

Kishar v6 Change Summary

System-level Changes

- What used to be Backgrounds are now split into two categories: Standings and Backgrounds. Standings represent social class, whereas Backgrounds are much more about what your character does or is. Each character can now have at least 1 Standing and 1 – 2 Backgrounds. Standings are listed roughly in order from highest social class to lowest.
- Added the “Ordinary” Standing, which represents the vast middle class of the Jeweled Cities.
- The “Odd” Background is changed to “Eerie”, to avoid the confusion that occurred between “Odd” and “Unusual”.
- While this has been the case for a long time, added wording on Cast Counts not being interruptible by damage, just in case anyone was confused.
- Adventurers Licenses no longer need to be renewed by PCs – the Guild will cover the cost and paperwork for you. Coin drops will decrease very slightly due to this change. Due to this change, PCs with Rank in the City Militia now receive a 10 lunari bonus every Season, instead of having the license paid for. Please remind Marshals at check-in if you are eligible.
- The rule about a 30 second-count to re-enter the Adventurers’ Guild during combats is removed. PCs are asked not to use the non-combat areas as an excuse to escape combat.
- The Three Event Rule is now the Two Event Rule, in light of how most Seasons have fewer Events than before. This means we should be able to give PCs permanent sheets sooner.
- Added an additional step to character creation – new PCs may now choose an Edge. Edges are small perks intended to incentivize new PCs to buy non-combat powers in the Universal or Craft trees at character creation. All Edges provide a 2 XP discount that must be used immediately. Any PC created during Season 5 may choose to benefit from an Edge as well. In essence, Edges represent a “soft increase” to starting XP, without awarding more XP. PCs created before Season 4 may add an Edge to their sheet for RP purposes, but receive no benefit from it.
- Added this paragraph to the rules section on Summoned Creatures: “Once per Encounter, a player may choose to use a single power with the Animate keyword on themselves. This is called self-summoning. You do not have to make the Animate call out loud, but you do need to put on a red headband. While in this form, you may not use your character’s normal powers. If you are reduced to 0 HP, the power ends. You may choose to end the power at any time voluntarily.” Making the change here is much easier than creating a new power in each tree for this option.
- The notion of “Quarter XP” is removed. Relic shards are also removed. Any PC with a Quarter XP or a Relic shard may exchange it 1 for 1 with a small gem.
- The system for awarding bonus XP on character retirement created some unexpected and unfair situations with subsequent XP awards. To address this, I’ve added a section in the Experience chapter on this issue, which reads:
 - “Some characters may begin play with more XP than usual. This is usually due to a player who NPCed before PCing, although it may also be due to bonus XP applied from retiring a character. In either case, so that unfair spikes of XP don’t occur, characters beginning play with Bonus Experience will be considered to have played an amount of

Days appropriate to their additional experience. This affects the Experience per Day these characters will be awarded. Rounding in this calculation will be in the player's favor. As an example, a character who enters play in Season 6 with 26 bonus XP will be considered to have played 4 Days prior to their first Event. After 6 more Days of play, their Experience per Day will be reduced to 2, according to the normal progression."

- This change may be applied retroactively – depends on how complicated the logistics are to do so.
- All types of character retirement now award Bonus XP, instead of Voluntary Retirement awarding Kismet, which proved too logistically complex. Players who retire characters voluntarily still get benefits for doing so.

Modifier Changes

- A new section for Combat, Monster, and Thread modifiers has been added.
- The Multi Monster and Relentless rules are now folded into a section called "Monster Modifiers".
- A new Monster Modifier, Mounted, is added as follows: "Occasionally, we may have a group of NPCs represent one type of creature riding on another, such as a human on a horse or a gnoll on a giant scorpion. In this case, a Marshal will announce the Mounted modifier. A mounted NPC (the rider) cannot be engaged in combat by Melee weapons until their mount is defeated or disabled in some way. Depending on the type of rider and their weapons, mounted NPCs may be able to engage in melee weapon combat even while mounted."
- A new Monster Modifier, Swarm, is added as follows: "Occasionally, a large number of small monsters moving together may be portrayed by a single NPC. In this case, a Marshal will announce the Swarm modifier. Swarms respond differently to damage, since it's hard to target individuals within them. Notably, they Minimize any damage that comes from non-Blast/ non-Burst sources. Bypass damage, while still effective on them, may not be as effective as it would be against a normal target."
- Encounter modifiers have been added, including Ambush, Confusion, Flanked, Hazardous, and Stealth. These include some old and some new ideas, and apply to unusual Encounters.

Race Changes

- Removed Half-Ogres. This change is retroactive, as we've never had a half-ogre PC.
- Added Gnolls as a race, to represent their ability to be played freely in all Kishar settings. Gnoll PCs are no longer Outpost-only, but should expect some poor treatment in city settings.
- High-caste Humans – The benefit of Educated is limited to 3 Information skills.
- Mountain Dwarves – The benefit of Social is limited to 3 Organizations.
- Mountain Dwarves – The cost of Durable Gear lowered to 5 XP.
- Sun Elves – The benefit of Social is limited to 3 Organizations.
- The order in which Racial powers appear has been changed so that powers that don't have an XP cost (including upgrades to free powers) always appear first.

Weapon Changes

- Throwing Rocks are officially removed from the system. They were throwing weapons that you phys-repped with packets, which caused confusion for shield users as to whether they were being hit with a packet-based power (which goes through most shields) or a weapon (which doesn't). In the future, only packet-based powers should use packets or anything that looks like a packet. Throwing weapons should be clearly distinguishable as weapons.

