

## Kishar Version 2.5 Changes:

### **(General)**

- Influence's ability to purchase items has been removed. (pg 65) Temporary Influence no longer exists.
- Destiny and Doom are introduced. Destiny is a currency that is earned through receiving Top PC or by being purchased with Kismet that allows players to influence or introduce plot elements. Doom is earned by receiving Top Monster and allows players to gain benefits while NPCing. (pg 66)
- Kismet is introduced to replace bonus and banked XP. Kismet can be spent to buy XP. The Night Market is introduced as a mechanism to allow players to purchase other things with Kismet. Some things are purchasable from the Night Market between games. (pg 67)

### **(Policies)**

- Added a section on Non-Staff Position such as Mediator and Character Consultant, and listed the players serving in this capacity for Season 2. (pg 11)
- Retiring a character voluntarily now grants you half their XP \* 10 as Kismet. (pg 19)
- Top PC each game now earns a Destiny card. Top Monster earns Doom. (pg 20)
- Travel XP is now Kismet, earned at 5 Kismet per 75 mile increment (Max 20 Kismet at 300 miles). Travel Influence is removed. (pg 20)
- All bonus XP awards are now Kismet. (pg 21)
- All PCs must now be members of the Adventurer's Guild in addition to their other associations, so the restrictions on voting that required a license are now removed. (pg 22)
- PvP – The following text is added to the section on PvP: "Players who excessively provoke other PCs may result in staff granting limited exceptions as well, but all players will be notified if this happens." (pg 87)

### **(Game Terms)**

- The concept of Health (Max HP + Bonus HP) is removed.
- The call Decay is introduced. Decay goes through shields and weapons. If struck by this ability, some of the magic or potency has been drained out of a special piece of equipment you carry. Normal items are not affected. See a Marshal after the Encounter ends, and inform them of how many times you were affected by Decay. For each time, an item will be chosen randomly from among your non-mundane equipment, at which point it will receive a random amount of decay. If an item's Decay exceeds its Durability, the item is destroyed outright. Maintenance kits can be used to remove Decay that has not exceeded the Durability of an item. (pg 91)
- All references to Synergies removed, including Absence synergy. Since the only remaining synergies (Path) are all Rituals, this section is now simply called Rituals. (pg 95)

### **(Combat)**

- Disarm now functions on shields. (pg 91)
- Feat of Strength – When used to call Knockback, specified that it is a Melee Point and Click. (pg 91)
- Sunder mechanics simplified. (pg 92)

-Taunt – You must now move towards the taunting player ‘quickly’. No, really, go over there and try to attack them already. (pg 94)

### **(Racials)**

-All races now list the ages at which a typical character of that race would be considered young, middle aged, and old.

-Aetherites – Elements Incarnate now has a more practical downside: “At the start of each Encounter, you choose one of Air, Earth, Fire or Water to be (element) in your claws. You become Vulnerable to the opposite element.” (pg 26)

-Celestines – XP Bonus reduced to 3 from 5. Cost to purchase Wings reduced to 4 from 5. (pg 27)

-Constructs – Sentinel now also grants Immune to Stun. (pg 28)

-Dhampir – Piercing Eyes duration lowered to 20 seconds. Delivery changed to Melee Point and Click. (pg 30)

-Half-orcs – XP Bonus raised to 4. Persistent, when upgraded, can also resist Blind. Hard to Kill now also includes the ability to invoke Fair Escape twice per Event. (pg 35)

-Half-trolls – Feral Visage is now a Melee Point and Click. (pg 36)

-High Elves – Noble replaced by Social. (pg 37)

-High Humans – Noble replaced by Very Social. Influential removed. Connections replaced by Spies and Whispers. (pg 38)

-Mountain Dwarves – Noble replaced by Social. (pg 41)

-Primal Folk – XP Bonus raised to 5. Kinship replaced by Howl. (pg 42)

-Shar’vin – XP Bonus raised to 4. (pg 43)

-Wood Elves – Fade now works on a limited basis in non-natural environments (pg 45)

### **(Classes)**

-Roles now grant certain benefits automatically. Guardians retain their high Max Armor as their benefit. Aggressors gain the power Trained Violence: Sure, Add 1 All. Healers gain the power Aid: Difficult, Heal 5, Instant, Touch. Savants gain the power Versatility: At the start of each Event, choose 1: Sure, +5 Max Armor; Difficult, Add 1 All; or Exhausting, Heal 10, Instant, Touch. These bonuses make starting characters better at their roles while still being useful to high level characters. (pg 46)

-Druid changed to Animist. Paladin changed to Oathbound. Witch Hunter changed to Dervish.

