

Cottington Woods Player's Guide

Part Two: Character Creation

11.9 Man of Science Skills

"The point is, with the right amount of genius and a touch of perceived insanity, science can conquer anything."
~~Brainiac 5

"Science and magic are opposite sides of the same coin, my friend."
~~Socks

*"Science is both sides of the coin.
Magic is the idiot pretending to pull the coin out of my ear."*
--Scratch Fury

Outlook

Science is out of fashion on the Written World. There is no denying it exists, and is real, but it and its applications are slowly being replaced by the more modern ways of magic. Men of Science know that they are studying a dying art. At the same time, the art is dying, not dead. The applications of Science can be found everywhere. Weapons fueled by bottled lightning are items to be feared. The streets of Farraway and parts of Collamoor are lit by powered networks. The tracks of the Red Castle Railway cross the land and only now has the last locomotive been decommissioned.

Those who love Science are passionate, and will not let it go without a fight. They are frantic in their expression, often surrounded by the smell of ozone, burnt hair, or the reek of some explosive aftermath. They are a wild-eyed, crazy, and often misunderstood bunch. Their numbers are few, and growing fewer with each explosion or passing year, but no culture would be complete without them.

Man of Science Garb

Men of Science are heavily influenced by the steampunk genre (excepting of course that gadgets are typically powered by bottled lightning, and not steam), and anything that looks appropriately steampunk should be considered appropriate for Cottington Woods as well. Costuming for Men of Science can, if desired, be Victorian era clothing, though you should take care not to make it look too modern.

On the Appearance of Gadgets

Gadgets should be repainted in hues of silver, copper or wood. Other, more specific notes are included under each gadget.

A Note on Men of Science vs. Rogues



While the two headers go quite well hand in hand, there is a large difference between a gadget and a trapped box.

The gear icon indicates that a box is a gadget, and not something that can be worked using the Pick Locks or Disarm Traps Skills. The ONLY skill that allows a player to manipulate an item with a gear icon attached to it is the Manipulate Gadget skill.

Also, Men of Science use a number of special tools, such as the crosshaired and tapered torque shanks, the long handled force driver and the variable capacity grip crank. Rogues utilize simpler, more common versions of each of these tools (the phillips head and flat head screwdrivers, the hammer and the adjustable wrench). These tools should not be confused for one another. The simpler versions do not allow a rogue to manipulate gadgets.

Skill: Brain Waves

Character Points:	5,10,15
Reset:	Encounter
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	5 6 7
Skill Points:	None

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Notes: Skill represents the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Read Schematic

Cost: Free

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: None

Notes: This free skill is known by all Men of Science. You may read schematics that you find during the event, and learn to build the item it describes. You must spend fifteen minutes studying the schematic and, if the proper phys rep is present, may build the gadget. After the event, character points will be deducted from the character to reflect the purchase.

Create

Schematic/Reverse Engineer

Cost: 10

Reset: Between Event

Prerequisite: Schematic: Read Schematic

Restriction: None

Skill Points: None

Notes: Between events, you may attempt to invent a new schematic. Pending plot approval, you may then purchase the schematic, and build it for the next event. Invented gadgets are “owned” by the inventor, and cannot be duplicated by another player for two events after they are first designed. After the second event, the gadget may be reverse engineered and learned by any Man of Science with this skill.

Alternately, between events, you may study or reflect on the design of a gadget you have seen, and then attempt to build it. There is no guarantee the attempt will succeed, and some gadgets are simply too complicated (game balance and the ability to rep a gadget may get in the way).

Note that a gadget, when first invented, might not work entirely as the Man of Science might wish, and that several uses of this skill might be required to work out the bugs. Of course, the Man of Science might be satisfied with the results of his invention long before a non-Man of Science would deem it safe.

Use of this skill does not count against your 1 Active Use Between Events/Info skill use.

Gadgets: Manipulate Gadget

Cost: 10

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: None

Notes: This skill is to Men of Science what Pick Locks and Disarm Traps are to Rogues. When you come across a gadget, you may attempt to manipulate it, repairing it or otherwise utilizing the gadget's function. It also allows the PCs to read any tags that may be present on an existing gadget.

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Locks: Pick Locks

Character Points:	15
Reset:	Instant
Prerequisite:	Roguary Header or Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may attempt to pick a lock. You may also read any tags that may be present on a lock. Appropriate tools are required. Note that special tools are required to pick certain locks.

