

Kishar v14 - Change Summary

Introduction

- Volunteering at Kishar (p 17)
 - Volunteer roles used to have many different types of rewards and many different conditions for receiving them. While flavorful, this creates a lot of overhead. There is now a single reward for all of them: “Volunteers who are active in their role (have performed their duties at least once this Season) receive 1 Influence with ‘the Crowd’ to thank them for their time and dedication. Volunteers with more than one role still only receive this benefit once per Season.”
 - Provider – Replaced by Chef: “Organizing, transporting, and/or preparing food and drink for sharing widely at game events. Communication with players about allergies and food ingredients and coordinating plans with other chefs. Cleaning and organizing the kitchen spaces and dishes and maintaining sanitation.”
 - Chef, Communications, and QM have a note attached to them: “These roles often require further designation. Volunteers who act as single points of contact or the head coordinator in these areas will receive further titles, such as: Discord Admin, Website Admin, Photographer, Head Chef, Dish Czar, Lead, etc.”
 - Stagehand – Added this role. “Stagehands are trained in how to pack and unpack the game’s costumes, props, and scenery. They arrive early and stay late, helping the Organizers to get the game ready and put it up in good order. This is also a great way for anyone who wants to be a Proxy to learn about what’s currently available to use.”
- NPC Shifts and Rewards (p 21)
 - 1-2-3 Model – This is no longer used, so we’re removing it from the Game.
- Safety Mechanics (p 25)
 - Announcement Bell – The use of the Handbell is now reserved for IC requests for silence and represents an actual IC object.
 - Clapping for Attention – We’ve added a separate mechanic to request OOC silence. Please read the rules for it. We will remind people at game.
- Game Gestures (p 28)
 - Flight is now standardized to include PCs, with the following rules: “While flying, only Ranged powers can hit you, and you can only use Self powers.”

Game Policies

- Retiring a Character (p 31)
 - The progression earned for your next PC is now based on 1/3 of your Progression, instead of 1/4. We encourage people to retire characters who have completed their stories.

- Characters can no longer distribute items with mechanics to other characters on retirement. This has caused problems by allowing problematic items to persist indefinitely. If necessary, Organizers can approve “mechanics-free” versions of items. As an example: “This was the sword of the great Adventurer Aziz. In her honor, we keep it up on the wall here.” Please do not attempt to circumvent this by giving away items prior to retirement.

Event Structure

- Loot Distribution (p 33)
 - Instead of one bento per Day, with contents created at the Event, there will now be one “super” bento per Event, and the “minimum” contents will be created ahead of time. If players take actions to increase the quality of their bentos, this will be added at the Event.
 - We note: “Once a PC receives items or coins from a bento, they own those items and may do whatever they want with them. Crafting components are a common thing to find in bentos – players are advised to sell or give these to players with the Craft power.”
- Special Loot Drawing (p 33)
 - This will now be run by Quartermasters, instead of the Organizers. This is intended to allow it to start on time, since the QMs running it will already be on site. Packets for players who leave early must be left on the QM table.
- Roleplay in Threads (p 33)
 - This new section explains what Narrators can do to fill the downtime while threads are setting up and offers 3 examples of how to create space for RP to happen at this time. Two of these also give the Narrator the option to hand out small benefits to players as encouragement.
- Player-Driven Plot (Delves) (p 34)
 - This new section is added to describe how players should use this time. Players are encouraged to run RP scenes, discuss the ongoing plots, hold meetings, run performance circles, or otherwise use this time creatively.
 - Delve is no longer a Ritual – instead, it can be requested as an activity during a Player-Driven Plot block. Any number of PCs are welcome to participate, without requiring a cost. Organizers foresee some issues if we don’t add some limits here, so we have added an additional stipulation. Once someone has been Delved, they may not be Delved again for 5 Events. In other words, once a full Season has passed, they can be Delved again. The intent with this change is that Delves will no longer compete with other types of plot and will now be accessible to anyone without needing a Buy-in rule.
- Night Plot (p 34)
 - No longer references Floating Threads, as we no longer need these.

- Added: “Players who don’t want to or can’t attend Night Plots may be able to contribute to them in other ways. Please ask the Narrator if you could contribute Favors, Influence, money, or another resource to help the Players who will be on the Night Plot.”
- Schedule of Game Events (p 34)
 - The Shift duration on Saturday is reduced from 2 ½ hours to 2 hours and 15 minutes. This moves Lunch to 11:45 AM – 12:45 PM and Dinner to 5:15 – 6:15 PM.
 - After Shift 3, we introduce an hour-long block (which runs alongside dungeon set up) called “Player-driven Plot”. This should be used for player-driven scenes and discussions, and players with IC residences or businesses may choose to “host” this time at their location(s).
 - We’ve reduced the time for the Special Loot drawing to 30 minutes, from 10 AM – 10:30 AM. We’ll see if this works with QMs on site running it.
 - In combination with dropping Shift 3 on Sunday, it allows the Sunday shifts to be the same length as the Saturday ones – 2 hours and 15 minutes. This moves Lunch to 12:45 – 1:45 PM on Sunday.
 - The last hour of Sunday is also devoted to “Player-driven Plot” and can be used the same way.
 - In returns for adjusting the Event schedule to allow more downtime for players, we expect a corresponding increase in players staying IC in IC locations. Should we see that players simply use this time for OOC socialization, that will discourage the new structure.

