

LIVE ACTION ROLE-PLAYING AND COMBAT

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INTRODUCTION

WHAT IS KISHAR?

Kishar is a Live-Action Role-Playing Game featuring real-time combat with padded weapons (a boffer larp). Kishar is played in real time. We try not to pause the game as little as possible. This fosters a sense of immersion – you feel more and more as if you’re really “in” the game. A Kishar Event is divided into **threads** – coherent mini-stories in which players work together on specific problems or to achieve goals.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game (RPG) is a game where you don’t play as yourself - you take on the guise of a character. Your character has a different name than you, and might have a different physical appearance, mannerisms, opinions, or beliefs. While you are playing Kishar, you will play as your character – doing and saying what that character would do. Because we don’t want people to get hurt, there are rules for safety. Because some of what happens in Kishar is impossible in real life (like magic or divine powers), we have rules for how to pretend. The goal is not to “win”. In fact, there is no way to “win” this game. You can be the best with a sword or a great crafter, but the point is to participate in a group activity, enjoy yourself, and make sure everyone else has a good time as well. Your character might come up against something that they just can’t handle. They might even permanently die. But, as with all games, the process of playing should be what’s fun – not “winning” or “losing”.

WHAT IS A BOFFER LARP?

In Kishar, when you attack another character with a weapon, you actually swing the weapon prop. If you hit them, your character hit them. Because it’s not safe to swing real weapons, we use padded props meant to simulate weapons. Traditionally, such props were called “boffers”. Padded weapons can be homemade or bought from stores (see the [section on Weapon Standards](#)). What’s important is that you can hit people with them in a way that doesn’t hurt or leave marks. Note the “can” in that sentence – you can still hurt people with padded weapons if you’re fighting unsafely! We use soft packets to represent things that would be thrown in the game, such as bolts of magic, glass vials bearing poisons, etc. There are safe and unsafe ways to do this, too – the [section on Safety](#) also covers this.

WHO CAN PLAY KISHAR?

Players must be 18 years of age unless accompanied to each Event by a parent or legal guardian, in which case they must be at least 16. If players have received disciplinary action from another game in the last 10 years, they must disclose this when they join Kishar. Bigots are not welcome at Kishar.

WHY PLAY KISHAR?

We play Kishar to have fun. If you aren’t having fun, speak to an [Organizer](#). We also play safely! See the [section on Safety](#), and make sure you follow the rules there. Safety is more important than fun if they are ever in conflict. Finally, we play to have a good time as a group. If what you’re doing is designed to make other people’s game less fun, you probably shouldn’t do it. Don’t be intimidated by the size of the rule book. While you will benefit from reading the whole thing, you only need to read some parts of it to play. The second half of the book is devoted to powers and options specific to certain player characters. You can also learn the game as you go at an Event.

WHO IS KISHAR FOR? WHAT KIND OF COMMUNITY IS IT?

Kishar is more than just a game to many of us. It's a community where even people who've recently joined can become friends and have fun together. While we love to grow that community, we also want to preserve the unique atmosphere that we have built together. Although we must ask for a game fee to run the game, Kishar is not a business. We created this game to play with friends (old and new) and have been running it as a labor of love for over a decade. We invest a great deal of time, energy, and our own money into everything about the game, from writing the plots and lore, to the logistics of renting game spaces and developing the props and other kit. It has never turned a profit, and we don't expect it to. All the work done by players is on a volunteer basis, to make the game the best it can be.

We strive to make Kishar as diverse and inclusive as we can, both in and out of game. We want players of all races, genders, religions, sexual orientations, nationalities, sizes, and levels of physical ability to feel welcome, safe, and valued. This means we will not tolerate any kind of bigotry, harassment, or marginalization. In addition to the categories stated above, Kishar is also explicitly friendly toward ethically non-monogamous (ENM) lifestyles, and you should expect to see those kinds of relationships treated with equal validity and normalcy as monogamous relationships, both in the game world and outside of it. This commitment to our values affects the game world as well; while the various cultures of the Kishar world are far from perfect, they generally do not reflect the same prejudices of our world. Similarly, we try to ensure that player costuming does not attempt to imitate real-world races or cultures. Blackface or brownface makeup is not permitted, and while our costuming takes inspiration from many real-world cultures, no real Earth culture should be directly copied as a costume.

Kishar is not competitive, it is collaborative. We ask people to think about how they can make the game excellent for other players. This is a lightest-touch game with an emphatic priority on player safety. Player-versus-Player (PvP) is not enabled by default (although it can be under certain circumstances); that goes for combat as well as for things like stealing or using powers on people outside of combat. While disagreements between player characters are inevitable and often a fun way to introduce drama to a scene, we try to discourage any mechanics that might inadvertently lead to strife between players themselves. Each Season, we give awards to honor players who made the game fun for others.

Mechanically, Kishar's rules system roughly resembles many MMORPGs. There are defined combat roles (Guardian, Aggressor, Healer, and Savant) to encourage strategy and cooperation in combat. Player abilities vary in how frequently they can be used, but the system assumes you have approximately the same resources each Encounter. We update the rules each Season for balance. Rather than gaining experience points, players earn a single Progression for each game Event. Progression can be spent on powers on a 1 per 1 basis. Kishar has a robust crafting system with a large variety of items that can be produced to give mechanical benefits to player characters. Game activities are generally opt-in for all players. While combat is one of the most common game activities and constitutes a large proportion of the game's active time, there are also players who choose to engage primarily or even exclusively in roleplaying activities, puzzles, and story-based threads. Varying difficulties and length of combat Encounters are present, and information about each thread is often made available to players. Players should also expect to spend time out of character supporting others.

In short, if you are looking for a diverse group where the focus is on telling a story and engaging in lightest-touch combat mechanics, and if you like costuming, consensual tension between characters, and building a community, this is a good fit for you. If you are looking for a pay-to-win game, or a heavy PvP game, or a full-contact combat sport, this is not the game for you. If you are unwilling or unable to learn about respectful points of view for real-life differences, this is not the game for you.

INCLUSION

The world setting of Kishar is deliberately one in which characters of all genders have equal potential. The Organizers of this game acknowledge the incredible diversity of real-world gender, gender expression, sexual orientation, and sexuality. It is always our intent to make players comfortable no matter their gender, sex, or sexual orientation, and players should never feel that their personal characteristics in these areas, or those of their characters, prevent them from being a full participant in our make-believe world. If an NPC on screen portrays sexism or discrimination, expect this to be presented as a negative characteristic.

We acknowledge that there are characters of all types (including bi/pan and trans characters, both of whom are often invisible even in fantasy genres) in our genre, and that gender should not be a consideration when it comes to a character's role or abilities. While a leadership position may be held by a male NPC, by a cisgender NPC, or by a heterosexual NPC, this should never be construed as a suggestion that non-male, non-cis, or non-het characters could not equally occupy these positions. Inheritance is gender-blind in the dominant society of the setting, as are military service and membership in the clergy.

We have made a distinct effort to feature egalitarian, non-traditional marriage and family arrangements. Players are welcome to portray their characters as having non-traditional relationship and love models, like polyamory or other forms of ethical non-monogamy – these are acknowledged as existing in the world setting. We have provided two PC lineages that are (by default, but to varying degrees) genderless for those who wish to explore or portray these concepts. This should not be taken as an assumption that other lineages could not be played in this manner. We do not expect to be able to represent every aspect of real-world variance on screen, but we want all players to understand that they are welcome, and that we will be happy to tell stories with them.

Players are invited to become part of this conversation by helping us find ways to make the game more inclusive. We have tried to strip strict binary or cis-normative language from this book, but we may have missed something! Please let us know if you find any problems.



(Left image from <https://www.them.us/story/progress-pride-flag-intersex-inclusive-makeover>)
(Right image from https://commons.wikimedia.org/wiki/File:Polyamory_flag_with_infinity_heart.svg)

CULTURAL APPROPRIATION AND RACISM

Kishar is not set in the real world – it is inspired by works of fantasy such as *One Thousand and One Nights* (aka the Arabian Nights), the *Mahabharata*, or *Hēi Àn Zhuàn* (the Epic of Darkness). In the same way that many international LARPs have taken their guidance from *The Lord of the Rings*, Arthurian mythology, or other similar ‘Western’ fantasy, we have created a world of magic and myth that simply draws from other popular sources. We have Sultans, but they are not historical figures.

No one in Kishar is portraying a character that is meant to exemplify (in any way) a real-world culture. There are no *samurai* in Kishar, no one is from China, and there are no Arab peoples. Although players may be required to represent having green skin (to be an orc or waterborn) or blue skin (to be a water aetherite or Sah’Jann), no one will ever be using makeup to attempt to represent a member of a real-world people. We take a strong stand against racism regarding real-world peoples, and it will not be tolerated in any way at our games. Additionally, there are no real-world deities or sacraments that are used in this game. A character might be a holy warrior or serve a god as a cleric, but they may only use one of the invented deities from our world setting. Symbols for these deities are drawn from traditional fantasy symbolism, and none are intended to imitate or evoke deities of any real-world culture still found in present times. We support a vision for gaming as an inclusive hobby.

Any player who attempts to violate these standards by creating a character that serves only as a poor caricature of the history, peoples, or cultures of other countries has failed to understand the purpose of our game and will be asked to leave our Events until they change their behavior.

If any party wishes to speak to us about the game in this context, we are happy to engage in dialog.



(Image from <http://www.raven-site.de/>, no longer maintained)

NO HATE ALLOWED

Kishar is not a business – it is a social club of like-minded people who get together to have fun with a niche geeky hobby. No one profits from your money here - it is always used to enable Organizers to put on Events. While we would like to be universally welcoming, we cannot welcome everyone without excluding some. There is no “[Paradox of Tolerance](#)” – tolerance cannot be extended to the intolerant.

Our [Code of Conduct](#) lists (among many other things) hateful behavior as something that will get you sanctioned or expelled from the group. To be clear, the Organizers consider credible evidence of membership in or sympathy towards a hate group to be sufficient cause in and of itself to be banned from this game. We rely on the Southern Poverty Law Center (SPLC - <https://www.splcenter.org/>) to define and track these groups. Organizers will not need to see an explicit incident of racism, misogyny, homophobia, etc. at game before we act.

To put it very bluntly, if you cannot behave as a civilized member of society, we don't want you at our game or in our life.

COOPERATIVE PLAY (MUDITA)

With enough players, intra-player conflict seems inevitable at times. Some of this comes from clashes in playing style, interpretations of genre, conflicting IC goals, OOC personal issues, and lingering conflict imported from other environments. There is a very reasonable place for player conflict in LARPs, but in a game whose focus is not PVP, we see that place as being story-enhancing cooperative conflict. Conflict can produce fun and interesting stories that would not occur by default, but conflict should be between characters, not between players. If conflict develops spontaneously during play, it's still appropriate to check in with other players involved during the next OOC time.

Kishar is a different game than your average fantasy LARP. We offer a non-traditional setting, with non-traditional setting elements and unique plot lines. We offer the opportunity to play atypical characters, who might be corrupt, selfish, vain, or arrogant. The setting itself is not a world where good always wins. We try to offset the negative aspects of this by providing a unifying theme in the Adventurer's Guild, which is a required element for every PC. Additionally, the mechanics of the system strongly encourage cooperation – every character benefits from things provided by other classes, and no PC can craft everything their character might want.

When we LARP, we should strive to have fun as well as to enhance others' fun: to make people laugh, to make them sing, to make them cry if something dramatic happens. We especially want to make new players feel welcome. The best word we've found for this approach to gaming is Mudita (मुदिता), a Buddhist word for unselfish, sympathetic, altruistic joy. It's being happy when others are happy. It's something that is easy to do for people you love, or people you're close to, but hard to do for strangers, or people you don't always get along with. It's a mindset that enables a community in which people come together and have fun *with* each other, not in spite of each other.

Often, we might be friends with some players but not others. It is very tempting to focus on making the game fun for the people you know best, and there's nothing inherently wrong with that. When taken to extremes, it can lead to cliques, impressions of favoritism (or actual favoritism!), and the bad parts of faction-based play. So, spend some time thinking about how you can enhance the game for everyone, not just the players you know. Does that player's character need an ally, or a mentor, or a student? Do they need a partner-in-crime, a love interest, or a rival? Do it or find another character and play matchmaker. Is there some interesting way in which your character's backstory could be combined with theirs? Talk to the player and find out! Maybe that scoundrel who stole your character's family inheritance is also the other character's hated uncle! Now there's a significant NPC who could show up in-game to give your characters a reason to cooperate. We encourage you to write stories together.



Most of all, work to make each other enjoy the game! We sometimes see people who want to "win" at a LARP. In Kishar, you win when other people are happy to see you show up to an Event. You do not win by being the highest level. You do not win by having the most Influence. You do not win by having the most lunari. You do not win by being able to kill any monster. You do not win by causing other players to suffer, to regret coming to game, or to like you less as a person because of how you play the game. You do not win by being antagonistic to people who don't want to be on the receiving end of that.

Good players show up with Mudita on their minds. You don't have to be best friends with everyone in the game - come to game because you want it to be the best game it can be, for as many people as possible. Be a net positive. We promise you we will all win together.

STAFF AND POINTS OF CONTACT

THE ORGANIZERS

The Organizers are full-time staff who run the game (including storing weapons and props), making sure that everything proceeds smoothly and questions are answered. They have full access to all information about players, including their character sheets, backgrounds, and inventory. Organizers are responsible for the game rules, item cards, in-game currency, and changes to character sheets. Organizers see all information about ongoing plots. A list of the Organizers and their duties can be found here:

Name	Position	Responsibilities
 J Duncan (he/him)	Rules Manager	Arbitrating rule disputes, system development, maintaining rule book, item card creation and development
	Weapons Manager	Assessing weapon props for safety
	All Volunteer	See Other Volunteers
Name	Position	Responsibilities
 Kasi Spyker-Duncan (any)	PC Manager	Approving player characters, approving backgrounds, updating and maintaining character sheets, rules calls for PCs as needed
	Kit Manager	Building, maintaining, organizing kit, props, and costumes
	All Volunteer	See Other Volunteers

HOW CAN I REACH PEOPLE?

- The Organizers may be contacted by email at kisharmarshals@gmail.com
- Players participate in a very active Discord community here: <https://discord.gg/T9QbP8Auqg>
- The Facebook group is currently for archives only: <https://www.facebook.com/groups/kishar/>
- As a list of all the people approved for a given Volunteer role and their email addresses can be found on our website: <http://kisharlarp.org/volunteers.php>



VOLUNTEERING AT KISHAR

Kishar runs through the efforts of volunteers – the game simply wouldn't be possible without them. While not full-time staff like the Organizers, volunteers provide invaluable services to the game and help fill in the gaps. They are the glue that holds the game together, and we couldn't do it without them.

CHARACTER CONSULTANTS

These players are empowered to help new players create characters. They can also help existing players with decisions about how to spend Progression. If players want to spend Progression at game, they do so with a Character Consultant, who then emails these expenditures to the Organizers to have them permanently added to the character's sheet.

CHRONICLER

Chroniclers are charged with helping other players understand ongoing stories, setting, and plots. To do this, they should take notes about threads and plots as they occur, either from their own observations and experiences or by asking other players about things that they did not witness personally. They should encourage players to have IC discussions about the plot, collect and organize printed materials distributed to the players, and otherwise act as a central clearinghouse of IC information. If a player is confused about what the Adventurer's Guild currently knows about a topic, they should seek out a Chronicler. Some Chroniclers, but not all, may also choose to write IC logs of their experiences at an Event. These will be posted on the Kishar website if submitted to Organizers via email. Chroniclers are encouraged to work together to pull IC information about plots. The Organizers will provide an online document they can edit together to do this.

COMMUNICATIONS

This volunteer category is perhaps the broadest. All these volunteers participate in helping the game advertise, communicate internally, and/or present information. This might include promoting the game online, creating flyers or ads for the game, moderating discussion on Facebook or Discord, maintaining the game's website, or assisting in game photography.

MECHANICS

Mechanics consultants are volunteers who are very comfortable with Kishar's rules, as well as having a sense of game balance and spaces where the game can grow its available options. Most importantly, these volunteers are the first point of contact for any player with Experimental patterns. These should be discussed with a mechanics consultant before being brought to the Organizers. These volunteers can also assist Proxies or Narrators in creating non-player characters and environmental conditions.

MEDIATOR

These volunteers are elected by the players and are empowered to deal with conflict, whether between players or between players and Organizers. Players may report things to them anonymously. Please note, however, that mediators are not therapists and are not intended to mediate conflicts unrelated to Kishar.

MEDICS

Medics are players with real-life medical training (beyond CPR). Ideally, these players have real-life experience as a first-responder, nurse, physician, military medic, or something similar. At Kishar, they

use their real-life skills to administer first-aid and handle any medical emergencies at game. Kishar will provide a first-aid kit, but supplementing this with additional needed items is highly helpful. The call “Medic!” should always be reserved for OOC injuries. The IC call is “Healer!”, to indicate the difference.

MUSIC

Music consultants provide a very important service to any players who want to sing or play an instrument at game. While no one needs formal permission to perform music at a Kishar Event, these volunteers have expertise in music as well as what styles of music are appropriate for different regions of the Kishar setting. They can help players import music from real-life places while changing inappropriate references into something that works in the setting. As we often joke, there’s no place called “Ireland” in Kishar’s setting, so please don’t sing about it! Plus, these players are often musicians and are sometimes willing to work with other players on duets or accompanying music.

NARRATORS

Narrators are experienced players who write and run plot (from a single thread to multi-game arcs) for other players. All plots must be pre-approved by an Organizer. While running their plot, Narrators may portray NPCs as needed, utilize approved items from the game’s kit, make temporary rules calls, design or implement set pieces, props, or costumes as needed for their plot. Narrators do not have access to player, character, or meta-plot information beyond that which is common knowledge and may not approve character sheet changes.

PROVIDER

This role will involve purchasing, preparing, serving, and/or coordinating food for a significant group of people. Providers are responsible for coordinating the group’s food and drink for any given Event. This might involve transporting, cooking, and/or preparing food and drink. Providers handle communication to players about food, including information about food allergies and intolerances. While we will make reasonable efforts to accommodate these, we cannot guarantee perfection. Providers may choose to take training in how to safely handle food but are not necessarily expected to have this.

PROXIES

Proxies are players who are empowered to design combat Encounters and to provide custom stats to non-player characters. Narrators who are not Proxies will be provided with pre-approved stats for non-player characters. Organizers may call on Proxies to assist with non-player characters in scenes where the Organizers are needed for other duties.

QUARTERMASTER

Quartermasters oversee everything to do with the game’s IC money, crafting, and the distribution of loot. They handle buying and selling for players, producing item cards if these are needed at game, and allocating the day’s spoils into “loot bents” to be distributed to players. They can change one type of coin or gem into another as needed, and they handle the “foreign coins game”, in which players exchange foreign coins for a random amount of lunari. Quartermasters can also tell you the buy and sell prices for in-game items, so that players can plan their future purchases or price their crafting appropriately.

CURRENT VOLUNTEER LIST

Current volunteer lists can be found here: <http://kisharlarp.org/volunteers.php>

VOLUNTEER RESPONSIBILITIES AND BENEFITS

Volunteers receive certain benefits to thank them for their time. A summary is presented here.

Position	Responsibilities	Free Game Reward
Character Consultant	Providing help with rules and assisting players in building & improving characters. Bringing a copy of the rulebook to Events.	10 lunari their next Event after performing duties
Chronicler	Helping other PCs to understand the ongoing story, setting, and various plot beats. Taking notes about threads and plots as they occur; asking questions of other PCs regarding threads that they missed; compiling notes and encouraging discussion; and serving as a central clearinghouse of information about ongoing story.	A Rumors power of their choice
Communication	Promoting Kishar online, create flyers and other advertising media for use in print and online, generate and moderate discussion about the game, work on the website, photography, operate our Discord.	10 lunari their next Event after performing duties
Mechanics	Assisting players in submitting ideas for Artificing or other Experimental crafting or custom rules.	1 additional Experimental pattern slot per Season
Mediator	Resolving conflicts between players or between players and staff. Reporting feedback to staff and players anonymously.	1 Influence with “the Crowd” per Season
Medic	Maintaining real-life medical training beyond CPR. Ideally, being a first-responder, nurse, physician, or military medic. Using these skills to treat first-aid situations and medical emergencies at game.	1 Elite Curative Potion any Event they perform OOC medical duties
Music	Organizing the game’s songbook and helping players adapt out-of-genre music.	Knowledge: Music
Narrator	Creating and delivering plot, portraying significant recurring non-player characters, making temporary rules calls (only while running plots).	Access to the Bestiary, plus Knowledge: Common Creatures
Provider	Organizing, transporting, and/or preparing food and drink for sharing widely at game events. Requires clear communication with players as to allergies and reasonable attempts to make accommodations, though perfection is not expected.	One medium crafting component (random d6 roll) per Event where duties are performed.
Proxy	Giving information to and directing non-player characters, designing combats, making temporary rules calls (while running combats).	Access to the Bestiary, plus Knowledge: Rare Creatures
Quartermaster	Buying and selling item cards, exchanging coins and gems, handling crafting, assisting with check-in, creating temporary item cards.	1 large gem per Event where they perform duties

HOW TO BECOMING A VOLUNTEER

For all roles, players who wish to become Volunteers must be Active Players (attended at least 1 of the last 3 Events). Attending at least 6 Events is preferred, to better understand game culture. Roles marked as “**Apprentice**” should work with an Organizer or a player who currently holds the role (their sponsor) for at least 2 Events while performing their function in a probationary manner. While in their probationary period, actions taken in the role must be approved by their sponsor. At the end of this period, an Organizer will assess their efforts and either approve the volunteer, extend the apprentice period, or ask them to try again in a Season. Players who are absent for an entire Season will be marked (Inactive) in their role. If they are absent for two Seasons they are removed from the list of Volunteers.

Position	Requirement
Character Consultant	Apprentice (should be comfortable with character creation, be familiar with the Roles / Paths, and have read all power trees)
Chronicler	Apprentice (should submit at least two Guild Chronicles (writeups of an Event) as well as submit materials to be included in the Plot document)
Communication	Apprentice (The player should demonstrate a needed skill in this area)
Mechanics	Apprentice (should submit original Experimental patterns and/or other mechanically complex pieces for review)
Mediator	Mediators must be vetted by the entire group, including an opportunity for players to disclose any problematic incidents they have had to the Organizers in confidence. Organizers will set up a vote open to all Active players. If there are no serious concerns and the vote is at least 2/3 in favor, the player becomes a Mediator.
Medic	Should possess real-life medical skills beyond a CPR certification. Can be appointed immediately by an Organizer since knowledge of game culture is less important here. Ideally, medics should help supplement the game’s first aid materials.
Music	Apprentice (should submit 2 examples of converting lyrics for use in the Kishar setting, as well as a short writeup explaining their musical background and whether then would be willing to perform)
Narrator	Apprentice (should submit a sample of their writing –a single normal thread that could be run as a Floating Thread. At least 1 Encounter should be RP-heavy and at least 1 Encounter should be combat. Ask an Organizer for a blank template to use.)
Provider	Players who wish to be Providers should reach out to the existing Providers about how they can contribute. Significant contributions can earn this role immediately.
Proxy	Apprentice (should submit 2-3 custom NPCs, Encounter Modifiers, etc. with original mechanics for review)
Quartermaster	Apprentice (should be comfortable with simple arithmetic and know the denominations of all in-game currency as well as the crafting rules)

PLAYER CHARACTERS VS. NON-PLAYER CHARACTERS (MONSTERS)



Player characters (PCs) are recurring characters that progress as a player attends more Events. Their growth is shaped by their player, and the same player will always portray a certain PC. The central story of the game revolves around the PCs – they may not be the most prominent members of society, but we focus on their daily lives and adventures. Non-player characters (NPCs) are all other characters. They may have names, powers, and stories of their own, but they mainly exist to interact with the PCs. An NPC may be played by different players, if necessary. NPCs that are hostile to the PCs are collectively referred to as “monsters”. Spending time playing NPCs is sometimes referred to as “monstering”. NPC time is meant to be enjoyable of its own right – playing an antagonist

and not having to worry about the outcome of a fight can be freeing! In general, playing an NPC is a service to the game – without NPCs, the protagonists of the story would have no adversaries to defeat, no villains to outsmart, no bureaucrats to negotiate with, and no victims to save.

THE AZIZ RULE

NPCs are often used to drive plot, but NPC players may not be fully familiar with the setting or used to improvising details about a temporary character. In any situation where an NPC has not been given specific information about a character name or story, they may use the name ‘Aziz’ (ah-ZEEZ) to indicate this. Players should respect the use of this name as a signal to not interrogate the NPC for more details.

PC COSTUMES

PCs are expected to have costumes that fit into the game world and allow other players to clearly identify that PC. Try to avoid excessively modern touches when creating a costume. If you are unsure how to get or make a costume, talk to other players. Costume items can be handmade or bought at stores or secondhand shops, and often cost less than you might think. NPC costumes will be provided by the game. Since the game’s wardrobe does not contain every possible costume piece that might be needed for every possible NPC, PCs are asked to be understanding when interacting with NPCs. If an NPC’s costume is unclear, a character may always ask them who they appear to be. Players are expected not to attempt to attack an NPC who is in the process of narrating their appearance.

OUR NPC MODELS AND REWARDS

Collaborative games only work when all players contribute to the game. PCs can volunteer to NPC, and this provides extra rewards, but every PC will be expected to spend some time as an NPC. There are a variety of ways in which we might do this, as outlined in this section.

THE SHIFT MODEL

As we go into Season 12, we are experimenting with a model used by many other games. Players should expect to sign up for an NPC shift each Day, during which they will NPC instead of playing their PC. We

expect there to be three 2.5-hour shifts on Saturdays and three 1.5-hour shifts on Sundays. An online sign-in sheet will be available for players who RSVP to the game, and a paper copy will be available at game. Each shift will be capped at 1/3 of the players who have RSVPed. This should make NPCing faster and more predictable, and players should only have to remove costuming once each Day. Players who want to PC together are advised to sign up for the same NPC shifts when possible. NPCs can be assigned to combat (outdoor) threads or to RP (indoor) threads. Players with mobility restrictions will be accommodated to the best of our ability if they want to participate in combat threads, including the use of portable stools for stationary combatants (turrets).

THE 1 2 3 MODEL

In an unusual circumstance where we are not using the shift model, such as Fridays before Dungeons on a three-day Event, we might use the '1/2/3' model, in which the Narrator will divide people into groups by Role and then count them off as '1', '2', or '3'. Each number will NPC one Encounter and get to PC the other two. During Season 11, we observed that while this system scales well to any number of PCs, it decreases consistency for role-play and increases the time between Encounters.

THE A B MODEL, AKA DOUBLE-HOOKING

Combat dungeons will use an A/B or 'double hook' model, in which PCs will be split in half and each group will monster for the other. Players are advised to split themselves as evenly as possible, although each group should take into consideration whether they want a more challenging combat experience or not.

ROLLING SHIFTS

Because the models above only work if people participate in them, it's very important that players don't simply take their PC time and then ignore the obligation to NPC reciprocally. If you miss an NPC shift at any point, for any reason, you will take the next available NPC shift that you can, in addition to any other NPC shifts that you would normally take. Since we don't anticipate more than three standard NPC shifts in any given Day, if you were to accumulate a backlog of three shifts, then you would need to NPC a whole Day to "clear the backlog" before you could PC again. In this case, you would not receive the normal rewards for NPCing an entire Day or an extra shift, since you are simply clearing an "owed" shift.

NPC REWARDS

NPCing as part of the three models above is expected – it's part of what makes the game work, and without it we could not deliver the content players want. However, some players also choose to NPC more than the default amount. Players who NPC a full Day receive a base of 50 Kismet. Players who take additional NPC shifts will receive 25 Kismet per shift (day shift) or 15 Kismet (Dungeon shift).

IN-CHARACTER VS. OUT-OF-CHARACTER

To help distinguish between those things your character says and does, and those things you, the player, say and do, we use the notion of In-character (IC) and Out-of-Character (OOC). Unless otherwise indicated, it's assumed that once you are playing Kishar, the things you do and say will be In-Character. If you are not, you can make the [OOC hand gesture](#). Where possible, stay IC! It can be difficult to stay IC if all the people around you are all talking about something OOC. Organizers reserve the right to ask people who are excessively OOC to relocate to an OOC area so as not to be harmful to others' immersion. "ICly" means "in an in-character manner". Similarly, "OOCly" means "in an out-of-character manner".

IC SPACES, OOC SPACES, RP SPACES

To help people stay in character, we will designate about half of the main play area for any given game as “In-character Only” space. Players in that space should expect to be IC at all times. Usually, this will include the space closest to the entrances where NPCs appear to drop plot and where announcements are made by NPC members of the Adventurer’s Guild. Likewise, we will designate about half of the main play area as “OOC” space. Players in this space will generally be understood to be out of character unless they make it clear that they are IC. This space will generally include the area where meals are served and some couches, so that people who are tired or have low energy can rest. Finally, we’ll set aside one area for RP scenes. In warm weather, this will generally be outside, but in cold weather it may be inside around couches. When players are in this area, they should be mindful of being loud so as to not disturb any ongoing RP scenes.

PHYS-REPS, OOC OBJECTS AND PEOPLE

Some objects are not currently present in the game world, whether or not their phys-reps (physical representations) are present. To indicate this, mark these objects with neon orange string, tape, or cloth. Your character does not see these objects and cannot interact with them! Some people are not visible or present in-game either. To represent this, they will hold a hand or weapon over their head. Sometimes, however, a person will be out-of-game for a long time. In this case, they may choose to put on a [neon orange headband](#). Ignore these people IC – your character does not see them! You may always ask whether a person or object is present ICly if it is unclear.

METAGAMING VS STEERING

It’s usually best to separate what your character knows (IC information) from what you, the player, know (OOC information). You have much more knowledge about math, science, and geography than your character does. You should place reasonable limits on what your character would know about things that aren’t reflected on your character sheet.

During casual conversation at Events or being an active part of the community online, you (the player) may gain knowledge your character does not have. There are various ways to handle this. The simplest is to try to ignore it while playing. When a player uses OOC information to gain an advantage over another player, or to cause harm in some way, this is considered an example of “metagaming”. This is, at best, an unfortunate situation, but in many cases, it may violate our community norms. On the other hand, a player might also use OOC information to deliberately make character choices that will support other player’s stories or enhance the play experience for other people, even at the cost of complications for their own character. This is called “steering”, and while it takes experience to do it correctly, it’s considered an appropriate way to use OOC information. If you don’t think you can “steer”, try to avoid using OOC information as much as possible.

NAME BADGES AND ORANGE HEARTS

We strongly encourage players to get custom name badges with your character name and pronouns. Disposable adhesive name badges will generally be available otherwise.

At Events, players who do not already have one may ask for an orange heart. These might appear as enamel pins or stickers to be added to name badges. A player wearing an orange heart is making a public statement that they invite other characters to flirt with their character. This statement does not imply anything about the player – *it is an IC statement only*. This mechanic does not give consent for physical touch, and players should use common sense. If you’re not sure – ask!

SAFETY MECHANICS

ANNOUNCEMENT BELL

Our current site features two bells. One of these is large, stationary, and outside the main play area. This bell will only be rung if there is an emergency. If you hear it, please gather in the main play space so that we can make sure everyone is accounted for and deliver important information to you. This bell will not be rung for any other reason, and players should avoid jostling it or striking it.

Additionally, we have a smaller handbell with the phrase “Adventurer’s Guild” carved on it. This bell will be kept near the main entrance to the primary play area. We will ring it any time we need players to be quiet to receive important information. This will be narration from an NPC, a plot drop, or OOC information such as a notice that we are gathering players for Game Intro or for the Special Loot Drawing. No matter what, we need your silence and attention to be able to convey this information.

Players are expected to quiet down within a few seconds of hearing the handbell ring. The handbell is intended to replace shouting for quiet, so under no circumstances should players respond to it by shouting for other people to be quiet. Only Organizers and Volunteers should ring the handbell, so other players are asked to avoid touching it. If you know that some players are outside, you may quietly leave the main play area and inform them that there is an announcement happening inside. Avoid shouting in a way that would make it difficult to hear people inside.

APPROPRIATE BEHAVIOR

Kishar is a game for adults. Despite this, there may on occasion be children present, especially if a player brings their children by while arriving or departing from an Event. While violence and swearing may be part of your character’s vocabulary, and sexual or violent content may be part of the game, please take care to be aware of your surroundings. Some language, situations, or humor are always inappropriate. If your actions make other players uncomfortable or they ask you to stop [OOCLy](#), respect their wishes. Players who do not feel comfortable calling another player out may always speak to an [Organizer](#) or [Mediator](#). Nudity in public and alcohol/illegal drugs are not acceptable due our site rental agreements! Skimp (for all genders) is fine, but costumes must be street legal.

BLEED

Players in role-play games need to be aware of a phenomenon called “[bleed](#)”. This term dates to the mid-2000s, and it refers to situations in which emotions, feelings, fears, or desires bleed over from a player to their character (bleed-in) or from the character to the player (bleed-out). LARPs can be deeply emotional, and all players are responsible for making sure that they are aware of an external influence on their behavior. The most issues that can occur with bleed usually involve the alignment between IC feelings or actions align and OOC feelings or actions. Just because a player’s character flirts with your character, that does not imply that the player has an OOC interest in you. Likewise, partners who LARP together are advised to discuss whether they expect their IC relationship(s) to mirror their OOC ones. Players who find their character in conflict with another character, especially when the conflict is serious, may assume that the other player has an OOC issue with them as well. Basically, make sure you are not assuming things that have not been stated, check in with other players frequently, and make sure that you do not start any new OOC relationships simply because of an IC connection! While there are no specific mechanics, we use to avoid bleed, we do require players to be aware of the possibility that they will encounter it. When in doubt – talk it out!

LOOKDOWN

If you need to leave a scene in progress but you don't want to stop play or disrupt other players' roleplay, you may employ the Lookdown mechanic. Shielding your eyes with your hand, turn around and leave the room. Please be careful to make sure you can see where you walk. Lookdown is a request for other players to ignore you and not to stop the scene. Do not follow someone using the Lookdown mechanic, although you are welcome to check in with them later, if needed.

LIGHTEST TOUCH

Kishar is "lightest touch". This means that when you throw a [Packet](#) or swing a weapon in combat, your goal is for the packet or weapon to contact your target in the lightest possible manner and not to hurt or cause harm! If your opponent feels you are striking too hard, they will ask you to "pull your blows". Do not argue or attempt to ridicule them for not wishing to be hurt. Players may opt to strike harder if both players have previously agreed to do so, but this is best reserved for one-on-one combats, such as duels.

PHYSICAL CONTACT

Players should get OOC permission before touching each other. This can be verbal, or it can be through clear non-verbal communication, such as extending a hand for a handshake or opening your arms for a hug. Let the other player choose whether to mirror the gesture and accept the touch. For any power or ability in the game that requires touch, that touch (with consent) should be on areas of the body such as the shoulders. If consent is not given, or is not clear, these powers should be used by touching the air near the player, without touching them. A distance of at least a foot from them is recommended.

TRIGGERS


A trigger is a stimulus that evokes a strong trauma reaction in person. These stimuli can be extremely varied, and it is often impossible to know what might lead to a trigger without being informed. As such, players with triggers must disclose these to the [Organizers](#) in writing (an email is fine), and they should re-submit this information at least once a Season. The Organizers will compile a list of player triggers and distribute them to [Narrators](#) (or if necessary, warn players in general). Narrators should provide trigger warnings for their stories, as well as common-sense content warnings when possible. Sexual assault, self-harm, and suicide should be assumed to always be on the list of triggers.

UNIVERSAL OUT

Should any in-game roleplay make you uncomfortable, or should players be dropping out of character inappropriately, feel free to say, ***"The Sultan would not approve of this conversation."*** This phrase is used even in parts of the game setting where there is no Sultan. This phrase means you should either move the topic of conversation (if In Character) or to please resume playing (if Out of Character). Respect this phrase and do not use it trivially. Anyone who fails to respect this rule or abuses this rule to harass another player is violating our [Code of Conduct](#).

POWERS (THE BASICS)

This table is condensed from the [section on Powers](#) and designed for a first-time reader. Powers allow characters to affect the world. If a power has a [Cast Time](#) (given in seconds), this represent gathering energy or to finding an opening in an opponent's defenses. If a power does not list a [Cast Time](#), it is [Instant](#). Powers related to weapons often use the [Substitute](#) mechanic, which allows you to call a special effect when using the weapon instead of calling its usual damage. Powers that use the [Add](#) mechanic improve damage or healing by adding to it numerically. The types of powers are:

Type	Symbol	Description
Consumable		Single-use powers that cannot be recharged.
Sure	S	These powers function all the time.
Reliable	R	These powers may be called upon whenever a character wishes, but may have other limitations on their use, such as a Cast Time.
Difficult	D	By default, these powers may only be used once per Encounter. An Encounter is defined as the time between the last time there was combat, and the end of the next combat.
Thread	T	Powers or effects that give effects that last for the entire Thread. Threads last until players return to the main building.
Thread (Renewing)	T*	These powers grant an effect that is re-applied at the start of each Encounter in that Thread.
Thread (Locked)	T!	These powers grant an immediate effect and may not be used again until the next Thread.
Exhausting	E	By default, these powers can only be used once per Day.
Event-Exhausting	E!	The powers can only be used once per Event. They do not Refresh automatically per Day and cannot be Refreshed by powers.

Powers also vary by how they are delivered:

- **Self** powers may only affect the caster. Any power which says “gain” is a Self power.
- **Touch** powers require the target to be touched. Unless the power says otherwise, these powers may also target the caster. Touches should be consensual and to polite areas of the body. Shoulders are the most common places, so please let players know if you prefer not to be touched there.
- **Packet** powers require a successful packet strike.
- **Melee Point and Click (MP&C)** powers require pointing to the target to call the effect (max 6 feet).
- **Point and Click (P&C)** powers require you to point to the target and call the effect (max 30 feet).
- **Swing** powers require a successful strike with a Melee weapon.
- **Projectile** powers require a successful strike with a ranged weapon such as a bow or crossbow.
- **Burst** powers affect targets within Melee range (within 6 feet). Usually, this will only target enemies.
- **Blast** powers are ranged powers that affect enemies within Melee range of their point of impact.
- **All** powers target all enemies or all allies (including you) within your immediate area.

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.

GAME GESTURES

Kishar uses several hand and arm gestures with specific meanings – being familiar with these will help you understand what’s happening during game play. The gesture for [Lookdown](#) is discussed earlier in this section of the rulebook, and examples appear on the next page.

OUT OF GAME → INVISIBLE

Putting a hand or weapon over your head indicates that you are [Out of Game](#). Unless someone has a power that specifically allows them to interact with you, they should avoid doing so ICly. This power can also be used to indicate invisibility, in which case the results are the same – simply ignore that player until they put their hand or weapon down, at which point they ‘appear’.



DOWN → UNCONSCIOUS



A player who has been reduced to 0 HP is unconscious and commonly said to be ‘down’. Rather than lying flat on the ground, which can present a hazard to players still in the middle of combat, we ask that people step aside to the nearest safe area. Once they are away from the fighting, they should sit or take a knee (if physically able) and place one hand on the opposite shoulder, letting that arm cross their body. They should close their eyes or look down, avoiding interaction with the other players until they receive healing or are brought above 0 HP.

If you are playing a Healer, get used to looking around for players who are down. While in this state, players are “bleeding”, and if ignored long enough, these characters might die. See the [section on bleeding](#). Players who are unconscious should avoid loudly announcing their state or asking for healing. It is the responsibility of other players to notice them and act.

OUT OF CHARACTER



To clarify that an action you take or statement you make is OOC, you can make the OOC hand gesture. Hold up either hand, with the first two fingers extended and the other fingers and thumb tucked into your palm. Make sure that the person you're talking to can see the hand gesture, or it may not be recognized.

NOTE: Sometimes players make this gesture close to the body or across the chest. We advise against doing this, since it can easily look like the gesture for "Down/Unconscious".

FLYING

This gesture is generally only used by NPCs. They will place their arms out wide and flap or glide. While flying, only ranged attacks will hit the NPC, but they generally cannot make attacks in this state.



SPEAKING ANOTHER LANGUAGE

To clarify that you are speaking something other than the 'default' language (the Jeweled Tongue), hold your thumb up to your chin and point your index finger, making an 'L' shape.



GAME POLICIES

CODE OF CONDUCT AND WAIVER

Most of our interpersonal policies are in 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](#).

Questions about the Code of Conduct or waiver can be directed to an [Organizer](#) or a [Mediator](#).

CHARACTER BACKGROUNDS

While it's not mandatory, players are welcome to write character backgrounds if they want their character's past to have an impact on the plot, or if they want to make sure it's consistent with the world setting. Players may not use other PCs or named NPCs without permission.

FACTIONS

Players who enjoy playing together and who present themselves as a group are in a faction. Factions often have a name or symbol and might represent any number of in-game situations. To ensure that no one faction overpowers the game, faction size is restricted. Please remember that everyone comes to Events to have fun and play the game, and factions should do their best to make the game more colorful, more exciting, and more fun for all players. If an [Organizer](#) feels that the behavior of a faction is creating a hostile or negative environment, they reserve the right to take measures to correct this situation. Players are asked to refrain from actively recruiting new players into factions until those players attend their third event. For this, a new player is one who is not joining the game with the pre-existing intention to join a specific faction.

NERFING

Kishar is a work in progress and the Organizers do not expect it to be perfect. As such, it may be necessary from time to time to adjust or otherwise alter the game. Sometimes these changes may make something more powerful, but often these changes will be made to correct oversights or reduce the effectiveness of especially overwhelming combinations. This practice is commonly referred to as "nerfing". Kishar has the following policies:

1. Permanent changes to the rules will be announced on an official forum. Temporary rulings may be made at an [Organizer's](#) discretion, but they must be made permanent in this manner.
2. Any player who has been nerfed may request to have whatever resources were used (Progression, Influence, Kismet, etc.) to acquire that power or item refunded or transferred elsewhere.
3. Any player who feels their character dynamic has been disrupted by a permanent change NOT relating to their individual sheet may request a similar reassignment of powers or resources.

ROUNDING AND ORDER OF OPERATIONS

Some powers or effects in Kishar might require you to round numbers. For example, you might get a beneficial effect based on $\frac{1}{2}$ of some other number, or you might inflict a penalty on your opponent based on $\frac{1}{2}$ of some other number. Rounding always works against the user of the power. If something is beneficial to them, it rounds down. If it is harmful, it rounds up. It is possible (albeit unlikely) that powers might cause you to have several numeric alterations on the same number. If this happens, apply any multiplications first, then any divisions, then any additions, and finally, any subtractions. As an example, if you are wielding a weapon with base damage 2 and are using a power that doubles your damage, while a friend uses a power that grants you +1 damage, your final number would be 5: $(2 * 2) + 1 = 5$. If you're ever not sure how to apply stacking powers, ask an [Organizer](#)!

