



SIMPLIFIED V6.0 RULES FOR NEW PLAYERS

Game Fundamentals

1. **Marshals:** A Marshal is like a referee for Kishar. They run the game. At the beginning of each event, players will be told who the Marshals are. Please listen to and follow any instructions given by a Marshal. If a Marshal says something, this overrides everything else.
2. **PC/NPC:** Some players in Kishar are Player Characters (PCs). PCs pay to play Kishar, but get to develop a character they've customized. Other players are called 'monsters' or non-player characters (NPCs). They portray everyone else in the world. NPCs play for free, and are given game statistics, costuming, weapons and instruction by the Monster Marshal.
3. **Holds:** If someone says Hold, the game stops - immediately cease all action. If possible, go down on one knee. Unless you are asked by a Marshal to do otherwise, remain in the same place, look down, and avoid talking. Holds should be called if there is a safety concern or if a power requires them. Try to avoid saying 'Hold' accidentally in conversations. A Marshal will end a Hold by calling 3 commands in sequence: "Positions!", to tell players to resume their places, "Ready!", to indicate that everyone should be prepared, and "Game On!". At this point, play resumes.
4. **HP:** All players (PC or NPC) have hit points (HP), which measure how much damage they can take before falling unconscious (0 or fewer HP remaining). The most HP you can have are your Max HP. If you are unconscious, it is preferred that you lie down, close your eyes, and take no actions, but it's also acceptable to put a hand or weapon over your head if lying down would be problematic.
5. **Lightest Touch:** Combat in Kishar is lightest touch, which means your goal when attacking is to inflict contact in the lightest possible manner, and never to cause harm or injury. If you opponent tells you to "pull your blows", you are hitting too hard. Never argue about this.

6. **Damage:** Damage comes from attacks, like weapon swings or packets that represent spells or potions. Any time you make a damaging attack, it must include a damage call. If you are swinging a weapon, your swing must be 45 degrees or more, and you must fully pronounce your damage call. We recommend at least 1 second between damage calls even when using two weapons.
7. **Types:** All damage calls include one or more types, which specify what kind of damage the attack does (some people take more or less damage from specific types). Examples include an axe swing (1 Slashing) or a packet such as Universal Solvent (5 Acid). The types in Kishar are Slashing, Bashing, Piercing, Air, Earth, Fire, Water, Acid, Spirit, and Bypass (roughly in order of rarity).
8. **Taking Damage:** When you are hit by an attack, you subtract the number in the damage call from your HP, unless you have special protections or vulnerabilities. If you are not hit you take no damage. Hits in Kishar are never deemed “too light”. Your clothing and gear are legal targets for attacks, and any attack that connects with them is considered to hit. Normal shields block weapon strikes but not packets. Some magical shields may also block packets.
9. **Drumming:** Melee strikes must make at least a 45 degree angle to be legal. This angle is measured between the weapon when it’s pulled back and the weapon when it strikes. Quick, small strikes of less than 45 degree angles are referred to as “machine gunning” or “drumming” and are not legal. For damage calls with weapons, each swing must be legal and you must fully and clearly pronounce the full damage call of the attack, including the full names of all damage types.
10. **Status Effects:** Some attacks inflict harmful status effects, which represent things like being unable to run (Slow) or being knocked unconscious (Sleep).
11. **Brother’s Keeper:** Live combat is always chaotic, and it can be surprisingly difficult to focus on your surroundings. When you are fighting an opponent, you have a much better picture of what’s behind them than they do. You might also have a better idea of obstacles to their sides. You are therefore responsible for keeping that opponent from stepping into something hazardous, or tripping over a fallen log or other obstacle. If you see someone about to move into an unsafe situation, call a Hold. Inform them of the danger. If needed, you might both take steps away from the direction of the obstacle. If the person you are fighting falls over due to something behind them, you are considered responsible, so please be aware!
12. **Defenseless Rule:** If a character cannot fight back, because they are asleep, unconscious, disarmed, etc. then you may not strike their player. Instead, place the tip of your weapon lightly against their chest (asleep or unconscious) or stand within melee range of them (disarmed) and call your damage at 1 second intervals.
13. **Illegal Maneuvers:** You may not shield bash, trap weapons, scissor block, grapple other players, charge other players, shield kick, or otherwise perform any action a Marshal deems hazardous.
14. **Illegal Targets:** Melee strikes to the head, groin, or a hand while on a weapon are not legal. Ranged (arrows, thrown weapons, or packets) strikes to the head or groin are also not legal. Illegal strikes should be avoided, and never have any harmful effect on their target. A person being struck in the head or groin has the option to call “Reflect”, which turns the effect to the caster instead.
15. **Non-Combatants:** For various reasons, a player may elect to be a non-combatant. They may not engage in Melee combat, but may use ranged weapons or powers. Non-combatants must wear prominent white bands on their arms. They are treated as if they were always disarmed, and may not be struck. Players using missile weapons should attempt to target other characters first. Non-combatants may be struck by packets and targeted by non-contact powers as normal.

