

Kishar Version 0.97 Changes:

(General)

-Added a No Instant Death Rule - To prevent characters from being killed instantly, any hit that reduces you from above 0 HP to below 0 HP reduces you to -1. (pg 63)

-Changed the way Sunder interacts with armor for balance purposes. Sunder now easily destroys small pieces of armor, but doesn't massively penalize large ones:

Sunder - If your weapon is struck, treat as a Permanent Disarm. If your shield is struck, it is destroyed. If a piece of armor is struck, its AP is reduced by 10. If this would reduce its value to 0 or less, it is destroyed. If a piece of armor that has been Sundered is Sundered again, it is destroyed. (pg 83)

(Racials)

- Dhampir Racial altered to have a cast time, be a touch power, and inflict damage. It may now also be used on a willing victim. (pg 34)

(General Weaponry & Combat)

-Weapon names now a bit more generic – how do people like this? (pg 67)

-Added this note under weapons: The damage type on a weapon does not force you to only use the weapon in a manner that would inflict that type of damage in real life. For example, you can slash with a Thin Blade, but it still does Piercing damage. (pg 67)

-Noted which classes get Spear as a Favored Weapon (pg 68)

(Brilliant Armor)

-Added Shield Surge, and Exhausting power (pg 109)

(Resilience)

-Reduced upgrade on Resurgence to ½ max HP (pg 159)