

Cottington Woods Player's Guide

Part Two: Character Creation

12.7 Sandman

"Lose your dreams and you could lose your mind."
~Rolling Stones, "Ruby Tuesday"

"Imagination is more important than knowledge."
~Einstein

Outlook

Most sandmen spend their pre-trained youth plagued by mind bending dreams and riotous nightmares. In many cases, those individuals end up at Asylum for training, and in more than a few cases, those trainees end up staying as patients. Sandmen often walk with each foot in a different world, and as such they come across as disconnected or aloof from those who remain in just the one.

The Sandman organization based out of Asylum is only around two hundred years old, and, in the grand scheme of things, relatively young. They are also far removed from the rest of the world, geographically speaking. Their environment seems to reflect the often disturbing realm of dreams, and not many people seek to go there unless absolutely necessary.

A note on the Slumberland: The Slumberland are formed from the dreams and fears of every being on the Written World. Dreams, and hence the Slumberland, connect everyone. Similar to Fairy, the Slumberland are unpredictable and chaotic, and things are rarely exactly as they seem (though, just to remain unpredictable, sometimes they are). Dreams can often give great insight, but they should rarely be taken literally.

Any person or being who can dream has their own Dreamscape, their own place within the Slumberland. Typically this is a safe place for a dreamer, but nightmares, especially those that have taken a life of their own, have been known to dominate dreamscapes and harm the dreamer.

The Slumberland refer to all dreams and all dreamscapes, but it also refers to the Dreaming World that is not in a distinct being's Dreamscape, that part of Dreams that connects all beings and is truly the raw stuff of Imagination.

A note on Creatures of Dreams and Nightmares: Often in the Slumberland, Dreams and Nightmares will take on distinct forms, appearing according to the nature of the dream. This will be clear based on their appearance (costuming), behavior (roleplaying), or through clarification of the dreamscape (tag upon entering the encounter, or clarification from the dreamer guiding you there). Not all dreams or nightmares are obvious of what they are to anyone but the dreamer of that dreamscape.

The more distinct a Dream is, the more an obvious Shape or Being it is, the more likely that the Dream or Nightmare before you is either a Dream/Nightmare that has taken on a life of its own, or that it is a Being that is Dreaming, such as another Sandman.

Dreams are often recognizable due to being white or light in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

Nightmares are often recognizable due to being black or dark in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

A note on combat in the Slumberland: Though there will at times be combat and threats within the Slumberland, we strongly encourage those playing Sandman to focus heavily on Roleplaying within the Slumberland, and to shy away from the "gang up on it" style of combat prevalent in Boffer LARPing. Many skills exist that allow for Ranged, Voice, Gesture, and Name attacks to represent that there is no such thing as physical distance in the Slumberland, and you will find many creatures that face you in the Slumberland use non-damaging effects. We encourage you to take a less fervoured approach to combat when the situation warrants it.

Some dream creatures may be unaffected by physical weapons, unless a skill is used to affect "to Dream."

A note on roleplaying in the Slumberland: The Slumberland are a strange, unpredictable place where things are rarely as they seem, and much interpretation can be had on what is seen and experienced there. It is also a place where your happiest thoughts and your most terrifying fears are given form and being. When encountering Dreams and Nightmares within the Slumberland, you are in fact encountering aspects of those dreams and nightmares within your own mind, and we encourage you to roleplay it as such.

For example, if you see a "formless" Nightmare before you (an NPC dressed as a Nightmare as described above), you should see it as embodying aspects of the things you fear most. The more powerful the Nightmare, the more powerful the fears it dreams upon. Each person reacts to fear in their own way, of course, and this is not to say

Cottingham Woods Player's Guide

Part Two: Character Creation

that you should cover, unless this is something your character would do. Instead, we encourage you only to react as your character would to being confronted with their fears.

The same is true of "formless" Dreams, but in this case you are confronted by beings that embody those things that make you happy, joyous, or that make you satisfied or fulfilled in some ways; some may represent bittersweet memories of something you loved that was lost, as dreams so often do.

Sandman Skills

A note on Awakened Dreamer: Many Sandman skills are usable only within the Slumberland. However, a Sandman who has gained the "Awakened Dreamer" skill has begun to learn how to bring their own dreamscape with them into the Waking World, and may then purchase "Awakened" versions of their skills to use while outside the Slumberland. Skills that are restricted to the Slumberland only will say so in the skill description.

A note on Traits: All Sandman have the *Sandman* trait, as well as the trait of any Sandman Path they have (Adept, Architect, Empath). **Any creature that is within or enters the Slumberland gains the *Dream* trait upon entering;** this is true even of non-Sandman (such as allies an Architect may bring with them). Any ability "to Dream" that is successfully delivered will affect any being within the Slumberland, unless they call an appropriate defense.

Sandman are able to recognize creatures of the Slumberland that are pure imagination; they have the *Figment* trait. On very rare occasions, Figments may be seen as Ghosts upon the waking world (this is more true in Asylum than anywhere else), but most often, Figments only exist in the imagination of the Slumberland.

Most Sandman abilities are delivered with the *Will* trait, though some more powerful abilities are delivered with the *Imagination* or *Illusion* trait. Will is a Mental Trait, while Imagination and Illusion are Special Traits.

Some creatures within the Slumberland may deliver effects by other means, such as by Madness, Insanity, Dreaming or Nightmare.

A note on Packet Attacks: Several Sandman abilities can be delivered by packet. Unless specified in the skill description otherwise, only one hand is required to be free to cast Sandman packet-delivered abilities.

Skill Points: Imagination

Character Points:	5,10,15,20,25
Reset:	Encounter
Prerequisite:	Any Sandman header
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 Points, and when a Skill Point is purchased, it is immediately assigned a type. Each type of Skill Point fuels a different type of skill. Most characters will only require one, or at most two types of points.

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

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

Example One: A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

Example Two: A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

Cottington Woods Player's Guide

Part Two: Character Creation

Resist Madness

Character Points:	5,15,25,35
Reset:	Event
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Sanity:	2 3 4
Skill Points:	none
Notes:	You may call "Resist by Will" an attack that is "by Madness" or "by Insanity" once per event for each time you purchase this skill.

Draw from the Dream

Cost:	
Adept:	5,10,15
Empath:	5,10,15
Architect:	5,10,15
Reset:	Encounter
Prerequisite:	Any Sandman Header
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You may draw points of Imagination straight from the Slumberland around you. These points add to your Imagination total, but may only ever be used in the Slumberland. Your normal skill point costs are unaffected by points purchased with this skill; Draw from the Dream is a separate skill point pool. For example: You have purchased 3 Points of Imagination for 30 CP (5,10,15 Points respectively). You then decide to buy 2 Points of "Draw From The Dream" Imagination Skill Points, for a total of 5 Imagination while in the Slumberland. These 2 Points of "Draw From The Dream" Imagination Points cost 15 additional CP (5,10). If you then decide to buy a 4 th Point of Imagination (for 6 total in the Slumberland), it would only cost 20 CP for that point.

