

Kishar Version 1.1 Changes:

(General)

- The length of time during which a character can be targeted by Revive has been increased to 5 minutes from 1.
- Regenerating and Ablative HP have been removed from the system. All powers using them have been changed to use Temporary HP.
- Command, Confusion, Counter, Dehydrated, Dispel, Distracted, Doubled Marks, Fog of War, Identify Spirit, Isolate, List Immunities, and Poison have been removed from the game. Please check any powers you may have had with these keywords, as they have changed.
- Berserk renamed Forgetful and Sluggish renamed Enervated, to better illustrate their effects.
- Removed Setting and Religion sections – this material now appears separately in its own pdf.
- Duration of Taunt lowered to 10 seconds from 30 seconds.
- Removed: The notion of calling decreasing uses of an ability. (I.e. calling your first of two Resists as “Resist 2” and your second as “Resist 1”) We weren’t using this in the field anyway.
- Clarified that Dominate is Mind-affecting, and that Undead are immune to all Mind-affecting powers except Dominate.
- Powers with no pre-requisites have been physically moved to the base level of their trees, to be more consistent. Powers requiring one of these powers have been moved to level 2 of their trees, etc.
- Powers with pointless pre-requisites (i.e. anything you would definitely have to purchase to use the power anyway) have had them removed.
- Cosmetic changes, such as alphabetizing the powers at each level of a tree.

(Policies)

- PC to NPC Ration – Clarified how partial monster shifts work for shorter duration games. (pg 9)
- Starting Equipment – You may select 5 of a thrown weapon instead of a normal weapon. (pg 50)
- Starting Equipment – You may request a shield or buckler. (pg 50)
- Starting Equipment – You may not request armor pieces worth 0 armor points. (pg 50)
- XP Requirements per Level – Clarified that Racial XP bonuses are not included in level calculations. (pg 53)
- Phys Reps – Clarified rules for switching active and inactive cards to be more permissive. (pg 61)
- Spotlight Rule – The spotlight rule now has a 1 minute wait period. (pg 88)
- Three Game Rule – Clarified when Backgrounds may be purchased (Game 1 only). (pg 178)
- Game Fee - Policy Clarified: ‘Kishar is not run for profit, in the sense that no member of the staff is paid a salary or pockets money from the game. Game fees will cover the cost of site fees, equipment, and transportation. Any remaining monies will be re-invested into props, costuming, or weapons for the game. Items purchased will always have a genuine game purpose, as opposed to being items personally desired by the staff.’ (pg 178)
- Nominations & Top Players – Policy changed to ‘When a player has been Top in either category 10 times, they may receive an XP award or other in-game benefit, at the Marshal’s discretion.’ (pg 179)

-Relentless Rule – Added - The Monster Marshal may elect for any given encounter, to make the monsters Relentless. Relentless monsters may choose to take damage equal to half their maximum HP any time when they would be placed under a form of CC that would meaningfully remove them from the fight. (pg 180)

-Potions Rule – Added - Any potions your character does not use expire at the end of the event. This includes (Un)Holy water, Healing Potion, Alchemist's Fire and Alchemist's Solvent. (pg 180)

(Racials)

-Half-ogres – Strong renamed Mighty and increased to 2 Feats of Strength per encounter. (pg 26)

-Half-ogres – Added Exhausting power Brawn that adds weapon damage. (pg 26)

-Half-orcs - Violent replaced with Hard to Kill: Your character does not die until reduced to -30 HP, as opposed to -20 HP. (pg 27)

-Half-trolls - Regeneration now reads: Heal 5 HP, self-only. This power may be used while unconscious, but if so, has a 10 second cast time. (pg 28)

-Half-trolls - Added Sure power Swimmer, largely for RP. (pg 28)

-Half-trolls - Added Exhausting power Feral Visage, that allows them to call Fear. (pg 28)

-High Humans - Added Educated: The cost of Information is reduced by 1. (pg 30)

-Low Humans - Violent renamed Trained, and now reduces the cost of Favored Weapons to 0, which makes more sense than the other phrasing. (pg 32)

-Low Humans - Added Exhausting power Battle-Ready that adds weapon damage. (pg 32)

-Wood Elves – Increased XP bonus to 2, re-classified as Moderate makeup race. (pg 37)

(Armor and Shields)

-Clarified the size of bucklers, that shields and bucklers require 1 hand to wield, and that they may not be simply strapped to an arm to function. (pg 59)

-Armor & Resists – Increased the amount of armor required to get Armor Resists. This has been increased again and players who wear armor should review the new table. (pg 62)

-Fixed a typo in the Armor Type Bonuses table. Where it said Resist 1, it should be Reduce 1. (pg 62)

(Weapons)

-Clarified that 2-handed weapons must be used with 2 hands. (pg 58)

-Bows now do 7 damage, down from 8. Bow's power is now Difficult: Substitute Slow instead of Difficult: Substitute Disarm (pg 58)

-Crossbow is now separated into Pistol Crossbow (any 1 handed crossbow) and 2-handed Crossbow (any 2 handed Crossbow) (pg 58)

-2-handed Crossbow's power is now Difficult: Substitute Sunder instead of Difficult: Substitute Disarm. (pg 58)

-Pistol Crossbow does 5 Piercing, with Difficult: Backstab 3. Anytime normal backstab rules would apply

to a shot from this weapon, you Add 3. (pg 58)

-Pistol Crossbows may fire ammunition that is smaller than an eye-socket if a Marshal approves it for safety. Repeated complaints will result in revocation of this approval.

