

## Event 3 Errata September 2013

We have *removed* the following skills:

### **Search an Area**

This skill was utilized only a handful of times, and only successfully once.

### **Codex Scholar**

The implementation of the Codex itself has changed dramatically, and while this skill remains relevant, it is no longer appropriate to require the PCs to purchase it with CP.

### **Appraisal**

This skill was just too difficult to implement.

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We have *changed* the following skills:

### **General Skills**

#### **"Ranged: Bow"**

*change* "three seconds" to "ten seconds" for restringing (to be consistent with the Archer skill).

"Beast Lore"

### **Priest Skills: Scholar**

#### **"Witness, or Writing the Word"**

*Added:* Priests who formally Witness and Record events, contracts, or other things of importance should include in their PELs what they have Witnessed and Written.

#### **"Cure Doubt"**

*Added:* You also gain the ability to "Diagnose Doubt." You may touch a packet to a person, spend three seconds analyzing the individual, and call "Diagnose Doubt."

#### **"Blessing for the Departed"**

*Changed the description to:* You may protect one who has died from the effects of harmful enchantments. Say an incant assuring the target that his spirit is safely in your hands (they don't have to understand you – you do not have to speak with spirit), touch or throw a packet to them, and call "Imbue to Dead by Faith." The target may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once they go Spirit), including "Inflict to Dead/Spirit" unless that call is made by Corruption, Insanity, Nightmare, or Faerie Magic. This effect ends if the target loses the Dead trait.

If you possess this skill, you may choose to create and print your own Imbue tags with the following:

#### **Imbue to Dead by Faith**

You may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once you go to Spirit), including "Inflict to Dead/Spirit" unless that call is made by Corruption, Insanity, Nightmare or Faerie Magic. This effect ends if you lose the Dead trait.

### **Sharing the Written World**

*Changed the description to:* Scholars are able to channel the power of the written word to aid others. Spend at least two minutes sharing information you have gained, notes you have written, telling of things you have witness, or instructing or teacher others. At the end of those two minutes, you may call out one of the following: “By My Voice, Heal 2 by Faith”, “By My Voice, Cure Will by Faith”, or “By My Voice, Grant 1 Protection by Faith.” When making the call, the volume of the call must be at the same volume level as the conversation itself.

### **Priest Skills: Healer**

#### **Remove Death**

Lowered the cost to 30, 40, 50

### **Witchery Skills: Wood Witch**

#### **Craft Wood Stick Doll**

*Changed the skill as follows (replaces existing skill) - note that this is now an instant skill, and that the healing ability has been separated out to a new skill, "Heal by Wood Stick Doll" (see new skills below):*

#### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** Wood Witch header, Healing Salve

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may fashion a doll from crude materials. Once the doll is fashioned, you may then channel your craft through the doll in the form of healing. The doll lasts indefinitely, or until it is destroyed. This acts as a prerequisite for other skills. Your doll must contain something unique to you within it. It could be a drop of blood, a piece of hair, or something strongly tied to you, such as a bead from a necklace you always wear. This ties the doll to you.

**Note:** The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

### **Witchery Skill: Hearth Witch**

#### **Extend Hospitality**

Lowered the cost to 5,5,5

#### **Attune To Other Hearth**

Lowered the cost to 10,10,10

*Added:* If the Hearth Witch is using this skill to extend her Hearth to a second building for the purposes of making the people staying in that building part of her Hearth, and to make that building part of her warded "home," a hearth focus must be established in that building, as per the Craft Hearth rules, and must be of the same theme as her original hearth, tying the two Hearths together. This cannot be done in a building where another Hearth Witch has established a different Hearth (with a different Trait). If two Hearth Witches wished to combine two buildings into a singular Hearth, they would each still need to purchase "Attune to Other Hearth" to extend their Hearth beyond a single building.

For example: Two Hearth Witches wish to combine their halls to make two buildings share the same hearth aspect, and cover a total of 16 people. They may do so, but the hearth focus in each building must

share some of the same materials, and the Hearth Witches must both take "Attune to Other Hearth" and attune the other building to them and their hearth to do so.

