

## Kishar v12 - Change Summary

### Basic Changes (Introduction)

- What is Kishar? (p. 10) – This section now defines a ‘thread’, a term we use a lot!
- Organizers (p. 12) – Added our pronouns.
- Volunteer Positions (p. 13 – 16) – Added Provider role, updated duties for the other roles. Greatly expanded the descriptions of most roles. Clarified how to become a Volunteer.
  - Added Details for Mediator, which I’d forgotten on the list. Whoops!
  - Changed the rewards for Character Consultant to 10 lunari instead of 2 items Maintained, which is generally better for them and easier to track.
- NPC Models and Rewards (p. 17). This new section covers the newly proposed Shift model as well as the 1/2/3 and A/B models. Increased the Kismet reward for taking additional shifts from 10 Kismet for 2 hours to 25 Kismet (day shift, 3 hours) and 15 Kismet (Dungeon shift, 1.5 hours). The Rolling Shift Rule is added to cover people who miss shifts they committed to NPCing.
- IC Spaces vs OOC Spaces (p. 19) - Added a sub-section explaining how we will be dividing the main space at the Event site (Wick Hall).
- Announcement Bell (p. 20) – Added new section on the two bells at our current site, and how we use them differently. This covers the outside bell and the handbell.
- Schedule of Game Events (p. 21) – This new section outlines our proposed schedule of events for 2-day and 3-day games, including when NPC shifts should run. This has a sub-section for three-Day events and Cast Parties. We will need everyone’s help for this culture shift.
- Powers (the Basics) (p. 22) – Defined “Thread” as meaning “until the players return to their main base of operations”. I’m using T and a light orange for this. This covers **choices you make once per thread**, buffs that last the whole thread, and decisions that get “locked in” for the thread.
- Game Gestures (p. 28 - 29) – New section added! Now with picture illustrations!
  - Out of Game – added description of this, which has been common practice for about a decade. Better late than never, right?
  - Down / Bleeding – this newly developed indicator is described here.
  - OOC – Moved the description of this gesture here.
  - Flying – Most commonly seen on monsters.
  - Speaking Another Language – added this common gesture.

### Game Policy Changes

- Before Game (p. 30) – This new section covers RSVPs and Expenditures. In v12, players will spend BP, Progression, and Maintenance between games. Players can also do so at game with a Quartermaster or Character Consultant, but everyone is highly encouraged not to wait.
- Game Fee (p. 30) – Increased the max donation per Event to \$60. The base cost of our game site has increased notably between 2023 and 2024. We prefer not to raise Game Fee, but it’s possible we may have to do so. If that happens, it will become \$35 per Day. We’re going to re-assess this at the Season 12 midpoint.
- Dread in Kishar (p. 32) – Added the full rules for Dread in Kishar here.

- Loot Distribution (p. 33) – Bento description updated to specify that creating bentos is now a Quartermaster job. The Organizers have created a series of instructions for how to do this. Additionally, in Season 12 we will experiment with a small amount of variance in the bentos. For every 5 – 10 players, the quartermasters will add a ‘prize’ item in a bento. This could be a more expensive component card, a medium gem, a ¼ influence, a cultural item, or even a random special consumable from the ‘deck of green cards. Overall, we anticipate bento value increasing slightly. We remind players that while it’s very charitable for them to just give away items they receive in the bentos, the intent is for them to trade components they don’t use for lunari, and this is part of the way the ‘value’ of a bento is delivered.
- Job Board Threads (p. 33) – This section is replaced by “Floating Threads”. These function similarly, except they are not pre-advertised. A Narrator can drop them if there’s interest and the Organizers are otherwise busy. Job Boards were challenging because they created an expectation that players should focus on completing them, but this often competed with the desire to complete the ‘scheduled’ events of the day.
- Peer’s Rule (p. 34) – Changed the vote from “majority” to “unanimous” since there are only two Organizers at the moment. If that changes in the future, it might change back.
- Thread Capping and Priority (p. 35) – We haven’t used it for a while, so we are removing it.
- Retiring a Character (p. 36) – Clarified that any “partial” Progression is rounded down.