16. **Phys Rep Rule:** Except to move them out of harms' way, no player may pick up another player's phys reps without prior agreement. This does not apply to thrown weapons, spell packets, or ranged ammunition.
17. **3 on 1 Rule:** No more than three people may attack any one person at a time. Any offensive action is considered an attack. This rule is designed to allow the person defending to be able to track incoming damage, which can be extremely difficult when facing many attackers.

Basic Rules

1. **Powers:** In Kishar, all powers have a type: Sure, Reliable, Difficult, and Exhausting.

Type	Description	Color & Symbol
Sure	Always on unless you chose otherwise.	S
Reliable	Called upon at will , but may have conditions for their use.	R
Difficult	Usable once per combat , or once per 30 minutes.	D
Exhausting	Only usable once per Day .	E

Powers also have a delivery mechanism, as noted below.

Type	Includes
Melee Powers	<ul style="list-style-type: none"> • Self powers can only affect the person who uses them. • Touch powers require the intended target to be touched. • Swing powers require a successful strike with a melee weapon. • Melee Point and Click powers require you to be within melee range (6 feet) and point at your target while announcing the effect. • Burst powers affect all enemies or allies within melee range (6 feet).
Ranged Powers	<ul style="list-style-type: none"> • Packet powers require the toss of a packet, and only succeed if the packet hits. • Blast powers affect all enemies within 6 feet of the point of impact of the packet. • Point and Click powers require the caster to point at the target and announce the effect. Point and Clicks have a maximum range of 30 feet. • Projectile powers must be delivered by a ranged weapon such as a bow or crossbow.

2. **Cast Times:** Many powers have a Cast Time, which represents the time necessary to gather enough willpower or magic, or to find an opening in an opponent's defenses, to use a power. Unless noted specifically, Cast Times are given in seconds. If a power does not list a Cast Time, it doesn't have one. Powers with a Cast Time require a Cast Count out loud including the total cast time. For a power with a 5 second Cast Time, this would be something like "1 thousand, 2 thousand, 3 thousand, 4 thousand, 5 thousand". **Cast times are not interrupted if you take damage while counting.**
3. **Holding:** A power with a Cast Time may not be "held". Once your Cast Time has been completed, you have a few seconds to deliver the effect of the power.

4. **Recharge:** Instead of a Cast Time, some powers have a Recharge Time. At the beginning of every combat, Recharge powers are available for use without a Cast Time. Once used, you must complete a Cast Time count equal to the recharge time to make the power available again that combat.
5. **Wait:** Instead of a Cast Time, some powers have a Wait Time. This functions like Recharging a power (it's available when you start a combat), except that you don't have to perform the Recharge count – you simply wait that many seconds and the power becomes usable again.
6. **RP:** Instead of a Cast Time, some powers have an RP Time. Instead of completing a Casting Count, you must RP the power you are using for the amount of time listed. For example, if a power had an RP time of 60, you would need to RP the use of the power for 60 seconds for it to work.
7. **Rounding:** Rounding always works against the user of the power. That is to say, if something is beneficial to them, it rounds down. If it is harmful, it rounds up.
8. **Targets:** All powers have one or more targets, as explained in the power's description. If a power says that you gain some benefit, then you are the target.
9. **Bypass:** Bypass damage ignores all defenses. It even goes through shields and weapons. If a status effect includes Bypass, it affects targets even if they would otherwise be Immune, and they may not use any abilities to prevent it.

