


Kishar v13 Draft - Change Summary

Credits

- Kasi moved to co-creator line. Lee and Andyroo added to “With Assistance From” in thanks for their contributions to rules / game development.

Basics (Introduction)

- Added new level: Who is Kishar for?
 - Inclusion, Cultural Appropriation and Racism, No Hate Allowed, Cooperative Play (Mudita). These are some of our most important concepts and we need to be upfront about who we welcome and value here.
- Added new level: Staff and Points of Contact
 - Organizers section
 - How can I reach people section
- Added new level: Volunteering at Kishar
 - Volunteers Roles – Chronicler and Quartermaster are no longer Ranks in the Adventurer’s Guild. Quartermasters now receive 1 large gem per Event where they perform duties. Chroniclers now receive a free Rumors power.
 - Volunteer Rewards table and How to become a Volunteer table now adjacent.
- In-Character vs Out-Of-Character
 - IC vs OOC Knowledge – Replaced this section with a new section called Metagaming vs Steering.
 - Moved Name Badges and Orange Hearts into this section.
- Added new level: Safety Mechanics
 - Appropriate Behavior, Universal Out, Lookdown, Announcement Bell
 - Added new sub-section: Bleed. While we don’t introduce any mechanics specifically to address bleed, players are required to be aware of it, and we highly recommend candid communication with other players.
 - Lightest Touch / Pull Your Blows – moved here from Combat. It’s a general safety mechanic.
 - Added new sub-section: Physical Contact. This compiles and re-iterates our policies on consensual touch.
 - Added new sub-section: Triggers. Players with triggers need to inform the Organizers of these, ideally once a Season, so we can compile a list for Narrators to use in providing warnings.
- Cheating – This section is folded into the Code of Conduct online.
- Inappropriate Conduct - This section is folded into the Code of Conduct online.
- Powers (The Basics)
 - Added Consumable and its symbol  for single-use powers that cannot be recharged.
 - Broke T up into T, T*, and T! (This is explained in the detailed Powers section).

- Added at the bottom: “Some powers refer to an “ally” or “allies”. You are always considered your own ally. If the power says “other ally” or “other allies”, you cannot use it on yourself or benefit from it when used on others.” This also appears in the Powers section for clarity.
- Removed Multi-Exhausting (EX) as a power type, generally replacing it with T. **PCs with items like the Coral Armor should talk to me about a re-write so they aren’t nerfed.**

Game Policies

- Now begins with the section “Code of Conduct and Waiver”: “Players must read the Code of Conduct posted on the website: <http://kisharlarp.org/inclusion.php>
 - All players will be required to read and sign a player waiver, in addition to agreeing to abide by the Code of Conduct. Players with legal guardians must have their guardian sign the waiver before an Organizer. Any questions about the Code of Conduct can be directed to an Organizer or a Mediator.”
- Peer’s Rule – folded the changes from the CoC into the base rules. Moved the remaining text to the Code of Conduct.

Event Structure

- This new section is added to better separate information about HOW the game is run from information about WHY we run the game that way (Game Policies).
- It includes the “Before Game” sections, Check-In, Game Fee and Donations, Scholarships and Fee Reductions, Dungeons (Combat and RP), Dread in Kishar, Loot Distribution, Special Loot and Claim Tickets, Floating Threads, and Schedule of Events.
- The BGA form is now officially called the Between Events form, since it includes many other things. This is the preferred way to spend Progression.
- RSVPS -
 - Removed mention of Facebook – RSVPs will be handled through Discord Events or Polls. It is our intent to eventually make the FB group entirely vestigial and have it simply point to Discord. (The Discord link in the book was expired, so I replaced it with one that won’t expire)
 - Added like to BGA form as another way to spend Progression.
 - Expanded our disclaimer here: “Organizers reserve the right to deny any person admission to our community and/or the ability to attend Events if we feel their presence would be harmful. Current players are asked to notify us if potential players are concerning or have been known to be problematic or harmful in the past.” Some examples would include: “this person was previously abusive to me”, “this person is known to belong to a hate group”, or “this person is known to be a thief or scammer.”
- Expenditures – Players who do not wish to Maintain an item should indicate this when submitting their BGA.
- Check-in and Packets – Now updated to actually reflect current practice.

- Dread in Kishar – Codified that we no longer use the “Pyrrhic Victory” rule for intentionally knocking over the tower. In combination with certain player powers, this proved imbalanced.
- Special Loot and Claim Tickets – added information about Mythic Items.
- Unloading and Parking – this isn’t really needed at our current site. Removing it.
- Floating Threads – Renamed to include Night Plot, which was not otherwise defined and is really the only example of this in practice.
- Schedule of Events – Added some missing details (like Breakfast on Sunday), revised information about 3-day events to indicate the Fridays are now the permanent Cast Party day. We no longer expect to open the Season with a 3-day game, as the expense was too high, and it required writing two full sets of Dungeons.

Character Creation

- Updated the instructions to reflect the new process – filling out the “Submit a New PC” form linked from the website.

