

Cottington Woods Player's Guide

Part Two: Character Creation

11.3 Fighters

"If it bleeds, we can kill it."
~Dutch, Predator

Outlook

There is no single outlook to consider when designing a fighting character, since people fight for so many reasons. Instead, consider why your character would NOT fight, or why you would settle down in Cottington Woods. You cannot make a living fighting in the woods, and no one will pay you to do it. Instead, a fighting character got his experience at some point in the past, and is carrying that knowledge to today.

Fighter Skills

Body and Extra Body

Character Points

| | |
|----------|-------------------|
| Warrior: | 5,10,15,20,25,30 |
| Harrier: | 5,10,15,20,25,30 |
| Archer: | 10,15,20,25,30,35 |

Reset: Event

Prerequisite: None

Restriction:

Season: 1 2 3

Max Body: 4 5 6

Skill Points: None

Notes: Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season. Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Durability

Character Points

| | |
|----------|-------------|
| Warrior: | 10,20,30,40 |
| Harrier: | 10,20,30,40 |
| Archer: | 15,25,35,45 |

Reset: Event

Prerequisite: Any fighter header

Restriction:

Season: 1 2 3

Max Body: 2 3 4

Skill Points: None

Notes: Durability grants you an additional point of Body. This point stacks with existing body.

Reflex and Extra Reflex

Character Points

| | |
|----------|-------------|
| Warrior: | 10,15,20,25 |
| Harrier: | 10,15,20,25 |
| Archer: | 10,15,20,25 |

Reset: Encounter

Prerequisite: None

Restriction:

Season: 1 2 3

Max Reflex: 2 3 4

Skill Points: none

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Notes: Reflex represents your ability to mitigate some damage by “rolling with the blow”. You are still considered to have been hit, but you have lessened the effect of the damage you would have taken by moving with the attack. Reflex points are lost before Body Points. All characters begin with 1 Reflex.

Because they are not points of physical Body, Points of Reflex CANNOT BE HEALED by any Heal effect, unless it explicitly states that it does. Instead, Points of Reflex return in full to a player after a fifteen minute period of Rest (see below).

Skill: Endurance

Character Points

Warrior: 5,10,15,20,25,30,35

Harrier: 5,10,15,20,25,30,35

Archer: 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 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 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.

Feat of Strength

Character Points

Warrior: 10

Harrier: 10

Archer: 10

Reset: Encounter

Prerequisite: Any Fighter Header

Restriction: None

Skill Points: 1 Endurance

Notes: You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

Small Weapon

Character Points

Warrior: 5

Harrier: 5

Archer: 5

Reset: instant

Prerequisite: none

Restriction: none

Skill Points: none

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Notes: You may use a small weapon.

Small Weapon: Strong Blow

Character Points

Warrior: 10
Harrier: 10
Archer: 15
Reset: Encounter
Prerequisite: Small Weapon
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "3 Damage" with a small weapon.

Small Weapon: Great Blow

Character Points

Warrior: 10
Harrier: 10
Archer: 15
Reset: Twilight
Prerequisite: Small Weapon: Strong Blow
Restriction:
Season: 1 2 3
Max Purchase: 3 4 5
Skill Points: 1 Endurance
Notes: You may call "4 Damage" with a small weapon.

Small Weapon: Double Attack

Character Points

Warrior: ---
Harrier: 10,20,30
Archer: ---
Reset: Event
Prerequisite: Small Weapon: Great Blow
Restriction:
Season: 1 2 3
Max Purchase: 3 4 5
Skill Points: 1 Endurance (A swing combining a Strong or Great Blow and Double Attack still only uses 1 Endurance.)
Notes: You may call "Double" with a called shot using a small weapon.

Small Weapon: Agony

Character Points

Warrior: 15
Harrier: 15
Archer: ---
Reset: Encounter
Prerequisite: Small Weapon: Strong Blow
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "Agony" with a small weapon.

Small Weapon: Disarm

Character Points

Warrior: 20

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| | |
|----------------------|--|
| Harrier: | 15 |
| Archer: | --- |
| Reset: | Twilight |
| Prerequisite: | Small Weapon: Strong Blow |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 2 3 4 |
| Skill Points: | 1 Endurance |
| Notes: | You may call "Disarm" with a small weapon. |

Medium Weapon: Sword, Club or Axe

Character Points

| | |
|----------------------|--|
| Warrior: | 10 |
| Harrier: | 10 |
| Archer: | 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

| | |
|----------------------|----------------------|
| Warrior: | 10 |
| Harrier: | 15 |
| Archer: | 15 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may use a staff. |