Character Creation

- Lineages (p 44 - 49)
 - Dusk Elf – Fade – OOG decreased from 10 seconds to 3 steps in a straight line.
 - Hiwani – Adaptation – Added a third option: a Difficult 15 second Flight ability.
 - Sah’jann – Burst of Air – OOG changed to a Flight effect.
- Class Roles – Roles Summary Table (p 54 – 55)
 - Changed language about Focus replenishing “after Midnight” to “after the Dungeons”, which is how we have expressed the Exhausting refresh timer.
 - Aggressors - Instead of doubling the duration of all Status Effects, Aggressors are now Vulnerable to Dominate and Weakness. With the new change to Vulnerable, this means they cannot use defensive calls against these Status Effects.
 - Savants – For a while now, Savants have needed an actual Drawback to replace the impractical “develop an enemy” effect that used to have. Savants are now Vulnerable to Sleep and Stun. With the new change to Vulnerable, this means they cannot use defensive calls against these Status Effects.

Between Games (p 69)

- This section has been greatly re-written. There is still a form, and it is due 2 weeks before the next Event you attend. The form no longer asks you to take a Between Games Action. Instead, the Organizers ask players to indicate the 3 current plots they are most interested in pursuing. The Organizers MAY use this information to send plot clues to players but will primarily use it to try to schedule plots at a time when as many interested players as possible can PC, as opposed to NPC.
- Because of this change, players will be given 1 more opportunity to submit an “old style” BGA using the current form, which will be open until 2/28/2026.

Influence

- Fair Escape (p 73) – This is no longer limited to once per Day. This change is intended to support characters who pursue Influence, as well as to allow for more plots that might result in characters dying (unless they invoke this rule or are otherwise revived by powers or rituals).

Coins and Gems (p 70)

- The old-style metal solari have been phased out of the game, since they were too breakable. The new-style plastic solari are now the “official” solari for the Jeweled Cities.

Kismet (p 74)

- We are removing the rule that increased the cost of Progression purchased with Kismet by 10 each time. We are doing this in response to player requests and to reduce the administrative burden of recording this increase in multiple places. At this time, we are not refunding the difference in Kismet already spent. This would create additional administrative burden that we’re trying to avoid. But all players, no matter how much bonus Progression they have currently, will now buy additional bonus Progression for a flat 100 Kismet.
- Going forward, Kismet binding of items will be replaced with a more generic (and free) but permanent character binding. When a PC acquires a Mythic or Major magic item, they may hold it, trade it, sell it, or give it away, as long as they don't bind it. An unbound item cannot be used. Bound items that are no longer wanted can be sold to the AG for a fixed price, where they will be turned into Essences of Magic (in setting lore). Organizers may choose to bring the item back into the game in a future item drawing
- For the same reason that we are not refunding the "extra" Kismet spent on progression costs, we will not be refunding Kismet spent on item binding (to avoid needless toil for Kasi). As a special exception, we will refund Kismet for anyone who bound an item in the AG vault and anyone who bound an item at the last game (since they didn't get much use from it).
- Items that have been “inherited” by the AG Vault will be retired from play, although they may appear again in the future as usual. The Vaults is not intended as a means to escape the inheritance rules. Items in the Vault that did not require a Kismet Binding will remain there.

- Logistically, since players no longer need to spend Kismet commonly at games, we will be replacing the "Kismet Spends" sheet with a "Character Changes" sheet. This will be used by Character Consultants instead of pictures and email to convey sheet changes. These will include Bound Items, which will be listed in the Notes section. This allows all character changes to be centralized in one place instead of across numerous emails.

Item Mechanics (p 79)

- Encumbrance as a concept is removed from the system. Instead, we will be placing caps on how many of certain types of items a character may carry and use.
- Item Limits (Slots)
 - Minor magic items will now be the only ones marked with silver dots. By default, characters are limited to 15 minor items.
 - By default, characters are limited to 10 consumable items and 10 mundane items. Mundane items includes crafting Components.
 - Clarified that Mythic items have both a gold dot and a purple dot and count against both limits.
 - Some powers and Crafted items can increase these limits!
 - Moved the rules on Frequency Limitations (one per Encounter, one per Day, one per Event, etc.) from the Crafting rules to here.