-Daggers now do 6 damage, up from 5. (pg 58)

-Staff now does 2 damage, down from 3. Staff's power is now Stun 3, up from Stun 2. (pg 58)

-Thrown Weapons now do 3 damage, down from 4. (pg 58)

-Thrown Weapons added to Favored Weapons for Warriors and Witch Hunters. (pg 59)

(Synergies)

-Rituals – Players now receive 2 rituals at character creation, down from 3. This long-standing change had somehow evaded other Change documents. (pg 40)

-Absence Synergies & Role Synergies – Changed significantly since v1. Please review them. (pg 80)

-Enchant – Noted that this ritual has additional component requirements. (pg 81)

-Rituals – Some minor rituals, marked with *, may now be performed a number of times per day equal to your character level. This does not count against your 1 ritual / day. (pg 81-85)

-Battle Formations – Significantly re-worked to present more than one appealing option. Among other things, removed Hedge Fighting, Envelop Fighting, some upgrades. Added Weapon Specialization, Reform Ranks, Rallying Cry, Brotherhood of Steel. Line Defense now grants a Resist instead of Temporary HP. (pg 83)

-Healers – Soul Strike – Damage decreased to 8 + (1 per Healer) from 8 + (2 per Healer). (pg 171)

(Power Trees)

-**Alchemy** – Outdated references to reagents and potion bases removed. (pg 94)

-**Alchemy** – Stir Faster! – Costs decreased. (pg 95)

-**Alchemy** – Long Lasting – Cost increased. (pg 96)

-**Archery** – Aimed Shot – Lowered cost. (pg 97)

-**Archery** – Point Blank Shot – Lowered recharge time. (pg 97)

-**Archery** – Elemental Shot – Air, Ice, and Earth types now also available. Acid type removed. (pg 98)

-**Archery** – Foot Shot – Can now be bought down to Instant. (pg 98)

-**Archery** – Ghost Shot – Replaces Spirit Shot, now does Bypass. (pg 98)

-**Brilliant Armor**– Force Field – Now Difficult due to removal of Regenerating Armor. (pg 103)

-**Brilliant Armor**– Quick Recovery – Lowered cost. (pg 103)

-**Charm** – Token of Friendship – Added: This power does not work on anyone who is already hostile towards you, nor will it cause anyone to take exceptional risk on your behalf. (pg 109)

-**Charm** – Fog of War – Renamed Mind Fog. (pg 110)

-**Charm** – Command – Renamed Command the Mind. (pg 111)

-**Command** – Battle Master – Consolidated upgrades, resulting in lower cost. (pg 112)

-**Command** – Shield Use – Clarified shield size upgrade. (pg 112)

-**Command** – Over There! – Replaces Split. (pg 112)

