

## **Kishar Version 0.999 Changes:**

### **(Starting Characters)**

- Starting equipment cards for armor is now at most 15 or Max Armor, whichever is smaller for your class. (pg 60)
- Starting characters now gain an additional 3 starting xp, which must be spent in the Backgrounds or Universal trees. XP totals for given levels all increased by 3. (pg 62)
- Starting HP raised for Guardians. (pg 64)

### **(Combat)**

- Packets must travel at least 1 foot to be legal (the idea is for it to be far enough you don't risk punching the person). At distances smaller than 5 feet, packet throws must be underhand. (pg 77)
- More clear standards on melee damage swings replace the 1 second rule. (pg 77)
- Greatly clarified resists to note that generic Resists (from armor or powers) can only resist the damage portion of a call, and not any status effects on it. Many powers –do- grant resists that work against status effects, however. (pg 84)
- Noted that Reflect only reflects damage, but allows the target to ignore status effect calls. If you swing a weapon for “6 Ice Stun 3” and your target calls Reflect, you take 6 Ice and they are not stunned. (pg 84)
- The following rule, known as the “Spotlight Rule”, is introduced: “Because Exhausting powers are so rare, there is a special rule for their use. If you use an Exhausting power and miss, or your target Resists, Dodges, or calls Immune against the power, you regain your use of it for the day. Note that the special calls Phase and Counter do NOT allow you to regain your use of the power.” (pg 100)

### **(Health & Armor)**

- MAB and Armor Pool are gone, as is all notion of repairing armor and the Forge Master.
- Effective HP replaced by Health. Your Health is your Max HP + the bonus HP you receive from armor (up to your Max Armor). (pg 65)
- Armor now grants bonus HP equal to its Armor Value (up to your Max Armor), and a number of per encounter Resists, which can be found on a table at the beginning of the Armor section. These resists are used on the first legal damage strikes against the character each encounter. (pg 72)
- Armor Values have been mostly reduced to ½ their original values on a per-piece basis. (pg 74)
- Armor pieces worth less than 1 point are now legal, but your total Armor value rounds down. (pg 72)
- Wearing a certain amount of certain types of armor (cloth, leather, plate, etc.) now confers additional bonuses. This is known as an Armor Type Bonus. (pg 73)
- The “of Quality” bonus on armor is currently twice as good as it was, but that’s probably fine. (pg 130)

### **(Synergies)**

- There is no longer an Absence synergy for savants. Savants should now be welcome back to groups from wherever they were hiding during the Great Savant Purges. (pg 92)
- Savant’s role-based synergy (Improvisation) now reads: “Savants may choose to count themselves as a

Guardian, Healer, or Aggressor for the purposes of synergy. This decision must be made when the group is formed.” (pg 92)

- Battle Formations – The Add 2 upgrade for line fighting and rank fighting has been replaced with a resist while in the line. (pg 95)

### **(Racials)**

- Celestine healing now heals 10, up from 5. (pg 33)

- Dhampir self-healing now heals 6, up from 3. (pg 35)

- Dragonkin breath does 12 damage, up from 8. (pg 36)

- Fellblooded hellblast does 20 damage, up from 12. (pg 37)

- Half-troll regeneration heals 5, up from 3. (pg 40)

- Stoneborn stone skin now grants an encounter resist instead of ablative armor. (pg 47)

### **(Power Trees)**

-**Alchemy** – Healing Potion, amount healed increased, cost increased slightly. (pg 106)

-**Alchemy** – Cast time upgrades on all powers decreased in cost.

-**Alchemy** – Stir Faster! Has increased effect and decreased cost.

-**Alchemy** – Incendiary – Can now be made reliable, up to 3 bottles.

-**Body Control** – Iron Skin – Resists are now generic, as opposed to melee-only. (pg 113)

-**Brilliant Armor** – Impervious – This resist is now generic, as opposed to elemental-only. (pg 115)

-**Brilliant Armor** – All Difficult powers – the Heal portion of these powers triggers as soon as you use them, which means they can be used to heal you even when you do not care about their other benefits.

-**Brilliant Armor** – Shrug Off – this now grants a dodge instead of a packet resist.

-**Chaos** – Chaos attunement, Channel Violent Chaos, Chaos Spike – cost reduced. (pg 117)

-**Charm** – Reliable powers mostly decreased in cost. (pg 121)

-**Charm** – Invisibility – cost reduced.