Dreamsight

Cost:	
Adept:	5
Empath:	5
Architect:	5
Reset:	Instant
Prerequisite:	Any Sandman header
Restriction:	None
Skill Points:	None
Notes:	You have the ability to read "Dream Tags". If you have the skill to Diagnose Mental, you may also diagnose "Imagination" and "Illusion."

Dream Visions

Cost:	
Adept:	Free
Empath:	Free
Architect:	Free
Reset:	Between Events
Prerequisite:	Dreams and Nightmares and any Sandman Header
Restriction:	None
Skill Points:	None
Notes:	You have some control over the dreams and nightmares given to you by the Dreams and Nightmares skill, and are no longer so deeply tormented by them. This is a passive, plot-driven information skill.

Cottington Woods Player's Guide

Part Two: Character Creation

You may, if you choose, inform Plot of what you are trying to seek in Dreams, but there is no guarantee that is what you will see. The Slumberland are a mysterious place that rarely reveal what is expected.

Enter the Dream

Cost:

Adept: 5
Empath: 5
Architect: 5

Reset: Instant

Prerequisite: Any Sandman Header

Restriction: None

Skill Points: None

Notes: You may enter the dream under plot approved conditions. This skill is self only. If you do not possess this skill, you cannot enter a Dreamscape without the aid of an Architect.

Upon entering the Slumberland, you gain the "Dream" trait. This trait goes away upon exiting the Slumberland, unless you have an effect or skill that causes the trait to remain.

Sense Dream

Cost:

Adept: 5
Empath: 5
Architect: 5

Reset: Encounter

Prerequisite: Dreamsight

Restriction: None

Skill Points: 1 Imagination

Notes: You may call "By my voice, Expose Dream by Imagination", "By my voice, Expose Sandman by Imagination" or "By my voice, Expose Figment by Imagination"

Resist Illusions

Cost:

Adept: 5,10,15,20
Empath: 5,10,15,20
Architect: 5,10,15,20

Reset: Event

Prerequisite: Sense Dream

Restriction:

Season: 1 2 3

Max Purchase: 4 5 6

Skill Points: 1 Imagination

Notes: You may call "Resist" to one effect by Illusion, by Will or by Imagination, or any one effect to Sandman or to Dream. This skill may be used while unconscious or dead, but not while Drained.

Awakened Dreamer

Cost:

Adept: 10
Empath: 10
Architect: 10

Reset: Instant

Prerequisite: Sandman Header, Enter the Dream, Dreamsight

Restriction: None

Skill Points: None

Notes: You permanently have the trait "Dream" even when you are not in the Slumberland. This skill acts as a prerequisite for a number of later Sandman skills

Cottington Woods Player's Guide

Part Two: Character Creation

If a "Cure Dream Trait" is called in conjunction with a "Exit the Slumberlands/Exit the Dreamscape" or a "Cure Manifest Slumberlands/Cure Manifest Sandman" call, the Dream trait granted by this ability is not cured. You may call "no effect" but are not required to.

Diagnose Physical

Character Points:

Adept:	10
Empath:	5
Architect:	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:

Adept:	10
Empath:	5
Architect:	10

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. If you have the Dreamsight skill, you may also diagnose Imagination and Illusion.

Nightmare and Dream cannot be diagnosed with this skill.

First Aid

Character Points:

Adept:	10
Empath:	5
Architect:	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:

Adept:	10
Empath:	10
Architect:	10

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

Cottington Woods Player's Guide

Part Two: Character Creation

Notes: You may roleplay over a maimed limb for 60 seconds and then call “Agony and Cure Maim”.

Sandman Adept Skills

Imagined Body

Cost:

Adept: 5,10,15

Empath: ---

Architect: ---

Reset: Event

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may purchase extra Body that only exists when you are in the Dream. This extra Body stacks with your normal Body. Imagined Body is lost to damage before normal Body. It can be healed with magical healing (only while in the Slumberland), or it returns at the end of the event.

Imagined Reflex

Cost:

Adept: 10,15,20

Empath: ---

Architect: ---

Reset: Encounter

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: While in the Slumberland, the Adept imagines himself with more Reflex. This extra Reflex only exists in the Dreaming. Like normal Reflex, it resets itself at the end of each encounter, with fifteen minutes of rest.

Imagined Armor

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Encounter

Prerequisite: Sandman Adept

Restriction: None

Skill Points: 1 Imagination

Notes: While in the Slumberland, the Adept imagines himself protected by Armor. He may spend 10 seconds in concentration to create this dream armor around him, at the end of which he gains 2 points of imaginary Armor. This cannot be stacked with other types of Armor. This Armor only exists in the Slumberland. The Adept may reset his armor with five minutes of rest, or with a normal Refresh action. This Armor lasts until he leaves the Slumberland. If an Adept leaves the Slumberland and returns, he must re-imagine his armor. Once this skill has been cast, the Sandman cannot expend a point of Imagination to “recast” or “reset” it; he must spend the rest time to reset it, though it does disappear when he leaves the Slumberland.

Imagined Missile

Cost:

Cottington Woods Player's Guide

Part Two: Character Creation

Adept:	10
Empath:	---
Architect:	---
Reset:	Instant
Prerequisite:	Sandman Adept
Restriction:	None
Skill Points:	None

Notes: While in the Slumberland, you may cast tiny stinging bolts of Imagination at a target. You may imagine these needles to be whatever you wish, but the effect is always uncalled damage. One packet may be thrown every ten uninterrupted seconds. Thus, if you use a skill (including blocking attacks) or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

For example, you cast an Imagined Missile and start to count to ten to cast the next. However, at 9 seconds, you are struck for damage. You must count another 10 seconds before you may cast another missile. You run around for 10 seconds, but are not struck by damage, nor do you use any other skills. You cast another Imagined Missile. You count out another 10 seconds, but then decide to use Imagined Attack. You must count another 10 seconds before you could cast Imagined Missile again).

Imagined Missile requires one hand free. You may use Imagined Missile even with a Shield in your off-hand.

A Note About Attacking Dreams: It is possible to use physical force to combat threats in the dreaming, and it is usually important to be able to do so. However, things rarely go away forever just because their dream form has been defeated.

Imagined Strike

Cost:	
Adept:	10
Empath:	---
Architect:	---
Reset:	Instant
Prerequisite:	Imagined Missile
Restriction:	None
Skill Points:	None

Notes: You may choose to add "to Dream" to any called melee strike. This includes other Sandman abilities. For example, you could choose to call Imagined Attack as "3 Damage to Dream" or "3 Damage by Will to Dream" instead of "3 Damage by Will."

