

## Cottingham Woods Player's Guide

### Change Logs

#### Change Log v3.0.2 to v3.0.3

- Added Change Log
- Added COVID-19 Vaccination and Masks & Contagious Illness policies
- Clarified “Illusory Traits” to indicate that unless you can detect or used a defense against illusions, you should roleplay as if the Illusory Trait is the actual Trait (ie, Agony by Illusory Fire should be roleplayed as if it were fire).
- Added Potion and Scrolls to Section 15.1 Gear
- Added Section 15.4: Adventuring Notes: Sending Letters
- Added Section 15.5: Adventuring Notes: Treasure, Bounties, and Expiration Dates
- Add “Night of Veils” to the Holidays section, under the Harrowing
- Everyman Skills Corrections:
  - Added “The Nature of Acid, Metal, and Madness in the Written World” to clarify that Acid is a physical trait, Metal is both elemental and physical, and Madness is a Special Trait (not Mental).
- General Skills Corrections:
  - Added “Influencer” under Occupation skills, which allows you to purchase Influence Tokens (rather than purchase them in-game with in-game money).
  - Removed gaining Influence Tokens from Occupations skills. All PCs will still start with 1 Influence Token.
  - Added Read/Write as a prerequisite for Research
- Bard Skill Corrections:
  - Corrected Sound of Silence to have Note of Silence as a Prereq
- Magician Skill Corrections:
  - Read/Write Magic added as a prerequisite for Throw Magic, Protection from Magic, Detect Magic, and all Focus skills
  - Corrected “Hedge Magic” with “Attune Arcane Alchemy” as prerequisite for Hedge Magic skills
  - Corrected to add “Attue Arcane Alchemy” as a prerequisite to “Reflect Magic”
  - Message by Air corrected to Cost: 15 CP per purchase and Reset: Event
  - Magical Message corrected to Cost: 15 CP per purchase
- Priest Skill Corrections:
  - Insight under Priest corrected to Twilight instead of Event, and no Skill Point Cost
- Witch Skill Corrections:
  - Fixed “Smelling Salts”
  - Updated Herbalist: <Skills> to reflect needing to buy the recipe as a prerequisite. Splash skills require Thrown Weapon as a prerequisite.
  - Updated Herbalist recipes to be more clear which ones can be used by anyone once created.

#### Change Log v3.0.3 to v3.0.4

- Everyman/Free/Required skill corrections:
  - Added the free skill “Protagonist” to define the traits all PCs begin with.
  - Added the free skill “These Traits Aren’t So Special” to clarify that most general defenses will work against the special traits Craft, Faith, Fascination, Illusion, Magic and Threshold unless the skill specifies otherwise.

## Cottington Woods Player's Guide

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- Added the free skill “Silence is Profound” to make the Cottington-specific rule around “Silence” a skill that will print on character sheets to remind everyone that Silence prevents use of Magician and Bard skills, even if there is no verbal requirement, unless otherwise stated; and will prevent the use of Sandman and Priest skills that have verbal components as per the normal Silence rules.
- Added the free skill “Weakness of the Arms” to make the Cottington-specific rule around “Weakness” a skill that will print on character sheets to remind everyone that Weakness affects Missile/Ranged Attacks by a Bow or Thrown Weapon as well as Melee attacks.
- Added the free skill, “Be Kind to Your Knees,” to allow players to duck their head and put arms over their head in a protective gesture to indicate unconsciousness without needing to drop to the ground, as well as allowing players to remain standing while resting by crossing arms in front of chest and tapping elbows, or tapping palm of one hand repeatedly in obvious manner, or crossing arms behind head in a resting gesture (these must be obvious even in the dark).
- Clarified that Influence must be used on the event it was gained, and that unused Influence is lost. Unused Influence tokens should be turned in to staff during checkout at end of game.
- Added the new purchasable everyman skills (earned from the Fundraiser), “Skill Recovery” and “Greater Skill Recovery” which allows recovery of a skill negated by a defense, or recovery of healing if individual healed is immediately felled by a single blow (see skill descriptions).
- Bard Skill Corrections:
  - Greater Audience is now an Encounter skill and costs 15 CP. Clarified that the performance should last for a number of minutes equal to the number of performers.
  - Clarified that Hindsight requires the PC to provide as much detail of the event they are trying to remember as possible, and that it cannot be used to get a transcript of an encounter. Multiple priests combining the skill between events can lead to greater effect.
- Man of Science Corrections:
  - Added “Gadget: Repair Gadget” skill so Men of Science can repair destroyed gadgets
  - “Read Schematic” was missing the prerequisite “Read/Write.” This has been fixed.
  - All Schematics were missing the dependency “Read Schematic.” This has been fixed.
  - Gadget: Chickadee’s Generic Protective Clothing and Schematic: Chickadee’s Generic Protective Clothing were missing and have been added back into the rulebook
- Priest Skill Corrections:
  - Added the note “(please inform Plot Staff of its Name and gain approval before creating the Weapon)” to Holy Weapon
  - Removed the Skill Point cost from “Medium Weapon: Great Blow by Faith” and “Large Weapon: Great Blow by Faith.” As these are twilight skills, it does not cost a Faith point to use.
  - Clarified that Hindsight requires the PC to provide as much detail of the event they are trying to remember as possible, and that it cannot be used to get a transcript of an encounter. Multiple priests combining the skill between events can lead to greater effect.
  - “Sharing the Written Word” can now also be used during knowledge sharing of 4+ people where the priest is taking notes rather than sharing info.
  - Added “Faith Healing Cantrip” that allows a Healer to cast a free “Heal 1 by Faith” after 10 seconds of focused telling of how they are healing on someone (if they witnessed or have a witness to the wounding; otherwise 30 seconds), provided 60 seconds have passed since the last use of a healing effect. Must perform a 5-minute appropriate rite once per twilight to gain ability for that twilight period.
  - Foresight: Imbue Protection and Foresight: Imbue Shield now both give two uses with the skill, provided the second casting is used within 2 minutes of the first and no other non-defense game skills are used before the second casting is done.