Weapon, Shields, & Packets

- Renamed this section to represent a focus on the abilities and construction of these items.
- Most sections have updated/condensed language - no rule changes.
- Clarified that weapon sizes include the total length of the weapon from tip to tip unless otherwise specified (like Claws). This was a common question.
- Main table reorganized to make weapon categories more visible.
- The Javelin weapon type is removed as a default weapon type. Outside of very rare magic items, the default ability / damage is simply not enough to justify use. As a result, in over a decade of game play, they have only been seen a handful of times.
- Noted on “Thrown weapons” that a brace (one item card) is up to 5 props. As an experiment in improving the use of this weapon, the base damage is raised from 1 to 3 and the Difficult power is changed to: Gain 2 uses of: “Ranged: Substitute Stun 5 seconds” with this weapon.
- Crossbows - lowered the maximum “# from 500 to 400 because these cannot be half-drawn, and some of the props players have used (while legal at the time) have hit too hard.

Item Mechanics

- Broke this into its own section because these rules are about the characteristics of item cards, not about building weapons or safety.
- Major & Minor Magic Items – Now Minor, Major, and Mythic Magic Items. Gold dot items are now defined as Mythic Magic Items, and PCs are limited to one such item each. Added an illustration of what the dots look like. Additionally, clarified that not all Experimental items are inherently purple dot items. This will be case-by-case since power level varies a lot.

- Major & Mythic weapons – These weapons are always “of Quality” in addition to their other properties. As such, they will receive a second silver Maintenance dot. (Smithing is about to be in much more demand for several reasons)
- Security – This finally receives a section in the rulebook with more details. Formalizes Security rating and effective Security level (with adjustments from environment, powers, and items). A character cannot open an item with effective Security level 6+. Opening an item during combat always increases the effective Security by 1.

Turrets

- Added a section explaining turret mechanics. PCs with the Lockpicking power from Universal may attempt to disable them, using normal Security mechanics. (Keep in mind, Lockpicks no longer grant the Lockpicking power, although they are still useful together)

Combat and Safety

- Proxies are now empowered to removed players fighting unsafely from a combat. (It formerly said Organizer here)
- Adverse Conditions
 - Changed rules to clarify that Proxies can invoke these conditions, not just Organizers.
 - Conversions are no longer optional since Proxies can waive these rules if needed.
 - When converting Packets to Melee Point and Clicks, you now add the word “Packet”. Any character affected who could normally interact with a packet power (such as Force Buckler users) may treat this as a Packet and apply their effect. Similarly, thrown weapons and projectiles now add an indicator to the call, and Proxies may determine which defenses work against them. Two examples are Force Bucklers, which should work against non-Bypass calls including “Packet”, and any kite shield, which should work against any non-Bypass “Thrown”, “Bolt”, or “Arrow” call.
- Color-Coded Bands
 - Removed Dark Blue, Red, Purple, and Yellow as unnecessary.
 - Narrators are welcome to wear Purple but may also simply wear Orange.
 - Proxies are welcome to use the Yellow sashes for other purposes, such as distinguishing an important or notable NPC from a group.
- PvP - Re-wrote the language here. Made it clear that attacking someone who is PvP enabled also PvP enables you (otherwise they couldn’t defend themselves).
- Summoned Creatures – The only type of summoning remaining in the system is self-summoning, and only in rare cases (one new Ritual, some items). As such, I’m modifying the rules to only speak to those cases but keeping them in the book so we don’t need them on every item.

Call Summaries

- Moved the rules text on breaking barriers from the Knock Ritual to here:
 ““Multiple Feats of Strength can be spent at once to break through barriers: A normal wooden

door (1), a heavy wooden door (2), a stone door or brick wall (3), a metal door or reinforced wall (4), a reinforced portcullis (5), or a solid stone wall (6). Requirements above 6 are at the Narrator's discretion." Added a rule to make this use more expensive: "Note: Feats of Strength used to break barriers are lost for the Day, even if they would normally return before then."

- Refresh – Refresh now only applies to Thread or Exhausting powers: "Regain the use of a power (or sub-power if there are multiples). This might be applied to Thread or Exhausting powers (the effect will specify what it Refreshes). You cannot Refresh a power that could Refresh other powers or an E! power." Anything that formerly refreshed a Difficult power or sub-powers now grants an additional use instead, which is better and simpler.
- Summon – No longer targets other players. As such, does not need a Call. Removed.

Status Effects

- Clumsy – Now includes Consumable as a type of power usable under Clumsy.

Rituals

- General - Some Rituals, or other sources grant characters buffs that are not keyworded and can be used at some time other than immediately. When possible, I'm going to try naming these and highlighting them in the color matching their 'type' (C/S/R/D/T/E, etc) to indicate that these are actual powers being used. As such, they can be modified by anything that can normally modify a power (such as the Aggressor benefit), and effects such as Clumsy would prevent you from activating these if they are not Sure, Reliable, or Consumable.
- Combined "Bonus Participants" and "Buying In" because they are inherently related.
- Formalized N as a shorthand for "the number of participants". Previously rituals had varying language. All such rituals now use N. "Area N" likewise means that the area increases by number of participants.
- Slightly improved the default areas for 2 and 6 participants. Specified that rituals performed outside of major cities use equivalent areas for 2 – 6 (which might have been unclear).
- Scriptures of Steel (p. 99)
 - Bulletin – Removed this Ritual as part of an effort to remove things that might not work due to plot.
 - Catapult – Improved damage from Blast 15 Bypass to Blast 20 Bypass.
 - Guards – Added as a replacement for Bulletin: "Participants hire guards to provide armed backup. Once during this Day, each participant may call "Guard!" and go OOG for 10 seconds. Their PC is considered to have left the Encounter. After 10 seconds, the player reappears as a Guard (Summoned creature). Guards have (N * 5) Max HP and do (N / 2) Normal with weapons. Additionally, when summoned, the player chooses one of Taunting Strike, Precision, or Bandaging." Path of Steel has not traditionally had access

to the self-summon mechanics, and it doesn't step on No One Left Behind, because you must be above OHP to self-summon. **Feedback is appreciated.**