REBUILDING

If you're not having fun, there's no reason to continue playing a character you don't like. Between games, a player may choose to Rebuild their Character by notifying an [Organizer](#) in writing (email is best!). The player may change everything on their character's sheet, including Lineage and Class. Even character names and backstory may be changed. Total Progression and item cards are retained, although [Organizers](#) reserve the right to remove or exchange items as necessary for the integrity of the game. This change is permanent and cannot be undone. Players are encouraged not to invoke this option casually, as it reflects a serious and sudden change to the game environment. [Organizers](#) reserve the right to reject any request for a Rebuild that is frivolous or being done solely to gain statistical advantage or to evade in-character consequences.

RETIRING A CHARACTER

From time to time, players may decide they no longer wish to play a character, or the character may die permanently. In either case, players may opt to receive ($\frac{1}{4}$ of (# of character's powers – starting 3)) as a bonus for creating their next character. Any "partial" Progression rounds down. If a player voluntarily retires a character, they may work with Organizers on a suitable [IC](#) end scene, and distribute a single one of the character's [Major magic items](#) (not from a [Kismet Auction](#) or the [Night Market](#)) to other players (subject to [Organizer](#) approval). You may not will any of an old character's wealth or belongings to your new character.

VOTING

On rare occasions, the Adventurer's Guild may face some large-scale decision, such as whether to pursue a long-term goal or make a dangerous choice with repercussions for the entire game. For these situations, players who cannot attend may proxy their votes to an [Organizer](#). While the Adventurer's Guild has a non-elected Guild master who technically makes the final decision, there is a firm tradition of soliciting the input of the whole Guild on matters of consequence. Out-of-character, these are decisions that should really be in player hands, so please allow us to hand-wave a little so as not to dictate to you.

EVENT STRUCTURE

BEFORE GAME

RSVPS AND THE BETWEEN EVENTS FORM

RSVPing is extremely helpful to the game's organizers. Discord will be used to allow players to indicate that they plan to attend game, and whether they plan to PC or NPC. To pre-spend [Progression](#), email the [Organizers](#) at kisharmarshals@gmail.com (emails received less than 2 days before Events may not be processed) or (preferred) include your Progression spend(s) when submitting your Between Events form at <https://forms.gle/fcfYmeFDx9PaYbEn6>.

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.

EXPENDITURES

Ideally, players should spend [Build Points](#) (if they have Craft powers) and [Progression](#) using the [Between Events form](#). Otherwise, [Build Points](#) for Crafting can be spent with a [Quartermaster](#), and Progression can be spent with a [Character Consultant](#). [Maintenance](#) costs will be automatically deducted from player packets after any Event where the PC was active. Players who do not wish to Maintain an item should indicate this when submitting their [Between Events form](#).

CHECK-IN AND PACKETS

When they arrive at an Event, players should get in the check-in line. This is where they pay [Game Fee](#) (if they have not done so in advance, which is preferred) and make sure they are signed up for an [NPC shift](#). Players then get into a second line where they receive their character packet. This contains all of the PC's items and currency, in addition to new [Claim Tickets](#) and a pre-printed copy of their character sheet. If their current character should receive any Rumors, these will also be given at this time. For logistics reasons, only one PC may be portrayed each Event. Players packets should be returned to a specified location at the end of the Event. All in-game materials must be returned to player packets. If you forget and take your player packet home after an Event, please inform the [Organizers](#) immediately!

GAME FEE AND DONATIONS

Kishar is a community, not a business, and it is not run for profit (no Organizer or volunteer is paid a salary or receives direct compensation for running the game). Game fees will be used to cover the cost of site fees, equipment, storage, and kit upkeep. Any remaining funds will be re-invested into the game. Items purchased will always have a genuine game purpose, as opposed to being items personally desired by the staff. Game Fee is currently \$30 per Day (or \$60 / Event for a two-day Event). (While we prefer not to raise Game Fee, it's possible we may have to do so. Please check for current pricing.) Game Fee includes the cost to sleep on site in a bunk, but nicer beds are available for an extra \$20 per person. Players that NPC the whole Day play for free, but they need to pay for sleeping arrangements if they sleep on-site. This is currently \$30 for bunks or \$50 for beds. In addition to the Game Fee, players may donate up to \$60 per Event in cash to help the game pay for supplies. Donations of this form are worth 1

Kismet per dollar. Players may donate items such as props or weapons for Kismet, at an [Organizer's](#) discretion. Accepted items are listed here: <http://kisharlarp.org/wanted.html>. Kishar is **not** a Non-Profit Organization, so donations to the game do not count as charitable donations for tax purposes.

SCHOLARSHIPS AND FEE REDUCTIONS

Kishar is an inclusive space, and we strive to accommodate players with limited resources. For every 5 players who pay for a full Event, Organizers will make available 1 scholarship. Scholarships may be requested by any player for whom paying the game fee would constitute a material hardship. Organizers will not ask questions about your circumstances. They are first-come, first-serve, but can be denied if we feel they are being abused. We encourage players from groups historically underrepresented in LARP to request scholarships to visit Kishar if they are interested in the game. Players on full Scholarships (paying no game fee) may be asked to monster more than other players. Players may also ask for a reduction in the game fee to what they can afford, which we will accommodate as much as possible.

DUNGEONS (COMBAT AND RP)

On Saturday evenings, we run a special set of threads called “dungeons” (though it may not have anything to do with a dungeon in character). These special threads often have additional plot significance. Dungeons will be divided into “combat dungeons” and “RP dungeons”. Combat dungeons will be focused on providing interesting combat Encounters (usually ~4 of them per “side”) and will use the “[double hooking](#)” model. Players are responsible for making sure each group is roughly even in composition and includes a healer. If you choose to NPC a dungeon, your PC (if any) is assumed to be present but off-screen. Perhaps you were just in the back or down a side passage! On average, the total dungeon time for all groups will be 2-3 hours. In addition to Combat Dungeons, we also offer “RP Dungeons” designed for players who prefer a story-based, game-based, or puzzle-based experience, in addition to players who have mobility or ability restrictions that make prolonged combat experiences less fun.



While the implementation varies, RP Dungeons will use a version of the [Dread system](#) as their core mechanic. As such, some powers or items in Kishar may reference “pulls” in the context of RP dungeons – these refer to pulling wooden blocks from a tower. RP dungeons may also include other games, such as board games, card games, or party games. RP dungeons still make use of your Kishar character sheet – in particular, having Exhausting powers to use in them is quite valuable. Due to the core mechanics of Dread, RP Dungeon players often make use of [Fair Escape](#), so it’s important to be able to do this!

DREAD IN KISHAR

Information about the origins of the Dread system and its creators, can be found here: <https://unpossiblejourneys.com/find-games-to-play/dread/>

Kishar uses the core rules of Dread with some modifications. The [Narrator](#) will begin with a stacked Jenga tower of wooden blocks. Any time a player wants to take an action that could reasonably fail, they must pull one or more blocks from the tower. The difficulty is the number of blocks that must be pulled, with 1-2 blocks being an easy challenge, 3-4 blocks being moderate, 5-6 blocks being difficult, and any number above that being an epic challenge. Pulls are not required for simple, trivial actions. Similarly, there is no amount of pulls that will allow an impossible action. To pull a block, players may use only two fingers (a thumb is considered a finger) on one hand, although they may change hands or fingers if they are not in contact with the tower. All blocks below the third complete row of the tower (from the top) are called ‘live blocks’ and are valid to pull from. After pulling a block, a player must place it on top of the tower to complete the pull. If multiple pulls are required, they are done sequentially, with each individual pull being completed before moving onto the next. A player may stop in the middle of a sequence of pulls, even if they have pulled some blocks successfully already. Players may manipulate the tower one block at a time without being committed to making a pull. However, the Narrator should watch for “shaping” of the tower, where a player intentionally moves the tower around to make it more stable, without intending to pull while doing so. Shaping is not allowed. If the player causes the tower to fall (usually called ‘dropping the tower’), they receive a consequence. At least two blocks must fall from the tower to the table for it to be considered dropped. Dropping a single block on the table just means the next pull will be easy. If the tower falls due to the table being kicked or something similar, the last player who touched it is considered to have dropped it. One of the premises of Dread is that deciding not to pull blocks will never remove you from the game, but it might have other consequences that are unpleasant. Dropping the tower will always have worse consequences, although what these are can vary. Possible consequences include losing a fixed amount of money, losing item(s), receiving a major injury that persists for the rest of the Event, becoming Cursed or Diseased, permanently losing Max HP, and having to use Fair Escape to avoid character death. After a tower drop, the tower must be “reset”.



To do this, the [Narrator](#) sets the tower back up, then assigns a number of pulls to each remaining player (usually 1 - 2). They must make these pulls to continue the game. If the tower is dropped while in the middle of a reset, similar consequences that applied to the character who caused the original tower drop will also be applied to the character whose player just dropped the tower again.

Kishar diverges in the core Dread rules in several ways. The difficulty of an action (the number of pulls) can be affected by character sheets and abilities. Players may also use Exhausting powers or significant [Consumables](#) to reduce the difficulty of an action (down to 0). Some items or powers explicitly reduce the number of pulls needed. Kishar also does not use the “pyrrhic victory” rule in which players sacrifice themselves by intentionally knocking over the tower. The Narrator may also offer a player a special challenge, having to pull a block of a specific color at random for a discount. In cases where the Narrator feels it appropriate, they may also make pulls from the tower to heighten tension. If they drop the tower, the players receive a benefit, such as a small reward or “free” pulls.

LOOT DISTRIBUTION

Kishar handles loot differently than many other games. This is intended to prevent players from having to argue about how to divide money and items. IC, the Adventurers Guild charges fees for jobs and collects loot along the way, which is then divided between the Adventurers present. OOC, the [Quartermasters](#) use input from the [Organizers](#) to create ‘bentos’ - small boxes of similar (though not identical) item cards and currency. Every player who PCed that Day, regardless of how much time they spent as that character, gets a bento box. This usually occurs once per Day toward the end of the day.

SPECIAL LOOT AND CLAIM TICKETS

Players who PC at least one Day receive purple Claim Tickets at check-in, which are used to determine the allocation of ‘special loot’. The number of tickets will be 5 – (# of [Major / Mythic magic items](#) owned), with a minimum of 1. Tickets may not be bought, sold, traded, or given away. All special items the PCs gather over the course of the Event (often special or magical items) are collected and then given out via a random drawing. The player with the first number drawn gets the first pick of the items, then the player with the second number drawn, and so forth. When one of your tickets is selected, you are out of the drawing, but should retain your tickets so we know who those numbers belong to. If you are currently capped on [Major / Mythic magic items](#), but you win a drawing and want to select a new one, you must either give away or sell one of your current ones. This drawing will happen on Sunday morning. Players who will miss the drawing on Sunday can give their tickets to another player or to the Organizers to choose for them if that number is drawn. (We will generally endeavor to pick the most mechanically advantageous option remaining for any given PC.) After the special loot is handed out, the Claim Tickets have no further value and can be discarded. New Claim Tickets will be used each Event.

FLOATING THREADS AND NIGHT PLOTS

If the [Organizers](#) are off-site or otherwise unavailable, [Narrators](#) may run pre-approved independent plots called ‘Floating Threads’ that do not require an Organizer. If they are ALSO a proxy (or if they have a proxy with the NPCs), they may adjust the ‘published’ stats for NPCs if additional challenges are needed. Narrators should take care that any such threads not prevent players from interacting with planned threads at Events. The most common example of a Floating Thread is also called Night Plot – an independent story line run in the early hours of the morning when the Organizers have gone home to sleep.

SCHEDULE OF GAME EVENTS

For two-day Events, we expect things to happen on roughly this schedule:

	Saturday
10 AM - 11 AM	Organizers arrive, set up, run Check-In
11 AM - 11:30 AM	Announcements, Game Photo, Opening Game RP
11:30 - 12:30 PM	Lunch
12:30 PM - 3 PM	Game Runs, Saturday NPC Shift 1
3 - 5:30 PM	Game Runs, Saturday NPC Shift 2
5:30 - 6:30 PM	Dinner
6:30 - 9 PM	Game Runs, Saturday NPC Shift 3
9 - 9:30 PM	Dungeon Set up
9:30 - 10:30 PM	Combat Dungeon A
10:30 - 11 PM	Rest, costume changes
11 - Midnight	Combat Dungeon B, Organizers leave
Midnight - ???	Volunteer Night Plot (If any)

	Sunday
9 - 10 AM (roughly)	Breakfast
10 AM - 11 AM	Organizers return, Special Loot Drawing
11 AM - 12:30 PM	Game Runs, Sunday NPC Shift 1
12:30 - 1:30 PM	Lunch
1:30 - 3 PM	Game Runs, Sunday NPC Shift 2
3 - 4:30 PM	Game Runs, Sunday NPC Shift 3
4:30 - 5:00 PM	IC Wind-down, Game ends
5:00 - 6:00 PM	Packing up kit, Site clean-up
Players are welcome to organize one informally but given the lack of suitable restaurants close to site, we do not hold any official "Afters" dinner.	

THREE-DAY EVENTS AND CAST PARTIES

The last Event of a Season is typically a three-day Event. In that case, Friday will be a Cast Party. This time might include some non-canonical silly threads (commonly called "silver-border threads"), party games, board games, or downtime for players to socialize. Saturday morning, in place of the normal setup and Check-In, Organizers will hand out special awards called Scimitars to players who have been outstanding that Season. These awards are based on a survey all active players fill out. The schedule for Cast Parties will be dynamic, but it typically looks like this:

	Friday
4 PM	Organizers arrive no later than 4PM, set up, run Check-In as needed (Players should arrive between 4:30 and 5:30 PM if possible)
5:30 - 6:30 PM	Dinner
6:30 - Midnight	Games & Socialization time
Midnight - ???	Volunteer Night Plot (If any) or possibly a Bonfire

CREATING A PLAYER CHARACTER

Making a new Player Character (PC) is one way to learn more about the game. Ideally, a PC is a fully-fleshed-out character with a past, opinions, mannerisms, scars, hopes, and fears. If you find it easiest to make statistical choices first, follow this guide. If you prefer to conceptualize the whole character, and then pick the statistics that fit that character, skip straight to the [section on Character History](#), then return here. Players may have up to three PCs active at once (as opposed to retired). However, players may only earn Progression and use powers, Influence, or [Build Points](#) for 1 PC per Event.

PC CREATION OVERVIEW

To create a new PC, you'll record choices and send them to the [Organizers](#). If you need help, you can contact a [Character Consultant](#). Go to the "New Players" page of the Kishar website: <http://kisharlarp.org/newplayers.php> and find the "[Submit a New PC](#)" form. As you make the choices below, enter these into the form and submit it when you are done. An [Organizer](#) will contact you before an Event about your character.

1. You will need to choose a Lineage for your character. Each Lineage offers benefits and drawbacks. We've provided a summary table of the [Lineages](#) available in Kishar.
2. You will also need to choose a Class. Class is a combination of a Role (what does your character do) with a Path (how do you do it). We've provided a summary table of the [Classes](#) available in Kishar.
3. Next, you'll make a note of the [starting Hit Points](#) (HP) for your class.
4. Your character begins with 3 powers, which may be chosen from [Craft](#), [Universal](#), or [the three power trees associated with your Class](#). Over time, you'll earn more powers that can be added to your character's sheet. See the [section on Powers](#) for more information.
5. Each PC begins with 2 Rituals – ceremonies that you can use if other people are present that share your Path (remember, your Class determines your Path). Select these Rituals from the appropriate listing for your Path. Keep in mind that there are also special Enchanting and Fused Rituals, and some of these are available to your Path as well! See the [section on Rituals](#) for details.
6. When you check in at your first Event, your character will be issued some items, weapons, and money. This is referred to as your Starting Equipment. While you won't get this until you arrive at the game, there are some simple decisions to be made here (what kind of weapons or shields does your character use?). You should look at the [Starting Equipment](#) and decide what you will select.
7. The last thing to do is to select a [Standing](#), up to two [Backgrounds](#), and answer a list of questions designed to help you understand the basics about your new character – who they are, where they've been before arriving on scene, and what they're like. These questions are referred to as the [Character Questionnaire](#). Once you've filled this out, you can send a copy of your PC sheet and Questionnaire to the Organizers by email at kisharmarshals@gmail.com.

Some Standings, Backgrounds, and Lineages require a deeper understanding of the world setting. These specify that you must obtain permission from an [Organizer](#). For EACH such piece that applies to your new character, you must NPC one Event to help you understand the game's culture and the larger context for those decisions. For those Events, you earn Progression as normal. If this is not your first character, you may waive this with [Organizer](#) approval.

1. CHOOSE A LINEAGE

Each lineage has certain benefits and may have certain penalties. Some lineages require makeup or prosthetics. In many cases, these lineages have stronger powers associated with them, in order to offset this difficulty.

Here's a small summary table to help you select a lineage for your character. If you are new to LARPing, it is recommended that you choose a lineage with fewer costuming and makeup requirements. You can find more details under the [section on Lineage Details](#) that follows.

Note: Many lineages require an attempt to present a different skin color, whether through makeup or other means. Player makeup should NEVER suggest an attempt to replicate the skin tone or features of ANY real-world race or ethnicity. Players whose makeup veers into this territory will be instructed to remove it or leave the game.

LINEAGE SUMMARY TABLE

Name	Short Description
Thinblood / Halfblood	A scaled-down version of a lineage below, or a cross between two lineages.
Aetherite	Beings that manifest the imprint of the elements.
Celestine	Winged beings with a connection to the divine.
Construct	Artificial beings created by ancient Artificing.
Dhampir	Pale-skinned beings descended from vampires.
Dragonkin	A reptilian lineage with draconic blood and powers.
Dwarf	Two types of Dwarf from around the world.
Elf	Three types of Elves from around the world
Fellblooded	The distant descendants of Efreet (beings of fire).
Feytouched	Ephemeral beings with Fey ancestors.
Formian	Ant people from below the ground.
Gnoll	Desert-dwellers with hyena features.
Hiwani	A motley group of beings that manifest animal traits.
Human	Two types of Human from around the world.
Orc	Fierce warriors often rejected by high society.
Sah'Iann	Direct descendants of Djinn (beings of air).
Shar'vin	Crystalline humanoids that are genderless and logical.
Stoneborn	Distant descendants of the Dao (beings of earth) with rough, stony skin.
Waterborn	Distant descendants of Marid (beings of deep water).

LINEAGE DETAILS

GENERAL FORMAT

The description section sets out general facts about the lineage's origins, history, common demeanor, and talents. Sample pictures of "good" to "excellent" costuming are included for each lineage. Values are given for the age at which a character of that lineage would normally be considered young, middle aged, and elder. Names are mentioned only when there is something notable or unusual about a specific lineage. Otherwise, players should choose names appropriate to their character's region of origin and the setting. Organizers reserve the right to reject names that will damage immersion.

Costuming - The costuming section describes any prosthetics, accessories, or makeup required to portray a character of that lineage. Some lineages also have extra details that can be added for the best costume but are not required. These are prefaced with "Optionally".

IMPORTANT NOTES: Anywhere that says 'upper body' DOES NOT include the hands. Due to the discomfort and loss of manual dexterity involved in covering hands, these areas will always be considered optional for makeup, gloves, or other coverings! Any element of costuming, especially hand coverings, fangs, masks, or wings, that renders a person unsafe for boffer combat should be removed before participating in combat. When combat is expected, such as on an excursion away from the Adventurer's Guild, players are encouraged to pre-emptively remove these elements and place them somewhere safe and will not be penalized if they do so.

Powers - These powers are available automatically when you select a given lineage. Powers are color-coded to represent how often they come into play. See the [section on Powers](#) for explanations.



THINBLOODED OR HALFBLOODED

When a child has parents from two different lineages, this often produces a child of one lineage or the other. When one parent is from a human lineage and another parent is not, the resulting child may be born as a less-pronounced version of the non-human parent's lineage. These children are typically called "thinblooded" and might be referred to using the non-human parent's lineage. A "thinblooded elf", as an example, might show less-pointed ears or have a more human complexion. A "thinblooded gnom" might have gnom ears and a tail but otherwise appear human. Thinbloods exist primarily for players who do not want to meet the higher standard of makeup/costuming asked of certain lineages, and who would like to play a more scaled-down version of the lineage that is comfortable for them.

When neither parent is from a human lineage, the resulting children might manifest as an obvious mixture of the lineages of their parents, but sometimes they primarily favor one parent with a single feature from the other. These children are often called "halfbloods". A "halfblood orc/celestine" might appear as a normal orc with small greenish wings and a "halfblood elf/fellblood" might appear as an elf with curling horns. Halfblood constructs are rare, but could be partially organic and partially artificial, for a variety of reasons (including the in-genre use of magical prostheses for players who need them). Halfbloods exist primarily for players who would like to choose lineage costuming from several sources or who are interested in the roleplay of these characters.

NOTE: Society has no prejudice against halfbloods or thinbloods – their birth is in no way their fault. While a player could choose to have their character look down on halfbloods or thinbloods, this would be considered arbitrary and unjustified by most mainstream cultures.

NOTE: Organizer approval is required for halfbloods or thinbloods to make sure that your costuming still meets the standards required to identify your character as something other than human and that it is distinct from the normal standards for a core lineage. Halfblood characters between two types of elf, dwarf, or human are not meaningfully distinguishable from normal, so they are not allowed.



Costuming - Select a single trait from another lineage listed below (thinblood) or a single trait from each of your two lineages (halfblood). If you choose something that would cover exposed skin, such as makeup, your makeup can be patchy or cover only certain areas. Most commonly, partial traits are expressed in a character's face or head, such as partial makeup, horns, or ears.

Powers - For each of your base lineages, if that lineage grants multiple powers, choose any single one. If that lineage grants only one power, you receive no powers from it.



AETHERITES



Aetherites claim they are the first lineage – created from the raw stuff of elements as the world was first forged. Certainly, they are old, but theirs is an oral tradition, rather than written records. A common saying is that the elements never forget. Aetherites can live two to three centuries. Each aetherite embodies one of the four elements – Air, Earth, Fire, or Water. When you create an aetherite character, choose one of these. Aetherites in general can be somewhat solitary beings and they usually exhibit temperaments that match their elements. They often prefer natural environments to urban ones. Many aetherites revere something they call the Dynamae – a primal combination of all the elements is somewhere between an ancestor and a deity, or perhaps an origin story for their lineage. **(Age Range: Young – 50, Middle-aged – 100, Elder – 200)**

Costuming - Select one of: Air, Earth, Fire, Water. Upper body makeup (or bodysuit) in an appropriate color and motif (their skin shimmers slightly) for your character's element. Hair in a slightly darker or lighter shade of the same color. *Optionally, masks that portray the element and/or body glitter over their makeup.* Aetherites favor loose, minimal clothing in colors that complement their element.

Elemental Bond	S	Your character gains Minimize (element) and Vulnerable the opposing element (Fire <-> Water, Earth <-> Air).
Elemental Flare	E	For this Encounter, you either gain 10 Temporary HP or Add 1 All .

CELESTINES



Celestines resemble humans or elves with feathery wings. Wing coloration is usually white, red, or gray, silver, or gold. Many celestines believe that they were the original servants of the gods. Celestines live as long as a century. Celestines were once able to fly, but they had lost any ability to do more than slow their falling. Many scholars said they failed some duty to the gods, resulting in the creation of clerics.

Recently, the intervention of an artificer in the Adventurer's Guild appears to have resulted in celestines born able to fly in the city of Samazar. Celestines have heard many stories about the color of their wings. Golden or silvery wings implies favor from the gods of light, and reddish or black wings implies disfavor. Most celestines deny this color association as pure superstition. Because they look so much like the fabled servants of the gods, celestines are sometimes called half-angels, but they are not a hybrid lineage. **(Age Range: Young – 20, Middle-aged – 40, Elder – 80)**

Costuming - Celestines have a pale complexion (use a little white or shimmer makeup) and have feathery wings. Wings can be small and should be worn carefully so as not to pose a risk to players around you. Wings can be removable for combat. Wing colors other than those listed require the Unusual Background. *Optionally, celestines may wear elf ear tips.* Celestines favor robes and loose clothing and may use minimal chest coverings in warm weather, so their wings are less constrained.

Divine Healing	D	Touch, Heal 7.
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CONSTRUCTS



Constructs are made from a wide variety of materials – wood, stone, or metal foremost. Most constructs are less than two hundred years old. One of the more famous wizard guilds, the Runemakers of Astra, perfected the art of creating constructs that could outlast their creators. They created hundreds of these beings, using them to crush their opponents. A coalition of forces disbanded the Runemakers and freed their constructs. It is said that so long as they are not destroyed, constructs are immortal, and this rumor often causes resentment. Constructs do not sleep, but they must enter a state of rest in which daily self-repairs are carried out. They do appear to have a soul, although it has a strange quality to it. Constructs are often very curious people. Many of them are unused to finding their own way in the world, and are uncertain of who, or what, they truly are. Constructs may be genderless or made in the image of a particular gender. Constructs often adopt names from objects around them, rather than using names from their region of origin. **(Age Range: Young – 20, Middle-aged – 100, Elder – ???)**

Costuming - Upper body makeup (or bodysuit) suited to the material of their construction. Hair is often white, blond, silver, or black, but many constructs are bald. They may also be patchwork. Facial makeup should be patches or panels, or circuit-like line designs. *Optionally, faux-metal prosthetics, panels, or masks may be used, but these must be safe for combat.* Constructs rarely exhibit any sort of fashion sense – their clothing is minimal and piecemeal.

Sentinel	S	Your character gains Immune to Stun and Sleep .
Armored Soul	S	Your character gains Minimize Spirit.

DHAMPIR



Dhampir are created from the union of a vampire and a mortal - usually a human or elf. Their vampire ancestor can be further removed than a direct parent, but normally not more distant than a great-grandparent. Dhampir are usually unable to have children and live as long as two centuries. Like full vampires, dhampir dislike direct sunlight and thirst for blood. Dhampir prefer the blood of living sentients, but they can sustain themselves on animals. They must also eat normal food and drink but need less of it than beings of other lineages.

Dhampir tend to have a certain obsession with life and death that permeates all they do. Some people enjoy the sensation of a dhampir's bite, although most people find it painful and shocking. Dhampir who specifically choose to fight evil often go out of their way to separate themselves from their heritage, struggling not to feed off of sentients. **(Age Range: Young – 20, Middle-aged – 70, Elder – 150)**

Costuming - Upper body makeup (or bodysuit) in very pale shades, and some shimmer makeup. Dhampir should wear small fangs, but these should be removable for combat or if they interfere with speech. *Optionally, a dhampir born to an elven parent may wear elf ear tips.* Dhampir tend to wear subdued but well-tailored clothing. They often favor lace or shimmery veils when dressing up.

Blood Drain	D	Feed on a willing, unconscious or recently dead target with blood to Heal 5 , Self or gain 3 Temporary HP . Call 3 Bypass .	Cast 5	Touch
Claws	S	You may use one or two claw boffers for 2 Acid.		

DRAGONKIN



Dragonkin are something of a mystery. Scholars are not sure how long dragonkin have existed or what their relation is to the true dragons they resemble. Dragonkin live for as long as a century. Dragonkin have scaly skin, draconic heads, and stocky tails with some having large leathery wings. If they have them, their wings do not generate enough lift to fly, although they can use them as weapons. Dragonkin are attuned to the elements, and feel most comfortable with one of them, shunning the one that opposes it. Because of their innate martial abilities, they often take jobs as guards or mercenaries. Dragonkin are generally serious, but often act on instinct, and fail to think through their actions.

Note: Currently, a major conflict is raging with the Nocturnal Empire, a group of dragonkin extremists who first seized the island nation of Kaewan and then invaded much of the world. As a result, dragonkin may face some initial suspicion.

(Age Range: Young – 20, Middle-aged – 40, Elder – 80)

Costuming - Choose a color scheme for your character's scales. One example would be "red, orange, and gold" for a fire dragonkin. Upper body makeup (or bodysuit) in a scale pattern in these colors. A reptilian mask or facial prosthesis should be worn, in addition to a reptilian tail. Masks may be removed for combat. *Optionally, reptilian wings or hand prostheses may also be worn.* Dragonkin often wear leather clothing, choosing heavier fabrics when wearing cloth.

Choose one of: Air, Earth, Fire, or Water. This choice is (element) below.

Elemental Bond	S	Your character gains Minimize (element) and Vulnerable the opposing element (Fire <-> Water, Earth <-> Air).
Claws	S	You may use one or two claw boffers for 2 (element).
Dragon's Breath	D	Burst 5 (element).



DWARVES (HILL & MOUNTAIN)



Hill dwarves settled the lower, less resource-rich foothills. Like their mountain dwarf cousins, hill dwarves have thick beards, and often grow their hair long in braids. They take a great deal of pride in these things and insulting them is a surefire way to anger them. Aside from this, their temperament is generally even, but they tend to be stubborn if prodded or forced. While mines are not unknown, most of their money comes from trading, and a hill dwarf who cannot strike a good bargain is seen as a fool. Hill dwarves have legendary reputations as drinkers. While they do not give trust casually, once given it is difficult to exhaust. They live as long as two centuries. **(Age Range: Young – 20, Middle-aged – 70, Elder – 150)**



Costuming - Hill dwarves must have beards (natural or fake) and/or wear their hair in braids (natural or fake). They tend to a ruddy complexion, which should be applied with makeup. *Optionally, padding around the waist to give a stocky appearance.* Hill dwarves tend toward simple, sensible dress, and regard more than a little jewelry as ostentatious and unwise to display.

Crafty	S	When you buy Craft or Artisan the first time, you receive its Upgrade for free.
Stubborn	D	Resist 1 Sleep or Knockback .

OR



Mountain dwarves took to the high mountains of the world and learned to mine metal and gems. Their legends tell that they were first shaped from stone itself, and that they found the shar'vin and the stoneborn deep in the mountains, bringing them to the surface world. Mountain dwarves live as long as three centuries, making them among the longest-lived lineages. Mountain dwarf families trace their lineages back hundreds of years or further. Where they establish themselves in society, they form households and family lines that persist for centuries. It is not uncommon for them to accumulate valued heirlooms, and they can often recount the history of their weapons or other important objects. Like hill dwarves, mountain dwarves often have long beards or elaborate braids. Those with beards often put small brains in them as well, and ornaments of gold and silver are often worn in those braids. **(Age Range: Young – 50, Middle-aged – 100, Elder – 200)**



Costuming - Mountain dwarves should have a beard (natural or fake) with at least one braid in it and/or wear elaborate braids in their hair (natural or fake). Mountain dwarves have a touch of gold in their complexion, which should be applied with makeup. *Optionally, ornaments such as ribbons or metal beads in the beard or braids.*

Mountain dwarves wear well-tailored clothing and armor, with metallic colors used as accents. Their clothing is often decorated with runes.

Heritage	S	You receive one of the following powers in the Universal tree for free: Combat Training , Knowledge , Rank .
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ELVES (DUSK, MOON, AND SUN)



Dusk elves believe that they descended from the Birth Tree, which emerged from the land when it was first created in order to provide shade and safety. The sun elves are those who left the shelter of the trees for the open ground of cities, and moon elves are those who traveled to the upper branches where the moon hung in the sky. Dusk elves manifest a great deal of diversity in skin tones and hair colors. They live as long as two centuries. They hold the time between Day and Night to be sacred, and some revere Laurel due to her connection with liminal times. Ritual hunts are often conducted during dusk or twilight hours. Many (but not all) dusk elves belong to warrior societies, each of which favors a particular pattern of face paint using particular colors. These warrior societies can cross familial lines, providing some stability and a path for the exchange of ideas. **(Age Range: Young – 20, Middle-aged – 70, Elder – 150)**

Costuming - Dusk elves use face paint in black, grey, green, or brown, with yellow, red, or white used as highlights. Elf ear tips are required. Dusk elves frequently tie their hair back, if long, with leather cords. They wear natural colors and ornament with natural items such as bones, feathers, claws, carved wood or stone, and fur.

Fade	D	Go Out of Game for 10 seconds. Your next attack Adds 3 .
Tracker	S	You receive the Tracker power in the Universal Tree for free.

OR



According to the moon elves, all elves began as one lineage, but the other elves drew too close to the harsh light of the sun and were bleached of color. Moon elves have blackish-gray skin with a dark purple tint, hair colors ranging from white to reddish-brown, and pointed ears. They live as long as two centuries. Family plays a large part in moon elf society. All members of a family are expected to work together against members of other trading families, and marriage is frequently among distant cousins. The nights of full moons are considered the most auspicious time to strike bargains or marry, as pure moonlight is sacred. Some traditionalists hold that ceremonies held under a full moon are the only ones that are binding, but this view is not common.

Note: Moon elves do not live underground, nor do they worship spiders. They are never called “drow”. **(Age Range: Young – 20, Middle-aged – 70, Elder – 150)**

Costuming - Upper body makeup (or bodysuit) in dark purple or gray with dark purple highlights. Hair, eyebrows, and beards should be white, grey, blond, reddish, or reddish-brown. Elf ear tips of a suitable color must be worn. **Caution: This is a fantasy-genre lineage. Player makeup should NEVER suggest an attempt to replicate the skin tone or features of ANY real-world race. Players whose makeup veers into this territory will be instructed to remove it.** Moon elves take great pride in fashionable, expensive clothing, gaudy rings, and visible jewelry. They often wear dark clothes highlighted with accessories in bright colors.

Hard to Hit	D	Gain 1 Dodge .
Lunar Armor	D	Resist a Status Effect .

OR



According to sun elf legends, they emerged from the First Light of creation. Their skin was pale and radiant, and their hair golden. As some moved away from the First Light into the shadows of the forests, they became dusk elves. Similarly, the moonlight upon open ground created moon elves. Sun elves are very long lived - up to three centuries - and have a slow approach to life, preferring to consider all angles of a plan before acting. A plan that doesn't come into fruition for a decade or two doesn't bother them. Sun elves often see mountain dwarves as their only true equals, and the two can be respectfully competitive. Sun elves have an even temperament, regarding excessive displays of negative emotions to be shameful. While they will cry quiet joyful tears upon great victories or the reunion of family parted for a century, they will look down upon those who weep in open misery, yell in anger, or otherwise make a scene. These things are signs of the flaws so often found in the younger lineages. **(Age Range: Young – 50, Middle-aged – 100, Elder – 200)**

Costuming - Elf ear tips must be worn, and a light brushing of pale makeup or shimmer as well. While their hair comes in all colors, its often seen as fashionable for it to be red or blonde. *Optionally, highlights on the cheekbones and forehead in gold.* Sun elves wear finely crafted clothing in light colors, prizing fashion and attention to detail.

Talent	S	You receive one of the following powers in the Universal or Craft trees for free: Artisan, Knowledge, Linguist, or Rank .
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FELLBLOODS



Fellbloods are among the younger lineages. Scholars note that they have Efreet descent, and they often regard Efreeti as beings of power to be respected. Fellbloods can be a bit unsettling, due to the aura of energy and confidence that seems to surround them. Fellbloods are passionate, can have a quick temper, and tend to nurture grudges, striking when they sense weakness. Fellbloods have horns and tails, with the size of these sometimes seen as an indicator of ability and strength. Their eyes are often red or purple, and their hair varies across all colors. They are sometimes called half-Efreet, but this is not true – they are a true lineage and not half-bloods. Some Fellbloods have a habit of speaking about themselves using their third-person pronouns. Instead of saying, "I wish to talk to you", a female fellblood with this mannerism might say, "She wishes to talk to you." **(Note: Players may use this quirk or not.) (Age Range: Young – 20, Middle-aged – 60, Elder – 120)**

Costuming - Body makeup (or bodysuit) in grey, copper, gold, or red. Skin veined or lined with darker or lighter colors, usually symmetrically. A scaly or smooth tail that ends in a point is required unless clothing would cover it. Horns are also required, and larger ones are preferred. *Optionally, red, gold, or black contact lenses.* Fellbloods enjoy

fine clothing and jewelry for their horns is seen as especially ornamental.

Soul of Fire	S	Your character gains Vulnerable Spirit .
	S	You may use one or two claw boffers for 2 Fire.
Hellblast	D	Packet, 10 Fire Direct Damage .

FEYTOUCHED



Feytouched are a diverse lineage, and most share only one thing – fey blood somewhere in their heritage. They have obvious traits that indicate this, whether it be an unnatural shade of hair or eye color, pointed ears, small non-functional wings, or elongated fingers. Aside from these features, they generally resemble elves or humans. Feytouched live as long as two centuries. Feytouched tend to the otherworldly, and many are courtesans or entertainers. They are known to resist compulsion, presumably due to the fey magic in their blood. Feytouched are mercurial – they can be just as quick

to anger as they are to laugh. All of them share a fascination with True fey: rarely-seen beings with great power over time and fate. True fey are known to divide themselves into Courts, groupings who identify around certain gemstones. Many feytouched draw the interest of one of these Courts, which can be a blessing or a curse. **(Age Range: Young – 20, Middle-aged – 70, Elder – 150)**

Costuming - Two or more of: small horns, long ear tips, unnaturally colored hair or a wig, small faerie wings, gems on the forehead, swirling facial markings or glitter makeup. *Optionally, colored contact lenses.* Feytouched tend to wear revealing clothing such as open vests, slit skirts, or short pants.

Mercurial Mind	D	Resist 1 Dominate, Fear, Sleep, or Taunt.
Court-Marked	S	One of the Fey Courts might take an interest in your character. Fey of opposing Courts may tend to dislike you. <i>Choose from one of: Moonstone, Lapis, Jade, Jasper, Hematite, Quartz</i> <i>Note to players: it is intentional that little information is provided about the Fey Courts. Do not expect to interact with them regularly!</i>

FORMIANS



Formians are a lineage of sentient ant people native to desert and mountain environments. They are strong, fast, tough, and natural excavators. They are advanced toolmakers, but their natural gifts have made the development of metallurgy less urgent, and so their tools are commonly stone or obsidian. Opponents who underestimate the effectiveness of obsidian blades often discover their error too late. Formians use a scent-based language that also involves gestures for multiple limbs, but those with experience with other lineages understand it doesn't translate well. Formians follow a hive structure, in which there is a single queen who produces all new Formians in the colony – which happens often, as they are not a long-lived lineage. Formians live and die for their colony, and as sentients, have evolved additional roles such as trader, diplomat, and engineer. There are several varieties of Formians that compete for the resources and territory. Carapace color is the primary identifier, so Formians

often fight wars, with Red and Green Formians locked in the largest struggles. Blue and Yellow Formians live deeper underground and are less common. **(Age Range: Young – 20, Middle-aged – 35, Elder – 50)**

Costuming – Body makeup (or bodysuit) in green carapace (all PC Formians are green). Face prosthetics or makeup for insectoid features. *Optionally, a prosthetic abdomen or extra limbs.* Formians tend to wear minimal clothing.

Carapace	S	You receive the Armor Training power in the Universal tree for free.
Acidic Blood	S	You Minimize Acid.
Scent Speech	S	You may request scent-based information from Narrators . Gain an additional Ancient Language: Ecton.

GNOLLS



Gnolls live in tribes composed of extended family groups. Often thought matriarchal, they are actually egalitarian. As nomadic desert dwellers, they travel within a central area that comprises each tribe's territory. Gnolls are famous for their giant scorpion mounts. These creatures are used as beasts of burden and warfare. Gnolls tend to revere nature spirits, animal totems, and elemental powers, regarding deities as more powerful spirits. Recent times have been full of change for gnolls in the Sea of Sands. A rogue gnoll named Dawnclaw gathered several lesser gnoll tribes, forging an army and erecting a permanent base of operations. Opposing Dawnclaw was an older gnoll named Flintspark. Her tribe, the Lightning Stones, valued intelligence, and they reached out to the Adventurer's Guild, creating an unlikely alliance that has brought them into the government of the Diamond City. Gnolls have only recently moved out of "Kill on Sight" within some of the Jeweled Cities, and some prejudice remains. Gnolls generally name themselves after things in nature. Often a noun and an adjective will occur together, and occasionally two words are used separately. **(Age Range: Young – 20, Middle-aged – 40, Elder – 60)**

Costuming - Upper body makeup (or bodysuit) in brown shades and canine ears. Face paint or mask in a shade of brown with darker black or brown spots. *Optionally, a muzzle prosthetic or small fangs.* Gnolls wear clothing suitable for a desert environment, including cloth that can be pulled up to cover the face.

Thick Hide	S	You receive the Armor Training power in the Universal tree for free.
Scent	S	You may request scent-based information from Narrators . Gain an additional Regional Language: Crocuta.
Claws	S	You may use one or two claw boffers for 2 Normal.

HIWANI



Hiwani are often referred to as a combination of human and animal, with blended facial features, large ears, hands with long fingers that often taper into claws, digitigrade legs with large clawed feet, and a tail. A light coating of fur is present on their face, ears, forearms and hands, thighs, legs, feet and tails. Each hiwani tends to exhibit traits from a specific mundane animal, and their fur and skin are colored according to that animal's patterning. Hiwani live as long as half a century. Hiwani often live in extended family units with complex relationship arrangements. **NOTE: The following are disallowed – hyenas (too close to gnoll), apes (likely to evoke stereotypes), monster types, mythical creatures (whether in setting or not)** **(Age Range: Young – 20, Middle-aged – 40, Elder – 60)**

Costuming - Facial makeup to suit the markings of the chosen animal, as well as ears and a tail. Upper body makeup (or bodysuit) in the general color of the animal's markings. *Optionally, leg prostheses, facial prostheses, or fangs.* Hiwani wear sensible clothing for traveling in harsh climates, and favor simple ornaments.

Adaptation	S	Choose one of these two: Scent: You may request scent-based information from Narrators . Swimming: You are Immune to the Water Encounter Modifier .
Claws	S	You may use one or two claw boffers for 3 Normal.

HUMANS (High AND Low)



Humans of high caste often differ in complexion and disposition from their low caste brethren. According to the sun elves, humans of high caste are descended from those who first adopted farming and herding as opposed to itinerant hunting lifestyles. Approached by the elves, they received the gifts of writing, crafts, and art, progressing rapidly in these. Humans of high caste live as long as a century. High caste humans have varied hair and skin colors, but in general they have a refined, elegant appearance, and tend to be at least learned enough to read, write, and do mathematics. High caste humans are especially given to bureaucracy – they have guilds, universities, clerks, attendants, and officials for everything. These structures can often be very difficult to interact with for outsiders. In the city of Kishar, high caste humans control the Sultanate, the Royal Academy, and most of the noble houses. **(Age Range: Young – 20, Middle-aged – 40, Elder – 65)**



Costuming - No makeup is required, but cosmetics such as eye shadow, eye liner, and lip color are considered fashionable for all genders. High caste humans, when they can, wear rich and elegant clothing and jewelry. They are known to value having a large and varied wardrobe, and courtly life in particular places an emphasis on this.

Privilege	S	You receive one of the following powers in the Universal tree for free: Knowledge, Linguist, Rank .
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OR



Low caste humans came from the tribes who stayed nomadic. Without the gifts sun elves gave their cousins, they were slower to develop writing, metallurgy, and government. Their skills in warfare and hunting, however were sharpened through contact with other lineages. Low caste humans live as long as eighty years. While their cities are smaller and younger, they retain a certain vitality of spirit and joy in life that seems to have suffered in high caste humans. They live for the moment, never spending much time in regret over past mistakes. They laugh easily, love and give friendship freely, and fight fiercely when angered. Low caste humans focus more on the oral tradition and great storytellers and singers are highly respected, accorded just as much honor as great warriors. Honor in general is very important to low caste humans, and they spend much of their life fighting to earn it. **(Age Range: Young – 20, Middle-aged – 35, Elder – 60)**

Costuming - No makeup is required, but tattoos are common among low caste humans, often on the face or arms, and lacking these is a sign of low status among them. Piercings on the face are also common. Low caste humans favor practical clothing with small decorations. Their clothing is usually made of leather and roughly-spun or woven cloth, and is often complemented by a few nice pieces of well-crafted jewelry.

