

Cottington Woods Player's Guide

Part Two: Character Creation

12.2 General Skills

"...so easy, a caveman could do it"
~~Geiko, brer gecko

Skill Points (Skill, or Points of Skill)

Character Points: 5,10,15,20,25,30,35

Reset: encounter

Prerequisite: none

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: none

Notes: Skill Points represent 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), Verse (bards) 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 cost 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.

Weapon Skills

Small Weapon

Character Points: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a small weapon.

Medium Weapon: Sword, Club or Axe

Character Points: 15

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Staff

Character Points: 15

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a staff.

Large Weapon: Sword, Club or Axe

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| | |
|--------------------------|--|
| Character Points: | 25 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may use a large weapon, such as a two handed sword, club or axe. |

Large Weapon: Polearm

| | |
|--------------------------|------------------------|
| Character Points: | 25 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may use a polearm. |

Unarmed: One Fist

| | |
|--------------------------|--|
| Character Points: | 15 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may fight with a single, short sword length fist phys rep. |

Unarmed: Two Fists

| | |
|--------------------------|---|
| Character Points: | 15 |
| Reset: | Instant |
| Prerequisite: | Fist |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may fight with two short sword length fist phys reps. |

Ranged: Bow

| | |
|-------------------------|---|
| Character Points | 30 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | 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 role playing as you "re-string" the bow |

You are encouraged to role play 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 Cottington 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.

Ranged: Thrown Weapon

| | |
|--------------------------|---------|
| Character Points: | 15 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |

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Notes: You may use any kind of non-packet thrown weapon. A character may carry up to ten throwing weapons. Fallen thrown weapons can be picked up and used again.

Armor Skills

Wear Armor: Light Armor

Character Points: 15
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Notes: You gain benefit from wearing light armor. Light Armor grants 1 point of armor.

Attack Skills

Desperate Feat of Strength

Character Points: 15
Reset: Event
Prerequisite: None
Restriction
 Season: 1 2 3
 Max Purchase: 1 1 1
Skill Points: None
Notes: You may use your strength to great effect, such as to smash open a swollen door, break open a locked box (although any traps present inside a locked box WILL BE triggered), block massive damage (this requires other skills as well), and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

Defensive Skills

Desperate Disengage

Character Points: 10, 10, 10, etc.
Reset: Event
Prerequisite: Any weapon skill
Restriction: None
Skill Points: None
Notes: You may call a "Disengage".

Desperate Avoid

Character Points: 25,50,75
Reset: Event
Prerequisite: None
Restriction
 Season: 1 2 3
 Max Purchase: 1 2 3
Skill Points: None
Notes: You may call "Avoid" to one attack by weapon or one packet attack.

Resist Madness

Character Points: 10,20,30,40
Reset: Event
Prerequisite: None
Restriction:
 Season: 1 2 3
 Max Sanity: 2 3 4
Skill Points: none

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Notes: You may "Resist" an attack that is "by Madness" once per event for each time you purchase this skill.

Human Resist Madness

Character Points: Free

Reset: Event

Prerequisite: Human only

Restriction:

Season: 1 2 3

Max Sanity: 1 1 1

Skill Points: None

Notes: Because humans are "more sane" than brer or golems, you may call "Resist" to one attack "by Madness" per event. This is on top of any further purchases of the Resist Madness skill.

Medical Skills

Diagnose Physical

Character Points: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may diagnose the physical condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage. It also includes the ability to diagnose most physical effects, such as Acid, Aging, Cold, Disease, Fire, Lightning, Poison, Sleep, and Water.

Diagnose Mental

Character Points: 15

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may immediately diagnose Fear. After ten seconds of role played conversation, you may also diagnose Awe, Confusion, Despair, Gloom, Inspiration, Madness, Presence, Trance, Will, and Fascination.

First Aid

Character Points: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim

Character Points: 10

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

Notes: You may role play over a maimed limb for 60 seconds and then call "Agony and Cure Maim".