Medium Weapon: Strong Blow

Character Points

| | |
|----------------------|---|
| Warrior: | 10 |
| Harrier: | 10 |
| Archer: | 15 |
| Reset: | Encounter |
| Prerequisite: | Medium Weapon |
| Restriction: | None |
| Skill Points: | 1 Endurance |
| Notes: | You may call "3 Damage" with a medium weapon. |

Medium Weapon: Great Blow

Character Points

| | |
|----------------------|---|
| Warrior: | 15 |
| Harrier: | 15 |
| Archer: | 20 |
| Reset: | Twilight |
| Prerequisite: | Medium Weapon: Strong Blow |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 3 4 5 |
| Skill Points: | 1 Endurance |
| Notes: | You may call "5 Damage" with a medium weapon. |

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Medium Weapon: Agony

Character Points

| | |
|---------------|--|
| Warrior: | 15 |
| Harrier: | 15 |
| Archer: | --- |
| Reset: | Encounter |
| Prerequisite: | Medium Weapon: Strong Blow |
| Restriction: | none |
| Skill Points: | 1 Endurance |
| Notes: | You may call "Agony" with a medium weapon. |

Medium Weapon: Disarm

Character Points

| | |
|---------------|---|
| Warrior: | 15 |
| Harrier: | 15 |
| Archer: | --- |
| Reset: | Twilight |
| Prerequisite: | Medium Weapon: Strong Blow |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 2 3 4 |
| Skill Points: | 1 Endurance |
| Notes: | You may call "Disarm" with a medium weapon. |

Medium Weapon: Maim

Character Points

| | |
|---------------|---|
| Warrior: | 15 |
| Harrier: | 15 |
| Archer: | --- |
| Reset: | Twilight |
| Prerequisite: | Medium Weapon: Strong Blow and Feat of Strength |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 2 3 4 |
| Skill Points: | 1 Endurance |
| Notes: | You may call "Maim" with a medium weapon. |

Two Weapons

Character Points

| | |
|---------------|---|
| Warrior: | 15 |
| Harrier: | 20 |
| Archer: | 25 |
| Reset: | Instant |
| Prerequisite: | Small or Medium Weapons |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. |

Shield

Character Points

| | |
|----------|----|
| Warrior: | 20 |
| Harrier: | 30 |

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| | |
|----------------------|--|
| Archer: | --- |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks unless those attacks are "by Massive". You cannot cast a spell while using a shield - the only exception being certain paladin abilities, where it is noted in the description of those abilities. |

Shield: Block Arrow

Character Points

| | |
|----------------------|--|
| Warrior: | 20 |
| Harrier: | 30 |
| Archer: | --- |
| Reset: | Encounter |
| Prerequisite: | Shield |
| Restriction: | None |
| Skill Points: | 1 Endurance |
| Notes: | If a called arrow attack strikes your shield, you may spend one Endurance Point and call "Resist Arrow". You must be certain that the attack was an arrow before using this ability. |

Shield: Block Massive

Character Points

| | |
|----------------------|--|
| Warrior: | 20 |
| Harrier: | 30 |
| Archer: | --- |
| Reset: | Twilight |
| Prerequisite: | Shield and Feat of Strength |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 2 3 4 |
| Skill Points: | 1 Endurance |
| Notes: | You may spend one Skill Point to block a single attack that is "by Massive". The attack must strike the shield. You call "Resist." |

Shield: Block Spell

Character Points

| | |
|----------------------|--|
| Warrior: | 20, 40, 60 |
| Harrier: | 20, 40, 60 |
| Archer: | --- |
| Reset: | Event |
| Prerequisite: | Shield: Block Arrow |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 1 2 3 |
| Skill Points: | 1 Endurance |
| Notes: | You may spend one Skill Point and call "Resist" to a single spell attack that strikes your shield. |

Large Weapon: Sword, Club or Axe

Character Points

| | |
|-----------------|----|
| Warrior: | 15 |
| Harrier: | 20 |
| Archer: | 25 |

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| | |
|----------------------|--|
| 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

| | |
|----------------------|------------------------|
| Warrior: | 15 |
| Harrier: | 20 |
| Archer: | 25 |
| Reset: | Instant |
| Prerequisite: | None |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may use a polearm. |

Large Weapon: Strong Blow

Character Points

| | |
|----------------------|--|
| Warrior: | 10 |
| Harrier: | 15 |
| Archer: | 15 |
| Reset: | Encounter |
| Prerequisite: | Large Weapon skill |
| Restriction: | None |
| Skill Points: | 1 Endurance |
| Notes: | You may call "4 Damage" with a large weapon. |