Martial	S	You receive the Combat Training power in the Universal tree for free.
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ORCS



Most people think of orcs through the lens of their most feared tradition: the Corsair Armada. Known in Oranti as the *Jagan Temur*, or Iron Hundred, this fantastical fleet controls many hundreds of ships that ply the open ocean from a number of hidden bases scattered across the temperate islands. Scholars write of the Armada’s creation almost a millennium ago, suggesting it has endured longer than some nations founded upon the land. Both the traveling nation of Prinya and the island nation of Dessanora have attempted to exterminate the Armada at various points – each of these ended in failure. The result of this is an uneasy truce while each nation vies for control of the seas and navigable waterways. The Armada’s current commander is Ula’slan, known as the Red Lion for her fierceness in battle. Some years ago, the Iron Hundred laid siege to the port city of Kishar – a matter ultimately resolved diplomatically and (reportedly) at great expense for the Ruby City. While the typical depiction of orcs is this fierce tradition of the corsair raider, orcs are also found across the seas of the world as traders, merchants, fishers, and crafters. Most orcs do not live much past 60, but there are tales of ‘brine orcs’ whose hair has gone completely white in old age. Those who have met these rare elders say that they often claim to be well into their hundreds. **(Age Range: Young – 20, Middle-aged – 35, Elder – 50)**

Costuming - Upper body makeup (or bodysuit) in greenish shades. *Optionally, a small nose prosthetic, small tusks or fangs.* Orcs prefer sensible clothing or soft leathers.

Hard to Kill	S	Double the effect of any Heals that target you.
Persistent	D	Resist 1 Stun or Knockback .

SAH’JANN



Sah’Jann are distant descendants of the Djinn, much as Fellblooded carry the heritage of the Efreeti. Sah’Jann are much less numerous, however, and have had to hide to preserve their lineage. Sah’Jann have a talent for languages and learn new languages easily. The Sah’Jann retained one of the ancient Djinn arts: Skybinding, the Artifice of harnessing powerful Air elementals in order to construct air ships. In the past, they used this to travel the world, looking for signs of the Progenitors – the ancient Djinn. The Sah’Jann elders speak of a War of Ancients, in which the Djinn, great masters of Artifice, were attacked by the more militant Efreeti. The Djinn lost this war, and those who were not killed were bound into Containment Vessels – ‘djinn bottles’. For centuries, the Sah’Jann searched for a means to release the Progenitors from their prisons, but never found one. All known Containment Vessels were destroyed in the Great War of Flame. Generally, the Sah’Jann are very suspicious of Efreet. **(Age Range: Young – 30, Middle-aged – 100, Elder – 180)**

Costuming - Upper body makeup (or bodysuit) in silver, white, or blue. Facial markings of swirls in silver or blue. Hair should be a matching or complementary color or covered up. *Optionally, pointed ears like an elf, in the same colors.* Sah’Jann favor shimmer, loose fabrics and fine linen, with colorful motifs and flowing sashes.

Elemental Bond	S	Your character gains Minimize Air and Vulnerable Earth .
Master Linguist	S	You speak Oranti and Sah’mat as well as your usual languages. If you buy Linguist (or its Upgrade), you choose 2 additional languages with each purchase and 1 additional language with Rare Linguist (or its Upgrade).
Burst of Air	D	You summon a puff of air to launch you elsewhere on the battlefield. Call “ Burst 5 Air ” and go Out of Game for up to 10 seconds.

SHAR'VIN



Shar'vin are an old lineage – they are considered second after the mountain dwarves, along with the stoneborn. Their flesh is some sort of living crystal, opaque at all but the thinnest places. When cut, they produce a thick, syrupy blood in a color that matches their flesh. They live about two centuries. Aside from their strange flesh, who sets them apart is their lack of both sex and gender. Their method of reproduction is not commonly known, although rumor has it that they bud. The shar'vin themselves refuse to discuss the matter, finding romance and reproduction decidedly odd. Shar'vin form friendships and have close companions, but they do not consider those people to be mates. Shar'vin are obsessed with logic, which they view as superior to emotion. Because of this, it is very difficult to sway them by any means other than rational argument. While they feel happiness, sadness, and so forth, they believe that strong emotion is a flaw. These flaws are found in gendered lineages, who are incomplete in themselves. Shar'vin do not [sleep](#), but they do enter a sort of trance in which they meditate upon the events of the day. **(Age Range: Young – 20, Middle-aged – 70, Elder – 150)**

Costuming - Upper body makeup (or bodysuit) in a bright, gemlike color, painted with contrasting lines in a different color to have a rough, craggy appearance. Hair should be a matching color or covered up entirely. *Optionally, adhesive gems in their base color, applied to the face.* Shar'vin wear clothing for decoration, or for the sake of other lineages' notions of modesty - they do not feel rain or cold.

Crystalline Mind	S	Your character gains Immune to Dominate , Fear , Sleep , and Taunt .
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STONEBORN (GARGOYLES)



Stoneborn are the distant descendants of the Dao, ancient beings of earth. They live as long as two centuries, sleeping for much of it. Most stoneborn are solitary in nature, although they tolerate the company of others. This might be because periodically they must find a safe place to enter a deep sleep, in which they almost appear to be actual rock. This habit has gotten them the name 'gargoyles', for they often find safe rest in high, inaccessible places. Many stoneborn have wings or tails, but these are used mainly to balance while climbing, as their weight means they cannot fly. **(Age Range: Young – 20, Middle-aged – 70, Elder – 150)**

Costuming - Upper body makeup (or bodysuit) in a rough stone texture (first apply dark makeup, then sponge on texture with light makeup). Fangs or tusks, and horns of some sort are also required. *Optionally, reptilian or stony wings, tails, facial prosthetics or masks, red contact lenses.* Stoneborn wear minimal, practical clothing in shades of black and grey. They use silver and gold as highlights.

Climber	S	Your claws enable you to easily climb some surfaces. Occasionally, problems can be resolved by climbing.
Claws	S	You may use one or two claw boffers for 2 Earth.
Stone Skin	S	You receive the Armor Training power in the Universal tree for free.

WATERBORN



Waterborn descend from Marids, ancient beings from the deep ocean. Their features reflect this heritage, although they have adapted to living on the land. Despite this, waterborn are uncommon further than a day's travel from open water. Those that venture inland tend to carry a vial of seawater or riverwater about their person, as a personal talisman. Waterborn have unusual vitality, and can live for up to a century, appearing young the entire time. When injured, their flesh slowly heals. Waterborn are often mistaken for orcs at first, although their pointed ears, the bluish-green tinge to their skin, their long noses, and their sharp claws differentiate them. Having aquatic heritage, they tend to be good swimmers. It is considered lucky to have a waterborn aboard any seagoing vessel. Waterborn are often irreverent and an outwardly friendly, which leads to their having a reputation for pranks and mischief second only to feytouched. **(Age Range: Young – 20, Middle-aged – 40, Elder – 80)**

Costuming - Upper body makeup (or bodysuit) in bluish-green. A nose prosthetic must be worn. Pointed ear tips, matching the skin tone, longer being better, with a downwards tilt if possible. *Optionally, webbed ear tips, webbed gloves, or chin prosthetics as long as these are combat safe.* Waterborn wear minimal clothing.

Swimmer	S	You swim with agility and hold your breath longer than other lineages. You are Immune to the Water Encounter Modifier .
Claws	S	You may use one or two claw boffers for 3 Normal.
Regeneration	D	Heal 5 HP, Self . This power may be used while unconscious, but if so, has a 10 second cast time. You may complete the casting count silently.



2. CHOOSE A CHARACTER CLASS

After you choose your character's lineage, the next important choice is to pick a class. Classes determine your character's starting HP and which power trees are available to your character. A brief discussion about power trees and a summary of the classes follows. More information can be found in the [section on Class Details](#).

Certain similarities can be seen among the classes. Each class has a path and a role: the path is the source of and the way in which they manifest their powers, and the role is the purpose of their powers.

CLASS POWER TREES

Each class has 3 class power trees available to it, one of which is unique to the class. Characters of all classes also treat the [Crafting](#) and [Universal](#) trees as class power trees. Characters may only purchase powers from their class power trees.

CLASS PATHS

- **Steel** – This path focuses on the mastery of the tools of war. Its Guardians often wear armor; its Aggressors wield weapons with incredible skill; and its Healers apply poultices and use battlefield medicine. Steel savants disarm traps, in addition to wielding deadly weapons.
- **Magic** – This path focuses on high magic, a skill that takes a sharp intellect and many long years of study to master. Its Guardians weave force fields of protective magic around themselves; its Aggressors fling bolts of fire or ice at enemies; and its Healers use the essence of life to heal allies. Magic savants charm their foes to do their bidding.
- **Faith** – This path calls upon the powers of the Gods. Its Guardians are protected by holy might; its Aggressors seek out enemies of their faith to purge; and its Healers close wounds with prayers or bring the dead back to life. Faith savants are protected from harm by their patron Deity. (If you're interested in playing a character on this Path, check out the [Setting & Religion guide for more information on faiths and deities: http://kisharlarp.org/setting.html](#))
- **Nature** – This path draws on the natural energies found all around the environment. Its Guardians call upon animal spirits to protect themselves; its Aggressors have mastered deadly styles of fighting while in tune with their surroundings; and its Healers speak to spirits and draw upon them to restore health. Nature savants master the destructive powers of the elements.
- **Mind** – This path focuses on the immense untapped potential within the mind, and through it, control of the environment. Its Guardians seem to move faster than their opponents, avoiding deadly blows before they hit; its Aggressors unleash raw chaos upon their enemies; and its Healers use their powers to twist the web of fate. Mind savants access spaces outside of normal reality.



CLASS ROLES

There are 4 Roles in Kishar: Guardian, Aggressor, Healer, and Savant. Guardians protect themselves and their companions on the battlefield. They often have more HP than their companions, and many of them use shields or bucklers. Guardians buy time for others to do what they each do best by outlasting their opponents. Healers focus on keeping themselves and their companions healthy and free of harmful status effects. Their powers allow them to close wounds, reinvigorate their allies, and free them from dangerous binds. Healers contribute by propping up their companions, allowing them to successfully overcome the enemy. Aggressors focus on hitting the enemy, hard and fast. Their powers concentrate on doing damage through a variety of means, sometimes accompanied by status effects that make enemies less effective. Aggressors are notoriously vulnerable to status effects. Savants do not fit into the roles above uniformly, although some of them share similarities with aggressors. Many of them focus on powers that have as much or more impact out of combat as in battle. Savants are adaptable on the battlefield, doing whatever is needed to bring victory.

MAX HP CAP AND FOCUS

The Role Summary Table on the next page uses the terms “Max HP cap” and “Focus”. A non-Guardian character is at their Max HP cap if they have twice their starting Max HP. This occurs at 30 HP for characters who start at 15 HP and 40 HP for characters who start at 20 HP. For Guardians, this cap occurs at three times their starting Max HP (75 HP). A character at Max HP cap cannot gain any more Max HP from any source. If a character at Max HP cap has items and/or powers that would grant them more Max HP, they are allowed to convert a certain amount of this ‘wasted’ Max HP into a separate benefit. For non-Guardians, up to 15 additional unused Max HP may be converted into a resource called Focus that replenishes each Day at midnight. Guardians may convert up to 25 additional unused Max HP into Focus. A character who is at Max HP cap and who also has their limit of Max HP being converted into Focus can no longer benefit from “+ Max HP” items or powers in any way. These caps do not affect [Temporary HP](#). Characters who temporarily gain Max HP may use any Focus this grants. If they then lose that max HP, the Focus is still spent. If they later regain Max HP, they have still used that much Focus. Items or Powers that grant Focus directly do so without the requirement of hitting the Max HP cap. Any item or power that reduces your Max HP considers your Max HP + Focus when doing so.

Example:



Alex plays a Gnoll Master of Arms (starting HP 20) who is wearing bulky armor (Tier 2, +5 Max HP) and has the entire Resilience power tree purchased (+10 Max HP). They currently have 35 Max HP. Alex purchases the following minor magic items: Amulet of Health (+3 Max HP), Ox Tattoo (+2 Max HP). Alex now has 40 Max HP and has reached Max HP cap – they cannot gain any additional Max HP. Alex gains a Major Magic Item that grants +5 Max HP. Alex purchases the following additional minor magic items: Manual of Health (+3 Max HP), Guard Animal (+3 Max HP). Finally, a Courtesan uses the Perform pattern on Alex, granting +5 Max HP. This would grant +16 Max HP. Since Alex is at Max HP cap, they can convert 15 of this into 15 Focus. The last point is wasted and has no effect – after 15 additional Max HP, Alex no longer benefits in any way from items or powers that grant + Max HP. The result is that Alex has 40 HP and 15 Focus. Additionally, Alex has 5 items that require [Maintenance](#)!

ROLE SUMMARY TABLE

The rules below are not factored into Power Trees, so players must remember to add these effects onto to what is printed on their character sheets.

Guardian	Benefit	<ul style="list-style-type: none"> Guardians are better at defending themselves. After applying any purchases of Armor Training, they increase their Armor Tier as follows: Tier 0 or 1 -> +1 Armor Tier, Tier 2+ -> +2 Armor Tier.
	Drawback	<ul style="list-style-type: none"> Guardians are capped at 4 damage with weapon attacks, including any power that would Add to your weapon damage. Powers or items that would raise weapon damage above 4 instead raise it to 4. This cap doesn't apply to powers that Substitute for your normal weapon attack or non-weapon powers (such as Alchemist's Fire). Guardians reach their Max HP cap at three times their starting HP. This does not affect Temporary HP.
	Conversion	<ul style="list-style-type: none"> Up to 25 Max HP above their cap may be converted to Focus.
	Focus	<ul style="list-style-type: none"> Guardians may spend X Focus to Heal 2*X, Self. Focus replenishes once per Day at midnight.
Healer	Benefit	<ul style="list-style-type: none"> Healers may determine an unconscious or willing character's current HP by Touch.
	Drawback	<ul style="list-style-type: none"> Healers may not heal themselves with any Reliable powers unless they are out of Combat. Healers' damage is capped at 4 with weapons, following the same rules as the Guardian drawback. Healers reach their Max HP cap at twice their starting HP. This does not affect Temporary HP.
	Conversion	<ul style="list-style-type: none"> Up to 15 Max HP above their cap may be converted to Focus.
	Focus	<ul style="list-style-type: none"> Healers may spend (3 * X) Focus to Add X with their Reliable Healing power for this Day. Focus replenishes once per Day at midnight.

Aggressor	Benefit	<ul style="list-style-type: none"> Aggressors Add 1 with all damaging powers and weapons.
	Drawback	<ul style="list-style-type: none"> Aggressors double the durations of all Status Effects they receive. Aggressors reach their Max HP cap at twice their starting HP. This does not affect Temporary HP.
	Conversion	<ul style="list-style-type: none"> Up to 15 Max HP above their cap may be converted to Focus.
	Focus	<ul style="list-style-type: none"> Aggressors may spend 3 points of Focus to Add 10 for one single-target attack. This cannot be done more than once per attack. Focus replenishes once per Day at midnight.

Savant	Benefit	<ul style="list-style-type: none"> Once per Day, a Savant may choose a single Consumable crafted item and treat it as an Elite prep (Self only). The item must have an Elite form in the book. Jewelry, Runes, and other items with “charges” cannot be chosen.
	Drawback	<ul style="list-style-type: none"> Savants reach their Max HP cap at twice their starting HP. This does not affect Temporary HP.
	Conversion	<ul style="list-style-type: none"> Up to 15 Max HP above their cap may be converted to Focus.
	Focus	<ul style="list-style-type: none"> Savants may spend 5 points of Focus to get an additional use of their Benefit this Day. Focus replenishes once per Day at midnight.



CLASS SUMMARY TABLE

The table below shows the relationship between roles, paths, and classes, and lists the power trees available to each class.

The power tree listed LAST is the one unique to the class.

	Steel	Magic	Faith	Nature	Mind
Guardian	Tactician	Battlemage	Oathbound	Shapeshifter	Adept
	Enervation Resilience Command	Brilliant Armor Teamwork Control	Resilience Teamwork Divine Protection	Brilliant Armor Enervation Shapeshifting	Avoidance Enervation Body Control
Healer	Chirurgion	Soultender	Cleric	Animist	Mender
	Avoidance Enervation Field Medicine	Augmentation Shielding Soultending	Healing Teamwork Holy Light	Healing Hexing Spirit Lore	Healing Shielding Fateweaving
Aggressor	Master of Arms	Evoker	Dervish	Scout	Mindblade
	Resilience Warcraft Weapon Mastery (Or Archery)	Augmentation Destruction Evocation (Or Archery)	Warcraft Destruction Righteousness (Or Archery)	Hexing Warcraft Terrain Mastery (Or Archery)	Avoidance Hexing Blade Dancing (Or Archery)
Savant	Rogue	Illusionist	Chaplain	Shaman	Etherealist
	Avoidance Warcraft Thievery (Or Archery)	Augmentation Hexing Charm	Shielding Teamwork Sanctity	Destruction Teamwork Elementalism	Hexing Shielding Phasing

CLASS DETAILS

Each class entry gives general information about characters of that class – that is to say, what that class tends to be like. Keep in mind that individuals always vary somewhat. Detailed information about specific powers can be found in the [section on Power Tree Details](#).

In addition to the power trees listed for a class, all classes treat the [Crafting](#) and [Universal](#) power trees as class trees. These contain powers that are equally available to characters of all classes.

ADEPT

Adepts are the Guardians for the path of Mind. They exemplify mind over matter. Attaining this class represents many long years of vigorous training. On the battlefield, adepts slip between their enemies' blows to strike nerve clusters and vulnerable joints. Their skin is tattooed or scarred and honed muscles release stored energy when needed, allowing them to push their limits.

Power Trees: [Avoidance](#), [Enervation](#), [Body Control](#)

ANIMIST

Animists are the Healer for the path of Nature. While others who follow the path of Nature can feel the pulse of life in the wilds, animists are most attuned to the natural world. Their mastery of spirits allows them to infuse their allies with these powers. In battle, animists heal their allies while using natural magic to inflict debilitating status conditions on enemies.

Power Trees: [Healing](#), [Hexing](#), [Spirit Lore](#)

BATTLEMAGE

Battlemages are the Guardians for the path of Magic. They follow an unusual path, being the only class in the path of Magic that train specifically for war. Battlemages enjoy a legendary reputation – their presence or absence, wielding the power of Control, has decided battles throughout history, and they are considered just as valuable to an army as heavy cavalry or siege equipment.

Power Trees: [Brilliant Armor](#), [Teamwork](#), [Control](#)

CHAPLAIN

Chaplains are the Savants for the path of Faith. The path of Sanctity is given to them by the gods, in return for their pledge of non-violence. Because they enjoy a reputation as pacifists, they often make excellent negotiators, walking brazenly into armies of thousands of enemies to deliver messages or arrange peace talks. While they do not themselves cause harm, chaplains will support their allies, especially if they attacked or ambushed. Some foes simply won't leave without a fight – they recognize this and do what they can to prevent their own friends from getting hurt.

Power Trees: [Shielding](#), [Teamwork](#), [Sanctity](#)

NOTE: Chaplains are less powerful than other classes in combat situations. They exist for those who prefer to RP instead of fight. They are also an excellent choice for anyone who cannot fight due to health concerns. To compensate a little for this, Chaplains may purchase Upgrades to powers in the Universal and Craft power trees for only 50 Kismet. This is a flat cost and does not increase, but it also does not apply to spending Kismet for bonus [Progression](#) in other cases.

CHIRURGEON

Chirurgeons are the Healers for the path of Steel. Their job is a difficult one – they heal with herbs and bandages, rather than magic. Despite this they are quite capable, and more equipped to fight than other healers. In battle, chirurgeons dodge attacks, wither foes, and generally cure all manner of afflictions from their allies. Some Chirurgeons train defensively and can also serve as replacements for Guardians.

Power Trees: [Avoidance](#), [Enervation](#), [Field Medicine](#)

CLERIC

Clerics are the Healers for the path of Faith. They are foremost among the servants of the Gods. While others follow the path of Faith, clerics spend their time praying, tending temples or shrines, and growing the worship of the deity they follow, and they are well rewarded with holy power. In battle, clerics' prayers mend wounds, knock their enemies from their feet, and even resurrect the dead.

Power Trees: [Healing](#), [Teamwork](#), [Holy Light](#)

DERVISH

Dervishes are the Aggressors for the path of Faith. Of all those who follow the path of Faith, dervishes consider themselves to be the martial champions of the Gods. While the oathbound are charged with leading fights against evil, and clerics with converting the masses to the worship of their god, dervishes are sent into great danger to find and purge the worst corruptions of the world. In battle, they wield deadly magical energies and whirling blades with equal skill, purging the battlefield with holy power.

Power Trees: [Warcraft](#), [Destruction](#), [Righteousness](#) (Or [Archery](#))

ETHEREALIST

Etherealists are the Savants for the path of Mind. They are a rare class, as the mental fortitude necessary to open gateways to the space between worlds is phenomenal. In battle, they use their powers to disrupt enemies, shield allies, disappear, teleport, or even cast enemies adrift in time.

Power Trees: [Hexing](#), [Shielding](#), [Phasing](#)

EVOKER

Evokers are the Aggressors for the path of Magic. Like others who follow the path of Magic, they have spent many years in the study of their arts. Evokers specialize in knowing practical magic that can be used to contain or destroy your enemies. In battle, evokers lay down a withering fire of magical bolts as well as enhancing themselves and others with augmentation magic.

Power Trees: [Augmentation](#), [Destruction](#), [Evocation](#) (Or [Archery](#))

ILLUSIONIST

Illusionists are the Savants for the path of Magic. Where other roles in the path of Magic use their talents overtly, illusionists specialize in the subtler tricks of magic. Like evokers, they can use their powers to contain or repulse an enemy. In battle, illusionists can enhance themselves or allies to reduce enemy morale or use their powers of compulsion to turn enemies against themselves.

Power Trees: [Augmentation](#), [Hexing](#), [Charm](#)

MASTER OF ARMS

Masters of Arms are the Aggressors for the path of Steel. Of all those who follow this path, Masters of Arms become truly one with their weapons. Tough enough to fight in the front lines, they have training for all possible circumstances. In battle, masters of arms wield a wide assortment of weapons to deadly effect, adapting to current conditions.

Power Trees: [Resilience](#), [Warcraft](#), [Weapon Mastery](#) (Or [Archery](#))

MENDER

Menders are the Healers for the path of Mind. They turn the vast gifts of their intellect into a means of protecting and caring for those around them. Some menders practice ascetic paths, but not all. In battle, menders tend wounds, but put just as much effort into making sure their friends are protected by magical auras. Their inner attunement to the world grants them the ability to tune the web of fate itself.

Power Trees: [Healing](#), [Shielding](#), [Fateweaving](#)

MINDBLADE

Mindblades are the Aggressors for the path of Mind. They have honed their psychic powers to the point where they can manifest them in the form of weapons made of pure energy. These rare warriors often follow a particular school of philosophy, which affects the techniques they use and the approach they take in battle. In combat, they weave between foes, dodging blows that would hit a lesser warrior and striking out with status effects and powerful attacks.

Power Trees: [Avoidance](#), [Hexing](#), [Blade Dancing](#) (Or [Archery](#))

OATHBOUND

The oathbound are the Guardians for the path of Faith. As with clerics, to be an oathbound is to embrace the understanding that your life belongs to the Gods. However, where clerics are called to tend wounds or convert others to the cause, the oathbound give their life to protecting others. They move when and where their deity sends them, according to callings only they can feel. Most take strict vows of conduct, but these vary from deity to deity. In battle, oathbound placing blessings upon their shields, coaxing their allies to fight at their fullest, and calling upon holy protections.

Power Trees: [Resilience](#), [Teamwork](#), [Divine Protection](#)

ROGUE

Rogues are the Savants for the path of Steel. While others who follow the path of Steel specialize in open military conflict, rogues are at their best striking from the shadows, disabling an unsuspecting opponent before fleeing back into the night. While most rogues take up the profession for personal profit, others specialize in using their talents for good – these are often called thief-catchers and are frequently employed by reputable elements of society. In battle, rogues slip inside an opponent's guard, striking them in vulnerable places, or quickly disarm traps to allow their allies to enter an enemy stronghold undetected.

Power Trees: [Avoidance](#), [Warcraft](#), [Thievery](#) (Or [Archery](#))

SCOUT

Scouts are the Aggressors for the path of Nature. They often hail from lineages with some connection to the wild lands. Unlike others who follow the path of Nature, scouts sometimes guard the borders between the wilds and civilization, rendering aid to those in need and removing any threats to the natural environment. They do as they see fit, rarely accountable to anyone other than their own inner sense of what is right. In battle, they set snares to trap foes, and wield weapons with amazing precision.

Power Trees: [Hexing](#), [Warcraft](#), [Terrain Mastery](#) (Or [Archery](#))

SHAMAN

Shamans are the Savants for the path of Nature. To them, the world was birthed from the elements, and it is these four they still revere. Some shamans pursue a single element above all others, using attunements to master it. Others believe they must master all, bringing them into balance, to make their way in the world. In battle, shamans fling powerful magical bolts, showing others how to best target their foes. Some Shamans have focused in the restorative arts and can also serve as backup Healers.

Power Trees: [Destruction](#), [Teamwork](#), [Elementalism](#)

SHAPESHIFTER

Shapeshifters are the Guardians for the path of Nature. Shapeshifting is bestowed by an animal spirit to those who have proven themselves worthy to protect nature and their allies. While each animal spirit has its own desires in the world, they all bestow similar powers upon these protectors. In battle, magical energies flow into the shapeshifter, protecting them from harm. As they use their powers, they take on small aspects of their animal spirit patron, but they do not actually become the animal they revere.

Power Trees: [Brilliant Armor](#), [Enervation](#), [Shapeshifting](#)

SOULTENDER

Soultenders are the Healers for the path of Magic. Like surgeons, soultenders follow an unusual path to healing. Soultenders often focus on more aggressive means of protecting their friends. In battle, they place powerful magical shields on them, infuse themselves or allies with augmentations, or use soul energy to heal wounds.

Power Trees: [Augmentation](#), [Shielding](#), [Soultending](#)

TACTICIAN

Tacticians are the Guardians for the path of Steel. While this trade is a common one in the world, requiring little in the way of tools to begin learning, only a few ever truly master it. The captains and commanders of great armies are often tacticians, using their knowledge of the battlefield to achieve surprising victories. In battle, tacticians organize and direct lines, using their armor, inherent resilience, and knowledge of debilitating strikes to lead their side to victory.

Power Trees: [Enervation](#), [Resilience](#), [Command](#)



3. NOTE YOUR HIT POINTS (HP)

MAX HP

Max HP is the maximum number of hit points your character has normally. Powers that [Recover XHeal](#) HP can never take you over your Max HP. This means that if you have 20 Max HP, and are currently at 16, a power that allows you to [Heal](#) 10 still only takes you to 20 HP. There is a special type of HP obtained from powers, [Temporary HP](#), which can raise you over your Max HP. However, [Temporary HP](#) are gone once used and cannot be healed.

HP BY CLASS

Your character begins with the Max HP listed below, which are determined by their class. Max HP can be altered by some powers. A character begins each Day with their Max HP. There are powers available that can further increase your character's Max HP.

	Steel	Magic	Faith	Nature	Mind
Guardian	Tactician: 25	Battlemage: 25	Oathbound: 25	Shapeshifter: 25	Adept: 25
Healer	Chirurgeon: 20	Soultender: 15	Cleric: 15	Animist: 15	Mender: 15
Aggressor	Master of Arms: 20	Evoker: 15	Dervish: 20	Scout: 20	Mindblade: 20
Savant	Rogue: 20	Illusionist: 15	Chaplain: 10	Shaman: 15	Etherealist: 15



4. BUY THREE POWERS

Unless you have been told otherwise by an [Organizer](#), your character begins with 3 powers, which may be chosen from the Craft power tree, the Universal power tree, or the three power trees associated with your class (see the [section on Power Trees](#)). As you play, you will earn Progression which you can spend for additional powers or upgrades - see the [section on Progression](#).

5. CHOOSE TWO RITUALS

Characters of all paths receive access to Rituals based on their path. At character creation, a character should choose two Rituals from those listed as available to characters on their Path. See the [section on Rituals](#) for more details, and note that [Fused Rituals](#) and some [Enchanting Rituals](#) also qualify. After character creation, additional Rituals must be learned through the acquisition of Ritual scrolls.

Each Day, a character may perform one Ritual they know (with the help of other characters of that Path), and they may participate in any number of Rituals performed by others on their Path.

6. SELECT STARTING EQUIPMENT

Each character begins play with the basic equipment needed to participate: 2 weapons and a shield or buckler or suit of armor. For each item your character does not want, you may take 5 [lunari](#) instead. In addition to this equipment and/or money, a new character receives a purse of 50 lunari. This money is to be used only for the new character's benefit – creating characters for the purposes of giving starting funds to other characters is cheating.

An [Organizer](#) will give you item cards and/or coin for your selections. Remember that you must also have phys-reps for all of these items if you intend to use them in-game. See the sections on [Weapons and Shields](#) for help in making your selections.



7. RECORD YOUR CHARACTER HISTORY

Characters do not emerge fully-formed from nowhere – they are real people who grew up somewhere, had life experiences, and eventually settled into a job. Along the way they have had friends, enemies, and people who are indifferent to them. They might have acquired scars, quirks, special tastes for food and drink, or opinions about the world. To represent that, Kishar uses Standings and Backgrounds.

7A – CHOOSE A STANDING

Every player character must choose a Standing, which represents the level of society your character has inhabited in the past. The Standings as presented here are roughly in the order of social status, from highest to lowest. Some Standings have a * next to their name, and light red color behind their descriptions. You must obtain permission from an [Organizer](#) to choose that Standing.

Name	Effect
Highborn*	You are the child of someone of Rank 3 or higher in a prestigious Organization. While not automatically of Rank yourself, you enjoyed substantial privilege due to your parent’s status. At some point, you made the decision to leave and seek your fortune or fell out of favor with your family for whatever reason, but you retain a love for the finer things in life, and most likely have a more thorough education than most others. If you earn Rank 2 or better in the same Organization, you earn the title “Legacy”.
Ordinary	This represents a good life, generally free from hunger and with enough money for a few luxuries. Most crafters, merchants, soldiers, and others of similar social class would have this Standing. The order that life in the Jeweled Cities imposes is largely in your favor – as an upstanding citizen you are likely to be treated fairly by the law.
Foreigner	You come from a land other than the area around the Jeweled Cities. Some NPCs will treat you as an outsider who is not to be trusted. In many of the Jeweled Cities, foreigners are referred to as “Farlanders”, and their accents ridiculed as “Farlandish”. In the Diamond City, however, most of the population are Foreigners, so there is no particular stigma. (You get your region’s Language for free) (Reading the Setting & Religion Guide is required: http://kisharlar.org/setting.html)
Street Rat	You grew up on the merciless streets with little or no money. Perhaps your family was poor, or you were an orphan without a guardian, or suffered some early calamity that caused you to lose everything. Whatever the cause, you quickly learned that survival is not an assured thing, acquiring some habits that have followed you through life.
Slave*	In the Jeweled Cities, no one is born a slave – rather, you became one as a punishment or because of debt. While you are recognized as a person, you are treated as the responsibility of your owner, who holds power over you but is also obligated to provide for you. If a slave commits a serious crime, this is often considered the responsibility of their owner, who might be punished. In order to pacify them, many slaves are taught that through service to their owner, they will be reborn into higher status in their next life. If you achieve your freedom, you earn the title “Unchained by Gloriel”. <i>(Slavery is an abhorrent practice that continues to this day. Please support ending it - http://www.endslaverynow.org/)</i>
Wildborn	You were raised in the wilder parts of the area around the Jeweled Cities: in the forests, the plains, or the mountains. Your parents may have been farmers or nomads, or they may have died when you were young, leaving you to fend for yourself in the wilderness. Your instincts have kept you alive, and they lend you a feral character in general, which makes it difficult for you to bear the stifling crowds, noise, and harsh smells of the cities.

7B – SELECT UP TO TWO BACKGROUNDS

Backgrounds are what set your character apart from other characters of the same Standing. Every player character must select at least 1 of these Backgrounds but may select up to 2. Backgrounds are intended as RP guides and to provide direction for character development.

Some Backgrounds have a * next to their name, and a light red color behind their descriptions. These require more work for the [Organizers](#), or should be rare. In these cases, you must obtain permission from an [Organizer](#) to select those Backgrounds.

All Backgrounds provide either the opportunity to earn a title in-game or a small boost such as a free power or a bonus to a specific Craft. Bonuses to Crafts require you to purchase the first level of the Craft before receiving a benefit. Titles may grant RP benefits at [Narrator](#) discretion.

Name	Effect
Clerk	You have received training in the art of copying text, taking dictation, and paying attention to your surroundings. You would find yourself equally at home in a library, law office, or counting house. You may have some of the scholar about you, or simply a good memory, but you are often the first one to take notes or record new information. Gain Knowledge: Records or +5 BP for Craft: Calligraphy.
Crafter	You define yourself in great part by a trade that you follow. You could be a blacksmith, a painter, or an alchemist, but you've devoted most of your time to the study and perfection of your craft. Most likely, you've spent enough time in the trade (as an apprentice first, then on your own) that others in the craft might have heard your name. For whatever reason, your interests have now brought you to adventuring – perhaps to learn more about the world or to find rare materials. If you Upgrade two Craft or Artisan skills, you earn the title “Favored of Kora”.
Dark Past*	You have perpetrated evil or been exposed to evil acts. These experiences have scarred your soul, and leave you suffering from unpredictable nightmares. With significant effort and RP you may overcome your past and cleanse your soul, a truly worthy deed. Note: If you are not interested in having your character earn redemption, do not take this background. If you are able to find peace and forgiveness, you earn a special title.
Diplomat	You may have been born into privilege, or on the streets, but you quickly learned that words can be as valuable as money or a fast knife. You find that making the right introductions, wearing the appropriate attire, and bribing the right people can help you end up exactly where you want to be. Organizations in Kishar and the wider world are always on the lookout for those who display this unusual talent. Despite your tendencies, you do recognize that many foes simply refused to be cowed by anything other than violence, and some, such as elementals or undead, simply cannot be reasoned with. Gain Knowledge: Diplomacy or +5 BP for Craft: Courtesan.
Eerie*	At some point in your life, you had an encounter with greater forces. Perhaps you felt the touch of a deity, or were exposed to strange magics, were abducted by the fey, or began to hear the voices of the long-dead from the worlds beyond. In any case, you've never been the same since, and everyone around you can sense it. You tend to pay less attention to the here-and-now, and are easily lost in contemplation. Gain one Rumors power. These come to you as whispers from another place, which you sometime zone out listening to.

<p>Entertainer</p>	<p>You might be a juggler, a dancer, a singer, a poet, or a courtesan, but whatever your talent, you find your satisfaction in bringing happiness to others. There is nothing like the roar of the crowd, the attention of everyone at the party, the acclaim of the critics, or the look of passion on a lover’s face to fulfill you. You might have been taught these skills by another, or you might be a natural who came to realize your talents on your own, but your goal is to refine your abilities as much as possible.</p> <p>If you perform your skill at least 6 times and at different Events, and earn public acclaim (winning a contest or something similar), you can receive the title “Graced by Lyla”.</p>
<p>Farmer</p>	<p>You grew up on a farm or have otherwise spend a good deal of your life farming or herding animals. Most likely this has kept you out of the cities proper, and you tend to feel more at home outside of them. For some reason, you have decided to leave your farm and seek your fortune elsewhere. Perhaps you need more income to keep your farm afloat, or perhaps something happened to it, but you should expect many to treat you as a bumpkin new to the cultured life of the city.</p> <p>Gain Knowledge: Farming or +5 BP for Driving.</p>
<p>Healer</p>	<p>You’ve dedicated much of your life to mastering the healing arts, whether with conventional methods or powers. Beyond the mere ability, you feel a calling to use your gifts to preserve life and to ease pain.</p> <p>If you have all the powers and upgrades in either Healing or Field Medicine, you earn the title “Master Healer”.</p>
<p>Hermit</p>	<p>You have spent significant time by yourself, whether because you were cast out of some place or because you sought quiet and enlightenment. While not a foreigner, the customs of other people can sometimes surprise you, and you may be ignorant of things like current fashion or trends. You are likely to have less inherent respect for titles, but those who show they have earned respect can still get it from you. You should select a place where you spent your solitude, and a reason why you left it.</p> <p>Gain Knowledge: (the place of your isolation) or Tracker.</p>
<p>Learned</p>	<p>You have spent a large portion of your time in study, as opposed to pursuing active endeavors. You are likely to be treated well by those who value learning, as your reputation as a scholar is known, and are likely to find yourself at an advantage anywhere a studious bent would aid you.</p> <p>If you have at least 6 subjects in Knowledge, you earn the title “Sage”.</p>
<p>Martial</p>	<p>One of the most common jobs available to those who show a little skill in combat, soldiering or guard duty pays reasonably well. Caravans, the lifeblood of trade, rely extensively on hired swords for protection. The Jin Shi and other functionaries require guards for their offices, as do the various Temples. Whatever your social standing, you either have an innate desire to protect and serve, or you’ve discovered that being paid to largely do nothing is easy work. If the opportunity arises, you’re likely to fall into old habits, like standing watch or patrolling an area.</p> <p>If you have all powers and upgrades in one of these trees, you earn that title: “Blademaster” (Warcraft/Blade Dancing), “Paragon” (Weapon Mastery), “Master Archer” (Archery), “Warder” (Divine Protection), “Sentinel” (Elevation).</p>

Merchant	<p>Whether born into the life of a trader or not, you have made it your life’s work to learn to buy and sell at advantage. Perhaps you were apprenticed in a shop, or ran your own stall in the Copper Bazaar, but in any case, you earned enough money to get a good start. Others might live for fine wine, exciting battle, or the look in a companion’s eye, but you find your excitement in turning a profit through commerce.</p> <p>You may buy titles: “The Affluent” for 250 lunari and “The Wealthy” for 500 lunari.</p>
Mystery*	<p>For reasons mundane or magical, some or all of your past is unknown to you. Perhaps you were shipwrecked, or went through some other great trauma, or perhaps you stumbled into the Night Market and came out worse for the experience. In any case, you experience much of the world with wonder, and the oddest things may sometimes bring back a fragment of your past.</p> <p>When you purchase your first two Knowledge, Linguist, or Ancient Linguist powers, gain 1 additional item. This represents you “remembering” something from your past.</p>
Sailor	<p>A good portion of your life has been spent at sea. You are familiar with ropes, nautical charts, and somewhat aware of ship-board weapons and tactics. In situations where this would be useful you may receive additional information or advantages. If you wish your character to have been more than a common sailor, that requires Organizer approval, and you may have to take this Background more than once.</p> <p>You are not restricted to walking in shallow water (see the Water Encounter Modifier). If you own your own ship worth at least 300 lunari, you earn the title “Captain”.</p>
Thief*	<p>You spent much of your formative time engaged in less-than-legal pursuits. You may have been an urchin who learned to pick pockets, or you may be of noble blood but with an interest in cat burglary. What you certainly have is a belief that things locked away are a challenge waiting to be conquered.</p> <p>Gain Lock Picking or Trap Finding.</p>
Traveler	<p>You’re used to the open road or the tedium of sea voyages, and have seen several different nations in your day. While some travel to make money, or on diplomatic missions, or because their career requires it, you’ve always sought the thrill of new experiences and discoveries. You tend to be friendly with Farlanders.</p> <p>If you have visited every country on the world map while in play, earn the title “World Traveler”.</p>
Unusual*	<p>You are especially unusual in some manner, such as being a sun elf that scorns logic in favor of bold passion or a somber-minded feytouched. You might have a highly unusual name or an extremely rare hair color or other unusual feature. Whatever the cause, you tend to stand out, for good or bad.</p> <p>Each Event, you Maintain one silver dot item without paying lunari.</p>



7C – ANSWER THE CHARACTER QUESTIONNAIRE

Once you have selected Backgrounds, you must complete this character questionnaire, which asks basic questions about your character and their past. Your responses should be emailed to kisharmarshals@gmail.com along with the choices you have made while creating your character.

1. What is your character's name? (Choose genre-appropriate names)
2. How old are they? Do they see themselves as young at heart, or old for their years?
3. How do they relate to what is considered 'normal' for their lineage? (If you aren't sure what that is, read the [section on Lineage](#) or ask questions of other players)
4. How do they relate to what is considered 'normal' for their class? (If you aren't sure what that is, read the [section on Class](#) or ask questions of other players)
5. What event defined their childhood? Were they bullied, quiet, outgoing, bratty?
6. How do they relate to their family? Do they know their ancestors or family history? Do any members of their family still live? Do they play a prominent role in the character's life?
7. Is your character single, married, widowed, or in some sort of relationship? With whom?
8. What is your character's view of Organizations? Have they had dealings with people of Rank?
9. What is your character's view on religion? Have they had extensive dealings with clerics?
10. What is your character's view on morality? (That is to say, the struggle between good and evil)
11. Where does your character fit, economically? Are they from a rich or poor background? Have they had to work hard for everything, or was it given to them?
12. What is the most traumatic thing that has ever happened to your character? Are they used to seeing people be injured or die? How do they deal with stress?
13. What is your character's moment of greatest triumph? How often do they feel happy or successful?
14. What secret talents does your character have? Can they sing, dance, or craft art?
15. Has your character worked for, travelled with, or been inspired by any organization, such as a merchant's guild, a noble family, an order of monks, or a band of mercenaries? What type of group was it? Did your character leave them (if so, why?), or are they still a member?
16. Has your character ever done anything particularly underhanded, illegal, or just plain wrong?
17. What is your character bad at? Are they a poor fighter, unable to read, or ignorant of the world at large? Are they open about it, or do they try to pretend they don't have difficulty?
18. What mental or moral flaws does your character have? Are they afraid of anything, obsessed with anything, or unreasonably stubborn or violent? How do these flaws manifest themselves?
19. Why is your character where they are, right now? (Geographically, economically, etc.)
20. What does your character want from life? Do they have any idea how to get it? What would they give for their dreams? What would make them give up that dream?

PROGRESSION

Kishar uses a Progression system based on the number of Events you have attended. Each character begins play with 3 powers they may purchase and earns a new power each time they play for two Days (a normal Event). In lieu of taking a new power, a player may purchase the Upgrade to any power they already possess.

The process of earning new powers is called 'Progression'. As noted in the [section on Kismet](#), players may spend Kismet to receive an additional point of Progression. This rewards players who go the extra mile to assist in the game. Characters who were only present for only one Day have a ½ point of Progression on their sheet and may spend 50 Kismet or attend a second single Day to turn this into a full point of Progression.