### **Bestow Hearth Trait**

*Added:* Hearth Witches may Bestow Hearth Traits to individuals residing in a hearth to which the Hearth Witch has attuned and established an anchor that bears the same trait but in which the hearth witch is not actually staying. For example, the Hearth Witch wishes to establish her hearth across two buildings. One building sleeps 8 people and the other also 8. The Hearth Witch stays in the first building and uses "Craft Hearth" to establish her hearth, and Bestow Hearth Trait to grant the Hearth trait "Home" to those staying there. She may then use "Attune to Other Hearth" to attune to the second home, and then establish a second Hearth Anchor as per the Craft Hearth rules in that hall that ties it to her main hearth. Once this is done, she may then use "Bestow Hearth Trait" to grant the "Home" trait to the people residing there, even though they are not sleeping in the same building as her.

More than one Hearth Witch may join together to create a single hearth and bestow the same hearth trait. However, if the hearth is spread across multiple buildings, *each* Hearth Witch must purchase Attune to Other Hearth to cover each building to which the Hearth extends.

### **Heal to Hearth**

*Add Prerequisite:* Bestow Hearth Trait

### **Desperate Showing The Door**

Lowered the skill cost to 5 per level

### **Hearth Healing by Wood Stick Doll (*replaces Craft Stick Doll*)**

*Changed the skill as follows (replaces existing skill):*

#### **Character Points**

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Wood Witch header, Heal by Wood Stick Doll, Place of Healing

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is designed for use by those characters who are trained in both wood and hearth craft. You must use the Wood Stick Doll you have crafted from the Wood Witch "Craft Stick Doll" skill to use this skill. By spending one point of Craft, you may state, "Imbue to Self by Craft." You then gain a Healing Pool of 10 Points. Once every one minute (60 seconds), you may touch the doll to a target (in lieu of a packet) and state: "Heal 1 by Craft". You may only cast 1 point of healing at a time. The effect lasts until you rest to refresh Skill Points, all 10 points have been expended, or the event ends.

### **Craft Hearth Stick Doll (*replaces existing skill*)**

*Changed the skill as follows (replaces existing skill) - note that this is now an instant skill, and that the healing ability has been separated out to a new skill, "Heal Hearthmate by Hearth Stick Doll" (see new skills below):*

#### **Character Points**

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Wood Witch header, Craft Stick Doll, Home of Healing

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is designed for use by those characters that are trained in both wood and hearth witchery. You may fashion a doll or woodland charm from crude materials. Once the doll is fashioned, you may state "Imbue by Craft". This doll or charm must contain something belonging to each hearthmate you wish to use this skill on (including yourself): blood works best, but it could be a piece of hair, an item of significant value, or other such thing. If blood is to be used, motion as if pricking their finger and then touch their finger to the doll. Otherwise, incorporate the item into the doll. Once the doll is fashioned or pricked finger is placed on the doll, you may state "Imbue by Craft". The doll then forms a link between you and your hearthmate, such that you may utilize some of your hearth magic while not within the hearth. The doll lasts until it is destroyed.

This doll may be the same doll used for Craft Wood Stick Doll, but it now must incorporate something of those you wish to use it on. This doll is a prereq for other skills.

**Note:** The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

### **Sandman Skills:**

#### **Sandman Skills: Empath:**

##### **Heal Dream**

*Changed the skill description as follows (replaces existing skill):* Say a phrase of 6+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 4 Points of "Heal to Sandman". Touch or throw a packet to the recipient and call "Heal X to Sandman," where X is the number of points you wish to heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Sandman" and then touch a packet to a second target and call "Heal 2 to Sandman." You would then have 1 point of Healing remaining in this pool. You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait.

You may cast this as many times as you have imagination points in a single encounter. However, if you have points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Heal Dream pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

This skill may be used outside of the Slumberland if you have the Awakened Dreamer skill. If used outside the Slumberland, the call changes to "Heal X to Dream."

You may attempt to use this on targets outside the Slumberland that do not have the Dream trait, but it will not affect them unless they possess the trait.

##### **Accurate Heal Dream**

*Changed the skill as follows (replaces existing skill) - note that this is now an encounter skill:*

**Cost:**

**Adept:** ---

**Empath:** 5

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Heal Dream

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** Say a phrase of 6+ syllables and call "By Your Name, <Name>, Heal 2 to Sandman." You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberland.