Traps: Disarm Traps

Cost:	10
Reset:	Instant
Prerequisite:	Rogue of Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may attempt to disarm a trap. You may also read any tags that may be present on a trap.

Note: Schematics Skills versus Gadget Skills

Gadget skills allow the Man of Science to use an existing gadget, while Schematics skills allow the Man of Science to actually build the item. It is not required that a Man of Science have both skills. A Man of Science who does not know how to build his own tools is often referred to as a "gadgeteer", which is typically a derogatory term.

Schematics: Simple Tools

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct simple tools. These tools represent almost every tool a Man of Science needs to build gadgets. There are four advanced tools utilized by Men of Science (see below). This schematic does not cover the construction of those tools.

Phys Rep: These items vary, and players are welcome to use their imagination. Most likely these tools will only ever be used off screen.

Schematics: Crosshaired Torque Shank

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	You may construct a crosshaired torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A crosshaired torque shank may look like a normal phillips head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A small phillips head screwdriver. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Tapered Torque Shank

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

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Notes: You may construct a tapered torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A tapered torque shank may look like a normal flathead head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A flat head screwdriver. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Long Handled Force Driver

Cost: 1
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None

Notes: You may construct a long handled force driver. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A long handled force driver may look like a normal hammer, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A small hammer. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Variable Capacity Grip Crank

Cost: 1
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None

Notes: You may construct a variable capacity grip crank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A variable capacity grip crank may look like a normal adjustable wrench, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

Phys Rep: A small adjustable wrench. The player may decorate it as appropriate.

Note: This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

Schematics: Lightning Bottle

Cost: 2
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None

Notes: You may construct a bottle to hold units of zap. A lightning bottle is used to collect or hold units of zap, where zap is represented using marbles (that we will provide).

There are two types of bottles, and this schematic details the construction of both. The first bottle is connected to a lightning rod, and is used to collect zap, or units of bottled lightning. The second type of bottle carries a character's collection of bottled lightning.

Phys Rep: The smaller lightning bottles should be large enough to hold two marbles and a tag (just in case). The bottle should be sealable, so that the marbles do not fall out if the container is jostled. The second bottle can be as large or as small as he likes. Obviously the larger the bottle the more zap the bottle can hold, so a bottle able to contain about a dozen of the electrified beads is fine.

Schematics: Lightning Rod

Cost: 3
Reset: Instant

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Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a lightning rod.

Phys Rep: A basic lightning rod may be fashioned from a stick around three feet tall, with a basket or bottle at the top that can hold the captured lightning and any associated tags.

Schematics: Magnetic Attractor

Cost: 3
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a device to attract lightning elementals.

Phys Rep: This device can be anything, but should be expendable, in that it is typically tossed away for the elemental to chase and collect. The device will be returned (out of game) at the end of the event (or earlier, if it can be arranged).

Schematic: Chemical Bow

Cost: 5
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a chemical bow.

Phys Rep: Chemical Bows are represented by NERF guns that have been painted to remove all trace of the neon yellow or green. They should instead be painted in tones reminiscent of wood or metal. The rep should be a pistol or rifle, and should be a single shot weapon or used as a single shot weapon. The weapon should have a receptacle in which to place zap, and, like lightning bottles the receptacle should be able to be closed and sealed so that any contained zap does not fall out as the weapon is jostled. Additional schematics and skills might modify the weapon in other ways.

Schematic: Overcharger (Overcharge Bottle)

Cost: 3
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct an overcharger to be added to a chemical bow.

Phys Rep: Overchargers are added to chemical bows so that the weapon may fire larger amounts of damage in a single shot. The item is represented by using a "bottle" large enough to hold two marbles instead of the normal one. Normal shots can be fired from the overcharge bottle -- the weapon does not need to have two bottles.

Schematic: Freezer Coil

Cost: 3
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a freezer coil, which can be added to different types of items to convert lightning into ice.

Phys Rep: A freezer coil is represented by a large spring which is attached to the side of the item being modified.

Schematic: Protective Clothing

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Cost: 2
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a suit of protective clothing, a heavy sort of garb worn by Men of Science to protect them when their tinkering goes awry.

Phys Rep: Protective Clothing is the equivalent of light armor. With that in mind, it can be anything, so long as it is decorated in such a way to distinguish it from normal armor.

Schematic: Powered Clothing

Cost: 2
Reset: Instant
Prerequisite: Schematic: Powered Clothing
Restriction: None
Skill Points: None
Notes: You may construct a suit of powered clothing, a heavier sort of garb worn by Men of Science to protect them when their tinkering goes really awry.