Combat and Safety

- Bypass Modifier (p 83) – Moved this rule from HP and Damage, because it's used for Status Effects as well. Cleaned up and simplified the language: "Bypass effects ignore all forms of protection, whether granted by powers or not. This means you may not use Defensive Calls against them, they ignore shields, and they cannot be parried by weapons. Damaging attacks with this modifier will use Bypass as the damage type. The word Bypass will appear in front of Status Effect with this modifier." Previously, the system had been inconsistent about whether Bypass should come before or after Status Effects – now it will always come before to get people's attention.
 - This ordering change for Status Effects was updated on:
 - Weapons – Axe, 2-Handed Axe
 - Enervation – Nerve Strike
- Summoning – These rules are no longer used, so they are removed.
- Vulnerable – This is no longer a Status Effect, so it is moved here. Changed the effect of this. Now, if you are Vulnerable to an attack, you may not use defensive calls (such as Armor, Dodge, Immune, Minimize, Phase, Reflect, or Resist) against it. Vulnerable only comes from Lineage or Class status, so it can no longer be removed. Minimize no longer cancels out Vulnerable.

HP and Damage (p 89)

- Moved this after the Combat and Safety section for better organization.
- Unconscious, Bleeding, Dead – When you are healed up from 0 HP, you now receive a Bypass Weakness 10 seconds, instead of a Stun. Stun causes you to be stuck in the middle of an active melee in many cases, whereas Weakness encourages you to retreat until you are no longer weak. Healers being revived no longer freezes their ability to heal others up from 0 for 10 seconds.

Armor (p 91)

- Moved this after the HP and Damage section for better organization.

Dungeons (p 92)

- Moved this into its own section.
- Because of the additional physical effort involved in Combat dungeons, we offer a small bonus to anyone who PCs or NPCs one – the next Day, their character receives +5 Max HP. (This is intended to encourage players to participate in these.)
- RP Dungeons and Dread (p 92)
 - Renamed this section and updated the Dread rules. Instead of the multiplier we tested last season, dropping the tower now imposes a +1 pull difficulty on all subsequent pulls, which may stack over multiple tower drops.
 - Additionally, the Narrator may now penalize a player who is being OOC in a disruptive manner by imposing penalty pulls on them that may not be reduced. If it continues, they may ask them to leave the dungeon entirely.
 - Added a rule for a player with physical difficulty making Jenga pulls to nominate a Champion to make pulls on their behalf.
- Tabletop Dungeons and Conversion Rules (p 94-96)
 - Added to the core document, replacing the separate document.
 - Re-wrote all sections to increase legibility and simplify where possible.
 - Removed the “Production and Income” section, since it only applies outside of normal Events. These rules can still be used for special events, like the Summer tabletops.
 - Major actions – The conversion used to say “Offensive calls, including weapon attacks. You may use up to ½ of your total Spell Pool.” The new version says “Major actions include damage, healing, offensive status Effect calls, or significant object interaction like searching an area, dragging something, or picking a lock (1 Major action per Security level). If you have powers that use Spell Pool, your entire Spell Pool may be emptied as a Major action.”
 - Notably, this means that offensive calls not covered above, like Knockback and Pull, fall under Minor actions.

- Move actions – The conversion used to say “You must move before taking other actions.” I’ve clarified the intent to “You may move before or after other actions, but you may not take other actions while moving.”
- Defense – Force Buckler – Changed from “Vs non-Bypass Packets, these grant base Defense 14 (from the front) or 12 (from behind)” to “you get the normal +1 to Defense and your base Defense becomes 13 (for packet attacks only).” This is intended to simplify situations where facing otherwise must be tracked – now it’s just backstabs.
- Mind Blades – Likewise, changed “Vs non-Bypass Packets, these grant base Defense 12 (from the front) or 11 (from behind)” to “Mind blades grant base Defense 12 against packets.”
- NPC bonus – Added a new modifier “+7 (dire)” for Narrators to use.
- Knockback – The interaction between the “lose your next Major action” and the Stun 10 that comes from stopping early is confusing. Instead of the Stun, you now take 2 Bypass for every square you cannot move back (which could be as much as 10 Bypass if you cannot move at all in that direction).
- Sleep – Added back in: “Do not add bonuses or penalties”. You Defense is a flat 5.
- New rule - Durations may never be longer than 6 Rounds. If an effect would last longer than that, any “excess” Rounds may be applied as Bypass Damage (to a maximum of 10 Bypass). This allows the Narrator to conveniently use d6s to track durations. For any unusual duration (like 1 hour, 1 Day, etc), the Narrator may either cap this damage or allow a longer duration.
- The Bleed Timer is also reduced to 6 Rounds.
- OOG powers measured in steps convert to “squares” in TT.
- Tabletop monsters may now have unique abilities – a bestiary for TT will hopefully be forthcoming and we’ll be removing the basic TT notation from the live combat bestiary to save space.

Modifiers to Play

- Encounter Modifiers (p 97)
 - Ambush – now written in such a way as to allow PCs to ambush NPCs, which is occasionally mechanically possible.
 - Stealth – now includes a note that Narrators should separate large groups and use these mechanics for only a portion of the characters.
 - Added Turbulent, which was an Errata in V13.
- Monster Modifiers (p 98)
 - Added Aura, which was an Errata in V13.
 - Added Camouflaged, which was an Errata in V13.