Large Weapon: Great Blow

Character Points

| | |
|----------------------|--|
| Warrior: | 15 |
| Harrier: | 15 |
| Archer: | 20 |
| Reset: | Twilight |
| Prerequisite: | Large Weapon: Strong Blow |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 3 4 5 |
| Skill Points: | 1 Endurance |
| Notes: | You may call "6 Damage" with a large weapon. |

Large Weapon: Massive Damage

Character Points

| | |
|----------------------|--|
| Warrior: | 15,30,45,60 |
| Harrier: | --- |
| Archer: | --- |
| Reset: | Event |
| Prerequisite: | Feat of Strength, Large Weapon: Great Blow |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 2 3 4 |
| Skill Points: | 1 Endurance (A swing combining Large Weapon: Great Blow and Massive Damage still only uses 1 Endurance.) |
| Notes: | You may call one "6 Damage" as "6 Damage by Massive" |

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Large Weapon: Maim

Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Twilight

Prerequisite: Large Weapon: Strong Blow and Feat of Strength

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Endurance

Notes: You may call "Maim" with a large weapon.

Unarmed: One Fist

Character Points

Warrior: 10

Harrier: 10

Archer: 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

Warrior: 10

Harrier: 15

Archer: 15

Reset: Instant

Prerequisite: Unarmed: One Fist

Restriction: None

Skill Points: None

Notes: You may fight with two short sword length fist phys reps.

Unarmed: Reach

Character Points

Warrior: 5

Harrier: 5

Archer: 15

Reset: Instant

Prerequisite: Unarmed: One Fist

Restriction: None

Skill Points: None

Notes: You may use longsword length fist phys reps instead of short sword length phys reps.

Unarmed: Strong Blow

Character Points

Warrior: 15

Harrier: 15

Archer: 20

Reset: Encounter

Prerequisite: Unarmed: One Fist

Restriction: None

Skill Points: 1 Endurance

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Notes: You may call "3 Damage" with a fist phys rep.

Unarmed: Great Blow

Character Points

Warrior: 15

Harrier: 15

Archer: 20

Reset: Twilight

Prerequisite: Unarmed: Strong Blow

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Endurance

Notes: You may call "5 Damage" with a fist phys rep.

Clawed: One Claw

Character Points

Warrior: 5

Harrier: 5

Archer: 5

Reset: Instant

Prerequisite: Brer (appropriate animal type)

Restriction: None

Skill Points: None

Notes: You may fight with a single, short sword length claw phys rep.

Clawed: Two Claws

Character Points

Warrior: 10

Harrier: 10

Archer: 15

Reset: Instant

Prerequisite: Clawed: One Claw

Restriction: None

Skill Points: None

Notes: You may fight with two, short sword length claw phys reps.

Clawed: Reach

Character Points

Warrior: 5

Harrier: 5

Archer: 15

Reset: Instant

Prerequisite: Clawed: One Claw

Restriction: None

Skill Points: None

Notes: You may use long sword length claw phys reps instead of short sword length phys reps.

Clawed: Strong Blow

Character Points

Warrior: 15

Harrier: 15

Archer: 20

Reset: Encounter

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Prerequisite: Clawed: One Claw
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "3 Damage" with a claw.

Clawed: Great Blow

Character Points
 Warrior: 15
 Harrier: 15
 Archer: 20
Reset: Twilight
Prerequisite: Clawed: Strong Blow
Restriction: None
 Season: 1 2 3
 Max Purchase: 3 4 5
Skill Points: 1 Endurance
Notes: You may call "5 Damage" with a claw.

Clawed: Agony

Character Points
 Warrior: 15
 Harrier: 15
 Archer: ---
Reset: Encounter
Prerequisite: Strong Blow, Claw
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "Agony" with a claw.

Back Attack

Character Points
 Warrior: 15
 Harrier: 10
 Archer: ---
Reset: Twilight
Prerequisite: Small Weapon or Medium Weapon skill
Restriction:
 Season: 1 2 3
 Max Purchase: 3 4 5
Skill Points: None (although the Strong or Great Blow will still cost 1 point of Endurance).
Notes: This special attack allows you to attack a target from behind with a Strong or Great Blow and add 2 to your damage. You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff.

Back Attack: Stun

Character Points
 Warrior: ---
 Harrier: 15,30,45
 Archer: ---
Reset: Event
Prerequisite: Back Attack
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: 1 Endurance (Yes, this event skill costs 1 Endurance.)

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Notes: This special attack allows you to attack a target from behind and call "Stun". You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff.

