

Cottington Woods Player's Guide

Part Two: Character Creation

8 Skill Introduction

Character Points

This is the cost in Character Points (CP) that a character must spend in order to learn a skill. Many skills can be purchased more than once.

Starting Skill Points

All new players will begin play with **100 points** to purchase skills. Don't expect to have all the skills you would like to have on the first event. Cottington is about your growth as well as the growth of the town, and your character will learn plenty of new things over time.

Refresh, or Recovery Times

All skills have a recovery time. There are five increments: Instant, Encounter, Twilight, Event, and Between Event

Instant Skills have no recovery time. These include things like swinging a sword, searching a body, or using first aid.

Encounter Skills typically cost a point of Skill to use (see below), which refresh with fifteen minutes of rest. See the rest action. Resting is not an in game action, and is not interrupted by effects that prohibit in game actions (such as drain and the like). See the Rest action in Chapter 12.1 for more on Rest.

Some skills or abilities last "*until the player rests or until the end of an encounter.*" These skills last until they are used, until the character rests for fifteen minutes, or until the current encounter comes to an end.

Please understand and honor the intent behind this duration modifier.

Twilight Skills, like Encounter Skills, typically cost skill points to use. They require more skill than Encounter Skills, and so need to be purchased more than once. The number of times you purchase the skill equals the number of times you can use that skill. Twilight skills reset three times during a weekend event – once after sleep on Saturday morning, once when the dinner bells rings on Saturday night, and once after sleep on Sunday morning. Purchasing a Twilight Skill three times means you may use that skills up to three times between those reset times.

Event Skills are fatiguing or require extensive mental or physical preparation. They do NOT typically cost Skill Points (though there are exceptions), but may only be used once per event, per time purchased.

Between Event Skills may not be used during an event, and may be used between events only once for each time that skill is purchased. Many information skills are Between Event Skills. A character is limited to using only three Between Event Skills at a time.

Prerequisites

Some skills require an understanding of other skills before they can be learned, or are only available to certain races or headers.

Restrictions

Some skills have restrictions on how many times or even when they can be purchased. The game is considered to have three seasons, each made up of four events.

Skill Points

Some skills require that the character spend a Skill Point in game to perform them. Encounter Skills and Twilight Skills typically use Skill Points, but there are exceptions, and it is the player's responsibility to keep track of his remaining points and which skills require them.

Notes

Any other pertinent information will be listed here.

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9 Rules Specific to Cottingham Woods

Encounters and Resting

Much of Cottingham Woods is designed around the idea of an "Encounter", which is generally one battle or module. Skill Points and other Encounter-based abilities refresh only when fifteen minutes have gone by without any action. On occasion, an NPC bringing you to a module may say that you look "Well Rested" to indicate that you do not need to rest before going on the module. A few beneficial Imbues also have a duration that is restricted to the current Encounter. These abilities expire once the Encounter ends, and you cannot extend the duration by (for example) fabricating fights.

By Massive

Damage "by Massive" represents blows too powerful to be blocked by any ordinary weapon. ALL weapon and shield skills in Cottingham Woods include a restriction that they cannot be used to block damage "by Massive" - if they do, the wielder takes that damage instead. There are some special skills that may allow a character to block Massive attacks - if they do, they will call "Block Massive".

Anathema Frenzy

Just as demons seek to sow destruction at every turn, things of the Written World cannot abide the presence of a demon. Even the most kind-hearted creature of the Word will seek to undo a thing of Anathema, bringing to bear every weapon available.

If at any point you hear the call "Inflict Anathema Frenzy," you will know you are in the presence of a demon and will seek to bring that creature to a swift end. You will feel an animal hatred, will want to tear at it with your bare hands until you make it go away, but unlike a normal frenzy, you may act with some common sense and an interest in self preservation. Thus, if you are a healer, you may heal your allies instead of attacking the offending creature. If you are outmatched, you may run. But it is alien, incomprehensible, and absolutely anathema. You feel an unreasoning loathing toward the thing, and while in its presence you will be unable to parlay or feel any sympathy for it.

There may be occasions when a thing of Anathema is encountered and this call is not made. In those cases, you should still feel that you are in the presence of something that is profane, but you do not feel the need to eradicate it outright.