Players should spend unspent Progression using the [Between Events form](#) (preferred). They can also do so by email (to kisharmarshals@gmail.com) or at Events with a Character Consultant.

Once a character has reached 15 non-bonus Progression (3 starting + 12 Events), they no longer earn Progression for free. This is called being "Progression Capped". Additional powers may still be purchased with Kismet (bonus Progression). A character who begins play with extra Progression (due to NPCing or having retired an old character) is considered to have been played a number of Events equal to their extra Progression. In this way, no character ever receives more than 15 powers (3 starting + 12 earned) for free. There is no cap for bonus Progression, but it gets more expensive every time you buy it.



BETWEEN GAME ACTIONS

All active players (players who attended at least one of the last three Events) get **one** Between-Game Action (BGA) to pursue plot between Events. If they have more than one character, they must choose one for the BGA. Generally, BGAs will be submitted using the [Between Events form](#).

The Organizers recommend submitting BGAs as soon after the Event as possible, so that your memory of events is fresh and you haven't forgotten important details. Priority is given to BGAs received two weeks before the next Event, due to planning issues and time limitations. We may also respond to BGAs received later, but we'll prioritize the ones we receive first. When submitting your BGA you will select the **one** action they take between Events. If you have questions about how something would work, whether something exists in the setting, or anything like that, feel free to reach out and ask the Organizers.

- *What constitutes "one action"?* Daily mundane tasks don't require a BGA. Enormous quests are too large for "one action". Focus on one thing. Your character doesn't have time to do their mundane day-to-day duties *and* seek an audience *and* travel to Khaz'dar *and* go shopping in every market.
- *What could I do a BGA about?* Think about plots from the previous Event that you might want to follow up on. Is there an NPC that you want to tail, or do you want to make sure that wounded merchant gets her wagon repaired and her business back up and running? Consider what seeds you might want to plant for the next Event - do you have an idea for a story, or would you like to explore a particular location, faction, or rumor? BGAs are an opportunity for players to tell us what they would like to see "on screen". Working collaboratively makes good stories happen.
- *Can I combine BGAs with other players?* Yes! Consider "piggy-backing" on BGAs with more established players. If you are an established player, consider whether your character could include others in their BGA. We encourage people to **post on our Discord's #bga-coordination channel** or in the Facebook group to let other players know their intended BGA topic/approach and that other players would be welcome to help. Players "combine" BGAs by submitting the names of any other characters participating when they submit their BGA. For larger tasks, this can be invaluable!

The following actions are the available choices for a BGA:

- **Talk to NPC**
 - If a specific NPC has been established in play, and it would be possible for the chosen PC to interact with them, then a player can submit a request to have a short scene with the NPC. Players should also specify what information or actions their character is looking for in the scene. If the NPC is not available or the character does not meet the requirements to speak to them, the player will be informed of this. PCs with certain powers, like Social Butterfly or [Rank](#), may find it easier to talk to NPCs.
- **Travel to Location**
 - If there is a location established in the Setting and it would be possible for the chosen PC to travel there, they may do so with this request. They may receive information based on this travel. Especially far locations may result in that character being out of play for some number of Events. Once the character has traveled to a location, if they stay there, they may submit subsequent BGAs to perform some other action.

- **Research Topic**
 - Players may submit requests for their chosen PC to “look into” a topic. They may explain how they hope to do this (a special source or connection) or simply say they want more information. PCs with certain powers, like Knowledge or Linguist, may find some topics easier to research. PCs who ask to research topics without a specific way to access that information may not receive much from this action.
- **Scout Area / Tail or Help NPC**
 - Players may submit a request for their chosen PC to investigate at area accessible to them or to follow/assist a specific NPC. They may describe any special resources being used or actions being taken. It will generally be assumed that they go there personally. PCs with certain powers, such as Curious, may be more successful at this action.
- **Recruit Retainer**
 - Players may submit a request to make a specific NPC their retainer, or to recruit a generic retainer of a certain type (such as a bodyguard or crafting assistant). Their chosen PC must meet the usual requirements for a Retainer. Players who request inappropriate NPCs will be unsuccessful.
- **Note Interest**
 - Players who have no specific action in mind but want to note their characters interest in a plot, may submit this action as an “open-ended” request.

The following actions can happen between Events *without needing a BGA*:

- A player can (and should) send in changes to their character sheet, like spending Progression.
- A player can (and should) send in as much of their Crafting as possible between games.
- A player can host an IC social gathering on Discord and/or roleplay with other players.
- A player can write character fiction - a short story, letter to a superior, journal entry, etc.

As we respond to the BGAs we receive, players may receive hints, clues, or other information, and may be tempted to take this to IC conversation. It would be unfair to influence someone else’s BGA with your own, so please wait to discuss the results of BGAs until the start of the Event. If your BGA was a joint effort with other players, you may discuss the results between your group. The limits on BGAs are also a matter of keeping between-game work manageable and keeping the amount of plot shared amongst players equitable. Everyone gets one BGA, equally limited in scope, so we avoid having epic quests between Events. Since the Organizers have limited time and energy to devote to working on the game, we want to make sure this is distributed so that everyone gets a share. Remember that **this is a LARP first** - BGAs exist to add to the story by exploring side ideas, gathering information, and helping us know what the players will want to see in the next Event. The core of the story will *never* occur in BGAs.



COINS AND GEMS

Players will receive props for coins and gems. Between games, Organizers reserve the right to exchange coins in players' packets for larger or smaller denominations in order to improve overall availability.

Name of Coin	Value	Picture	Description
Brass	1/10		Small, flimsy brass coins of essentially negligible worth.
Lunari	1		The default coin for commerce. Made of debased silver and minted by the Merchant's Guild.
Drop	2		A small glass sphere filled with red liquid of some kind. This seems to be the base currency in the Plane of Cyrillia.
Small Gem	5		Any cut gem 3/4" across or less. Gem weights and values are regulated by the Merchant's Guild.
Medium Gem	10		Any cut gem more than 3/4" across but less than 1 1/4" across. Gem weights and values are regulated by the Merchant's Guild.
Large Gem	15		Any cut gem 1 1/4" or more across but less than 2" across. Gem weights and values are regulated by the Merchant's Guild.
Half-Solari	25		A solid coin made of debased gold and minted by the Great Council, under the Sultan's authority.

Name of Coin	Value	Picture	Description
Solari	50		A large, thin coin made with debased gold and minted by the Great Council, under the Sultan's authority.
Samazar Solari	50		A medium coin alloyed from metals found in Samazar and minted in the Diamond City under the authority of the Assembly.
Cyrillian Drokna	60		A large coin with four round notches and a center hole, made from an unusual metal from the Plane of Cyrillia.
Tiger	80		A pure copper coin minted by House Tang. This coin's value rests upon the House's reputation more than the value of its metal.
Phoenix	100		A silver-platinum alloy coin minted by House al-Zharka. This coin's value rests upon the House's reputation more than the value of its metal.
Dragon	200		A high-purity gold coin minted by House Khazâd. This coin's value rests upon the House's reputation more than the value of its metal.

Name of Coin	Value	Picture	Description
Stellari	500		A pure platinum coin minted by the Great Council, under the Sultan's authority.
Bars	Varies		Bars of solid precious metals are often used to make very high-value purchases. These are rarely seen outside of banks.
Foreign Coins	Varies		3 foreign coins (or any card marked Foreign Coins) may be taken to a Quartermaster to play the Foreign Coins game: <i>Pick a number from 1 - 6 and roll 4d6. For each die that comes up showing the number you picked, you win 5 lunari. If you don't get any matches, you receive 1 lunari.</i>
Dessanoran Coins			These foreign coins are specifically from Dessanora. (They are valued like other foreign coins.)

BRASS RULE

Items priced in brass exist purely for RP, and PCs may purchase any reasonable amount of these items simply by pretending to hand the merchant some coins. This allows PCs to, for example, buy food from street vendors or offer charity to beggars, both of which would be appropriate uses of these coins. PCs wishing to receive an actual item card or give notable charity may not invoke this rule but must use actual coins.

INFLUENCE

Characters build reputations by surmounting adversity, aiding well-connected people, and generally becoming better known in the world at large. All these things are represented through an alternate in-game currency called Influence. Influence may not normally be exchanged for lunari or vice versa.

GAINING AND SPENDING INFLUENCE

Player characters begin with 1 Influence and gain another at the first Event they attend each Season. This represents the base amount of social capital available to every member of the Adventurer's Guild as they advance in life. This might be sympathetic townspeople, a small group of off-screen retainers, or even secrets about important people that would allow blackmail. Additional Influence can be obtained as in-game rewards for notable actions. Influence may be spent in 3 ways.

FAIR ESCAPE

Once per Day, a character may spend Influence any time they would die. If they do so, they are saved at the last moment by some force. If a PC invokes Fair Escape, the character is removed from immediate danger. The player has the option to remain on the NPC crew if they wish, in order to be safe from further character death that Day. If a character's death was due to something with lasting consequences, they are not immune to those returning later. In other words, if a PC is killed by a bandit, they probably don't need to worry about that specific bandit coming back to target them again next Event, but if they stole jewelry from a prominent noble who sent assassins after them, or killed a member of the City Militia, they may be subject to more reprisals in the future. A player whose character could invoke Fair Escape, but chooses not to, is choosing [Voluntary Retirement](#).

LARGE-SCALE ACTIONS

Influence can be spent to represent actions larger than what a small group of people can reasonably accomplish. If the PCs discover that a plague has spread in the local area, for example, they may attempt to spend Influence to spread medicine and isolate the sick. A [Narrator](#) may announce a target number of Influence - if PCs spend that amount, they succeed in their efforts. The needed amount of Influence can also be secret. PCs are personally responsible for any success and may act upon this [ICly](#).

SERVICES

Influence may be exchanged for certain services. Each service must be paid for in full at the time of its purchase. Players may spend Influence on behalf of other players for the things listed here. Costs vary.

Item	Effect
Audience	You may spend Influence to gain an audience with certain NPCs. Costs vary by the importance of the NPC. Some NPCs will never grant audiences.
Investigation	You may spend any amount of Influence towards uncovering information about a single topic, such as a historical matter, a specific person, or the source of a rumor. Results vary based on the difficulty of acquiring that knowledge normally.
Rumor	You may spend any amount of Influence to create rumors. Additional Influence makes it more difficult to trace the rumor back to you and causes the rumor to spread more widely.

KISMET

Kismet is an in-game currency that is awarded to players who go above and beyond the normal expectations by donating to the game, performing OOC services for players such as cooking food or cleaning, who bring large amounts of costuming and set decoration, or who bring new players to the game. Initially, 100 Kismet may be exchanged for a “bonus” [Progression](#). Every time a character spends Kismet to buy bonus Progression, the cost to do so increases by 10 Kismet. The second bonus Progression costs 110, the third costs 120, and so on. (This cost increase also applies to characters who spend Kismet to buy ½ Progressions.) Kismet belongs to a player, not to a character, so they may spend their Kismet on any of their current characters. Spending Kismet on behalf of other players is not normally allowed, and encouraging other players to earn Kismet so that they can use it on your behalf is against the spirit of the mechanic. Kismet is not earned until the end of an Event, so it cannot be spent immediately after earning it in most cases.

For donations with a monetary value, the Kismet reward is 1 / 1, dollars for Kismet. For donations of time/labor, the Kismet reward is 15 / hour (we support raising the national minimum wage to at least \$15).

KISMET AUCTIONS

At the start of each Season, there will be an Auction using Kismet that includes special benefits not normally available to characters. These commonly include the ability to play non-standard Lineages, unique items and powers, extra Crafting trees, and the ability to purchase property in-game. Often there is also a special event of some kind, like one-shot tabletop games, and players can bid on tickets.

Kismet Auctions will be announced over the game’s usual channels, and bids are taken by email in two rounds. After each round, the top bids are released (but usually no other information). To encourage people to bid in the first round, bids from the first round are worth 20% more when trying to outbid them in the second round. In other words, a top bid of 100 Kismet in Round 1 is effectively “worth” 120 Kismet because of this bonus. Winners are welcome to disclose their identity, but this will not normally be released.

THE NIGHT MARKET

Players may also wish to purchase certain magic items, benefits, or services from the Night Market. In-game, the streets carry rumors of a mysterious collection of stalls that appear in side streets no one remembers being there yesterday. Often, they are gone just as quickly. Curious seekers go in, and most come out - some laden with strange oddities they do not wish to speak of, and all with a somewhat dazed look in their eyes. Staffed by pure-blooded Fey and other strange creatures, the Night Market does not always appear in the evening... sometimes, the shade created by overhanging buildings and tangled alleyways is enough. It never appears in the same place twice, nor has there been any method of predicting where it can be found. Those willing to speak of their experiences therein say the merchants refuse lunari, gems, or favors - they prefer to deal in Kismet, the coin of fate itself.

The Night Market will run in the middle of each Season as an online auction using Kismet as the currency. Unlike Kismet Auctions, the Night Market will mostly sell unusual [Consumables](#) and other more whimsical items.

REBUILDS FROM THE NIGHT MARKET

If you [Rebuild](#), you may completely change everything on your sheet, down to being a different character. Either way you will usually keep any item cards currently held by your PC. If you (or the Organizers) feel that some of these items are highly inappropriate for your new character, some exchange will be worked out.

Losing characters causes a risk of also losing "game memory" - i.e. no longer having characters around who remember that certain things happened and that can explain plot to newer characters or otherwise tie things together. To resolve this, we allow people who Rebuild to keep the memories of the old character. The Night Market is full of beings who trade in non-tangible goods, and who knows what they do with the things they buy?

If your character Rebuilds, perhaps they walked into the Night Market and traded some of their fate (kismet) for new training and skills. These skills were most likely sold to the Night Market by someone else, so it's not that your character has suddenly learned to swing a sword with great precision - they remember someone else learning it, but the memories are slowly integrating into their own. Don't just treat a Rebuild as a mechanical change - play up the RP of having traded your skills away for new ones!

If you take a Rebuild and change your character entirely (as opposed to changing their class or lineage but keeping the character) then your old character is one of the people who wandered into the Night Market... and never came out. Who knows what happened? But one thing is certain - somewhere in there, they sold their memories, and your new character, for whatever reason, bought them. Your new character remembers the events witnessed by your old character through someone else's eyes and might not agree with your old character's perspective! "Ah, I remember seeing these people before. X took pity upon them, but I see them for the liars they are!"

Once more, make this an RP opportunity, and play it up. How does it affect the people who knew your old character that you have these memories of them?



WEAPONS, SHIELDS, AND PACKETS

Benefits from weapon powers are lost if you are not actively wielding the weapon. 2-handed weapons cannot be used 1-handed. Size is the total length of the weapon from tip to tip. Organizers may allow larger or smaller props. See the [section on Powers](#) for more information on the Properties column.

Note: You do not gain additional uses of these powers for using multiples of the item.

Name	Description	Size	Damage	Properties	
Dagger	A short knife for stabbing.	≤ 20"	4 Normal	S	Add 1 Melee while wielding
Short Blade	A short sword for slicing.	21 - 34"	2 Normal	S	+1 base damage when fighting with 2 Short blades
Long Blade	A longer sword for slicing.	35 - 48"	1 Normal	D	Gain 5 Temporary HP
Thin Blade	A longer sword for stabbing.	35 - 50"	1 Normal	D	Swing: Substitute Taunt 3 attacks
Axe	A 1-handed axe for chopping.	≤ 42"	1 Normal	E	Swing: Substitute Disarm 10 seconds Bypass
Mace	A 1-handed weapon for crushing.	≤ 42"	1 Normal	E	Swing: Substitute Sleep 20 seconds
Two Handed					
2-handed Sword	Any 2-handed sword.	51 - 68"	2 Normal	D	Swing: Substitute Disarm 5 seconds
2-handed Axe	Any 2-handed axe.	43 - 68"	2 Normal	D	Swing: Substitute Disarm 10 seconds Bypass
Spear	A pole weapon for piercing.	4 - 7', 17"- head	2 Normal	E	Swing: Substitute Slow 60 seconds
Polearm	A pole weapon for slashing.	4 - 7', 18"+ head	2 Normal	D	Swing: Substitute Knockback
2-handed Mace	A pole weapon for crushing.	43 - 68"	2 Normal	D	Swing: Substitute Sleep 20 seconds
Staff	A long stick .	4 - 6.5'	1 Normal	D	Swing: Substitute Stun 5 seconds
Ranged Weapons					
Thrown Weapon	A brace (up to 5) of weapons for throwing.	≤ 12"	3 Normal	D	Gain 2 uses of: "Ranged: Substitute Stun 5 seconds" with this weapon.
Bow	Any non-winchd stringed weapon.	25# or 500 "#s	5 Normal	D	Ranged: Substitute Slow 30 seconds
Pistol Crossbow	Any small crossbow.	25# or 400 "#s	4 Normal	D	Ranged: Backstab Add 3 for one shot
2-handed Crossbow	Any large crossbow.	25# or 400 "#s	5 Normal	D	Ranged: Substitute Frozen Foot 20 seconds
Special Weapons					
Claws	By power	≤ 24" past grip	By power	S	You take a Stun 10 seconds instead of being Disarmed .
Wand	A small implement.	≤ 24"	Cannot be used to block. Effects vary by Wand .		

WEAPONS, BUCKLERS, AND SHIELDS

All characters can use all weapons without spending Progression. However, powers are required to use two weapons at once or to use a buckler / shield. Bucklers are small round shields no more than 20" in diameter. Only a few Guardian classes gain access to kite shields. Kite shields are any shield larger than a buckler that covers no more than the area from a player's shoulder to their mid-thigh vertically and the width of their shoulders horizontally. Tower shields are any shield larger than a kite shield – these are not normally available to PCs. All shields require a hand to wield and may not be simply strapped to an arm or tied to a player's back. All weapon and shield props must be approved by an [Organizer](#).

MELEE WEAPON SPECIFICATIONS

An [Organizer](#) will examine any new weapon's overall construction and striking / thrusting surfaces to determine whether they are suitable for safe combat (see the [section on Safety](#)). Weapons will be tested by poking, prodding, and hitting someone with the weapon under controlled circumstances. Don't bring any weapon props you don't want subjected to safety testing. Players planning to NPC only don't need to bring anything at all - we provide approved weapons and costumes for NPCs.

Weapon cores should be light but rigid. PVC and bamboo can be unsafe - graphite or carbon fiber are better. Weapons should not be whippy (bend significantly while striking). Cores should not risk emerging from the weapon, especially in thrusting tips. The weapon should not have any surface other than the handle that is overly hard or sharp, even if that surface is not intended for striking. A minimum of 1" of padding on striking surfaces (anything coming into contact with a player when you use the weapon) and 2" of padding on thrusting surfaces (anything where the line of motion points into the attack, like the tip of a sword or spear being used to thrust) is required. Weapons used for thrusting should have a thrusting tip larger than a human eye socket.

Reputable manufacturers are easy to find these days. We recommend [Forged Foam](#) and [Medieval Collectibles](#) for starter gear. For higher-end props, recent [Calimacil](#) is always a good place to start (older gear is often too rigid). If you are going to purchase something from Calimacil, please use our discount code: **GEEK_CHIC_3** for 10% off. If you are looking to commission weapons, ask around! For home-made weapons, thrusting surfaces should use open-cell foam (cushion foam) over closed-cell foam (pipe insulation or camp pad). Washers or another solid object should cover all ends of the core to prevent them from breaking through. Foam should be solidly attached to the weapon's core. Outer layers should not be taped or glued down to the point where the padding can't flex. Don't spiral wrap tape - it's weak under stress. If the core can be felt through a striking or thrusting surface, that will fail the weapon.

MISSILE WEAPON SPECIFICATIONS

Bows and crossbows may have either a 25# or less draw weight or be measured at 500 inch-pounds or less (at 20" from string neutral for bows, at nock point from string neutral for crossbows). Archers with long draws may be subject to other measurements. No compound bows/crossbows. Arrows and bolts must be solidly constructed and may not have wooden shafts. Missile heads must be solidly padded (3 inches of open-cell foam or equivalent) and larger than a human eye socket. The core should not protrude or be palpable from under the padding, nor should the head show signs of bending off the shaft. [IDV arrows](#) are the current standard in America. We prefer them with flat, open-cell heads.

PACKET SPECIFICATIONS

Packets should not hurt! Anything used for packet attacks must be soft, larger than a human eye socket, and suitable for safe combat (see the [section on Safety](#)). Preferred packets are generally round (smaller than a handful) or square (about 4" on a side) cloth bags filled with a soft, deformable material such as bird seed. Beans, hard plastic pellets, or anything similar are not allowed. Round packets are usually sealed with natural twine, while square packets are commonly sewn shut. Foam packets are allowed if they are soft (fully compressible in one hand). It is recommended that players use bright colors to aid in finding packets. Packets must use a lobbing motion from the human hand. Players should avoid getting packets wet if possible and inspect them for mold if they do get wet. Unusual packets are allowed by [Organizer](#) approval only. Packets must be approved once a Season by an [Organizer](#). A short guide can be found here: https://docs.google.com/document/d/1tYH_URZIDBYjVwZx0okvT4TjN1gFGcID_XEL9ybPFK0/edit?usp=sharing

WAND SPECIFICATIONS

Wands are single-handed items produced by [Wandmaking](#). Coreless wands carved entirely out of soft foam are preferred. If a wand has a core, the core must be flexible. More bend/flex is better than less. Wooden wands are not accepted. If someone falls on your wand, the wand should bend rather than shatter or impale them. If your wand is cored, there should be padding over the core (ideally foam). Wands with cores should have a "stop" on the tip so the core isn't right at the end. The stop should be larger than the core and made from a soft material. The stop does not have to be larger than an eye socket. Wands made from soft bundled materials can also be accepted if they do not also have a core.

PHYSICAL REPRESENTATIONS (PHYS-REPS)

All weapons, shields, wands, and armor used in Kishar must have corresponding physical representations (phys-reps). If your character currently has four item cards for swords, but you only carry two phys-reps, you may only make use of two of those items in a given Encounter. Phys-reps may be shared but cannot be used by multiple players at the same time. For example, two players might share a set of armor, but only one can wear it (and gain the benefit) at a given time. If you cannot hide the phys-rep, you cannot hide the item card, either.



ITEM MECHANICS

The rules in this section cover the characteristics of item cards found in Kishar.

ENCUMBRANCE (ENC)

Every item card that represents a physical object has an encumbrance (ENC) listed. For example, a sword might say “ENC 1” on it. Encumbrance represents physical weight and unusual size or shape. When an item has a high ENC, it is because it is heavy, large, or awkward. Most characters can have 10 ENC worth of items on them at once and still move freely. A further 5 ENC worth of items may be carried, but the character becomes [Slow](#), and this effect is not removable until they drop down to 10 ENC or less. At more than 15 ENC, a character is affected by [Frozen Foot](#), which is not removable until they drop to 15 or fewer ENC. Certain powers grant a character the ability to carry more than this. To encourage immersion, items for which the player is carrying a phys-rep have ENC 0 if the phys-rep is carried.

GEAR PIECES

Some items are marked as Gear pieces. A Gear piece must be phys-repped (to a standard acceptable to an Organizer) to provide its benefit. This is to encourage players to expand their costuming as their characters acquire special items.

MINOR, MAJOR, AND MYTHIC MAGIC ITEMS

Magic items provide non-mundane powers. Many are regularly found in stores as crafted items. Weapons of Quality, Amulets of Health, Belts of Imbued Power, and Guard Animals are all examples of such items. These are called minor magic items, and they have no special markings or numeric restrictions. More potent magic items (some [Experimental](#) items, [Special Loot](#), [Night Market](#) purchases, etc.) provide unusual benefits. These are major magic items, and they often take non-refundable Kismet to ‘bind’ to a character. Major magic items are marked with a purple dot (●). A character can only possess 4 major magic items - if they would go over 4, they must choose one and sell it or give it away.

The strongest of all magic items are mythic magic items, which are marked with a gold dot (●). A character can only possess 1 mythic magic item and must give it away or sell it if they want to use a different one instead. Note: characters can carry or transport major and mythic magic items without breaking these restrictions, if they are neither using them nor intending to use them.

MAJOR AND MYTHIC WEAPONS

Weapons with a purple dot (major magic item) or a gold dot (mythic magic item) automatically are “of Quality”, in addition to their other abilities. As such, they require additional [Maintenance](#). Players should expect to see a minimum of two silver dots (maintenance markers) on such weapons.

SECURITY

Some items or powers in Kishar reference a Security rating. If a door, container, object, or something similar has a physical mechanism that prevents it from operating, keeps it sealed, or secures it against tamper, it will have a Security rating. This value starts at 1 and can range up to 10.

[Smithing](#) creates a type of [Consumable](#) called a lock. Each Lock applied to a door, container, object, or something similar increases its Security rating by 1 (or grants a Security rating of 1 if it previously had none). Some items, like the solvents made by [Alchemy](#), can permanently decrease an item's Security rating by damaging the lock(s). Other items and powers, such as Lockpicks ([Smithing](#)) and Lockpicking ([Universal](#)), temporarily negate a certain level of Security for the characters using them.

An item's effective Security is its base Security rating (with any permanent increases and decreases applied) minus the number of levels of Security negated by a character's powers and items. To open or disable an item with a Security rating, a Narrator will provide a mechanic based on the item's effective Security and the current conditions in the scene. Mechanics might be puzzles or RP counts. If the item's effective Security level is 0 or lower for a player, they can simply open it. If an item's effective Security level is greater than 5, the character cannot open it.

Note: Attempting to open an item while combat is happening increases its effective Security by 1.

Example 1: An important document is sealed in a safe with Security rating 7. A player applies Alchemist's Solvent (permanently reducing the Security rating to 5) and then uses Lockpicks (negating two levels of Security). The safe's effective Security is thus 3 while they attempt to open it. The narrator provides them with a puzzle of an appropriate difficulty – when they solve it, they have opened the safe.

Example 2: Players find a small metal chest with a lock (Security rating 3). A player has 3 levels of the Lock-picking power in Universal. The chest's effective Security is 0 against that player, so they may simply open it without needing tools or an RP count. While not strictly required, it would be considered good role-playing for the player to describe how they open the chest.

Example 3: When players enter a room, they find a highly reinforced, extravagantly locked door (Security rating 8). When all their items and powers are considered, players can only get the door to an effective Security of 6. As such, they cannot open it.

Example 4: In the central chamber of an underground dungeon, players find several elaborate pillars with cryptic writing. In the center of the chamber is a locked door leading downwards, which will only open when the mystery of the pillars is solved. This is a Puzzle Lock, and it does not use a Security rating. Players must solve the puzzle to continue.



TURRETS

To better support players with mobility or physical endurance restrictions, Kishar uses a type of NPC called a turret. Turrets are NPCs who are stationary – usually they will be sitting on portable, collapsible stools. Turrets can represent machines, magical effects, environmental conditions, or enemies off-screen who can reach PCs with attacks.

Turrets are immune to damage and Status Effects, and periodically make game calls (which could be damage, status effects, or other things) delivered in a variety of ways. While most turrets use Packet effects, a turret might also use Melee Point and Click, Point and Click, or Projectile attacks as well. Since players are not expected to move, NPCs or Proxies may periodically collect Packets or other items and return them to the turret.

To disable a turret, PCs can either defeat all other opponents in an Encounter or attempt to disarm the turret. Any character with the Lockpicking (Universal) power may attempt to disarm a turret. Once in Touch range of the turret, they may call a pocket Hold to compare the turret's Security rating to the number of levels of Security they can remove or reduce by using items. If they reduce the turret's effective Security to 0, they can complete a 15 second count to disable it. If the turret's effective Security is between 1 and 5, the Proxy will provide an appropriate "lock" mechanic, such as Uzzle or an actual combination lock, to represent the PC's ability to disarm the turret. If the PC completes the lock challenge, the turret ceases to function. If the turret's effective Security is higher than 5, that PC cannot disable it. The PC must remain within Touch distance while completing the lock challenge, but they may move away from the turret and return later to resume the challenge.

Proxies may designate turrets to be "Environmental Conditions". In this case the NPC playing the turret will wear an Orange headband and may not be disarmed. Finally, a Proxy may declare a turret's lock status as a "Puzzle Lock". In this case, PCs must complete some larger action to disarm the turret - they cannot use Lockpicking. Proxies may instruct turrets to ignore players attempting to disarm them (in which case the turret will not target a PC completing a count or lock mechanic). Otherwise, turrets may use their normal abilities against such PCs, as long as those abilities can be used at close range.

ARMOR

Armor is protective gear worn by characters to make themselves more resistant to damage. Common examples include leather, chain mail, scale mail, ring mail, and plate mail. While modern materials can be used for armor, the overall appearance of the armor should be appropriate to the setting.

Helms must leave the face exposed so that speech may be understood, and ideally the ears exposed as well so that the player can hear calls made around them. This is a safety issue.

All characters may wear armor. However, it is generally more effective for Guardians.

Guardians apply any purchases of [Armor Training](#), then increase their Armor Tier as follows:

Tier 0 or 1 → +1 Armor Tier
Tier 2+ → +2 Armor Tier

Players wearing anything distinguishable as armor (as opposed to costuming) are wearing Tier 1 armor. If the armor is heavy or significantly constrains their movement, they should consider it Tier 2 armor instead. They then apply any powers that raise the Tier of their armor and consult the chart below. For powers that raise the Tier of armor, no armor at all is Tier 0.

Example: Alex is playing a Gnoll Master of Arms and wearing armor that doesn't constrain their movement. They start at Tier 1 for the armor, then because they are a Gnoll, they gain the [Universal](#) power [Armor Training](#), which raises the Tier of their Armor to Tier 2. Consulting the chart below, they see that they will gain +5 Max HP and 1 [Armor Resist](#) per Encounter. In a later game, if they spent a [Progression](#) on the [Armor Training](#) power, they would now be at Tier 3 Armor, which would grant an additional +3 Max Hp.

If Alex was playing a Shapeshifter, they would first apply any purchases of [Armor Training](#) (1 free from being a Gnoll, 1 purchased with [Progression](#)), and that would put them at Tier 2. Then they would apply the [Guardian](#) Benefit, raising them from Tier 2 to Tier 4. If they also switch to a set of heavy or bulky armor that constrains their movement, they would reach Tier 5. There are no Tiers above 5, so there's no reason for Alex to purchase [Armor Training](#) again.

As a courtesy for people wearing armor, Organizers will try to notify players when there are portions of an Event where their armor could be removed to allow for a rest. This is considered OOC information, and it's generally in the form of "Hey, there won't be any combat on the next thread, feel free to armor down" or "Nothing's going to require your armor in the next hour, so feel free to take it off". This courtesy represents the best information available to the Organizers.

In notably hot weather (above 75 F), Narrators may invoke "Summer Armor rules" allowing PCs to remove armor but receive benefits as if they were wearing it.

Tier		1	2	3	4	5
Benefit	S	+3 Max HP	+5 Max HP	+8 Max HP	+10 Max HP	+15 Max HP
	D	-	Gain 1 Armor Resist .	Gain 1 Armor Resist .	Gain 2 Armor Resists .	Gain 2 Armor Resists .

Note: The Armor Resists granted by Armor are considered a Difficult power and can be affected by things that care about Difficult powers, such as Grueling Threads.

HIT POINTS (HP) AND DAMAGE

All characters have a measure of how much damage they can sustain before falling unconscious. This is measured in hit points (HP). Damage is measured in the number of HP subtracted by a hit.

TEMPORARY HP

Some powers grant Temporary HP. Temporary HP are not healing – they represent an additional buffer of HP that are used first. Any damage taken is always applied to your Temporary HP (if any) before it is applied to your normal HP. Temporary HP last 1 [Encounter](#) – if you have any remaining at the end of the [Encounter](#), they go away. Temporary HP can take you over your Max HP. If you are below 0 HP, gaining Temporary HP does not cause you to regain consciousness.

UNCONSCIOUS, BLEEDING, DEAD

A character falls unconscious when they are at 0 or fewer HP. If you do not receive a [Heal](#) or [Stabilize](#) effect in the next 2 minutes (count to 120) or if you are [Executed](#), your character is dead. If you are dead and receive healing or stabilization, it is ineffectual. Say “No Effect”. If you receive healing, [Heal](#) from 0 HP. This means that even if you are at -8 HP, and are healed for 1 HP, you would then be at 1 HP, not -7 HP. When you are healed from being at 0 or fewer HP, you receive a [Stun](#) 10 second [Bypass](#).

Note: This does not apply to self-healing powers like [Resurgence in the Resilience Tree](#).

NO INSTANT DEATH

Most of the time, NPCs portraying monsters are not trying to kill the PCs, only disable them. Similarly, PCs may wish to try to capture an NPC alive, or merely knock opponents out as opposed to murdering them. To prevent characters from being killed instantly by accident, any damage call that reduces you from above 0 HP to below 0 HP reduces you to 0 HP instead. You then begin your bleed count, as noted above. NPCs at 0 may or may not begin to bleed out, as is appropriate to the story. Taking actions that obviously should instantly kills someone, such as jumping off a high building or standing in front of a loaded ballista as it fires, may still kill you at the Narrator’s discretion.

NORMAL DAMAGE EXAMPLE

If a character has 10 Max HP and 5 [Temporary HP](#) from a power, they fall unconscious when they receive 15 or more points of damage. If struck by a power that inflicts 4 damage 4 times, the following would happen:

Weapon Strike	HP	Status
0	10 + 5 (Temporary HP)	Max HP
1	10 + 1 (Temporary HP)	Max HP
2	7	Wounded
3	3	Wounded
4	0 (No Instant Death)	Unconscious & bleeding

DAMAGE TYPES

If you attack someone, you must call out your character's damage with the weapon or power you are using. A character using a long blade (base damage 1 Normal) calls their damage as "1 Normal". If the sword is magical and [Adds 1 Converts](#) Fire, they would announce their damage as "2 Fire". This is done because some targets are [Vulnerable](#) to specific types, and others [Minimize](#) them instead.

OMITTING DAMAGE TYPES

You may choose to omit some of your damage types, although all bonuses associated with that type must also be omitted if you do so. If you are using a power that allows you to [Add 1 Convert](#) Fire, and you found that you were attacking an opponent who [Minimizes](#) Fire, you may remove the "Fire" portion of your damage call, (representing turning the power off), but you must also omit the +1 damage.

BYPASS DAMAGE

Bypass damage ignores ALL forms of protection, whether granted by powers or not, unless a power or item specifically says it protects against Bypass damage. Most often, this means that Bypass damage cannot be prevented, negated, [Dodged](#), [Phased](#), [Minimized](#), [Resisted](#), or [Reflected](#). Bypass damage also ignores shields and cannot be parried by weapons – if you are hit on a shield or weapon by Bypass damage, you take the damage as if you had not blocked the attack. [Temporary HP](#) protect you from Bypass damage normally. If Bypass is added to the end of a [Status Effect](#), it cannot be prevented, negated, [Dodged](#), [Phased](#), [Resisted](#), or [Reflected](#). You may not call [Immune](#) to such an effect.

DAMAGE TYPES SUMMARY

The types listed here are the 'default' ones in the system. Occasionally, certain highly unusual effects may produce other types.

Name	Represents	Special Notes	Frequency
Normal	Physical cutting, crushing, or stabbing.	Normal damage	Common
Fire	Burning	Elemental attack	Uncommon
Water	Magical stabbing	Elemental attack	Uncommon
Earth	Magical crushing	Elemental attack	Uncommon
Air	Magical cutting	Elemental attack	Uncommon
Acid	Melting, corrosion	-	Slightly Rare
Spirit	Damage to the soul	-	Slightly Rare
Bypass	Incredible force or precision	Ignores all defenses	Rare

Adventurers who have traveled to the Plane of Cyrillia have reported being struck by Smoke, Shadow, Natural, or Poison attacks. Something about this other plane leads to a significant difference in attacks that can render elemental defenses ineffective.

Note: If you run into a different type of damage than the types listed here, this is significant, and your character can perceive the difference.

COMBAT AND SAFETY



We fight using padded weapons and soft packets because the most important rule is safety. If you are not able to control yourself in a combat, you should remove yourself from the fight. If necessary, a [Proxy](#) will remove you. Dangerous or unwanted physical contact is never allowed. We recommend that players wear an athletic supporter and/or kneepads. Fighting safely means that you are always in control of yourself, your weapons, and all pieces of your costume, such as wings, tails, or cloaks. Follow the rules and pay attention to your environment and your opponent(s). Remember – unsafe combat leads to injury, and that’s not fun for anyone! If you’re hurting people, you’re doing something wrong.

ADVERSE CONDITIONS RULE

Certain environmental conditions, such as heavy rain or snow, or extremely wet ground present challenges to players employing ranged combat. Packets and other ranged ammunition may easily become lost, may have reduced range, or may become damaged by water or mud. In such an environment, a [Proxy](#) can declare Adverse Conditions, at which point the following rules apply:

- [Blast](#) powers should be delivered as [Bursts](#) instead.
- [Packet](#) powers are delivered as a [Melee Point and Click](#) by completing a 5 second Casting Count in addition to the normal Cast Time (if any) for the power. Add the word “Packet” to the call.
- Thrown weapons are delivered as a [Melee Point and Click](#) with a 5 second Cast Time. The player must mime throwing the weapon, then sheath it. Add the word “Thrown” to the call.
- [Projectile](#) powers are delivered as a [Point and Click](#) by completing a 10 second Casting Count in addition to the normal Cast Time (if any) for the power. The player must mime drawing and firing the arrow or bolt, then replace it in their quiver. Add the word “Arrow” or “Bolt” to the call.
- Characters with powers or equipment to mitigate certain attacks (packets, thrown weapons, or projectiles) may apply these defenses automatically to any call with the appropriate word. If in doubt, ask a [Proxy](#).
- NPCs with [Dodges](#) convert them to [Phases](#) instead.

Darkness is an Adverse Condition, so combat at night often uses these rules.
[Proxies](#) can choose to waive these rules at night if the area is sufficiently well-lit.

BOTTLE TO BLADE RULE

Intoxicants of any kind are prohibited at Events. If you have consumed intoxicants in the last 6 hours, you may not participate in combat. If for any reason an Event allows alcohol, this will be stated explicitly.

BREATHER RULE

Any player who feels that further combat would cause them actual harm in real life may take a Breather. Their character is present, but unconscious. The player may choose to remain with the group or may choose to find shade and rest, or return to a building (to cool down, to get additional liquid, or remove some of their costuming or armor). A player may not invoke this Rule to avoid IC harm.

BUFFING RULE

Any buff effects placed on a character expire immediately if the person who placed them isn't present in the current Encounter AND the effect is one that would normally end when the Encounter does.

CHARGING

Charging is the practice of running into other players as a combat tactic. It is frequently used to break lines or shield walls. Charging is not allowed in Kishar. You may run up to another player, but only if you can stop in a controlled manner at Melee range. If you run into another player, or if they must move to prevent you from running into them, you were charging.

COLOR-CODED BANDS

To avoid the need to stop combat to ask certain questions, Kishar uses several different types of color-coded bands. If you see a player wearing one of these bands, you automatically know certain things about the character they are portraying, without having to ask.

Color	Type	Meaning
White	Lineage	The character is treated as being of the lineage written on the band.
Orange	OOO	The player is out of character and should be ignored.
Green	PC	This player is temporarily portraying their PC. This might include RP scenes and meals, as well as when requested by a Narrator .
Pink	Non-com	These characters follow the rules on Non-combatants

COMBAT AROUND HAZARDS OR TOBACCO

There is no combat within 10 feet of [OOO](#) hazards at Kishar. These include open fires and torches, cliff sides, sharp or exposed metal objects, and food preparation areas. If a combat ensues within this radius, a [Hold](#) must be called to move the fight to a safe distance. Cigarettes and lit pipes can be dangerous in a combat situation. No one who has a lit cigarette or pipe is allowed to participate in combat. If someone wishes to attack them, a [Hold](#) is called, all tobacco is extinguished, and the game proceeds. For fire safety and due to site policy, there is no smoking or vaping indoors.

DEFENSELESS TARGETS AND NONCOMBATANTS

If a character cannot fight back, because they are asleep, unconscious, disarmed, etc. then you may not strike their player. Instead, stand within melee range of them and call your damage at 1 second intervals. Striking a defenseless player is bad sportsmanship and may result in penalties. For various reasons, a player may elect to be a non-combatant. They may not engage in Melee combat but may use ranged weapons or powers. Non-combatants must wear prominent pink bands on their arms. They are treated as if they were always disarmed and may not be struck. Players using missile weapons should attempt to target other characters first. If this is not possible, they may use the Drop Rule against non-combatants at any reasonable range. Non-combatants may be struck by [Packets](#) and targeted by [Burst](#), [Blast](#), and [Point and Click](#) powers as normal.

DROP RULE

Projectile weapons have a minimum firing range of 10 feet - inside of this range, they cannot be fired. To discourage unsafe shots, all combatants may invoke this rule: with a drawn and aimed arrow or bolt, you may drop the arrow or bolt on the ground instead of shooting to call your damage. Your target must be within your minimum firing range and not wielding a shield or buckler while facing you. This rule is intended to allow missile combatants to defend themselves from charging, and players should never deliberately advance in order to invoke it.

DYING AS A PC

If your character bleeds out and is not resurrected or covered by [Fair Escape](#), they're dead. Please see the [section on Retiring Characters](#). Give your player packet to an [Organizer](#). Some powers allow dead characters to be resurrected. If you have used [Exhausting](#) powers and are killed, then resurrected, you come back with those powers still used.

ENCOUNTERS AND THREADS

An Encounter is defined as the time between the last time there was combat, and the end of the next combat. If no combat occurs before 30 minutes pass, this also resets the Encounter timer. A Thread is the duration of time between when players leave the main building for plot and return to it.

EXECUTION AND CHALLENGING COMBAT

If your character is at 0 HP, an opponent can kill them by standing near you, menacing you with a weapon or power, and loudly announcing "Executing 1!, Executing 2!, Executing 3!". At this point you skip any remaining [Bleed Count](#). This will normally only be used in challenging fights. If you would like your character to be more at risk from death, you may choose to wear a [Yellow band](#).

FRIEND'S KEEPER RULE

Live combat is chaotic. It's hard to watch your surroundings. Often, you have a much better picture of what's behind an opponent (or to their sides) than they do. Therefore, it's your job to keep them from entering hazards or tripping over obstacles. If you see someone about to move into an unsafe situation, call a "pocket" [Hold](#) and inform them of the danger, then move away from it. If a person you are fighting is hurt while backing up, you are considered responsible, so keep your eyes open!

HAZARDOUS OR ILLEGAL MANEUVERS

Boffer LARPs differ widely in what is and is not allowed in combat. Kishar does not allow:

- Shield Bashing (striking other players with a shield, even a padded shield)
- Weapon Trapping (pinning a player's weapon to the ground, their body, or between your weapons)
- Scissor Striking (pinning or striking another player's weapon with both of yours in a scissor shape)
- Grappling (physically attempting to restrain or pin another player)
- Shield Kicking (physically kicking a player's shield to knock them down or back)
- Charging (as stated above)
- Striking defenseless players (as stated above)

The [Organizers](#) reserve the right to deem any maneuver they witness Hazardous. Hazardous maneuvers place combatant at an increased risk of being struck in areas like the head, or are generally unsafe, or are "dirty fighting" outside of the intent of the rules. Once an [Organizer](#) informs you that something is Hazardous, stop doing it immediately. You may request a clarification between [Encounters](#).

