

Kishar v9.2 Change Summary

System-level Changes

- Lookdown – We’re adding this common LARP safely mechanic to Kishar. It allows you to leave a scene without interrupting the scene (as using Universal Out would). See more on pg 13.

Race & Background Changes

- Feytouched – “Court-marked” has caused a lot of confusion. I’ve added a note to players to clarify it, and now it’s a “might” that a specific Fey Court notices you (pg 38).

Ritual Changes

- Open – Clarified the text of this ritual: *“Open a number of locks within one 30’x30’ location equal to the number of participants, disarming any normal traps upon them. Magical traps and Puzzle (plot) locks are not affected.”* (pg 95)

Crafting Changes

- Artificing - Any Artificing pattern can take the following components: Brass Bolt – 1, Brass Gear – 2, Brass Spring – 4 (pg 109). Previously there were no ‘regular’ components in this craft.
- Added additional component options for some crafts.

Other Changes

- Added policies previously posted on FB, such as:
 - Unloading and Parking (pg 22)
 - Job Board (pg 22)
 - Loot Distribution (pg 22)
 - Special Loot, Dungeons, Claim Tickets (pg 23)
 - Thread Capping (pg 24)
- Fixed some text that had gone missing in the policies section and a blank page (whoops).
- Updated the page on standard item costs, which was very out of date.