

Kishar Version 0.96 Changes:

(General)

- Dots are gone! Rejoice. XP is now just called XP.
- A new section titled Introduction to Powers presents the color coding and delivery of powers for the purposes of a first-time reader (pg 14)
- Clarified Rounding (pg 15)
- Added information sent to the list on nobles as “Nobility, Commoners, and the Law” (pg 18)
- Information on the racial composition of the city of Kishar, the nobility, and the military added (pg 20)
- Formally added relics / relic shards as IC representations of 1 / ¼ XP (pg 57)
- Unique trees are now starred like other powers that can’t be purchased out of class.
- Defined Max HP and Max AP (pg 58)
- Clarified healing restrictions (pg 60)
- Influence is now awarded every level. Rebirth is remaining unavailable for purchase from NPCs for the time being. (pg 85)
- The section on class and role synergies has been clarified. Class AND Role synergies cap at 5 people. Required sight and added a maximum distance of 30 yards to receive synergies. (pg 86)
- Inserted an example for Battle Formations (pg 89)
- Clarified that instant powers are not affected by Haste or cast time penalties (pg 92)
- Clarified that cast times may not be paused and powers you have finished the cast time for may not be “held” – you have 5 seconds to deliver them. (pg 92)
- Out of combat use of powers with long (60+ second) cast times and ritual casting both permit custom incants and custom rituals of the proper duration when a Marshal is available and can time you. In-combat casting will retain the original focus system. (pg 92)
- Alchemy and Archery feature the proposed symbols for non-color-coded frequency marking. If people like them I will spend the hours to insert them everywhere else as well, otherwise I won’t.
- Experimenting with capitalizing and hyperlinking game terms such as Sure, Reliable, Difficult, Exhausting. Feedback on this change would be appreciated before further work is done.

(Racials)

- Codified the “you take double damage from” language into Vulnerable
- Changed Celestine healing to correctly note it is a Recovery effect, rather than magical healing. (pg 28)
- Changed Dhampir racial to a difficult power instead of exhausting, correspondingly lowered the amount recovered. Still should be a net upgrade, but is no longer “burst-y” like Celestine healing, which means you can’t use it to recover from that one really bad encounter. (pg 31)
- Slightly increased racial benefits for High Humans and Hill Dwarves (pg 37)
- Updated Mountain Dwarf racial to allow Heirloom armor in addition to Heirloom weapons (pg 39)

(General Weaponry & Combat)

- Removed the weapon powers from the section on weapons and added a note linking to the Universal tree. (pg 65)
- Added the concept of combat certification for melee and ranged weapons. (pg 83)

(Melee Weapons)

- Rapiers now Substitute Weakness 1 as their exhausting power (pg 64)
- Daggers now Add 2 Direct instead of Add Direct as their difficult power (pg 64)
- Added Spear as a Piercing Polearm with an Exhausting power to Slow (representing a large wound that reduces movement) (pg 64)
- Raised blade length requirement on Polearm now that Spear exists. (pg 64)
- The nature of claws and Two-Weapon Fighting has been clarified. (pg 176)

(Ranged Weapons)

- Bow/xbow maximums are now 25# OR 600 inch-pounds, as measured under Missile Weapon Specifications. Compounds are not allowed. (pg 66)
- Added arrow specifications to Missile Weapon Specifications. Wooden shaft arrows and arrows smaller than a human eye socket are not allowed (pg 66)
- Arrows and bolts will be inspected every three games. (pg 66)
- Increased Point Blank range to “closer than 10 feet”, and clarified in the combat section that actual bow/xbow shots inside this range are illegal (pg 74)

(Influence)

- Increased the effect of using Armorsmith under Influence to be consistent with “of Quality” available to PC armorsmiths. Lowered the Influence cost. Currently a PC with 3 monthly Influence can make 5 pieces of +2 armor every 10 games. (This involves converting temp to permanent Influence) (pg 85)
- Lowered the cost of Weaponsmith under Influence. Currently a PC with 3 monthly Influence can make 2 +1 weapons every 10 games. (This involves converting temp to permanent Influence) (pg 85)
- Additional benefits related to spending Influence added to Rank. (pg 174)