- Honorable Burial – Now works on multiple targets (as such, removed the *). Now fails if any participant seeks to revive any target after the Ritual, or if any participant believes any target unworthy. (Be careful about who is invited to participate!) Now allows characters with Rank in the Temple of Suhl'Sekh to be participants, regardless of their Path. Other characters may Buy In if they want the benefits but can otherwise speak or sing without needing to be a participant. (As much as possible, I've tried to bend this Ritual in the direction PCs have indicated they want it to go)
 - No One Left Behind – Participants now have the option to expend an Exhausting power on their character sheet if they don't have Influence to spend. Additionally, they can use this ability on any character, not just another participant. Clarified that each participant may only use it once a Day.
 - Rallying speech – Now grants an Armor Resist every Encounter for N Encounters (instead of using the EX modifier). Now also gives +5 Temporary HP each Encounter for the same duration to participants with fewer Progression than the Ritual leader. I'm naming both of these effects to indicate that targets are receiving the use of a power.
 - Scout's Eyes – This Ritual has reverted to its original intent, but with updated mechanics. It is now designed to be used in the field (or right before a Thread) to provide information about the Encounters and NPCs found in that Thread. **Feedback is appreciated.**
 - Sergeant's Oath – Substantially re-written to clarify it and to specify when a participant ends the Ritual on themselves.
- High Magic Rituals
 - Argentum – Halved the component cost. Clarified mechanics.
 - Comprehend Written Languages – Doubled duration.
 - Detect Object – Renamed Brainstorm to better explain what it does. Language re-written for clarity and to make it useful if the default use is locked behind plot. With these improvements, it is no longer a * Ritual.
 - Elemental Servitors – Added in place of Teleportation Circle: "Participants conjure minor elementals to assist them or perform tasks for them. Each participant receives the Elemental Focus power for one Thread this Day. (Once used, the selected element persists for the rest of the Thread) The Ritual leader may additionally choose to pay a large gem (or other materials of equivalent value) to change the duration of this effect from Thread to Day for themselves only." **Feedback is appreciated.**
 - Knock – Moved the rules text about levels of force into the Call Summary area, under Feats of Strength.
 - Soul Binding – This ritual has never really found its intended use, in part because most of the "fun" uses were evil. As such, I've re-written it as a death ward effect: "This Ritual is used to anchor the soul more firmly to the body. The first time this Day that participants would bleed out or be Executed, they Stabilize instead. Particularly extreme means of


death (such as falling into lava or having your soul destroyed) are not prevented by this Ritual, at the Narrator's discretion." **Feedback is appreciated.**

- Teleportation Circle – Removed due to not being useful in the current game setup.
- Rituals of the Gods
 - Abjure Curse – Clarified what happens if there are multiple curses. **cough* Rowan *cough**
 - Atonement – Language simplification (no rules changes).
 - Augury – Simplified this ritual. Rather than questions, participants state the issue(s) on which they seek guidance, and the deities closest to them answer with a vision.
 - Commune with the Fallen – Like Soul Binding, this ritual has never quite 'worked'. I've re-written it to grant Focus based on a character's connection to someone who is now dead: "This Ritual consumes N medium gems (or objects of equivalent total value). Performing this Ritual establishes a temporary connection to the Wheel of Fate, where souls go after the body's final death to rest between reincarnations. Many people believe that even souls reborn into the world leave echoes of their past lives in the Wheel. Each participant may choose a single mortal person they knew personally who is now dead. So long as their death did not destroy their soul, this person (or an echo of them) will appear and grant their support. Each participant gains N Focus this Day, which may exceed their Focus cap." **Feedback is appreciated.**
 - Add a new Ritual: Ceremony: "This Ritual covers any ceremony appropriate to the caster's chosen deity. Characters not on Path of Faith may Buy In for 5 lunari each. If the chosen deity is Kora, this is the ONLY means of Buy In, and the Ritual leader receives any lunari spent this way. If a participant objects to the purpose of the ceremony or the chosen Deity disapproves of it, the ceremony fails (without revealing why). Otherwise, participants gain +3 Max HP for the Day. Once per Season, under appropriate circumstances and with Organizer approval, the Ritual leader may instead perform a Major Ceremony, increasing the benefit to +5 Max HP for the Event. Note: Multiple ceremonies do not stack." **Feedback is appreciated.**
 - Detect Person – This Ritual is not frequently used, so I'm removing it to make room for Ceremony.
 - Purify – Language simplification. Added option for Narrators.
 - Resurrection – Clarified the wording, increased the timer, and gave an option for situations where there is no body.
- Natural Rituals
 - Barkskin – Clarified the nature of this buff, and which parts refresh each Encounter for the duration, since I'm not sure that was clear. Doubled the duration.
 - Dowsing Rod – Removed this Ritual as part of an effort to remove things that are either unused or might not work due to plot.