### **Character Creation Changes**

- Some spelling / grammar issues corrected in the Lineages.
- Constructs, Formians, Gnolls, Hiwani, Humans, Orcs – “Young” now starts at 20. PCs younger than 18 will no longer be allowed. This is a deliberate change to avoid uncomfortable situations.
- Elves, Dusk (p. 45) – Changed Exhausting power into Difficult OOG that adds damage.
- Hiwani (p. 48) – Removed the previous restriction on certain types of bird.
- Stoneborn (p. 51) – Now officially descendants of the Dao, finishing out the cycle.
- Standings (p. 64) – Foreigner gives you your native Language for free.
- Backgrounds (p. 65 – 67) – All Backgrounds now do something! You can either gain a title or you receive a small freebie at character creation, like a single Knowledge or a bonus like +5 BP to a specific Craft. Titles may grant RP benefits at Narrator discretion.
  - Mystery – Now only gives the benefit twice.
  - Sailor – Now only exempts you from the Water modifier in shallow water.

### **Between Game Action Changes (p. 70)**

- Re-wrote this a bit, so the general part is first and the specific part second.
- All active players (anyone who attended at least one of the last three Events) get a BGA (formerly only players who attended the last Event).
- Players may choose which character takes the BGA, if they have more than one. (Formerly it was the PC played at the Event)

- There are now specific actions that can be taken as BGA: Talk to NPC, Travel to Location, Research Topic, Scout Area / Tail NPC, Recruit Retainer, Note Interest.
- The explanation of “How to BGA” has been changed for the new form format.

### **Coins and Gems (p. 72 - 74)**

- Added several new entries. We now have two Cyrillian currencies – the Drop and the Drokna. Drokna corrected to be worth 60 instead of 50. Additionally, the Diamond City is now minting its first coin – the Samazar Solari. Finally, added pictures of the foreign coins from Dessanora and the gold bars previously used in game.
- Replaced the pictures for medium and large gems with the correct ones.

### **Influence Changes (p. 75)**

- Removed “Procurement”, which read: ““Unusual items, especially crafting components, may become available for sale with Influence.” This hasn’t been needed for several years.

### **Kismet Changes (p. 76)**

- This section was formerly titled “Kismet & the Night Market”.
- Kismet Auctions – added a section for this. Somehow we didn’t have one already!
- The Night Market – rewrote this section to mention that the Night Market will no longer appear in game. Instead, it will run online in the middle of each Season like a mini Kismet Auction selling consumables and more whimsical items. This change reflects the fact that it simply takes too much in-game time to run for the value we get out of it. It still continues to exist in setting as an unpredictable market of wonders. Additionally, I removed the “Standard” items listed here. These are likely to be offered in the Night Market, but making them only available then will help drive interest for the process.

### **Weapon, Armor, & Items Changes**

- Wands added to the main table (p. 78) in order to make maximum size clear and that duplicate wands don’t grant duplicate benefits. You cannot block with a wand.
- Melee Weapon Specifications (p. 79) – Updated some language here. Added a paragraph on shops we commonly point people to: “Commercial manufacturers are making excellent weapons these days. We recommend Forged Foam and pretty much anything carried by Medieval Collectibles as solid and serviceable gear. If you are looking for something higher-end, recent (older gear is rigid) Calimacil is always a good place to start. If you are going to purchase something from Calimacil, please use our discount code: “GEEK\_CHIC\_3” for 10% off.”
- Missile Weapon Specifications (p. 80) – Updated some language here. Added: “IDV arrows are the current standard in America. We prefer them with flat, open cell heads.”
- Wand Specifications (p. 80) – Added a section on this to cover common questions.
- In both sections, dropped the requirement for inspection every year. In practice, we are not doing this. We will inspect weapons once - when they are first introduced to the game.