- Thread Modifiers (p 99)
 - Since the “default” number of Encounters is being raised to 4 from 3, a “Long” Thread will now have 5 or more Encounters in it. We’re keeping “Short” at 2 or fewer to provide some flexibility to Narrators who want to write longer individual Encounters.

Call Summaries (p 100 – 101)

- Cleanse – Now removes ALL Status Effects from your target, assuming they can be removed. This should help remove confusion in circumstances where someone is affected by more than one Status Effect.
- Intercept – Added to the game! If someone within 6 feet of you is struck by any single target attack, this call allows you to take the attack instead (as Bypass if it wasn’t already). Intercepted Execute calls are taken as 50 Bypass instead.
- Reduce X – Now a formal game term that means “Reduce the number of pulls in a Dread RP Dungeon or Thread by X, to a minimum of 1.”
- Reroll X – Now a formal game term that means “Re-roll up to X dice, taking the second result. Multiple powers that re-roll dice may be used sequentially.”
- Defensive Calls – Added this section to formalize this game term. “Some powers or effects in the system prevent the use of defensive calls. These include Armor, Dodge, Immune, Minimize, Phase, Reflect, Resist, and any similar effect used in reaction to receiving a call.”

Status Effects (p 102)

- Fear – Since players report that people need help remembering this effect, added this: “When making a Fear call, you should add ‘All damage is Bypass’ to your call to make this effect clear to your target.” An example call would be: “Fear 30 seconds, all damage is Bypass”.
- Sleep – Clarified that “While asleep, you may still call Immune. If you drop to 0 HP, any powers that would normally activate at that time still activate. Otherwise, you do not make calls.”
- Vulnerable – Moved to Combat and Safety section.

Rituals

- General (p 103) – The concept of Buy-in with Bonus Participants was added for Delves. Due to the changing of Delve from a Ritual to a player-driven plot structure, this is no longer needed. As such, we are removing Buy-in. Bonus Participants once more simply add to the potency of a Ritual.
- Scriptures of Steel (p 104)
 - Catapult – Re-worked substantially as follows: “Participants assemble a portable siege weapon. If performed out of Combat, the Ritual lasts for the entire Thread or until ended early. If cast in Combat, there is a Cast Time of 20 seconds. During this time, all participants must remain within melee range of the Ritual leader. Once active, the Ritual leader is Bypass Slow and they gain N uses of the sub-power ‘Catapult Strike – E: Cast 5, Packet, Blast 20 Bypass’. Once these are expanded, the Ritual ends and the Ritual leader

is no longer Slow. They may end the Ritual early at any time but lose any remaining uses if they do so.”

- Guards – Re-worked substantially as follows: “Each participant pays a medium gem (if N is 5 or less) or a large gem (if N is 6 or higher). Once during this Day, each participant may call ‘Guards!’ and receive one of the following benefits: Burst Heal (2 * N). Add 5 to their next N weapon strikes, Self. Gain (N / 2) Armor Resists, Self. Gain (3 * N) Temporary HP, Self.”
- No One Left Behind – Added: “Additionally, all participants gain one use of Intercept for the Day”. This Ritual may not do anything if no one dies, so this will give it an immediate benefit that’s on theme.
- Scout’s Eyes – Re-worked substantially as follows: “This ritual provides the Ritual Leader the Tracker (Upgrade) power in Universal for the duration of the Thread. All participants receive information about the general area(s) where the Thread will take place, as well as a general description of all likely NPC types they will find there. If available, the Narrator will provide additional information for each Encounter as if the Ritual Leader had spent a Clue. Finally, the Ritual Leader receives one use of the Advanced Tactics power in Command, for the duration of the Thread. Participants other than the Ritual Leader receive 1 Dodge for the Thread.”
- High Magic Rituals (p 105)
 - Comprehend Written Language – This is now a Fused Ritual, see below.
 - Elemental Servitors – This proved to be excessively powerful, so I’m removing the second part: ~~“The Ritual leader may additionally choose to pay a large gem (or other materials of equivalent value) to change the duration of this effect from Thread to Day for themselves only.”~~ For easier use of this Ritual, I’ve added the effects of each Focus to the Ritual text.
 - Open – This has moved back to being exclusive to Path of Magic.
 - Soul Binding – Added: “Additionally, all participants gain +3 Max HP for the Day”. This Ritual may not do anything if no one dies, so this will give it an immediate benefit.
- Rituals of the Gods (p 106)
 - Augury – Organizers foresee some issues if we don’t add some limits here, so this now reads “Once a PC has performed an Augury, similar Auguries may not be performed until 5 Events have passed. Auguries that touch directly on the deities themselves may fail.” These replace the previous warning: ~~“Consulting the gods too frequently in this manner is known to result in them tasking the participants with a punishment or penance quest.”~~
 - Ceremony – Since buy-in has been removed, the Ritual leader may now include a number of non-Faith participants up to their Rank in the Temple.
 - Commune with the Fallen – Removed “Each participant may choose a single mortal person they knew personally who is now dead. So long as their death did not destroy their soul, this person (or an echo of them) will appear and grant their support.” This was overcomplicating this effect and difficult for newer players. PCs may retain this flavor if they wish to.