Example Powers (Basic)

Name	Freq	Effect	Delivery	Time
Arcane Health	§	Your Max HP are increased by 5.	Self	-
Force Bolt	R	Call 5 Bashing.	Packet	Cast 5
Unerring Force Bolt	D	Call 10 Bashing.	Point and Click	-
Secret Unguent	Ⓔ	Call Heal 30.	Touch	-

- **Arcane Health** increases a character's Max HP. Since it's a Sure power, it's always in effect.
- **Force Bolt** is a Reliable power that does damage with packet strikes. Any time a character with this power completes a Cast Count of 5 seconds, they may throw a packet for 5 Bashing.
- **Unerring Force Bolt** is a Difficult power, so it can only be used once per combat. However, it's a point and click effect, so you simply point at your target, call the damage, and they take the effect.
- **Secret Unguent**, a strong healing ability, is an Exhausting power, so it can only be used once per Day.

Common Keywords

Powers in Kishar use **keywords**, which have special meanings. There's a listing of all of these in the rulebook, but some occur much more frequently than others. These are the most common.

Friendly Keywords (Your allies may say these, or your own powers may use them)

Add: You increase the damage of a power or the use of a weapon. *Example: "Add 1 Melee Weapons" means you gain +1 damage with all melee weapons.*

Armor: Your armor protected you from a single damage call, negating it. You must say "Armor" to represent this. This does not protect against status effects. If you are playing an NPC, the Monster Marshal may tell you that your character has some number of Armor Resists. This means you have that many uses of this call in the current combat. You may choose when to use them.

Convert: Instead of the damage type an attack normally uses, you use the type specified by the power. *Example: "Convert Acid" means an attack now does Acid damage.*

Dodge: For each Dodge you have, you can evade a weapon swing or packet strike that hit you by treating it as if it didn't hit. The weapon swing or packet has no effect. You cannot dodge Melee Point and Clicks, Bursts, Blasts, or Point and Click effects. If you are playing an NPC, the Monster Marshal may tell you that your character has some number of Dodges. You may choose when to use a Dodge.

Heal: You regain lost HP. Heal never takes you over your Max HP. *Example: "Heal 10" means you may regain up to 10 lost HP. If you are only 5 HP down, you only regain 5.*

Immune: When a power grants you immunity to a harmful status effect, you are no longer affected by instances of that status effect. If you are struck by something you are Immune to, you must say "Immune". *Example: "Gain Immune Fear" means that any attack that inflicts Fear doesn't affect you.*

Minimize (type): You lower the damage on certain attacks to 1. You should say "Minimal" to let people know that you are using this ability. *Example: "Minimize Acid" means you only take 1 damage from any attack that includes the Acid type. When hit by a 5 Acid attack, you would only take 1 damage and you would say "Minimal".*

Resist: You ignore a certain number of damaging attacks or harmful status effects. If you use this power, you must say "Resist". If a power just says you gain a Resist, this is a 'generic Resist', which only works against damage calls. Thus, a melee strike for 10 Slashing could be resisted, but if the call was Fear 10 seconds, you could not resist it. You may choose when to use a Resist.

Restore: You remove harmful status effects from the target(s). How many, and what sort, are specified in the power. *Example: "Restore 1 Frozen Foot" would mean that you remove 1 instance of Frozen Foot from your target. "Restore All" would mean all harmful status effects are removed.*

Substitute: Instead of a damage call, a weapon swing or other attack causes a harmful status effect. Do not call both at the same time! *Example: "Substitute Disarm" means that instead of calling your weapon's damage, you would call "Disarm".*

Hostile Keywords (Your enemies may say these)

If a keyword is marked with (duration), the duration will be included in the call. *Example: "Fear 20 seconds"*.

Disarm: If your weapon or the arm wielding it is struck by this attack, toss that weapon 3 feet to the side. It's considered bad form to toss it in the direction that you're moving.

Dominate (duration): For the duration, you obey all commands given by the caster of this effect. By default, you attack their enemies and defend them.