Phys Rep: Protective Clothing is the equivalent of medium armor, although due to the Man of Science's way of building things, it typically looks a lot more bulky. It must be distinguishable from normal armor.

Schematic: Grounding Boots

Cost: 2
Reset: Instant
Prerequisite: Schematic: Protective Clothing
Restriction: None
Skill Points: None
Notes: You may construct a pair of Grounding Boots, which can protect a character from attacks by lightning.

Phys Rep: Grounding Boots may be any kind of decorated footwear.

Schematic: Glow Torch

Cost: 1
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a glow torch.

Phys Rep: A glow torch can be represented using a diffused flashlight.

Note: Glow torches do not require any skill to use, and can be used by any character.

Schematic: Chemical Bandage

Cost: 3
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may construct a Chemical bandage, which can be prepared and later used to heal an injured character

Phys Rep: A chemical bandage can be represented using any non-dangerous plastic syringe.

Schematic: ReLifer Box

Cost: 5
Reset: Instant
Prerequisite: Schematic: Chemical Bandage

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Restriction: None

Skill Points: None

Notes: You may construct a ReLifer Box, which can be used on a target who has bled out, but has yet to depart, in an attempt to shock that person back to life.

Phys Rep: Second to the Chemical Bow, the ReLifer box is the most complex of the gadgets utilized by the Men of Science. It must weigh at least five pounds, with holes in the surface to fit three Chemical Bandages. There must be a bottle to hold a single zap. Cables or cords must extend from it, and these should have some way to connect to the dead target.

Schematic: Wave Lock

Cost: 4

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: None

Notes: You may construct a Wave Lock - that is, a lock that can only be opened by the Man of Science who built it, by utilizing the pattern of his own brain waves.

Phys Rep: At the heart of the design should be a combination lock (though it should be disguised at least by putting the lock inside a box of some sort). The only way through the lock is to know (or discover) the combination. A tag will be attached to the front of the Wave Lock stating that those using a Brain Wave Attunement Box may open the tag. Opening the tag should reveal the first two digits of the three digit combination. Remember that no lock should ever really be used to seal shut a container or door, but should be beside the real opening mechanism.

Schematic: Crystal Power Grid

Cost: 10

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: None

Notes: You may design and build a Crystal Power Grid, which in turn is used to provide lightning powered lighting and functions to a town or portion of a city.

Phys Rep: Outdoor electrical lighting such as Christmas lights, and diffused indoor lights could be used to represent a Crystal Power Grid.

Gadget: Lightning Rod

Cost: 10

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: 1 Brain Wave

Notes: You know how to use a Lightning Rod to collect units of zap. This device is placed outdoors, a safe distance from any buildings. The more open the area, the more luck the rod will have in collecting lightning. Collecting lightning is a hazardous chore, since while lightning rods typically attract lightning, they also attract unstable charges, and have a nasty habit of attracting lightning elementals. A single lightning collector will typically collect a single unit of zap, but occasionally an overcharge (two zap) is collected.

You should check the lightning rod every few hours. Any tags should be read before the lightning is collected.

Gadget: Magnetic Attractor

Cost: 10

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: 1 Brain Wave

Notes: You know how to use a Magnetic Attractor to attract lightning elementals. You strike the elemental with a packet and states, "Inflict to elemental by magnetic attractor." This does not work if the elemental

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is engaged in combat or otherwise distracted. The elemental should be drawn to the gadget, and the Man of Science would do best to toss the gadget aside before the elemental reaches him and attempts to take it away. In most cases, the elemental will take the attractor, devour it, and wander off, sated. If the elemental is not attracted to the gadget, then no Brain Waves are spent

Gadget: Chemical Bow

Cost: 15
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: 1 Brain Wave
Notes: You know how to use a chemical bow. You may call “3 damage by lightning” and fire the weapon. The target takes the damage if the bolt hits. Regardless of how long the NERF gun takes to reload out of game, IN game it must take at least ten seconds, during which the character must unload the spent zap, reload the new zap, and reload a new bolt. Take your time with this – it’s a flavor thing. Also, even if the NERF weapon is capable of carrying many shots out of game, a chemical bow cannot carry more than one shot at a time in game. You may keep the weapon loaded full of darts, but you must at least roleplay reloading between each shot.