(Calls)

- Dominate has been updated in the calls section and the status effect section to no longer be mind-affecting and to potentially include a creature type modifier. (pg 78, 81)
- Vulnerable added to list of calls and status effects. Racial vulnerabilities may not be removed. (pg 80, 82)
- Counter has been added as a call – it is a Resist used when you counter a difficult or exhausting power with your own use of the power. (pg 78) This Resist only protects you. A section on Countering Powers was added under Delivery of Powers. (pg 94)

(Backgrounds & Rank)

- Removed Pacifist.
- Backgrounds mentioned more prominently in the section on character creation and spending points. (pg 55)
- Alphabetized section. (pg 97)
- Clarified the amount of Rank that may be purchased at character creation (2), and the inherent relationship between this power and RP. (pg 174)

(Alchemy)

- Potions created by powers marked as (Volatile) only last until the end of the current encounter. If unused at that point, the potion is wasted. (pg 99)
- All Difficult Alchemy powers are Volatile. (pg 99)
- Costs significantly increased for Alchemy powers (pg 99)
- Cast time upgrades increased in effectiveness on some powers (pg 99)
- More Potent specifies that only the Alchemist who created it can use this base. (pg 100)

(Avoidance)

- Costs generally increased throughout this tree (pg 103)

(Conjuration)

- Generally increased costs in this tree (pg 121)

(Craft)

- Increased the effect of “of Quality” on armor to +2 AP. Keep in mind that if your cloth gambeson is treated like 7 pieces of armor in the system (as the one in Armor Example 1 is), you need 7 item cards for the phys rep, and each of those cards could be “of Quality”. This means even 0 point base items could be useful. Also remember that anything that increases the AP value of armor doesn’t raise your max AP – it just means you have to wear less armor to hit that cap and that additional points spill over into your armor pool. (pg 122)
- Items “of Quality” only confer their addition benefits on the specific person for whom they were made. They function as normal items for other people. (pg 122)
- Added the “Shoddy” and “Practice” patterns to Armor, Weapons, and Tattoos (pg 122)
- Tattoos only work for the person on whom they are tattooed. No cutting and pasting, thanks. (pg 123)

(Enervation)

-Most powers in this tree had their costs increased, most notably the Difficult powers (pg 133)

(Healing)

-Range of Soothing Touch increased to Heal 7, costs increased significantly (pg 140)

-Prayer of Healing costs increased, upgrade to reduce cast time added (pg 140)

-Healing Wind costs increased (pg 140)

-Powerful cost increased (pg 141)

(Hexing)

- Most powers in this tree had their costs increased (pg 142)

(Necromancy)

-Codified that undead are Corrupt beings that take damage from Holy and are immune to Mind-affecting powers and status effects. (pg 148)

-Codified the duration of undead under various conditions (pg 148)

-Codified that bodies may only be used once for summoning, not multiple times. (pg 148)

-Undead Mastery costs significantly increased (pg 148)

-Costs increased on Create Zombie, Damage Lowered (pg 148)

-Costs increased on Create Ghost, Damage altered (pg 148)

-Soul Drain now only heals undead (pg 149)

-Acid claws costs increased (pg 149)

-Consume is clarified as self-only, caps at 10, but its upgrade is now a recovery power instead of healing (pg 149)

-Dominate in the Necromancy tree is now Dominate Undead. Since undead are immune to mind-affecting conditions, this was necessary. (pg 149)

-Banshee Wail costs increased (pg 150)

-Revenant costs increased (pg 150)

-Wraith costs increased (pg 150)

(Resilience)

-Cost of upgrades for Unyielding, Resistant, Hardened increased (pg 158)

-Upgrade added for Phenomenal Strength (pg 159)

(Shielding)

-Toughen clarified to refer to ablative armor (pg 166)

(Warcraft)

-Cast times on Fire Oil and Frost Oil increased to 8 seconds (pg 178)

-The nature of claws and Two-Weapon Fighting has been clarified. Cost for upgrades to Two-Weapon Fighting increased. (pg 176)