Greater Imagined Missile

Cost:	
Adept:	10
Empath:	---
Architect:	---
Reset:	Instant
Prerequisite:	Imagined Missile, Imagined Strike
Restriction:	None
Skill Points:	None

Notes: You may choose call your Imagined Missile attacks as "1 Damage to Dream."

Imagined Attack

Cost:	
Adept:	5
Empath:	---
Architect:	---
Reset:	Encounter
Prerequisite:	Imagined Missile
Restriction:	None

Cottingham Woods Player's Guide

Part Two: Character Creation

Skill Points: 1 Imagination

Notes: While in the Slumberland, you may strike foes with the power of your imagination. A short incant (6+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered as a weapon strike. In either case, the verbal is, "3 Damage by Will." This skill may only be used in the Slumberland.

Imagined Attack requires one hand free. You may use Imagined Attack even with a Shield in your off-hand.

Accurate Imagined Attack

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Encounter

Prerequisite: Imagined Attack

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Imagination

Notes: You may now focus your Imagined Attack, guaranteeing that it will strike your target.

This still requires a short incant (8+ syllables). This is an add-on enhancer to the Greater Imagined Attack skill. You may still choose to throw a packet or swing the attack, or you may choose to call your "Imagined Attack" as "By My Gesture, 3 Damage by Will" or "By Your Name <<name>>, 3 Damage by Will". This skill may only be used in the Slumberland.

Accurate Imagined Attack requires one hand free. You may use Accurate Imagined Attack even with a Shield in your off-hand.

Greater Imagined Attack

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Imagined Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Imagination

Notes: While in the Slumberland, you can strike foes with the power of your imagination. A short incant (8+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered by weapon strike. In either case, the verbal is, "5 Damage by Imagination." This skill may only be used in the Slumberland.

Greater Imagined Attack requires one hand free. You may use Greater Imagined Attack even with a Shield in your off-hand.

Accurate Greater Imagined Attack

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Instant

Prerequisite: Greater Imagined Attack

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Imagination

Cottingham Woods Player's Guide

Part Two: Character Creation

Notes: You may now focus your Greater Imagined Attack, guaranteeing that it will strike your target. This is an add-on enhancer to the Greater Imagined Attack skill. The incant (10+ syllables) should describe the attack. You may still choose to throw a packet or swing the attack, or you may choose to call your Greater Imagined Attack by "By My Gesture, 5 Damage by Imagination" or "By Your Name <<name>>, 5 Damage by Imagination". This skill may only be used in the Slumberland.

Accurate Greater Imagined Attack requires one hand free. You may use Accurate Greater Imagined Attack even with a Shield in your off-hand.

Awakened Imagined Attack

Cost:

Adept: 10
Empath: ---
Architect: ---
Reset: Encounter
Prerequisite: Accurate Imagined Attack, Awakened Dreamer
Restriction: None
Skill Points: 1 Imagination

Notes: You can strike foes with the power of your Imagination, even while in the real world. Give a short description (6+ syllables), and then strike with a weapon or throw a packet and call "3 Damage by Will."

Awakened Imagined Attack requires one hand free. You may use Awakened Imagined Attack even with a Shield in your off-hand.

Imagined Two Weapons

Character Points

Adept: 10
Empath: ---
Architect: ---
Reset: Instant
Prerequisite: Small or Medium Weapons
Restriction: None
Skill Points: None

Notes: While in the Slumberland, 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. This skill is usable only within the Slumberland. If you later purchase a fighter header and the Two Weapons skills, you may immediately sell this skill back.

Awakened Two Weapons

Character Points

Adept: 10
Empath: ---
Architect: ---
Reset: Instant
Prerequisite: Imagined Two Weapons, Awakened Dreamer, Awakened Imagined Attack
Restriction: None
Skill Points: None

Notes: You have spent so long learning to be a warrior within your dreams, that you have gained skill in the waking world. You may now wield Two Weapons while not in the Slumberland.

Imagined Shield

Character Points

Adept: 15
Empath: ---
Architect: ---
Reset: Instant

Cottington Woods Player's Guide

Part Two: Character Creation

Prerequisite: None
Restriction: None
Skill Points: None
Notes: While in the Slumberland, 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". This skill is usable only within the Slumberland. If you later purchase a fighter header and the Shield skill, you may immediately sell this skill back.

Awakened Shield

Character Points

Adept: 15
Empath: ---
Architect: ---
Reset: Instant
Prerequisite: Imagined Shield, Awakened Dreamer, Awakened Imagined Attack
Restriction: None
Skill Points: None
Notes: You have spent so long learning to be a warrior within your dreams, that you have gained skill in the waking world. You may now wield a Shield while not in the Slumberland. This follows all the restrictions of Shields.

I Do Not Dream of Dying

Cost:
Adept: 10,20,30
Empath: ---
Architect: ---
Reset: Event
Prerequisite: None
Restriction: None
Skill Points: None
Notes: You may opt to become unstable instead of dying from a Death effect taken while in the Slumberland, or from a Death to Dream, Death by Will or Death by Imagination while not in the Slumberland. This skill may be used even while drained.

Imagined Self Healing

Cost:
Adept: 10
Empath: ---
Architect: ---
Reset: Encounter
Prerequisite: Sandman Adept
Restriction: None
Skill Points: 1 Imagination
Notes: You may roleplay shrugging off the wounds for three seconds and call "Heal 3 to Self by Imagination." This skill may only be used in the Slumberland.

Awakened Imagined Self Healing

Cost:
Adept: 5
Empath: ---
Architect: ---
Reset: Encounter
Prerequisite: Imagined Self Healing, Awakened Dreamer
Restriction: None
Skill Points: 1 Imagination

Cottington Woods Player's Guide

Part Two: Character Creation

Notes: You may use the power of your Imagination to heal yourself, even while awake and outside the Slumberland. Roleplay shrugging off your injuries for three seconds and call then "Heal 3 to Self by Imagination"

Imagined Mobility

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Imagination

Notes: You may take three seconds to purge an attempt made to hinder your movement. This includes Root, Slow, or Maim. This skill may only be used in the Slumberland.

Self Awakening

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Sandman Adept

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Imagination

Notes: When you take a stun effect and find yourself slipping into the Slumberland, you may force yourself back and away, calling "Purge Stun" after 10 seconds of roleplaying. This skill MAY be used outside of the Slumberland.

Imagined Avoid

Cost:

Adept: 15

Empath: ---

Architect: ---

Reset: Twilight

Prerequisite: Imagined Mobility

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Imagination

Notes: While in the Slumberland, you may call "Avoid" to one attack made "to Dream," "by Will," or "by Imagination". This includes "By my Gesture," "By my Voice" or "By your Name" effects. This skill may only be used in the Slumberland.