### **Greater Heal Dream**

*Changed the skill description as follows (replaces existing skill):* You may say a phrase of 8+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 6 Points of Heal to Dream. You may also choose to cast this healing "to Sandman" instead of "to Dream." You may use these 6 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Sandman" and then touch a packet to a second target and call "Heal 2 to Dream." You would then have 3 points of Healing remaining in this pool.

You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberland.

### **Accurate Greater Heal Dream**

*Changed the skill as follows (replaces existing skill) - note that this is now a twilight skill:*

**Cost:**

**Adept:** ---

**Empath:** 5

**Architect:** ---

**Reset:** Twilight

**Prerequisite:** Greater Heal Dream, Accurate Heal Dream

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You may choose to call your Greater Heal Dream skill with "By Your Name, <Name>, Heal 4 to Dream." This skill may only be used in the Slumberland.

## **Bard Skills**

### **"Greater Audience"**

*Updated the skill description to include:* "As the Audience skill, but you may combine your performance with one or more other Bards to create a larger circle. You both must possess this skill, and both must expend a point of verse and participate in the performance. You cannot use this skill as a solo performance.

*Added to end of skill description:* NOTE: Anyone who hears this call will gain the trait. Be careful in using this in situations where your enemy may hear you, as they too will become part of your audience.

## **Fighter Skills**

### **"Ranged: Bow"**

*Updated the description to include:*

You may use a bow phys rep. Using a bow is not a melee option, and blocking with a bow is not permitted. If your bow is struck, you take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds roleplaying as you "re-strings" the bow.

You are encouraged to roleplay the drawing back and aiming of the bow before firing the packet at the target.

As a general rule, there should be at least three seconds between shots.

Arrows in Cottingham Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack.

For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend five minutes “fletching” a new set of twenty arrows

### **"Bow Parry"**

*Removed the line:* "If struck, you call, “Parry.” Attacks by Corruption, Insanity, Nightmare, or Faerie cannot be parried."

### **"Weapon and Bow"**

*Added Prerequisite:* Medium Weapon

*Lowered cost from:* 25 CP to 10 CP

## **Magician Skill: Ritualist**

### **Strength of the Staff**

*Lowered the skill cost to:* 10 CP

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We have *added* the following skills:

## **Free Everyman Skills**

### **"Answering the Call of Nature"**

Notes: This free skill is to allow people to go to the bathroom or leave to obtain medication, even if trapped in a building or a fight is raging outside. If the building you are in has a Hearth, you may go to that hearth, touch it, concentrate for 3 seconds, and go to spirit by calling "Imbue Spirit Trait". If it does not have a hearth, go to a corner far away from combat or action, cross your hands across your chest, and go to spirit after a 3 second count by calling "Imbue Spirit Trait". You must keep your head bowed and your hands together in front of you, and walk slowly to the bathroom and back. Once returned, go back to the hearth item or to the corner, spend 3 seconds, and call "Purge Spirit Trait." This skill may *only* be used to go to the bathroom or to obtain medication or similar, and you must return to the place where you went to spirit before you can purge the trait and interact again in the game world (you must do so even if the location is no longer in-game safe). Please obey the spirit of this rule.

## **Priest Skills: Scholar**

### **Blessing of the Witness**

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#### **Character Points:**

**Paladin:** ---

**Healer:** ---

**Scholar:** 5

**Reset:** Event

**Prerequisite:** Witness, Sharing the Written Word

#### **Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** This skill may be used if a Priest Witnesses and Records (writes down) a significant event, moment, contract, oath, or other such event to bless the participants of that moment. (This is most often used when a Priest is explicitly asked to bear witness, but it is not required that a Priest be asked to do so). Take a moment to state that you have formally witnessed this moment -- such as "My name is <Your Name> and I have Witnessed these Words as Truth" or "Let it be known that this is been Witnessed and the Words Written by the hand of <Your Name>." You may then call a packet to each participant (such as two individuals who exchanged a vow) and say one of the following: "Heal by Faith" or "Grant 1 Protection by Faith." If the event included all visible individuals (such as a decisive battle in a war), you may instead call out "By My Voice" rather than touch a packet. However, to do so, those present all must have participated in the event, act, etc, being Witnessed. If they were just bystanders or witnesses, they cannot be so imbued.

