

## Kishar Version 2.1 Changes:

### (General)

- Many costs have decreased, some have increased. Some powers' effects may be slightly different. The duration of many powers that inflict status effects has increased. Double check all powers used by your characters.
- Exhausting powers have been generally reworked to be on a more even footing and to generally be better. Almost all of them cost 5, and some have an upgrade that costs 3.
- The section on Influence has been re-structured, and many new things to buy with Influence added.
- The Influence cost of Quality weapons and armor has increased slightly after being decreased, and a note on Armor of Quality specifies that armor pieces whose base is worth more than 5 AP have additional cost.
- Trainer was removed from Influence Services and added to the section on purchasing things with Lunari.
- Items purchased with Influence may not be sold to NPCs.
- Potions purchased with Influence expire at the end of an Event. The Influence cost for a Potion is raised to ½ an Influence.
- Many missing hyperlinks have been added for game terms. I'm sure I didn't get all of them, but hopefully I got most of them.

### (Policies)

- Added Reset Rule. Players may now completely reset a character once.
- Base XP progression now depends on the Season in which a character was created. Additionally, characters created after Season 1 receive additional starting money.
- Since Phase is now more common, it no longer blocks invoking the Spotlight Rule.
- To encourage players to spend Lunari, average prices are listed for many of the more important items.
- The Potions Rule is removed. Potions with item cards **that were not purchased with Influence** now persist until used.
- Groups may petition for exclusive access to threads – see Thread Locking.
- Out of Tree purchasing is now flatly double, instead of sometimes triple.
- Players who have gone out less are prioritized for limited slots – see Thread Priority.
- The NPC exemption now kicks in at 200 miles instead of 400. **The story marshal for Wanderlust is also not required to NPC, for reasons as previously noted.**
- A new "Bad Thing" added: Breaking the Atmosphere. Players who are excessively OOC or introduce OOC elements into the IC environment that jar people out of character are asked not to do so.
- Noted that there will be two check-in times during joint events, 10:30-Noon on Saturday and 9-10 on Sunday.
- Added to the Brass Rule: "For some scenes, a conversion rate for brass to Lunari may be useful. If so, the typical exchange rate is 10 brass to 1 Lunari."
- Joint Event Bonus XP is formalized at ½ XP for players who attend both Kishar and Wanderlust. Check-in details for joint events are described.
- Added a new section on Simultaneous Threads and Voting, which covers new structural rules regarding

multiple threads being offered at once to players, and game-wide decisions.

-Formalized Game Awards for RP, Costume, and Setting.

### **(Game Terms)**

-Vulnerable now causes a character to take +2 damage, instead of double damage.

- Knockback now requires you to turn around before you move. It is now 15 feet instead of 10 and notes that if you can't move back due to safety, etc, that you are Stunned for 10 seconds instead.

-Purge replaced by Dispel All.

-Add is now only used to add numeric damage, not types.

-Convert is now the only means to change base types, in order to make sure there is no more than one type on a damage call. Immunities and Vulnerabilities are more straightforward this way.

-Taunt now also compels you to move towards the person who taunted you.

### **(Combat)**

-Being disarmed now also causes a player to be Defenseless. You may stand next to a disarmed player and call your damage, but you may not strike them.

-Added a section on Non-Combatants. **Non-Combatants must wear white bands on their arms and not their heads, to avoid confusion with racial bands on players' heads, which have a white base.**

-Added a general rule that if you don't understand a status effect call, you treat it as Sleep.

-Scissoring is now an illegal maneuver.

-Drop rule added. All players may use it once per Encounter. Missile weapons reduced to 550 "#s.

-Cast times are no longer interruptable. To encourage RP, all cast times out of combat and ritual cast times are now RP Times.

-Bypass damaged can no longer be Dodged or Phased.

-Bypass may now be added to certain status effects as well.

-A catch-all category, hazardous maneuvers, is added to cover things that should not be done in combat.

-Entering the Adventurer's Guildhouse requires a 30 count, and combat powers do not function inside.

-Two ways have been added for players to invoke Multi Monster rules against NPCs – See Conjunction and Alchemy.

-Added a section on Color-Coded Headbands that includes two new rules – Red bands for summoned creatures (elementals and undead) and Dark Blue bands for NPCs that should be familiar to PCs despite not previously having made on-camera appearances.

-A new game term, Formidable, is added to represent generally optional encounters that are high-risk, high-reward. See the entry on the Formidable Rule.

### **(Racials)**

-Most claw damage upgrades decreased, or costs increased, due to larger claw size.

-Racial damage reduction, which had mostly been to half, is now Reduce 2.

- All exposed skin changed to "Upper body makeup (or bodysuit) in". Lower body makeup is not required.

-Stoneborn gain additional racial power: Climber.

### **(Classes)**

- Base HP increased for some hybrid classes.
- Chirurgeons now receive Elevation instead of Resilience.
- Chirurgeons now receive +2 HP per level, instead of +2 HP every other level.

### **(Armor and Reduction)**

- Reduction points are now spent to gain Reduction against ALL types in a category at once. Costs have increased.

### **(Weapons)**

- All non-Sure weapon properties are now (meta) effects, closing a loophole.
- Claw boffer length increased. Base is now 24" past grip, with Claws that Kill now 36".