Fearless

Cost:

Adept: 10

Empath: ---

Architect: ---

Reset: Encounter

Prerequisite: Sandman Adept

Cottington Woods Player's Guide Part Two: Character Creation

Restriction: None
Skill Points: 1 Imagination
Notes: You have mastered your fear. You may call "Resist" to a fear effect. You may resist fear even while awake and outside the Slumberland.

Strength of the Mind

Cost:
Adept: 15
Empath: ---
Architect: ---
Reset: Twilight
Prerequisite: Sandman Adept, Fearless, Awakened Dreamer
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: 1 Imagination
Notes: Roleplay for 3 seconds, then call "Purge Mental by Imagination" or "Purge Imagination by Imagination" to any Mental effect (such as Awe, Confusion, Despair, Inspiration, Madness, Presence, Will, and Trance) or Imagination effect. This does not work against effects by Insanity or Nightmare (as these are Special Traits). This includes Gesture, By My Voice, and By Your Name effects. This skill MAY be used outside of the Slumberland.

Dream Warrior

"You have no power over me."

Cost:
Adept: 25
Empath: ---
Architect: ---
Reset: Encounter
Prerequisite: Sandman Adept, Awakened Dreamer, Imagined Avoid, Strength of the Mind, Greater Imagined Attack
Restriction: None
Skill Points: 1 Imagination
Notes: You have gained such proficiency over your dream self that you can shrug off attacks, though still at some cost. If you are struck with a weapon or packet attack that is "to Dream", or "by Will, Illusion, or Imagination," you may choose to call "Reduce to 1 Damage" and take a point of damage instead of taking the effect. You may also use this on By My Gesture, By Your Name, "by Insanity" or "by Nightmare" attacks, but the call is then "Reduce to 3 Damage." This skill may only be used in the Slumberland.

Sandman Architect Skills

Group Enter the Dream

Cost:
Adept: ---
Empath: ---
Architect: 5
Reset: Encounter
Prerequisite: Architect header
Restriction: None
Skill Points: 1 Imagination
Notes: You may enter and bring others into the dream under plot approved conditions. You may bring up to four additional people into the Slumberland, unless the Gate Tag or the NPC Guide specifies differently. In some places the barrier between the Slumberland and the Written World is thin. The Architect can sometimes sense these places (a tag would be present), and could use this skill to pierce that barrier.

Cottington Woods Player's Guide

Part Two: Character Creation

Upon entering the Slumberland, anyone who enters gain the "Dream" trait. This trait goes away upon exiting the Slumberland, unless you have an effect or skill that causes the trait to remain.

Attuned to the Dreamscape

Cost:

Adept: ---
Empath: ---
Architect: 5

Reset: Instant

Prerequisite: Sandman Architect, Dreamsight

Restriction: None

Skill Points: None

Notes: Architects have a greater sense for the Slumberland. You can read Dream tags that are expressly labeled for Architects, and will often get a feel for what is amiss around you.

Imagined Distance

"Farther than you thought."

Cost:

Adept: ---
Empath: ---
Architect: 5

Reset: Encounter

Prerequisite: Sandman Architect

Restriction: None

Skill Points: 1 Imagination

Notes: You imagine your adversaries as farther away than they thought. Call a phrase ("You are farther than you thought!" or something similar) of at least 6+ then call "Disengage to Dream!" This skill may only be used in the Slumberland.

This skill does not require your hands to be free, nor does it require a weapon to use. For example, you may point your finger if you have no weapon in hand.

Greater Imagined Distance

"I said, farther than you thought!"

Cost:

Adept: ---
Empath: ---
Architect: 10

Reset: Twilight

Prerequisite: Imagined Distance

Restriction:

Season: 1 2 3

Max Purchase: 1 3 5

Skill Points: 1 Imagination

Notes: You imagine your adversaries farther away than they thought, and you are fairly adamant about it. Calls a phrase of at least 12+ syllables ("I said you are much farther than you thought!" Or something similar) then make a sweeping gesture and call "By my voice, Disengage and Slam to Dream!" You do not take the effect. This skill may only be used in the Slumberland.

Imagined Quagmire

Cost:

Adept: ---
Empath: ---
Architect: 10

Reset: Twilight

Prerequisite: Imagined Distance

Restriction:

Season: 1 2 3

Cottington Woods Player's Guide

Part Two: Character Creation

Max Purchase: 3 4 5
Skill Points: 1 Imagination
Notes: You make the surrounding environment thicker and harder to penetrate. Shout a short description of at least 6+ syllables followed by "To the room, Slow by Illusion." If the encounter is outside, you may call, "By my voice." You do not take this effect. This skill may only be used in the Slumberland. This ability may have a more profound effect on certain dream creatures.

Dream Snare

Cost:
Adept: ---
Empath: ---
Architect: 10
Reset: Encounter
Prerequisite: Imagined Quagmire
Restriction: None
Skill Points: 1 Imagination
Notes: You imagine a snare that catches the foot of your target. Call a short description of 8+ syllables followed by "By my gesture, Root by Illusion." This gesture may not be maintained for more than five minutes. While the gesture is being maintained, you may not use weapons or damaging attacks. The architect may instead throw a packet and call, "Root by Illusion." This skill may only be used in the Slumberland.

Imagined Disarm

Cost:
Adept: ---
Empath: ---
Architect: 10
Reset: Encounter
Prerequisite: Imagined Quagmire
Restriction:
Season: 1 2 3
Max Purchase:
Skill Points: 1 Imagination
Notes: You imagine that a weapon or item is snatched from your target's hand. Shout a short description of 12+ syllables followed by "By my gesture, Disarm by Will." This skill may only be used in the Slumberland. Once your target drops the targeted item, you must drop the gesture.

Imagined Pain

Cost:
Adept: ---
Empath: ---
Architect: 15
Reset: Encounter
Prerequisite: Sandman Architect
Restriction: None
Skill Points: 1 Imagination
Notes: You create an atmosphere that is hazardous. Shout a description of your intent of at least 10+ syllables, followed by "To the room, Agony by Imagination." If the encounter is outside, you may call instead, "By my Voice." You also take this effect, though you may choose to resist it if you have the skill to do so. This skill may only be used in the Slumberland.

Storm of Dreams

Cost:
Adept: ---
Empath: ---
Architect: 5

Cottington Woods Player's Guide

Part Two: Character Creation

Reset: Twilight
Prerequisite: Imagined Pain
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: 1 Imagination
Notes: You create an atmosphere that is harmful. Shout a description of your intent that is at least 12+ syllables long, followed by "To the room, 1 Damage by Imagination." If the encounter is outside, you can call instead, "By my Voice." You do not take damage from this effect. This skill is only usable in the Slumberland.