NEW Trait: Metal

For Cottingham Woods, the trait "Metal" is considered to be both a Physical and an Elemental trait, and is *not* a Special Trait. Thus, if you are struck with a "Root by Metal" skill, a "Cure Physical" or a "Cure Elemental" skill will Cure it.

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9a Clarifications to Existing Core Accelerant Rules

Clarification: "Drain <Header>"

If at any point you hear "**Drain <Header>**" -- such as "Drain Warrior" -- this means that any and all skills purchased under that Header cannot be used until you have rested five minutes (as per the normal rest off a drain effect).

Clarification: Ambient

If "Ambient" is used before a call, it means that the effect is not being caused by the person/being/creature who made the call, but is rather an effect of the area or caused by something else. If Ambient is not called, then the person/being/creature who made the call is the cause of the effect, intentionally or not.

Clarification: Gates

Magical Gates are most often represented by strings of colored lights, usually around a door or other gateway/portal. There will usually be a tag associated with the gate, but sometimes they are represented solely by string/rope lights.

If the lights are off, the Gate is closed. No one may enter or exist, unless you possess a skill or other means that allows you to open the gate.

If there are string lights off in an area where there is not normally a gate, please roleplay as if you are not aware of the Gate's presence until the lights go on (unless there is tag indicating otherwise). If the lights are on, the Gate is open, and you may traverse through it if you have the means.

White lights are used to represent "open" Gates that anyone can traverse through: you do not need a Guide or other Magical Means. **Colored Lights** (of any color other than White) are "restricted" Gates. The Gate is there, but unless you have a Guide, appropriate skill or item, or some other means of traversing the Gate, you may not go through it.

Clarification: Influence Tokens

Once an Influence Token has been placed on the Merchant Board, the only person who can move or remove that token is the person who placed it.

Clarification: Entering and Exiting the Slumberland

If at any point you hear or see "(Ambient) Imbue/Inflict by <Trait>: Enter the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Enter the Dreamscape" this indicates that you have entered the Slumberland and are no longer in the waking world. The Trait often provides some context of how you are entering. Most often, this will be by Imagination or Dream. Nightmare would indicate that the area of Slumberland you are entering is strong in nightmares. Other traits may be used at times.

If you enter the Slumberland, you immediately gain the Dream trait, if you do not already possess it.

Conversely, if you hear "(Ambient) Imbue/Inflict by <Trait>: Exit the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Exit the Dreamscape." Similarly, the trait may indicate the manner in which you exit. This will most often be Imagination or Dream. If you hear "Awaken" as a trait, this often indicates because someone or something has woken you up.

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If you exit the Slumberland, you immediately lose the Dream trait, unless you permanently have the trait through a skill or some other Permanent Inflict/Imbue/Grant.

Some NPCs may use the older "Enter/Exit the Slumberland by <Trait>" call. This has the same effect as the Imbue/Inflict call and should be treated as such.

Clarification: Manifest the Slumberland

If at any point you hear or see "(Ambient) Imbue/Inflict by <Trait>: Manifest the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Manifest Sandman", this indicates that something or part of the Slumberland has come into the Waking World, and it is as if you are standing in both at once. Sandmen have access to all of their abilities and anything that exists only in the Slumberland becomes available. A "Grant Trait Dream" may be called in conjunction with this. Non-Awakened Dreamers only gain the Dream Trait in this situation if the Grant Trait Dream call is made.

So far as any PC knows, it is not possible for the Slumberland and Waking World to overlap in this fashion, unless one is within the Fairy Mists. You should roleplay accordingly.

Note: If the call is made "Imbue/Inflict by Fairy Mists" then it is clear this is occurring because one is with the Fairy Mists in a place where the Slumberland overlaps. This is the effect that has occurred in previous encounters where Sandmen have gained access to their abilities while within Fairy.

If at any point you hear or see, "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest Sandman" is made, then the effect ends and Sandmen can no longer use their abilities or access anything that is within the Slumberland. If you do not have the Dream trait permanently (you were granted it coming into the Slumberland), you lose the trait at this time. We will try to remember to call the "Cure Dream Trait" call, but if not, please assume the trait goes away unless otherwise clarified.

Clarification: Trait: Corruption, Anathema, Demon, Undead

The trait, "Corruption" is both an effect and a "creature" trait.. If Diagnosed or Exposed, characters with this trait are under some kind of effect (ie, Inflict By Corruption, Stricken by Corruption, etc.), possessed by a demon, or in some other ways have a taint of Anathema or a twisting of the Word upon them.