Ranged: Bow

Character Points

Warrior: 20

Harrier: 20

Archer: 10

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 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 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

Warrior: 10

Harrier: 10

Archer: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

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

Piercing Shots

Character Points

Warrior: ---

Harrier: ---

Archer: 10

Reset: Instant

Prerequisite: Archer Header

Restriction: None

Skill Points: None

Notes: You may aim for ten seconds, training your bow at a specific target, then throw the packet and call "1 Damage".

Ranged: Extra Arrows

Character Points

Warrior: ---

Harrier: ---

Archer: 15

Reset: Instant

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Prerequisite: Archer header, Ranged: Bow
Skill Points: None
Notes: You may fire ten extra arrows (for a total of thirty) before having to re-fletch.

Ranged: Fast Fletcher

Character Points

Warrior: ---
Harrier: ---
Archer: 20
Reset: Instant
Prerequisite: Archer header, Ranged: Bow
Skill Points: None
Notes: Reduces fletching time by two minutes (making fletching time 3 minutes).

Ranged: Strong Attack

Character Points

Warrior: 15
Harrier: 15
Archer: 10
Reset: Encounter
Prerequisite: Ranged: Bow or Ranged: Thrown Weapon
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "3 Damage" with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.

Ranged: Great Attack

Character Points

Warrior: ---
Harrier: ---
Archer: 10
Reset: Twilight
Prerequisite: Ranged: Strong Attack
Restriction:
Season: 1 2 3
Max Purchase: 3 4 5
Skill Points: 1 Endurance
Notes: You may call "5 Damage" with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.

Ranged: Agony

Character Points

Warrior: ---
Harrier: ---
Archer: 15
Reset: Encounter
Prerequisite: Ranged: Bow and Ranged: Strong Attack
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "agony" when attacking with a bow.

Ranged: Root (by Arrow)

Character Points

Warrior: ---
Harrier: ---

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Archer: 20
Reset: Twilight
Prerequisite: Ranged: Bow
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: 1 Endurance
Notes: You may call "Root" when attacking with a bow.

Ranged: Repel by Fear

"Back-Off!"

Character Points

Warrior: --
Harrier: --
Archer: 10
Reset: Twilight
Prerequisite: Archer header, Ranged: Bow Skill, Ranged: Strong Attack
Restriction: None
Skill Points: 1 Endurance
Notes: You may gesture with your bow at an opponent and call "By My Gesture, Repel by Fear".

Ranged: Desperate Repel by Fear

"Back-Off!"

Character Points

Warrior: --
Harrier: --
Archer: 10,20,30
Reset: Event
Prerequisite: Ranged: Repel by Fear
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Notes: In times of desperation, an archer can draw upon his skill to force an enemy away, even when exhausted. This works exactly as the Archer by my gesture repel, except that it does not cost Skill Points to use. It is an event skill, and can only be used per time bought. You may gesture with your bow at an opponent and call "By My Gesture, Repel by Fear".

Bow Parry

Character Points

Warrior: ---
Harrier: ---
Archer: 15
Reset: Instant
Prerequisite: Ranged: Bow and Archer header
Restriction: None
Skill Points: None
Notes: You would normally take the damage or take a disarm affect if your bow is struck by an incoming melee attack. This skill allows you to actively block a weapon using your bow, and to hold on to the bow when doing so. You may not, however, wield a weapon in your other hand. The bow becomes unstrung when struck, and you must spend ten seconds role-playing restringing the bow before you can use it again to fire an arrow.

Weapon and Bow

Character Points

Warrior: ---

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| | |
|----------------------|--|
| Harrier: | --- |
| Archer: | 10 |
| Reset: | Instant |
| Prerequisite: | Medium Weapon, Bow Parry |
| Restriction: | None |
| Skill Points: | None |
| Notes: | You may parry using your bow in one hand while using a medium or small melee weapon in the other |

Wear Armor: Light Armor

Character Points

| | |
|----------------------|---|
| Warrior: | 10 |
| Harrier: | 10 |
| Archer: | 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. |

Wear Armor: Medium Armor

Character Points

| | |
|----------------------|---|
| Warrior: | 15 |
| Harrier: | 20 |
| Archer: | 25 |
| Reset: | Instant |
| Prerequisite: | Wear Armor: Light, 1 event. |
| Restriction: | See below |
| Skill Points: | None |
| Notes: | You gain benefit from wearing medium armor. Medium Armor grants 2 points of armor. You may wear medium armor beginning with your first event, but cannot gain full benefit from it until your second event. |