Fear (duration): You are so afraid that you are incapable of properly defending yourself. Treat all damage as Bypass damage for the duration.

Frozen Foot (duration): If you are hit by this attack, pick one foot and plant it. You may not lift that foot off the ground or drag it, but you can pivot around it. If you are Frozen footed twice you may not move your legs. The duration will be included in the call. *Example: "Frozen Foot 30 seconds"*.

Sleep (duration): If you are hit by this attack, you fall asleep, and should lie down on the ground. If you take 5 or more damage, you wake back up. ***New Player Tip: If you are targeted by something you don't understand, treat it as Sleep!***

Slow (duration): If you are hit by this attack, you move at a walk and may not run for the duration.

Stun (duration): If you are this attack, you are Frozen Footed (see above) and cannot take offensive actions (using weapons or powers against people) for the duration. You may still defend yourself or use defensive powers!

Taunt (duration): You must move quickly towards and try to make your attacks against the person making this call. This effect ends if you are Taunted by someone else, if you are attacked by someone other than the person Taunting you, or if you are prevented from moving and cannot reach them.

Vulnerable (type): If you receive damage of that type, you are treated as Blind for the next 5 seconds, in addition to receiving the damage. If you are Vulnerable and Minimizing the same type, they cancel out – ignore both.

Weakness (duration): All of your damage calls and Heals are reduced to 1 for the duration.

Physical vs. Mental Status Effects

Some powers grant Resists against a whole class of status effects, such as Physical or Mental status effects. Use this table to see what that means:

Type	Includes
Physical	Frozen Foot, Slow, Stun, Weakness
Mental	Dominate, Fear, Sleep, Taunt
Neither	Diseased, Out of Game, Vulnerable

Intermediate Rules

1. **Drop Rule:** Projectile weapons have a minimum firing range of 10 feet. Once per Encounter, you may (with a drawn and aimed) projectile weapon, drop the projectile to the side instead of firing to call your damage at any target inside of your minimum range that is not wielding a shield or buckler while facing you. This counts as a meta power (see below).
2. **Meta:** Some powers are marked with the designation “(meta)”. Meta powers modify the way that other powers work, usually making them more effective. Only one meta power may modify another power when it is being used.
3. **Multi Monster:** During some Encounters, a very large creature may be portrayed by several players. All players on the other side are considered Slowed as long as multi-monsters are on the field, in order to compensate for the difficulty of portraying such a creature.
4. **No Instant Death:** Any damage call that reduces you from above 0 HP to below 0 HP puts you at 0 and bleeding out, but not dead. The normal bleed count is 2 minutes.
5. **Swarms:** Occasionally, a large number of small monsters moving together may be portrayed by a single NPC. 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.
6. **Temp HP:** Some powers grant Temporary HP: special HP that can take you above your Max HP.
7. **Weapon Powers:** Most weapons grant powers. These powers can be used while holding that weapon, and are usually Difficult or Exhausting. You do not gain additional uses of these powers for using multiples of the weapon. Ask a Marshal what power your weapon grants if you are unsure.

Uncommon Keywords

Friendly Keywords (Your allies may say these, or your own powers may use them)

All Allies: This power affects all of your allies. You will have to announce this loudly so that they realize this. *Example: “All Allies Heal 10” would heal all of your friends for 10.*

Feat of Strength: Having a Feat of Strength represents the ability to exert yourself physically. You may choose to do one of the following things: Use it as a Knockback, Resist a Knockback, pick up a person by yourself, lift heavy objects, or break some barriers. Ask a Marshal if you’re unsure.

Refresh: The target regains the use of a Difficult or Exhausting power, as specified in the power description. This power should be explained to you ahead of time by the person using it.

Hostile Keywords (Your enemies may say these)

Animate: You are animated as an undead or an elemental. Listen to the additional information like your HP and damage. You obey the caster mindlessly – they will give you a red headband to wear while you are playing a summoned creature. If you are not dead or unconscious, there is no effect.