- Natural Rituals (p 107)
 - Might of Trees – “Strong Branches – S: Double your Encumbrance limits” replaced with “Strong Roots – D: Resist a Push or Pull”.
 - Summon Flock – Removed due to complexity and lack of use.
- Fused Rituals (p 109)
 - These Rituals no longer require a participant of a specific Path. The new requirement is: “To perform a Fused Ritual, you must have participants on at least three different Paths. Additionally, each participant must spend a medium gem or objects of equivalent value.”
 - Commune with Nature – Changed “You can’t cast this on the same target more than once” to “You can’t case this on the same target more than once an Event.”
 - Comprehend Languages – Formerly only worked on Written Languages, now works on written and spoken languages. It works like the Sah’Jann power.
 - Open – This has moved back to being exclusive to Path of Magic.
 - Sacred Banner – The prop requirements are now to EITHER display a banner or flag publicly OR to have all participants wear or display a shared symbol. The buff is usable without doing anything additional but can still only target another participant.
- Enchanting Rituals
 - These are now patterns in Smithing and are no longer considered Rituals. As a result, they are only available to Smiths.
- Plot Rituals (p 110)
 - Delve – This is no longer a Ritual. See “Player-Driven Plot”.
 - Zone of Simplicity – Now also notes: “This protection is not perfect – it does not cover poisoning, theft, or the use of illusions.”

Powers

- Types of Powers and Sub-powers (p 112) – Combined two sections.
- Delivery of Powers (p 113)
 - Burst – Alternatively, you may deliver a Burst power as two separate MP&Cs with the original call. This is not noted explicitly on every individual Burst power.
- Crafting (p 115)
 - Maintenance removed from the system. Donating BP for Maintenance is also removed.
 - The Maintenance pattern removed from all crafts that had it.
 - Experimental Patterns – Now mentions the Mechanics Volunteer.

- Selling Crafted Items and Built Points (p 116)
 - Previously, crafters received $(BP / 2)$ lunari for any Maintenance they performed. By removing Maintenance, we removed the regular, ongoing need for Crafters of all types, as well as their most reliable source of income. To address this, we are making some changes to the way the Adventurer's Guild buys and sells crafted items. Previously, the Adventurer's Guild had a potentially unlimited amount of non-Elite, non-Artificing crafter items to sell. While they sold these for an up charge compared to what they cost a Crafter to make, it was still often quicker and easier to simply buy things from the Quartermaster as opposed to having a PC make them.
 - Starting in Season 14, the Adventurer's Guild no longer has an infinite storehouse of items. Instead, their current stock will be available for players to peruse in a binder labeled "Inventory". Players may purchase items from the Inventory at standard market rates, but doing so removes those items from the Inventory.
 - If the Inventory is low on a craftable item, a Crafter may produce it and immediately sell it to a Quartermaster for $(BP * 2/3)$ lunari. (This is much better than previous, but still much lower than Artisan.) The Quartermaster then places it into the Inventory and it becomes available to players to buy (they pay the Guild for them as usual). If the Inventory is full on a craftable item, the Quartermasters will not purchase it until some of that item sells. Crafters may still sell "raw" BP once per Event at the normal price $((BP / 3)$ lunari).
 - The Inventory will begin Season 14 with a basic stock of commonly desired items. Periodically, if the Adventurers perform jobs for organizations like the Crafters Guild or the Merchants Guild, items not currently in the Inventory may be added, especially if no PC currently produces that Craft. Additionally, some powers and Favors can be used to purchase items from sources other than the Inventory.
 - One VERY notable place where this affects PCs is Ritual Scrolls, which are a craftable item and are therefore affected by this change. Calligraphers may now produce any standard Ritual Scroll, whether they know the Ritual or now! This is intended as a buff for them.
 - The AG will continue to provide Recharging as a service for lunari.

- Alchemy (p 118)
 - Makeup – Changed to "A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day)". BP cost increased from 7 to 10.
 - Curative Potion – Elite Curative Potions now "Cleanse" instead of "Cleanse Stun". This means they can be used to remove all Status Effects from a target, assuming those effects are removable.
 - Alchemist's Fire – BP cost reduced from 15 to 10. (This reduces the cost of Elite Alchemist's Fire from 45 BP to 30 BP).
 - Potion Bandolier – Tiny Curative Potion is now "Heal 5 or Cleanse" (instead of Cleanse Stun) to keep it in line with Curative Potion.

- Calligraphy (p 120)

- Book of Poetry – Changed to “A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day)”. BP cost increased from 7 to 10.
- Book – Clarified that “Temporary access to a power does not count as possessing it.”
- Ritual Scroll – the text “that you know” is removed. Calligraphers are now able to create learning scrolls of any standard ritual in the Core Book. Since the Adventurers Guild will no longer be selling these scrolls, this is now the way for PCs to learn new Rituals.