Clearing the Slumberland

Cost:
 Adept: ---
 Empath: ---
 Architect: 10
Reset: Twilight
Prerequisite: Dream Snare, Imagined Quagmire
Restriction:
 Season: 1 2 3
 Max Purchase: 4 5 6
Skill Points: 1 Imagination
Notes: You are able to clear the Slumberland of Imagined hazards. Shout a description of your intent (at least 8+ syllables), followed by "To the room, Cure Root/Slow to Sandman" or "To The Room, Cure Root/Slow to Dream," and then take an Agony effect to Self (this does not need to be called). If the encounter is outside, you can call instead, "By my Voice." This skill may only be used in the Slumberland.

Hidden in the Dream

"These are not the Dreamers you are looking for"

Cost:
 Adept: ---
 Empath: ---
 Architect: 10
Reset: Encounter
Prerequisite: Attuned to the Dreamscape
Restriction: None
Skill Points: 1 Imagination
Notes: You blend with the Dreamscape so well that you can "Resist" an "Expose to Dream" or "Expose Sandman" effect. This skill may only be used in the Slumberland. You do not have to call the resist, since that would expose you in any case.

Awakened Hidden in the Dream

Cost:
 Adept: ---
 Empath: ---
 Architect: 5
Reset: Instant
Prerequisite: Awakened Dreamer, Hidden in the Dream
Restriction: none
Skill Points: 1 Imagination
Notes: You can now use the Hidden in the Dream skill in the waking world. You may "Resist" an "Expose Dream" or "Expose Sandman" effect while outside the Slumberland. You do not have to call the resist, since that would expose you in any case.

Grounded to the Dreamscape

Cottington Woods Player's Guide

Part Two: Character Creation

Cost:
Adept: ---
Empath: ---
Architect: 10
Reset: Twilight
Prerequisite: Attuned to the Dreamscape
Restriction: **None**
Skill Points: 1 Imagination
Notes: You may call "Resist" to an affect that is "By my Voice" or "To the Room", unless that effect is by Nightmare, Corruption, Insanity or Fairy. This skill is only usable while in the Slumberland.

Figment of the Dream

Cost:
Adept: ---
Empath: ---
Architect: 15,25
Reset: Event
Prerequisite: Hidden in the Dream, Grounded to the Dreamscape, Awakened Dreamer
Restriction:
Season: **1 2 3**
Max Purchase: 2 3 4
Skill Points: 1 Imagination
Notes: While in the Slumberland, you may clasp your hands in front of you, palms together, and call "Imbue to Self by Dreaming." You gain the spirit trait and can call "No effect" to any effect unless it is delivered "to Spirit" or is delivered by Nightmare, Corruption, Madness, Insanity or Fairy." You may walk freely, but may not speak to anyone unless they use "Speak to Spirit." Most creatures of the Slumberland might ignore a Figmented character as if he was not there. This effect lasts until you takes an effect "to Spirit", "by Madness", "by Insanity", "by Nightmare", "by Fairy", or "by Corruption", until you drops your hands, or until you leave the Slumberland.

Dreamweaving

Cost:
Adept: ---
Empath: ---
Architect: 25
Reset: Event
Prerequisite: Architect, Awakened Dreamer, Clearing the Dreamscape, Figment of the Dream, Hidden in the Dream
Restriction:
Season: **1 2 3**
Max Purchase: 1 2 3
Skill Points: 1 Imagination
Notes: This is the pinnacle of all Architect abilities, the ability to change a dream in a profound way. This skill cannot be used while combat is taking place. This skill may be used in one of two ways; in the first, there will be an octagon with a tag "Dreamweaving." You may expend a use of your skill to read the tag; the tag may inform you of changes you can make in this dream or grant you additional abilities temporarily. Or you may use the skill to try and change a dream profoundly yourself.
You must approach a target, usually the Dreamer or host of the Dreamscape, call "Imbue by Dreamweaving" and state what you are attempting to change.

Example: An architect observes a person's dream, in which a dream creature or nightmare creature masquerading as the dreamer's sister. The architect may use this skill to make the dreamer see the architect as the sister instead. He would call "Imbue by Dreamweaving. You see me as your sister." The architect must then attempt to act as part of the dream, or risk disrupting it. Further, while the Nightmare Creature may still be there, the Dreamer will no longer see it as their sister.

Cottington Woods Player's Guide

Part Two: Character Creation

Example: The architect observes a dreamer shivering from cold and tormented by a blizzard. The architect may then use the skill to change the landscape. He would call "Imbue by Dreamweaving. You feel it is warmer, and the snow has stopped." You must continue to engage the dreamer in reasserting the new dreamscape, should an opposing creature attempt to change it back.

You are encouraged to be creative with this skill.

If Dreamweaving cannot be used in a scenario (your skills are either not sufficient, the dream is too strong, or something else is occurring), the NPC will state, "No effect. Let me Clarify. No effect." If this is called, the use of the Dreamweave is not lost, but the skill will have no effect during this encounter.

If Dreamweaving can be used, but the attempt is something beyond your skill, the NPC will state, "No effect." Your use of this skill is not expended.

If the attempt was successful but the creature or dreamer was unaffected, the NPC would state "Resist." In this case the skill would be expended.

Cottingham Woods Player's Guide

Part Two: Character Creation

Sandman Empath Skills

Soothing the Dreamer

Cost:

Adept: ---
Empath: 5
Architect: ---

Reset: Encounter

Prerequisite: Sandman Empath

Restriction: None

Skill Points: 1 Imagination

Notes: Typically a dreamer will feel agitated whenever someone enters his Dreamscape uninvited. This agitation can have different effects depending on the nature of the dreamer, but can range from hostility and wariness to physical pain to uninvited guests. This skill allows you and your companions to enter the Dreamscape of another dreamer without causing alarm. If the dreamer is hostile, this skill will have no effect. Upon entering a Dreamscape the Empath calls, "By my voice, Imbue to Dreamer, Soothe the Dreamer." This use of the skill cannot be used in the waking world.

This skill may also be used to calm a frenzied target. You may call, "By my Gesture, Cure Frenzy by Imagination." The Cure Frenzy may be used in the real world, but if so, you must throw a packet, and the call becomes, "Cure Frenzy by Imagination"

Understanding the Dream

Cost:

Adept: ---
Empath: 5
Architect: ---

Reset: Instant

Prerequisite: Empath, Dreamsight

Restriction: None

Skill Points: None

Notes: After five minutes of being in a dream, you can sometimes get a feel for the state of mind of the dreamer. You can read yellow tags only usable by Empaths.

If a dreamer or other creature has a yellow "Understanding the Dream" tag on them, you may go up to them and say, "Imbue Understanding the Dream." The effect varies depending on the dream, but could range from no effect, to additional clarification, or to a change in the Dreamer's behavior towards you or the dreamscape. You may only use this version of the skill (imbue) once per encounter and must take a Rest encounter abilities action before using it in this manner again.

