

Kishar Version 0.99 Changes:

(General)

- Extensive hyperlinking of game terms continues.
- Power type icons (S, R, D, E) have now been added to all powers.
- Game manual has received an extensive appearance change, including backgrounds and new fonts.
- New cover art.
- Section on Persistence moved to Introduction. (pg 16)
- Section on Healing Restrictions removed. Healing now stacks without restriction, but has been changed in other ways to compensate for this. Recover has been removed as a mechanic.

(General Weaponry & Combat)

- Starting HP has been decreased for Guardians. (pg 64)
- HP / level has been decreased for Guardians and increased for some other roles. (pg 64)
- Removed the concept of AP (armor points) from the game. Armor now grants Ablative HP, which function like normal HP except that healing them also requires points from your Armor Pool. (pg 65 & 72)
- Starting Max AP has been replaced with Max Armor Bonus, a number that represents how much armor a class can benefit from at a time. This number does not increase with level. (pg 64)
- The concept of Effective HP has been introduced, which is your Max HP + any ablative HP from your armor, up to your Max Armor Bonus. Some powers that used Max HP now use Effective HP. (pg 65)
- Costume and armor set bonuses are now Ablative HP that refresh for free any time you can access the Forge Master. These bonuses do not allow you to exceed your Max Armor Bonus, but they do allow you to refresh some of your armor for free every time you are at the Forge Master. (pg 73)
- All powers that granted Ablative AP from things other than armor now grant Ablative HP instead, but Ablative HP from powers cannot be healed.
- All powers that granted Temporary AP now grant Temporary HP.
- All powers that granted Regenerating AP now grant Regenerating HP, a new concept. (pg 65)
- Added a chart that explains which types of HP receive damage first. (Temporary, then Regenerating, then Ablative, then Normal) (pg 66)
- Clarified that increasing Max HP with powers also increases current HP, allowing this to function as a "heal". (pg 65)
- Clarified that when you are at 0HP or fewer (unconscious or dead), gaining Temporary, Ablative, or Regenerating HP has no effect on you. (pg 65)
- Removed the damage type "Direct". Powers that allowed you to Add Direct now either Add Bypass or received a +2 damage bonus, except where individually marked. Removing Direct means people no longer need to track 2 damage totals in combat.
- Bleed Count (the -1/10 secs you take while at -1 or fewer HP) is now Bypass damage instead of Direct. (pg 66)
- Itchy removed as a mechanic.

- Sunder – If an unarmored limb is struck, treat it as Smash Limb. (pg 85)
- Ranged powers (the bow / xbow ones) now called Projectile powers to differentiate between them and the general category “Ranged powers”, which includes Packet, Point and Click, Projectile, and Area powers. (pg 103)

(Weapons)

- Base damage reduced by 1 for: Short Blade, 2 handed Sword, Axe, 2 handed Mace and by 2 for 2 handed Axe. (pg 68)
- Adepts now get Axe & 2 handed Axe as Favored Weapons. (pg 69)
- Battlemages now get Axe & 2 handed Axe as Favored Weapons. (pg 69)
- Chirurgeons now get Axe as a Favored Weapon. (pg 69)
- Druids now get Axe & 2 handed Axe as Favored Weapons. (pg 69)
- Menders now get Mace & 2 handed Mace as Favored Weapons. (pg 69)
- Necromancers now get Mace as a Favored Weapon. (pg 69)
- Shamans now get Axe and Mace as Favored Weapons . (pg 69)

(Synergies)

- Each member of a group may now only receive 1 Absence synergy, even if the group is eligible for multiple ones. Individual members may select different synergies to receive. (pg 94)
- Added new Mindscape Ritual, Portal Sense. (pg 99)

(Powers)

- Reduce now requires the response to be “Reduce some” if less than half of the damage is reduced, or “reduce most” if half or more of the damage is reduced. This will hopefully make it clearer when an attack is slightly less effective vs. not very effective. (pg 84)
- Introduced the Convert mechanic. Because of the way Immunities and Reduce work in Kishar, we needed a mechanic to let players sometimes drop unfavorable types. If a power allows you to Convert Acid, for example, it means you may Add Acid to your current damage call, and then you may drop as many other damage types from your current damage call as you like. A number of powers now use the Convert mechanic. (pg 86)
- Haste is still percentage based, but now applies to the current (without haste) cast time or recharge time of a power. This prevents abuses of Haste on powers with large cast times. (pg 87)

(Power Trees)

- Alchemy** – This tree no longer uses Reagents. Alchemy has changed significantly in both costs and performance. (pg 108)
- Avoidance**- Unravel now also works on Smash Limb. (pg 113)
- Avoidance**- Roll with the Blow now functions in the same way as Defensive Training, meaning you trade damage penalties for damage reduction. (pg 113)
- Avoidance**- Parry- You may only buy up to 3 parries now, costs increased. (pg 113)