- Armor (p. 82) – Made a few visual tweaks to this section to make the conversion for Guardians more obvious. Added: “Note: The Armor Resists granted by Armor are considered a Difficult power and can be affected by things that care about Difficult powers.” Currently that would be the Clumsy Status Effect or the Grueling Thread Modifier.

### **Hit Points and Damage**

- Bypass Damage (p. 84) – We are removing Eternal damage from the system as unneeded.
- Damage Types Summary (p. 84) – Added information about the known Cyrillian damage types.

### **Combat and Safety Changes**

- Adverse Conditions Rule (p. 85) – No longer automatic at night. If we can light areas well (such as a Dungeon), Proxies are allowed to waive this rule.
- Color-Coded Bands (p. 86) – Yellow – Yellow sashes on a monster will mean it’s notable in some way, but what this means might vary from Encounter to Encounter.
- Defenseless Targets (p. 87) – This use to distinguish between people you had to touch lightly with your weapons and those you couldn’t touch. Now there’s only the second type. This is intended to make this more consistent and easier to remember.
- Execution and Challenging Combat (p. 87) – Changed the language here to make it clear that wearing yellow is an OOC decision about wanting more risk to your PC.
- Killing or Sparing NPCs (p. 89) – PCs must now use the Execute mechanic to indicate they wish to kill an NPC. Taking actions that would obviously result in someone’s death can still kill an NPC.
- Loot and Stealing (p. 90) – PCs may agree OOC to “steal” from each other but should probably let an Organizer know that this is what’s happening.

### **Modifiers to Play Changes**

- Removed the word Organizer from all of these. Narrators and Proxies are allowed to use all of them as needed.
- Thread Modifiers (p. 94) - Long and Short are officially added. We’ve been using them for many Seasons unofficially.

### **Call Summaries (p. 94 - 95)**

- All Allies – Clarified that this does include the user of the power.
- Curse – This new call, like Disease, means you’ve contracted something permanent (until cured). Expect more minor curses from NPCs. =)
- Masterful Disarm – This call was rare and confusing. We are removing it. I have generally replaced powers that used it with a double-duration Disarm. NPCs may instead use the Bypass modifier.

- Minimal / Minimize – Now covered in the same block. In addition to being able to Minimize a damage type, you can also minimize a Status Effect, which reduces its duration to 5 seconds. This has been used before but not documented in the rulebook.
- Refresh – Despite being used in several places, this keyword did not appear on this list. Clarified that you cannot Refresh a power that Refreshes other powers, so that rider is no longer needed elsewhere. Where the word ‘refresh’ was used to mean something else in the rulebook, I’ve tried to replace it with ‘replenish’ instead (such as for BP or Focus).
- Restore – This is renamed Cleanse. Changed that everywhere that used Restore. (Sacred Banner, Curative Potion (Elite), Very Strong Tea, Wand of Wound Closing (Elite), Field Medicine (Stimulant), Holy Light (Searing Light, Upgrade), Shielding (Cleanse) )

### **Status Effects (p. 97)**

- Narrators / Proxies - Expect a list of minor curses and diseases for use by NPCs.
- Out of Game – Now stacks with other status effects, like Dominate.
- Clarified that if you are Dominated + a Status Effect, or OOG + a Status Effect, both timers run concurrently. Additionally, if you can make yourself OOG, this does not remove other restrictions on you like Frozen Foot / Stun preventing you from moving.