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- Sandman Skill Corrections:
  - The Sandman Architect skill, “The Sound of Silence,” was renamed “To Dream of Silence” so as not to be confused with the Bard skill which was also named (and will remain named) “The Sound of Silence.”
  - Added “Dream Healing Cantrip” that allows an Empath to cast a free “Heal 1 to Dream” after 10 seconds of touch-casting focus on someone, provided 60 seconds have passed since the last use of a healing effect. Must perform a 5-minute appropriate rite (10 minutes if outside Slumberland and do not possess Awakened Dreamer) once per twilight to gain ability for that twilight period.
- Warrior Skill Corrections:
  - “Medium Weapon” skills for Warriors, Harriers, and Archers have been reduced by 5 CP, to reflect lower cost than the general skill
  - “Rest Back Health” was corrected to be a Twilight skill, and a note added to it being usable when receiving a “Well Rested” effect.
  - Champion Header incorrectly had a line stating you could add “to Foe” to existing melee, missile, or thrown weapon calls. This is incorrect and was removed. You must purchase “Target Your Foe” to do so.
- Witch Skill Corrections:
  - Clarified Herbalism that herbs expire 1 event after collected and potions/salves/poisons expire 1 event after being created. Potions take 5 minutes to create, and may be used by anyone. Master Use can only be used by Witches and within seconds of imbuing with Craft. It takes 10 seconds to administer a potion/salve/poison, unless you have Herbalism, where it takes 3 seconds.
  - Under “Herbalism and Master Herbalism,” added “Recipe: Soothing Purple Lotus Tea”
  - Increased Paralyze Splash Recipe to 5 CP
  - Added “The Craft of Healing Cantrip” that allows the witch to cast a free “Heal 1 by Craft” after 10 seconds of touch-casting focus on someone, provided 60 seconds have passed since the last use of a healing effect. Must perform a 5-minute appropriate rite once per twilight to gain ability for that twilight period.
  - Changed “Hearth Healing by Wood Stick Doll” to now require drawing or laying a boundary, planting a foot, and then having a pool of 10 points that can be used once per 30 seconds (instead of once per 60 seconds), though falling unconscious or using a non-defensive skill will reset the 30 second count.
- Cultural Skills Corrections:
  - City Gossip was updated to replace “Gossip” with the new skill “Gossip and Hear Rumors.”
  - Wealthy now grants 4 Silver Points per event, instead of 2.
  - “Old Blood” had the “This skill can only be purchased at Character Creation” line accidentally removed, and it has been restored.
- Updated CP to reflect new starting CP, new CP Floor Policy by year, and ways to earn or transfer CP.
- Updated “Sobriety and Campsite Rules” to reflect Camp Frank A Day’s policies on smoking, alcohol, and drugs;, and added Section 6 Campsite Rules. Violators are liable for the \$2,000 security deposit loss.