- Manipulate Weather – Clarified language, extended the duration from the next Encounter to all Day, reduced the number of uses / the area. Thunderclap cannot be used against the same target twice.
- Might of Trees – Clarified this, including which parts refresh when.
- Natural Attunement – Re-wrote this to give a bit more flavor and specificity, but the overall functionality is not significantly changed.
- Summon Flock – Re-wrote this with more flavor and a bit more versatility, as the powers can now be used at any point during the Day. Increased the debuff to full Weakness to simplify using it but reduced the range and duration: “This Ritual summons three differently colored nature spirits (birds, bats, or even fish, as appropriate) which flutter, swim, or hover around the Ritual leader when they are not being directed. These spirits are visible even to non-participants. The Ritual leader receives 1 use of each of the following this Day: “Hindering Wings – E: MP&C, Weakness (N * 5) seconds”, “Shield of Spirits – E: Point and Click, Gain (N / 2) Dodges”, “By Sea or Land – E: The spirits search Area N for something helpful.”, (The Narrator, not the Ritual leader, decides what might help. Spirits usually have a more basic understanding of ‘helpful’ than mortals do.)”
Feedback is appreciated.
- Summon Herd – Added in place of Dowsing Rod: “Participants summon a herd of animals (magical or mundane) found in Area N. If there are no animals in the area, the Ritual fails. Otherwise, the Ritual leader gains one use of “Stampede – E: All Enemies (N * 2) Normal” this Day.” **Feedback is appreciated.**
- Mindscape Rituals
 - Delve – I’ve re-written the language to reflect how this has been run in the last year. I’ve added a formal requirement that Organizers require advance notice of use.
 - Foresee – Removed language about additional detail, since we have never actually run it that way.
 - Magic Compass – Renamed to Mental Link to better explain what it does. I think this is the only one of the ‘seeking/detecting people’ Rituals it makes sense to keep. Updated the language and granted it specific benefits based on the number of participants. “This Ritual only works on people, and it fails if the target is doesn’t exist, is dead, or is not on the same Plane. Otherwise, the Ritual leader gains: “Magnetic Pull – R: You point in the direction of your target” for N hours. If the Ritual leader also has a piece of the target’s body (such as blood or a hair), they gain additional information when using Magnetic Pull, based on N:
 - N = 2, 3, 4, 5: The target’s level of injury.
 - N = 6, 7, 8, 9: As above, and the target’s general emotional state.
 - N = 10: As above, and sometimes, thoughts by the target.”
Feedback is appreciated.
 - Psychometry – Slight language update, no rules changes.
 - Scry – Removed this Ritual as part of an effort to remove things that are either unused or might not work due to plot.

- Sea of Thought – Added in place of Scry: “Like Psychometry, this Ritual works by detecting psychic impressions. Instead of focusing on a specific object, the participants open their minds to the stream of sentient thought in Area N. The Ritual leader specifies a need and selects an emotion from the following list: Anger, Disgust, Fear, Happiness, Sadness, and Surprise. For each participant, the Ritual will attempt to find a sentient being in the area with a strong version of that emotion. As participants focus on each selected being, they get a brief glimpse of them, their surroundings, and the action(s) they are performing, if any. Narrators should attempt to use the specified need to provide interesting or useful information when possible. This Ritual cannot be used to detect lies.” **Feedback is appreciated.**
- Fused Rituals
 - Commune with Nature – Now a * Ritual since it’s not quite as useful as the others.
 - Holy Water – Updated language, removed the idea of “unholy water”. Holy water of an evil deity is simply sacred to them.
 - Sacred Banner – Updated language, changed it from one of the three benefits to all of them. This is a very hard ritual to use due to its requirements and restrictions, so the benefits should be a bit better.
 - Open – Now references the section on Security.
 - Portal Sense – This ritual has never really been useful. I’ve completely re-written it to try to fix that. “This Ritual gives information about entrances and exits (including hidden or secret ones) in the participants’ current location (this is NOT a scaling area, but the current room and its surroundings), based on N:
 - N = 2, 3, 4, 5: Identifies the locations of entrances and exists
 - N = 6, 7, 8, 9: As above, and the destination of each of them
 - N = 10: As above, and the person who most recently used each.”
Feedback is appreciated.
 - Vengeful Weapon – Updated the language to reflect actual use.
 - Zone of Simplicity – Update the language.
- Enchanting Rituals
 - Shield Spike – Renamed to just “Spike”, can now be added to any item.

Crafting

- Re-arranged this section a bit to be in a better order.
- Defined “Consumable” and the symbol used on single-use item cards:  Replaced all references to “single-use” with “consumable”. Clarified to no longer include items like Jewelry and Runes.
- Defined “Rechargeable” as items such as jewelry that need to be recharged.
- Building Cooperatively – This rule is unused. Removing it.

- Maintenance Costs – Re-wrote the language here for clarity. Added an illustration of what the silver dot on item cards looks like. Now exclude Consumables formally.
- Donating BP for Maintenance – Split this off from Maintenance Costs because it’s easy to miss.
- Gold Dot Maintenance – This is removed. Gold dot items are now called mythic magic items, and PCs are restricted to one each.
- Experimental Patterns - Clarified that not all Experimental items are inherently purple dot items. This will be case-by-case. The strength of these items varies tremendously.
- Masterworks – This rule is unused, and imposes overhead on the Orgs, so I’m removing it.
- Redesigned the layout for many patterns to more closely illustrate the item card produced.
- Re-wrote almost all “Experimental X” patterns into the same name/language for simplicity. I kept “Experimental Earrings” and “Experimental Back Tattoo” because those have flavor.
- Commonly used required ingredients (like Essence of Magic or Gem Dust Ink) now have footnotes indicating which patterns require them in each tree.