Finding the Dreamer

Cost:

Adept: ---
Empath: 5
Architect: ---

Reset: Encounter

Prerequisite: Understanding the Dream

Restriction: None

Skill Points: 1 Imagination

Notes: You may locate a Dreamer or other dream entity within a Dreamscape or the Slumberlands. You must know the target's name. Call out "By your name, <name>, Expose by Imagination."

Dreamspeaker

Cost:

Adept: ---
Empath: 5

Cottington Woods Player's Guide

Part Two: Character Creation

Architect:	---
Reset:	Encounter
Prerequisite:	Understanding the Dream
Restriction:	None
Skill Points:	1 Imagination
Notes:	This ability allows you to "Speak to Dream" or "Speak to Spirit by Imagination". This skill is usable outside the Slumberland.

Stabilize

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Instant
Prerequisite:	Empath
Restriction:	None
Skill Points:	None
Notes:	You may touch an unstable target with a packet and call "Stabilize to Dream."

This skill may be used outside the Slumberland if you have purchased the Awaken Dreamer skill, but you must then touch the target for 10 seconds before calling "Stabilize to Dream". You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

Heal Dream

Cost:	
Adept:	---
Empath:	10
Architect:	---
Reset:	Encounter
Prerequisite:	Sandman Empath
Restriction:	None
Skill Points:	1 Imagination
Notes:	Say a phrase of 6+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 4 Points of "Heal to Sandman". Touch or throw a packet to the recipient and call "Heal X to Sandman," where X is the number of points you wish to heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Sandman" and then touch a packet to a second target and call "Heal 2 to Sandman." You would then have 1 point of Healing remaining in this pool. You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait.

You may cast this as many times as you have imagination points in a single encounter. However, if you have points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Heal Dream pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

This skill may be used outside of the Slumberland if you have the Awakened Dreamer skill. If used outside the Slumberland, the call changes to "Heal X to Dream."

You may attempt to use this on targets outside the Slumberland that do not have the Dream trait, but it will not affect them unless they possess the trait.

Accurate Heal Dream

Cost:	
Adept:	---
Empath:	5
Architect:	---
Reset:	Encounter
Prerequisite:	Heal Dream
Restriction:	None

Cottington Woods Player's Guide

Part Two: Character Creation

Skill Points: 1 Imagination

Notes: Say a phrase of 6+ syllables and call "By Your Name, <Name>, Heal 2 to Sandman." You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberland.

Greater Heal Dream

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Twilight

Prerequisite: Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 4 5 6

Skill Points: 1 Imagination

Notes: You may say a phrase of 8+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 6 Points of Heal to Dream. You may also choose to cast this healing "to Sandman" instead of "to Dream."

You may use these 6 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Sandman" and then touch a packet to a second target and call "Heal 2 to Dream." You would then have 3 points of Healing remaining in this pool.

You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberland.

Accurate Greater Heal Dream

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Twilight

Prerequisite: Greater Heal Dream, Accurate Heal Dream

Restriction: None

Skill Points: 1 Imagination

Notes: Say a phrase of 6+ syllables and call "By Your Name, <Name>, Heal 4 to Dream." You may attempt to use this on targets that do not have the Sandman trait, but it will not affect them unless they possess the trait.

This skill may only be used in the Slumberland.

Heal All the Dreams

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Event

Prerequisite: Accurate Greater Heal Dream, Accurate Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: 1 Imagination

Notes: You may draw upon your personal dreamscape to heal other dreams, though it is painful and difficult to do so. Call out "By My Voice, Heal to Dream and Agony to Self." You may also choose to call "to Sandman" instead of "to Dream." This skill can only be used in the Slumberland.

Cottington Woods Player's Guide

Part Two: Character Creation

Awakened Dream Healing

Cost:

Adept: ---
Empath: 5
Architect: ---

Reset: Encounter

Prerequisite: Greater Heal Dream, Awakened Dreamer

Skill Points: 1 Imagination

Notes: Outside of the Slumberlands, you may say a phrase of 6+ syllables, then touch a packet to the target and call "Short Stun and Heal 2 by Imagination." This may only be used on an unconscious or a willing target. It cannot be used to render an unwilling target temporarily unconscious; please obey the spirit of the skill.

Awakened Greater Dream Healing

Cost:

Adept: ---
Empath: 10
Architect: ---

Reset: Encounter

Prerequisite: Awakened Dreamer, Awakened Dream Healing

Skill Points: 1 Imagination

Notes: Outside of the Slumberlands, you may say a phrase of 8+ syllables, then touch a packet to the target and call "Short Stun and Heal 4 by Imagination." This may only be used on an unconscious or a willing target. It cannot be used to render an unwilling target temporarily unconscious; please obey the spirit of the skill.

Awakened Heal to Named Dreamer

Cost:

Adept: ---
Empath: 10
Architect: ---

Reset: Event

Prerequisite: Awakened Dreamer, Accurate Heal Dream, Awakened Greater Dream Healing

Restriction:

Season: 1 2 3
Max Purchase: 2 4 6

Skill Points: None

Notes: Outside of the Slumberlands, you can draw upon your own Dreamscape to offer healing to a dreamer whose name you know. You may say a phrase of 10+ syllables, then call "By Your Name, <Name>, Heal 2 by Imagination." You then take a Short Stun effect. You cannot resist this stun effect, though it may be purged.

Cure Mind

Cost:

Adept: ---
Empath: 10
Architect: ---

Reset: Encounter

Prerequisite: Empath

Restriction:

Season: 1 2 3
Max Purchase: None

Skill Points: 1 Imagination

Notes: You may role play with a target for a full minute, reassuring him that all is right with the world, touch a packet to him, and then call "Cure Mental by Imagination." This will cure effects by Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will.

Cottington Woods Player's Guide Part Two: Character Creation

This spell will also cure effects by Fascination, Illusion, and Imagination. The call would then be "Cure Fascination/Illusion/Imagination by Imagination".

This skill can NOT be used to cure effects by Nightmare, Insanity, or Dreaming, though in some rare cases it may have some effect upon inflictions with those traits even though it will not cure it.

This skill is usable outside of the Slumberland.

Shield Imagination

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Twilight

Prerequisite: Heal Dream

Restriction:

Season: 1 2 3

Max Purchase: 2 4 6

Skill Points: 1 Imagination

Notes: You may role play with a target, reassuring them, then call, "Grant Defense, Shield Will or Imagination". This grants the recipient a Shield against the first "by Will" or "by Imagination" effect that affects them. This is usable outside of the Slumberland.

Imagined Repel

"I'm getting angry!"

