruction** – Focused Fire - lowered cost (pg 153)
- **Necromancy** – Soul Drain renamed Soul Infusion, now heals non-undead, improved, cast time increased (pg 156)
- **Phasing** – Shadow Step – now uses the Recharge mechanic (pg 158)
- **Precognition** – More room is allowed for methods of divination other than PRS (pg 160)
- **Resilience** – Toughness, Unyielding – costs lowered (pg 163)
- **Righteousness** – Holy Blade – now uses the Recharge mechanic (pg 165)
- **Sanctity** – Invocation of Sanctuary no longer allows you to be a living wall. You take damage if you choose to step into or block attacks (pg 167)
- **Shielding** – All Reliable powers now use the Recharge mechanic (pg 171)
- **Shielding** – Toughen improved (pg 171)
- **Spirit Lore** – Know Spirit – now uses the Recharge mechanic, reduced cost (pg 173)
- **Thievery** – Open Lock is now available for out-of-class tree purchase, the only skill in a class-only tree to be so available. This is out of an interest in game balance since rogues may be uncommon. Rogues are still the only people who can find and disarm traps. (pg 178)
- **Teamwork** – Powers generally improved, costs reduced (pg 176)
- **Universal** – Introduced ‘Can You Get That Strap For Me’, a power that allows AP restoration between combats with diminishing returns (pg 180)
- **Warcraft** – Fire Oil and Frost Oil now last for fewer strikes (pg 184)