### **Ritual Changes (p. 98)**

- Area of Effect / Number of Participants – Now a sub-section. All Rituals whose area increases by number of participants have been enhanced. The new ‘table’ for this starts at “a floor or wing of a building” with 2 people and goes up to “The Plane” with 10.
- All of the Rituals that required a participant of a specific class no longer do.
- Rituals no longer specify the minimum number of participants. Instead, they are all a minimum of 2. Scaling is then used to encourage people to find additional participants. Because of this, we can get rid of the distinction between ‘bonus participants’ and ‘additional participants’. Favors and items now grant ‘bonus participants’ universally.
- Buying In – Added a subsection. Explained that you can provide a consumable item or Favor that grants a bonus participant in order to participate yourself in a Ritual normally barred to you.
- Formerly, \* Rituals said “This Ritual may be performed five times a Day.”. Now they say “Once performed, this specific Ritual may be performed four more times this Day.” – this is intended to be clarifying, not a functional change.
- Scriptures of Steel (p. 99)
  - Catapult – Upgraded the damage to Blast 15 Bypass from Blast 10 Bypass.
  - Honorable Burial – Codified that when used on a significant NPC, participants gain a ¼ Influence each with the Temple of Suhl’Sekh.
  - No One Left Behind – Participants can now spend a ½ Influence to Invoke Fair Escape for another participant. (This is a reduction in cost from 1 Influence) Clarified that this counts as the target’s use of Fair Escape.
  - Rallying Speech – No longer based on the number of powers in Command.

- Sergeant's Oath – Instead of 2 Heal 5s, the benefits are now one Heal 10 per Encounter and one Cleanse per Thread.
- High Magic Rituals (p. 100)
  - Argentum – Added this Ritual. It provides a combat buff to Armor or weapons.
  - Attuning – Removed from the game without replacement. This brings Magic back into line with the other Paths, which only have 7 Rituals each.
  - Comprehend Written Languages – Clarified that while active, all written languages look the same, so you can't identify the language you are reading. (Established in play.)
  - Consult Lore – Clarified that this Ritual is most effective with historic events.. It now requires you to spend 10 lunari per participant (a medium gem) to cast it.
  - Detect Object – Enhanced the scope of this ritual by allowing it to target ambiguously. "This Ritual allows the participants to detect the location of an object. Unlike many similar Rituals, the leader does not have to describe the object sought unambiguously. Indeed, they may be as vague as they like. The Ritual may provide objects whose use is not obvious in these cases. Asking for "an object to open this door" may detect a scroll of Knock, a crowbar, a key, a petition to demolish the building, or a pouch of gems sufficient to bribe the door's guard. Narrators should make sure the Ritual produces a viable solution if possible. However, players who ask for something infeasible, such as "a way to kill this god" or "a bag of endless treasure" may find the Ritual simply fails. Seeking objects of power may draw the attention of appropriately powerful beings. Area increases by participant."
  - Disenchant – This ritual hasn't been used since Season 1 or 2. Removed.
  - Hidden Writing – This ritual hasn't been used since Season 5 or 6, I think. Removed.
  - Teleportation Circle – Added this Ritual. It allows for one-way long-distance travel. Noted: "If the anchor is moving, or the space it occupies is smaller than the volume being teleported, the results can be unpredictable."
- Rituals of the Gods (p. 101)
  - Abjure Curse – Added Ritual. Removes minor curses, suppresses and provides insight for how to cure major ones. (Consider this distinction a narrative one to allow players to move stories about being cursed along when necessary)
  - Atonement – Added this ritual, which allows people to atone for past misdeeds.
  - Augury – Added this ritual, which allows people to ask their deities questions.
  - Blessed Space – Removed from the game. This has, to my knowledge, never been used.
  - Vengeful Weapon – Now a Fused Ritual that requires participants on at least 3 different Paths. (Steel, Magic, Mind, and Nature characters can also be vengeful!)
  - Zone of Simplicity – Now a Fused Ritual that requires participants on at least 4 different Paths.

- Natural Rituals (p. 102)
  - Barkskin – Clarified that this effect applies immediately to the next however many Encounters. Increased the duration by 1 Encounter.
  - Dowsing Rod – This detection Ritual has been buffed a little, and now allows for a wider range of possible targets. I've brought the 'detection radius' in line with other Rituals of this type.
  - Manipulate Weather – This Ritual was seen as too complex (player feedback from the survey), so it's been simplified.
  - Natural Attunement – This Ritual now uses the standard area increase, but always receives a bonus participant for free, meaning it starts from "local neighborhood".
  - Summon Flock – The number of participants is no longer reduced in hostile Environments. Clarified the wording somewhat.
  