HOLDS AND TIME FREEZES

Occasionally, there is a reason that all game play must be stopped. To facilitate this, a "Hold" may be called. When you hear someone call "Hold", immediately cease all action. Unless you are asked by an [Narrator](#) to perform some action, or asked to get a [Narrator](#), you should remain in the same place. Look down and avoid talking or taking actions. Do not draw, sheathe, load, or unload any weapon or item during a Hold unless safety requires it. If you must move while in a Hold, place a weapon or other identifier in your current spot, so that you may resume your position when the Hold ends. Holds should only be called for safety reasons, when necessary for powers, or in case of an injury. Players should take care to avoid yelling the word "Hold" for [IC](#) reasons. "Halt" or "Stop" are recommended instead. Players may choose to quietly call "Hold" to pause combat immediately around them to deal with a local hazard, such as an object that could cause tripping or injury. This is a great example of Friend's Keeper (see above). In this case, the overall combat does not stop. This is called a "pocket" Hold and the player who called it should also call it off as indicated below.

To end a hold, call 3 commands in sequence: "Positions!", to tell players to resume their places, "Ready!", to indicate that everyone should be prepared, and "Game On!". At this point, play resumes. An equivalent sequence of calls is "Lay On?", "3... 2... 1...", "Lay On!".

Certain events happen instantaneously. To represent this, a [Narrator](#) may occasionally call a [Time Freeze](#). If this happens while you are a PC, freeze in position immediately, close your eyes and hum, or sing loudly enough that you are not aware of noises around you. The [Narrator](#) will end a [Time Freeze](#) by calling the same commands that end a Hold.

ILLEGAL TARGETS

Melee strikes to the head, groin, or a hand while on a weapon do not count and should be avoided. Likewise, ranged (arrows, thrown weapons, or packets) strikes to the head or groin should be avoided. Illegal strikes never have any harmful effect on their target – if you are hit in the head by a weapon, for example, you do not take damage. The person who got hit in the head or groin has the option to call ["Reflect"](#) on the strike. If you repeatedly strike illegal targets, you will be removed from combat.

KILLING OR SPARING NPCs

NPCs reduced to 0 or negative HP and left that way are assumed to be left to the mercy of fate, rather than killed outright. If a PC wishes to be sure they have killed an adversary, as opposed to merely knocking them out, they may use the [Execute](#) rules. This system is intended to give PCs the option not to kill NPCs, as opposed to creating circumstances where the average PC routinely murders people. Taking actions that obviously should kill someone, such as dropping them off a high building or firing a ballista at them, may still kill NPCs (at the Narrator's discretion).

LEGAL STRIKES

Melee strikes must make at least a 45-degree angle to be legal. This angle is measured between the weapon when it's pulled back and the weapon when it strikes. Quick, small strikes of less than 45-degree angles are referred to as "machine gunning" or "drumming" and are not legal. For damage calls with weapons, each swing must be legal, and you must fully and clearly pronounce the entire damage call of the attack, including the full names of all damage types associated with your call, without using abbreviations. Opponents are not obliged to take damage if they cannot understand the call. Note that these requirements still apply to combatants wielding two weapons, or a double weapon. Good strikes slow down at the last moment to reduce impact force. [Packets](#) must travel at least 1 foot to be legal. At distances smaller than 5 feet, packet throws must be underhand. Bows and crossbows may not be fired at targets closer than 10 feet. Within 15 feet, bows should be fired at half-draw, and crossbows should be fired at the legs.

LOOT AND STEALING

An Organizer will divide all rewards found over the course of a Day into roughly equal piles, based on how many player characters are present. Players will then receive a random pile in a small container, at which point those items (or coin) belong to them. Please return the container to an [Organizer](#).

NOTE: Players may not steal anything from PCs without the approval of an Organizer, even if they have powers that allow them to steal from NPCs. PCs can always agree OOC to "steal" from each other.

OUT AREAS AND RETREATING

Your [Narrator](#) may designate one or more "Out" areas in an [Encounter](#), where you have the option of going Out of Character to represent fleeing. You will not be able to re-enter the [Encounter](#) until it has ended, or all your allies have also retreated. To use the Out area, touch it or stand next to it and take no action while loudly counting off 5 seconds. During this time, you are still a valid target. After you've counted off 5 seconds, place your weapon or hand over your head to indicate being Out of Character. At this point you are no longer present in the [Encounter](#). Remember, "Out" areas are there because sometimes even intelligent and well-armed PCs must retreat. Not every [Encounter](#) with an "Out" area will require you to use it. In case your [Narrator](#) does not designate a specific "Out" area for an [Encounter](#), you may use the doors to any building on site as a default "Out" area that is always available (unless your [Narrator](#) says otherwise).

PHYS-REP RULE AND BREAKAGE

Except to move them out of harm's way, no player should pick up another player's phys-reps without prior agreement. This does not apply to thrown weapons, [Packets](#), or ranged ammunition. If a weapon

breaks during combat, call a [Hold](#) and remove the weapon from game play until it is repaired. The weapon is not considered broken [ICly](#).

PVP AND INTRA-PLAYER CONFLICT

Player character vs player character combat (PvP) is not the intent of Kishar, and is intentionally limited. By default, a player character (PC) may not use powers on another PC without their consent. This means that PCs may refuse healing or the removal of [Status Effects](#) by other PCs. A PC who is compelled (such as by [Dominate](#)) to be hostile to other PCs should be treated as an NPC while under such an effect. Players may mutually agree to PvP in the form of a duel. PvP in a duel ends when one PC is unconscious, although both players may request other conditions from an Organizer. Players may petition an [Organizer](#) for PvP to be enabled (they must provide an explanation of why no other solution exists). If granted, all players must be informed. Players who provoke other PCs may be PvP enabled by an Organizer. Any PC who uses offensive powers against a PC who is PvP enabled also becomes PvP enabled as a result. [Fair Escape](#) may be used to avoid character death if it would ever result from PvP.

PvP is automatically enabled for the Encounter on any PC who commits murder (choosing to kill, as opposed to simply reduce to OHP, a character who is a member of a PC lineage). PvP is enabled only for PCs who directly witnessed this action. After that Encounter, an Organizers must be petitioned as normal. The intent of rule is to allow an immediate response by PCs who object to a murder they've personally witnessed - not to allow creative players to 'engineer' PvP. Organizers may retcon (remove from the story's continuity) any PvP actions taken under this exception if the spirit of the rule was abused. Player characters who wish to show IC displeasure with other player characters are encouraged to do so by spending Influence. This results in bad things happening for the other player character, depending on the amount of Influence spent and the RP behind the actions. Players who have a conflict with another player, as opposed to an conflict between their characters, should come to the [Organizers](#) or a [Mediator](#). Causing conflict with a player's character because you do not like the player is considered harassment. Please see the [Peer's Rule](#).

RANGED COURTESY RULE

Any player who spends at least a minute collecting ranged ammunition, thrown weapons, or [Packets](#) that do not belong to them and who bring these to their owners may increase their Maximum HP by 2 for the next [Encounter](#). This Rule also applies to NPCs.

RHINO HIDING, GARB, AND EQUIPMENT

Hits in Kishar are never too light. All hits should be taken. Refusing to take damage from a legal attack is dubbed "Rhino Hiding" and will be dealt with by the [Organizer](#). A Melee hit is legal if it strikes any part of your character or their equipment (other than an actively wielded shield or weapon). A [Packet](#) hit is legal if it strikes any part of your character or their equipment or weapons ([Packets](#) go through shields). Clothing is counted as part of your equipment, which means that strikes which hit only your clothing are legal strikes and should be taken. Players are advised to consider this when selecting costuming.

SUMMONED CREATURES

Once per [Encounter](#), a player may choose to use a single power with the Summon keyword on themselves without being at 0 HP. When you summon, your HP become equal to your summoned creature's Max HP. While in this form, you may not use your character's normal powers or equipment.

If you are reduced to 0 HP, the power ends and you fall unconscious. You may choose to end the power at any time voluntarily. Otherwise, summoned creatures last until the end of the current [Encounter](#).

SWING TIMER

In Kishar, players are prohibited from making more than one system call per second. This includes any word or words that have a game effect, such as damage calls or [Status Effects](#). This “one per second” rule is called the Swing Timer and is intended to allow your target to process incoming damage and effects. If someone is making calls that are faster than once per second, players should ask them to slow their calls. If this continues, they may legally ignore all but one call per second.

THREE-ON-ONE RULE

In any combat situation, there is a Three-on-One Rule. This means that no more than three people may attack any one person at a time (in melee or ranged combat). Anyone actively using powers against a target counts as a combatant, whether they are doing so by means of weapon strikes or not. If your target is fully engaged, find another target.



MODIFIERS TO PLAY

Three types of special circumstances require modifiers – monsters that are unusual in some manner, encounters that are unusual in some manner, and threads that are unusual in some manner. These modifiers are discussed below. All of these modifiers can be invoked by [Narrators](#) or [Proxies](#).

ENCOUNTER MODIFIERS

Ambush	An ambush occurs when NPCs are lying in wait for the PCs and may be mundane or magical in nature. Due to the difficulty of representing hidden enemies, this modifier allows us to play these Encounters out with IC danger but not OOC danger. When an Ambush is announced, call a Hold and allow the NPCs 15 seconds of movement before the combat starts. Additionally, NPCs not previously present in the combat may enter it, to represent enemies truly hidden from view.
Confusion	Confusion occurs in unusual combats where chaos is the norm. Examples would include a fight taking place in a sandstorm or against an enemy with advanced powers of illusion. Call a Hold. On a count of three, PCs must hold up Rock, Paper, or Scissors. Choose one group that suffers a Status Effect , which might include Weakness or Clumsy (in the sandstorm, representing inability to use powers effectively) or Dominate (against an enemy with mind-control powers). This Status Effect lasts the entire Encounter and may not be removed.
Flanked	PCs are flanked when enemies are attacking them from both sides. Extend both arms, creating a line. Combatants on either side of this line may not cross it until their portion of the combat is over. In other words, the PCs on one side must defeat all NPCs on that side before crossing the line to rejoin their comrades. Point and Click powers may be used across the line.
Hazardous	A hazardous Encounter is one that takes place in an environment that's inherently dangerous, such as a burning building (Fire damage), an open area in hurricane-force winds (Air damage), churning rapids (Water damage), or during a severe hailstorm (Normal damage). To represent this effect, periodically announce damage to be taken by all PCs. A fight in a working forge might inflict 1 Fire every 10 seconds, whereas combat on cooling lava would inflict 5 Fire every 5 seconds. Damage inflicted by this modifier can be Resisted or Minimized as normal.
Stealth	In a stealth Encounter , PCs should expect that staying undetected is more likely to result in success than using force. Provide markers for 'patches of shadow'. While in a patch of shadow, PCs cannot be seen or heard. NPCs, usually representing guards, will patrol the area. Should a PC be caught moving between patches of shadow, the NPCs can engage them in combat. NPCs are likely to be able to respawn or otherwise raise the alarm if combat persists.
Water	In a water Encounter , PCs must contend with swimming in addition to performing other actions. By default, they must walk and cannot run. Additionally, they may move OR fight, but not both at once. Specific areas such as boats that are out of the water are not affected by this. This modifier may not be canceled for all players, but some players may have powers that allow them to ignore it. Sailors may ignore "shallow water" but not "deep water" – this distinction is left to the Narrator .

MONSTER MODIFIERS

Challenge	NPCs with stronger statistics may be described as Challenge NPCs. This can indicate that they are larger, older, better equipped, or affected by an outside power of some kind. Suggested increases in abilities will be provided to Narrators. These monsters are used to provide combat challenge, but do not usually increase rewards.
Mounted	Occasionally, a group of NPCs may represent one type of creature riding on another, such as a human on a horse or a gnoll on a giant scorpion. In this case, announce the Mounted modifier. A mounted NPC (the rider) cannot be engaged in combat by Melee weapons until their mount is defeated or disabled in some way. Depending on the type of rider and their weapons, mounted NPCs may be able to engage in melee weapon combat even while mounted.
Multi Monster	Occasionally, a single large monster may be portrayed by several NPCs. In this case, announce the Multi Monster modifier. PCs must walk and cannot run. This is not the Slow effect and cannot be Resisted . This represents the fact that ICly, the monster can move as easily as the players, even though OOCly, multi-person monsters move and fight more awkwardly. This ends once all multi-monsters have been defeated.
Relentless	Monsters might be Relentless. Relentless monsters may choose to take 10 Bypass damage to Resist the effects of any Status Effect or power. When possible, the monster player will say 'Relentless' to indicate their use of this rule.
Swarm	Occasionally, many small monsters moving together may be portrayed by a single NPC. In this case, announce the Swarm modifier. Swarms respond differently to damage since it's hard to target individuals within them. Notably, they Minimize any damage that comes from non-Blast/ non-Burst sources. Bypass damage, while still effective on them, may not be as effective as it would be against a normal target, and may result in their respawning with weaker stats.



THREAD MODIFIERS

Diplomatic	The primary focus of any thread or Encounter described as ‘diplomatic’ will be non-combat role-play. This is not to say that combat isn’t possible, or that PCs are unable to use combat powers. However, players should begin with other options. Diplomatic threads may involve gaining information through interrogations, attending a dinner or banquet and making conversation, or appealing to the spirits for insight. Players are encouraged to talk, bribe, or intimidate their way to success.
Inquisitive	Any thread or Encounter described as being for the ‘inquisitive’ will have a strong focus on puzzles or physical props. Past examples of this have included riddles, math and logic puzzles, object assembly, and dexterity challenges.
Formidable	Some adversaries or combats pose a serious threat to PCs and should not be engaged lightly. Mostly, these will include certain optional Encounters that PCs may pursue if they wish. Formidable monsters may take deliberate actions to kill PCs, such as continuing to damage characters who are reduced to 0 or fewer HP, and Formidable combats may include harsh or challenging conditions. Formidable monsters may have access to unique abilities designed to greatly increase their challenge level. For any optional Formidable Encounter, PCs will be given the opportunity to vote on whether to proceed, with a majority being required to proceed. Formidable encounters do not generally increase rewards.
Grueling	On these threads, an element of exhaustion, time-sensitivity, or other similar condition prevents PCs from automatically Refreshing their Difficult Powers (including those granted by items or armor) as normal. Once used, they are used for the thread. Narrators have the option of offering “Potions of Wakefulness” that allow PCs to choose a single Difficult power to Refresh as normal. A typical cost for these is 10 – 20 lunari.
Learning	A thread or Encounter designated as a ‘learning opportunity’ or something similar will be designed for lower-power characters. While certain characters may be very combat-focused, but lower-level, and other characters may be very non-combat-focused, but higher-level, a general guideline is that Learning missions are intended for characters who are still in their first Season. Combat will be designed with this power level in mind.
Long	A Long thread will contain more than 3 Encounters and serves as a warning that players should expect to be away from the main building for longer than normal.
Short	A Short thread will contain fewer than 3 Encounters and serves as a warning that a particular thread will be less time-consuming than normal.

CALL SUMMARIES



The following table lists the non-status effect calls in Kishar that are generally used, and what they mean. “X” always represents a variable number. “Y” means there is additional information after the call. Status Effects are listed in the [Status Effects](#) Summary table.

Calls that hit you, your weapons or shield, or any part of your costume are effective, regardless of how they are delivered.

Call	Effect
Add(s) X Y	You receive +X to some numeric effect, as specified by the power. If Y is used it restricts this bonus to certain powers or weapons. Y may also specify a duration, such as a number of Melee strikes, minutes, or your next attack.
All Allies Y	This power, which does Y, affects all allies (including you) in earshot.
All Enemies Y	This power, which does Y, affects all enemies in earshot.
Armor	This call represents an Armor Resist. Your target, while struck by your damaging attack, was protected by mundane or magical armor and takes up to 10 less damage (to a minimum of 0). Armor Resists cannot be used against non-damaging effects. Armor Resists cannot be ‘stacked’ to reduce an attack by more than 10 damage.
Blast Y	All enemies within Melee range of the impact of this attack (6 feet) are affected by Y.
Burst Y	If you are within Melee range of the person (6 feet), you are affected by Y.
Cleanse	You remove one Status Effect from your target.
Convert Y	Your damage type changes to type Y with certain attacks.
Curse	You have contracted a curse, the effects of which will be described to you separately. This is permanent until cured.
Disease	You have contracted a disease, the effects of which will be described to you separately. This is permanent until cured.
Dodge	Your target has evaded a weapon swing or packet strike, as if they were never hit. Dodge cannot be used on Point-and-click, Blast, or Burst effects.

Call	Effect
Feat of Strength	Feats of Strength can be spent to: Call Knockback as a Melee Point and Click, Resist a Knockback or Pull (Call “Feat of Strength, Resist!”), or pick up a person by yourself. 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. Note: Feats of Strength used to break barriers are lost for the Day, even if they would normally return before then.
Heal X	You heal X HP. You may never exceed your Max HP by healing. X may also be “to Half”, in which case you are immediately restored to ½ your Max HP, or “to Full”, in which case you are immediately restored to your Max HP, etc.
Hold	The game is in a Hold . Unless the Hold is called for narration or to give specific instructions, take one knee if possible, look down, and do nothing.
Immune	Your target is flatly immune to the status effect that you attempted to inflict. Your attack has no effect.
Knockback	You are pushed away from the other person in the direction they point. You must turn around and quickly run 15 feet (7 large steps) away. While moving, you are not a valid target for attacks. You may not abuse this to deliberately become invulnerable to damage. If for some reason you cannot move the full 7 steps, for example, due to safety, you move as far back as you can and are then Stunned for 10 seconds.
Minimize X or Y / Minimal	You only take 1 damage from calls that include Type X or reduce the duration of Y Status Effect to 5 seconds. Call “Minimal” if struck by that damage type or Status Effect. If you would Minimize and be Vulnerable to the same Type, end both effects.
Phase	Your target has become briefly insubstantial, negating one call made against them. This may be used against any non- Bypass call.
Pull	You are pulled toward a person or point on the ground. You must turn to face your target and quickly move 15 feet (7 large steps) towards them. Be careful not to run into them - you should stop once you have entered melee range with your target.
Reflect	Your target has redirected a single attack back against you. You are automatically hit by that attack. Additionally, your original target is not affected. Note: You may not Reflect a call that has already been Reflected, but you may Resist it if possible.
Refresh	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.
Resist	Your target, while struck by your attack, has shrugged it off and takes no effect. Armor grants limited Resists that only work against damage, for which the call is Armor . Some powers grant Resists that work against calls such as status effects.
Sanctuary	Your target takes no damage from all damage types except Bypass , and may also not be affected by status effects.
Stabilize	If you are Bleeding (at 0 HP or below), stop your Bleed Count.
Time Freeze	The game is paused. If you are a PC, stay where you are, close your eyes, and hum, sing, or otherwise make noise.

STATUS EFFECTS

In the table below, “X” is the duration of the effect in seconds (the duration may be “[Encounter](#)”). If you cannot remember a Status Effect, treat it as a [Sleep](#) call with the same duration. Status Effects that hit your weapons, shield, or any part of your props or costume affect you.

You cannot be under multiple Status Effects at once. If you are under a Status Effect and you receive a new Status Effect call, the first Status Effect ends. (**Exception: Dominate and Out of Game persist in addition to other conditions, in which case both timers run concurrently. Making yourself Out of Game does not remove restrictions.**) You may not use a Status Effect on an ally in order to remove one.

Effect	Rules
Clumsy X	For X seconds, you may only activate or benefit from Consumable, Sure, and Reliable powers.
Disarm X	Choose a held item and put it behind your back for X seconds. If you cannot put the item behind your back, you may not use it while it is disarmed. If this effect strikes a specific item, such as a shield or weapon, that one is disarmed. If this effect targeted you directly, choose one item you’re holding.
Dominate X	For X seconds, you perform physical actions as directed by the caster of this effect. This power cannot be used to force you to consent to anything requiring consent, use Exhausting powers, speak truthfully, or divulge information. If you are currently in combat, you will default to attacking the enemies of the caster.
Fear X	For X seconds, you are gripped by an irrational fear that makes combat terrifying. Treat all damage as if it were Bypass .
Frozen Foot X	Choose one of your feet and plant it. You may not lift it from the ground or drag it, but you may pivot on it. This effect lasts X seconds.
Out of Game X	You have been removed from play for X seconds. Place your weapon or hand over your head. You may not be the target of anything or take any actions, including moving. Powers may allow you to inflict this to yourself, in which case you may move.
Sleep X	For X seconds, you fall asleep. Stand still, look down, and wobble drowsily until you receive at least 10 damage or another character spends 10 seconds ‘waking’ you while taking no other actions. (Please get consent to touch people and do not shake them.)
Slow X	For X seconds, you must: <ul style="list-style-type: none"> • Walk at half speed (you may not run) • Double all Cast Times and Wait Times • Wait an additional second before making game calls (double Swing Timer)
Stun X	For X seconds, you are Frozen-Footed and can only activate Self powers.
Taunt Z	Your next Z attacks must be directed against the person making this call. You should try to move forward to engage them, but you don’t need to enter melee if your attacks are ranged. This effect ends when you have made the number of attacks, if you are unable to reach them to attack them, or if they actively attempt to run away from you. If you have no attacks, move towards them for 10 seconds.
Vulnerable Y	If you receive damage of Y type, you are treated as being affected by Weakness for the next 5 seconds, in addition to receiving the damage. If this status is due to a Lineage power, it may not be removed. If you would Minimize and be Vulnerable to the same Type, ignore both effects.
Weakness X	For X seconds, your damage calls and Heals are reduced to 1.

RITUALS



Rituals are ceremonies that require more than one person to perform, and which often grow stronger with more participants. Unless otherwise specified, Ritual participants must all be on the Path of the Ritual being performed. Characters may only lead one Ritual per Day but may participate in any Ritual they qualify to. Leaders also count as participants. Rituals have a [Cast Time of RP](#). Without specific Organizer approval, Rituals are capped at 10 participants.

BONUS PARTICIPANTS – BUYING IN

Powers and items that provide bonus participants do not allow you to perform a Ritual by yourself. Ritual requirements, such as participant Paths or material components, must be met for the Ritual to be performed. Once all requirements are met, bonus participants increase the potency of the Ritual as if there were additional people participating. Sometimes, players who do not meet the Path requirement would like to participate in a Ritual, not just observe it. In this case, they may ‘buy in’ by using a [Consumable](#) item or Favor that would entitle the person leading the Ritual to a bonus participant. They may then participate in the Ritual as the ‘bonus’.

STAR RITUALS

Rituals marked with a star (*) can be led up to five times per Day. You may still only lead the chosen Ritual that Day. This is intended to compensate for these Rituals being less potent.

N IN RITUALS

In Rituals, the use of “N” refers to “the number of participants”. If the Ritual refers to “Area N”, this means the area increases by number of participants. Generally we use: 2 – the current building and its neighbors, 3 – the local neighborhood, 4 – the District, 5 – the Tier or Quarter, 6 – the City and its immediate surroundings, 7 – the Region or Province, 8 – the Country, 9 – the Continent, 10 – the Plane. Rituals performed outside of a major city should use equivalent area. Any Ritual that detects or indicates something gives cardinal direction and approximate distance (close, far, etc.). Any Ritual that grants questions grants N of them by default, but Ritual leader has final say on which questions are asked.



SCRIPTURES OF STEEL (PATH OF STEEL)

Name	Effect
Catapult	Participants assemble a portable siege weapon. Place a 6-foot line (the catapult's base) at a right angle to a lever such as a polearm (the catapult's arm). Two participants must stay to either side of the base to prevent players from tripping. Similarly, the Ritual leader must remain at the arm. If at any time any of these people fall unconscious or leave their stations, the Ritual ends. The Ritual leader gains N uses of "Catapult Strike – E: Cast 5 (mime lowering the arm), Packet , Blast 20 Bypass ". See the page before this one for an illustration of this in use.
Guards	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 .
Honorable Burial	Participants bury and/or eulogize N dead characters (a grave, deep water, sky burial, etc.). If used on PC(s), their players receive a bonus Progression for their next character. If used on NPC(s), participants receive a ¼ Influence with the Temple (Suhl'Sekh's blessing). Characters with Rank in the Temple of Suhl'Sekh may be participants, but other characters not on Path of Steel cannot unless they Buy In . Characters who are present may speak or sing without needing to be participants, but they do not receive any benefits for doing so. The Ritual fails if any participant seeks to revive any target or believes any target unworthy.
No One Left Behind	Participants in this Ritual pledge to guard and protect others. For this Day, participants gain 1 use of "Savior – E: Spend a ½ Influence or expend all sub-powers of an Exhausting power on your character sheet (if you can't spend Influence). You invoke Fair Escape for another character. This counts as their use of Fair Escape, not yours".
Rallying Speech	The player leading this Ritual must exhort their companions to recover from whatever circumstances are hampering them or to rise to the occasion of an upcoming conflict. All participants gain the use of "Morale – D: Gain an Armor Resist " for the next N Encounters. Participant with fewer Progression than the Ritual leader also gains "Mentor – D: Gain +5 Temporary HP " for the same duration.
Scout's Eyes	This ritual functions as an improved version of the Tracker (Upgrade) power in Universal . Information about the current Thread depends on the value of N : <ul style="list-style-type: none"> • N = 2, 3, 4: Descriptions of likely (and visible) NPCs in the next (N / 2) Encounters. • N = 5, 6, 7: As above, and any Encounter Modifiers for those Encounters. • N = 8, 9: As above, and any Monster Modifiers for those Encounters. • N = 10: As above, and whether there are any unseen threats (Yes / No) If the current Thread includes a Stealth Encounter , each participant gains 1 use of: "Sneak – D: Go OOG for (N * 3) seconds."
Sergeant's Oath	The Ritual leader agrees to act as an officer for this Day. The Ritual targets all participants with fewer Progression than the Ritual leader who agree to follow their orders. Targets receive "Watch Your Back – S: You are treated as wearing at least Tier 2 Armor ". For the duration of this Ritual, the Ritual leader gains: "Steady Now – D: Point and Click Heal 10 on a target of this Ritual" and "Shake if Off – T!: Once per Thread , MPC Cleanse on a target of this Ritual". Any target who disobeys a direct order automatically ends the Ritual for themselves.

High Magic Rituals (Path of Magic)

Name	Effect
Argentum	This Ritual enhances N weapons and/or sets of armor for 1 Day. For every two participants, the Ritual consumes an Essence of Magic. Each weapon enhanced grants its wielder “ Argentum Edge – S: Add 1 with this weapon ”, and each set of armor enhanced grants its wearer a level of Armor Training or its Upgrade.
Brainstorm	The Ritual leader specifies a need, and the participants seek a useful object within Area N . If the need is “a way to open this door” the result could be a scroll of Knock, a crowbar, the door’s key, a properly filed petition to demolish the building, or even a bribe for the door’s guard. The use of some of these objects may not be immediately obvious. However, it is also possible that no object in the area will do, especially for long-term plots. In this case, Narrators should instead provide a hint on how to solve the problem. In the case of unreasonable requests (like “a way to kill a god” or “a bag of endless gold”) or attempts to seek valuable objects not truly needed for a specific problem, the Ritual fails, and the participants may also receive arcane backlash.
Comprehend Written Language	Through this Ritual, you may gain temporary understanding of all written languages, which lasts for N hours. This does not decode or decipher text, nor does it allow you to detect hidden writing. While this is active, all written languages look the same, so you cannot use this Ritual to identify a specific written language.
Consult Lore	This Ritual consumes N medium gems (or objects of equivalent total value). A great Sage appears in a vision and answers N questions while reading from a tablet, book, or scroll they wrote. Only the text of that Sage’s writings can be used to answer these questions. Because Sages rarely write about current events, this Ritual is most effective when used to ask questions about historic or notable events.
Elemental Servitors	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 elemental 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.
Knock	This Ritual exerts magical force against a single target. The Ritual leader gains 1 use of “ Telekinesis – E: Use N Feats of Strength to lift an object, collapse a wall, break a door, or something similar. ” (Normal difficulties to affect various barriers can be found in the explanation of Feats of Strength). Narrators may disallow this Ritual in situations where it would be harmful to the story – in these cases, the players discover that the local ley lines are unsuitable for this Ritual, and any resources spent on the Ritual are returned.
Soul Binding	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.

RITUALS OF THE GODS (PATH OF FAITH)

Name	Effect
Abjure Curse	For minor curses, removes all of these from <u>N</u> targets. For major curses, it instead suppresses the effects on a single major curse <u>N</u> targets for one Event. In addition, it will provide insight from the gods on how to remove the curse permanently.
Atonement	The participants in this Ritual should surround the target, who must be there willingly. This ritual appeals to the gods to provide a path of atonement for the misdeeds of the target. The deity or deities most relevant to their misdeeds provide a vision of their past actions. All participants (including the target) relive the events of the vision. After this, each participant testifies about the target, and may do so on their behalf or to speak against them. The deity or deities affronted then show a path of atonement. While completing atonement does not erase a person's past actions, it is believed that it lightens their soul for the next turning of the Wheel of Life.
Augury	This Ritual consumes <u>N</u> small gems (or objects of equivalent value). All participants express a specific issue where they need divine guidance. Once this is done, the deity (or deities) closest to the participants collectively provide a vision, heavy with symbolism, addressing these issues. Widely disparate issues may muddy the vision. If multiple participants follow the same deity, that deity's perspective will be more central to the vision. Consulting the gods too frequently in this manner is known to result in them tasking the participants with a punishment or penance quest.
Ceremony	This Ritual covers any ceremony appropriate to the caster's chosen deity. Characters not on Path of Faith may <u>Buy In</u> for 5 lunari each. If the chosen deity is Kora, this is the ONLY means of <u>Buy In</u> , 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 <u>Max HP</u> 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 <u>Max HP</u> for the Event. Note: Multiple ceremonies do not stack.
Commune with the Fallen	This Ritual consumes <u>N</u> 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 <u>N Focus</u> this Day, which may exceed their Focus cap.
Purify *	This Ritual removes all poisons, tarnish, and rot from everything in Area <u>N</u> . It renders spoiled food and drink in the area edible. It renders corrupt or Cursed objects safe to touch for (2 * <u>N</u>) hours. Narrators may allow other uses that make objects safe to use or handle temporarily.
Resurrection	This Ritual revives someone who has died, but it must be performed within (<u>N</u> * 15) minutes of their death. If a largely intact body remains, this serves as the Ritual's component. If the body has been destroyed or greatly damaged, it requires 50 lunari worth of components to re-create the missing body.

* - Once performed, this specific Ritual may be performed four more times this Day.

NATURAL RITUALS (PATH OF NATURE)

Name	Effect
Barkskin	Participants' skin becomes covered by a thick layer of bark, and their bones are reinforced with nutrient-rich plant fibers. For the next N Encounters , they gain "Bark Armor – D: Gain 1 Armor Resist " and "Heartwood – S: +5 Max HP".
Cure Disease	Removes all disease from N targets.
Manipulate Weather	This Ritual creates the conditions for a sudden burst of micro-weather. Until the end of the Day, the Ritual leader gains their choice of: (N / 2) uses of "Thunderclap – E: Point and Click Stun 20 seconds (once per target)" or 1 use of "Wings of the Butterfly – E: The weather in Area (N / 2) becomes your choice of clear and calm, or stormy and volatile."
Might of Trees	Participants become noticeably more muscular, and their skin takes on patterns that resemble growth rings from trees. For the next (N / 2) Encounters, participants gain: "Towering Strength – D: Gain 2 Feats of Strength " and "Strong Branches – S: Double your Encumbrance limits".
Natural Attunement *	This Ritual is considered to be cast with a bonus participant (which allows one person to Buy In for free). A nature spirit appears (often a bird), and participants see through its eyes as it soars over Area N . Participants can observe natural features (caves, plateaus, rivers, forests, etc), herds of animals, and anything else easily visible from above. This Ritual also reveals the presence of significant unnatural forces, such as groups of undead, polluted areas, deforestation, and settlements of more than a few people.
Summon Flock	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: 1. "Hindering Wings – E: MP&C, Weakness (N * 5) seconds" 2. "Shield of Spirits – E: Point and Click, Gain (N / 2) Dodges " 3. "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.)
Summon Herd	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.

* - Once performed, this specific Ritual may be performed four more times this Day.

MINDSCAPE RITUALS (PATH OF MIND)

Name	Effect
Delve ‡	Participants enter the mental landscape of the target (who must be a willing participant) and attempt to seek out memories, soothe trauma, or identify blocks or alterations. Each participant may search for a specific thing. If their search is too broad, they will receive the most recent applicable memory. If the desired memory has been removed in some way, participants will notice this, but it still counts as their search. If the memories have been altered or concealed rather than erased, the Narrator should give hints in this direction. Appropriate trigger warnings should be provided for this scene.
Ether Travel	This Ritual allows <u>N</u> people to travel great distances quickly by exposing them to the dangers of the Ethereal Plane. The Ethereal plane is a shifting, warped reflection of the Physical plane. The longer something has existed in the Physical plane, the more solid and unchanging its reflection in the Ethereal plane. The weather in the Ethereal plane is based on the emotional character of the area in the Physical plane.
Foresee	This Ritual grants glimpses of the far future, allowing <u>N</u> questions. Each question will be answered with “Certain, Likely, Uncertain, Unlikely, or Impossible” based on the Narrator’s current knowledge.
Mental Link	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 <u>N</u> 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 <u>N</u> : <ul style="list-style-type: none"> • 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.
Psychometry *	This Ritual seeks insights into the last person to have touched the target object with bare skin (wearing gloves or using an implement to handle an object does not leave a psychic impression). As an example, if the target is a murder weapon, you might reveal details about the murderer, the victim, or the servant who last polished it.
Sea of Thought	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 <u>N</u> . The Ritual leader specifies a need and selects an emotion from the following list: <u>Anger, Disgust, Fear, Happiness, Sadness, and Surprise</u> . 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.
Shield Form	The Ritual leader directs participants can guard against attacks on their mind or body. Each participant receives 1 use of “ Inner Calm – E: Resist Status Effect ” for this Day.

* - Once performed, this specific Ritual may be performed four more times this Day.

‡ - Due to the complexity of this Ritual (it creates an RP scene) it must be scheduled prior to an Event.

FUSED RITUALS (ALL PATHS)

Fused Rituals may be performed across Paths. The ones presented here are open to characters on all Paths, but have specific requirements for their participants.

Name	Effect	Requires
Commune with Nature *	This Ritual allows the participants to ask <u>N</u> questions of a natural non-sentient animal, plant, natural spirit, or element (such as a pond or gust of wind). While the target must answer truthfully, it does not have to do so in detail and its scope or outlook may be radically different than that of a mortal. You cannot recast this on the same target.	Participant on Path of Nature
Holy Water	(Participants must be on Path of Faith or have <u>Rank</u> 1+ with the Temple.) Each participant gains <u>N</u> vials of holy water, each of which can be used for “Care – C: Touch, Heal <u>N</u> .” or “Splash – C: Packet, <u>N</u> Spirit.” (These vials of holy water expire at the end of the Day. Holy water on item cards has been stabilized to last indefinitely.)	Participant on Path of Faith
Sacred Banner	This Ritual must be performed at the start of the Day and requires a banner or flag of at least 4 square feet with a distinct symbol on it. All participants must wear or display the same symbol on their person. Each participant gains 1 use of: “Hoist – E: Point and Click: Gain 1 <u>Armor Resist</u> , <u>Heal 10</u> , <u>Cleanse</u> ” this Day. This power can only be used while holding the banner or flag and can only target another participant.	Participant on Path of Steel
Open	Reduces the <u>Security rating</u> of <u>N</u> objects within one 30’x30’ area by <u>N</u> . It also disarms any normal traps connected to these locks. Magical traps and Puzzle (plot) locks are not affected.	Participant on Path of Magic
Portal Sense *	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 <u>N</u> : <ul style="list-style-type: none"> • 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. 	Participant on Path of Mind
Vengeful Weapon	This Ritual allows for each participant to charge their weapons with vengeful energy, granting a bonus to damage against a specific target. The bonus increases with the specificity of the target. For example, Vengeance against all undead might grant +1 damage, Vengeance against all skeletons might grant +2 damage, and Vengeance against a specific named skeleton might grant +3 damage. A character may be Vengeful against only one target at a time. This effect lasts 1 Day.	Participants on at least 3 different Paths
Zone of Simplicity	This Ritual creates a space where no hostile powers can be used, which includes using weapons. The area for this Rituals is “One Structure”, although for extremely large buildings it is instead “One Floor”. Duration is <u>N</u> Events but increases to <u>N</u> Seasons at 10 participants. Materials worth (<u>N</u> * 50 lunari) are consumed in the Ritual, and this requirement doubles at 10 participants. Beings above mortal power may ignore or resist this effect.	Participants on at least 4 different Paths

* - Once performed, this specific Ritual may be performed four more times this Day.

ENCHANTING RITUALS (ALL PATHS)

Enchanting Rituals put long-lasting enhancements on items. Characters may learn these Rituals if it is usable by their Path. Like all Rituals, they require at least 2 people of the appropriate Path. Enchanting Rituals have additional component requirements, which are listed along with the duration of the effect.

An item may only have 1 Enchantment on it, although the item may also be “of Quality” or otherwise special. Enchantments require [Maintenance](#). If an effect lists “Stacks to X”, you may apply that Enchantment to a single item up to X times (ending up with X separate items to [Maintain](#)). Powers gained from enchanted items only function while using that item.

Name	Effect		Path
Binding	Weapon	Incense Sticks, Ivory Figurine, Maiden’s Blush, Oil	Nature
	E	Swing or Projectile Substitute Frozen Foot 30 seconds.	
Capricious (Stacks to 3)	Armor*	Canopic Jar, Elemental Core (Water)	Nature
	E	Gain 1 Dodge .	
Corrosive	Weapon	Alchemist’s Solvent, Centipede Bile, Ichor of Undeath	Magic
	D	Swing or Projectile Add 5 Convert Acid .	
Earthbound	Armor*	Chunk of Coral, Elemental Core (Earth), Wooden Mask	Magic
	D	Resist the next two Knockbacks or Pulls .	
Faithful	Any item	Chunk of Coral, Holy Water, Ivory Figurine	Faith
	S	Gain Immune to Disarms that target this item.	
Ghostly (Stacks to 3)	Armor*	Canopic Jar, Elemental Core (Air)	Faith
	E	Go OOG for 10 seconds.	
Paralyzing	Weapon	Chunk of Coral x 2, Paralyzing Venom	Mind
	E	Swing or Projectile Substitute Stun 20 seconds.	
Quick	Weapon	Bar Stock x 5, Chunk of Coral, Fine Whetstone, Leather Square x 4	Steel
	S	Any time there is a Hold or Time Freeze, you may draw or sheathe this weapon.	
Shifting	Any	X Essences of Magic, X Alchemist’s Solvents	Any
		X weapons can be changed to a different type of weapon (long blade to two-handed axe, or spear). The change must be within the same category (melee to melee or ranged to ranged).	
Spike (Stacks to 3)	Any item	Bar Stock x 4, Chunk of Coral, Shark Tooth x 4	Steel
	D	Melee Point and Click Call 5 Normal.	
Slippery (Stacks to 2)	Armor*	Chunk of Coral, Curative Potion, Elemental Core (Fire)	Mind
	E	Gain a Resist Status Effect .	

* - Any Armor Enchant can also be applied to a set of clothing. Just like the same armor can’t be enchanted twice, clothing can only be enchanted once. Characters who wish to have multiple sets of enchanted clothing must have different costumes to represent this.

POWERS



Powers allow characters to interact with the world by doing something other than speaking and walking around. Characters use weapons, magic, and training to alter the world around them. Most powers allow characters to affect other characters. Some powers make characters tougher by raising their Max HP or giving them defensive calls. Some powers allow characters to heal injuries or remove harmful status conditions.

CAST TIMES, CASTING COUNTS, INSTANT

Cast Times represent the time necessary to gather enough willpower or magic, or to find an opening in an opponent's defenses, to use a power. Instant powers don't list a Cast Time – they happen immediately. If a power has a Cast Time, you must complete a Casting Count, which should be clearly and loudly. Cast Times are given in seconds. An example of a "Cast Time 5" is shown here:

"1 thousand, 2 thousand, 3 thousand, 4 thousand, 5 thousand"
(Instead of 'thousand', any word/phrase of 1 second duration is fine)

Once the count is completed, you then say anything else needed to inform others of the power's effect(s). The casting count must be made as loudly as effect(s) that follows it – characters are not allowed to try to be stealthy or secret about these counts. Powers may not be "held" - once a Cast Time has been completed, you have a few seconds to deliver the effect. Any power that allows an exception to this rule will say so explicitly. If a character stops counting early, they must start over again.

Some other games have a rule where if you take damage while casting, your cast is "interrupted", and the power has no effect. Kishar does NOT use this rule – our cast counts are not interruptible.

WAIT TIMES

Some powers use a Wait Time. The power is available when you start the Encounter, and once you use it, you simply wait that amount of time and the power becomes usable again. Unless otherwise indicated, Wait Times are in seconds. You may take other actions while waiting.

RP TIMES


Some powers have their time listed as RP. This is generally reserved for powers that must be used out of combat. You should roleplay using the power for at least 20 seconds. Failing to roleplay these powers decreases the atmosphere and everyone's enjoyment, so please take this seriously.

ALLIES

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

- CONSUMABLES

	Consumables are single-use items that give powers and cannot be recharged. If a consumable grants an ongoing power, this power will specify its duration. Consumable powers appear in this color, and with this symbol.
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- SURE POWERS

S	Sure powers are considered to be always on by default, although they can be activated or deactivated by the character who possesses them at will. Sure powers appear in this color, and with this symbol.
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- RELIABLE POWERS

R	Reliable powers are those in which a character possesses great skill. These powers may be called upon whenever a character wishes, but may have other limitations, such as a Cast Time. Reliable powers appear in this color, and with this symbol.
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- DIFFICULT POWERS

D	Difficult powers may typically only be used once per Encounter . Characters begin each Encounter able to use all their Difficult powers. When the Encounter timer resets, these powers become available again. Unless stated otherwise, the effects of a Difficult power wear off at the end of the current Encounter. Difficult powers appear in this color, and with this symbol.
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- THREAD POWERS

Thread powers are based on the current Thread (a Thread ends when players return to the main building). There are three types of Thread powers.	
T	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.

- EXHAUSTING POWERS

Exhausting powers take so much effort to use that it is only possible to do so once per Day. The 'timer' for Exhausting powers resets after the [Dungeons](#). The effects of an Exhausting power do not last beyond the current [Encounter](#).

E	Exhausting powers appear in this color, and with this symbol.	
E!	Event	The powers can only be used once per Event. They do not Refresh automatically each Day and cannot be Refreshed by powers.

SUB-POWERS

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

For all of these, effects must be given during play – you may not call a [Hold](#) to do so.

1. SELF

Self powers may only affect the caster. Any power that says “You” or “Gain” in the power description (as opposed to “Gains” or “target”) is a Self power.

2. TOUCH

Touch powers require the target to be touched (with consent). Touches should be light and on appropriate areas of the body such as the shoulder. If a person declines to be touched, don't touch them! You may instead touch the air near their shoulder. Touch powers may also affect the caster unless they say otherwise.