Wear Armor: Heavy Armor

Character Points

| | |
|----------------------|---|
| Warrior: | 15 |
| Harrier: | 20 |
| Archer: | --- |
| Reset: | Instant |
| Prerequisite: | Wear Armor: Medium, 2 events |
| Restriction: | See below |
| Skill Points: | None |
| Notes: | You gain benefit from wearing heavy armor. Heavy Armor grants 3 points of armor. You may wear heavy armor beginning with your first event, but cannot gain full benefit from it until your third event. |

Wear Armor: Golem Light Armor

Character Points

| | |
|----------------------|-----------------|
| Warrior: | 5 |
| Harrier: | 10 |
| Archer: | 10 |
| Reset: | Encounter |
| Prerequisite: | Golem character |
| Restriction: | None |

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Skill Points: None

Notes: You benefit from 1 point of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

Wear Armor: Golem Medium Armor

Character Points

Warrior: 10

Harrier: 15

Archer: 20

Reset: Encounter

Prerequisite: Wear Armor: Golem Light Armor

Restriction: none

Skill Points: none

Notes: You benefit from 2 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with medium golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

Wear Armor: Golem Heavy Armor

Character Points

Warrior: 10

Harrier: 15

Archer: ---

Reset: Encounter

Prerequisite: Wear Armor: Golem Medium Armor

Restriction: none

Skill Points: none

Notes: You benefit from 3 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with heavy golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

Shrug and Recover

Character Points

Warrior: 10

Harrier: 15

Archer: 20

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Endurance

Notes: You may roleplay for 3 seconds and recover 3 Body. Shrug and stretch, then call, "Heal 3 to self."

Rest Back Health

Cottington Woods Player's Guide

Part Two: Character Creation

Character Points

| | |
|----------------------|---|
| Warrior: | 10,20,30 |
| Harrier: | 10,20,30 |
| Archer: | 15,30,45 |
| Reset: | Event |
| Prerequisite: | None |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 3 4 5 |
| Skill Points: | none |
| Notes: | When you Rest, you may recover your Body to full. If your rest is interrupted, you do not lose the use of this skill. |

Parry

Character Points

| | |
|----------------------|---|
| Warrior: | 15 |
| Harrier: | 20 |
| Archer: | --- |
| Reset: | Twilight |
| Prerequisite: | Any melee weapon skill (not fist or claw) |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 2 3 4 |
| Skill Points: | 1 Endurance |
| Notes: | You may parry one attack by melee weapon. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb (arms, legs or feet). You may parry melee attempts to disarm or destroy your weapon. Attacks by Corruption, Insanity, Nightmare, or Faerie cannot be parried. If struck, you call, "Parry." |

Warrior's Parry

Character Points

| | |
|----------------------|--|
| Warrior: | 10,20,30 |
| Harrier: | --- |
| Archer: | --- |
| Reset: | Event |
| Prerequisite: | Parry |
| Restriction: | |
| Season: | 1 2 3 |
| Max Purchase: | 2 3 4 |
| Skill Points: | 1 Endurance |
| Notes: | You may parry one attack by melee weapon. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb or chest. Warrior's Parry cannot parry a shot that strikes the target's back. You may parry melee attempts to disarm or destroy your weapon. Attacks by Corruption, Insanity, Nightmare, or Faerie cannot be parried. If struck, the call is "Parry by Skill." |

Disengage

Character Points

| | |
|----------------------|-----------------------------|
| Warrior: | 10 |
| Harrier: | 10 |
| Archer: | 10 |
| Reset: | Encounter |
| Prerequisite: | Any weapon skill |
| Restriction: | None |
| Skill Points: | 1 Endurance |
| Notes: | You may call a "Disengage". |

Cottington Woods Player's Guide

Part Two: Character Creation

Avoid

Character Points

Warrior: 25,50,75

Harrier: 15,30,45

Archer: 20,40,60

Reset: Twilight

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Endurance

Notes: You may call "Avoid" to one incoming attack by weapon or one packet attack.

Fleet-Footed

Character Points

Warrior: --

Harrier: 15

Archer: --

Reset: Twilight

Prerequisite: Harrier header

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Endurance

Notes: You may call "Resist" to a Maim, Root, or Slow effect.

Quick Block

Character Points

Warrior: 10

Harrier: 10

Archer: 15

Reset: Encounter

Prerequisite: Parry

Restriction: None

Skill Points: 1 Endurance

Notes: If you are struck by an uncalled weapon, packet, thrown weapon or arrow attack, and you have a weapon in hand, you may call "Resist by Skill."

Courage

Character Points

Warrior: 10

Harrier: 15

Archer: 15

Reset: Twilight

Prerequisite: Any fighter header

Restriction: None

Skill Points: 1 Endurance

Notes: Call "Purge" against any one attack "by Fear."