- Mindscape Rituals (p. 103)
  - Magic Compass – Clarified that this works as long as you are on the same Plane as the target and they are alive.
  - Psychometry – Since it's well-established in game, made it explicit that gloves or using a cloth to touch an object does not leave a trace for this power.
  - Scry – Brought this in line with other similar Rituals.  
 "This Ritual allows participants to observe the space around a specific person or object that they can name unambiguously and picture. For example, scrying on "Aziz the Master Merchant" when at least one participant can clearly picture them will be successful, if this person is within the area of effect. Scrying on "a person named Aziz" will fail, as will an attempt where no one can picture Aziz (having met them or having a good likeness is needed). Scrying on "the dagger used to kill this person" will work only if at least one participant has seen the dagger before or can clearly picture it – the concept is not enough. Likewise, the Ritual does not provide insights into the qualities of the person sought – you cannot scry of "Aziz the Master Merchant who is lying on this contract" to determine truthfulness. The area of effect increases by participant."
  
- Fused Rituals (p. 104)
  - Commune with Nature – Clarified that you can't re-cast this on the same target.
  - Holy Water – Clarified that 'Faithful' means Rank1+ with the Temple.
  - Vengeful Weapon, Zone of Simplicity – As noted in Rituals of the Gods, now Fused.
  
- Enchanting Rituals (p. 105)
  - Faithful – Now usable on any item, to cover Shields, Wands, etc.

## Crafting Changes

- Maintenance Costs (p. 110) - The Adventurer's Guild will pay crafters to perform Maintenance. For every 2 BP dedicated to Maintenance for other players, the crafter will receive 1 lunari. Players are encouraged to tip crafters performing Maintenance, and tip jars can be set up at game. (In practice, crafters should tell us how much BP they want to dedicate to Maintenance, with the rest going to their crafted items. We will use as much of the offered BP as possible, paying lunari as mentioned above, and refund the rest to the crafter. We will then print a sheet listing the crafters who donated BP and how much was used, so people can make tipping decisions.) Maintenance happens after each Event for players who attended that Event.
- Shoddy Preparations (p. 112)– We now allow shoddy consumable items, which halve all mechanical benefits. If this can't be done, they simply do nothing.
- Alchemy (p. 114)
  - Elixir of Prowess – Clarified that this refreshes a single piece of a Difficult power. This is not intended to be a functional change but might not have been clear before.
- Artificing (p. 115)
  - This used to say ""In order to become an Artificer, a character must go to the Night Market or win a Kismet Auction." It no longer mentions the Night Market because that isn't an option in the new version of the Night Market.
- Calligraphy (p. 116)
  - While Manual of Health and Scroll of Power are used, much of what this tree makes is not currently used. As such, I'm adding an additional pattern to it. I would normally remove Book as a pattern (not very used), but it does have a place in the setting and is occasionally used.
  - Stored Ritual Scroll – Changed the ban on "Fused Rituals" to "Custom Rituals", because that was the original intent. Fused Rituals as they currently exist in the book are mostly fine to have stored. Clarified how these work.
  - Seal of Power – Similar to Vest of Power but modifies an Exhausting power to provide additional benefits the first time it's used each Day. Clarified that you only get one benefit.
- Clothier (p. 117)
  - Vest of Power – Changed the wording to activate the first time each Encounter you use it, which should clarify that Refreshing the power or using it from jewelry doesn't give you extra uses of this. Clarified that you only get one benefit.
- Cooking (p. 118)
  - Advanced Recipe – Chocolate now allows a re-roll after the fact. The BP cost for this pattern, which also includes Lentil Soup, is reduced from 40 BP to 30 BP to encourage its use.