Dreamer Skills

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Dreams and Nightmares

| | |
|--------------------------|---|
| Character Points: | 5 |
| Reset: | Event |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You suffer from uncontrolled and often unpleasant dreams. It is possible to draw some helpful conclusions from these dreams, but it is recommended that you seek Sandman training before you mind breaks and you go insane. Don't take this as a roleplaying challenge. It will be rough. The CP cost of this skill reflects that it is only part of the Dream Visions skill (See Sandman Skills). |

Literacy Skills

Read/Write (Human) Print

| | |
|--------------------------|---|
| Character Points: | Free for humans. 5 for golems |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | Brer characters cannot learn this skill. |
| Skill Points: | None |
| Notes: | You may read and write the human writing. |

Speak with a Specific Animal Type

| | |
|--------------------------|--|
| Character Points: | Free |
| Reset: | Instant |
| Prerequisite: | Brer only |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may speak with animals of your own type. Thus, if you are a sheep, you may speak with other sheep, but not with a wolf. Keep in mind that many brer can speak the language of men. |

Information Skills

A Note on Information Skills: A player may purchase any number of information skill that are available. However, a player may only USE **ONE ACTIVE** information skills after an event. Different skills cover different types of sources, however, making more info skills still quite useful.

-- You may submit only 1 Active Use Skill between events. Active Use indicates that you are asking a specific question, directing your research, or otherwise looking into something specific with the skill.

-- The only exceptions to this are Create Schematic, Determine Veracity, Dreamgiver, Fortune Telling, Gossip, Hindsight: Remembrance, Invitation, Messenger, Ritual Research and Wise Investor, which do not count towards the 1 Active Use.

-- You may submit as many Passive Use Skills between events as you wish - this includes skills that are Passive only, or skills that have an option. (For example, you have both Research and In Song & Story, both of which can be used actively or passively. You can submit an active use for one, and a passive use for the other). Each player with the same passive skill use may receive the same response. It is possible that players will receive different responses (this is highly dependent on Plot Staff time and plots ongoing) but you **should expect** to receive the same information. For example, all Players with Hear Rumor (Streetwise) may receive the rumor in their info skill sheets.

Hear Rumor: Streetwise

| | |
|--------------------------|---------------|
| Character Points: | 15 |
| Reset: | Between Event |
| Prerequisite: | None |
| Restriction: | None |

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Skill Points: None

Notes: You have the right contacts and connections within the streets, bars, and less savory places of society, such that you always hear the latest things being whispered or gossiped about. You may hear “lower class” or “black market” rumors between events. You may choose to use this skill passively or actively. If used passively, Plot will provide relevant rumors or gossip you may hear on the streets. If you used actively, you must submit a question or topic that you are seeking to hear rumors about in your PEL by the deadline. This skill guarantees a response, but it is also possible the topic you are seeking information on may not be widely talked about. It is also possible that someone may take note of the questions you are asking.

* Multiple characters may stack use of this skill together to ask the same question. If multiple uses are stacked, the information received will be greater than what would be discovered individually. If combining efforts, you must indicate that you are doing so when submitting the skill use in your PEL.

Hear Rumor: High Society

Character Points: 15

Reset: Between Event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You have the right connections and contacts among the great families, the House Courts, and high-end establishments to hear the latest gossip among the most influential members of Houseland Society. You may hear “upper class” rumors between events. You may choose to use this skill passively or actively. If used passively, Plot will provide relevant rumors or gossip you may hear on the streets. If you used actively, you must submit a question or topic that you are seeking to hear rumors about in your PEL by the deadline. This skill guarantees a response, but it is also possible the topic you are seeking information on may not be widely talked about. It is also possible that someone may take note of the questions you are asking.

* Multiple characters may stack use of this skill together to ask the same question. If multiple uses are stacked, the information received will be greater than what would be discovered individually. If combining efforts, you must indicate that you are doing so when submitting the skill use in your PEL.

Contact

Character Points: 10 per contact

Reset: Between Event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You know someone who knows something. This contact has a specific area of expertise, which must be determined as part of your approved character history. Characters are limited to a maximum of three separate contacts. Contacts must be established before the first event (along with an approved character history), or at the time this skill is purchased. Contacts might never show up in person during the course of game (although they might!), instead they are a source of information that the character can speak with or write letters between events.

