

Kishar v10.1 Change Summary

System-level Changes

- Crafting – Maintenance Costs – We'll be putting a small silver dot sticker on the back of all cards requiring maintenance (since this was confusing otherwise). Noted in the rules. Please allow us your patience if we miss a card.
- Game Policies – Special Loot, Dungeons, and Claim Tickets – We're introducing a new system for allocating claim tickets based on the number of major magic items each PC carries. This should make it much more likely to get items if you don't have any. Claim tickets can no longer be sold or exchanged between PCs. If you win an item, you must turn in all tickets at once. Finally, if you win an item that would put you over your major magic item cap (6), you can choose to put one of your current items into the drawing and take 50 lunari, or you can keep your current items but not choose a new one and take 25 lunari.
- Weapons, Shields, and Items – Major and Minor Magic items – This distinction is added to the game. Minor magic items include all non-unique items crafted by PCs, such as Amulets of Health, Ox Tattoos, Weapons of Quality, Guard Animals, and such. There is no restriction on how many total minor magic items a PC can use. Major magic items include this created by experimental patterns, obtained through the Special Loot drawing (if they require kismet to bind), or obtained from the Night Market. PCs may only use 6 major magic items per Day.
- Weapons, Shields, and Items – Unique Items – There is also a limit to how many Unique Items a character may use. It was 3 per Event, and it is now 2 per Event. Unique items are actually pretty rare. They include -some- experimental items and special items like the Mechanist's Eye that can't meaningfully exist in multiples in the story. Unique items -should- be tagged with a U in a circle, but I may need to correct this on a few cards issued in the last year. I've never seen a PC have more than 2 of these, but we want to make it clear that they should be spread out a bit.
- Powers – Power Stacking – Now called 'Power Stacking and Consumables' – added one line: "Likewise, you may not use more than 2 consumable items that provide bonuses to the same power at once."

Lineage, Background, and Standing Changes

- None

Weapon Changes

- None

Power Changes

- Holy Light – Invocation – Clarified that Suhl'Sekh grants individual Information powers, not a full Progression worth. Additionally, changed Lyla's invocation to actually work with the current

game. Updated Nivone's power to mention items as well. Auran's power now gives you one use of 20 Bypass. You can now gain access to this power each Day through a Favor with the Temple of that deity. If Cleric choose this Favor 6 times, they permanently gain access to the Invocation power without spending Progression.

- **Righteousness – Spell Blade (Upgrade) – Clarification:** When using this power to expend multiple instances of Force Bolt in your Spell Pool, you only receive the Aggressor bonus once (to the total call), not once per Force Bolt.
- **Righteousness – Blade of Righteous Death – Simplified:** Call "Righteous Death!". Your melee weapon damage becomes 5 Bypass. You may not benefit from Add effects (including the Aggressor Benefit) until this power expires. If you are reduced to 0 HP, this power ends.
- **Universal – Rank –** There is no longer a restriction that you can only call in one Favor per Day total, even if you have multiple versions of Rank. Now it's one Favor per Day per Organization.
- **Universal – Rank – The Adventurer's Guild –** Benefits now pay better but cannot be used for yourself.
- **Universal – Rank – The Royal Academy –** Possible Favors have been updated. Academy graduates may now fall back on their general education for help.
- **Universal – Rank – The Merchant's Guild –** Possible Favors have been updated. Now that Quartermasters are common, Merchants can instead receive better prices when buying or selling. Additionally, improved the benefit for Foreign Coins.
- **Universal – Rank – The Jin Shi –** Possible Favors have been updated. Paperwork can now be expedited or delayed, and you can request more history.
- **Universal – Rank – The Guild of Wind and Flame –** Possible Favors have been updated. You may now participate in Rituals not of your Path. Benefits have improved – buying Ritual scrolls is now much cheaper.
- **Universal – Rank – The Sultan's Might –** Possible Favors have been updated. In addition to the free single Maintenance you get in Benefits, you may use a Favor to maintain additional items equal to twice your Rank.
- **Universal – Rank – The Temple –** Possible Favors have been updated. You can spend money to gain access to the Invocation power (Holy Light) or you can request Sanctuary for a PC or NPC.