The trait, "Anathema" is a *character/racial* trait. IE, Creatures of Anathema in-game will now have the trait, "Anathema," and any attack which would directly affect them will be called "to Anathema." (IE, "5 Damage to Anathema.") If exposed or diagnosed, something with Anathema is now innately a thing of Anathema. Demons of Anathema will also have the trait, Demon. It is possible that some Demons may have other traits, or that you may encounter Demons without the Anathema trait.

Undead will have the trait, Undead and Corruption. It is possible that some Undead may have other traits.

"Normal" Ghosts (spirits of those who have died but not gone on to the Deathlands) would have the trait, Undead, but not the trait, Corruption. It is possible, however, for a Ghost to be Corrupted and thus have the Corruption trait, as well as possess other traits.

Clarification: Trait: Terror and Nightmare

To avoid confusion, we are making some changes to traits. The trait, "Nightmare" is an effect trait. If Diagnosed or

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Exposed, characters with this trait are under some kind of effect (ie, Inflict By Nightmare, Stricken by Nightmare, etc.), and are not themselves a thing of nightmares.

The trait, "Terror" is a *character/racial* trait. It replaces the "creature trait: Nightmare." IE, True Nightmare Creatures in-game will now have the trait, "Terror," and any attack which would directly affect them will be called "to Terror." (IE, "5 Damage to Terror.") If exposed or diagnosed, something with Terror is now innately a thing of nightmares/terror.

Non-Combat Rules:

In an effort to make the game as simple as possible, we will be adopting non-combat rules similar to other Accelerant rules, and shifting Halos to Yellow to match other instances of "Out of Game Information" in the Accelerant system. Please note that the following rules apply:

- 1) Halos must glow bright yellow in the dark--the color must be unmistakably yellow (not orange, not red, not white, etc.) and we prefer it to be at least an inch wide. We recommend the use of EL tape for this. (Such as: <http://www.ellumiglow.com/electric-optics-citron-yellow-el-wire-with-welting>)
- 2) Halos must also have dayglow yellow fabric, again, at least an inch wide, for use during the day. You may have a Day Halo and a Night Halo if you wish.
- 3) Halos must be worn around the head (not neck) and must be visible from all angles. Armbands are insufficient for this requirement.
- 4) Individuals wearing halos may not wear costuming that matches the Halo in color or scheme. The entire point of the Halo is to act as an Out of Game warning sign. The Halo cannot be hidden.
- 5) If you are non-combat, you may not participate in combat *in any capacity* and may **not** use skills with Attack effects. This is to prevent you from accidentally being hit because an NPC or Player mistakes you for combat-active due to being hit by an effect from you. If you find yourself unexpectedly in the middle of combat, you may call "Caution - Disengage" as needed and then quickly remove yourself from the situation. If you are in a module or other location where you cannot retreat, please remove yourself away from the combat, cross your arms, and go to Spirit. Remain this way until the combat ends, at which point drop your hands, call Purge Spirit, and then rejoin the module.
- 6) If you need to be non-combat, please make a note during Preregistration that you must be non-combat and state the reason why. If you have already preregistered, please send an email to info@cottinghamwoods.com informing staff that you need to be non-combat.

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10 Vitality, Life and Death

“Man consists of two parts, his mind and his body, only the body has more fun.”
~Woody Allen

Vitality

Vitality in the Cottingham Woods setting determines how many hits a player character can take before falling down. A character's Vitality is determined by adding Body and Reflex.

(See Also: **Life and Death**, below)

Body

Character Points: Free

Reset: Event

Prerequisite: None

Restriction: None

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.

Body and Extra Body

Character Points: 10,15,20,25

Reset: Event

Prerequisite: None

Restriction:

Season: **1 2 3**

Max Purchase: **2 3 4**

Skill Points: None

Notes: You are tougher than the average person. Each purchase of this skill grants you one extra point of Body. You may purchase up to 2 extra points of body in the first season, and this maximum increases by one with each season thereafter.

Reflex

Character Points: Free

Reset: Encounter

Prerequisite: None

Restriction: None

Skill Points: None

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).