Knockback: This call is only legal if you are within Melee range of the person. (6 feet) They do not need to touch you to use it, only to put their hand out in your direction. You are pushed away from the other person in the direction they point. You must turn around and quickly run 15 feet (7 large paces) away. This represents being thrown through the air, so you are not a valid target while you move. You may not abuse this to deliberately become invulnerable to damage. If for some reason you cannot move backwards, for example, due to safety, you are instead Stunned for 10 seconds.

Masterful Disarm: Like a normal disarm, but you drop everything in both of your hands, including shields. It is acceptable to toss all held objects in the same direction.

Reflect: Whatever call you just made has been reflected back at you – you receive the effect if it includes damage, otherwise, you ignore it. Your original target is unaffected by it. You may not Reflect a call that has already been Reflected!

Example Powers (Intermediate)

Name	Freq	Effect	Delivery	Time
Anger Wave	R	Call Burst Taunt 5 seconds.	Burst	Recharge 10
Avalanche Strike	R	Substitute Knockback.	Swing	Wait 15
Pinpoint Blows (meta)	D	Convert Bypass for your next 3 Melee strikes.	Swing	-
Drop It!	E	Substitute Masterful Disarm.	Swing	-
Wraith	E	Conjure a powerful angry spirit. (Animate 40 HP, 3 Bypass)	Touch	Cast 5
Word of Healing	E	Call All Allies Heal 10.	-	-

- **Anger Wave** is a Reliable power that places Taunt (a harmful mental status effect) on anyone with Melee Range (6 feet). Since it has a Recharge Time, it's available at the start of every combat, and completing a 10 second count will make it available again.
- **Avalanche Strike** allows you to knock an enemy back by hitting them with your melee weapon. Since it has a Wait Time, it's available every 15 seconds, without completing a Cast Time.
- **Pinpoint Blows** is a (meta) effect, so you couldn't use it another (meta) at the same time. It Converts your next three melee weapon swing to Bypass damage.
- **Drop It!** allows you to swing a weapon and call "Masterful Disarm". If you hit any part of a player's gear or their weapons, they must drop all held objects.
- **Wraith** is a power with an Animate effect. You must target a downed player with it. When you use the power, inform them that they're playing a wraith with 40 HP that calls 3 Bypass with their weapons. They obey you until destroyed or until the end of the Encounter, when the wraith dissipates.
- **Word of Healing** can be used only once per Event (Exhausting). All allies within the sound of your voice Heal 10. It's best to tell your friends about these powers before you use them, so they know what to expect.

Advanced Rules

1. If you have a beneficial effect that gives you +2 Fire damage to your weapon swings, you may choose to omit this (for example when fighting something that Minimizes Fire), but **base damage types** (Slashing, Bashing and Piercing) **cannot be omitted** unless you are using the Convert mechanic.
2. If a power has a base casting time of 60 seconds or longer (or out of combat), a player may choose to have a Marshal time them and perform RP of a sufficient duration instead of completing a Cast Time count. This rule requires a Marshal and depends on Marshal availability.
3. **Rituals:** Under certain conditions, characters who share the same Path (Steel, Magic, Faith, etc) can perform special ceremonies called Rituals when they are present in the same group. All Player Characters learn 2 Rituals when they are created, but others can be learned in-game.

Rare Keywords

Friendly Keywords (Your allies may say these, or your own powers may use them)

Absorb: This is like a Resist, and usually grants some other bonus listed in the power.

Phase: You briefly flicker out of reality. This means you can avoid 1 non-Bypass attack, no matter how it targeted you, even Point and Clicks or Bursts!

Resurrect: The target returns to life at 1 HP.

Hostile Keywords (Your enemies may say these)

Decay: If applicable, a magic item or other piece of special equipment has deteriorated. See a Marshal.

Disease: You have contracted a disease, the effects of which will be described to you after the combat is over. This effect is permanent until cured.

Out of Game: You have been removed from the universe for X seconds. Place your weapon or hand over your head. You may not be the target of anything or take any actions until you reappear.

Sanctuary: The person you are hitting is immune to your attacks because of the protection of the gods. Pick someone else to attack.