- Alchemy
 - Changed “single-use” to Consumable, linked to new definition.
 - Tonic – Updated the text on this to illustrate that it is designed to simulate real-world mundane medicine (which can still be effective for many non-magical uses).
 - Narcotic – Added this pattern. This item should be understood to cover anything “recreational” but mundane. These items are at mildly illegal in most cities. I’m not interested in having a wide representation of IRL party drugs, so this covers them.
 - Alchemist’s Solvent – Updated the design of the power to better illustrate the choices. Now references the section on Security. The Security-reducing effect is reduced from 2 to 1 because the BP for this item is too low for that strong of an effect.
 - Makeup – New mechanics: An Aesthetic Courtesan may choose one of their Connections. The next time that Connection would become Unavailable due to being Maintained, they refresh the next Day. (Normally they refresh next Event)
 - Elixir of Decay – This item is very rarely used and overlaps with / can be confused for Alchemist’s Solvent. I’m removing it.
 - Infusion of Living Iron – Removed EX, added T* in addition to the Consumable marker.
 - Elixir of Prowess – Now grants an additional use of a Difficult sub-power instead of Refreshing.
 - Potion Bandolier – Added this 25 BP pattern to give Alchemists the option to create “general purpose” mini-potion kits. **Feedback is appreciated.** “You create a matched set of small potions. While they lose some effectiveness, they are compact and travel well. When this item is consumed, you gain 1 use of each of the following this Day:
 - Tiny Alchemist’s Solvent - (Touch, Reduce Security by 1.)
 - Tiny Curative Potion - (Touch, Heal 5 or Cleanse Stun.)
 - Tiny Alchemist’s Fire - (Packet, Blast 5 Fire.)
 - Tiny Living Iron Infusion - (Touch, Gain 1 Armor Resist.)”

- Calligraphy

- Changed “single-use” to Consumable, linked to new definition.
- Book - The rules text about Books has been moved into the effect section of the Book pattern. Added Armor Training as an option for a Book. It does not stack with Armor Training on your sheet OR with itself since it is the base power only.
- Book of Poetry - New mechanics: An Intellectual Courtesan may choose one of their Connections. The next time that Connection would become Unavailable due to being Maintained, they refresh the next Day. (Normally they refresh next Event)
- Stored Ritual Scroll – Updated the language. Can now use bonus participant rules if the stored number of participants is higher than the current number. Soul Binding is no longer banned. Delve is no longer eligible. As an experiment, we are allowing characters other than the creator to carry stored ritual scrolls, but any given character can still only carry one of a given stored ritual scroll.
- Ritual Scroll – Didn’t exclude custom Rituals, but you aren’t allowed to teach those to others. Now excludes them.
- Seal of Power – Final powers are now prohibited in general. In addition to increasing Healing by 10, it can also grant +10 Temporary HP. Some Exhausting powers Heal to Full, so this gives a better option for those.
- Grand Master – Now gains access to Elemental Cores instead of Scrolls of Power as a crafting component.
- Experimental – No longer requires Scroll of Power as a component.

- Clothier

- Fine Clothes – Added some explanation about the use of this pattern.
- Work Tunic, Ritualist Robes, Vest of Power, and Experimental Clothing now require Measurements instead of (Measurements or Fine Clothes), which was potentially confusion.
- Experimental – No longer requires Elemental Core.

- Cooking

- All EX powers are now T instead.
- Intermediate Recipe – Split into 4 patterns, one for each dish: Couscous, Fine Wine, Roast Lamb, and Silk Pudding. Since the name of the pattern is also the name of the power it applies (unless otherwise specified), this is more consistent with stacking rules.
- Feast – We never had a great way to track this, so this pattern is removed.
- Ice Pepper – Removed the ‘Garnish’ in the name of this item since it’s now its own consumable rather than applied to another food item. I considered also renaming Secret

Sauce, for the same reason, but couldn't immediately think of a good name. **Feedback is appreciated.**

- Advanced Recipe – Split into Chocolate and Lentil Soup patterns.
- Chocolate - no longer a Courtesan-specific buff. The new rules are: “For this Day, any power that grants you additional Max HP grants you one more Max HP.” Cost reduced from 30 to 25.
- Sampler Platter – Added this 30 BP pattern to give Cooks the option to create “general purpose” mini-food kits. **Feedback is appreciated.** “You combine smaller portions of several dishes. While they lose some effectiveness, they are compact and travel well. When this item is consumed, you gain 1 use of each of the following this Day:
 - Tiny Couscous - (Gain 1 Armor Resist.)
 - Tiny Fine Wine - (Gain 1 Resist Status Effect.)
 - Tiny Roast Lamb - (Gain 1 Feat of Strength.)
 - Tiny Silk Pudding - (Gain 1 Dodge.)”
- Courtesan
 - Substantially re-wrote this to be in line with other Crafts. The re-write is intended as a general simplification and upgrade to available options. **Feedback is appreciated.**
 - Token – Removed this pattern, since I don't think anyone used it.
 - Personal Training – added this pattern: “Choose a Connection with Rank 4+ to Spend or Maintain. Chosen ally receives Resourcefulness (Augmentation) for the Day if they do not already have it.” **Feedback is appreciated.**
 - Call in the Debts – added this pattern: “Choose at least 3 Connections and Spend them. Total all Ranks held by these Connections and divide this number by 4. You may take an RP action as if you had spent this much Influence or invoke Fair Escape for up to that many people.” **Feedback is appreciated.**
- Droving
 - Perfume - New mechanics: A Sensual Courtesan may choose one of their Connections. The next time that Connection would become Unavailable due to being Maintained, they refresh the next Day. (Normally they refresh next Event) (Consumable)
 - Hunting Animal – Now a flat cost of 10 BP, with no required component. This recipe produces a single consumable item card, which will be generically marked as “Hunting Animal”. Drovers are then free to write the name of their animal or apply a sticker of the animal.
 - Pack Animal – Can no longer be ridden. Get off the Pack Pidgeon, you've ruined it for everyone.