3. PACKET

Packet powers require a successful [packet](#) strike. A packet strike must travel at least 1 foot after it leaves your hand and throws from inside 5 feet must be underhand. If the packet touches any part of the target or their equipment (including weapons, cloaks, shields, or backpacks) the strike is successful. If your strike is unsuccessful, the power is still expended unless it says otherwise.

4. MELEE POINT AND CLICK (MP & C)

Melee Point and Click powers require the user to point to a target within Melee range (6 feet) and announce the effect.

5. POINT AND CLICK (P & C)

Point and Click powers require the user to point to a target within 30 feet and announce the effect. You must be able to see at least half of your target.

6. SWING

Swing powers require a successful strike with a Melee weapon. The strike must hit the target or a piece of their equipment or costuming. Status Effects function even if the strike is blocked by a weapon or shield. If your strike is unsuccessful, the power is still expended, unless it says otherwise. Use of normal Melee weapons counts as a Swing power whose effect is the weapons' damage.

7. PROJECTILE

Projectile powers function similarly to Swing powers but must be delivered by a ranged weapon.

8. BURST

Burst powers affect all targets within Melee range (6 feet). Bursts do not normally affect allies.

9. BLAST

Blast powers expand outward from their point of impact, affecting enemies within Melee range (6 feet) of that point.

10. ALL

Some powers affect All Allies (including you) or All Enemies. These function as if you had targeted all of them (within range) with a Point and Click simultaneously.

MELEE POWERS VS RANGED POWERS

A Melee power is any Self, Touch, Swing, Melee Point and Click, or Burst power. Using a melee weapon counts as a Melee power. A ranged power is any Packet, Blast, Point and Click, Projectile, or All power. Using a ranged weapon counts as a Ranged power.

SPELL POOL

Some powers refer to a Spell Pool. These powers allow you to place specific [Packet](#) effects into your Spell Pool once you have completed your casting. This number you may hold at once is determined by the value of your Spell Pool. With Spell Pool 3, you may hold up to 3 [Packets](#) after casting them. While holding a [Packet](#), you may choose to deliver it without re-casting it. You may only throw one [Packet](#) at a time, even if you have multiple in your Spell Pool. [Packets](#) from your Spell Pool must still obey the “one damage call per second” part of the [Legal Strikes](#) rule. Powers held using your Spell Pool expire at the end of the [Encounter](#) or if you do not take offensive action for more than a minute.

THE SPOTLIGHT RULE

If you use an [Exhausting](#) power that targets an opponent and they are unaffected by the power (including missing them with an attack), you automatically [Refresh](#) that [sub-power](#) after one minute.

FINAL

If a power is marked as (Final) it cannot be modified by role benefits, effects, powers, or items. Using the power still activates any powers or effects that occur when you use a power of that type.

SUBSTITUTION

Some powers instruct you to Substitute a call for your next ranged or Melee strike. When you use these powers, you use the substituted call instead of the normal damage or [Status Effect](#) call from the base power. Do not add the substituted call to the original one!

POWER STACKING AND ITEMS

You may never be under the effects of a power with the same name twice unless the power specifically says otherwise. Some powers are different but grant similar bonuses – you may be under the effects of these at the same time. You may only use 1 [Consumable](#) item and 2 non-[Consumable](#) item that provide bonuses to a given power, weapon, or item at once. The exception to this rule is Max HP or [Temporary HP](#), which stack across items. Check with an [Organizer](#) if you are unsure.

POWER DROPPING

If your character is rendered unconscious by damage, any powers that are active on you are removed.

UPGRADES

Powers often list upgrades under them. These are modifications to the base power that can be purchased to increase its effectiveness. This represents additional training in a power. When you earn a Progression, you may purchase the upgrade to any power you already possess.

POWER TREE DETAILS

CRAFTING

MAXIMUMS

- A PC may not take the Artisan or Craft power more than twice (between both).
- A PC may not create more than 2 Experimental patterns per Craft. (Artificers may have 6 with a Capstone)



CONSUMABLE OR RECHARGEABLE

An item is [Consumable](#) if it is destroyed in some way as an inherent part of its use. This includes items such as food and potions that are physically consumed. An item is Rechargeable if it is depleted in some way (but not destroyed) as part of its use. This includes items such as magic jewelry.

NORMAL PATTERNS

Many patterns are learned automatically by those who reach a particular level of skill, but others must be sought out. Unusual patterns may require more than one Craft, such as a magical jeweled weapon pommel, which might require Craft: Smithing and Craft: Jewelcrafting to make.

EXPERIMENTAL PATTERNS

Once they hit Grand Master, PCs may submit one Experimental Pattern per Craft per Season. Organizers must receive these by email and will process them between Events. Please submit only one idea at a time per Craft (rather than several ideas at once). Organizers reserve the right to deny or completely modify proposed mechanics for game balance. If the proposal is not approved, it does not count against you. If email volume is low, Organizers may approve additional submissions in a Season. Experimental patterns may not be taught to other characters. Some items produced by Experimental patterns will be marked as [Major Magic items](#), on a case-by-case basis.

MAINTENANCE COSTS

Each non-[Consumable](#), non-[Rechargeable](#) crafted or magical items a character owns takes 5 lunari worth of materials to maintain (keep in working order) after each Event. Your total cost to do this is referred to as your Maintenance cost. Items that require Maintenance have a small silver dot on the card (●). Unusual items may require additional Maintenance costs. If an item has multiple silver dots on the item card, it must be Maintained once for each of them. This commonly occurs when multiple craft patterns have each modified an item, such as a weapon that is Of Quality and has the Chained benefit.

Characters pay their Maintenance cost between Events. If you cannot or do not want to, you should use the [Between Events form](#) to select enough of your crafted or magical items to be *inactive* that you can pay the Maintenance cost for the remaining items. While these items are inactive, you cannot benefit from them in your next Event, and they sell for half their normal value. Players who could normally craft a type of item can often restore an inactive item to usable status.

BUILD POINTS

Crafting requires build points (BP). When a character buys a Craft power, they gain access to a fixed number of BP for that craft, which can be spent to create items of that craft. A crafter may want to create an item that requires more BP than they have. In this case, they may spend some amount of BP, and the item is considered to be “in progress”. Later, additional BP can be spent until the item is completed. BP automatically replenish each Event. Every Craft has tools (an item card) available that can add +10 BP each Event. Additionally, some [Consumables](#) can provide additional BP.

COMPONENTS

Components allow you to reduce the cost of crafting items. If you have one (or more) of the components usable to craft item, you may subtract the value listed after the component(s) from the BP cost of the item being made. Component(s) use this way are expended. The minimum cost to make something is always ½ of its overall BP cost – components may not reduce the cost below this. **Some components are listed as required for some recipes. These still reduce the BP cost as normal.** Each craft will list the components for its Journeyman recipes. Additional components will be listed for Master and Grand Master recipes. Any component listed under Journeyman can also be used for Master or Grand Master, and any component listed for Master can also be used for Grand Master. Crafters may purchase generic components from a Quartermaster for (component value) x 3 lunari. If purchased, these must be used immediately in crafting. Should market prices rise, this conversion rate will also rise.

DONATING BP FOR MAINTENANCE

The Adventurer’s Guild will pay crafters to perform [Maintenance](#). For every 2 BP donated between Events (to be used for other players’ Maintenance), a crafter will receive 1 lunari. Players are encouraged to tip crafters performing Maintenance, and tip jars can be set up at Events. Crafters who donate BP in this way will receive a “receipt” for the BP spent in their packet at the next Event, as well as their payment. Using this system, a character’s Maintenance costs might be entirely covered by other players, if they have no exceptional Maintenance needs, and if the correct crafters have donated BP.

SELLING BUILD POINTS

Once per Event you may request to sell BP to NPC merchants. To simplify this process, you tell the Quartermaster how many BP you wish to sell, and you receive lunari in exchange according to this formula: (BP / 3, rounding down). This is equivalent to the base price paid by NPC merchants for items. [Donating for Maintenance](#) pays (BP / 2), so it’s a better use of excess BP. Artisan does not produce item cards. Instead, Artisans receive lunari directly to represent selling to NPC merchants. The amount received by an Artisan is intentionally greater than a Crafter of similar Progression would get selling BP.

ELITE PREPARATIONS

Most craft trees have the option to produce especially high-quality items, called Elite preparations. [Consumable](#) Elite items last until used. Non-[Consumable](#) Elite items last for Event, after which they revert to the ‘normal’ version of the item. Elite preparations are more effective in some way, which is listed in parenthesis with the word “Elite”. The intent of this is to give crafters additional depth and choices. Organizers may drop [Consumable](#) Elite items as Special Loot, but these will be rare. Likewise, when appropriate, some NPCs may have access to Elite preparations. Some Crafts may not have Elite Preparations. **Players cannot purchase Elite preparations – they can only be created by PC crafters.**

Items do not have to be created as Elite versions – instead, the (Elite) modifier can be added at any time by spending the appropriate amount of [Build Points](#) in the craft that originally produced the item, for a total of 2 times the base cost (creation cost + creation cost). **Converting a [Consumable](#) item to an Elite**

preparation is more expensive than converting a non-[Consumable](#) item – it requires spending double the original Build Point cost, for a total of 3 times the base cost (creation cost + double creation cost). As an example, a Curative Potion costs 10 Build Points and [Heals](#) 10. An Elite Curative Potion costs 30 Build Points and [Heals](#) 25 as well as Cleansing Stun. A normal Curative Potion could be converted to an Elite Curative Potion by spending the difference: 20 Build Points.

SHODDY PREPARATIONS

Crafted items that are may also be prepared poorly or hastily to save on [Build Points](#). Such items have the modifier (Shoddy) and have reduced functionality. Shoddy versions of items that would normally not be [Consumable](#) are destroyed at the end of the [Encounter](#) in which they are used, and are treated as [Consumable](#). Shoddy [Consumables](#) halve all mechanical effects. If this can't happen, they simply do nothing. Making a Shoddy item costs ½ the normal Build Points. Components can reduce the cost fully, instead of only accounting for ½ the total. Shoddy items have no [Maintenance](#) cost because they are [Consumable](#) items. Players cannot normally buy Shoddy goods – the Adventurer's Guild does not sell sub-par items like this. Shoddy goods sell for ½ their normal sale price, rounding down. Any item crafted using a Shoddy item as a component is also Shoddy, even if the 'full' Build Points are otherwise paid. Non-Juvenile animals crafted as Shoddy run away once their ability is used, instead of being 'destroyed', but the effect is the same.

SLOTS (LIMITS BY ITEM TYPE)

Characters are limited in how often they may benefit from items in each of the following categories:

Frequency	Items	
One per Encounter	Consume	Elixir of Prowess (Alchemy)
One per Day	Consume	Scroll of Power (Calligraphy), Ice Pepper (Cooking), Private Note (Courtesan)
	Use	One Belt, Ring, Bracelet, Broach, Amulet and Earring Set (Jewelrsmith), Wand of Shared Inspiration (Wandmaking)
One per Event	Consume	Lentil Soup (Cooking)
	Use	One Tunic, Robe, and Vest (Clothier)
One per Character	Own	Monkey Tattoo, Back Tattoo (Tattooing), Fused Wand (Wandmaking)

CRAFTING

The Craft power allows a player to produce goods that are represented by item cards in Kishar. The Artisan power exists for characters who practice a trade that is not covered by a Craft power. Artisans can produce items such as woven rugs, pottery, incense blends, or textile goods, but they can also represent characters who are professional dancers, musicians, lawyers, or masons. Either way, a player with the Artisan or Craft power is generally competent in their art or skill.

Normally, players are limited to two Artisan or Craft powers. Those who wish to portray characters heavily invested in Artisan or Crafting may buy the Paragon powers, which provide third and fourth upgrade to those power. If a character without Artisan or Craft buys a Paragon power, it does nothing until they have also purchased Artisan or Craft and its Upgrade.

Note: For game balance, players are not allowed to buy Artisan twice.

Name		Effect
Artisan	S	You gain the title of "Journeyman" in your chosen Art or Skill.
	E!	You earn 30 lunari by practicing your trade.
<i>Upgrade</i>	S	You gain the title "Master". Instead of 30 lunari, you earn 60.
Name		Effect
Paragon Artisan	S	If you are already a Master in an Art or Skill, you gain the title "Grand Master". Instead of 60 lunari, you earn 90.
<i>Upgrade</i>	S	If you are already a Grand Master in an Art or Skill, you gain the title "Exalted". Instead of 90 lunari, you earn 120.
Name		Name
Craft	S	You gain the title of "Journeyman" in your chosen Craft. You learn all patterns in your craft marked (JM). You are Guild Certified.
	E!	Gain 30 Built Points in your chosen Craft.
<i>Upgrade</i>	S	You gain the title of "Master" in your chosen Craft. You learn all remaining patterns listed for your craft. Your Build Points increase to 50 per Event.
Name		Effect
Paragon Crafter	S	If you are already a Master in a Craft, you gain the title "Grand Master". Your Build Points increase to 70 per Event.
<i>Upgrade</i>	S	If you are already a Grand Master in a Craft, you gain the title "Exalted". Your Build Points increase to 90 per Event. If you are an Artificer, you may choose a Capstone - an additional experimental pattern slot that represents the pinnacle of your skill.

ALCHEMY

Alchemy is as much an art as a science. Practitioners of this power are curious people, constantly seeking to experiment with their solvents, powders, and strange ingredients.

Journeyman	Oil – 1, Glass Vial – 2, Shark Tooth - 2, Chunk of Coral – 2, Maiden’s Blush – 3, Centipede Bile – 5, Sun Blossom – 5			BP
Tonic		A medicinal remedy that can have a variety of effects, but generally simulates a non-magical medicine such as an analgesic (painkiller), anesthetic, anti-inflammatory, laxative, stimulant, or sedative.		5
Narcotic		A non-magical drug taken recreationally, with a variety of effects.		5
Alchemist’s Solvent		Touch / Packet	5 Acid. (<i>Elite – 12</i>) Dissolve a small non-magical item. (<i>Elite – medium</i>) Reduce the Security rating of a non-magical lock by 1. (<i>Elite – by 2</i>)	5
Makeup		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)		7
Curative Potion		Touch	Heal 10. (<i>Elite – Heal 25, Cleanse Stun</i>)	10
Alchemist’s Fire		Packet	Blast 10 Fire. (<i>Elite – 25 Fire</i>)	15

Master	Desert Lily – 5, Large Gem – 5, Lionblood Bloom – 5, Paralyzing Venom – 10			BP
Infusion of Living Iron		Touch	T* Gain 1 Armor Resist each Encounter this Thread . (<i>Elite – 2 Armor Resists</i>)	15
Adder’s Bite (Poison)		Swing / Projectile	Substitute Stun 30. (<i>Elite – Stun 60</i>)	20
Elixir of Prowess		Touch	Grants an additional use of a single Difficult sub-power . Limit 1 consumed per Encounter .	20
Lily’s Kiss (Poison)		Swing / Projectile	Substitute Sleep 60. (<i>Elite – 2 minutes</i>)	20
Potion Bandolier		E	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: <ul style="list-style-type: none"> • 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.) 	25

Grand Master	Essence of Magic - 10			BP
Experimental 	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.			30+

- This recipe requires: Essence of Magic

ARTIFICING

To have one of their characters become an Artificer, a player must win a [Kismet Auction](#). Individual items constructed with Artificing are called artifacts.

Warning: Artificing is a non-traditional crafting tree. It requires a solid understanding of the genre and mechanics that is difficult to obtain without being an experienced player.

Artificers must choose a specialty area, such as:

- Augmentations – repairing, or modifying items other than weapons created by other Crafts
- Body Modification – creating, repairing, or modifying of the functioning of the body
- Constructs - creating, repairing, or modifying autonomous agents (**Not PC Constructs**)
- Engines – creating, operation, and repair of devices that harness power
- Siege Weapons – creating, operation, and repair of engines of war
- Vehicles creating, operation, and repair of self-propelled vehicles
- Weapons – creating, repairing, or modifying weapons and ammunition



Once they have chosen a specialty area, an Organizer will work with the Artificer to create a custom craft tree. The requirements, Build Point costs, and effects of each pattern must be determined at this time, although they can be adjusted as normal once in play. Artificers cannot have more than 5 active patterns. Once a Season, they may propose to forget a pattern in order to learn another. If approved, this costs 1 Progression. This may be paid in Kismet as per the normal rules for Bonus Progression.




Once they become Exalted, Artificers may choose a Capstone - an additional experimental pattern slot that represents the pinnacle of their skill.

Outside of their area of specialty, artificers can sometimes evaluate an artifact's general qualities or design but can rarely go further.

Components	(Each level includes the previous ones)
Journeyman	Brass Bolt - 1, Brass Gear - 2, Brass Spring - 4
Master	Centipede Bile - 5, Desert Lily - 5, Infusion of Living Iron - 8
Grand Master	Elemental Core (any) - 10, Essence of Magic - 10, Elixir of Prowess - 10

CALLIGRAPHY

Scrolls of Power and Manuals of Health must be phys-repped.

Journeyman		Vial of Ink (any) – 1, Glass Vial – 2, Moa Feathers – 2, Gem Dust Ink – 5	BP
Maintain		An inactive book, glyph, or manual functions as normal again.	2
Book of Poetry		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)	7
Manual of Health ‡	S	The reader receives 3 Max HP while the manual remains on their person. (Elite – 6 Max HP)	15
Book		When creating a Book that does not yet exist, choose a title (must be approved by an Organizer) and choose a single language, Knowledge subject, or Sure power granted by Armor/Combat Training that you possess.	20
	S	Gain (the chosen language, Knowledge, or power).	
Scroll of Power		Select a single power or weapon. Add 2 or Add 5 (Healing only) for this Encounter . A character may only read a Scroll of Power once per Day. (Elite – Add 4 or Add 5 (Healing only) and decrease Wait time by 10 seconds)	20
Master		Ivory Figurine – 8, Black Pearl – 10, Essence of Magic - 10	BP
Stored Ritual Scroll ‡		As a participant in a successful Ritual (including all costs paid), you may store the Ritual (using “ N during casting – 1”) instead of using it immediately. Later, you may activate the Ritual on the scroll by reading it - participants are chosen from people currently present. If the stored N is greater than the current N , the remainder are bonus participants for Buying In . A scroll can contain only one Ritual. You are limited to 1 of any specific Ritual stored (carried or not). The following Rituals may not be stored: Delve, Resurrection, Zone of Simplicity, any custom Ritual.	30
Ritual Scroll ⚡		You create a scroll of 1 non-custom Ritual you know. By consuming this, another character can learn this Ritual.	40
Seal of Power ‡ ⚡		Choose a non-Final Exhausting power (if it has sub-powers , choose one). The FIRST TIME each Day you activate the power, also (choose one when the seal is made):	50
	R	<ul style="list-style-type: none"> Gain or grant (depending on who it targets) +5 Max HP for the Day Add 5 damage to the power (must do damage) Increase power’s duration by 50% (must have duration) Increase Healing by 10 OR Gain +10 Temp HP (must Heal or give Temp HP) Gain or grant 1 more use (must have multiple uses of a sub-power) Add +1 (must Add) 	
Grand Master		Elemental Core (Any) - 10	BP
Experimental ⚡		The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.	30+

‡ - This recipe requires: Gem Dust Ink

⚡ - This recipe requires: Essence of Magic

CLOTHING

Clothing that produces special effects can be created by skilled crafters. These clothes must be custom fitted to customers, requiring a measuring session. To gain the benefits of any set of clothes below, they must be fitted correctly (made with custom Measurements). If needed, the Alter pattern allows a set of clothes made for another person to be fitted to another.

You can only benefit from one Tunic, Robe, and Vest per Event.








Journeyman	Leather Square – 1, Vial of Ink (any) – 1, Ring (any) – 2, Bracelet (any) – 3, Necklace (any) – 3, Measurements - 5		BP
Maintain	An inactive set of clothing or clothing enchantment functions as normal again.		2
Measurements		You measure a specific customer, recording the result and creating a Consumable that can be used to produce tailored clothing.	5
Fine Clothes ‡	You produce a bespoke set of fine clothing. These clothes can be used as a base for Master and Grand Master clothing patterns, and they are also sought after by Courtesans and nobles of the Sultan's Court .		10
Alter ‡	You alter a set of clothing made for one person to fit a different person.		10
Work Tunic ‡	S	Choose a specific pattern in a specific Craft. This pattern's BP cost is reduced by 2 (minimum 1).	20
	Or		
	S	A specific Artisan power pays 10 more lunari per Event.	
Master	Gemmed Belt Buckle – 3, Silver Cloak Clasp – 3, Gem Dust Ink – 5, Fine Clothes – 10, Essence of Magic - 10		BP
Ritualist Robes ‡⚡	S	Choose a specific Ritual when created. While wearing these robes, you may lead the chosen Ritual with a bonus participant .	30
Vest of Power ‡⚡	Choose a specific Difficult power (if it has sub-powers , choose one).		40
	R	<p>The FIRST TIME each Encounter you activate the power, also (choose one when the vest is made):</p> <ul style="list-style-type: none"> Gain 5 Temp HP (can be applied to any difficult) Add 2 damage (must do damage) Add 5 to a Heal (must Heal) Add 10 seconds of duration (must have duration) Gain 1 more use (must have multiple uses of a sub-power) Add 1 target (must have multiple targets) 	
Grand Master	Elemental Core (Any) - 10		BP
Experimental ‡⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.		30+






‡ - This recipe requires: Measurements


⚡ - This recipe requires: Essence of Magic

COOKING

You cannot eat or drink for another person, so all items in this craft are [Self](#) in application. Practitioners of this craft may call themselves Cooks, Chefs, or anything similar. While every nation is different and every region has its own cuisine, the food commonly found in the Jeweled Cities is illustrated below.

Journeyman	Oil – 1, Glass Vial – 2, Egg (any) – 3, Soldier’s Ration – 5, Tea - 5			BP
Soldier’s Ration		T*	Gain +3 Temporary HP each Encounter. (Elite – +6 Temporary HP)	5
Hearty Stew		S	+3 Max HP for the Day. (Elite – Gain +6 Max HP)	10
Very Strong Tea			Self, Heal to Full (RP, out of combat) or Self, Cleanse (usable in combat).	15
Couscous		T*	Gain 1 Armor Resist each Encounter. (Elite – 2)	20
Fine Wine		T*	Gain 1 Resist Status Effect each Encounter. (Elite – 2)	20
Roast Lamb		T*	Gain 1 Feat of Strength each Encounter. (Elite – 2)	20
Silk Pudding		T*	Gain 1 Dodge each Encounter (Elite – 2)	20

Master	Sun Blossom – 5, Alchemist’s Fire – 8, Black Pearl – 10, Elemental Core (any) - 10			BP
Secret Sauce			Perform your next Ritual with 2 bonus participants .	20
Chocolate		S	For this Day, any power that grants you additional Max HP grants you 1 more Max HP.	25
Ice Pepper		T	Add 1 damage, Add 2 healing. (once per Day max) (Elite – Add 2 damage, Add 4 healing)	30
Lentil Soup			Gain 20 BP. (You may only consume one per Event)	30
Sampler Platter		E	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: <ul style="list-style-type: none"> • 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.) 	30

Grand Master	Essence of Magic - 10			BP
Experimental 			The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.	30+

 - This recipe requires: **Essence of Magic**

COURTESAN

While sexuality is included in this Craft, most Courtesans do not engage in sexual activity with their Connections. Instead, they might be excellent conversationalists, graceful dancers, stylish trendsetters, insightful therapists, or give expert massages. Courtesan powers automatically fail against targets that cannot consent - intoxicated characters, non-sentient characters, or minors (whether in-character or out-of-character). NPCs who use this power will do so to create plot points, rather than to burden PCs arbitrarily. Some characters may (for a variety of reasons) be immune to Courtesan powers.

When you purchase this Craft, choose one of the following styles: **Aesthetic** (fashion / beauty / design – opposed by Sensual), **Intellectual** (teaching / poetry / therapy – opposed by Aesthetic), or **Sensual** (dance / massage / music – opposed by Intellectual).

Your maximum number of Connections: **Journeyman** (3), **Master** (5), **Grand Master** (7), **Exalted** (8).




Patterns with * require you to choose at least one **Available** Connection and either **Spend** (free, you lose the Connection) or **Maintain** (15 BP, they become **Unavailable** and may not be chosen again this Event). At the start of each Event, Connections become **Available**.


Journeyman	Incense Sticks – 1, Moa Feathers – 2, Wooden Mask – 2, Jeweled Comb – 3, Maiden’s Blush – 3, Gemmed Belt Buckle - 3, Desert Lily – 5, Lionblood Bloom – 5	BP
Establish Connection	<p>To Establish a Connection, your target must:</p> <ul style="list-style-type: none"> • have Rank (that does not exceed your Rank by 3 or more). • be in the same room as you when you use this pattern. • have had at least a brief conversation with you this Day. <p>For each level of Rank they have, the cost is 5 BP if their style matches yours, 15 BP if it opposes yours, and 10 BP otherwise. <i>Example: PC (Rank 2, Aesthetic) vs NPC (Rank 3, Sensual): a Connection would cost 45 BP.</i></p> <p>New Connections are Unavailable when made. You will receive a Connection card with the NPCs name, Rank, and Organization.</p>	5 - 75
Request a Favor *	Choose a Connection to Spend or Maintain. You receive a Favor of their Rank (or Rank 3, whichever is lower) from their Organization . If their Organization is not listed in this rulebook, use “Crowd”. You may not receive another Favor from this Organization this Day. Alternately, with Narrator approval, you may ask the Connection for an appropriate RP-flavored Favor.	0 - 15
Personal Training *	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.	0 - 15
Perform	Give a performance of any sort for up to 5 other allies. Divide the BP spent between them, such that no character receives more than 5. Each ally increases their Max HP for the Day by the number of BP they received.	1 - 25

Master	Perfume Bottle – 5, Sun Blossom – 5, Black Pearl – 10, Fine Clothes – 10	BP
Private Note	Write a Note of at least once sentence and seal it before giving it to another ally. They may unseal the Note and read it to Heal to their Max HP. This consumes the Note and has a Cast Time of 5 seconds. A character may not benefit from more than one Private Note per Day.	30
Call in the Debts *	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.	Varies

DROVING

When you first buy this Craft, you must select a single large animal. When you select the animal, an Organizer will select a value for (body). Organizers reserve the right to reject overpowered or comical animals. Examples: Bird (1), Canine (2), Moa (3), Camel (4), Horse (5), Giant Animal (6), Karkadann (7), Elephant (8). For every 3 Body a non-[Consumable](#) animal has (rounding up), it requires one dot of [Maintenance](#). A drover may use a Juvenile Animal other than their normal one by paying 10 BP extra.

Journeyman	Oil – 1, Soldier’s Ration – 3, Juvenile Animal – (Body) * 5		BP
Maintain	An inactive animal functions as normal again. Food can reduce the BP cost to 0.		2
Perfume		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)	7
Juvenile Animal	This animal possesses no inherent qualities, but is a component for other recipes, where it is listed as JA. This does not require Maintenance .		(body) * 5
Hunting Animal		T When used receive the Tracker power from the Universal tree for one Thread . (Elite – Master Tracker)	10
Pack Animal †	S	Carries + (body) ENC worth of items. (Elite – Body x 2)	(body) * 10
Rescue Animal		When used, it drags its owner to safety. Reduce the cost of Fair Escape to ½ Influence. (Elite – reduces it to ¼ Influence)	15

Master	Infusion of Living Iron – 8, Elixir of Prowess – 10		BP
Guard Animal †	S	Gain + (body) Max HP. (Elite – Double + Max HP)	(body) * 20
War Animal †	E	Call “Stampede! All Enemies (Body x 2) Normal”. (Elite – Body x 4)	(body) * 20
Show Animal		This animal is exceedingly fancy. Re-roll any single die or to reduce the number of pulls in an RP Dungeon by 1. (Consumable)	25

Grand Master	Essence of Magic - 10		BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.		30+

† - This recipe requires: Juvenile Animal

⚡ - This recipe requires: Essence of Magic

JEWELRYSMITHING

Reliable Rings, Difficult Bracelets, Thread Broaches, and Exhausting Amulets are created by PCs – they are not sold by Quartermasters. They may be used once, after which they need to be [Recharged](#). Rechargeable items do not need to be [Maintained](#). Recharging may not happen during a [Thread](#). If a power has multiple [sub-powers](#), choose ONLY one when imbuing an item. The jewelrsmith must have the power being imbued on their sheet. Powers placed in Jewelry are always the base version of powers, never Upgrades. Using a power stored in a piece of jewelry does not trigger items such as Vest of Power ([Clothier](#)) or Seal of Power ([Calligraphy](#)). A character can only use or benefit from one Belt, Ring, Bracelet, Broach, Amulet, and Earring Set per Day.

These powers cannot be placed in Jewelry: Lineage powers, weapon powers, powers granted by items, any power that allows you to become Invisible and move, Killing Shot ([Archery](#)), Resourcefulness ([Augmentation](#)), Razor Veil ([Blade Dancing](#)), Channel Element ([Elementalism](#)), Invoke Deity & Invocation ([Holy Light](#)), Mass Confusion ([Phasing](#)), Wormhole ([Phasing](#)), Blade of Righteous Death ([Righteousness](#)), Invocation of Sanctuary ([Sanctity](#)), Push your Limits ([Teamwork](#)) and any other power that could [Refresh](#) an Exhausting power, Salamander's Fire ([Terrain Mastery](#)), Rank ([Universal](#)), Vicious Strikes ([Warcraft](#)), and Killing Blow ([Warcraft](#)). Unique powers require Organizer approval to be placed in Jewelry.

Journeyman	Brass Bolt – 1, Brass Gear – 2, Ring (any) – 2, Necklace or Bracelet (any) – 3		BP
Maintain	An inactive piece of jewelry functions as normal again.		2
Amulet of Health	S	Gain +3 Max HP while wearing it. <i>(Elite – Gain +6 Max HP)</i>	10
Reliable Ring *	This ring is imbued with a single use of a Reliable power. <i>(Elite – Usable twice before Recharge)</i>		15
Difficult Bracelet *	This bracelet is imbued with a single use of a Difficult power. <i>(Elite – Usable twice before Recharge)</i>		20
Recharge	Recharging an expended Ring, Bracelet, Amulet, or set of Earrings costs ½ the BP it would cost to create, rounding up.		Varies

Master	Buckle or Earring (any) – 3, Brass Spring – 4, Large Gem – 5, Alchemist's Fire - 8		BP
Threaded Broach *	The broach is imbued with a single use of a Thread power. (You cannot use the power again the same Thread, even if you recharge the Broach.) <i>(Elite – Usable twice before Recharge)</i>		25
Exhausting Amulet *	This amulet is imbued with a single use of an Exhausting power. (You cannot use the power again the same Day, even if you recharge the Amulet.) <i>(Elite – Usable twice before Recharge)</i>		30
Belt of Imbued Power	Select a Power Tree when this item is created.		30
	S	Powers and effects in (Tree) Add 1 . This never stacks with weapons Of Quality . This item counts as Gear Piece . <i>(Elite – Additionally, once per Day, Add 3 instead for one Thread)</i>	

Grand Master	Essence of Magic - 10		BP
Experimental Earrings ⚡	Effects vary greatly. These earrings may not duplicate any other Jewelry. These count as Experimental patterns .		30+

* - Once Expended, this piece of jewelry must be Recharged before it functions again.

⚡ - This recipe requires: Essence of Magic

RUNECRAFTING

Runecrafting involves the engraving of precise patterns into objects, followed by charging these with power. While this craft originated in the frozen land of Northreach, its arrival in the Jeweled Cities has seen it adopted by crafters of all nations.

A rune holds a reservoir of energy that provides a small benefit. Additionally, the rune can be expended to produce a larger effect. Once expended, the rune is drained, and it must be Recharged to be used again. Recharging an expended rune costs ½ the BP it would cost to create, rounding up. A given item can only have one rune inscribed on it.

Journeyman	Vial of Ink (any) – 1, Shark Tooth – 2, Curative Potion – 5, Large Gem – 5, Black Pearl – 10		BP
Maintain	An inactive rune functions as normal again.		2
Rune of Health *	S	Engrave an item that already provides a bonus to Max HP: it now provides an additional +2 Max HP.	10
	E	Expend the rune: Heal 15.	
Rune of Draining *	S	Engrave a weapon or wand: Heal 5 every time you reduce an opponent to 0 or fewer HP.	15
	E	Expend the rune: Heal 15.	
Rune of Power *	D	Engrave a weapon/wand: Add 5 to one attack.	20
	E	Expend the rune: Convert your next attack to Bypass (max 10 damage).	

Master	Gem Dust Ink – 5, Lionblood Bloom – 5, Ichor of Undeath – 5, Paralyzing Venom - 10		BP
Rune of Efficiency *	S	Engrave a piece of jewelry, wand, or clothing: Choose a single Craft or Artisan power. When you receive BP or lunari for the Event in that Craft or Artisan Power, gain +5 BP or +10 lunari.	30
	E	Expend the rune: You may ignore the limits on using components to reduce BP for one crafted item you make OR you may allow a Crafter other than you to ignore one required component for a crafted item.	
Rune of Haste *	S	Engrave a piece of jewelry, armor, or clothing: Choose a single power Tree. For every 5 seconds of Cast Time or Wait Time, reduce those times by 1 second.	30
	E	Expend the rune: All times in the chosen tree are halved (minimum 2 seconds).	
Rune of Wariness * ‡	D	Engrave a piece of jewelry, shield, or belt: Gain 5 Temporary HP .	50
	E	Expend the rune: Gain an additional use of single Difficult sub-power .	

Grand Master	Elemental Core (Any) - 10		BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.		30+

* - Once Expended, this rune must be Recharged before it functions again.




‡ - This recipe requires: Gem Dust Ink

⚡ - This recipe requires: Essence of Magic

SMITHING

Smith's ability to learn [Enchanting Rituals](#) from any Path makes them highly valued.

Each modification made with Smithing counts as a crafted item for [Maintenance](#). As an example, a "Chained" + "Fiery" + Long Blade + "of Quality" will require [Maintenance](#) three times.

Journeyman	(Creature) Part – 0, Bar stock – 1, Leather Square – 1, Fine Whetstone – 2, Alchemist's Solvent – 3, Large Gem – 5		BP
Maintain	An inactive weapon, shield, armor, or enchantment functions as normal again.		2
Normal Item	Create a single weapon, brace of throwing weapons, shield or buckler. These items require no Maintenance .		10
Chained	D	Resist a Disarm on this weapon. <i>(Elite – Reliable: Immune Disarm on this weapon)</i>	10
Puzzle		Courtesan Only: The BP cost to Maintain a Connection is lowered to 0 for the next Connection Maintained.	10
Lockpick		Decreases the Security Rating of one object by 2 for this Encounter. <i>(Elite – by 4)</i>	15
Bane Weapon	Chose a specific creature type when making this pattern.		20
	S	Add 1 with this weapon when fighting (creature). <i>(Elite – Add +2 instead)</i>	
Lock		When applied to an object, permanently increases its Security rating by 1 (stacks with itself up to Security Rating 10).	20
Quality	S	This weapon's base damage increases by 1. A weapon whose damage is 1 higher than normal is "of Quality", whether the item card specifically says this or not. This bonus never stacks with Belt of Imbued Power . <i>(Elite – Additionally, once per Day, Add 3 instead for one Thread)</i>	25

Master	Gem Dust Ink – 5, Alchemist's Fire – 8, Paralyzing Venom – 10, Elemental Core (any) - 10		BP
(Element) Weapon	S	Convert (element). <i>(Elite - Difficult: Burst 10 (element))</i>	35
	This recipe requires: (Element) Elemental Core		
Stunning	E	Substitute Stun 30. <i>(Elite – Stun 60 seconds)</i>	30
Versatile Enchanter ‡	Select a single Enchanting Ritual. You receive an item card for "Versatile Enchanter: (Name of the Ritual)". You may spend 10 BP to perform an Enchanting Ritual from such a card without it counting as your daily Ritual. You are treated as being on the appropriate Path for the Enchanting Ritual, but it does not count as a Ritual you know for other purposes.		40

Grand Master	Essence of Magic - 10		BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.		30+

‡ - This recipe requires: Gem Dust Ink

⚡ - This recipe requires: Essence of Magic

TATTOOING

Tattooing is the art of imbuing inked designs into the skin. While it can be used to create mundane art, magically imbued tattoos are very popular for their general utility. For many cultures, receiving a tattoo is a traditional way to mark important transitions in life. Faithful to various deities often have holy symbols incorporated into their tattoos.

Journeyman	Vial of Ink (any) – 1, Chunk of Coral – 2, Moa Feathers – 2, Gem Dust Ink – 5		BP
Maintain	An inactive tattoo functions as normal again.		2
Tattoo	A non-magical tattoo grants no powers, but requires no Maintenance .		5
Ox Tattoo	S	Gain +2 Max HP. (Elite – Gain +4 Max HP)	10
Mountain Tattoo	E	Heal 10, Touch . (Elite – Heal 20, Touch)	15
Monkey Tattoo †	S	While this tattoo is active, you may purchase and use the Upgrade to a single power for only 50 Kismet. No character may benefit from more than one Monkey tattoo.	20

Master	Ichor of Undeath – 5, Sun Blossom – 5, Tea – 5, Infusion of Living Iron – 8, Paralyzing Venom – 10		BP
Tiger Tattoo	E	Your intense demeanor inclines people to assisting you. When you call in a Favor , your Favor operates as if you were one Rank higher.	25
	E	Call Fear 20 seconds, MP&C . (Elite – Fear 60 seconds)	
Dragon Tattoo	E	Add 1 All, Self . (Elite – Add 2 All)	30
	E	Call Burst 7 (element). Choose the element when the tattoo is created. (Elite – This power becomes <i>Difficult</i>)	
Boar Tattoo	S	While this tattoo is active, you may treat Mind Blades, Claws, and Force Bucklers as if they were normal weapons or shields for the purposes of Enchantments and crafted upgrades.	40
Marque Tattoo	S	Courtesan Only: Your maximum number of Connections is increased by 1. Additionally, whenever you Maintain a Connection, gain a small gem. This counts as an Experimental Back Tattoo.	50

Grand Master	Essence of Magic - 10		BP
Experimental Back Tattoo ⚡	These elaborate tattoos cover the entire back and feature a theme unique to each person. They grant a unique power, based on the theme and the character's role. These tattoos count as Experimental patterns .		30+

† - This recipe requires: Gem Dust Ink

⚡ - This recipe requires: Essence of Magic

WANDMAKING

Wands are small items made from various components that either provide a small magical effect or enhance a user's powers while held. **To use a wand, you must have it in your hand, and the only other things you may hold in that hand are packets.** While not holding the wand, its effects cease. Each wand must have a separate phys rep, just list weapons or shields.

Any wand that refers to 'X charges' means 'use the ability X times per [Encounter](#)'.

Journeyman	Vial of Ink (any) – 1, Bar Stock – 1, Brass Bolt – 1, Leather Square – 1, Brass Gear – 2, Ring (any) – 2, Gem Dust Ink – 5			BP	
Maintain	An inactive wand functions as normal again.			2	
Wand of Shared Inspiration	R	You may spend Build Points to store them in this wand (max 30).			15
	E	You may remove stored Build Points (at a rate of 2 for 1) to gain Build Points in a craft of your choice. You may only benefit from one Wand of Shared Inspiration per Day.			
Wand of Focused Power	S	You have a Spell Pool of 2, which you may store in this wand. If you already have a Spell Pool , it increases by 2. (Elite – 4 instead of 2) You may store the power below in your Spell Pool .			30
	R	Call 4 Normal.	Packet	Cast 5	
Wand of Wound Closing ‡	D	Heal 5, P&C. 1 charge. (Elite – Heal 10, Cleanse Stun)			30
Fused Wand	S	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 .			30

Master	Brass Spring – 4, Centipede Bile – 5, Large Gem – 5, Ivory Figurine – 8, Elixir of Prowess - 10			BP	
Wand of Bellowing Smoke	D	Gain 1 Dodge . 2 charges. (Elite – 4 charges)			40
Wand of Careful Accuracy	D	Any Packet power may be delivered as a Melee Point and Click by completing a 5 second Casting Count in addition to the normal Cast Time (if any) for the power. 2 charges. (Elite – 5 charges)			40
Wand of Deadly Sparks ‡	D	3 Bypass, Packet . 5 charges. (Elite – 4 Bypass, Packet . 10 charges.)			50
Wand of Savage Strikes	R	While using this wand and wielding a single weapon, Add 2 weapons.			50

Grand Master	Essence of Magic - 10			BP
Experimental ⚡	The effects of Experimental patterns vary greatly. May not be used to duplicate the effects of any existing pattern.			30+

‡ - This recipe requires: Gem Dust Ink x 2

⚡ - This recipe requires: Essence of Magic

AIR SUPERIORITY – SPECIAL AVAILABILITY

This power tree is only available to PCs who complete the training offered by the Fighting Eel Drakes of the Prinyan Air Decade. This training is available to any PC who has been played at an Event at least 3 times. The character receiving this training becomes unavailable for 3 continuous Events, during which they do not receive their normal production or BGAs. Their player must then NPC or play a special APC during this time – they cannot simply play another PC of theirs. Talk to an Organizer if interested!

Name	Effect	
Airship Basics	S	This power is free for PCs who complete Airship Training. Sub-powers are active once they have spent at least X Progression in this tree, where X is the number shown.
	1	Gain a free Knowledge power. Your choice must be Airship-related.
	2	You know how to fly and operate an airship.
	3	You have been loaned an individual airship from the Fighting Eel Drake squadron, which is available for you on your BGAs only. Your airship can reach the Jeweled Cities, Prinya, an'Dwapeh, or Kaewan.
	4	Your airship's range expands to Desannora and the Hinterlands.
	5	You can reach any part of Za'nea with your airship.
6	You can also include up to 2 passengers.	
Name	Effect	
Airlift (Final)	D	<ul style="list-style-type: none"> Guardian / Healer: P&C, target other ally goes OOG 30 seconds. They are moved (at a walk) to stand behind you, then they Heal 5. Aggressor / Savant: Go OOG for 20 seconds. You may not cancel this early. Add 5 to your next attack.
<i>Upgrade</i>	S	Personal Harness: While on an Airship, you may call Immune to any power that would remove you from it against your will.
Name	Effect	
Airstrike (Final)	T!	<ul style="list-style-type: none"> Guardian: Take 10 Bypass. P&C, up to 3 targets, Bypass Pull. You may immediately follow this up by calling Frozen Foot 20 seconds against the same targets. Healer: Take 10 Bypass. Call "All Allies Cleanse!" Aggressor: You are Bypass Frozen Foot 5 seconds. For that duration, you may call Blast 10 Fire by Packet, Wait 1 second. Savant: Take 5 Bypass. Call "All Enemies Stun 10 seconds!"
<i>Upgrade</i>	E	Wingman: Gain 1 use of any of the versions of Airstrike not available to you.
Name	Effect	
Airdrop (Final)	E	<ul style="list-style-type: none"> Guardian: Gain an additional use of a Difficult sub-power. Call "All Allies Gain 1 Armor Resist!" Healer: Gain an additional use of a Difficult sub-power. Call "All Allies Heal 5!" Aggressor: Gain an additional use of a Difficult sub-power. Call "All Enemies 5 Bypass!" Savant: Gain 1 use of the Resourcefulness power in Augmentation.
<i>Upgrade</i>	E	Delivery: RP, Summon any single Elite Consumable normally available to players from the Core Book. You may instead choose to summon any single mundane item up to ENC 10. Items summoned this way expire at the end of the Thread. Animals from Droving may not be summoned using this power.

