

Kishar v14.5 - Change Summary

Introduction

- The Organizers – Kasi and I are happy to welcome Raven as our newest Organizer!

Event Structure

- Clarified that players must request their own Delves.

Item Mechanics (p 79)

- Item Limits (Slots)
 - There was confusion about whether mythic magic items (gold dot items) counted against your limit of purple dots. To clarify, we're re-written this section to say explicitly: "4 major magic items, one of which may be a mythic magic item".

Combat and Safety

- Clarified that Vulnerable is not cancelled out by Immune. Currently, nothing cancels or removes Vulnerable.

Powers

- Calligraphy (p 120)
 - Stored Ritual Scroll – Updated the rules to clarify several questions. "As a participant in a successful Ritual (including all costs paid), you may store the Ritual (using "N during casting – 1") instead of using it immediately. Later, anyone who could participate in the Ritual may activate the scroll by reading it – Ritual participants are chosen from people currently present. If the stored N is greater than the current N, the remainder are bonus participants. You may only create one Stored Ritual Scroll of a given Ritual per Season. Players may only carry one Store Ritual Scroll of a given Ritual at once. The following Rituals may not be stored: Resurrection, Zone of Simplicity, any custom Ritual."
- Courtesan (p 123)
 - Lessons – This favor proved to be a little strong and didn't leave much room for multiple Courtesans to contribute. As such, it no longer affects all PCs. Instead, each time it is used, it affects up to 6 PCs. As an experiment, I'm going to specifically say that Courtesans can use this power on other Courtesans to then enable *those* Courtesans to use it on others, since this still involves making everyone useful.

Power Tree Details

- Air Superiority (p 130)
 - Changed “Prinyan Sky Decade” to “Prinya”.
 - Because there are no longer regular BGAs, Airship Basics has been changed to provide different benefits, including an additional Knowledge power, and up to +5 Max HP while on an airship.
- Archery (p 131)
 - Due to it being a frequent question, I’ve clarified that the powers in this tree only work with bows, crossbows, and pistol crossbows.
- Enervation (p 141)
 - Nerve Strike – Clarified that the Heal 5 is a Self power.
- Phasing (p 147)
 - Wormhole – Reworded slightly to clarify a few things. Added “Portals don’t transport anything other than beings.” Not objects on their own. Not ballista bolts. Not fireballs. Just people. They don’t preserve momentum, but I can’t currently fit that in the text box.
- Warcraft (p 156)
 - Killing Blow (Upgrade) – This power is now “Swing / Projectile”, just like the base power. This is an improvement for characters who use ranged weapons, but is mostly to simplify the power by making it more consistent.
- Weapon Mastery (p 156)
 - Technique (sub-power 2) – The Heal is now marked as a Self power for clarity.