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Encounter

Prerequisite: Empath

Restriction: None

Skill Points: 1 Imagination

Notes: You may throw a packet and call "Repel to Dream by Fear." Alternately, you may utter a brief description ("A gust of wind forces you to back away.") of 10+ syllables and follow it with "By My Gesture, Repel to Dream by Imagination." You may maintain the gesture as long as you continue to talk to the target about why they cannot approach you. The effect ends if you are Silenced, stop talking, or drop the gesture. You may have two of these active at one time, one with each hand.

This skill is not usable outside of the Slumberland.

Awakened Imagined Repel

Cost:

Adept: ---

Empath: 5

Architect: ---

Reset: Encounter

Prerequisite: Imagined Repel, Awakened Dreamer

Restriction: None

Skill Points: 1 Imagination

Notes: This works exactly as Imagined Repel, except that it may be used outside of the Slumberland. If delivered as a packet, the call is "Repel by Fear." If delivered by gesture, the call becomes "By My Gesture, Repel by Imagination." All other requirements and restrictions remain the same as Imagined Repel.

Desperate Awakened Imagined Repel

Cost:

Adept: ---

Empath: 10

Architect: ---

Cottington Woods Player's Guide

Part Two: Character Creation

Reset: Event
Prerequisite: Awakened Imagined Repel, Awakened Dreamer
Restriction:
Season: 1 2 3
Max Purchase: 2 3 5
Skill Points: None

Notes: You are able to draw upon your adversary's fear, even when exhausted. This works exactly as Awakened Imagined Repel, but is an event skill that only works per time bought and costs no attribute points.

Imagined Agony *"You wouldn't like me when I'm angry!"*

Cost:
Adept: ---
Empath: 10
Architect: ---
Reset: Encounter
Prerequisite: Imagined Repel
Restriction: None
Skill Points: 1 Imagination
Notes: You may call "By my Gesture, Agony by Imagination." The gesture may be maintained for no more than 60 seconds. You may also choose to throw a packet instead. This skill cannot be used outside the Slumberland. You may have two of these active at one time, one with each hand, but otherwise cannot use any other skill (except to use a defense, such as resist) while maintaining the gesture.
This skill is not usable outside of the Slumberland.

Awakened Imagined Agony *"You wouldn't like me when I'm angry!"*

Cost:
Adept: ---
Empath: 5
Architect: ---
Reset: Instant
Prerequisite: Imagined Agony, Awakened Dreamer
Restriction: None
Skill Points: None
Notes: This works exactly as Imagined Agony, except that it may be used outside of the Slumberland, and the gesture may be maintained for no more than 10 seconds.

Empathic Link

Cost:
Adept: ---
Empath: 10
Architect: ---
Reset: Instant
Prerequisite: Finding the Dreamer, Dreamspeaker, Cure Mind
Restriction: Only one active Empathic Link
Skill Points: 1 Imagination
Notes: You may create an Empathic Link with another. To activate this skill, you must spend at least one minute roleplaying a heart to heart conversation with the person. Then, when the roleplaying is done, you must ask the person for permission to form an empathic link with them (if you don't think they understand what this constitutes, you must explain it to them). If they agree, you can touch a packet to the person and to yourself, and call out "Imbue by Imagination" each time. You now have established an empathic link, which lasts for the entire event. You can choose to break the empathic link when you refresh your Encounter Skills, at which point you are free to form a different empathic link.

You can use this link in the following ways:

* You can, at any time and for no skill point cost, touch a packet to your linked person and call out "Stabilize by Empathy and Agony to Self." This does not require your hands to be free. If the person with the Empathic Link

Cottington Woods Player's Guide

Part Two: Character Creation

cannot be physically reached, you may instead choose to call "By Your Name, <Name-of-Person>, Stabilize by Empathy and Short Stun to Self."

* You can, at any time and for no attribute cost, roleplay with your linked person for at least 30 seconds, then touch a packet to them and call out "Cure Mental by Empathy and Short Drain to Self" The target cannot be actively engaged in combat during this time (they cannot be actively wielding weapons or packets, or be struck by a melee, packet, or missile effect. By My Voice or To the Room effects do not disrupt your roleplaying). The target must be conscious and able to hear you for this to work...thus, you can do it to a target who is Drained or Paralyzed, for instance, but not to one who is Stunned.

* You can transfer Imagination to the person. Touch a packet to them and call out "Waste 2 Imagination to Self by Empathy. Refresh 1 Imagination by Empathy."

* You can, at any time and for no point cost, call out "By Your Name, [Name of linked person] Expose by Empathy."

* You can, once per encounter and at no point cost, draw upon your mental reserves and dreamspace to heal the person in an act of desperation, though it comes at a cost to yourself. Call, "By your name, <name>, Heal 1 by Empathy." You then take 2 Damage and Agony to Self.

* You may use any of your "to Dream" skills upon the person with whom you have an Empathic Link, even if they do not have the Dream trait or you are not in the Slumberland. In this situation, you would replace "to Dream" with "to <name-of-character> by Imagination." You take an agony effect if using these skills outside of the Slumberland, as drawing upon a personal dreamspace of a non-dreamer while not in the slumberland is difficult and painful, unless the Linked person has the Dream trait. You must otherwise follow the restrictions of the skills you are using, and must still spend the Imagination costs.

Additional Notes:

* You can only have one Empathic Link active at a time.

* You may choose to keep this active between events. Please note in your PEL if you do so; You do not need to re-establish it at the beginning of the next event if you do so; you may enter game with it active.

* This is also a roleplaying skill. Players are welcome to define the degree to which Empathic Link affects their roleplay and the amount of "mental" or "emotional" insight into one another the link gives them. It is entirely possible that Plot may utilize this skill if active in other ways, but there is no guarantee and players should not rely on it.

* Particularly powerful entities may be able to make use of this, so Empaths should be careful who they establish an Empathic Link with.

Dreamkeeping

"Dream of life, not death"

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Twilight

Prerequisite: Empathic Link

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Imagination

Notes: You may touch a target who has died and call "Imbue to Dead by Dreamkeeping." The target stops counting their death count for up to thirty minutes, so long as you remain in physical contact and tell them of the dream that is holding their spirit within their body. You must spend this time describing to them the dream they are experiencing.

This skill does not require your hands to be free.

Frightened Awake

"Wake up!"

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Twilight

Cottington Woods Player's Guide

Part Two: Character Creation

Prerequisite: Imagined Agony

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: 1 Imagination

Notes: You may touch a packet to a Stunned character, give a brief description of what is startling them in their dream (for example, "You suddenly dream you are falling off a cliff") and call "Cure Stun by Fear." This is usable outside the slumberland, and does not require your hands to be free.

Dreamcatcher

Cost:

Adept: ---

Empath: 10

Architect: ---

Reset: Between Events

Prerequisite: Finding the Dreamer, Dreamspeaker

Restriction:

Season: 1 2 3

Max Purchase:

Skill Points: None

Notes: Between events, you can reach out in your dreams to another, and dream of them. It may be that you will dream about what they are doing, or that you will share a dream they are having (it will not always be clear which). You can choose to use this info skill actively or passively after each event.