- Rescue Animal – Now a flat cost of 15 BP, with no required component. This recipe produces a single consumable item card, which will be generically marked as “Rescue Animal”. Drovers are then free to write the name of their animal or apply a sticker of the animal.
 - War Animal – The Army combat system is currently discontinued, so I’m removing vestigial references to it. If we ever replace it, it will use these animals if possible.
 - Show Animal – Removed the old language about the “Pose” trick, which never had any rules weight. Now a flat cost of 25 BP, with no required component. This recipe Show Animal”. Drovers are then free to write the name of their animal or apply a sticker of the animal.
 - Experimental Animal – Renamed Experimental Trick, brought the language in line with other crafts.
- Jewellerysmithing
 - Since it might be unclear, added “single use of” to Reliable Ring, Difficult Bracelet, Threaded Broach, and Exhausting Amulet. This power can’t be Refreshed since you don’t have the power – just a use of it in the jewelry.
 - Likewise, clarified that “Recharging may not happen during a Thread.”
 - Added Mass Confusion (Phasing) to the list of prohibited powers to put in Jewelry. It stops the game for about a minute, so we should restrict it to Etherealists.
 - Added Wormhole (Phasing) to the list of prohibited powers to put in Jewelry. One half of it is an extremely cheap to recharge “2 Phases”, and the other half is an effect that seriously changes the battlefield.
 - Added Vicious Strikes (Warcraft) to the list of prohibited powers to put in Jewelry. It’s a very strong Difficult and enough classes have access to it.
 - Belt of Imbued Power – Explicitly noted that this never stacks with a weapon Of Quality. (This is long-standing game practice, but wasn’t previously clear) With that clarification, the wording can be simplified to: “Powers and effects in (Tree) Add 1. This never stacks with weapons Of Quality. This item counts as Gear Piece.”. Re-wrote the Elite version from EX to T.
 - All jewelry patterns that needs Recharging now have * next to their names, and reminder text at the bottom.

- Runecrafting
 - All runes that can be Expended now have * next to their names, and reminder text at the bottom.
 - Rune of Wariness – Expending the rune now grants an additional use of a Difficult sub-power instead of Refreshing.

- Smithing
 - Normal Item – No longer references quivers. We no longer need the mundane Quiver card. No longer references armor. We decided not to require cards for normal armor (and not to require maintenance), but I forgot to remove that here.
 - Bane Weapon – Removed the (creature) from the name. Removed the requirement for a part of the creature. Is this pattern used, or should we replace it with something else?
 - Quality – Condensed text, noted this never stacks with Belt of Imbued Power. (This is long-standing game practice, but wasn't previously clear) Re-wrote the Elite version from EX to T.
 - Smith's Puzzle – Broken apart into 3 patterns:
 - Puzzle: Consumable: The BP cost to Maintain a Connection is lowered to 0 for the next Connection Maintained by the Courtesan using this item. (BP cost to make this lowered to 10.) PCs with the old version will receive two of the new one.
 - Lock: Consumable: When applied to an object, permanently increases its Security rating by 1 (stacks with itself up to Security Rating 10). (BP cost to make this lowered to 20.)
 - Lockpicks: Consumable: Decrease the Security Rating of one object by 2 for this Encounter. (BP cost to make this lowered to 15) (Now has an Elite version with double effect) PCs with the old version will receive two of the new one.
 - Versatile Enchanter – Rather than putting this on your Sheet, we will instead give you an item card for "Versatile Enchanter: (Name of the Ritual)". This will greatly reduce upkeep on Smith sheets as well as forgetting said upkeep for Organizers.

- Tattooing
 - Marque Tattoo – New Mechanics: Courtesan Only: Your maximum number of Connections is increased by 1. Additionally, whenever you Maintain a Connection, gain a small gem. This counts as a Back Tattoo.