-Starting HP is now lower for Healers and higher for Aggressors and Savants. (pg 62)

-All classes except for Chaplain now receive +2 Max HP each level. (pg 62)

### **(Armor and Reduction)**

- Armor no longer grants Bonus HP. The Armor Value required to obtain Armor Resists has been lowered, and additional categories added. Characters wearing 5 points of Armor now gain 1 Armor Resist per Encounter and characters wearing 25 points of Armor now gain 5 Armor Resists per Encounter. Two new Armor Type Bonus entries added, including one for Cloth/Fur/Leather. (pg 74)

- Players may now convert up to 5 Reduction Points into bonuses to Max HP. (pg 78)

### **(Weapons)**

-Axe and 2-handed Axe base damage lowered. Weapon properties changed to now grant Disarm Bypass instead of Sunder. (pg 69)

- 2-handed Crossbow's weapon property is now Frozen Foot 20 seconds instead of Sunder. (pg 69)
- Mace and 2-handed Mace's weapon property is now Sleep 20 seconds instead of Knockout 30. (pg 69)
- Weapon Banding is introduced to handle overly long 2-handed weapon props. (pg 70)

### **(Rituals)**

- High Magic – Enchant & Disenchant – Removed. A separate section on Enchanting Rituals is added, which are now available to all Paths. (pg 101)
- High Magic – Disk of Holding – Added. (pg 96)
- High Magic – Soul Binding – These items no longer grant powers – they are merely receptacles for the souls trapped inside of them, who continue to be able to communicate with their captors if they desire. (pg 96)
- Rituals of the Gods – Commune with the Fallen – Now works on 'not so fresh' corpses or remains as well. (pg 97)

### **(Power Trees)**

- Backgrounds** – Secret Society – Now interacts with Rank. (pg 108)
- Alchemy** – Universal Solvent – Damage increased, cast time reduced. (pg 109)
- Alchemy** – Mutagen – Mechanics improved. (pg 110)
- Alchemy** – Transmutation – May no longer be used to create armor or weapons. There are now other ways to do this with Experimental patterns. Transmutation recipes count as Experimental patterns for the purposes of limits on how many a PC can know. (pg 109)
- Archery** – Point Blank Shot - grants an additional Reliable power. (pg 111)
- Avoidance** – Roll with the Blow - now grants the Elemental Types. (pg 113)
- Avoidance** – Tricky in a Crowd - Mechanics improved. (pg 113)
- Avoidance** – Parry - First upgrade is no longer Elite. (pg 113)
- Avoidance** – Sudden Cover - Improved effectiveness. (pg 113)
- Body Control** – Brass Skin – No longer requires Elemental Type upgrade. (pg 115)
- Brilliant Armor**– Force Field – Decreased effectiveness. (pg 117)
- Brilliant Armor**– Force Shield – Disarm now also dispels this. (pg 117)
- Chaos** – Bend the Pattern – Cast Time lowered. Delivery specified. (pg 119)
- Chaos** – Chaos Pool – Power added, which allows storage of Hexing packet powers in Destruction's Spell Pool. (pg 119)
- Chaos** – Force the Pattern – Removed. (pg 120)
- Chaos** – Numeric Tokens – Values increased. (pg 120)
- Command** – Shield Use – The following text added: "While using a kite shield, your damage is reduced to 1 with all weapons. Anything that would normally increase your damage for the entire Encounter instead grants you +4 Max HP for each additional point of damage you would have received. Anything that would normally increase your damage for some number of attacks instead grants you that many uses of Taunt 10 seconds, Melee Point and Click, Instant." (pg 124)
- Conjuration** – Alarm – Removed. (pg 126)
- Conjuration** – Dark Possession – Added. (pg 126)