This skill may only be purchased during character generation.

Beast Lore

Character Points: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may learn about a beast by observing it. If you witness an NPC beast for some length of time (determined by the NPC – who will be briefed accordingly), and that NPC drops a card, you may pick up that card and read it. The card will never be handed from an NPC to a PC – the PC must pick it up in the wake of an encounter. Cards will specify that they cannot be opened unless the character has actually witnessed the beast in question. Because it is possible that cards will be missed, and/or mistaken for cards from a later encounter, cards should be time stamped. If the card you pick up is within fifteen minutes to a half hour of the encounter (and within the realm of common sense), you should feel free to read it.

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Research

| | |
|--------------------------|----------------|
| Character Points: | 15 |
| Reset: | Between Events |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |

Notes: You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like. You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.

* If you use it passively, you will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info.)

* If you use it actively, in your PEL after each event, you can submit one topic you're researching. You will receive an answer at the next event you attend. Your answer may be an OOG note in your character envelope at check in, or an IG letter, or a scholarly contact who comes in person to give you your answer during game. There is no guarantee that the information you get will be true or accurate — but it is what you could find on the topic through this avenue. Sometimes the answer may simply be that you couldn't find anything and should try other sources or methods.

Notes:

* If for any reason staff fails to give you a reply to your question at the next event, we will do our best to get you your answer at the following event. In the meantime, you can ask another question after the new event without “replacing” your old one; we will get you answers on both, so long as you ask no more than one question per event using this skill.

* You MUST submit your question by the PEL deadline of two weeks after the event in order to receive an answer if using this skill actively. If we do not receive a question by the deadline, we will assume you are using the skill passively

* Multiple characters may stack use of this skill together to ask the same question. If multiple uses are stacked, the information received will be greater than what would be discovered individually. If combining efforts, you must indicate that you are doing so when submitting the skill use in your PEL.

Scouting

| | |
|--------------------------|-------|
| Character Points: | 10 |
| Reset: | Event |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |

Notes: Because you spend time in the woods, you may come into game knowing something of the area around the town. When you check in to each event, you may be given special information about the lay of the land.

Tracking

| | |
|--------------------------|---------|
| Character Points: | 10 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |

Notes: You may read tracking cards. This skill does NOT allow you to track an NPC, only to read cards that are already in place. This skill may sometimes grant options that are not available to characters who cannot track.

Astrology

| | |
|--------------------------|-------|
| Character Points: | 10 |
| Reset: | Event |

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Prerequisite: None

Restriction: None

Skill Points: None

Notes: You are skilled at reading the stars and other portents to foresee what may come. At the beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur.

You may also use this skill to read another character's horoscope. In your PEL, please submit the character whose horoscope you are reading. You must submit this by the PEL deadline. At the next event, you will receive their horoscope.

Lastly, you may attempt to use this skill during an event, with plot assistance. There will be a place in game where requests for astrology readings may be placed, which plot will occasionally check. If staff we are able to do so, we will send a response to you.

Invitation

Character Points: 15

Reset: Between events

Prerequisite: None

Restriction: None

Skill Points: None

Notes: Your influence and reputation are great enough that when you invite someone to visit or attend a social gathering, it is likely that they will come, or at least receive some kind of response. You may request to meet with an NPC character. You should be reasonably certain that your connections are good enough that you will receive some kind of response. The response of the invited individual will be appropriate to your relationship and the manner of your invitation. Include the IG text of your invitation in your PEL.

It is expected that appropriate hospitality be provided. You should also only use this skill on an NPC that you have a reasonable chance of inviting or know how to contact. The King of Faraway, for instance, is unlikely to stop by for tea, and sending an invitation to the Queen of the Faeries may prove more difficult unless you've bartered with a fairy to do it for you.

Use of this skill does not guarantee that the invitee will appear, only that they are aware that you have sent an invitation. You will usually get some form of response (such as a letter or a representative). Bear in mind that the response they send will be one that is appropriate for your relative stations, current relationship, and the manner of your invitation.

You do not need this skill to attempt to invite an NPC, but no response is guaranteed without use of this skill.