Powers

- Cast Times, Casting Counts, Instants – Revised the text here, no rules changes.
- Wait Times – Explicitly says you can take other actions while waiting. Not a rules change.
- Allies – Added here for clarity – “Some powers refer to an “ally” or “allies”. You are always considered your own ally. If the power says “other ally” or “other allies”, you cannot use it on yourself or benefit from it when used on others.”
- Types of Powers – Re-wrote most of the section for clarity.
 - Consumable is added as a type of Power, to represent single-use items. Previously consumables have used this color (green) as their background. Moving forward, this will change to this color (brown) to avoid confusion with Reliable powers. Consumables continue to use this symbol: 
 - Multi-Exhausting (EX) is removed and replaced by the expanded use of Thread (T) as a power type. This change primarily affects consumable item cards – please give us time to get these converted. In the meantime, any item currently written as EX should be treated as the appropriate version of T.
 - Thread powers broken into three sub-types:
 - T (Ongoing) - These powers grant effects that last for the entire Thread.
 - T* (Renewing) - These powers grant an effect that is re-applied at the start of each Encounter in that Thread.
 - T! (Locked) - These powers grant an immediate effect and may not be used again until the next Thread.
- Sub-powers – This was not previously well-defined. “Many powers grant individual uses of several smaller powers called sub-powers. If an effect refers to a sub-power, you can only apply it to a single part of the larger power. If a power is not divided into sub-powers, and effect referring to sub-powers will affect the entire power instead.”
- Delivery of Powers – Simplified the language here.
- Spell Pool – The rules for this are now explained here. Powers that use this will link here.
- The Spotlight Rule – Simplified the language, explained that this is a Refresh.

Power Tree Details

- Some powers previously listed as T are now marked T! or T*, as appropriate.
- Air Superiority
 - We are adding this tree to the core book because any PC who completes the required conditions becomes eligible for it.
 - Airdrop – Guardian / Healer / Aggressor versions - now grants an additional use of a Difficult sub-power instead of Refreshing.
 - Airdrop (Upgrade) – Animals from Droving may not be summoned using this power.

- Augmentation
 - Persistence – Now grants an additional use of a Difficult sub-power instead of Refreshing.
- Avoidance
 - Smoke and Mirrors (Upgrade) – Now an E power instead of EX. Lasts the remainder of the Thread and can be activated reflexively.
- Blade Dancing
 - Manifest Weapon – Simplified wording, no intended rules changes.
- Body Control
 - Anticipation – Now grants an additional use of a Difficult sub-power instead of Refreshing. Removing language about Exhausting powers to prevent the common misunderstanding that the power could refresh itself.
- Destruction
 - Unerring and (Upgrade) – Broke the Sure powers into two sub-powers, upgrade no longer references the base power. Neither of these rules changes – this is instead for clarity.
- Elementalism
 - Elemental Connection – Added the words “for this Thread” to make it clear this buff is activated only once (fixing your choice on one element) but lasts the entire Thread.
 - Elemental Focus – The notation here is a bit complicated. You activate the power only once per Thread (marked T!). When you do so, your choice of element is fixed for that Thread. Air and Water give benefits that renew each Encounter (marked T*), whereas Earth and Fire give benefits that are always on for the whole thread (marked T).
- Fateweaving
 - Tangle Fate (Upgrade) – Now explicitly marked as retroactive.
 - Tug Fate’s Strings – The notation here is a bit complicated. You activate the power only once per Thread (marked T!). When you do so, your choice of target is fixed for that Thread. Guardian, Aggressor, and Savant give benefits that renew each Encounter (marked T*), whereas Healer gives a benefit that is always on for the whole thread (marked T). Removed the Minimize (element) option from Healer for simplicity.
- Field Medicine
 - Bandaging (Upgrade) - As previously errata-d, you can choose to turn of the Guardian conversion, but must do so at the start of a Thread. (Just Shaman Healer conversion).

- Healing
 - Marked that the text in parenthesis in Healing Surge and Word of Healing is just there as a reminder, not rules text.
- Invocations
 - Now have their own link! Noted that you cannot have this power for more than one deity. Likewise, the power cannot be used by someone directly opposing the deity granting the Invocation.
 - Sulith – Now grants an additional use of a Difficult sub-power instead of refreshing.
- Phasing
 - Wormhole – Now explicit that it only works on person-sized creatures. Multi-monsters may ignore it. Added “If any effect grants you a second use of this power, using it again cancels the first set of portals. Unusual terrain (such as water) may prevent this power from being used – ask your Narrator.”
- Teamwork
 - Push Your Limits – Reworded, now slightly more useful for Difficult powers: “Another ally gains an additional use of a Difficult power (and all sub-powers) or Refreshes a single Exhausting sub-power.”
- Universal
 - Added bookmarks for “General Powers” and “Minor Powers” (the ones usually granted by something else).
 - Lock-picking – Moved to General Powers, as I expect it to be more valuable now that it’s harder to get. (Lockpicks no longer grant this) Now references the section on Security.
 - Curious – Broken up into 3 sub-powers. Now grants 2 Clues per Event, not 3 per Day. As an Exhausting power, you may spend 2 Clues to reduce the number of pulls in an RP Dungeon by 1. (A good use if they weren’t otherwise useful that Day on threads)
 - Curious (Upgrade) – Now grants an additional Clue and improves the effectiveness of using Clues in RP Dungeons.
 - Knowledge – Moved this to its own page and added examples of Knowledge choices that are “Too General”, “General”, “Specific”, and “Too Specific”, as well as a discussion of what makes a good Knowledge. **Feedback is appreciated.**
 - Languages – Added a bookmark and explanation at the top of the page.

Retainers

- Now its own section. I’ve greatly simplified the rules for getting and using Retainers. PCs are now restricted to one at a time, with a specific list of allowed benefits. Retainer Wages are now handled through Maintenance. **PCs who currently break these limits or have non-standard powers will not lose their current Retainers.** Non-typical retainers are still available through the

Special Loot Drawing or the Night Market.