Ritual Changes

- None

Status Effect & Call Changes

- None

Crafting Changes

- Components - Crafters may purchase generic components from a Quartermaster for (component value) x 3 lunari. If purchased, these must be used immediately in crafting. This is intended to simplify the process of crafting for all players, and is considered a courtesy rule. If abused it will be removed. Should market prices rise, the price of this rule will rise with them.
- Removed the requirement for Paragon to submit Experimental Patterns. Added a new section to the Crafting rules: "Once they hit Grandmaster, PCs may submit two Experimental Patterns per Craft per Season. Organizers must receive these by email and will process them between Events. Organizers reserve the right to deny or completely modify proposed mechanics for game balance." Cleaned up the language in the individual crafts to point here.
- Artisan's upgrade now makes you a Master, not a Grand Master.
- Artisan now has 2 additional levels (Paragon Artisan), like Craft. The additional levels now make you a Grand Master, and then Exalted, and increase your lunari per Day to 45 and then 60.
- Paragon Crafter – Upgrade – Instead of unlocking Experimental patterns for regular crafters, this now is a full additional Tier of crafter that gives you the title Exalted and increases your BP to 45 / Day. Additionally, Artificers with this unlock their Capstone, an additional experimental pattern that represents the pinnacle of their skill. Flint's construction of a sentient construct to replace the Mechanist is a prime example of this. Expect multiple quests for necessary ingredients.
- Substantially changed components to use a "pool" system shared by all recipes at Journeyman and Master. Some recipes still require specific components – if so those are listed in the recipe.
- Removed Small and Medium gems as components do to an unintended interaction with buying components for crafting. Large gems now only provide 5 units as a component.
- Added additional components to several crafts to increase diversity of available components. Most commonly this included items like Black Pearl, Ichor of Undeath, and Paralyzing Venom, which were underused.
- Added additional recipes to support Courtesans, including Makeup (Alchemy), Book of Poetry (Calligraphy), Perfume (Droving), and Marque Tattoo (Tattooing).
- Alchemy – Added a second use for Elixir of Decay: "Vulnerable Acid or -2 to the number of Feats of Strength require to break an object. (Elite – Add the Blast modifier or -4 instead)" This is intended to make this pattern more useful. Additionally, this recipe now produces two item cards when created.
- Alchemy – Infusion of Living Iron – Doubled the effects.

- Calligraphy – Maintain Book – Removed references to scrolls, because they are single-use items and consumables don't need maintenance.
- Calligraphy – Scroll of Power – Doubled the effect. This consumable is not used much. Gem Dust ink is no longer required for this recipe.
- Cooking – Advanced Recipe – Increase the effects of Roast Lamb and Couscous. These consumables are not used much.
- Cooking – Secret Sauce – Doubled the effect. This consumable is not used much.
- Cooking – Ice Pepper Garnish – Doubled the effect. This consumable is not used much.
- Clothier – Added this Craft Tree! Clothiers must measure before creating clothing, but their creations can enhance Crafting, Artisan skills, Rituals, and Difficult powers. Characters are limited to 1 of each type of clothing per Event. Additionally, clothiers can alter clothing and create Fine Clothes. Most clothing patterns make flexible use of a variety of components, including pieces of jewelry and inks.
- Courtesan – Added this Craft Tree! Courtesans create Connections with NPCs that can be gradually increased in rating. Connections can then be used to call in Favors or get inside information from these NPCs. Establishing Connections or Developing them both care about the match in style between the Courtesan and the NPC, as well as the relative difference in Rank between them. Courtesans have the unique ability to make use of a large number of 'luxury' items as Components for their recipes.
- Courtesan – Added some colors to emphasize that lowering your TN is good, whereas raising it is bad.
- Droving – Hunting Animal – This is no longer a Daily effect. Instead, you get a number of consumable uses equal to the Body of the animal. The Elite version is master tracking, the regular version is basic tracking. Because this is a consumable, you do not need to maintain it. Buy/sell prices have changed.
- Droving – Rescue Animal – This is no longer a Daily effect. Instead, you get a number of consumable uses equal to the Body of the animal. The Elite version reduces the cost to ¼ Influence. Because this is a consumable, you do not need to maintain it. Buy/sell prices have changed.
- Jewelrysmithing – Added a power to the prohibited list: [Blade of Righteous Death \(Righteousness\)](#)
- Jewelrysmithing – If you can make a Ring, Bracelet, or Amulet yourself, recharging it costs ½ the BP needed to create it. If you cannot you can still recharge it, but it costs the full BP of the

original item creation. (While there's an incentive to get the person who made the jewelry to recharge it, you aren't stuck with a useless item if they don't come to game)

- Jewelrysmithing – Added this line to Exhausting Amulet: “(Even if you recharge the Amulet, you cannot use the power again the same Day.)” Hopefully this clarifies as well that you can recharge and reuse Rings and Bracelets the same Day if you want.
- Tattooing – Mountain Tattoo – Doubled effects, now Touch instead of Self. This pattern is not used much.
- Tattooing – Dragon Tattoo – Removed 60 second duration, now lasts all Encounter. Elite version now Adds 2 All.
- Weaponsmithing – Maintain – This pattern now maintains weapons, shields, armors, or enchantments (the Ritual kind).
- Weaponsmithing – Added new JM pattern, Versatile: “Every time you create this pattern, you may select a single Enchanting Ritual and add it to your sheet. You may spend 10 BP to perform this Ritual without it counting as your daily Ritual. You perform it as if you were of the appropriate Path, but cannot teach it.”, which uses gems for Components. This is designed to make Weaponsmiths the best at enchanting weapons and armor.

Organization Changes

- None

Other Changes

- Fine clothes buy/sell for more to match up with BP costs in Clothier.
- Hunting / Rescue animals have variable buy/sell prices now.