

Kishar v7 Beta Change Summary

System-level Changes

- Kishar is no longer an XP-based system. Now, a new character starts with 3 Powers, and earns a new Power every 2 Days of play (called progression). Powers have been consolidated in trees to make each Power worth roughly 10 XP in the old system.
- Up to 15 powers (3 starting + 12 earned) can be earned for 'free'. After that, powers can be purchased with Kismet. 100 Kismet = 1 power.
- In lieu of selecting a new Power, each power's single Upgrade can be purchased.
- Edges removed because new characters no longer need them.
- Characters progress at the same rate, no matter what Season they were created in.
- Starting coin is 50 lunari, regardless of Season. Starting gear is not affected.
- Bring a friend rule & thread locking rule removed because we didn't use them.
- Levels are gone – now a character earns +1 Max HP every time they purchase a Power or Upgrade.
- Influence is now much rarer – you get 1 to start and 1 per Season.
- Retirement grants bonus powers, but doesn't affect total number of 'free' powers.
- Rebuilds replace the notions of Resets and Respects – they may be taken at any time with Marshal approval. You are never stuck with a PC/build you don't like.

Race & Background Changes

- Racial pages received a large visual upgrade and now show multiple pictures when possible.
- Racial bonus XP is gone. Races get a single set of powers, which have in some cases been buffed (to replace large bonus XP awards). In other cases downsides have been removed instead.
- No racial upgrades exist anymore.
- Removed Outcast Background because it no longer made sense.

Weapon Changes

- Short blades now have a base damage of 2.
- Claw damages generally increased in most races as part of power consolidation.
- Buckler size raised to 20" in diameter from 18".

Power Changes

- (meta) is gone.
- Recharge times are gone.
- All enemies & All allies officially recognized as delivery calls falling under the Ranged category.
- All power trees now have 3 powers in them, each of which has a single Upgrade. While this results in fewer options for customization, it drastically reduces the cognitive overhead for understanding the system and building/upgrading characters.

- An effort was made to make all powers valuable in roughly equal measure.
- Every single power tree has had large changes.

Ritual Changes

- Harden is gone, for reasons to be explained under Crafting changes.
- The Earthbound enchantment is no longer an Immunity to Knockback. Instead, you may Resist Knockback twice per Encounter.

Status Effect & Call Changes

- Decay is gone (see Crafting changes).
- Absorb is gone.
- The Drop Rule is now always usable, as opposed to being limited.
- A given character can only be under the effects of one mental and one physical status effect at a time.
- RP times are no longer of fixed duration. Instead, powers and rituals that must be RPed ask players to do their best to promote immersion.
- This is Mine – this ritual provides a similar effect that interacts with Maintenance (see Crafting changes).

Crafting Changes

- Durability is removed. In lieu of Durability, which was opposed by Decay, crafted items that are non-mundane and non-single use now have a Maintenance cost of 5 Lunari each, which must be paid at the beginning of an Event. Items not paid for become inactive.
- Crafters of the appropriate type may spend 2 BP to restore an item that is inactive to being functional, giving them a steady income stream.
- The Craft Other tree is now the Artisan power, which explicitly covers any art, craft, or service that generates income but isn't a formal Craft. This power explicitly now generates money in lieu of BP.
- BP increased at each title.
- Patterns are obtained in two chunks (Journeyman and Master).
- Breeding stock no longer required for Drovers. Juvenile animals don't have to mature to be used.

Other Changes

- Cleaned up wording and clarified policies in general.
- Consolidated rules or policies with related or similar language.
- The section on Class summaries no longer gives Power tree summaries.
- Increased starting HP for Healers, Guardians, and Melee classes.
- Added pictures of Organization symbols and deity symbols to promote recognition.