Extra Reflex

Character Points: 15, 20, 25

Reset: Encounter

Prerequisite: None

Restriction:

Season: **1 2 3**

Max Purchase: **1 2 3**

Skill Points: None

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Notes: You are more agile than the average person. Each purchase of this skill grants you one extra point of Reflex. You may purchase 1 extra point of Reflex in the first season, and this maximum increases by one with each season thereafter.

Life and Death

From the Accelerant Core Rules (Changes are bolded and italicized)

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. *Healing refreshes Body (not Reflex)* and these points are also refreshed at the end of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. If someone hits you with an attack for called damage you will become unstable. If an attack inflicts some other effect upon you you will be unconscious and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. Otherwise you will get up at 1 point of Vitality after five minutes have elapsed.

If you are unconscious and you are unstable, you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable. If an attack inflicts some other effect upon you, you will be unconscious, unstable, and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize you become stable and start your five minute count. If they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

See the Corpse and Comatose Skills in Chapter 12.1.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

Unconscious

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, You will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

A Note: There are other ways than death to have your character removed from play than simply suffering final death. You should be prepared for this.

Death Strike

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A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Spirits of the Dead

Because of the influence of the Realm of Death, the spirit and everything that spirit still carries is drawn to Death. The spirit will even pick up its own weapons if they are within reach unless someone else possesses them. ***When you rise as a spirit you must proceed directly to the Cottington Woods graveyard.*** You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to communicate with you, or tries to use a game effect on you that does not specifically work on Spirits, ignore the attempt, reply "Spirit" and continue on your way.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This instance of the "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. Although dying removes all active effects upon you, you may use innate defenses to protect you against effects even if you are a spirit.

Instructions for the Dead

You will find instructions on how to react to your character's death when you arrive at the graveyard.

Final Death

If the spirit is too weak to return from the Realm of Death, then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in game persona.

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11 Header Costs and Headers

Warrior

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: You are a stand up and take it, front-line fighter, able to deal damage and take it in equal measure. You may swing with great strength and may also have knowledge in how to use a shield.

Harrier

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: You strike best from surprise and often from behind. Although you deal significant damage, you cannot take the punishment that a warrior can.

Archer

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: You do damage from a distance with a bow or thrown weapon.

Some Notes on Unarmed Combat

Brawling

This is not a fighter header, but a fighting style. Brawlers with a proper, even tempered and introspective personality are sometimes sought after and taught the ways of the monk.

Claws

Some brer are able to fight with Claws, but they must still select headers from the given list.

Rogue

Character Points: 10

Prerequisite: None

Notes: 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.

Rogues skills very are useful. The woods are filled with ancient Robber Baron tombs and caches. Spiders weave their homes in the most annoying of places, and it takes a steady hand to get through all those webs. There are countless ruins and the like hidden among the trees.

Priest of the Word

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: Read and Write

Restriction: Brer cannot become Priests of the Word

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Notes: The Priests of the Word are the eyes and mouth of the First Patron. They can read the Written Word, and sometimes change what has been, or will be written. Priests make excellent healers, scholars and, against the forces of Demon-kind and the undead, warriors. If you choose the Priest header, you must also pick a path to follow. There are three paths.

Path of the Paladin

Character Points

1st Priest Path: 0
2nd Priest Path: 5
3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: With your holy weapon, you excel at fighting both the demons of Anathema and the undead that sometimes plague the Written World.

Path of the Healer

Character Points

1st Priest Path: 0
2nd Priest Path: 5
3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: You are adept at mitigating injuries, going so far as to heal a person's shaken Faith, and may even bring the dead back to life.

Path of the Scholar

Character Points

1st Priest Path: 0
2nd Priest Path: 5
3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: You study the Written Word, researching lost truths, verifying newly discovered or newly created works and the like. Your glimpses into events yet to come have the ability to mitigate incoming damage.

Magician

Character Points

First Header: 10
Second Header: 20
Third Header: 30

Prerequisite: Read and Write

Restriction: Brer cannot become Magicians

Notes: You work with raw magic, manipulating it to cause wondrous effects. While most spells were originally created to serve other, more practical purposes, there is no denying the fact that you are a force to be reckoned with on any field of battle.

Path of the Ritualist

Character Points: 5

Prerequisite: Magician Header

Once you are an established magician, you may choose to study and become a Ritualist, weaving enchantment into ordinary devices to make them extraordinary.

