

Cottington Woods Player's Guide

Part Two: Character Creation

11.11 Racial and Cultural Skills

“Quote.”
~Author

Skilled With a Knife (Clublander)

Character Points: Free
Reset: Instant
Prerequisite: Human, Clublander
Restriction: None
Skill Points: None
Notes: As the House of Clubs is often under constant threat of attack, all Clublanders learn how to fight with at least a knife or other small weapon to defend themselves. Clublanders receive the Small Weapon skill for free.

Stubborn (Clublander)

Character Points: 10
Reset: Event
Prerequisite: Human, Clublander
Restriction: None
Skill Points: None
Notes: Clublanders are known for their stubbornness. Once per event, the Clublander may call "Resist by Will" to any one effect by Awe, Fear, Presence, or Will, or to any one "Repel" effect unless called by Corruption, Faerie, Glamour, Insanity, or Nightmare.

Wealthy (Diamondlander)

Character Points: 5
Reset: Instant
Prerequisite: Human, Diamondlander
Restriction: None
Skill Points: None
Notes: Diamondlanders and money attract one another. The Diamondlander gains 2 additional silver points each weekend long event.

Hard-Hearted (Diamondlander)

Character Points: 10
Reset: Event
Prerequisite: Human, Diamondlander
Restriction: None
Skill Points: None
Notes: It is often said that Diamondlanders are hard-hearted, and that they are rarely moved by the emotions of the heart. Once per event, you may choose to call "Resist by Disdain" to any one Agony effect, or any one Effect by Despair, Fear, or Inspiration.

Inspired Heart (Heartlander)

Character Points: 10
Reset: Event
Prerequisite: Human, Heartlander
Restriction: None
Skill Points: None
Notes: Heartlanders are easily moved to great depths of emotions, but are able to tell when their emotions are being used against them. Once per event, you may call "Purge Mental/Imagination/Inspiration by Inspiration" to any one Mental, Inspiration, or Imagination effect.

Value in Friendship (Heartlander)

Character Points: 10

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Reset: Event
Prerequisite: Human, Heartlander
Restriction: None
Skill Points: None
Notes: Heartlanders place great value on friendship and love. Once per event, you may inspire a person you love or have strong friendship with. Spend at least 30 seconds telling them how they inspire you or how much they mean to you, or recite to them an appropriate poem, sing a song, or do some other performance, and then call, "By Your Name, <<Name>>, Grant 2 Protection by Inspiration" or "By Your Name, <<Name>>, Grant Defense, Resist Mental by Inspiration."

Knowledgeable (Spadelander)

Character Points: Free
Reset: Instant
Prerequisite: Human, Spadelander
Restriction: None
Skill Points: None
Notes: It is said that the Spadelanders are privy to many secrets, and that they place great emphasis on knowledge. Choose any one Between Event Info Skill. You receive this skill at a 5 CP discount, even if this gives you the skill for free. If you do not have access to the skill, you may purchase it at normal cost (you do not receive the discount).

Fortune Favors the Spades (Spadelander)

Character Points: 25
Reset: Event
Prerequisite: Human, Spadelander
Restriction: None
Skill Points: None
Notes: Sometimes you just get lucky, but it's said that the Spadelanders are luckier than most. Once per event, you may call "Elude by Luck" to any one packet or weapon attack, except for attacks by Madness, Corruption, Glamour, Nightmare or Faerie. It is also said that luck can sometimes draw the attention of the Faeries; if you use this skill during the event, you must inform Plot in your PEL.

City Gossip (Farraway)

Character Points: Free
Reset: Instant
Prerequisite: Human, Farraway
Restriction: None
Skill Points: None
Notes: You can take the man from the city, but you can't take the city from the man. No matter where you are, you have enough friends and contacts in Farraway to keep you up-to-date on what's happening. You are able to purchase the "Hear Rumor: Court" or "Hear Rumor: Streetwise" skill (choose one) at a 5 CP discount, even if this gives you the skill for free. If you do not have access to the skill, you may purchase it at normal cost (you do not receive the discount).

House Culture (Farraway)

Character Points: Varies
Reset: Instant
Prerequisite: Human, Farraway
Restriction: None
Skill Points: None
Notes: You hail from the city of Farraway, but your family came from one of the Households and its blood is strong within you. You may choose one of the following House skills: Stubborn (Clublander), Wealthy (Diamondlander), Inspired Heart (Heartlander), or Knowledgeable (Spadelander). You may purchase it as if you were from that House, as that is the dominant House in your bloodline.

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Woodland Sense (Woodlander)

Character Points: Free
Reset: Instant
Prerequisite: Human, Woodlander
Restriction: None
Skill Points: None
Notes: You have a familiarity with the Woods. Choose one skill: Beast Lore, Scouting, Tracking, or Herbalist (wood witch only). You gain the skill at a 5 CP discount, even if this gives you the skill for free.

Seeing Through The Glamour (Woodlander)

Character Points: 15
Reset: Event
Prerequisite: Human, Woodlander
Restriction: None
Skill Points: None
Notes: Those who live in the Woods are familiar with the ways of the Woods and the Faeries, and are more resistant to their charms. Once per event you may call "Purge Glamour."

Free People (Wanderkin)

Character Points 10
Reset: Event
Prerequisite: Human, Wanderkin
Restriction: None
Skill Points: None
Notes: The Wanderkin are a free people, and it is said that nothing can keep them in place for very long. Once per event, you may call "Purge" to any one Root or Slow effect, or you may use it once to slip any shackles or bindings that are holding you.

Fortune-telling (Wanderkin)

Character Points: 15
Reset: Event
Prerequisite: Human, Wanderkin
Restriction: None
Skill Points: None
Notes: It is said that the fortunes told by the Wanderkin will come true. Once per event, the Wanderkin may attempt to tell the fortune of one person/being or ask one question of the fortunes and expect that they will receive insight into the future. This skill requires the assistance of a GM if used during the event, though the player may attempt to send word through a Town NPC to Monster Camp when they do this. You must note in your PEL after the event that the skill was used. If it was not used during the event, you may submit a fortune as a between event skill, either passive or actively. Note that this skill guarantees a response, but it does not guarantee that the answer will be clear. Some divinations are not easy to foresee, or are actively blocked.

Old Blood (Wanderkin)

Character Points 10
Reset: Instant
Prerequisite: Human, Wanderkin
Restriction: None
Skill Points: None
Notes: The old Blood of the Wanderkin runs true in you. You gain the trait "Gypsy."

Speak with a Specific Animal Type

Character Points: Free
Reset: Instant
Prerequisite: Brer only

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

Clawed: One Claw

Character Points

General: 15
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

General: 15
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

General: 15
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.

Wear Armor: Golem Light Armor

Character Points

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

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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

General:	---
Warrior:	10
Harrier:	15
Archer:	20
Reset:	instant
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

General:	---
Warrior:	10
Harrier:	15
Archer:	---
Reset:	instant
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.