- Conjuration** – Warding Circle – Mechanics altered. (pg 126)
- Control** – Stun Wave – Upgrades to Recharge time cap at 20 seconds. (pg 129)
- Control** –Wave of Unmaking – Changed to Cast Time from Recharge, but starts at 20 instead of 25. (pg 129)
- Control** –Heat Weapon – Removed, replaced with Fire Nova (Burst 10 Fire). (pg 130)
- Crafting** – Many changes, including the addition of a new sub-tree, Calligraphy, major changes to how crafters sell to NPCs, and the introduction of Durability, which interacts with Decay. No character may receive Build Points more than 7 times in a Season. Armor of Quality can take you above your Max Armor, and you may only benefit from 3 pieces of it. Components may only account for ½ the Build cost of an item. Every tree now has an Experimental Pattern. PCs may only buy 2 Craft trees, and may only have 5 Experimental patterns per tree. All crafters should review their trees. (pg 131)
- Destruction** – Force Bolt – Damage increased. Cast time reduced. An option for Knockbacks added. Base Spell Pool increased. A Bypass option added. (pg 142)
- Destruction** – Subtle & Violent – Cost decreased. (pg 142)
- Destruction** – Force Burst, Unerring Force Bolt – Damage increased, some costs decreased. (pg 143)
- Destruction** – Spell Storing – Power added. (pg 143)
- Destruction** – Quick Charge – Power added. Allows the user to begin a combat with spells in their pool. (pg 143)
- Destruction** – Meteor Swarm – Power added. It’s totally sweet. (pg 143)
- Divine Protection** – Holy Vow – Now Heals to full outside of combat. (pg 144)
- Divine Protection** – Oath of Protection – Now grants a secondary power which is a Reliable Taunt. (pg 144)
- **Divine Protection** – Shield Use – The following text added: “While using a kite shield, your damage is reduced to 1 with all weapons. Anything that would normally increase your damage for the entire Encounter instead grants you +4 Max HP for each additional point of damage you would have received. Anything that would normally increase your damage for some number of attacks instead grants you that many uses of Taunt 10 seconds, Melee Point and Click, Instant. Powers in this tree may raise your damage above 1.” (pg 144)
- Divine Protection** – Shield Guardian – Replaced by Give Comfort. (pg 145)
- Divine Protection** – By Grace Alone – No longer inflicts Blind. (pg 145)
- Divine Protection** – Divine Fury – Delivery changed to Melee Point and Click. Upgrade added. (pg 145)
- Elementalism** – Elemental Focus – Cost lowered. (pg 146)
- Elementalism** – Elemental Absorption – Cost lowered. (pg 147)
- Elementalism** – Elemental Sink – Replaced with Elemental Mirror. (pg 147)
- Enervation** – Avalanche Strike - Burst upgrade added. (pg 148)
- Enervation** – Stunning Strike - Bypass upgrade added. (pg 148)
- Enervation** – Taunting Strike – Melee Point and Click upgrade added. (pg 148)
- Enervation** – Weakness Strike - Burst upgrade added. (pg 148)
- Enervation** – Disorient, Head Wound, Nerve Lock – Delay timers removed. (pg 149)
- Enervation** – Sundering Strike – Replaced by Shocking Strike. (pg 149)
- Evocation** – Arc of Torment – Upgrade now included in base power. (pg 150)
- Evocation** – Burst of Torment – Buff power added. (pg 150)