Gadget: Overcharge

Cost: 15
Reset: Twilight
Prerequisite: Gadget: Chemical Bow
Restriction: None
Skill Points: 1 Brain Wave
Notes: You know how to fire a great shot from a chemical bow. You may call “5 damage by lightning” and fire the NERF gun. The target takes the damage if the bolt hits. This shot takes only 1 Brain Wave, but it requires the use of two bottled lightning. An overcharge takes no more time to reload than a regular shot, except that two marbles must be deposited into the bottle instead of one.

Gadget: Freezer Coil

Cost: 10
Reset: Twilight
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: The skill used is determined by what you attach the Freezer Coil to. Typically the item is a chemical bow, in which case the damage is called “by ice” instead of “by lightning”. Freezer coils are used to make cold boxes, which have no in game effect, and so cost no Brain Waves when used. When attached to armor (Protective or Powered Clothing), a Freezer Coil grants a Resist vs. Fire as a twilight ability.

Gadget: Protective Clothing

Cost: 10
Reset: Instant
Prerequisite: Man of Science header
Restriction: None
Skill Points: None
Notes: You may wear Protective Clothing, which grants the equivalent of 1 point of armor. Protective clothing, when damaged, requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of roleplay each – and master forges do not affect the Man of Sciences time to repair).

Gadget: Powered Clothing

Cost: 15
Reset: Instant
Prerequisite: Gadget: Protective Clothing, 1 event
Restriction: None

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Skill Points: None

Notes: You may wear Powered Clothing, which grants the equivalent of 2 points of armor. Powered clothing also requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of roleplay each – and master forges do not affect the Man of Sciences time to repair.) You may wear Powered Clothing beginning with his first event, but cannot gain full benefit from it until his second event.

Gadget: Grounding Boots

Cost: 10

Reset: Twilight

Prerequisite: Schematic: Protective Clothing

Restriction: None

Skill Points: 1 Brain Wave

Notes: You may wear Grounding Boots, which grant the Man of Science a Resist vs. Lightning as a Twilight ability.

Gadget: Chemical Bandage

Cost: 10

Reset: Twilight

Prerequisite: Man of Science header

Restriction: None

Skill Points: 1 Brain Wave

Notes: With a chemical bandage, you draw a bit of life essence (points of body, not armor) from a willing target (or at least one who cannot resist), and can later use that life essence to heal another target. You draw life essence from a target using the syringe, stating, "Agony and 2 Damage by Science." You expend a Brain Wave and create a Chemical Bandage. You may use that Chemical Bandage on a second target, stating, "Agony and Heal 1 by Science." The act of drawing the life essence and converting it into the gadget costs a Brain Wave. Using the bandage to heal the second target does not.

A Man of Science may only carry five Chemical bandages at a time.

Gadget: ReLifer Box

Cost: 30,60,90

Reset: Event

Prerequisite: Gadget: Chemical Bandage

Restriction: None

Skill Points: None

Notes: ReLifer Boxes are too heavy to carry around, and usually will be left in a cabin or central location in case they are needed. If a target falls and has bled out, you may attempt to revive him using the gadget. You must slide a Chemical bandage into each of the three holes in the box made for that purpose. Loads a charge of zap into the bottle. Finally you must run the cords from the box to the target. Shout (in your best Mad Scientist voice, if you wish!), "Cure Death and Drain by Lightning. By My Voice, Agony by Lightning."

Gadget: Wave Lock

Cost: 25

Reset: Instant

Prerequisite: Man of Science header

Restriction: None

Skill Points: 1 Brain Wave to seal, none to open

Notes: You may seals shut a Wave Lock by focusing your will and spending a Brain Wave. The lock is attuned to the pattern of your Brain Wave, and you can open it without using another Brain Wave. Without the correct Brain Wave, the lock will not open.

Trivial Schematics

Many gadgets have no effect on game play, but still do exist. These cost nothing for a Man of Science to learn, and require no skill for the Man of Science to use. The only restriction in the use of these items is that they must be decorated or designed to look in game.

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Cold Box -- This is a freezer or cooler. Camp restrictions may preclude the use of these items, but in case they do not, the gadget is listed here. The Prerequisite is Gadget: Freezer Coil.

Extendable Arm -- This gadget extends the reach of the character's arm. It is, essentially, one of those toy arms that add two or so feet to a person's reach.

Eye Glasses – Prescription eyeglasses have to come from somewhere.

Harmonics Box – This is a music player, designed by Men of Science and filled with the latest hits by the bards in Briardown.

Telescope

Wall Clock

Wristwatch