ARCHERY – ALL AGGRESSORS AND ROGUE

Because of the effort required to master this power tree, a practitioner of Archery must give up their ability to buy powers from their unique power tree, as noted in the table below:

Master of Arms (Master of the Bow)	Evoker (Arcane Archer)	Dervish (Whirlwind)	Scout (Eagle Eye)	Mindblade (Mindbow)	Rogue (Assassin)
- Resilience - Warcraft - Archery	- Augmentation - Destruction - Archery	- Warcraft - Destruction - Archery	- Hexing - Warcraft - Archery	- Avoidance - Hexing - Archery	- Avoidance - Warcraft - Archery

Archery requires constant practice, and most practitioners spend a lot of time training to ensure their arrows or bolts will find their intended mark in combat.

Name	Effect	
Accuracy	S	Add 3 Projectile weapons.
<i>Upgrade</i>	D	You may call your current Projectile weapon damage as a Point and Click against a single target if you miss or they Dodge a Projectile attack

Name	Effect	Time	
Hail of Arrows	D	You may call double your current Projectile weapon as a Blast . (Wait Time applies to the other sub-power .)	Wait 30
	D	You may call double your current Projectile weapon as a Blast . (Wait Time applies to the other sub-power .)	Wait 30
<i>Upgrade</i>	R	When using Hail of Arrows, instead of calling double your current Projectile weapon as a Blast , you may Convert Bypass .	

Name	Effect	Delivery
Killing Shot (Final)	E	Substitute Death ⁵⁰ Bypass . Projectile
<i>Upgrade</i>	E	Substitute Death ⁵⁰ Bypass . Projectile



AUGMENTATION – EVOKER, ILLUSIONIST, SOULTENDER

Augmentation uses the caster’s personal talents to produce a wide variety of effects. For Evokers, the power is Torment. Illusionists use the magic of deception. Soultenders draw on soul energy. No matter what the source, the effects seem real enough, often confusing enemies and bolstering allies in equal measure.

Name		Effect	Delivery
Confusion	D	Gain a Reflect .	
<i>Upgrade</i>	R	Whenever you Dodge , Phase , or Reflect , you may call Weakness 10 seconds.	MP&C
Name		Effect	Delivery
Persistence	D	Chosen other ally gains and additional use of a Difficult sub-power .	Touch
<i>Upgrade</i>	E	Choose up to three Consumable items that could be made into Elite preparations. For the duration of the Day, they function as Elite for you only.	
Name		Effect	
Resourcefulness (Final)	E	Choose one of the following effects: <ul style="list-style-type: none"> • Substitute Death25 Bypass, Swing/Projectile • Touch, chosen other ally Heals to Half their Max HP • Self, Gain 20 Temporary HP • Self, Out of Game for up to 1 minute • Reduce the number of pulls in an RP Dungeon by 2 	
<i>Upgrade</i>	E	Chosen other ally receives one use of any single effect produced by Resourcefulness, which must be selected when you use this power. This effect may be applied by Touch any time your ally is present.	



AVOIDANCE – ADEPT, CHIRURGEON, MINDBLADE, ROGUE

Avoidance focuses on making you as hard to damage as possible. The basic techniques in this tree involve intense physical training, and the advanced powers border on the outright supernatural. Masters of Avoidance are often reluctant to discuss the exact source of their powers.

Name	Effect	
Blur of the Eye	D	Go <u>Out of Game</u> for up to 30 seconds.
<i>Upgrade</i>	D	<u>Resist</u> a <u>Status Effect</u> .
Name	Effect	
Missed Me	D	Gain 5 <u>Temporary HP</u> and one <u>Dodge</u> .
<i>Upgrade</i>	D	Gain a <u>Phase</u> .
Name	Effect	
Smoke and Mirrors	E	Gain two uses of <u>Phase</u> .
	E	Gain two uses of <u>Reflect</u> against Melee attacks.
<i>Upgrade</i>	E	You <u>Resist</u> all non- <u>Bypass Bursts</u> and <u>Blasts</u> . This effect lasts the remainder of the <u>Thread</u> and may be activated reflexively.

BLADE DANCING – MINDBLADE

Mindblades have trained extensively in order to focus psychic energy into manifesting weapons. They weave between opponents, dodging blows as they enter a furious state of battle. Their focus is so precise with their weapons that they can even block many ranged attacks.

Name	Effect	
Manifest Weapon	R	You create 1 or 2 identical one-handed melee weapons or 1 two-handed melee weapon. These are called Mind Blades, even if in some other shape. You may summon new ones with a <u>Wait</u> Time of 10 seconds. Mind Blades <u>Convert</u> Spirit.
	S	Your Mind Blades can block non- <u>Bypass Packets</u> (Call <u>Resist</u>) and are <u>Immune</u> to <u>Disarm</u> .
<i>Upgrade</i>	S	Your Mind Blades are <u>of Quality</u> .
	D	Gain an <u>Armor Resist</u> or <u>Add</u> 1 Mind Blades.
Name	Effect	
Flow of Power	R	Whenever you <u>Dodge</u> , <u>Phase</u> , or <u>Reflect</u> , <u>Add</u> 1 with your Mind Blades for the <u>Encounter</u> . You cannot receive more than <u>Add</u> 3 from Flow of Power.
<i>Upgrade</i>	R	Whenever you use Flow of Power, you may <u>Heal</u> 5.
Name	Effect	
Razor Veil (Final)	E	You strike all opponents in a whirl of small psychic blades. Call "All Enemies 15 <u>Bypass</u> ".
<i>Upgrade</i>	E	Call "Razor's Edge!". <u>Add</u> 2 All for the Encounter.

BODY CONTROL – ADEPT

Adepts have mastered the secret ways of shaping their own body into both weapon and shield. While not all Adepts train with others, many belong to a monastery, dojo, or fighter's circle.

Name	Effect	
Iron Skin	S	You receive two uses of the Armor Training power in the Universal tree for free. You must use makeup or another phys-rep on your skin to receive this benefit.
<i>Upgrade</i>	S	Every time you hit a multiple of +15 Max HP over your starting HP, you receive an additional Armor Resist each Encounter.
Name	Effect	
Training	D	Gain 2 Feats of Strength .
	D	Gain 2 Dodges .
	D	Resist a Status Effect .
<i>Upgrade</i>	R	Whenever you Dodge , Phase , or Reflect , you may call Stun 10 seconds as a Melee Point and Click.
Name	Effect	
Anticipation	E	Resist an attack. Gain an additional use of a Difficult sub-power .
	E	Resist an attack. Gain an additional use of a Difficult sub-power .
<i>Upgrade</i>	R	Whenever you use Anticipation, Heal 10 and gain 1 Phase .

BRILLIANT ARMOR – BATTLEMAGE, SHAPESHIFTER

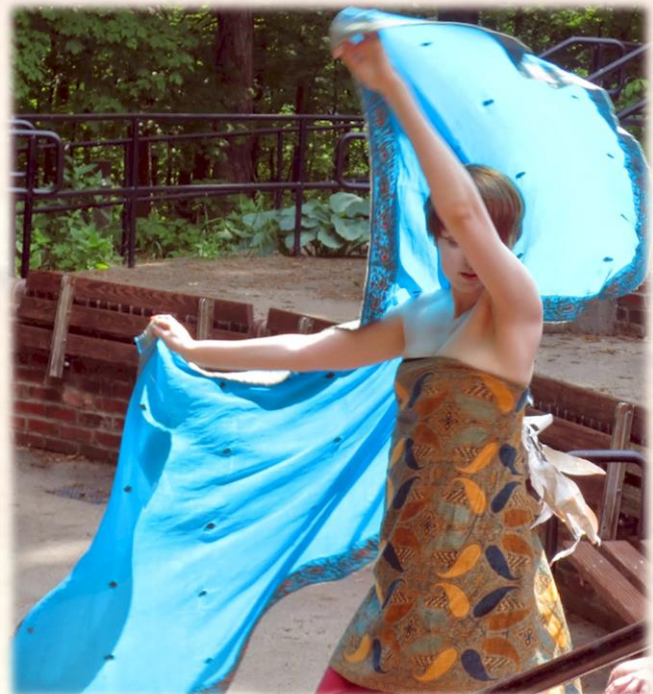
Brilliant Armor protects the user with shimmering fields of magical energy. When these are in place, the very air around the user seems charged with protective force.

Name	Effect	
Force Buckler	S	Gain a normal-sized buckler made of magical force. This buckler can block non- Bypass Packets (Call Resist) and is Immune to Disarm .
<i>Upgrade</i>	S	Gain +5 Max HP.
Name	Effect	
Force Field	D	Gain 10 Temporary HP .
<i>Upgrade</i>	D	Resist a Status Effect .
Name	Effect	
Shield Surge	E	Gain 20 Temporary HP .
	E	Gain 20 Temporary HP .
<i>Upgrade</i>	E	Call "All Allies gain 2 Armor Resists !". Alternately, you may call "Mass Shield!" (explain this to your allies beforehand so they understand what this does).

CHARM – ILLUSIONIST

Charm is a highly specialized magic that relies on the emotions of living beings. Those who master this power can reach out and instill feelings and perceptions inside the minds of others, as well as tuning their own minds to protect themselves against certain attacks.

Name		Effect	Time	Delivery
Instill	R	Call Slow 10 seconds.	Cast 5	MP&C
	R	Heal 5. (This power cannot target you)	Wait 30	Touch
Upgrade	E	Gain Immune to a Status Effect of your choice for this Day.		
Name		Effect		
Invisibility	D	While taking no actions except for speaking or moving, you become invisible. Put a hand or weapon over your head. This effect ends after 60 seconds, but you may end it earlier.		
Upgrade	S	Fair Escape costs you ½ Influence. You may still only invoke Fair Escape once per Day.		
Name		Effect		Delivery
Command the Mind (Final)	E	Call Dominate 60 seconds or Bypass Dominate 30 seconds.		Point and Click
Upgrade	D	Change your appearance to that of a generic member (of any gender) of a humanoid lineage of your approximate size. This is an illusion and does not alter your actual body. You may not imitate a specific person or being.		



COMMAND - TACTICIAN

Command is not a power granted to the common foot soldier. Most Tacticians attended elite academies since an early age, or have noble blood, leading them naturally into a position of power. Commanders must be hard of heart, but good commanders carefully guard the resource of their allies' trust.

You are responsible for explaining the details of all powers that affect allies before combat begins.

Lines must be in Melee range of each other and facing the same direction. You must be in the center with a person on either side of you (not in front and behind). A line is "broken" any time these requirements are not met. If you notice this happen, you should call "Line Broken!"

Name	Effect	
Formation Training	S	You may use kite shields (or shields of a similar size). In Encounters where you do, your damage with weapons is reduced to 3 (instead of 4).
	S	While in a line, you and any allies in melee range of you are Immune to Bursts that inflict non- Bypass damage or effects.
<i>Upgrade</i>	S	Gain +5 Max HP when using a shield.
	S	Other allies fighting in a line with you Add 2 to all damage calls.
Name	Effect	Delivery
Rally	You may call a Hold and place up to 5 target allies anywhere within 30 feet of you. A target may choose to refuse your orders.	P&C
<i>Upgrade</i>	E!	Choose a phrase. This Event, any ally within line of sight of you may yell the chosen phrase once per Day to Heal 15. It must be approved by an Organizer.
Name	Effect	
Advanced Tactics	E	When a Narrator announces an Encounter modifier other than Water, you may call "Tactics, Cancel" to negate it. If the Encounter modifier is Stealth, instead, you gain 3 uses of the following power: " P&C - target ally may go OOG for 10 seconds to move from one patch of shadow to another".
<i>Upgrade</i>	S	While in a line with you, your allies are Immune to non- Bypass Dominate , Fear , Sleep , or Taunt effects. This is removed from any target that leaves the line.



CONTROL – BATTLEMAGE

This is the power that is perhaps most feared on the battlefield – the hallmark of the powerful mages who wade into battle with impunity, trusting to their powerful defensive magics even as they unleash terror upon their adversaries. Used properly, a squad of battlemages breaks the opponents’ will to fight.

Battlemages are not invincible, however. The formation training provided by experienced Tacticians can often negate the powerful Bursts produced by Control.

All powers in this tree that use Bursts may instead be delivered as two Melee Point and Clicks.

Name		Effect	Time
Wave of Emotion	R	Call Burst Taunt 2 attacks. You may choose to deliver this effect as a Point and Click by removing the word Burst .	Wait 20
<i>Upgrade</i>	D	Call Burst Stun 10 seconds.	
	D	Call Burst Stun 10 seconds.	
Name		Effect	
Blast Wave	D	Call Burst Knockback or Burst Pull .	
	D	Call Burst Knockback or Burst Pull .	
<i>Upgrade</i>	D	Call Burst Slow 30 seconds.	
Name		Effect	
Aura of Power (Final)	E	Call Burst Fear 45 seconds or Burst Frozen Foot 45 seconds.	
<i>Upgrade</i>	E	Call Burst 15 Spirit.	



DESTRUCTION – EVOKER, DERVISH, SHAMAN

Destruction is raw magical power, channeled into bolts and lances that leave only devastation in their wake. Those who specialize in this power are naturally drawn to conflict, passing over slower protective magics in favor of the best defense – a strong offense.

Some powers in this tree grant the ability “X type”. This means that anywhere in this tree where (type) appears, you may [Substitute](#) one X you have been granted for (type). Force Bolt make use of the [Spell Pool](#) mechanic, and some other powers increase the amount of your [Spell Pool](#).

Name		Effect	Time	Delivery
Force Bolt	R	Call 5 (type) or 3 Bypass (double the Cast time).	Cast 5	Packet
	S	Gain Normal type. Your Spell Pool for Force Bolt is 3.		
Upgrade	D	The cast time on your first two Force Bolts is reduced to 0. Additionally, these Force Bolts are Blasts instead of Packets .		
	D	Gain 2 uses of Knockback .		MP&C
Name		Effect		Delivery
Unerring	D	Call 9 (type).		Point and Click
	S	Increase your Spell Pool for Force Bolt by 1.		
	S	Gain Air type and Water type.		
Upgrade	D	Call 9 (type).		Point and Click
	S	Increase your Spell Pool for Force Bolt by 1.		
	S	Gain Earth type and Fire type.		
Name		Effect		Delivery
Meteor Swarm (Final)	E	Call “Meteor Swarm, Hold!” Throw up to 4 Packets simultaneously and Call Blast 25 Bypass .		Packet
Upgrade (Final)	E	Call “Meteor Swarm, Hold!” Throw up to 4 Packets simultaneously and Call Blast 25 Bypass .		Packet



DIVINE PROTECTION – OATHBOUND

Oathbound receive their name because all, regardless of their patron, have sworn a sacred Oath to protect those given into their charge. Powers in this tree are gained through prayer to your chosen deity. You are responsible for explaining the details of all powers that affect allies before combat begins.

Name		Effect	Time	Delivery
Oath of Protection	R	Substitute Taunt 2 attacks.	Wait 10	Swing
	T*	Chosen other ally receives a Mark of Protection and gains +10 Temporary HP each Encounter .		
Upgrade	D	Gain 1 use of Heal 20, Point and Click. This power must target the ally under your Mark of Protection.		
	D	As a Point and Click, Call 10 Spirit, then Taunt 3 attacks against a target currently attacking the ally under your Mark of Protection.		
Name		Effect		
Armor of Faith	D	Gain 1 Armor Resist .		
	D	Gain 10 Temporary HP .		
	S	You may use kite shields or any shield of a similar size. If you use a shield in an Encounter , instead of all of your damage being reduced to 4 with weapons, all of your damage with weapons is reduced to 3 for that Encounter .		
Upgrade	D	You place a Universal Resist on your shield, which negates the first non- Bypass attack that hits the shield that would otherwise ignore the shield.		
Name		Effect		
Grace of the Gods	S	Gain the appropriate Invocation power in the Holy Light tree.		
Upgrade	E	The first time this Day you would be reduced to 0 HP or fewer, Heal to your Max HP.		



ELEMENTALISM - SHAMAN

Others may use the elements in their magic, but you alone are their master. Attuning yourself to them grants you ultimate control over your surroundings – all is made of the elements, after all. Anyone who possesses any power from this tree may detect imbalances in the elements, dowse for water, or similarly use their innate connection to nature, at an [Organizer's](#) discretion.

Name	Effect			
Elemental Connection	T	Select one of: Air, Earth, Fire, Water. Add 1 Convert (selected element) with weapons and Packets for this Thread .		
<i>Upgrade</i>	R	While using Elemental Connection, Minimize and Add 1 (selected element).		
Name	Effect		Time	Delivery
Elemental Focus	T!	Select one of: Air, Earth, Fire, Water and receive the benefits for this Thread :		
		Air	T*	Gain 2 Dodges each Encounter .
		Earth	T	Gain Immune to Status Effects , except for Clumsy and Slow .
		Fire	T	Add 1 to Fire Damage.
		Water	T*	Gain 4 uses of Touch Heal 5 each Encounter .
<i>Upgrade</i>	S	Gain the Benefits and Drawbacks of the Healer Role . Your Cast Time with Force Bolt doubles. (At the start of a Thread, you may choose not to use this entire Upgrade)		
	R	Heal 10.	Wait 30	Touch
	R	When selecting Water for Elemental Focus or Channel Element, your Heals in this power tree Add 10 .		
Name	Effect			
Channel Element	E	Select one of: Air, Earth, Fire, Water. <ul style="list-style-type: none"> • Air: The Cast Time for your Force Bolts becomes 1 second for the next minute. • Earth: Gain 40 Temporary HP. • Fire: Gain 4 uses of Point and Click 10 Fire. • Water: Gain 6 uses of Touch Heal 10. 		
<i>Upgrade</i>	E	Select one of: Air, Earth, Fire, Water. <ul style="list-style-type: none"> • Air: The Cast Time for your Force Bolts becomes 1 second for the next minute. • Earth: Gain 40 Temporary HP. • Fire: Gain 4 uses of Point and Click 10 Fire. • Water: Gain 6 uses of Touch Heal 10. 		



ENERVATION – ADEPT, CHIRURGEON, SHAPESHIFTER, TACTICIAN

Enervation represents extensive training in how to defend those around you. By studying the body, you learn to disable others. Enervation is not magic, just an amazing knowledge of the body's weak points.

Name		Effect	Time	Delivery
Taunting Strike	R	Substitute <u>Taunt</u> 2 attacks.	<u>Wait</u> 10	Swing
	D	Substitute <u>Weakness</u> 20 seconds.		Swing
<i>Upgrade</i>	D	Change the Delivery of Taunting Strike to <u>Burst</u> three times.		
Name		Effect		
Nerve Strike	D	Substitute <u>Frozen Foot</u> 45 seconds <u>Bypass</u> . You may not use this power against Multi-monsters.		
<i>Upgrade</i>	D	<u>Heal</u> 5 and call <u>Stun</u> 15 as a <u>MP&C</u> .		
Name		Effect		Delivery
Sudden Strike (Final)	E	Substitute <u>Disarm</u> 1 minute or <u>Sleep Encounter</u> .		Swing
<i>Upgrade</i>	E	When you would drop to 0 HP or below, call "Recovery!" to <u>Heal</u> to ½ Max HP.		

EVOCATION – EVOKER

Evocation is the study and use of a power known as Torment, which is the magical energy drawn from conflict. As conflict occurs in the world, it produces the raw essence of Torment. Like any other magical force, this power can be harnessed and bent to other purposes with practice.

Name		Effect		
Torment Pulse	D	When an opponent within 30 feet is reduced to 0 or fewer HP, <u>Add</u> 2 Force Bolt.		
<i>Upgrade</i>	R	When an opponent within 30 feet is reduced to 0 or fewer HP, <u>Heal</u> 5.		
Name		Effect		
Torment Lash	D	Call <u>Fear</u> 30 seconds against 2 different targets as a <u>Melee Point and Click</u> , or Call 5 <u>Bypass</u> against 4 different targets as a <u>Point and Click</u> .		
<i>Upgrade</i>	D	Call <u>Heal</u> 15. This healing is often uncomfortable to recipients.		<u>Touch</u>
	D	Call <u>Heal</u> 15. This healing is often uncomfortable to recipients.		<u>Touch</u>
Name		Effect		
Torment Infusion	E	Call "Torment Infusion!" The Cast Time for your Force Bolts becomes 1 second this <u>Encounter</u> .		
	E	Gain two additional uses of Unerring from <u>Destruction</u> this Encounter.		
<i>Upgrade</i>	E	Call "Torment Sustains Us!". Take 10 <u>Bypass</u> . All Allies <u>Heal</u> 10.		
	E	Call "Torment Sustains Us!". Take 10 <u>Bypass</u> . All Allies <u>Heal</u> 10.		

FATEWEAVING – MENDER

The gift of foretelling is always one that comes with a cost. Scholars debate whether Menders truly see what must happen, according to Fate, or if their observation fixes the limitless future into a single shape. Menders see all of Fate as an interconnected web or tapestry, whose strings can be manipulated. Anyone who possesses any power from this tree may tell fortunes with an RP-appropriate method of divination. This method should be consistent with your character.

Name	Effect		Time	Delivery	
Tangle Fate	R	Call 5 Spirit.	Cast 5	Packet	
	R	When you hit with a packet from this power, you may immediately call Frozen Foot 10 seconds against the same target.	Wait 20	P&C	
Upgrade	S	You are skilled at manipulating the web of Fate and have found ways to entangle yourself with important groups of people. When you buy the Rank or Social Butterfly powers, you also receive Rank 1 with a different Organization. If you are already at your Max Rank , you may instead receive one Rumors power. This effect is retroactive if you already have these powers.			
Name	Effect		Delivery		
Tug Fate's Strings	T!	Choose one, based on the Role of your target (may not be you):		Touch	
		Healer	T		Adds 2 to Healing powers.
		Guardian	T*		Gains 2 Armor Resists each Encounter .
		Aggressor or Savant	T*	Gains 2 Dodges each Encounter .	
Upgrade	E	You are proficient with scrying the Web of Fate, either through runes, cards, or some other method. You may write down on a question on a note and hand it to an Organizer. They will give you a vague vision to answer that question.			
Name	Effect				
Warnings in the Web	E	(If you use this power out of combat, your Narrator will provide you with suggestions based on their understanding of the next Encounter.) Select a Status Effect . Up to 5 allies become Immune to it this Encounter.			
	R	When using Tug Fate's Strings, the target also gains 2 Resists against Status Effects each Encounter in the Thread.			
Upgrade	R	When you call in a Favor , your Favor operates as if you were one Rank higher.			
	D	Gain 1 Phase .			



FIELD MEDICINE – CHIRURGEON

The study of Field Medicine began when alchemists and herbalists were first recruited into military units and bands of fighters. While it still embraces many of these roots, the discipline has focused itself on rapid, battlefield treatments. Those who use these powers possess no inherent magical talent – they have simply spent years learning the intricate details of setting bones, concocting strong stimulants, and brewing drugs to take away pain. Anyone who possesses any power from this tree may perform any reasonable feat of medieval medicine, at an [Organizer's](#) discretion.

Name		Effect	Time	Delivery
Bandaging	R	Heal 10.	Wait 30	Touch
	R	Stabilize .	Wait 30	Touch
	R	Target Heals to their Max HP. This power may not be used during combat.	RP	Touch
Upgrade	S	Gain the Benefits and Drawbacks of the Guardian Role . This increases your Max HP cap but does not remove other Healer Drawbacks. Increase your Wait Time with Bandaging by 15. (At the start of a Thread , you may choose not to use this specific sub-power)		
	S	Gain +8 Max HP.		
	D	Gain 1 Feat of Strength .		
Name		Effect	Time	Delivery
Stimulant	D	Cleanse target other ally. (The Wait Time applies to the other sub-power .)	Wait 30	Touch
	D	Cleanse target other ally. (The Wait Time applies to the other sub-power .)	Wait 30	Touch
Upgrade	R	When using Stimulant, your target is Immune to the Cleansed Status Effect this Encounter. (It's best to explain this power to Allies before combat)		
Name		Effect		Delivery
Emergency Treatment	E	Target Heals to Full. You may not target yourself.		Touch
	E	Target Heals to Full. You may not target yourself.		Touch
Upgrade	E	A dead target is revived at 1 HP. This power is not usable if the target has been dead more than 12 hours. This power may not be Refreshed .		Touch



HEALING – ANIMIST, CLERIC, MENDER

Those who wield this power have been granted the power to literally knit broken flesh and bones together, calling upon the fire of the soul to restore the body.

Name		Effect	Time	Delivery
Soothing Touch	R	Heal 10.	Wait 30	Touch
	R	Stabilize .	Wait 30	Touch
	R	Target Heals to their Max HP. This power may not be used during combat.	RP	Touch
<i>Upgrade</i>	S	Add 5 to your Heals with Soothing Touch. Double the effect of any items that Add to your Heals from this power tree.		
Name		Effect		
Healing Surge	D	Call Allies Burst Heal 10. (Reminder: this also heals you.)		
	D	Call Allies Burst Heal 10. (Reminder: this also heals you.)		
<i>Upgrade</i>	S	Double all Heals from Healing Surge.		
Name		Effect		
Word of Healing	E	Call All Allies Heal 20. (Reminder: this also heals you.)		
<i>Upgrade</i>	R	When using Word of Healing, instead of 20, your allies Heal to Full.		

HEXING – ANIMIST, ETHEREALIST, ILLUSIONIST, MINDBLADE, SCOUT

Those who wield this power leave their opponents shaking in terror, asleep, unable to move or see, or too weak to lift their weapons. Hexing often turns the tide of a battle.

Name		Effect	Delivery
Affliction	D	Call Fear 30 seconds.	Packet or MP&C
	D	Call Frozen Foot 30 seconds.	Packet or MP&C
<i>Upgrade</i>	D	Gain an additional use of each sub-power in Affliction.	
Name		Effect	Delivery
Pelting Stones	D	Gain 2 uses of Knockback .	Melee Point and Click
	D	Call Stun 10 seconds against 2 targets.	Point and Click
<i>Upgrade</i>	D	Gain an additional use of each sub-power in Pelting Stones.	
Name		Effect	
Root	E	Call All Enemies Frozen Foot 30 seconds.	
<i>Upgrade</i>	R	When using Root, double the duration of the Frozen Foot .	

HOLY LIGHT – CLERIC

Clerics are the ultimate servants of their deities. In their holy name, they take to the world, ministering to the faithful as well as protecting their allies. They tend to share most of the core values of their faith, and rarely shy away from battle with those of opposing ethos.

Clerics may also purchase the Invocation power listed on the next page for their Deity – this is considered an additional power in the Holy Light tree.

Name		Effect	Time	Delivery
Searing Light	R	Call 6 Spirit.	Cast 5	Packet
<i>Upgrade</i>	D	Call Cleanse .		Melee Point & Click
	E!	Perform a small ceremony honoring your deity with up to 3 target other allies. Each of them gains 6 Focus for this Event, which may not take them over cap.		
Name		Effect		Delivery
Turn	D	Select up to three targets and call 5 Spirit.		Point and Click
	D	Gain 3 uses of Knockback .		Melee Point & Click
<i>Upgrade</i>	R	When you use Invocation (see next page), double the effects or gain a second use of the power (not both). These always double: The Brothers, Nivone, Gorgath, Noctus, Sulith. These always get a second use: Gloriel, Auran, Kora, Lyla, Suhl'Sekh, The Twins. These can do either: Avahlei, Laurela, Maenir, Thul.		
Name		Effect		Delivery
Invoke Deity (Final)	E	Call 30 Bypass .		Melee Point & Click
<i>Upgrade</i>	E	A dead target is revived at 1 HP. This power is not usable if the target has been dead more than 12 hours. This power may not be Refreshed .		Touch



INVOCATIONS

The powers listed under Invocation are designed to bring the flavor of the various deities into game. Players on Path of Faith are encouraged to wear the holy symbol of their deity (See: <http://kisharlarp.org/setting.html>) in addition to performing small ceremonies whenever appropriate.

Whether from spending a Progression, using Connections, or using a Favor, you may never have the power for more than one deity. This power may never be used by someone directly opposed to the deity granting the Invocation.

Name		Effect
The Brothers	D	Call "The Brothers grant me strength!" to gain 2 Feats of Strength.
Gloriel	D	You may call " Resist , Gloriel frees me!" against a Status Effect .
Nivone	R	When you Heal a player at 0 or fewer HP, you may call "Nivone's family unbroken!" to grant them 1 Armor Resist .
Auran (Final)	E	Call "20 Burst Bypass . Auran purges corruption!"
Avahlei	D	Touch , Call " Heal 10. Avahlei mends you!"
Kora	E!	Call "Kora's inspiration!" to produce an item card for Lentil Soup .
Laurela	D	Call "Laurela's shadow shelters me!" to go Out of Game for 20 seconds.
Lyla	E	Call "Lyla's luck bless me!" to play the Foreign Coins game . Additionally, when you play this game, you may choose "even" or "odd" instead of a specific number and matches are worth 15 lunari.
Noctus	E!	Touch an Ally other than yourself and call "Blood of Noctus!". If they are not a Dragonkin , they gain all Dragonkin lineage powers for this Event. If they are a Dragonkin , they Add 1 with their claws and Add 5 with their breath for this Event.
Maenir	T	Touch an Ally other than yourself and call "Maenir's might upon you!" to grant them Add 1 All this Thread .
Suhl'Sekh	E!	Call "Suhl'Sekh give me knowledge" to gain a single non-restricted Knowledge or common Language power for this Event.
Thul	T	Touch an Ally other than yourself and call "Thul's law protects you!" to grant them +5 Max HP for this Thread . If they are also wearing armor, they gain an additional +3 Max HP.
Gorgath	R	When you reduce an enemy to 0 or fewer HP, you may call "Gorgath devours you!" to Heal 10, Self .
Sulith	R	When you or an Ally under your direct control reduce an enemy to 0 or fewer HP, you may call "Sulith's power is supreme!" to gain another use of a Difficult sub-power .
The Twins (Final)	E	You may call "The Twins entice you!" to call Dominate 30 seconds as a Point and Click.

PHASING – ETHEREALIST

The power of etherealists is unpredictable and poorly understood. Masters of Phasing have learned that light stabilizes matter, so shadows are the places where their power is easiest to realize. This tends to give etherealists a bit of a bad reputation, but there is nothing sinister about it... or so they reassure others. The Ethereal Plane is poorly understood at best, but etherealists are determined to master it.

Name		Effect	Time	Delivery
Ethereal Mastery	R	Call 5 Spirit.	Cast 5	Packet
	R	Out of Game to move in a straight line for up to 15 seconds.	Wait 30	Self
<i>Upgrade</i>	R	While using Ethereal Mastery, instead of going Out of Game for 15 seconds, you may Call Out of Game 10 seconds as a Melee Point and Click.		
	R	Gain a bonus participant when you participate in a Ritual.		
Name		Effect		
Wormhole	D	Gain 2 Phases .		
	D	You create two magical portals (their phys-reps should be buckler size) within line of sight of each other. Anyone person-sized stepping on a portal must slowly walk, Out of Game , to the other disk, where they reappear. Portals must be placed with player safety in mind and should not be thrown into moving combat. 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.		
<i>Upgrade</i>	R	When using a Phase granted by Wormhole, you may go Out of Game for up to 20 seconds.		
	E	You may participate in (but not lead) a Ritual not of your Path. This does not stack with the Upgrade to Ethereal Mastery.		
Name		Effect		Delivery
Mass Confusion	E	Call a Hold. Swap the places of any players present in any manner you choose. When play resumes, Call All Enemies Weakness 15 seconds. This may not be used to move enemies into the area of another power.		P&C
<i>Upgrade</i>	E	Call “All Allies Add 2 ”.		



RESILIENCE – MASTER OF ARMS, OATHBOUND, TACTICIAN

The training involved in mastering Resilience does not come easily. To learn to endure wounds that would drop a lesser combatant, one must be exposed to deprivation, pain, and the elements. Still, there is no denying the amazing abilities that come when this training succeeds. Anyone who possesses any power from this tree is more resistant to the effects of alcohol than most people.

Name	Effect	
Combat Mastery	S	Gain the Combat Training power in Universal , except that you gain ALL benefits.
<i>Upgrade</i>	S	Gain +5 Max HP if you are a Guardian.
	S	You treat normal weapons as if they were of Quality .
Name	Effect	
Great Strength	D	Gain 2 Feats of Strength .
	S	Gain an additional +5 Max HP while wearing any Tier of Armor.
<i>Upgrade</i>	D	Resist a Status Effect .
Name	Effect	
Resurgence	E	When you would drop to 0 HP or below, call "Resurgence!" to Heal to ½ Max HP.
<i>Upgrade</i>	R	When using Resurgence, gain Immune to Frozen Foot , Slow , Stun , and Weakness . Add 1 All for this Encounter if you are an Aggressor. Otherwise, gain 1 Armor Resist .



RIGHTEDOUSNESS – DERVISH

Righteousness comes only to those who call upon it. The small child who witnesses the murder of their parents, the merchant who watches thugs collect the protection money that would have saved a shop, and the angry fourth son of a noble house, who sees their talents ignored because they were born last – all of them call upon the gods to give them the power to make things as they should be. Sometimes, the gods answer. Even the dark powers hear the pleas of those who cannot tolerate godness in the world, although less often. A fiery passion fills Dervishes, and they unleash this upon their foes.

Name	Effect	
Spell Blade	S	You may store your Spell Pool in a held weapon and expend a Force Bolt from your Spell Pool to Substitute it for a Swing of any held weapon. The Force Bolt can be modified as normal (by items that increase Force Bolt's damage or the Aggressor power), but you do not apply modifiers to Melee attacks such as Precision (Warcraft) or having a weapon of Quality .
<i>Upgrade</i>	S	When you have a Force Bolt stored in your Spell Pool , you may expend it to Add the Force Bolt's normal damage and Convert its type for one swing of your weapon. Add the Aggressor benefit only once to the total call, not once to the Force Bolt and once to the weapon's damage. Do not apply any powers or items that raise the damage of your Force Bolt.
Name	Effect	Delivery
Holy Light	D Select up to 2 targets and call 4 Spirit.	MP&C
<i>Upgrade</i>	R While using Holy Light, call 9 Spirit instead of 4 Spirit.	
	D Resist a Status Effect .	
Name	Effect	
Blade of the Righteous (Final)	E	Call "Righteousness!". Your melee weapon attacks Substitute 5 Bypass . If you are reduced to 0 HP, this power ends.
<i>Upgrade</i>	S	Gain the appropriate Invocation power in the Holy Light tree.



SANCTITY - CHAPLAIN

Chaplains are those who have taken up the most difficult of charges – to go out into the world, personally invulnerable due to the pact they have made with their deity, to observe or deliver messages, and to raise neither hand nor weapon against those who oppose them.

Name	Effect		
Invocation of Sanctuary	S	Call Sanctuary against any non- Bypass damaging effect or Status Effect , negating it. Deliberately causing harm or a Status Effect to any creature or actively interposing yourself between allies and the attacks of an enemy immediately removes this effect for the Encounter . Using Knockback or Pull effects does not inherently remove this effect, unless the target is harmed or receives a Status Effect as a result of your actions.	
<i>Upgrade</i>	S	Gain +5 Max HP.	
	S	Your Wait powers in Teamwork and Shielding are reduced by 5 seconds.	
Name	Effect	Delivery	
Sacred Duty	D	Stabilize .	P&C
<i>Upgrade</i>	R	When you use Sacred Duty on an ally, they Heal 10.	
Name	Effect		
Strength of Faith	S	Gain the appropriate Invocation power in the Holy Light tree.	
<i>Upgrade</i>	E	By performing a small ceremony, you grant a blessing to a single target. They gain +10 Max HP for this day.	



SHAPESHIFTING – SHAPESHIFTER

Shapeshifters select an animal they honor. While in combat, their skin might appear to have feathers, fur, or scales (as appropriate). They might manifest fangs, tusks, or crests. They do not, however, actually turn into the animal. There are many ways in which one might become a shapeshifter, but most involve communing with nature, and pledging to understand the important of the cycles of the world.

Name		Effect	Delivery
Body of the Beast	S	Gain an Armor Resist each Encounter .	
	D	Gain 2 uses of a Knockback or Pull .	MP&C
Upgrade	D	Resist a Status Effect .	
Name		Effect	Delivery
Hunter's Aura	D	Gain three uses of Taunt 3 attacks.	P&C
	S	You may use one or two 30" claw boffers that inflict 3 Normal.	
Upgrade	D	Gain 10 Temporary HP .	
Name		Effect	
Apex Predator	E	Call "Apex Predator!" Heal to your Max HP. Gain 5 uses of a Point and Click Taunt 5 attacks. You may not target the same person more than once with these.	
Upgrade (Final)	E	Call "Body Spikes!" Any time you are struck by a melee attack, you may call 5 Bypass as a Melee Point and Click attack against your attacker.	

SHIELDING – CHAPLAIN, ETHEREALIST, MENDER, SOULTENDER

Whereas others specialize in defending themselves, a master of Shielding knows that it is often more valuable to extend this protection to others. Working your powers on them keeps them in the fight, and that keeps your enemies away from you, where you like them.

Name		Effect	Time	Delivery
Barrier	R	Target other ally receives 1 Armor Resist .	Wait 15	Touch
Upgrade	T*	Each Encounter , target other ally gains a Dodge .		Touch
	T*	Each Encounter , target other ally gains a Dodge .		Touch
Name		Effect		Delivery
Cleanse	D	Call Cleanse .		MP&C
Upgrade	R	When you use Cleanse, you may call Heal 15 against the same target.		
Name		Effect		
Mirror	E	Gain 2 Reflects or grant an ally 2 Reflects .		Touch
	E	Gain 2 Reflects or grant an ally 2 Reflects .		Touch
Upgrade	R	When you use Mirror, gain both effects.		

SOULTENDING – SOULTENDER

Soultending is the art of rekindling the internal fires of the soul. Soultenders have studied the way in which the soul is magically attached to the body, and are able to use this to repair wounds or to temporarily banish people from reality. Departed spirits can be given soul energy to speak with them. This art can be turned to dark ends – those who use soultending to capture souls and enslave them are generally known as Necromancers. They use their powers to create mindless creatures that follow their orders. All such creatures are [Immune](#) to [Fear](#), [Sleep](#), and [Taunt](#).

Name		Effect	Time	Delivery
Vital Humors	R	Call 5 Acid.	Cast 5	Packet
	R	Heal 10.	Wait 30	Touch
	R	Target Heals to their Max HP. This power may not be used during combat.	RP	Touch
Upgrade	S	Add 2 to your damage with Vital Humors.		
	S	Add 5 to healing with Vital Humors.		
Name		Effect		Delivery
Infuse Life	D	You use soul energy to temporarily banish your target. Call Out of Game 20 seconds.		MP&C
	D	Using its body as a conduit, you speak with a spirit and ask it 1 question. Willing spirits will answer freely, but unwilling spirits will only answer “Yes / No / Maybe”. This power does not function on the merely unconscious.	RP	Touch
Upgrade	D	You use soul energy to temporarily banish your target. Call Out of Game 20 seconds.		MP&C
	R	While using Infuse Life on a departed spirit, you may ask 2 additional questions.		
Name		Effect		
Dark Night of the Soul (Final)	E	Call Burst Fear 45 seconds. You may call this effect as two Point and Clicks instead of a Burst.		
Upgrade	E	Call Burst Out of Game 30 seconds. You may call this effect as two Point and Clicks instead of a Burst.		



SPIRIT LORE – ANIMIST

The world is full of natural spirits, and those who are true servants of nature and have pledged to heal are granted the power to call these spirits to do their bidding. The powers in this tree call upon non-sentient natural spirits that are drawn to area where living creatures are present. The animist appeals to the spirits of nature to come and be bound into their service.

Name		Effect	Time	Delivery
Spirit Strike	R	Call 6 Spirit.	Cast 5	Packet
<i>Upgrade</i>	S	You gain a Spell Pool of 3 for Spirit Strike only.		
Name		Effect		Delivery
Spirit's Blessing	T*	Target gains 1 Dodge and 1 use of " Out of Game , 10 seconds" each Encounter .		Touch
<i>Upgrade</i>	T*	Target gains 1 Phase each Encounter .		Touch
Name		Effect		Delivery
Spirit Dispatch	R	You may expend a use of Spirit Strike in your Spell Pool to Add 5 to any Healing call.		
<i>Upgrade</i>	E	A target other than you Heals to Full.		Touch

TEAMWORK – BATTLEMAGE, CHAPLAIN, CLERIC, DATHBOUND, SHAMAN

Battles are won or lost based on coordination. Commanders many be necessary to coordinate the efforts of warbands and armies, but even the individual soldier could stand to have a little help.

Name		Effect	Time	Delivery
Empower	R	Target other ally gains 5 Temporary HP .	Wait 10	Touch
<i>Upgrade</i>	T*	Your allies gain an Armor Resist each Encounter. If there are multiple instances of this power you may convert the Armor Resist into a Dodge (with 2 instances) or a Phase (with 3 instances). 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!		
Name		Effect		
I Recommend...	D	Choose one of: Air, Earth, Fire, or Water. Target other ally Adds 1 when using that element. Alternately, a target may increase healing from any single power by 2. You may place this effect on two targets.		
<i>Upgrade</i>	R	When using I Recommend..., each target also receives 10 Temporary HP .		
Name		Effect		Delivery
Push Your Limits	E	Another ally gains an additional use of a Difficult power (and all sub-powers) or Refreshes a single Exhausting sub-power .		Touch
<i>Upgrade</i>	E	Call All Allies Heal 20. (This also heals you.)		

TERRAIN MASTERY – SCOUT

Some Scouts concentrate on [Archery](#), but those who do not focus on it spend time attuning themselves to the land. Somewhere in the untamed regions of the world, they are awakened to the raw power of the wilderness, and return able to pass silently over the land and wielding explosive magic.

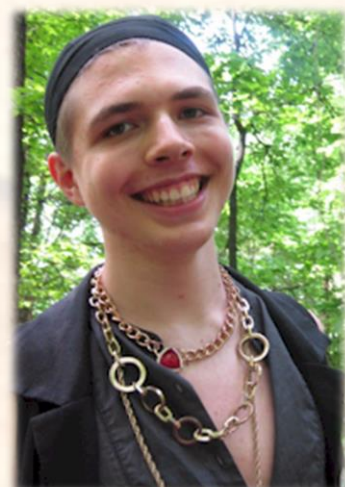
Name		Effect	Time	Delivery
Salamander's Fire	R	Call Blast 5 Fire.	Cast 10	Packet
	R	Call 5 Fire against 3 different targets.	Wait 30	P&C
<i>Upgrade (Final)</i>	E	Drop, toss, or roll a specially-marked object (must be throwing safe). During this Encounter , if you are within 30 feet of your object, you may call a Hold to have enemies within Blast range of your object take 25 Bypass . This power may not be combined with Mass Confusion from Phasing .		
Name				
Effect				
Talented Scout	S	You gain the Tracker power in the Universal tree.		
	S	You learn the Scout's Eyes ritual from Scriptures of Steel .		
	S	You may participate in Rituals as if you were on Path of Steel.		
<i>Upgrade</i>	S	You gain the Upgrade to the Tracker power in the Universal tree.		
	E	Go Out of Game for up to three minutes.		Self
Name				
Effect				
Balanced Training	S	Receive any single base power in the Archery or Weapon Mastery power trees. (That power should be placed here on your character sheet)		
<i>Upgrade</i>	S	Receive the Upgrade to the power above. (That Upgrade should be placed here on your character sheet)		



THIEVERY - ROGUE

Rogues are mostly found in cities, where the arts of stealth and larceny they master can be put to full effect. Aside from this, they often serve as outriders in military forces, where their skills can enable them to sneak into enemy encampments. Some Rogues specialize in catching other thieves at their work – they often call themselves Thief Catchers or Thief Takers.

