

## Kishar v8 Change Summary

### System-level Changes

- Psionicist is removed from the game as a class. Replacing it are Mindblades, psychic warriors who conjure their own weapons, using their skill at Avoidance to dodge blows while striking back at foes with Hexing and their unique tree: Blade Dancing. Like most melee classes, Mindblades start with 20 HP.
- The Lifting Bodies rule is removed (this stated you had to have a Feat of Strength to do so). You can now 'move' downed players by yourself. Make sure you get consent to touch people!
- Language in the Factions rules has been simplified since we don't currently have problems with this. Similarly, combined Thread Priority and Simultaneous Threads (both seldom used) into one section.
- The old unclear language about game fee waivers has been replaced with the Scholarship system, which defines how many players can play for free and under what conditions. Kishar is an inclusive space and we want to bring in players who can't always afford game fee as well.
- Game fee is now listed as \$15 - \$20 / Day, to cover the case where we use a more expensive site.
- Guardians are now capped at 4 damage, instead of 3. Kite Shields reduce this to 3, instead of 2.
- Healers are now capped at 4 damage, instead of 3.

### Race & Background Changes

- Thinbloods – I've added a "Race" for people who want to choose a portion of a normal racial template, but not the whole thing. This scales down makeup requirements as well as powers received, and allows people to play interesting (but less demanding) characters. Thinbloods must be distinguishable from humans, so Thinblood humans are not allowed. I suggest a way in which Thinblood Constructs might make sense.
- Aetherites – Replaced the separate racial elemental powers with a combined one, like Dragonkin have. There's no reason to have two versions of the same power.
- Fellblooded – Combined the Fragile Soul and Claws powers into "Soul of Fire".
- Eerie – This background now requires Marshal approval, which is consistent with other similar backgrounds.
- Martial – Changed the requirements for the title in this background to "all powers and upgrades" in either Warcraft, Weapon Mastery, Blade Dancing, or Archery.
- Medic – Added this background for characters that define themselves by their healing. It includes the possibility of the title "Master Medic".
- Pureblood – This background is removed. It creates more confusion than the benefit it adds to the game, and some of the RP around this is negative and undesirable.
- Traveler – Added a new background for characters who like travel for its own sake.

## Weapon Changes

- None

## Power Changes

- Many upgrades now use the language “When using (name of power)” to make it clear they modify the original power. The language in upgrades that add new powers has been clarified to explain how often they may be used. Upgrades that are Sure powers will be marked as such. Any upgrade that says “At will” should be considered a Reliable power. Any upgrade that says “X times per Encounter” should be considered a Difficult power. Any upgrade that says “X times per Day” should be considered an Exhausting power.
- Archery – Killing Shot – Upgrade – Changed from the first time to your choice. (Simplicity)
- Blade Dancing – The new power tree for Mindblades is added with 3 new powers and Upgrades.
- Chaos – This power tree has never worked well, and remains our least popular. It is removed from the game.
- Charm – Command the Mind – Upgrade – Clarified that individuals cannot be imitated.
- Command – Instead of a line consisting of “all people within melee range of you”, it’s now more narrowly defined as you and one person to either side of you, so long as you are all within melee range of each other (no more than 6 feet between the person on your left and the person on your right). This is a significant change due to the better-than-expected effects from our last change to this tree. (This also affects the Upgrades to Formation Training and Advanced Tactics, and is the reason neither of those powers was modified. Tacticians will need to carefully coordinate with allies so that they know who is “in the line” and receiving benefits, but there’s now a reason to bring more than 1 Tactician to a fight.)
- Command – Rally – Upgrade – Removed the limitation on “up to 10 allies”, so all allies may now use this ability once per Encounter. Removed the damage bonus.
- Control – Wave of Emotion may now be delivered as a Burst or a Point and Click.
- Destruction – Clarified that packets being cast from your Spell Pool must still obey the “one damage call per second” rule aka Legal Strikes. I think this may not have been clear before, and it does affect the burst damage from using Force Bolt.
- Elementalism – Natural Cycle – The base power does not trigger from its Upgrade. Additionally, the Upgrade is now once per Encounter and the damage is lowered to 10. Type is changed to Bypass.
- Enervation – Nerve Strike – Changed from the first time to your choice. (Simplicity)
- Evocation – Torment Infusion – Changed the cast time reduction to 0, because as written this was really just a worse version of Channel Element. Additionally, added two additional uses of Unerring from Destruction when you activate this power.
- Fateweaving – Tug Fate’s Strings – Upgrade – Changed from the first two status effects to a choice. (Simplicity)