- Body Control** – Never Surprised – Now allows you to resist Masterful Disarm instead of Direct. (pg 115)
- Body Control** – Brass Skin – Added hard cap of 15 Regenerating HP, cost increased for these. (pg 115)
- Brilliant Armor** – Force Field – Added hard cap of 20 Regenerating HP, cost increased for these. (pg 117)
- Brilliant Armor** – Shield Surge – Cost reduced. (pg 118)
- Craft** – Mountain Tattoo now provides 2 points of Regenerating HP, up from 1. (pg 136)
- Divine Protection** – Added Shield Use, a power that Paladins were always supposed to have. (pg 139)
- Divine Protection** – Shield Blessing now requires Shield Use. (pg 139)
- Evocation** – Powers that did Direct damage now do Spirit damage. (pg 145-146)
- Field Medicine** – Bandaging now uses a resource called Bandages, which can be upgraded. (pg 147)
- Field Medicine** – Many powers in this tree have changed significantly, and new powers have been added as well as costs changed on old ones. (pg 147)
- Field Medicine** – Combat Drugs now lasts 30 seconds, down from 1 minute. (pg 148)
- Field Medicine** – Revive now functions on someone who has been dead for up to 1 min, increased from 30 seconds. (pg 149)
- Healing** – Healing now uses a resource called Focus. The amount of focus gained each encounter can be upgraded by powers. (pg 150)
- Healing** – Cost for most powers have changed to balance the new style of healing. (pg 150)
- Hexing** – Itching – Power removed, replaced with Daze, which is an AoE stun. (pg 152)
- Hexing** – Static Shock – Removed upgrades to Weakness. (pg 152)
- Holy Light** – Draw Harm - Clarified duration of the packet. (pg 154)
- Holy Light** – Word of Power: Stun – Stun duration decreased. (pg 154)
- Holy Light** – Smite – Added the option to call Spirit instead of Holy. (pg 155)
- Necromancy** – Soul Infusion now has a times / encounter restriction to bring it in line with other healing powers. (pg 159)
- Resilience** – Buckler Use now includes the upgrade for oversize bucklers (medium round shields), which it was always supposed to have. (pg 167)
- Resilience** – Toughness – Initial buy is now +10 Max HP, upgrades capped by your normal Max HP. (This means you can never have more than double the amount of HP you would normally by using this power alone) (pg 167)
- Resilience** – Resistance – Cost reduced. (pg 167)
- Resilience** – Great Strength – added upgrade for additional feats of strength. (pg 168)
- Resilience** – Phenomenal Strength – Removed, replaced with new power Red Rage. (pg 168)
- Sanctity** – Removed resistance to Itchy, added upgrade to resist Death attacks. (pg 171)
- Sanctity** – Added resistance to Taunt to I Am Not Swayed. (pg 171)
- Shapeshifting** – Aspect of the Destroyer – Add (maximum rage) Melee weapons changed to Add ($\frac{1}{2}$ maximum rage) Melee weapons. (pg 173)
- Shapeshifting** – Aspect of the Protection – Add (current rage / 2) Melee weapons changed to Add (current rage / 3) Melee weapons. (pg 174)
- Shapeshifting** – Claws that Kill – Reduced Add bonus to claws, normalized damage between races with claws and races without. (pg 174)
- Shapeshifting** – Claw Lance – Cast Time removed. (pg 174)
- Shielding** – Mirror is now a universal Reflect. (pg 176)

- Thievery** – Fast Talk now a Difficult power, down from Exhausting (pg 182)
- Thievery** – Watch Out changed. (pg 183)
- Thievery** – Whoops! Eliminated.
- Thievery** – Duck! Now also affects you. (pg 183)
- Thievery** – Introduced Drop It!, a new Exhausting power that allows you to Substitute Masterful Disarm. (pg 183)
- Universal** – First Aid is now limited to 1/target/encounter because Heals now stack infinitely. (pg 184)
- Universal** – Can You Get That Strap For Me? – Now restores a flat number of Ablative HP without drawing from your armor pool. (pg 184)
- Universal** – Lurid Curse introduced, a Difficult power that uses the newly introduced Taunt mechanic. (pg 184)
- Warcraft** – (weapon) Precision – Cost increased. (pg 188)
- Warcraft** – Backstab - Cap lowered, costs changed. (pg 188)
- Warcraft** – Coordination - Cap lowered, costs raised. (pg 188)
- Warcraft** – Vicious Blow - Cap lowered, costs raised. (pg 188)
- Weapon Mastery** – Knockout – Added option to call Stun instead of Knockout, since Knockout can only be used from behind. (pg 190)