- Courtesan (p. 119)
  - Maintenance is removed from Connections.
- Jewelrysmithing (p. 122)
  - Consolidated language into one place that used to live on individual items.
  - Added Razor Veil (Blade Dancing) to the list of things that cannot go in jewelry.
  - Added a new jewelry piece, Threaded Broach, to hold T powers.
- Wandmaking (p. 130)
  - Wand of Focused Power – Clarified that this gives you a Spell Pool if you don't have one normally, as well as increasing it if you do, and that you can store your Spell Pool in the wand (not a functional change). It's intended as an offhand for packet casters but also to give people a basic packet power if they want one. By default, it does 1 less damage than Force Bolt and you get Spell Pool 2 instead of 3.
  - Fused Wand – New Journeyman pattern. "Allows two wands to be represented with one phys rep (and used at the same time). A character may not use more than one Fused Wand at a time. This item does not require Maintenance."
  - Wand of Deadly Sparks – Now Packet (instead of P&C), but no Wait time.
  - Wand of Savage Strikes – New Master pattern intended to provide an additional combat option – wand & weapon. "Reliable - While using this wand and wielding a single weapon, Add 2 weapons." NOTE: This power only works when wielding exactly ONE weapon!

## Power Changes

- Formally added T for "Thread", a duration which lasts until you return to the main building. I'm adding this in part to give me additional design space for items and future powers. Additionally, the new approach to powers that grant buffs to allies is "set it and forget it" for the Thread, to reduce the need to confirm they still have the buff every Encounter.
- Formally clarified that the Exhausting timer resets after the Dungeons, not specifically at midnight. This is intended to be fair to the earlier Dungeon.
- Final (p. 109) – Clarified that this can't itself be modified but can trigger some other effect that cares about spending an Exhausting power. This is most relevant for the new Glyph of Power in Calligraphy. If a Final power is chosen, the first option (+5 Max HP) will still be available.
- Archery (p. 127)
  - Accuracy – Increased the damage bonus to Add 3. The additional point of damage should put the average aggressor at 10 (base 5, +1 for Aggressor, +1 for Quality weapon, Add 3). While there's little mechanical difference between 10 and 9, in practice 2-digit numbers are taken more seriously. It also makes the math of Hail of Arrows much easier.

- Killing Shot (Upgrade) – This used to add a damage bonus for the Encounter, but the new version of Accuracy largely covers that, so instead this is now an additional use of Killing Shot.
- Augmentation (p. 128)
  - Persistence – Clarified that this refreshes a single piece of a Difficult power. This is not intended to be a functional change but might not have been clear before.
  - Persistence (Upgrade) – Now affects three items chosen at once each Day. (Responding to survey feedback that this needed to be improved)
- Blade Dancing (p. 129)
  - Manifest Weapon – Removed reference to Masterful Disarm. Reverted the Disarm change – they continue to be Immune to Disarm.
  - ~~Razor Veil – Damage reduced from 15 to 10. Change reverted.~~
- Body Control (p. 130)
  - Anticipation – When you Resist an attack, you now Refresh a single piece of a Difficult or Exhausting power instead of gaining one use of the call you Resisted. This is intended as a buff to this power, based on feedback from the survey. Remember, you cannot Refresh a power that Refreshes powers, so this is not “infinite Resists”. =)
  - Anticipation (Upgrade) – Simplified this to Heal 10 and gain 1 Phase when you use Anticipation, which can be twice a Day (since you get two uses).
- Brilliant Armor (p. 130)
  - Force Buckler – Removed reference to Masterful Disarm. Reverted the Disarm change – they continue to be Immune to Disarm.
  - Shield Surge (Upgrade) – Instead of 10 Temporary HP, this power now grants all allies 2 Armor Resists. This is intended as a small buff / ease-of-use upgrade, based on player feedback in the survey.
- Charm (p. 131)
  - Terror – Now called Instill. Added second Reliable power that Heals, but for only ½ the amount of a Healer. This is intended to make Illusionist more viable in combat Encounters. This power cannot target self.
- Command (p. 132)
  - Formation Training – Clarified the wording for using kite shields.
- Control (p. 133)
  - All powers in this tree that use Bursts may instead be delivered as two Melee Point and Clicks. This is intended as a test of whether this is a viable alternative to Bursts that is less likely to be ignored.
- Destruction (p. 134)
  - Meteor Swarm & (Upgrade)– Now calls a Hold before delivering the packets. This is intended to test whether this makes this power more viable and less likely to be ignored.
- Divine Protection (p. 135)