Name	Effect		Time
Deft Fingers	R	Allows you to discover and render harmless any mundane traps on a single object or in a 1-foot radius.	RP
	D	You may negate the effects of a single non-magical trap on yourself only.	
	S	You receive the Lockpicking power in Universal and its Upgrade for free.	
Upgrade	D	You may pocket one small object as a Melee Point and Click	
	E!	You “find” some things that other people “lost”. Find a Quartermaster and roll a six-sided die. You receive (result – 1) x 10 lunari.	
Name	Effect		Delivery
Fast Talk, Fast Hands	D	Make a distracting statement of at least 5 words and call Stun 20 seconds.	MP&C
	D	Call Disarm 5 seconds.	MP&C
Upgrade	S	You receive a slight boost of luck in some games of chance (requires a Narrator). Once per RP Dungeon you may reduce the difficulty of a pull by 1.	
	E	You may sell an item to a Quartermaster for 3 times the normal Buy value or an extra 30 lunari, whichever is less.	
Name	Effect		Delivery
Flourish	E	Substitute Disarm 30 seconds.	Swing
	E	Substitute Disarm 30 seconds.	Swing
Upgrade	S	Add 2 to all Thrown Weapons or Daggers.	



WARCRAFT – DERVISH, MASTER OF ARMS, ROGUE, SCOUT

Warcraft takes years of constant practice to master. Those who wish to do so spend much of their time sparring, as letting your skills get rusty could be fatal.

Name		Effect	
Precision	S	Add 1 Melee weapons.	
<i>Upgrade</i>	R	Add 5 Melee weapons for a single strike. You must be standing behind your target, be able to see both of their shoulder blades, and strike them on the back to benefit from this power.	
Name		Effect	Delivery
Vicious Strikes	D	Substitute Stun 15 seconds.	Swing / Projectile
	D	Your next 3 weapon strikes Add 4 Convert Bypass .	
<i>Upgrade</i>	D	Gain an extra use of each sub-power granted by Vicious Strikes.	
Name		Effect	Delivery
Killing Blow (Final)	E	Substitute 50 Bypass .	Swing / Projectile
<i>Upgrade (Final)</i>	E	Substitute 50 Bypass .	Swing

WEAPON MASTERY – MASTER OF ARMS

A weapon master trains endlessly, rarely going a day without spending hours in the practice yard. Others can wield a weapon, but only this level of work will allow you to truly master it. This skill is in demand the world over, whether in an army or as a bodyguard.

Name		Effect	
Expertise	S	If a weapon's base type power is Exhausting , it becomes a Difficult power for you. If its base type power is Difficult , double any numbers in it. If its base type power is Sure , Add 1 with that weapon. Additional powers granted by non-crafted weapons are not affected.	
<i>Upgrade</i>	S	Add 1 weapons.	
Name		Effect	Delivery
Technique	D	You may Substitute Sleep 20 seconds or Stun 15 seconds.	Swing
	D	Call Burst (your current melee weapon damage + 2). Heal 5.	
<i>Upgrade</i>	D	Gain two additional uses of the Burst from Technique.	
Name		Effect	Delivery
Mastery	E	Substitute Disarm 30 seconds.	Swing
	E	Substitute Disarm 30 seconds.	Swing
<i>Upgrade</i>	S	Gain Immune to Disarm. Additionally, the first two Major Magic items you carry that are weapons do not count against your Major Magic item limit.	

UNIVERSAL - ALL CHARACTERS

GENERAL POWERS

These powers are here because any character can learn them, and they might appeal to many different sorts of characters.

Name	Effect		
Armor Training	S	The armor you wear is considered to be one Tier higher. (No armor at all is considered to be Tier 0.)	
<i>Upgrade</i>	S	Receive another level of Armor Training. You may buy this Upgrade 4 times.	
Name	Effect		
Combat Training	S	Enables use of two weapons (includes claw and weapon). Additionally, choose one of:	
	S	You may use a buckler.	OR You gain +5 Max HP.
<i>Upgrade</i>	S	Add 1 with weapons. This doesn't stack with any other non-weapon power that increases weapon damage.	
Name	Effect		
Curious	E!	You receive 2 Clues.	
	D	In exchange for a Clue, a Narrator can give you a hint about a specific thing or person at your current location. If the Narrator cannot give additional information, they will not accept your Clue. Suggested uses include questioning someone, searching a room, examining a crime scene, or evaluating an object for unusual properties. Clues cannot reveal information impossible to discover through insight and do not detect lies.	
	E	You may spend 2 Clues to reduce the number of pulls in an RP Dungeon by 1.	
<i>Upgrade</i>	E!	Gain 1 additional Clue.	
	R	When spending Clues to reduce the number of pulls in an RP Dungeon using Curious, reduce the number of pulls by 1 more.	
Name	Effect		
Lock-picking	S	Negate 1 level of Security rating on mundane locks. If you would gain this power more than once, it stacks.	
<i>Upgrade</i>	S	Receive another level of Lockpicking. You may buy this Upgrade more than once.	
Name	Effect		
Magic Talent	S	You gain 100 Kismet that can only be used to bind magic items. This Kismet does not return if you no longer possess the bounded item.	
<i>Upgrade</i>	S	The first Major Magic items you own doesn't count against your Major Magic item limit.	

KNOWLEDGE

Knowledge powers generally represent book knowledge. The topics, unless specific exceptions are granted, must be things known to other people and suitable for publication in a book. No matter the topic, the ‘size’ of the book doesn’t change, so the more specific the subject, the deeper the knowledge. For example, Knowledge (gangs) would give a bit of information on all gangs, but Knowledge (Black Skulls Gang) would give specifics about this gang such as their leader’s name and their territory. [Organizers](#) reserve the right to disallow this power if not enough book knowledge exists.

Name	Effect	
Knowledge	S	You are knowledgeable about three particular subjects.
	OR	
	S	You know about one subject, and you also take Rank 1* with an Organization.
Upgrade	S	Select either of the benefits of Knowledge. You may buy this Upgrade more than once.

* If you would get [Rank](#) 1 with an Organization and you already have [Rank](#) 1 with that Organization, you upgrade to [Rank](#) 2 instead.

For many players, the open-ended nature of the Knowledge power makes it difficult to choose good subjects. Some example choices are presented below:

Too General	General	Specific	Too Specific
Crafting	Alchemy	Alchemy Reagents	Centipede Bile
Liquids	Wine	Ruby City Wines	Ruby City Wine Corks
Creatures	Common Creatures	Sand Dragons	Licky-Lick (a specific pet Sand Dragon)
Abilities	Spycraft	Hiding Places	Standing Really Still
Paths	Magic	Rituals	Enchanting Rituals
Substances	Drugs	Recreation Drugs	Narcotics
Organizations	Military	Tactics	Pincer Maneuvers
Money	Commerce	Trade Routes	The Pearl Road

The examples marked as “Too General” are incredibly vague – since they are so broad, the character will know practically nothing about any specific thing.

The examples marked as “Too Specific” are so specific that there is nothing the Narrator is likely to be able to tell the player that isn’t already covered in this document or the Setting Guide. In fact, the Narrator may not know anything more about that topic at all!

The “General” examples are all valid Knowledges if your intent is to have a broad but somewhat useful topic.

The “Specific” examples will include much more detailed Knowledge since they are restricted to a particular area. Despite this, there’s enough in those areas that the Narrator is likely to be able to give information to the player.

LANGUAGES

All PCs speak the Jeweled Tongue unless their player decides they don't. This is usually discouraged, as it greatly hampers the character's ability to communicate with others. In general, additional languages are covered by two powers: Linguist and Rare Linguist. The languages in the Linguist list are Regional – they are spoken in specific regions of Za'nea. The languages in Rare Linguist include ancient languages, elemental languages, and extradimensional languages.

Name	Effect	
Linguist	S	<p>Choose any three languages from the list below.</p> <ul style="list-style-type: none"> • Crocuta – the language of the desert gnoll tribes • Dutsvolk – the common language of the Hinterlands • Ember – the language of Embra-Jaka • Envalisianno – the language of the Dessanoran Confederation • H'an'a – the language of anDwapeh • The Jeweled Tongue – the language of the Jeweled Cities and the international trading language (all PCs speak this, but it is included here for completeness) • Kaewani – the language of Kaewan • Ma'haran – the language of Maha'vira and X'a • Norvan – the common language of Northreach and Kjoldan • Papiahne – the common language of Corsairs • Prinyan – the language of Prinya
<i>Upgrade</i>	S	You learn another three languages. You may buy this upgrade more than once.
Name	Effect	
Rare Linguist	S	<p>Choose any two languages from the lists below.</p> <p>Extradimensional Languages:</p> <ul style="list-style-type: none"> • Cyrillian – the language of Cyrillia, a land on the other side of a strange portal <p>Ancient languages:</p> <ul style="list-style-type: none"> • Afrayen – the language of the Efreeti, ancient beings of Fire • Dushara – the language of the Dao, ancient beings of Earth • Eciton – this scent-based language can only be completely understood by characters with the Scent power. To speak it, you must be a Formian or spend 15 Build point in Alchemy (once) to create the necessary chemicals. Note: You may spend both of your language choices and 50 Kismet to ignore these requirements. • Kaldu – stone song, the language of the Great Below • Mandaeen – the extinct language of an unknown desert people • Oranti – the predecessor of most modern surface languages • Sah-mat – the language of the Djinn, ancient beings of Air • Yerudav – the language of the Marid, ancient beings of Water
<i>Upgrade</i>	S	You learn another two rare languages. You may buy this upgrade more than once.

MINOR POWERS

NOTE: The powers on this page are usually acquired by taking other powers in the system that grant these for free. PCs are generally advised against purchasing them directly, since they usually aren't "worth" a full Progression by themselves.

Name	Effect	
Rumors	S	You keep an ear out for what people are talking about in a given place (such as a District in a City). Usually Rumors will be given to you at the start of an Event, but sometimes an NPC may send them to you in game. Rumors are not guaranteed to be true.
Upgrade	S	Receive another level of Rumors. You may buy this Upgrade more than once.
Name	Effect	
Tracker	D	At the start of an Encounter, you may speak to a Narrator to receive information about the Encounter that would be obvious from tracks and the environment.
Upgrade	R	When you use Tracker, you receive more detailed information, including indicators of specific NPCs and warning about environmental hazards. You gain the title "Master Tracker".
Name	Effect	
Trap Finding	E	Allows you to discover (BUT NOT render harmless) any non-magical traps on a single object or in a 1-foot radius of your choice.
Upgrade	S	The base power becomes Difficult.



RANK

Rank represents having achieved a level with a specific Organization. Once you have this connection, you may call upon that Organization in the form of a Favor. Each Organization has specific things that its Favors can do, as listed for those Organizations that are public. Organizers are the final arbiters of what Favors may accomplish, but they are roughly equivalent to spending 1 Influence (Rank 2). Higher Ranks grant additional benefits. All Ranks come with titles, although PCs may choose not to advertise their titles. In setting, all titles are considered gender-neutral, but characters may use variations of them that are considered equivalent if needed. Players may always request a variation on a problematic title. Each Organization also imposes requirements or duties on PCs, and failing to abide by these may result in the inability to call upon Favors, or in extreme cases, the loss of Rank.

NOTE: It is not necessary for PCs to buy Rank 1 with an Organization to buy Rank 2. Any PC who achieves Rank 3 with an Organization becomes both a full-time member and an Advisory PC (APC). APCs will occasionally be given courses of action to take by Organizers and may be given story lines tied to their Organization. Any PC who achieves Rank 4 with an Organization leaves the Adventurer's Guild permanently. See the section on [Retiring Characters voluntarily](#).

PCs are limited to 6 total levels of Rank across all Organizations, and this includes Social Butterfly, which counts the same as Rank 1 (or Rank 2 with the Upgrade). Rank in the Adventurer's Guild does not count against this limit, and may be taken even if a PC already has 6 levels of Rank.

Name	Effect	
Rank	S	You receive Rank 2 in an Organization of your choice. Each time you buy this power you must choose a different Organization.
	E!	You request a Favor from a specific Organization with whom you hold Rank. (You get one use of this power per Organization)
Upgrade	S	You convert your Rank 2 into Rank 3 in the same Organization (APC).
Name	Effect	
Social Butterfly	E!	This power represents your character enjoying a positive reputation in society. At the start of an Event, choose a non-restricted Organization listed in this book that you do not currently have Rank with. For this Event, you are treated as having Rank 1 in that Organization, although you are not officially a member. This enables you to recruit Retainers and call upon a Favor once per Event. However, you do not gain the passive Benefits of the Organization, even if these would apply at your Rank. Instead of the usual Rank 1 title, you gain the title, "Friend of (Organization)".
	S	If you choose your Organization over email before an Event, you may receive Rumors at check-in. Otherwise, sometimes an NPC may send Rumors to you during game.
	Upgrade	S

RETAINERS

Occasionally, players may come across NPCs who wish to enter their service, be mentored by them, or otherwise be in a supporting role for a particular character. A Retainer is a friendly NPC who follows your character in some capacity. PCs may only have one Retainer. If they wish to acquire a new one, they must release any current one from their service first. Retainers may have names and may occasionally appear on screen to drop plot.

When you recruit a Retainer, you will receive an item card which states what benefits that Retainer grants. Retainers have specific allowed powers, as noted below. Retainers are paid wages for their services, and this payment varies based on the power level of their benefits. For each unit of 5 lunari in their wage, a Retainer's card will have one silver Maintenance dot. Paying your Retainer is considered part of your PC's normal Maintenance, and you must indicate if you do not wish to pay them. If you don't pay the Retainer, they are inactive for the next Event, and their benefits may not be used.

ALLOWED RETAINERS

The following powers are allowed for retainers:

Name		Effect	Wage
Artisan	E	This Retainer performs their Artisan skill for role-play purposes.	5
Gatherer	E!	You receive one random medium crafting component.	5
Attendant	S	Gain +5 Max HP or Armor Training (or its Upgrade).	10
Bodyguard	R	The next time you would invoke Fair Escape, this Retainer is killed instead of paying Influence.	10
Martial Artist	E	Gain one Dodge or Feat of Strength. or Gain two uses of Knockback or Pull.	10
Street-smart	S	Gain a general Knowledge, a language that's widely available, or a Rumors power.	10
Assistant	S	Gain 10 BP for this Event in a specific Craft.	15
Scholar	S	Gain a specific Knowledge or Ancient Language. BGAs you perform involving research will be more successful.	15
Charge	-	This Retainer represents a character who is unable to fend for themselves. You offer them your protection and assistance. By meeting their needs, your PC can show charity and kindness. If you pay for the Retainer for a full Season (6 games), they are able to establish themselves and you receive 1 Influence with the Temple.	5 – 15
Special	-	Special Retainers come from unusual sources like the Special Loot Drawing or the Night Market . They may have abilities far beyond what's illustrated here.	Varies

ORGANIZATIONS IN THE JEWELLED CITIES

ADVENTURER'S GUILD (RESTRICTED)

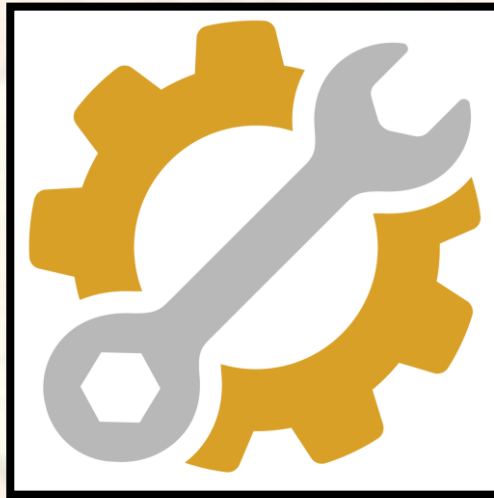


Somewhere between a mercenary company and an explorer's society, the Adventurer's Guild has grown enormously since first opening a few decades ago. All PCs belong to the Adventurer's Guild, but only some hold Rank with it. The Adventurer's Guild is headed by Guildmaster Rashad al-Wabi. It has several Chapterhouses, each headed by a Chaptermaster. Despite its original focus of "Service to the People", the Adventurer's Guild has also participated in numerous wars, including pivotal roles in the Kishari Civil War, the War of Flames, and the Nocturnal War. The Adventurer's Guild is the only mercenary company licensed to operate in the Diamond City, and the Guildmaster holds a seat in the Diamond Assembly.

PCs may not simply purchase Rank in this Organization. All PCs who acquire it become Advisory PCs (APCs) and may receive special duties. Since PCs cannot simply purchase Rank in this Organization, it does not count against the limit of 6 total Ranks.

Requirements	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.
Typical Favors	<ul style="list-style-type: none"> • Item loan: Pay 5 lunari, get +3 Max HP for the Event. • Ritual for hire: Pay 10 lunari, get a bonus participant for a Ritual of any Path. • Component gathering: Pay 15 lunari, get 10 Build Points.
Benefits	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.
APC Titles	<ul style="list-style-type: none"> • 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)
NPC Titles	Chaptermaster (4), Guildmaster (5)

ACADEMY OF INNOVATION



In contrast to the traditional Royal Academies, admission to the Academy of Innovation is based on merit and ability, rather than wealth or station, and students often receive scholarships to cover their living expenses while in attendance. Given the value and rarity of knowledge of Artificing – and that this is the only institution in the world which teaches it – admission to the Academy is very competitive. Primary schools across the Jeweled Cities, and even beyond, are now seeking to prepare students for this new field of study. The Academy of Innovation first opened in the Diamond City but now operates smaller facilities in the other Jeweled Cities.

PCs at Rank 1 or 2 are 'untenured' and are not permanent faculty of the Academy.

Requirements	You must respect scholars, especially those exploring new and controversial topics. You should seek out opportunities to learn. You must have Artificing or at least one Knowledge power that reflects your primary field of study. You may not willingly destroy new technology or blueprints.
Typical Favors	<ul style="list-style-type: none"> • Insight: You receive limited Knowledge about a machine or artefact. • Research Assistant: Gain (Rank x 5) Build Points. • Meet with a Colleague: A bonus participant for a Path of Magic Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • Choose an item and roll 1d6 with a Quartermaster. On a 5 or 6, it is an Elite Preparation for this Event, but only for you. • Once per Event, when you gain at least 5 Build Points by using an item (such as Lentil Soup or a Wand of Shared Inspiration), you gain an additional 5 Build Points.
PC Titles	Research Assistant (1), Assistant Professor / Field Researcher (2)
APC Titles	Professor / Research Director (3)
NPC Titles	Docent (4), Dean (5) – one per Jeweled City, Provost (6)

CRAFTER'S GUILD



This organization is a relative newcomer that was founded in the Diamond City in response to shortages of crafting supplies. Instead of being headed by a single individual, decisions are made by a council composed of 5 Circle Leaders. The Crafter's Guild generally advocates "fair wages for fair work", and negotiates collectively for supplies for its members, as well as suggesting prices for their products to make sure all members are competitive in the markets. Periodically, the Crafter's Guild puts bounties on large quantities of specific items to drive prices up and increase demand for their work. It is not unusual for members of this organization to work with the Merchant's Guild, especially when it comes to transporting goods to distant markets. Still, the relatively egalitarian nature of the Crafter's Guild and their support for labor rights can at times put them at odds with Merchants.

PCs at Rank 1 or 2 are not full members of the Crafter's Guild.

Requirements	You must have a Craft or Artisan power. You cannot cross picket lines or disrupt the efforts of organized labor. You will charge fair prices for your labor to other members of the guild.
Typical Favors	<ul style="list-style-type: none"> • Supplies: Gain one craftable item worth no more than (Rank x 5) BP that you could normally buy from the Adventurer's Guild. • Exchange board: You may use up to (Rank x 10) Build Points worth of components as if these were components to any recipe. • Provisioner: A bonus participant for a Path of Nature Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • Choose an item and roll 1d6 with a Quartermaster. On a 5 or 6, it is an Elite Preparation for this Event, but only for them. • Gain a single Knowledge related to your Craft or Artisan for free.
PC Titles	Apprentice (1), Crafter (2)
APC Titles	Senior Crafter (3)
NPC Titles	Circle Leader (4)

CROWD



This ‘Organization’ represents the collective will and ability of the common people in any given area, generally referred to as ‘citizens’. The average people on the street often know quite a lot about daily occurrences in their area – in fact, they may know more than the local Sentries or Jin Shi. PCs with Rank in the Crowd are generally seen as organizers or “people who know people” and the common people are more likely to speak to them or seek them out when they are having problems. This comes with an obligation to make sure this trust isn’t abused – characters who ignore the common people risk losing their Rank.

NPCs without Rank in the other Organizations may be more favorably disposed towards you, but some NPCs may take offense at your non-traditional base of support.

Requirements	You must listen to the problems of citizens and attempt to help them. When decisions are being made that affect the common people, you must use your voice, vote, or ability to advocate for what you genuinely believe is in their best interests.
Typical Favors	<ul style="list-style-type: none"> • Helping hand: Gain one craftable item worth no more than (Rank x 5) BP that you could normally buy from the Adventurer’s Guild. • Word on the street: You may ask around for Rumors on an area other than the one you normally receive Rumors for. • Hey Aziz: You may ask a local to follow a person or observe a specific area for a short period of time and report back to you.
Benefits	Gain the Rumors power for free.
PC Titles	Community Organizer (1), Voice of the People (2)
APC Titles	Greater Voice of the People (3)
NPC Titles	Leader of the People (4)

DAIHONSHA



The Daihonsha is the largest institute of records and archives in the Jeweled Cities, and is home to a large contingent of librarians and scribes. This Organization began as an arm of the Jin Shi concerned with record keeping in the Ruby City, but eventually shifted focus to include preserving records and books of all kinds. It takes its name from the great Hall of Records in the Ruby City, and this remains one of the Organization’s largest libraries, only eclipsed by the Great Library in the High Tier of Samazar. While most libraries and record halls are open in part to anyone, access to the greater archives requires patronage, and access to Restricted areas requires permission from a Senior Librarian or a Curator. It’s commonly believed that the Daihonsha serves a single High Curator, but if so, the rank-and-file members do not speak of it.

PCs at Rank 1 or 2 are not librarians– rather, they are Patrons with access to the great libraries or they are Scribes who take requests and help fulfill the Daihonsha’s mission.

Requirements	You must respect scholarship and knowledge. You must purchase one level of Calligraphy. You may not willingly destroy written records that are of importance or value. You will not willingly make or tolerate forgeries.
Typical Favors	<ul style="list-style-type: none"> • Materials request: You may request information even without an appropriate Knowledge power. This may take time to arrive (based on Rank). • Book loan: You may request (Rank) Books to borrow, but you must return them at the end of the Event. This may take time to arrive and not all topics are available. • Assistant librarian: A bonus participant for a Path of Mind Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • Gain the Clerk Background, and a single Knowledge power. • When purchasing the Linguist or Rare Linguist power or their Upgrades, gain an additional language (this is retroactive).
PC Titles	Patron (1), Scribe (2)
APC Titles	Librarian (3),
NPC Titles	Senior Librarian (4), Curator (5) – one per Jeweled City, High Curator (6)

DAYLIGHT ALLIANCE



The Daylight Alliance represents the combined military might (ground forces, navies, and in some cases airships) of the Jeweled Cities, along with allied nations such as Prinya, an'Dwapeh, and displaced citizens from Embra-Jaka. As the forces of the Jeweled Cities are most numerous, their war banner became the symbol for the entire alliance. While not every alliance partner has forces of equal size, all of them have placed their troops under a central command to fight back in a coordinated fashion against external threats. With the recent end of the years-long war against the Nocturnal Empire, the future of the alliance is uncertain. While it may remain a unified force, it is also equally likely to be dissolved into its component units.

This Organization specifically includes forces such as the Sultan's Might (Kishar), the Pearl Guard (Isildar), the Emerald Command (Khaz'dar), the Sky Decade (Prinya) and the Thousand Lances (an'Dwahpeh).

Note: PCs at Rank 1 - 3 are either retired or exist in a "Reserve" or "Detached" capacity to allow them to also function in the Adventurer's Guild.

Requirements	You must own and maintain a weapon of Quality and at least Tier 1 Armor . You must wear insignia from your specific force, along with rank insignia (dots).
Typical Favors	<ul style="list-style-type: none"> • Armor drill: Gain (Rank - 1) additional levels of Armor Training for this Event. • Fighter practice: Once per Day: T: Add 1 weapons or Gain 5 Temporary HP each Encounter. • Requisition recruit: A bonus participant for a Path of Steel Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • Gain Knowledge: Military to represent being familiar with military life, customs, and tactics. • Path of Steel Rituals you lead are considered to have one Bonus Participant.
PC Titles	Soldier / Sailor (1), Sergeant / Marine (2)
APC Titles	Captain (3)
NPC Titles	Pennant Commander / Pennant Commodore (4), Senior Pennant (5), Banner General / Banner Admiral (6) – one per Force, Grand Marshal (7)

DIAMOND ASSEMBLY



The Diamond Assembly (also called the Council) is the semi-elected ruling body that governs Samazar, the Diamond City. Formed in the early days of settlement, the group represents a compromise between the various factions and cultures in the city. Some members are 'de facto' appointed, such as the leader of the city's Jin Shi, and others are elected from the groups within the city (such as the refugee populations from cities burned by the Flame Lord during the Great War of Flame). The Diamond Assembly passes laws, regulates trade, and holds the power of the purse.

Due to a close working relationship with the Jin Shi in the Diamond City, Ranks 3 – 5 of this organization are filled with Jin Shi members. Note that despite having titles due to Rank, PCs at Rank 1 or 2 are not considered members of the Assembly. Instead they are in low-level clerical positions (Clerk) or charged with bringing reports and information from the 'general public' to higher-ups (Ritari).

Requirements	You must extend courtesy to other people as appropriate to their station. You should attempt to talk to before fighting them. You must carry documents or forms suitable for taking a report from any citizen of the city. One you have taken a report, it must be filed with a Jin Shi member of higher Rank within 1 Day.
Typical Favors	<ul style="list-style-type: none"> • See Jin Shi (These two Organizations use the same Favors)
Benefits (Rank 2+)	<ul style="list-style-type: none"> • Gain the Clerk Background, and a single free Knowledge power. • Gain Rank 1 in a different Organization for free.
PC Titles	Clerk (1), Ritari (2)
APC Titles	(Rank 3 filled by Jin Shi)
NPC Titles	(Ranks 4 – 5 are filled by Jin Shi), Arbiter (6), Councilor (7)

GUILD OF WIND AND FLAME



The Guild of Wind and Flame is the largest magical Guild in the Jeweled Cities and is primarily focused on the study of Rituals. When the lost art of Fused Rituals was revived by Castellan Suzuran of House Aomori, a new era began for the Guild, which has thrived on an influx of new students.

Having evolved from the ancient secret magical societies, the Guild of Wind and Flame has a deep tradition of secret lore. PCs at Rank 1 or 2 have been partially inducted into the Guild, but do not receive full membership until Rank 3. Characters at Rank 4 or higher have been inducted into the 'greater mysteries' of the Guild and are likely to have exclusive Knowledge.

Requirements	You must know at least 3 Rituals and swear never to reveal the Guild's secrets to outsiders. You must give the Guild notes on any rare Rituals you create or learn.
Typical Favors	<ul style="list-style-type: none"> • Fused studies: 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: You receive (Rank) Bonus Participants for a single Ritual. • Wards: Gain (Rank) resists against Packet, MP&C, or Point and Click effects this Day.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • When perform an Enchanting Ritual, you may substitute a Medium Gem for the normal components. (For Shifting, this is one Medium Gem per item instead) • You may purchase Ritual scrolls for half of their usual cost.
PC Titles	Initiate (1), Adept (2)
APC Titles	Magus (3)
NPC Titles	Senior Magus (4), Guildmaster (5)

HIDDEN COURT (RESTRICTED)



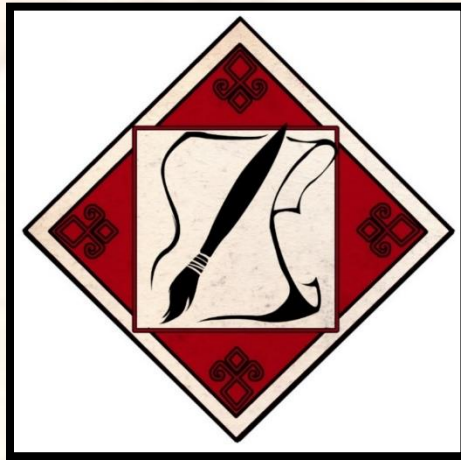
The Hidden Court is an extensive underworld of gangs, protection families, and other illegal elements. It operates one level up in society from the realm of the Thieves' Guild. Any large-scale criminal enterprise in the Jeweled Cities operates with the oversight, sanction, or approval of the Hidden Court – or it risks their wrath as well as that of the Sentries and the Jin Shi. By ancient tradition, members of this Organization often wear actors' masks when interacting in their 'official' capacity.

PCs at Rank 1 or 2 are not members of any specific gang or criminal organization, but have achieved a reputation for getting things done. At Rank 3, a PC joins a specific criminal organization or group.

Organizer approval is required to purchase or improve Rank in this Organization.

Requirements	You should have an extremely lax view of the law. Good examples are attempting to cheat at taxes, failing to pay tariffs or declare goods, or using forged ledgers, not seeing if today might be the day you can get away with murder. If wronged, you must do your best to extract vengeance that is more severe than what was done to you. You must extend aid to others within this Organization, but you may ask for payment.
Typical Favors	<ul style="list-style-type: none"> • Handshake: You may arrange for an audience with an underworld figure no more than one Rank higher than you in this organization or gain admittance to an illegal event suitable to your Rank. • Clout: You may extort or bribe an official of the law into ignoring an illegal act, relative to your Rank and the magnitude of the law being broken. • Supplier: A bonus participant for a Path of Nature Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • You spend half the usual Influence for Fair Escape. (Minimum ¼ Influence) • Receive the Rumors power for free.
PC Titles	Known (1), Respected (2)
APC Titles	Feared (3)
NPC Titles	Obedied (4), Beloved (5)

JIN SHI (RESTRICTED)



The Jin Shi is the civil service in the Jeweled Cities, and its members constitute the bureaucrats that perform the hundreds of small tasks that help civilization function. It also provides higher-level investigation units to assist the Sentries, works with the Daihonsa to preserve records, and administers trials and other inquiries. Because the re-founding of the Diamond City is somewhat unique, the Jin Shi also functions as the core membership of the Diamond Assembly within that city.

PCs at Rank 1 or 2 are not full-time members of the Jin Shi – rather, they hold specific commissions to investigate particular matters for the Jin Shi.

Organizer approval is required to purchase or improve Rank in this Organization.

Requirements	You must obey the laws of the local area. You must report criminal activity and attempt to apprehend criminals when feasible. You must not be caught accepting bribes, or be found to otherwise be corrupt. You must respect the authority of those of higher legal standing. You must keep records of all major events you observe.
Typical Favors	<ul style="list-style-type: none"> • Priority: When you spend Influence (but not Favors), it functions at double value. • Disclosures: You may request information suitable to your Rank about a character's permits, financial information, criminal history, and investigations. • Assessor: A bonus participant for a Path of Mind Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • You may freely request information about local laws. • You may arrest characters of their Rank or below for violating the law, and with an Organizer's approval, may initiate PvP for the arrest. • Receive a single appropriate Rumors or Knowledge for free.
PC Titles	Agent (1), Special Investigator (2)
APC Titles	Officer (3)
NPC Titles	Senior Officer (4), Satrap (5), Suzerain (6)

MERCHANT'S GUILD

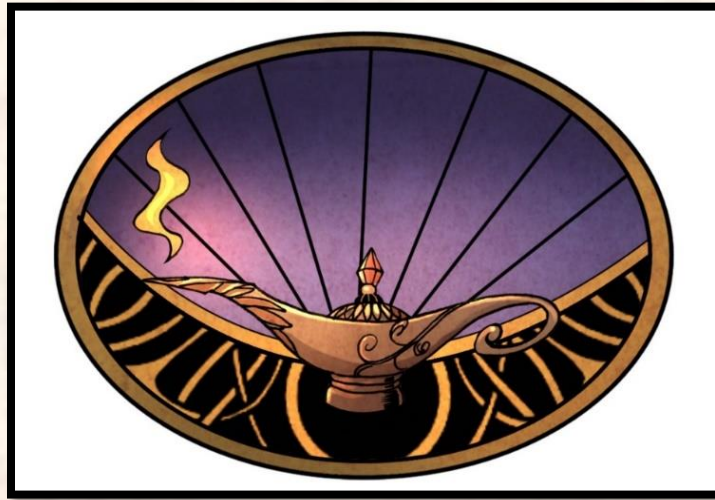


This organization represents the most powerful economic force in the Jeweled Cities. Members of this Organization are generally focused on the accumulation of wealth through the careful practice of trade. The desire to buy low and sell high often brings them into conflict with the Crafter's Guild, who desire stable prices and a high standard of living for those who create goods and provide services. Members of the Merchant's Guild commonly invest their personal resources into trade ventures that span large areas, gambling on the ability for ocean-going ships or even the new airships to turn a profit by moving goods to new markets. Despite its focus on profits, the Merchant's Guild does have a code of ethics that rejects counterfeit or contraband items and price gouging during emergencies.

PCs at Rank 1 or 2 are not full members of the Merchant's Guild.

Requirements	You may not deal in contraband or counterfeit items. You should observe fair business practices in line with those of the Merchant's Guild.
Typical Favors	<ul style="list-style-type: none"> • 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. • Contacts: You may sell (Rank) normal items for twice the normal price OR buy (Rank) normal items for half the normal price. • Temple of Kora: A bonus participant for a Path of Faith Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • You may learn a single non-Rare language for free. • You may carry an additional 5 Encumbrance worth of items. • You may re-roll one die when playing the Foreign Coins game, and you receive an extra 5 lunari in payment.
PC Titles	Peddler (1), Trader (2)
APC Titles	Merchant (3)
NPC Titles	Master Merchant (4), Senior Merchant (5), Guildmaster (6)

ROYAL ACADEMY



This organization represents the traditional institutes of learning in the Jeweled Cities, covering both martial training and academic pursuits. While each city's version of this Organization is different, they share a mutual understanding and often allow the transfer of faculty or students between themselves. In addition to the common symbol of the scholar's lamp, members of this Organization usually display trim or ribbons in the color of the Jeweled City where they achieved their Rank.

Note: This Organizations covers all similar groups, including: al Hatham University (Kishar), The Keep (Ulfdar), Washida Academy (Isildar), and Nalanda Sanctum (Shalazar)

PCs at Rank 1 or 2 can be current students or graduates but are not faculty.

Requirements	You must respect scholars and instructors, including those of the martial disciplines. You should seek out opportunities to learn. You must purchase at least one Knowledge power that reflects your primary field of study.
Typical Favors	<ul style="list-style-type: none"> • Commissary: Gain a non-restricted crafted item worth (Rank x 10) lunari or less. • Work study: Gain 15 lunari + (5 lunari for every level of Artisan you have). • Tutor: A bonus participant for a Path of Magic Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • Gain the Learned Background and a single Knowledge (your major). • 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.
PC Titles	Student (1), Scholar (2)
APC Titles	Instructor (3)
NPC Titles	Guru (4), Purser (5), Chancellor (6) – one per Jeweled City

SENTRIES (RESTRICTED)



Sentry Badge



Sentry Commander Badge

The Sentries are a police force charged with keeping order and assisting citizens with minor day-to-day problems. The crossed shamshirs in their symbol are echoed in the crossed scimitars of the Adventurer's Guild, which claims a similar mandate. In addition to their elaborate round shields, Sentries are notable for their tabards, which are different colors in each Jeweled City. The Sapphire City claims dark blue, so the Diamond City has chosen a light blue to evoke the skies. While Sentries from different cities share an understanding, their inherently local jurisdiction means that Sentries may arrest only within the territory claimed by their Jeweled City. Sentries share small offices known as *kouban* with the Jin Shi, and often work closely with them. PCs with Rank 1 or Rank 2 are considered to be 'still under training'.

Organizer approval is required to purchase or improve Rank in this Organization.

Requirements	<p>Choose a District, Ward, or other area of a Jeweled City that represents your patrol area. See the "Setting Guild" here: http://kisharlar.org/setting.html</p> <p>You must have a tabard of the correct color and a badge with the Sentry symbol (this may be on a shield or buckler) and respect local laws, the Jin Shi, Sultan's Court, Sultan's Might, and Diamond Assembly. These Organizations may call upon you.</p>
Typical Favors	<ul style="list-style-type: none"> • Boots on the ground: Gain one Clue per Event (see Curious). • Professional courtesy: You may receive a briefing on ongoing investigations or crime scenes administered by the Sentries. • Colleague: A bonus participant for a Path of Steel Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • You may freely request information about local laws. • You may arrest characters of your Rank or below for violating the law within your area, and with an Organizer's approval, may initiate PvP to conduct this arrest. • Gain Rumors: (the area of your patrol).
PC Titles	Recruit (1), Cadet Sentry (2)
APC Titles	Senior Sentry (3)
NPC Titles	Sentry Captain (4), Sentry Commander (5) – one per Jeweled City

SULTAN'S COURT



This organization represents the nobility in the Jeweled Cities. While each city selects and organizes their nobles a bit differently, they share a mutual understanding and Rank is considered equivalent between them. In addition to the common symbols of the Lion (representing the Sultan) and the Lamassu (representing the nobility), members of this Organization usually display trim or ribbons in the color of the Jeweled City in which they hold Rank. Within each Jeweled City, citizens often refer to the (City) Court, such as the Ruby Court for Kishar or the Pearl Court for Isildar.

PCs at Rank 1 or 2 are considered ‘minor’ or ‘trifling’ nobles – they are valued servants, trusted advisors, or retainers of their liege’s House who receive Rank.

Requirements	<p>You must maintain decorum appropriate to your circumstances, including displaying fine manners and extending courtesy to other people. You will be inclined to accept parlays, and to refrain from attacking people who attempt civil discourse with you.</p> <p>You must at all times be seen in Fine Clothing. Additionally, if you have prolonged exposure to filthy conditions, you must purchase a new set of Fine Clothing and dispose of the old clothes. This does not require you to OOCly change your costuming.</p>
Typical Favors	<ul style="list-style-type: none"> • Calling card: You may get an audience with anyone no more than 2 Ranks higher in this organization. • Fashion: Spend one set of Fine Clothes. Gain one Resist Status Effect and +3 Max HP for the Day. • Groundskeeper: A bonus participant for a Path of Nature Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • You may know the general reputation of a specific House, and the Rank of their highest-ranking noble. • You gain either Knowledge: Sultan’s Court or Rumors: Sultan’s Court. • You may expel characters of lower Rank from a gathering you are hosting. If they are unwilling to leave, they will be removed by NPCs.
PC Titles	Effendi (1), Bey (2)
APC Titles	Castellan (3)
NPC Titles	Mirza (4), Caliph (5), Emir (6), Prince of the Blood (7), Sultan (8) – one per Jeweled City

TEMPLE





(Larger symbols and more details about religion are available here: <http://kisharlar.org/setting.html>)

Select a deity from Kishar's pantheon – you have connections to the clergy of that deity. The various temples found within each city are often community centers and places of refuge, as well as providing religious education to followers. While the different temples have specific missions and some of them can be in opposition at times, most temple staff respect the Rank of other temples equally. Evil deities do not often receive this courtesy, however.

PCs at Rank 1 or 2 are not temple staff themselves – rather, they are notable members of the congregation or hold volunteer positions within the temple.

Requirements	You must uphold the standards of your chosen deity. Once per year, you must perform a short ceremony to your chosen deity.
Typical Favors	<ul style="list-style-type: none"> • Blessing: You may spend 20 lunari to gain access to the Invocation power from Holy Light for the Event. You do not have to be on Path of Faith for this. Once you have chosen this Favor six times, you gain the Invocation power permanently. • Sanctuary: You may bring someone other than you to a Temple of your deity and ask for the Invocation of Sanctuary (Sanctity) on their behalf for a specific reason. • Ministration: (Rank) bonus participants for a Path of Faith Ritual.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • Gain either Knowledge: Temple or Rumors: Temple. • 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.
PC Titles	Faithful (1), Acolyte (2)
APC Titles	Blessed Servant (3),
NPC Titles	Enlightened (4), Voice of (deity) (5) – One per Deity

THIEVES' GUILD (RESTRICTED)



Unlike the Hidden Court, which specialized in large-scale illegal activity, the Thieves' Guild regulates the activities of small bands of criminals who steal, counterfeit minor items, or otherwise perform petty crime. In return for making sure that these groups don't compete over territory and have some place to fence stolen goods, the Guild takes a small cut of profits. Above all else, the Guild does not tolerate freelancers. Each Jeweled City is known to have a separate Thieves' Guild, although these have agreements for inter-city cooperation. To reflect the Guild's focus on thievery, each group is named similarly, including: *The White Gloves (Isildar)*, *The Blue Rings (Shalazar)*, *the Green Palms (Khaz'dar)*, *the Red Claws (Kishar)*, *the Black Hands (Ulfdar)*

PCs at Rank 1 or 2 are not members of any specific gang or group, but instead are often hired as needed. At Rank 3, a PC joins a specific gang or group. Organizer approval is required to purchase or improve Rank in this Organization.

Requirements	You may never reveal your membership or the Guild's secrets. You must file a report every Event of anything that might be of interest to the Thieves' Guild. You must give any reasonable aid to members of the Guild who request it of you.
Typical Favors	<ul style="list-style-type: none"> • Contacts: You may sell (Rank) normal items for 2/3 the Sell price, instead of the normal Buy price (1/3 the Sell price) OR buy (Rank) normal items for 2/3 the Sell price, instead of the normal Sell price (full price). • Fence: You may sell a stolen item that normally wouldn't be sellable to a Quartermaster for (Rank x 20) lunari. • Lookout: When a Narrator announces an Encounter modifier other than Stealth or Water, you may ignore it personally. You do not need to announce this.
Benefits (Rank 2+)	<ul style="list-style-type: none"> • You may buy Deft Fingers and its Upgrade from the Thievery power tree. If you are a Rogue, receive a level of Lockpicking. • Receive a pool of 50 Kismet that functions like Magic Talent.
PC Titles	Lookout (1), Second-story (2)
APC Titles	Lightfingers (3)
NPC Titles	Hand (4), Guildmaster (5)