A note on Ritual Magic: Ritual magic must be learned in game. It will be common and available.

Sandman

Character Points

First Header: 10
Second Header: 20
Third Header: 30

Prerequisite: None

Notes: The Sandmen have learned to enter the Slumberland and manipulate the power of dreams. There are three paths a Sandman can choose to follow.

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Path of the Adept

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to control your dreams and have become a force within the Slumberland.

Path of the Empath

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to affect the dreams of others, and to grant them abilities to help them stand up for themselves against the figments of dream.

Path of the Architect

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to manipulate the dream world itself.

Witch

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: Witches live in harmony with their environment, relying on the natural forces of the world to fuel their abilities. There are two witch paths. Witches who follow both paths are arguably the best healers in the Written World

Path of the Hearth Witch

Character Points

1st Witch Path: 0

2nd Witch Path: 5

Notes: You create a welcome environment for those seeking rest, and are a caretaker for those in need or for those who share your home.

Path of the Wood Witch

Character Points

1st Witch Path: 0

2nd Witch Path: 5

Notes: You are in tune with the forest, and understand how to draw power from the things that grow there. You can tease special effect out of the simplest of herbs, and can master those effects.

A Note on Gender: Male characters who purchase the witch header may refer to themselves as either witch or warlock, as they desire. The header name is "Witch", and is not meant to serve as a gender specific term.

Man of Science

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: Read and Write

Notes: You have learned to craft wonderful gadgets, powered using bottled lightning, crystals, and the patterns of your own thoughts. Men of Science are often regarded as being somewhat odd, fixated on a path of learning that is

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considered outdated and soon to be irrelevant. Still, the workings of every town and city are laced your scientific gadgets, and Men of Science have no trouble finding work.

A Note on Gender: Female player characters who purchase the Man of Science header may refer to themselves as either Man of Science or Woman of Science, as they desire. The header name is Man of Science, and is not meant to serve as a gender specific term.

Bard

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None

Notes: You are a songwriters or a spinner of tales, and can sway the emotions of those who hear your words. You may inspire courage or invoke fear, and your words can change the tide of battle. You typically know the latest rumors, and since your words carry much weight, can even often start them. Reputation is everything to a bard, and your title is usually enough to open doors.

Other Headers

Notes: There are other headers, secret or not, that can be learned in game.

In Cottington, there a number of "secret" or "lost" headers and skills that may be found throughout the course of gameplay. Among these are unique headers in Cottington Woods that we call "Heroic Headers." Dragon Slayer and Werewolf Hunter are two of these. These are available in-game through specific teachers.

Players may only have *one* Heroic Header in the course of the campaign. The dedication and focus required to learn these skills and channel your will to them precludes learning another Hero Header while you are mastering the first. (Yes, in theory, you could learn more than one throughout your lifetime, but in the scope of the campaign, you can only choose one).

If a skill is revealed that is part of an existing header, that will be made clear (for example, such as new schematics or alchemy, or new skills like the Cure Comatose under Priest/Healer). If a sub-header to an existing header is revealed, that will also be made clear, and will follow the existing rules for sub-headers and headers.

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12 Skills and Descriptions

12.1 Free Everyman Skills

Several skills are available to each character at no cost.

12.2 General Skills

This section details the General Skills available to every character.

12.3 Fighter Skills

These skills are available to Warriors, Harriers and Archers, and cover all weapon skills, including unarmed combat and brer clawed fighters.

12.4 Rogue Skills

The rogue header has a short list of skills available to those characters who wish to break and enter. The rogue header does not offer any combat skills.

12.5 Magician Skills

This includes all the general magician spells and skills, and also the Ritualist add-on header.

12.6 Priest Skills

Priest skills cover those skills available to Paladins, Healers and Scholar.

12.7 Sandman Skills

These skills cover all those skills taught by the Sandmen to their Adepts, Empaths and Architects.

12.8 Witch Skills

All Wood Witch and Hearth Witch skills are included here.

12.9 Man of Science Skills

Man of Science skills are included here, including a list of commonly known schematics.

12.10 Bard Skills

This section details bardic skills.

12.11 Racial and Cultural Skills

Brer, Golem, and the various Houseland specific skills are covered in this section.