-**Command** – Shield Use – cost reduced. (pg 124)

-**Command** – Battle Master – cost significantly decreased, upgrades added .

-**Command** – All difficult powers have their time reduction upgrades improved.

-**Conjuration** – Most powers have had their cost decreased. (pg 126)

-**Control** – Stun Wave – Added “A target stunned by this power may not be stunned by it again for 30 seconds.” (pg 128)

-**Craft** – The number of build points for Armor patterns should remain the same, but the formula to derive these has changed slightly, since armor values decreased to 50% of their original value. (pg 134)

-**Destruction** - Force Burst now cannot have damage increased by powers. (pg 135)

-**Destruction** - Focused, Deadly – Damage bonus reduced.

-**Divine Protection** – Holy Vow – Costs decreased. (pg 137)

-**Divine Protection** – Shield Blessing – This power now provides additional options and simplified resists.

-**Divine Protection** – Impenetrable Bulwark – the resist works on all non-bypass attacks that would penetrate your shield, not just packets.

-**Evocation** – Some costs reduced across the tree. (pg 143)

- Field Medicine** – Bandaging – Healing amount increased, costs rebalanced. (pg 145)
- Field Medicine** – Poultice, Secret Unguent – Cost decreased.
- Field Medicine** – Splint – cost reduced, time upgrades more quickly.
- Field Medicine** – Stimulant, Focus Serum – Cast time removed.
- Healing** – Soothing Touch – amount healed increased, cost decreased. (pg 148)
- Healing** – Prayer of Healing, Word of Healing – cost decreased.
- Healing** – Healing Wind – cost decreased, focus cost decreased.
- Healing** – Vigor Infusion – cost decreased, additional time upgrade available.
- Healing** – Cleanse & Vitalize – Now use the Recharge mechanic.
- Holy Light** – Searing Light, Repellence, Turn Undead, Cure – cost decreased. (pg 152)
- Instruction** – Reliable power costs decreased. (pg 154)
- Necromancy** – Soul Infusion – cost rebalanced, amount healed increased. (pg 156)
- Necromancy** – Dominate Undead – Cost reduced.
- Phasing** – Sure & Reliable power costs decreased. (pg 159)
- Precognition** – Reliable power costs decreased. (pg 162)
- Resilience** – Armored Training – cost decreased, effect essentially doubled. (pg 165)
- Righteousness** – Sense Corruption, Strong Will, Spell Blade, Light of Holiness – costs reduced. (pg 167)
- Sanctity** – Invocation of Sanctuary, My Friends Have Courage – cost reduced. (pg 169)
- Sanctity** – Regain Your Senses – This power is now point and click and has a wider range of things it can prevent.
- Sanctity** – My Life for Theirs – This power now stabilizes the target at OHP.
- Shapeshifting** – Shapeshifters no longer lose rage between encounters. It was too mathy and punished PC shapeshifters over NPC ones. (pg 171)
- Shapeshifting** – Rage – Costs increased to reflect more rage availability.
- Shapeshifting** – First Blood – This power has been clarified to reflect the way armor works now.
- Shapeshifting** – Constant Fury – Now grants rage at the start of combats (not encounters).
- Shapeshifting** – Aspect of the Destroyer no longer grants a damage bonus unless all of the shapeshifter's allies are down. This reduces certain abuses while still remaining of use as a last resort.
- Shapeshifting** – Aspect of the Protector's bonus HP increased, but its bonus melee damage is removed. This should simplify math and bring this power more in line with what most Guardians are about.
- Shapeshifting** – Claws that Kill – Use of this power makes the base type of the claws Slashing, to even the field a bit more for races with default claws. Total damage bonuses have been reduced.
- Shapeshifting** – Cling to Anger, Repressed Anger – cost decreased.
- Shapeshifting** – Claw Lance – damage increased.
- Shielding** – Reliable powers costs decreased. (pg 173)
- Shielding** – Zone of Simplicity, Bubble – costs decreased.
- Spirit Lore** – All powers costs decreased. (pg 175)
- Teamwork** – Sure and Difficult powers costs decreased. (pg 178)
- Thievery** – Sure and Reliable powers costs decreased. (pg 180)
- Universal** – Can you get that strap for me? – Removed, as it's no longer needed. (pg 182)
- Universal** – First Aid cost lowered to 3.