Organizations & Rank

- Moved Organizations out of Powers and into a separate section (still at the bottom of the book) to be able to have headers for each one in the Index / Navigation.
- Titles – “In setting, these terms are gender-neutral, but some characters may use variations of them that are considered equivalent. Players may always request a variation on a problematic title.” This used to be a footnote on each Organization. Moved it into the rules text for Rank instead to be more obvious.
- Changed “Possible Favors” into “Typical Favors”. A Narrator can choose to allow other ones.
- Adventurer’s Guild
 - Removed the old Rank 1 and Rank 2, which were Volunteer Roles. Added Titles for Ranks 1 & 2 with the Army, Airship, and Archives.
 - Airship (as needed): Navigator (1), First Mate (2), Captain (3)
 - Archives: Scribe (1), Archivist (2), Captain (3)
 - Army (as needed): Soldier (1), Sergeant (2), Captain (3)
 - Requirements now spell out how these Ranks are selected: “If the Adventurer’s Guild currently maintains an Army or an Airship, an election will be held once a Season. The winner of this will become Captain, with Second and third place in each election receiving Rank 2 and Rank 1. The elected Captain breaks any ties. Captain of the Archives is appointed by the Organizers. Once per Season, they may appoint an Archivist and/or a Scribe with Organizer approval.”
 - Benefits: Replaced old language with “Between Events, a pool of free Maintenance equal to the total Adventurer’s Guild Ranks of all PCs present is provided to supplement BP donated by Crafters.” This frees people with AG rank from having to explicitly say they want to do this on their BGA forms.
- Academy of Innovation
 - Restated the Insight favor to clarify it: “You receive limited Knowledge about a machine or artefact.”
 - Rank 2 and Rank 3 titles now have variants: Field Researcher and Research Director. Not all AoI folks are in a classroom – some of them are busy doing things in Crythia!
- Crafter’s Guild
 - Supplies – Favors that Maintain items are too complicated to use under the current Between Events process. Replacing this with new effect: “Gain one craftable item worth no more than (Rank x 5) BP that you could normally buy from the Adventurer’s Guild.”

- Crowd
 - Helping Hand – Favors that Maintain items are too complicated to use under the current Between Events process. Replacing this with new effect: “Gain one craftable item worth no more than (Rank x 5) BP that you could normally buy from the Adventurer’s Guild.”

- Daylight Alliance
 - Updated the lore here to note the end of the Nocturnal war and the uncertainty of this Organization’s future. That right, there’s even plot in the rulebook!
 - Possible Favors (Fighter Practice) – Changed from EX to T, still once per Day.
 - Benefits - Things that Maintain items are too complicated to use under the current Between Events process. Replacing this with “Path of Steel Rituals you lead are considered to have one Bonus Participant.”

- Guild of Wind and Flame
 - Fused Studies – Updated the wording for current usage: “Up to (Rank) times this Day, you may participate in a Ritual not of your Path and receive the normal benefits for participants.”
 - Ritualist Pool – Re-wrote the language for current usage: “You receive (Rank) Bonus Participants for a single Ritual.”
 - New Favor: “Wards: Gain (Rank) resists against Packet, MP&C, or Point and Click effects this Day.”
 - Benefits – The “generic materials” here was never very clear. Replaced it with: “When performing an Enchanting Ritual, you may substitute a Medium Gem for the normal components. (For Shifting, this is one Medium Gem per item instead).”

- Merchant’s Guild
 - Added a Favor: Bargain: Spend (Rank x 5) lunari, in addition to any normally applicable costs. Choose a Typical Favor in any non-restricted Organization in the Core Book. It functions for you as if you were one Rank lower. If this would make you Rank 0, you cannot use this Favor.
 - Benefits – The payoff for the Foreign Coins game was a little too high. Changed it from 10 lunari per match (instead of 5) to an extra 5 lunari in payment. Without considering the free re-roll (which improves the odds), this takes the average payoff from 20 lunari to 15, which is more in line (It is 10.2 for other people). If we were in some sort of capitalist society, players could reasonably sell Foreign Coin plays to Merchants for 11 lunari and break even, and they would be worth 15+ to the Merchant. But around here, people will probably give them to you for free if you ask nicely.

- Royal Academy
 - Benefits – Clarified the first benefit, but no mechanical change. The second benefit produced a really odd EX power and was overall very complicated. I have replaced it with this instead: “Each Event, you may pay lunari equal to the Built Points required to convert an item into an Elite Preparation. If you do, it functions as one for you this Event.” Generally, PCs buy components at 3 lunari for 1 BP, so this is a significant discount, but only applies to one item. This simulates Royal Academy graduates excelling at using their equipment.

- Sentries
 - Boots on the ground – this Favor never really did anything useful. Replaced it with “Gain one Clue per Event (see Curious).” This mechanically simulates the same ability to examine an area with a crime scene mentality, but it also useful in other ways. This does stack with the ones gained from Curious.

- Sultan’s Court
 - Invite – This favor has never been terribly useful. Replaced with “Fashion: Spend one set of Fine Clothes. Gain one Resist Status Effect and +3 Max HP for the Day.”

- Temple
 - Benefits – Simplified the first one and changed the second one to make more sense: “When you spend at least one Influence (but not Favors), you receive a bonus of (Rank x ¼) Influence to represent additional followers of your deity assisting.”

Picture Additions

- No changes.
- I would still love suggestions for Season 12 pictures to add!