

## Kishar 2.0 Change Overview

1. Natisha, who has been serving as a Plot Marshal and Storyteller, is now formally recognized as one.
2. Game policies are now consolidated after the Introduction, as opposed to being half there and half at the end of the book.
3. Game fee is now \$10 for trail games (~6 hours) and \$15 for full day games (~9 hours), to allow us to cover site costs for running longer games at a pay site.
4. The Nerfing rule now allows 2 games to decide if you want to get a refund for things that have changed. Due to the LARGE amount of changes, every PC may elect to use this rule to take a full respec. You have the upcoming playtest and the first game of Season 2 to decide.
5. Travel Influence is no longer awarded for trips of less than 100 miles.
6. A Phys Rep Rule is added to say that you cannot bother non-ranged phys reps that belong to other players without their permission, except to move them out of danger.
7. A Ranged Courtesy Rule is added to reward those players who assist the archers and spellcasters in recovering ammunition.
8. XP Awards for Writing can include Forum RP now.
9. All races now have options. Some of them, such as Aetherites and Constructs, have no cost but must be chosen at char gen. Others have an XP cost and can be purchased at any time.
10. Some of the RP notes for races have changed slightly. For example, Celestines may now have wings of any color, although some colors are more common, and it is not known for certain whether wing color indicates worldview.
11. Inspiration and Teamwork have been merged into just Teamwork. Anyone who got Inspiration now gets Teamwork. Chaplains, who got both, now get Shielding.
12. All damage, Armor, and HP numbers in the system have been halved for easier math. Where there were odd numbers before, other ways to balance this have been found.
13. Starting HP/Armor and HP/level have changed, even relative to the halving.
14. Base XP is now 2 after 10 games. (Costs overall have decreased, don't worry!)
15. Bleeding now goes until -12, as opposed to -20, which means bleeding out is easier.
16. Holy is no longer a damage type.
17. All harmful status effects in the game (barring racial vulnerabilities) now state a duration in seconds in their call, with durations generally no longer than 60 seconds.
18. Weapon damage has been adjusted, and weapon powers have changed.
19. More armor is required to get Armor Resists.
20. No armor, cloth armor, and leather armor no longer grant Armor Type Bonuses
21. A new mechanic, Reduction Points, is introduced. This is granted by heavier armor and some powers, and allows you to buy Damage Reduction on a sliding scale. This means that where before you might have had Reduce 1 Slashing from armor, and a power that gave you Reduce 1 Fire and Reduce 1 Ice, etc. now you can trade those in for something more potent in a single area. Since damage numbers are halved, Reduce 2 is as effective as Reduce 4 was in Kishar 1.
22. Armor Values are halved along with everything else in the system, but the values for some pieces (gauntlets, helms, torsos) has been slightly increased at the higher end to reflect the OOG cost of these items.

23. Finishing blows are removed as a concept. You may inflict damage on people who are down using the defenseless targets rule, which states that you cannot strike people who cannot fight back, but may still damage them by placing your weapon on them and slowly calling your damage.
24. PCs may no longer conceal valuable loot from other PCs when it is found. This includes any item that is non-mundane (has a plot dot or is green, purple, or red) and anything worth more than 10 lunari per card. Similarly, non-mundane items may not be stolen from other PCs.
25. Formal rules for hard PvP (combat) and soft PvP (spending Influence against another PC) are discussed.
26. The Gentleman's Rule, familiar to some, is added to handle intra-personal conflicts.
27. Calls in the system have been vastly decreased. Please review the lists.
28. Certain concepts, such as Haste, are now gone, in order to simplify things.
29. Negative status effects are down to 5 Mental and 6 Physical. Blind (down to 1 damage) is added and there is only one type of Weakness, which takes you down to half damage. Taunt now forces you to make ALL your attacks against the user for X number of seconds, as opposed to your first attack.
30. Stun now inflicts Frozen Foot and prevents you from attacking, as opposed to inflicting paralysis.
31. Spending Influence to escape death is now known as Fair Escape.
32. Synergies are drastically simplified. Only one Absence synergy remains – the No Healer one. Invoking this synergy has a small lunari cost.
33. As there was no other way to balance a Path synergy for Steel with Rituals, Steel now gets Rituals as well – these are called Scriptures of Steel. While non-magical, these represent ceremonies.
34. Cast times no longer require you to state the last number in your count, which should make things easier.
35. In addition to Cast Time and Recharge Time, added the idea of RP Time, which some powers list. Instead of counting out your casting with these powers, you simply spend this amount of time doing appropriate RP. This should reduce counting out of combat.
36. Burst range is increased to 6 feet from 5, and Area powers are removed from the system.
37. Corrupted is gone from the system. The Corrupted Background is replaced by Dark Past.
38. Powers are GREATLY simplified. Most trees now take only 2 pages. Cast times have been lowered, upgrades are more meaningful.
39. The design philosophy has changed from “base powers are cheap, upgrades are expensive” to “base powers have moderate to expensive cost, upgrades are cheaper” and overall, total tree cost has been slashed by 1/3 or more.
40. Overall damage levels have been decreased. Aggressors can generally only buy two damage bonuses (at higher cost), and must receive any addition enhancement from buff classes.