Power Changes

- Command – Formations and Strategies – Removed Brotherhood of Steel and Deploy.
- Command – Advanced Tactics added in place of Advance (removed) – “When a Marshal announces the Ambush or Flanked Encounter modifier, you may call “Tactics” to negate it.”
- Command – Intense Training – Power added – “When a Marshal announces the Hazardous Encounter modifier, you may call “Tactics” to halve the damage. When a Marshal announces the Confusion Encounter modifier, you may choose one ally that would be affected and call “Tactics” to negate the effect on them.”
- Command – Cautious added in place of Retreat! (removed) – “When a Marshal announces the Stealth Encounter modifier, you gain three uses of the following power: MP&C – target ally may go OOG for 10 seconds to move from one patch of shadow to another.”
- Command – Flashing Steel (meta) – Power added in place of For Honor and Glory! (removed) – “While in a line, you may call your weapon damage as a Melee Point and Click. You must wait 1 second between damage calls made with this power, as if you were swinging a weapon. This effect ends if the line is broken.”
- Command – Formation Anchor – This power's old effect is replaced with “While in a line, you and any allies in melee range of you are Immune to Bursts that inflict non-Bypass damage or effects.”
- Command – Over There! – Replaced by Rally.
- Command – Pure Grit – Power added in place of Kill That One! (removed) – “This Encounter, while in a line, your allies are Immune to non-Bypass Mental Effects. This effect is removed from any target that leaves the line.”
- Command – Hold Fast! – Power removed.
- Conjunction – Dark Possession – The requirement to have a circular marker is removed. This power no longer summons a ‘Shade’. Instead, it uses the term we've been using in-game, Khayal. Khayal are not inherently evil, and neither is using this power.
- Conjunction – Force Wall – This power is removed. Force Weapon is now the base power for this sub-tree. Magical walls were really never used and are cumbersome to represent.
- Conjunction – Added a new power, Call to the Light, that allows Conjunction users to seriously augment the power of another player's Heals.
- Conjunction – Golem Suit – The requirement to have a circular marker is removed.
- Control – Blinding Flash renamed Enervation Wave.

- Destruction – Force Bolt - Removed the ability for Force Bolts to do Knockback. This is part of the move to reduce access to Reliable knockbacks for non-Guardians.
- Destruction – Avoidant – Added a new Difficult power that grants 2 Melee Point and Click Knockbacks for that Encounter.
- Destruction – Meteor Swarm – Removed the ability to fill your Spell Pool with Knockbacks.
- Elevation – Avalanche Strike – Added a note: “Chirurgeons may buy this power, but it functions as a Difficult power with no Wait time for them.” This is part of the move to reduce access to Reliable knockbacks for non-Guardians.
- Elevation – Blinding Strike renamed Crushing Strike.
- Holy Light – Repellence – Changed to Difficult power. XP cost lowered by 1. Now reads “Gain 4 uses of Melee Point and Click Knockback this Encounter. You must hold up one hand between yourself and the target to use this power.” This is part of the move to reduce access to Reliable knockbacks for non-Guardians.
- Universal – Added Intuition power to represent characters with “gut feelings”
- Universal – Added Investigation power with upgrade, to allow characters interested in pursuing detective-like skills.

Ritual Changes

- Added this modifier to “Armor” enchants: “Any Armor Enchant can also be applied to a set of clothing. Just like the same armor can’t be enchanted twice, clothing can only be enchanted once. Characters who wish to have multiple sets of enchanted clothing must have different costumes to represent this.” This is intended to allow these to function for characters who don’t wear armor.

Status Effect & Call Changes

- Blind – This status effect is renamed to Weakness to better represent its effect. To avoid confusion on why this would be a Mental Effect, I’m making it a Physical Effect. This is more in-line with the sources that inflict it. Among other things, this means Undead are no longer Immune to Weakness.
- Sleep – This is now a Mental Effect, to balance out the previous change. Among other things, this means Undead are Immune to Sleep.
- Eternal – Eternal is a new damage type added to the system. No PC calls produce Eternal damage. “Eternal damage is treated as Bypass damage. Any character reduced to 0 by Eternal damage immediately begins a Bleed Count of 10 seconds. If they are not healed or stabilized in that time, they are dead. Furthermore, the cost of invoking Fair Escape is raised from 1 Influence to the character’s level in Influence, and this cost may not be reduced.” Should players be unwise enough to confront godly adversaries, the likelihood of PC death is increased. It is recommended that should players ever hear something calling Eternal damage, they leave the combat immediately.

Crafting Changes

- Patterns – Added this text to the introductory section on patterns: “Particularly unusual patterns may require more than one craft, such as a magical jeweled weapon pommel, which might require Weaponsmithing and Jewelcrafting to make.”
- Tattooing – To address power imbalances, the BP cost of most Tattoos was increased by 5.
- Weaponsmithing – The 4 patterns for making normal weapons are consolidated into a single pattern called “Normal Weapon” that makes 1 weapon or a brace (5) of throwing weapons. Normal weapons still don’t have a Durability, and are not affected by Decay.
- Weaponsmithing – Added a new pattern “(Creature) Bane Weapon”, which adds damage against a particular type of creature, and requires a piece of the creature to craft.

Other Changes

- Added some new group pictures.
- Clarified that having the Influence to invoke Fair Escape, but choosing not to, is one way to Voluntarily Retire a PC.