Example Powers (Advanced)

Name	Freq	Effect	Delivery	Time
Phase Out	R	Call Out of Game 10 seconds	Packet	Recharge 15
Daze	D	Select up to three targets and call Stun 10 seconds.	Point and Click	Cast 10
Lurid Curse	D	You violently aggravate the target into attacking you by relentlessly mocking them. Call Taunt 15 seconds.	Point and Click	RP 5
Absorption	D	When struck by a non-Bypass packet, call Absorb. You may call Heal 5 as a Point and Click.	Self	-
Resurrection	E	Call Resurrect. A significant portion of the target's body must be present.	Touch	RP 2 min
Sigil of Defense	E	Destroy 1 vial of Gem Dust Ink. You inscribe a single, highly potent symbol upon your forehead (this must be phys repped). Gain 1 Phase for this Day.	Self	-

- **Phase Out** is a Reliable power that allows you to remove someone from the game temporarily, allowing you to move past them or avoid their attacks. While Out of Game, they cannot be targeted by powers or use any powers themselves.
- **Daze** is a Difficult power that allows you to briefly Stun three enemies by pointing at them, after completing a Cast Time of 10 seconds.
- **Lurid Curse** allows you to Taunt a target once per encounter, causing them to have to move rapidly towards you and attempt to attack you.
- **Absorption** not only allows you to resist a packet attack (Absorb works like a Resist), but also grants you a use of a secondary power (Heal 5, Point and Click).
- **Resurrection** has specific conditions under which it can be performed (having a significant portion of the target's body) and has a very long RP time (2 minutes).
- **Sigil of Defense** is a power that requires you to expend a resource (an item card for Gem Dust Ink) that grants a single use of the Phase call during the current Day. You decide when to use the Phase.

PCs Only!

The following rules are things PCs should know but that don't really apply to NPCs.

1. **Time Freezes:** A time freeze is like a Hold, except that you don't get to hear or see what's happening. Freeze in position immediately, close your eyes and hum, or sing loudly enough that you are not aware of noises around you.
2. **Race/Class:** All PCs in Kishar have a Race and a Class. Your race determines whether or not you receive special powers. Your class determines which types of powers you buy most easily. Each class has one set of powers that only they can buy.
3. **XP:** All PCs receive experience points (XP). These can be used to buy more powers or improve existing ones. PCs receive XP for attending Kishar events or donating to the game.
4. **Levels:** When you earn enough XP as a PC, your character gains levels. At each level, they gain certain benefits, such as more HP.
5. **The Spotlight Rule:** If you use an Exhausting power and miss, or your target Resists, Dodges, or calls Immune against the power, you regain your use of it for the day after 1 minute.
6. **Bleeding:** At 0 or fewer HP, a character is considered to be "bleeding out" – that is to say, they take additional damage as their wounds weaken them. While bleeding out, you take an additional point of damage every 10 seconds. When you reach -12 HP from injuries or bleeding, your character is dead. If you receive healing or are stabilized, you stop bleeding.
7. **Phys Reps:** You must have 1 physical representation (phys rep) for each weapon that you are actually using. There are limits on how many items you can have that don't have phys reps.

Buying and Upgrading Powers (PCs only)

Name	Freq	Effect	Delivery	Time	Cost	
Restore Body	R	Restore 1 Physical Effect.	Touch	Recharge 15 †	4	
↳	Name	Freq	Effect	Delivery	Time	Cost
	Prayer of Healing	R	Target Heals to their Max HP. This power may not be used in combat. *	Touch	RP 30	5
	Upgrade	*Up to 5 people may join hands and receive this effect at once.				2
↳	Name	Freq	Effect	Delivery	Time	Cost
	Vigor Infusion	E	Target Heals to their Max HP.	Touch	Cast 5	5

- Restore Body is a base power. There are no prerequisites to buying it. Prayer of Healing requires you to have purchased Restore Body (hence, the arrow). Similarly, Vigor Infusion requires you to have purchased Prayer of Healing. These powers must be bought in order.
- Powers may list upgrades under them. These are modifications to the base power that can be purchased to increase its effectiveness. Above, Prayer of Healing has a single upgrade. It adds an additional line to the effect of the power, making it more convenient to use on multiple people. XP costs for upgrades are listed separately.