- Clothier (p 121)

- Alter is removed as a pattern. Clothes no longer have to be custom fit.
- Measurements is removed as a pattern. The requirement for other patterns is removed.
- Armored Embroidery added – “Consumable, Gain +10 Temp HP that last for the next Thread. Limit 1 consumed per Encounter.” This is intended as a way for Clothiers to spend excess BP and provide a small but useful bonus. The Temporary HP do not renew, but they do last an entire Thread.
- Fine Clothes – No longer a Component for Courtesans. Instead, changed to “A Courtesan may expend this item and two Minor Connections to gain one Major Connection this Event.” This is not limited to once a Day, to represent repeated fashion changes. BP cost raised from 10 to 15.
- Tunic of Energy added – “Exhausting, You may add a die to your next roll. Alternately, the next time you expend an Exhausting power to Reduce 1, Reduce 2 instead.”
- Robe of Pockets added – “Sure, While wearing this robe, you may carry and use 3 additional Minor magic items.” Since the robe counts as a Minor magic item, you ‘net’ 2 extra slots with this.

- Courtesan (p 123)

- Removed text about Courtesan powers failing on some targets.
- Removed text about NPCs using these powers on PCs.
- Removed many previous patterns that were rarely used.
- Courtesans no longer make Connections to specific NPCs. This is intended to eliminate the RP, logistics, and administrative issues that resulted from this tracking system.
- Courtesans now use an abstract representation of their clients: Minor Connections and Major Connections. These are used to “pay for” their patterns instead of BP. Courtesans receive a number of each of these based on their skill level. Courtesans may exchange BP or Components worth BP for additional Connections of each type, meaning that they still have uses for the same Components as before and for Courtesans’ Tools.
- Courtesan styles remain but are now purely for flavor and RP. Since styles no longer restrict items, all Courtesans can use one Makeup, one Book of Poetry, one Perfume, and one Puzzle per Day, for a total of 4 extra Minor Connections. They may also use Fine Clothes to convert Minor Connections into Major Connections.

- Courtesan tools produce an additional Minor Connection and count as two Minor Magic items.
 - Restricted the BP -> Favor conversions to Once per Day per type of Connection. Journeyman Courtesans may not spend BP for 'additional' Major Connections.
 - Added Minor Favor - You receive a Rank 1 Favor from any non-restricted Organization.
 - Perform – No longer variable in cost or effect. Give a performance of any sort for up to 5 other allies. Each ally increases their Max HP by 3 for the Day.
 - Added Lessons - All PCs gain the use of one Language known to you for the Day. This is intended to allow us to handle a situation we often handle narratively, where one PC translates for all others.
 - Added Greater Performance - Give a performance of any sort for up to 6 other allies. Each ally increases their Max HP by 5 for the Day. This does not stack with Perform.
 - Added Inspire Confidence - Give a short speech inspiring those around you. Up to 5 allies who listen to this gain 2 Armor Resists, 1 Resist Status Effect, and 1 Feat of Strength they may use on the next Thread. Alternately, they may Reroll or Reduce 1 on the next Thread.
 - Added Major Favor - You receive a Rank 2 Favor from any non-restricted Organization.
 - Added Shared Experiences - You gain a single non-restricted Knowledge or common Language for this Event. This is intended to interact with Lessons, but since it doesn't work on Rare Languages, still rewards Courtesans who learn those permanently.
- Droving (p 124)
 - An additional Body size (size 9) is added, with "Dire Elephant" being the example.
 - Drovers may now work with any commonly available animal without an additional cost. That means that when using a pattern of variable body, the drover may choose the amount of body for the final animal. The BP cost is then determined.
 - Juvenile animal is removed as a pattern and a crafting component.
 - Perfume – Changed to "A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day)". BP cost increased from 7 to 10.
 - Pack animal – now grants (body) additional slots for Consumables and (body x 2) additional slots for Mundane items. This means they are a tradeoff between types of slots. Removed the elite version.
 - Show Animal – Improved the effect: you may now Reroll 2 or Reduce 2. BP cost increased from 25 to 30.
- Runecrafting (p 126)
 - Minor Recharge and Major Recharge added as patterns. These patterns automatically recharge the rune, but you may still only expend once per Day, since it is an Exhausting power. The automatic recharge allows you to continue to use the rune's primary powers. These recharges are intended as places for runecrafters to provide a regular service.
 - Rune of Health – Instead Healing 15, the Exhausting now provides you with 10 Temp HP.
 - Rune of Wariness – Now grants +5 Temporary HP OR a use of Intercept.