In some cases, you may not get a response at the next event (say, if the person playing the NPC is unavailable); if that occurs, you are free to use the skill again after the new event without "replacing" your old use. We will respond to both as soon as possible.

Occupation Skills

Occupation

Character Points: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may purchase additional levels of occupation after the first. These additional levels will grant you additional funds at the beginning of every event.

Leatherworker

Character Points: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may repair non-metal armor with 2 minutes of roleplay (1 minute with a master forge). Tools are required.

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Armor Smith

| | |
|--------------------------|---|
| Character Points: | 5 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may repair all metal armor with 2 minutes of roleplay (1 minute with a master forge). Tools and a forge are required. |

Weapon Smith

| | |
|--------------------------|---|
| Character Points: | 10 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may repair all weapons with 2 minutes of roleplay (1 minute with a master forge). Tools and a forge are required. |

Wise Investor

| | |
|--------------------------|---|
| Character Points: | 5, may be purchased and used up to 3 times. |
| Reset: | Event |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | With each purchase of this skill, you may elect to invest ten silver points at the end of a weekend event. In exchange, you hope to gain more money back than you turned in. The danger is that you could return with less. |

Adventure Skills

Balance

| | |
|--------------------------|---|
| Character Points: | 10 |
| Reset: | Event |
| Prerequisite: | None |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 3 4 5 |
| Skill Points: | None |
| Notes: | You are skilled at traversing physical challenges such as jumpy stones and the like. So long as one foot is safely on a floor, if you misstep while attempting to perform a physical challenge, and the other foot falls on a surface that is considered unsafe, you may call "Reduce" and immediately return the second foot to safe ground. |

This skill may not be used to bypass a physical challenge - only to assist. You may not proceed forward using this skill, but must return to the last place where your footing was safe.

Certain circumstances do not permit the use of this skill – if you step on a bit of floor that is suddenly revealed to be unsafe, then you cannot use balance to avoid the effect of the unsafe floor.

Climb

| | |
|--------------------------|--------------|
| Character Points: | 10 |
| Reset: | Event |
| Prerequisite: | None |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 3 4 5 |

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Skill Points: None

Notes: Steep surfaces may be represented in game, especially in module settings. See Chapter 15.1 for notes on How to Climb. A character may expend one use of the Climbing skill to scurry up or down a surface at a faster pace, maintaining contact on a hold for only a moment before moving another hand or foot.

Swim

Character Points: 10

Reset: event

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: Occasionally you may find yourself in or under water. Normally a swimming character must move slowly, taking three seconds between each step while moving. With this skill you may move at a normal walking pace. Note that the Swim skill does not grant you the ability to breathe underwater or to fight quickly. One use of this skill lasts the duration of one encounter.

Jump

Character Points: 15

Reset: Event

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: This skill allows the character to jump twice to represent a single jump, allowing that character to cross a greater distance in a "single" bound. You make the first jump, call "Avoid" and follow it up with a second jump.

Insight

Character Points: 15

Reset: Event

Prerequisite: None

Restriction: None

Skill Points: None

Notes: This skill allows you to read an Insight Card for a hint when faced with a challenge. Such a card may offer a clue how to get past a puzzle or difficult situation.

If a Patron is present, you may approach him and call "Speak with Patron by Insight". State your question to the Patron in the form of an inner monologue. The patron may, in the course of his writings, indicate some hint in return. Example: You approach the Patron and say, "Speak with Patron by Insight. I'm stumped. If only we could find a way out of this room..." The patron, in turn, may read from his book, saying "And she turned and looked over her left shoulder, where a vent shaft was set in the wall. Maybe if she could get through the grate..."

Sometimes a fairy might be present who can respond. By calling, "By my voice, Expose Insight Spirit," you may sometimes reveal such a fairy. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you. In any case, you should never question the spirit, but should ask your question in the hopes of an answer.

It may be that no hint or answer is forthcoming. There may be no card. The Patron may flatly state, "But there was no aid forthcoming." The fairy might just shrug its shoulders and say, "I dunno!" If this is the case, your use of this skill is not spent. You may use it again, though not in the current encounter.