- Oath of Protection - This is now a Thread power (that grants the normal benefits). This is done mostly so the Oathbound can “set it and forget it” since we won’t be swapping people in and out by Encounter commonly.
- Elementalism (p. 136)
  - Elemental Connection, Elemental Focus – These powers are now marked as T (for Thread) instead of D (for Difficult). Once you use the power, you are locked into your choice for the remainder of the Thread (until you go back to the main building).
  - Elemental Focus (Air) – No longer grants immunity to Multi-monster rules. While rarely used, there’s no way for NPCs to know why a specific PC is breaking these rules, which can lead to frustrating gameplay.
  - Elemental Focus (Upgrade) – You must now choose whether to use this at the start of a Thread, not at each Encounter. The last sub-power was previously incorrectly marked as Difficult when it should have been marked as Reliable, since it modifies the use of another power.
- Enervation (p. 137)
  - Sudden Strike – Now a regular Disarm, but the duration is raised to 1 minute. Removed reference to Masterful Disarm.
- Evocation (p. 137)
  - Torment Pulse – Buffed this by changing it from Add 1 to Add 2, but only for Force Bolt. Changed it to D from R to clarify that it doesn’t stack with itself.
  - Torment Lash (Upgrade) – Increased the Healing to 15.
  - Torment Infusion (Upgrade) – Removed the self-inflicted Clumsy, replaced with taking 10 Bypass.
- Fateweaving (p. 138)
  - Tug Fate’s Strings – This is now a Thread power (that grants the normal benefits). This is done mostly so the Mender can “set it and forget it” since we won’t be swapping people in and out by Encounter commonly
  - **Warnings in the Web (Upgrade) – Updated to work with Tug Fate’s Strings as a T power.**
- Field Medicine (p. 139)
  - Emergency Treatment (Upgrade) – This power cannot be Refreshed.
- Hexing (p. 140)
  - Affliction – Delivery type is now Packet OR Melee Point and Click. (Responding to player feedback in the survey)
- Holy Light (p. 141 - 142)
  - Turn (Upgrade) – Player feedback on the survey indicated this was weak, and I agree. Replaced it with the following: “When you use Invocation (see next page), double the effects or gain a second use of the power (do not do both). (Clarify the interaction of this with an Organizer.)”
    - The following should always double: The Brothers, Nivone, Gorgath, Noctus, Sulith