The Protection granted from this effect cannot stack with any other granted protection or armor.

When making the call, the volume of the call must be at the same volume level as the conversation itself.

### **Priest Skills: Healer**

#### **Remove Comatose**

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**Character Points:**

**Paladin:** ---

**Healer:** 5

**Scholar:** ---

**Reset:** Event

**Prerequisite:** Stabilize, Remove Greater Injury

**Restriction:** None

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** 1 Faith

**Notes:** You are able to tell the tale of how one in a coma awakens again. Spend 10 seconds telling the tale, touch a packet to the target and call, "Cure Comatose trait by Faith." As defined in the Comatose skill, a person brought out of a Coma suffers the Drain effect and must rest 5 minutes to remove it.

Both hands must be free to use this skill. If you are interrupted while casting, you do not lose the skill use, but must begin again to cast it.

### **Sandman Skills: Adept**

#### **Greater Imagined Missile**

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**Cost:**

**Adept:** 10

**Empath:** ---

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Imagined Missile, Imagined Strike

**Restriction:** None

**Skill Points:** None

**Notes:** You may choose call your Imagined Missile attacks as "1 Damage to Dream."

## Witchery Skill: Wood Witch

### Heal by Wood Stick Doll

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#### Character Points

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Encounter

**Prerequisite:** Craft Wood Stick Doll

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** Role play pricking your finger to mix your blood with the salve and call "Imbue by Craft". This empowers the doll. You then have a pool of 4 points of healing. Touch the doll to a target and call "Heal # by Craft", where # is the number of points you would heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 by Craft" and then touch a packet to a second target and call "Heal 2 by Craft." You would then have 1 point of Healing remaining in this pool.

You may cast this as many times as you have Craft Skill Points in a single encounter. However, if you have Healing points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Craft Wood Stick Doll pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

## Witchery Skill: Hearth Witch

### Heal Hearthmate by Hearth Stick Doll

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#### Character Points

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Wood Witch header, Craft Stick Doll, Home of Healing

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** While holding the doll created with the "Craft Hearth Stick Doll" skill, you may spend one point of Craft and call out "By your name <<Name of Hearthmate>>, Heal by Craft."

## Magician Skill: Ritualist

### Ritual: Bind Familiar (lesser)

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**Cost:** 3

**Reset:** Instant

**Prerequisite:** Path of the Ritualist

**Restriction:** Special Instruction Needed

**Skill Points:** 1 Magic

**Ritual Skill Level:** 1

**Physical Focus:** Ritual

**Note:** A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

**Gesture/Incant:** You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

\* the ritual must be at least five minutes in length.

\* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.

\* the enchantment must include some form of gesture/movement and incant.

\* the enchantment must include 2 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).

\* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is contact with you, you benefit from its presence.

See the section on magician tools for more information on the benefits of having a familiar.

### **Ritual: Bind Familiar (greater)**

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**Cost:** 0

**Reset:** Instant

**Prerequisite:** Ritual: Bind Familiar (lesser)

**Restriction:** Special Instruction Needed

**Skill Points:** 1 Magic

**Ritual Skill Level:** 2

**Physical Focus:** Ritual

**Note:** A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

**Gesture/Incant:** You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

\* the ritual must be at least ten minutes in length.

\* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.

\* the enchantment must include some form of gesture/movement and incant.

\* the enchantment must include 4 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).

\* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is within you, you benefit from its presence.

Find out in game the benefits of having a familiar.

### **Familiar Enchantment Types**

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Before beginning a familiar ritual, you must decide which type of familiar you wish to bind. A familiar may be bound as only one type. There are three types of familiars as follows:

#### **Enchanted Protector**

**Additional Component:** Water

The Protector familiar is able to provide some small amount of healing and is also able to cure various maladies when needed.

**Enchanted Supporter**

**Additional Component:** Fire

The Supporter familiar is able to amplify the magician's ability to cast offensive spells.

**Enchanted Guardian**

**Additional Component:** Earth

The Guardian familiar is able to offer protection and shielding from harm.