* If you use it actively, you can seek to dream of a particular person, though it should be someone you know enough about to have some feel for what they are like. (In some cases, it's not impossible that you will dream of someone else instead.)

* If you use it passively, you will get a dream about a person with some kind of connection to you, chosen by plot.

In either case, beware — your target may become aware of your intrusion into their dreams.

Additional Notes:

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

* You MUST submit your question by the PEL deadline 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.

Dreamgiver

Cost:

Adept: ---

Empath: 15

Architect: ---

Reset: Between Events

Prerequisite: Dreamcatcher, Awakened Dreamer

Restriction: None

Skill Points: 1 Imagination

Notes: Between events, you can reach out in your dreams to another, and attempt to give them a dream. Note that any individual slumberland is subject to interpretation by that dreamer, and thus the dream may not convey exactly as you intended. You may use this skill one of two ways:

* You may attempt to send a specific dream. You must write up this dream and submit it by the PEL deadline after the event. While the chances are good that the dreamer will dream exactly as you intended, it is not guaranteed that their personal slumberland will not change the dream in some fashion or that they will interpret it as you intended. Please include what information, message, or intent you have with the dream being sent.

* You may instead submit what message, information, or intent you are trying to convey to the individual to whom you are sending a dream, and trust that the Slumberland will craft the dream to do just this. While this is

Cottington Woods Player's Guide

Part Two: Character Creation

open to more interpretation and you may not know exactly what shape the dream took, or what other affect it may have on the dreamer, it is also likely to convey the intent in a fashion best understood by the dreamer.

* In either case, beware - your target may become aware of your intrusion into their dreams.

* In rare circumstances, you may be able to use this skill during a weekend event, but submitting a dream to the appropriate Plot Staff person. There is no guarantee a dream can be given during a weekend event, and if the skill is used during the event, it may not be used between events.

Empathic Dreamer

Cost:

Adept: ---

Empath: 25

Architect: ---

Reset: Event

Prerequisite: Dreamcatcher, Awakened Dreamer, Empathic Link, Dreamgiver, Frightened Awake, Accurate Dream Heal

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Notes: This is the pinnacle of Empathic Dreaming, and allows the Empath to give their aid to another within that individual's personal Slumberland, by sharing the other's Dream. This is dangerous, but can lend great strength to the dreamer.

To use this ability, touch a packet to the dreamer and call "Imbue by Empathic Dreamer." If you do not think the Dreamer understands what this means, explain it to them or provide an Imbue card.

When this ability is used, your Imagination and Draw from the Dream points are automatically refreshed, as if you had spent a between encounter rest action. When this skill ends, your Imagination points return to where they were or their current amount, whichever was lower. (*For example*, you have 3 Imagination Points and 2 Imagination Points from Draw from the Dream, for a total of 5 Imagination Points. You've used 3, so your current total is 2 Points. You use Empathic Dreamer, and your point total is restored to 5. During the dream, you use 2 Imagination Points, making your active total 3. When the Empathic Dreamer skill ends, you would return to 2 Points. If instead you had used all 5 Imagination Points during the encounter, when Empathic Dreamer ends, you would remain at 0 Imagination Points).

In some cases, the ability may be used on a sleeping Dreamer prior to entering the Slumberlands. The dreamer may have an octagon on them with "Empathic Dreamer" written on it, or they may clarify with a "Let Me Clarify" call that this skill may be used on them. Touch a packet to the dreamer, and call "Imbue by Empathic Dreamer." Though you may travel as a spirit to the Slumberlands, the ability will still be considered active.

In other cases, you may encounter an octagon with "Empathic Dreamer" on it before a Slumberlands Gate. You may use touch the octagon, call "Imbue by Empathic Dreamer," and read the attached tag. Your Empathic Dream connection is considered active to the dreamer whose dream this is. Once entering the Dream, you must find the Dreamer and remain within arm's length once you find them. At that point, if you leave the dreamer's side, the ability ends.

So long as you remain within arm's reach of the Dreamer you are sharing the Dreamer's dream. (If the Dreamer suddenly lunges forward out of reach, but you immediately follow, the skill is still considered to be in effect. It is only if you stop paying attention or do not notice and immediately follow, move away, or are struck down and left behind that would cause the ability to end.) The ability also ends if you leaves the Slumberlands, rest to recover Encounter skills, or are slain. You may converse with others while this is active, but cannot use any abilities that would affect anyone other than the Dreamer or yourself. If you do, this ability ends.

You are affected by any calls that land upon the Dreamer while this is in effect. (For example, if the Dreamer is struck with "1 Damage to Dream," both Dreamer and you would take the damage.) If the Dreamer calls a defense that would negate the effect, then it is also negated for you.

If the Dreamer dies, you die as well.

While this ability is in effect, you can use your defenses for the Dreamer, replacing all "by" calls with "Empathy." For example, using the same scenario as above, if the Dreamer was struck by "1 Damage to Dream" and you had an ability to Resist an attack "to Dream," you could call out "Resist by Empathy" and neither of you would take the effect.

Additionally, while this is in effect, you may use your own strength to heal the Dreamer. You may at any point

Cottington Woods Player's Guide

Part Two: Character Creation

touch a packet to the Dreamer and call "Heal 1 by Empathy" and take a point of damage. This damage cannot be healed while the skill is in effect.

If you also have an Empathic Link with the Dreamer, you may use all of your Empathic Link abilities. You may also Refresh their Imagination in this situation by only expending 1 Imagination of your own. (Call "Waste 1 Imagination to Self and Refresh 1 Imagination by Empathy while touching a packet to them.)

While this ability is in effect, you may attempt to talk to the Dreamer, even if the Dreamer seems unaware of you, and can attempt to convince them that the Nightmare or Dream they are within is not as they really see it. You must be careful – Dreamers, especially non-Sandman Dreamers, can react badly when made aware that they are Dreaming – but you can attempt to influence a Dreamer for the better.

For example, the Dreamer is experiencing a nightmare about the death of his sister. In real life, the Dreamer had tried to save her but failed. The Nightmare controlling this dream, however, is making the Dreamer think that he was too afraid to even try to save her. The Empath can call "Imbue by Empathic Dreamer" and then attempt to convince the Dreamer that he was brave enough to fight the monsters, giving him the strength in his dreams to fight back against what is attacking.

This is not to imply that you must have this skill to convince a Dreamer trapped within a Nightmare that they must wake up, or must overcome their fears. Rather, this skill guarantees that the Dreamer will hear you, even if they are in a situation where normally they could not see or interact with any Sandman. It also means you may use the effects as described above.