

Witchwood Rules Update, Beta 2

These changes will take effect for the Fall 2013 season. You may change your character accordingly:

- If your skills are cheaper/changed/replaced, you get a CP refund that you can spend normally.
- You may change your racial ability.
- Anything more complicated than that should be done as part of your post-second-event rebuild. If you already used your rebuild, you can have another but you must use it by Fall One.

Winded No Longer Exists: You are no longer winded if you are conscious at zero vitality. Instead, all effects that restore you to consciousness (Tend, Awaken, waiting 5 minutes, etc.) heal you to 1 Vitality if you were at zero.

Changed Calls: The Revive call no longer exists. It has been separated into the following:

- **Mend (*limb*):** The stated maimed/withered limb is fixed.
- **Awaken:** Wake up (at 1 Vitality if you were at zero).

The Weakness call is clarified/changed to also suppress the use of the Parry skill:

- **Weakness:** For 5 minutes, you can't use Parry or weapon skills (except augments).

Changes to Racial Skills: You now have a choice of racial skill:

- **Dwarves:** Trip, Maim, or Parry
- **Elves:** Fumble, Water Dart, or Root
- **Lyra:** Healing, Oakskin, or Purify
- **Human:** Silence, Prophecy, or Sleep
- **Galatura:** Speak with Dead, Spirit Dart, or Repel

If you choose a 2 CP skill, you may use it once. If you choose a 1 CP skill, you may use it twice. You may not purchase more of the skill unless you purchase the appropriate header. You may refresh your racial skill(s) just like any other.

Racial skills do *not* count towards determining cost increases for regular purchases.

Changes to Open Skills: Long Weapon and Two-Handed Weapon are changed:

- **Long Weapon (2*):** You can wield any safe, legal boffer weapon between 24 inches and 42 inches long. This also includes the Short Weapon skill; if you have it, discount its cost.
- **Two-Handed Weapon (4*):** You can wield any safe, legal boffer weapon between 42 inches and 72 inches long. This also includes the Long Weapon and Short Weapon skills; if you have either, discount its cost.

The following new skills are added:

- **Scavenge (2*):** You receive 1 to 3 items of minor in-game value at check-in each event. These items will often but not always be apothecary components. You have no control over what you receive.
- **Small Shield (2*):** You can wield any safe, legal shield that is no larger than 12 inches in any direction. A shield worn somewhere other than the wielding arm does not block hits.

Changes to Soldier: The Retreat skill now costs 3 CP instead of 5. The Iron Grip skill now costs 2 CP instead of 3. The Shield skill is now named "Large Shield" to distinguish it from the open skill Small Shield.

Changes to Swashbuckler: The Two Weapons skill now costs 3 CP instead of 4. The Retreat and Mutilation skills have been removed from the Swashbuckler skill list. They have been replaced by:

- **Weapon Finesse (5*):** You can use double the number of purchased Maim and Parry skills.
- **Agility (3*):** You have 2 points of virtual armor (that takes damage before magic or normal armor). You can refresh this virtual armor with 5 minutes of restful stretching, limbering, or other appropriate roleplay.

Changes to Scout: The Venom Base skill now costs 2 CP instead of 3.

Changes to Spy: The Parry skill has been removed from the Spy skill list. It has been replaced with the Device skill, which functions identically to Scout skill of the same name.

Changes to Druid: The Unroot and Poison skills have been removed from the Druid skill list. They have been replaced by:

- **Mend Limb (2):** You can call "Mend (*limb*)" once as a touch spell.
- **Wither Limb (2):** You can call "Wither (*limb*)" once as a spell packet.