- Fateweaving – Warnings in the Web – Upgrade – Clarified that allies may also not call a Hold just to trigger this power.
- Field Medicine – Bandaging – Upgrade – Now grants 1 Feat of Strength, down from 2, but there is no longer a restriction on the use of the Feat of Strength, so this is actually a buff.
- Field Medicine - Stimulant – Upgrade – Changed to always grant the benefit when the power is used. (Simplicity)
- Holy Light – Searing Light – Upgrade – Clarified that you must see the Status Effect being delivered.
- Holy Light – Clerics now have access to an addition power in this tree called Invocation, the effect of which varies according to the cleric’s chosen deity. These powers are intended to bring flavor to the game and often require invocations or short ceremonies. Feedback is appreciated.
- Necromancy – Command the Unlife – There is now a rider on the questioning part of this power. “You (and your allies) may not specifically knock someone unconscious in order to use this power on them.” If this does not resolve the genre issue, this power will go away.
- Phasing – Wormhole – Upgrade – This now grants a new secondary power that continues the subtheme of Etherealists interacting oddly with Rituals.
- Resilience – Combat Mastery – The first power now grants +3 Max HP to non-Guardians, down from +5 Max HP. The second power does not grant Max HP anymore, down from +2 Max HP. The Upgrade grants +2 Max HP, down from +3 Max HP. (This means the power + Upgrade now grants +5 Max HP to non-Guardians and +10 Max HP to Guardians, instead of +10 Max HP to non-Guardians and +13 Max HP to Guardians.)
- Spirit Lore – Spirit Summoning – Clarified that animal spirits must be appropriate to their location. No spirit dolphins on land, no spirit eagles underwater.
- Teamwork – Empower – This power now grants the same benefit to all targets – 4 Temporary HP (up from 3 for Guardians). The call of “Empower” is no longer necessary – call the effect instead. (Simplicity)
- Teamwork – Empower - Upgrade – Added the following: “If multiple instances of this power are present, each ally gains +2 Max HP per extra instance.” Now if there are three people with this power in a party, allies will gain an Armor Resist and +4 Max HP, for example. The power still does not target the user, so they will only gain an Armor Resist and +2 Max HP.
- Teamwork – Push Your Limits – Instead of requiring the power being refreshed to be expended, this now grants an additional use of a Difficult or Exhausting power. Because this is a significant improvement, it no longer also grants +5 Max HP for the Day. I expect to see more back-to-back uses of Killing Blow, but it does require two Exhausting powers to do so.
- Universal – Combat Training – Removed the power that granted +3 Max HP but did not stack with other similar powers. The first power now allows you to use a buckler OR gain +3 Max HP.
- Universal – Insightful – Removed this power entirely. It can appear to be necessary to solve certain types of plot by excluding players who want to use their own deduction skills, and I don’t like that.
- Weapon Mastery – Expertise – Clarified this only affects the base powers of weapons, not additional powers granted by magic weapons.

- Weapon Mastery – Technique – Upgrade – Changed this from “Add +1 Base Weapon Damage to all weapons” to “Gain 2 Additional uses of the Burst power in Technique”.

### **Ritual Changes**

- Removed Curse from the base Mindscape Rituals. Replaced it with Harden Mind, which allows Mindblades to provide mental resists to ritual participants.

### **Status Effect & Call Changes**

- Armor Resist – this call now reduces a single non-Bypass damage call by up to 10 (to a minimum of 0). This change was made in order to better represent the effects of large damage spikes that would only be muted by armor, such as siege weapons and rare special attacks. Armor resists cannot be stacked to reduce more than 10 damage.

### **Crafting Changes**

- None

### **Other Changes**

- Reformatted Class Summary Table to increase legibility.
- Damage Types Summary Table now lists Bypass as “Rare”, not “Very Rare”. Because accuracy.
- Updated the Tailor picture in Retainers to have the correct text.
- Updated the list of Non-Staff Volunteers on page 10. Anyone interested in these positions should apply to a Marshal.
- Many broken links fixed thanks to Ryan P!