

Kishar v4 Change Summary

System-level Changes

- The requirement to spend 3 starting XP in Craft, Universal, or Backgrounds is removed.
- New rules for Armor added. Armor does not require item cards.
- Focus has been removed from the system.
- Healing is no longer limited - all healers receive a base set of healing powers in their trees that includes a Recharge Heal and a Heal to Full power that works out of combat. First Aid allows various degrees of healing out of combat in case a Healer is not present.
- PCs no longer loot monsters - PCs will be given random-but-monetarily-equivalent shares of the loot.
- All classes but Chaplains receive +5 starting HP.
- Most weapon max lengths increased by 2" to cover a wider range of phys-reps.
- Backgrounds are now free, part of character creation, and every character must have 1, but may have 2.
- Added a number of pictures.
- Full darkness (night) is always an adverse condition.
- Respec vs Reset clarified. Previously both terms had been used in an unclear manner.
- Three on One no longer melee only – all attackers must follow it.
- 3 new Thread and Encounter modifiers added - in addition to Formidable, players might now see Diplomatic, Inquisitive, or Learning missions.
- Removed Destiny and Doom as they were essentially unused. Top awards are now Kismet.
- New items available in the Night Market.
- Added NPC titles above Rank 4 to the Organizations, which represent their relative power.
- Characters now bleed out at 0 unless stabilized, and damage that would take you below 0 takes you to 0, so that the bleed timer is consistent at 2 minutes.
- Characters who've played more than 30 games now earn ¼ of an XP per Day, down from 1.

Power Changes

- Favored Weapons, Unusual Weapon removed - all characters can now use all weapons by default.
- Two-weapon fighting, Buckler Use, Open Lock are now Universal powers.
- Out-of-class purchasing has been removed.
- Necromancer and Chirurgeon power trees changed – instead of Alchemy, Necromancers now get Conjuration and Chirurgeons get Avoidance.
- All aggressors may now access the Archery tree by giving up their normal 'unique' tree.
- Rangers now called Scouts.
- Scouts now receive the new Terrain Mastery tree as their default unique tree.
- Multiple updates to powers removed (generally).
- Structure of power trees changed visually.
- Most power trees simplified greatly.
- Overall cost of most power trees reduced.

Status Effect & Call Changes

- Clarified that "Calls such as 'Disarm' or 'Knockback' that hit you, your weapons or shield, or any part of your costume are effective, regardless of how they are delivered."

- Sunder, Smash Limb, Enervate, Knockout, Parry, Dispel All removed.
- Fear now causes you to treat all damage as Bypass.
- Vulnerable now causes you to treat a specific damage type as Bypass.
- Sleep is now a Physical effect and requires you to take 5 damage before waking up.
- Decay is now 2d6 per application instead of 1d6.
- Point and Clicks now have a maximum range of 30 feet.

Crafting Changes

- Alchemy is now a Crafting tree, and also makes 2 new Poisons.
- Calligraphy no longer makes single-use scrolls from Universal.
- Crafting section re-done to make the powers available more obvious and to place all material for a given craft on adjacent pages. Section moved to the beginning of the Power Trees section.

Other Changes

- Added material on constructing your own weapons.
- Added section on the game's philosophy for player cooperation and making the game better for everyone (Mudita).
- Players are now allowed to donate a small amount of cash per game towards the cost of the game's storage unit. Donations will be rewarded with Kismet.
- Added a new Public Relations and Media Volunteer position.