- The following should always get a second use: Gloriel, Auran, Kora, Lyla, Suhl'Sekh, The Twins
    - The following can do either: Avahlei, Laurela, Maenir, Thul
  - Invoke Deity (Upgrade) – This power may not be Refreshed.
  - Invocation (Nivone) – No longer Heals all allies 5. Instead, provides an Armor Resist to the healed target. This is a deliberate nerf for balance.
  - Invocation (Auran) – Now a Burst instead of Packet/Swing.
  - Invocation (Lyla) – Matches are now worth 15 instead of 10.
  - Invocation (Maenir) – Now a Thread power.
  - Invocation (Thul) – Now a Thread power.
  - Invocation (Sulith) – Clarified that it only refreshes a piece of a Difficult power, to be consistent with other similar effects.
  - Invocation (The Twins) – Upgraded from a MP&C to P&C.
  - Invocation – Added an invocation to Noctus. For reasons! =)
- Righteousness (p. 145)
  - Spell Blade – Spell Blades can now be Disarmed. Removed reference to Masterful Disarm.
  - Spell Blade & Upgrade - Clarified that weapons of Quality, like other melee modifiers, do not apply to the base version of Spell Blade (this is not a change in practice). Changed language about “the power” or specify Force Bolt, since it’s the only thing put in your Spell Pool that’s used this way. When using the Upgrade, you no longer apply any powers or items that modify your Force Bolt damage.
  - Holy Light & Upgrade – Reduced the damage by these powers by 5.
- Shapeshifting (p. 147)
  - Apex Predator (Upgrade) – Now Final. Instead of its previous effect, this power now grants reactive armor for an Encounter – when attacked in Melee you can respond with “5 Bypass” as a MP&C. This does not have to be used at the same time as Apex Predator, but they are intended to combine well together. It does not work against ranged attackers, however.
- Shielding (p. 147)
  - Barrier (Upgrade) - This is now a Thread power (that grants the normal benefits). This is done mostly so the user can “set it and forget it” since we won’t be swapping people in and out by Encounter commonly.
- Souttending (p. 148)
  - Dark Night of the Soul – You may call this effect as two Point and Clicks instead of a Burst. This is intended as a test of whether it is less likely to be ignored.
  - Dark Night of the Soul (Upgrade) – As above.
- Spirit Lore (p. 149)
  - Spirit’s Blessing & (Upgrade) - This is now a Thread power (that grants the normal benefits). This is done mostly so the Animist can “set it and forget it” since we won’t be swapping people in and out by Encounter commonly.

- Teamwork (p. 149)
  - Empower (Upgrade) – Now a Thread power. Added a reminder: “Before handing out this bonus, please check with other players to see which level of the bonus applies. Remember that you cannot stack the same power twice!” Players are expected to talk to each other before Encounters!
  - Push Your Limits - Now uses the Refresh keyword. To be consistent with other similar powers, only refreshes a single part of a Difficult or Exhausting power.
- Thievery (p. 151)
  - Flourish – Now regular Disarm, but the duration has been raised to 30 seconds. Removed reference to Masterful Disarm.
- Weapon Mastery (p. 152)
  - Mastery – Now regular Disarm, but the duration has been raised to 30 seconds. Removed reference to Masterful Disarm.
  - Mastery (Upgrade) – Removed reference to Masterful Disarm. Added an increase in the effective number of Major Magic items you can carry of 2, as long as they are weapons.
- Universal (p. 153 - 156)
  - Added the Curious power, which should provide options for PCs inclined to sleuthing to receive hints from Narrators.
  - Added a disclaimer about Lockpicking, Rumors, Tracker, Trap Finding – these powers usually come from other powers. They can be purchased independently, but it’s probably not worth the full Progression to do so.
  - Magic Talent – The Upgrade now gives you an extra Major Magic Item slot.
  - Rank – now has its own sub-header for navigation.

### Organization & Rank Changes

- Merchant’s Guild (p. 167)
  - The Favor “Contacts” is slightly better and waaaay easier to read!
  - The Benefit for the Foreign Coins Game is reduced to re-rolling one die, not all of them.

### Picture Additions

- |                                      |                                     |
|--------------------------------------|-------------------------------------|
| • Index (p. 8)                       | • Select Starting Equipment (p. 63) |
| • Sultan’s page (p. 9)               | • Backgrounds (p. 67)               |
| • Game Gestures (p. 28 – 29)         | • Combat and Safety (p. 85)         |
| • Character Backgrounds (p. 36)      | • Monster Modifiers (p. 93)         |
| • Lineage Details (p. 39)            | • Call Summaries (p. 95)            |
| • Thinblooded or Halfblooded (p. 40) | • Artificing (p. 115)               |
| • Sun elf (under Elves) (p. 46)      | • Control (p. 133)                  |
| • Choose a Character Class (p. 53)   | • Terrain Mastery (p. 150)          |
| • Max HP Cap and Focus (p. 54)       | • Universal (p. 153)                |
| • Class Details (p. 61)              |                                     |