- Evocation** –Torment Pulse – Base damage is now Force Bolt damage. Three use upgrade removed. (pg 150)
- Evocation** –Feel My Suffering – Replaced with Shared Suffering. (pg 150)
- Evocation** –Torment Spike – Replaced with Torment Lash. (pg 151)
- Evocation** –Torment Restores You – Improved. (pg 151)
- Evocation** –Torment Infusion – Improved. (pg 151)
- Field Medicine** – Restorative Serum – Now has a Cast Time of 10 seconds if used on yourself. (pg 152)
- Healing** – Cleanse, Restore Body - Now has a Cast Time of 10 seconds if used on yourself. (pg 154)
- Healing** – Prayer of Healing – Costs more, Heals to full outside of combat. (pg 154)
- Healing** – Soothing Touch – Self-healing from this power is halved. (pg 155)
- Healing** – Word of Healing – Focus cost increased. (pg 155)
- Healing** – Spirit Well – Effectiveness increased. (pg 155)
- Hexing** – Jolt – Replaced by Disrupt. (pg 156)
- Hexing** – Hexbag – Power added. Brings the Undeniable mechanic to Hexing. (pg 156)
- Hexing** – Pelting Stones – Delivery changed to Melee Point and Click. Number of uses reduced to 4. Using other powers no longer ends this effect. (pg 157)
- Hexing** – Decay – Replaced with Fatal Flaw. (pg 157)
- Holy Light** – Devoted to ... – Power added. Allows the purchasing of powers in the Devotion subtree (pg 158)
- Holy Light** – Draw Harm – Improved. (pg 158)
- Holy Light** – Repellence – Now uses the Melee Point and Click mechanic. (pg 158)
- Holy Light** – Searing Light – Damage increased, cast time decreased. (pg 158)
- Holy Light** – Turn – Last cast time upgrade removed. (pg 158)
- Holy Light** – Word of Power: Stun – Cost decreased. (pg 159)
- Necromancy** – Soul Infusion – Expend a point of Control Pool when used. Points refresh each Encounter. (pg 162)
- Necromancy** – Revenant, Wraith – Upgrades now included in base power. (pg 163)
- Phasing** – Ethereal Bolt - Damage increased, cast time decreased. (pg 164)
- Phasing** – Phase Out – Power added. (pg 164)
- Phasing** – Blur – Invisibility Buff power added. (pg 165)
- Phasing** – Magic Mirror – Power added. (pg 165)
- Precognition** – Nudge Fate - Damage increased, cast time decreased. (pg 166)
- Precognition** – Sense Weakness – Effectiveness increased. (pg 167)
- Precognition** – Strike Now – Damage buff removed, Bypass added, which can include status effects. (pg 167)
- Resilience** – Armored Training – Now grants half your Armor Points as additional Max HP. (pg 168)
- Righteousness** – Holy Blade – Replaced with Holy Blades (no, really, there's a difference). (pg 170)
- Righteousness** – Sense Corruption – Simplified. (pg 170)
- Righteousness** – Spell Blade – Mechanic altered, now much more effective at bridging Destruction and Righteousness. (pg 171)
- Sanctity** – Tree removed, replaced with Basket Weaving. (Just kidding)
- Shapeshifting** – Entirely reworked. The curious should examine it. (pg 174)

- Shielding** – Barrier, Shield of Elements – Cost increased. (pg 176)
- Shielding** – Blink – May only be placed on a single target. (pg 176)
- Spirit Lore** – Shield of Spirits – Upgrades removed. (pg 178)
- Spirit Lore** – Spirit Pouch – New subpower added to produce starting spirits. Harvesting spirits no longer requires downed NPCs. (pg 178)
- Spirit Lore** – Spirit Strike – Damage increased, cast time decreased. (pg 178)
- Spirit Lore** – Crane’s Grace – Buff power added. (pg 179)
- Spirit Lore** – Spirit of Those Between – Renamed Crocodile’s Hide. (pg 179)
- Spirit Lore** – Spirit of the Few – Renamed Hawk’s Claw. (pg 179)
- Spirit Lore** – Spirit of the Many – Renamed Serpent’s Fang. (pg 179)
- Spirit Lore** – Spirit Summoning – Now an actual summon power. (pg 179)
- Teamwork** – Isolate replaced by Empower, a damage buff. (pg 180)
- Teamwork** – Magic Weapon – 2 target upgrade removed. (pg 180)
- Teamwork** – Advice – You may now choose to distribute some combination of Reduction Points, Control Pool, Bandages, or Focus. (pg 180)
- Thievery** – Fast Talk – Now a base level power in the tree. (pg 182)
- Thievery** – Find Trap, Disarm Trap – Now a single power called Trapfinding. Cost decreased. (pg 181)
- Thievery** – Quick Tap – replaced with Deadly Knives, a damage buff to thrown weapons. (pg 182)
- Thievery** – Watch Out – Cost decreased. (pg 182)
- Universal** – First Aid – Now works like Mend in Wanderlust, but only when no Healers are present. (pg 184)
- Universal** – Influence – Replaced with Influential. (pg 184)
- Universal** – Rank – This power is completely different, and introduces the ability to earn Rank with one of the 10 public organizations listed or any Secret Society. Rank grants benefits and requires things to maintain, and you may call upon organizations for Favors on a limited basis. Reaching Rank 3 makes you an APC. Reaching Rank 4 causes your PC to retire into the organization and become an NPC. Rank 4 positions are fairly lofty. All organizations grant Titles for their Ranks. Rank must be purchased with both Influence and XP, but Influence with that organization is doubly effective, and a mechanic is introduced for PCs to buy a limited amount of Influence with an organization. (pg 184)
- Warcraft** – Precision, Favored Enemy – Costs lowered significantly. (pg 192)
- Weapon Mastery** – Ultimate Fighter – Cost lowered. (pg 195)