- Smithing (p 127)
 - Normal Item removed as a crafting pattern.
 - Puzzle – Changed to “A Courtesan gains an additional Minor Connection this Event. (Limit 1 per Day)”.
 - Smiths now have exclusive access to Enchanting, which is no longer a Ritual and no longer requires specific components (we’ll need to update these item card) or additional people. Instead, Enchant is a pattern that costs 30 BP. The former requirement for Gem Dust Ink is removed. Enchantments are no longer Minor Magic Items, so they do not count against the new limits. Instead, any given item may have two Enchantments. You cannot apply the same Enchantment twice to an item. Smiths may also remove existing Enchantments.
 - Binding – While Stunning is better, I’m leaving this here since a weapon could have both Binding and Stunning applied.
 - Capricious – Now grants one Dodge each Thread.
 - Ghostly – Duration of OOG improved to 20 seconds.
 - Paralyzing – Removed since it is superseded by Stunning.
 - Quick – Instead of its old effect, this now grants one Intercept each Thread.
 - Shifted (formerly Shifting) – This does count as an Enchantment on the weapon.
 - Slippery – In addition to its normal effect, Minimize all non-Bypass damage for 10 seconds.
 - Stunning – No longer has an Elite effect. Added the “Swing / Projectile” delivery.
- Tattooing (p 128)
 - Dragon Tattoo – The Burst’s damage is increased from 7 to 10.
 - Marque Tattoo - Changed to “El: Courtesan Only: Gain an additional Major Connection this Event. This counts as an Experimental Back Tattoo.” BP cost increased from 50 to 60.
- Wandmaking (p 129)
 - Imbue Power – added to the system
 - Wand of Wound Closing – The Elite version now Heals 10 and Cleanses (not just Stun).
 - Fused Wand – no longer references Maintenance.
 - Wand of Shared Inspiration – Removed from the system.

Power Tree Details

- Air Superiority (p 130)
 - Airdrop (Upgrade) – No longer refers to ENC. Now mentions a “carriable” item. Narrators may veto inappropriate choices (like dead bodies).
- Archery (p 131)
 - Due to player feedback, users of this tree will no longer be required to drop their unique power tree. Instead, they may choose ANY of their normal class power trees to drop. Universal and Craft are not class power trees, so they may not be chosen this way.

- Augmentation (p 132)
 - Resourcefulness – Now uses the Reduce keyword.
- Avoidance (p 133)
 - Blur of the Eye – The OOG is reduced to 6 steps in a straight line.
- Command (p 136)
 - Advanced Tactics (Upgrade) – Previous effect replaced by new power. “Whenever you Intercept damage, Heal 5. Whenever you Intercept a Status Effect, reduce its duration by 10 seconds, to a minimum of 1.”.
- Control (p 137)
 - Wave of Emotion – Renamed Wave of Magnetism. Now allows you to Call Intercept or Burst Taunt 2 Attacks. Removed the ability to convert to P&C since all Bursts can now convert to multiple MP&Cs.
 - Blast Wave - Renamed Wave of Force.
 - Aura of Power – Renamed Wave of Power.
- Divine Protections (p 139)
 - Oath of Protection – Now allows you to Call Intercept or Burst Taunt 2 Attacks. Wait time increased to 20.
- Enervation (p 141)
 - Taunting Strike – The first sub-power now allows you to Call Intercept or Burst Taunt 2 Attacks. Wait time increased to 20. The second sub-power is removed.
 - Taunting Strike (Upgrade) – The old power is removed, since Taunting Strike is now a Burst by default. There are now two sub-powers.
 - “Swing, Substitute Weakness 20 seconds.”
 - “Swing, Substitute Stun 10 seconds. “
- Invocations (p 146)
 - Laurela – Slightly shortened the call for this power. Reduced to 6 steps in a straight line.
 - Gorgath – Now reads: “When you or an Ally reduce an enemy to 0 HP, you may call ‘Gorgath devours you!’ to Heal 10, Touch.”
 - Sulith – Now Difficult. Now reads: “You may call ‘Sulith’s power is supreme!’ to gain another use of a Difficult sub-power. This counts as using an Elixir of Prowess.”
- Phasing (p 147)
 - Ethereal Mastery (second sub-power) – OOG reduced to 3 steps in a straight line. Wait time reduced from 30 to 15.
 - Ethereal Mastery (Upgrade) (first sub-power) – If you use the OOG offensively, the Wait time remains at 30 instead of 15.

- Wormhole (Upgrade) (first sub-power) – OOG reduced to 6 steps in a straight line.
- Sanctity (p 150)
 - Clarified that Sanctuary is not a Defensive Call and therefore does work against non-Bypass Status Effects that Chaplains would otherwise be affected by. If this proves problematic, it can always be changed. My intent is for Chaplains to have 'simpler' mechanics, and I see a general immunity to Status Effects as part of that.
- Spirit Lore (p 153)
 - Spirit's Blessing – OOG converted to Flight.
- Universal (p 157)
 - Curious (and Upgrade) – Now uses the Reduce keyword. Now also allows use of the Reroll keyword.
 - Magic Talent – Now reads: "The first Major Magic item you own doesn't count against your limit." This allows you to have 5 purple items.
 - Magic Talent (Upgrade) – Now reads: "The first Mythic Magic item you own counts as a Major Magic item instead." This allows you to have 2 gold items if you only have 4 purples.
 - Linguist changed to "Common Linguist" to be better defined for other powers.
 - Lock-picking – Moved to the "Minor powers" section.
 - Rank – The rules text about Organizer approval being required for Restricted Organizations is now here, to avoid duplication.
 - Social Butterfly is removed as these powers are now better homed in Courtesan.