### **(Synergies)**

- Rituals – Many cast times decreased.
- Natural Rituals – Wording and effects have changed on some rituals.
- Scriptures of Steel – Generally improved. New Scripture of Steel added (Sacred Banner).
- Enchant: Elemental Weapon removed and replaced with Enchant: Corrosive Weapon
- Rituals now include Guardian-class specific requirements
- Added this text: "Performing a ritual counts as using a power, but rituals themselves are not Sure, Reliable, Difficult, or Exhausting powers, and are not affected by anything that targets Sure, Reliable, Difficult, or Exhausting powers." to clarify that Rituals cannot be targeted by things that alter or store powers.

### **(Power Trees)**

- A number of powers became (meta) powers, including: For Honor and Glory!, Holy Fury, Torment Infusion, Acid Claws, Infused Essence (sometimes, see description), Killing Blow
- Some powers were incorrectly labeled as (meta), such as: Chaos Spike
- Backgrounds** - Some backgrounds now note: "This Background requires Marshal approval as it may tend to focus certain plots on your character."
- Backgrounds** - Added new Backgrounds: Learned, Sailor.
- Backgrounds** - Innocent is replaced by Marked.
- Alchemy** – Entirely re-worked. Please review the whole thing if you wish to use it.
- Archery** – Many changes. Please review.
- Avoidance** – Many changes. Please review.
- Body Control** – Iron Skin upgrade removed, Diamond Skin altered.
- Brilliant Armor**– Inversion Aura improved, Overcharged Shield improved.
- Brilliant Armor**– Overcharged Shield – Text added to cover an edge case with Jewelry.
- Chaos** – Chaos Attunement – Cost decreased.
- Conjuration** – Conjure Elemental – Power added. Some other powers affect it. A new note was added to the top of the Conjuration tree: "Conjure Elemental requires you to give the target a red headband to wear, which indicates that they are a summoned creature. Approved headbands will be provided to players with this power."

- Conjuration** – Permanency – You may not make an Elemental permanent.
- Crafting** – Added a new and significant path, Jewelry.
- Crafting** – Costs lowered significantly, tree-wide.
- Crafting** – Added new rules for Jewelry that cover some abusive combinations.
- Crafting** – Tattoos – Tiger Tattoo now reads “When spending Influence, your fearsome demeanor doubles its value. You may receive a maximum of 1 bonus Influence per Event this way.”
- Destruction** – Force Bolt – Damage decreased, cast time upgrade improved, some costs lowered.
- Destruction** – Subtle, Violent – Rare type costs decreased.
- Divine Protection** – Holy Vow – Now also usable on target of Mark of Protection.
- Elementalism** – Consume element downgraded slightly. Cycle of Seasons flare cost increased.
- Enervation** – Costs decreased. Chirurgeons now receive this tree instead of Resilience.
- Evocation** – Mark of Torment – Cost / Upgrade cost altered.
- Field Medicine** – A few changes. Please review.
- Healing** – Removed Blinding Light, Added Spirit Well, Soul Strike damage increased.
- Necromancy** – Ghost Strike removed.
- Necromancy** – Undead Mastery – Cost decreased.
- Necromancy** – A new note was added to the top of the Necromancy tree: “Animating undead requires you to give the target a red headband to wear, which indicates that they are a summoned creature. Approved headbands will be provided to players with these powers.”
- Phasing** – Significantly improved and given a more unified theme based around teleportation. Now includes a Reliable teleport, the ability to gain Phases each Encounter, and the ability to teleport allies more often.
- Precognition** – Cast times generally decreased, change to debuff allies removed.
- Precognition** – Fortunate Moment – Cast time removed, cannot enhance P&C powers.
- Righteousness** – Sense Corruption – Now reliable, RP time lowered.
- Shapeshifting** – Introduced an additional Aspect, lowered costs to build Rage.
- Shapeshifting** – Added this text to Aspect of the Destroyer, which was an errata from v1 that never made it into the book: “A PC in Aspect of the Destroyer does not receive any Rage until they exit this aspect, as Rage is a measure of suppressed anger, and Aspect of the Destroyer represents anger unleashed.”
- Shapeshifting** – Constant Fury, Rage – Costs decreased.
- Shielding** – Now grants Armor Resists and Phases.
- Spirit Lore** – Know Spirit – Power redesigned.
- Spirit Lore** – Spirit Incarnate – The following added to cover some abusive combinations: “You may not gain the following powers: Anything that reduces the cost of a power, Remembrance of Ages, Connections, Hagglng, Advanced Hagglng, Heirloom, your own race’s powers.”
- Spirit Lore** – Spirit Pouch – Cost decreased.
- Teamwork** – Some costs decreased.
- Teamwork** – Magic Weapon – No longer grants +1 damage.
- Universal** – Ancient Language, Linguist – Powers Added.
- Universal** – Rank – Main power now also reads, “Characters with Rank receive a stipend of (your rank) x 15 lunari twice per Season.” Their ransom is changed to (your level / 2) x (your rank) x 5 Lunari.

Ranks are now formally marked with numbers. The Influence bonuses for Rank 1 and Rank 2 are in more favorable units.

-**Warcraft** – Killing Blow – This power may not be enhanced or altered by any other power.

-**Weapon Mastery** – Blind Swordsman – Added “While under this effect, you may not target allies with powers” to remove an edge case with Jewelry.