

# Cottington Woods Player's Guide

## Part Two: Character Creation

### 12.4 Rogues

“Other thieves merely stole everything that was not nailed down,  
but this thief stole the nails as well.”  
~Terry Pratchett, *Sourcery*

#### Outlook

Plenty of places in the Written World are protected by locks and traps and other devices. Rogues are skilled in getting past these barriers to the stuff on other side. Not everyone who learns the skills of roguery is a criminal - even the king of Faraway trains his Jacks thus - but, to call a spade a spade, many are. It is from these individuals that this header gets its name.

#### 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.

#### Roguary Skills

##### Skill: Endurance

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**Character Points:** 5,10,15

**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 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.

##### Locks: Pick Locks

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**Character Points:** 10

**Reset:** Instant

**Prerequisite:** Roguery Header or Man of Science Header

**Restriction:** None

**Skill Points:** None

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**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.

#### Locks: Pick a Lock

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**Cost:** 20,40,60  
**Reset:** Event  
**Prerequisite:** Rogue header, Pick Locks  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 2 3  
**Skill Points:** 1 Endurance

**Notes:** You may open a single lock. Some locks cannot be opened in this manner, and those locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Skill Point and using this skill. Note that special tools are required to pick certain locks, and this skill does not negate that requirement.

#### Locks: Escape Bonds

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**Cost:** 10  
**Reset:** Encounter  
**Prerequisite:** Pick Locks  
**Restriction:** Rogue header  
**Skill Points:** 1 Endurance

**Notes:** You may free yourself from a binding, such as a rope or manacles. Since for safety reasons you cannot actually be restricted in your movements, this skill is the only method of escape.

#### Traps: Disarm Traps

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**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** None  
**Restriction:** Rogue of Man of Science header  
**Skill Points:** None

**Notes:** You may attempt to disarm a trap. You may also read any tags that may be present on a trap.

#### Traps: Trap Dodge

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**Cost:** 10,20,30  
**Reset:** Event  
**Prerequisite:** Disarm traps  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None

**Notes:** You may avoid the damage from mechanical trap would otherwise cause you harm. The call for this is "Avoid". The trap still destroys any items it is protecting, however. A character cannot Trap Dodge and Recover Goods at the same time.

#### Traps: Recover Goods

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**Cost:** 15,30,45  
**Reset:** Event  
**Prerequisite:** Trap Dodge  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None

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**Notes:** You may save the loot from a trapped box if a trap has been triggered. You must take the damage. This cannot be used at the same time as Trap Dodge. The call for this is "Reduce". If the damage from the trap is enough to bring the character to unconscious, the goods remain safely in the box, although the box is open and the trap sprung. If there is more than one trap in a box, more than one use of this skill is required to recover the goods.

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#### Hide: Conceal Item

**Cost:** 20  
**Reset:** Encounter  
**Prerequisite:** None  
**Restriction:** None  
**Skill Points:** 1 Endurance

**Notes:** You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

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#### Hide: Resist Expose

**Cost:** 10,20,30  
**Reset:** Event  
**Prerequisite:** None  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 3 4 5  
**Skill Points:** none

**Notes:** You may hide from an "Expose <<by trait>>". This skill does NOT work against an expose that does not have a trait. Once activated, the skill lasts five minutes, during which time you do not have to respond to an expose by the same trait. No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

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#### Seek: Quick Search a Body

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** None  
**Restriction:** None  
**Skill Points:** None

**Notes:** It normally takes ten seconds to search a fallen body. With this skill, you may search a body in only three seconds. When you initiate the search, state to the NPC, "Begin Quick Search". After three seconds state "Finish Quick Search." The NPC will then turn over the goods.

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#### Seek: Search an Area

**Character Points:** 5  
**Reset:** Instant  
**Prerequisite:** None  
**Restriction:** None  
**Skill Points:** None

**Notes:** By searching an area (and reading tags left for you to find) you may learn things that are difficult or impossible for us to physically represent. In some cases those details will be available for everyone to know, but if something is well hidden, it may require that you have this skill.

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#### Hear Rumor: Streetwise

**Character Points:** 10  
**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.