- Command** – Reform – Simplified. (pg 113)
- Command** – Hold Fast! & Kill That One! – Pre-reqs changed. (pg 113)
- Command** – Masterful – Damage upgrade removed, cost lowered. (pg 113)
- Conjuration** – Lowered costs tree-wide. (pg 114)
- Control** – Vine Surge – Now does Earth damage instead of Acid. (pg 117)
- Crafting** – Removed the (light) patterns due to uselessness under the current ENC system. (pg 118-119)
- Crafting** – Added armor pattern: Padded. (pg 118)
- Crafting** – Added weapons patterns: Barbed, Spiked, Weighted. (pg 119)
- Crafting** – Mill Ink: Now has more sensible effects. (pg 120)
- Crafting** – Craft Tattoo: Added pattern ‘Experimental Tattoo’. (pg 120)
- Crafting** – Adjusted Weapons by part / Armor by part components. (pg 122)
- Destruction** – Force Bolt – Damage upgrades now have lower cost. (pg 124)
- Divine Protection** – Blessing – Replaces Shield Blessing. This power is now Difficult, but is simplified. Lowered cast time. Added ability to affect weapons. Removed pre-req. (pg 126)
- Divine Protection** – Oath of Protection – This power is now Difficult, but the restrictions are largely removed, including allowing it to be re-applied to the same target. Cast time lowered to 15 seconds. (pg 126)
- Divine Protection** – Armor of Faith – Added RP note, lowered cast time. (pg 126)
- Divine Protection** – Shield Guardian – Removed cast time. (pg 127)
- Divine Protection** – By Grace Alone – Power completely reworked to be simpler. (pg 127)
- Divine Protection** – Divine Fury – Lowered cost. (pg 127)
- Elementalism** – Introduced the terms Attuned and Centered to clarify the powers in this tree. (pg 128)
- Elementalism** – Elemental Focus – Now Difficult, lowered cast time. (pg 128)
- Elementalism** – Elemental Spike – Increased damage, lowered cost. (pg 129)
- Elementalism** – Rapid Centering – Lowered cast time. (pg 129)
- Elementalism** – Consume Element – Improved Air ability. (pg 129)
- Elementalism** – Powerful Attunement – Now grants the damage bonus OR the immunity, but there are no longer restrictions on movement. (pg 129)
- Enervation** – Distracting Strike replaced by Taunting Strike. (pg 130)
- Enervation** – Nerve Lock – Upgrade cost decreased. (pg 131)
- Evocation** – Feel My Suffering - Now doesn’t increase cast times, damage upgrade available, different mechanic used. (pg 132)
- Evocation** – Sigil of Suffering – replaces Suffering Increases, different mechanic used. (pg 133)
- Field Medicine** – Nerve Toxin – Weakness upgrade improved. (pg 135)
- Field Medicine** – Healing Juggernaut – Pre-req changed to Stimulant. (pg 136)
- Hexing** – Entire tree significantly reworked. Some base powers now have pre-requisites, and some intermediate powers now do not have pre-requisites. Characters who have purchased powers in this tree receive a point refund and should see a Marshal to re-spend their points. (pg 139)
- Hexing** – Sickness replaced by Fever. (pg 139)
- Hexing** – Stormcloud replaced by Jolt. (pg 139)
- Hexing** – Buzzing Drone replaced by Pelting Stones. (pg 139)
- Holy Light** – Turn Undead – Now just called Turn, affects anyone who takes damage from Holy. (pg 141)

- Necromancy** – Pulse of Unlife – Changed pre-reqs to just Consume. (pg 147)
- Necromancy** – Revenant – Lowered cost. (pg 147)
- Necromancy** – Wraith – Lowered cost. Now calls Bypass instead of Spirit. (pg 147)
- Phasing** – Bag of Holding – Simplified language, improved time upgrade. (pg 148)
- Phasing** – Gloves/Bracers/Rings of Storing– Renamed (item) of Storing. Storing or producing items is now Reliable. (pg 148)
- Phasing** – Instant Pull – Removed, as it's no longer needed. (pg 149)
- Precognition** – Sense Weakness – Power redesigned. (pg 151)
- Resilience** – Buckler Use – Clarified buckler size upgrade. (pg 153)
- Righteousness** – Added: When you buy your first power in this tree, choose whether you hunt Corrupt beings or Innocents. You replace all instances of Corrupt with Innocent and Corruption with Innocents if you choose to hunt Innocents. This decision is permanent. (pg 155)
- Righteousness** – Sense Corruption – Requirement to touch the target for the RP effect removed. (pg 155)
- Righteousness** – Light of Holiness – Upgrade costs decreased. (pg 156)
- Righteousness** – Blade of Righteous Death – Now functions against all targets. (pg 156)
- Shapeshifting** – Aspect of the Protector – Now grants Resists instead of increasing Max HP. Added a Heal power for allies. Removed casting time. (pg 160)
- Shapeshifting** – Claws that Kill – Damage upgrade is now for Earth, as opposed to Fire. (pg 160)
- Shapeshifting** – Cling to Anger – Rage requirements lowered. (pg 160)
- Shapeshifting** – Claw Lance – Damage increased. (pg 160)
- Shielding** – Isolate – Now uses a cast time of 30, as opposed to Recharge 60. (pg 161)
- Shielding** – Negate – Now starts out Exhausting but can be bought to Difficult. (pg 161)
- Spirit Lore** – Know Spirit – Power redesigned. (pg 163)
- Teamwork** – Not you! – Now uses a cast time of 30, as opposed to Recharge 5. (pg 166)
- Universal** – Extra Armor – Power Added. (pg 170)
- Universal** – Light Wand – Cost decreased to 1. (pg 171)
- Universal** – Rank - Added: You may choose to place a Ransom of (your level) x (your rank) x 5 Lunari with a Marshal at the beginning of each game. Once per game, when you could spend a Permanent Influence to avoid death, you may instead expend this Ransom, at a Marshal's discretion. (pg 172)
- Warcraft** – Backstab – This power also increases the damage of a Pistol Crossbow's ranged Backstab. (pg 174)
- Warcraft** – Coordination – Replaced by Tracker, which allows a character to find and follow tracks and produce game in the wilderness. (pg 174)
- Warcraft** – Vendetta – Changed to Favored Enemy. (pg 175)
- Weapon Mastery** – Focus Training – Renamed Focused Grip, pre-reqs removed. (pg 176)
- Weapon Mastery** – Spot Weakness – Damage increased. (pg 176)