Retainers (p 162)

- Retainers now count against your minor magic item limit and cannot be "unpaid".
- Players may now recruit a Retainer by spending an Influence, a Rank 2+ Favor, or 30 lunari.
- Artisan – Changed from E to E! and added a small amount of lunari (5) that you receive as their patron.
- Informant – Now uses the 'Common language' phrasing.
- Scholar – Now uses the 'Rare language' phrasing. Now longer mentions BGAs.

Organizations (formerly 'Organizations in the Jeweled Cities)

- The structural changes in this section are intended to address a problem that has come up increasingly as the stage of Za'nea gets wider. The original Organizations were written to cover the Jeweled Cities and nowhere else. As players came from other places or traveled to other places, it became increasingly difficult to keep track of 'equivalency'. We have already made some of these necessary changes by folding all Temple rank into one Organization. In this vein, we have continued this process to make this structure more suitable for characters and interactions from

all over the world. The naming of many Organizations is more generic in order to be broader. The intent is that players can ask questions like “Who has Library rank?” or “Who has Court rank?” to quickly determine who can help with a problem, without having to ask “Does anyone have a noble title recognized here?”.

- Adventurer (formerly Adventurer’s Guild) (p 163)
 - Renamed to cover similar Organizations in other nations, such as the Fellowship of Venturers Bold from Dessanora.
 - Added the symbol for the Fellowship.
 - The Benefit no longer provides a pool of free Maintenance. Instead, it changes to: “Once per Event, you may give another Crafter (Rank x 5) Build Points.”
- Academy (formerly Academy of Innovation & Royal Academy) (p 164)
 - For the sake of simplicity, these Organizations are being combined into one Organization called “Academy”. This will allow us to support characters from any academic institution anywhere. The difference between the “Royal Academies” (the traditional ones) and the Academy of Innovation (which acts as Samazar’s university) remains. The Favors and Benefits have been changed to reflect the new general focus.
 - Favor – Commissary – This allows you to buy a crafted item without it being in the AG’s Inventory.
- Council (formerly Jin Shi and Diamond Assembly) (p 165)
 - Renamed to cover all similar structures.
- Court (formerly Sultan’s Court) (p 166)
 - Renamed to cover all noble courts, not just those in the Jeweled Cities.
 - The Requirements have been condensed.
 - Noted that the titles presented there are for the Jeweled Cities, and that other nations’ titles may be found in the Setting Guide.
 - Benefits – Removed the specific reference to the Sultan’s Court and replaced it with “You gain either Knowledge: Court or Rumors: Court for your specific Court.”
- Crafter’s Guild (p 167)
 - Favors – Supplies – No longer automatically gains an item based on BP. Instead, it allows you to buy a crafted item without it being in the AG’s Inventory.
- Crowd (p 168)
 - Favors – Helping hand – No longer automatically gains an item based on BP. Instead, it allows you to buy a crafted item without it being in the AG’s Inventory.

- Guild of Wind and Flame (p 169)
 - Benefits – now changed to: “Once per Event, you may learn a normal Ritual for 30 lunari.” Since Players can no longer simply buy Ritual Scrolls from Quartermasters, this is a significant benefit that also comes with a discounted price.
 - Expanded the scope of this Organization to cover all of Za’nea. As such, it now has additional Ranks about 5.
- Hidden Court (170)
 - Expanded the scope of this Organization to cover all of Za’nea. As such, it now has additional Ranks about 5.
 - Favors – Tribute - No longer automatically gains an item based on BP. Instead, it allows you to buy a crafted item without it being in the AG’s Inventory.
- Library (formerly Daihonsha) (p 171)
 - Renamed to cover all types of record-keeping organizations.
- Merchant’s Guild (p 172)
 - Simplified to match other similar categories. Raised the scope to all of Za’nea.
 - Favors – Contacts – Updated to “You may purchase a crafted item worth (Rank x 10) lunari or less.”
 - Benefits – Replaced “You may carry an additional 5 Encumbrance worth of items” with “Gain 3 additional slots for Consumables and Mundane items.” The Foreign Coins benefit now uses the Reroll keyword.
- Military (formerly Daylight Alliance) (p 173)
 - Renamed to cover all types of military organizations, not just the Daylight Alliance.
 - Added a placeholder symbol for the Sea Union. If one of our artists is feeling inspired to improve it, please let me know!
 - Requirement no longer mentions Maintenance or Armor.
- Temple (p 175)
 - Favors – Blessing – Now notes: “Once you have chosen this Favor six times, you may buy Rank in the Temple to gain the Invocation power permanently. If you lose the Temple Rank, you also lose this.”
- Thieves’ Guild (p 176)
 - Favors – Contacts – Updated to “You may purchase a crafted item worth (Rank x 10) lunari or less.”
 - Benefits – Changed the second benefit to: “You receive two additional slots for Minor Magic items.”