

## Cottington Woods 2 Player's Guide

### Part One: Character

## 6 Player Character Races

### Human

*"The human race is governed by its imagination."*  
--Napoleon

Humans are the most common of the races on the Written World, and are the race against which others are measured. They require no racial makeup, no special costuming and no role-playing guidelines.

Humans in Cottington Woods can come from one of the four Houselands, from the city of Farraway, or from Cottington Woods itself. Be sure to read the cultures section to determine which of these locations best suits your concept, though keep in mind that the culture section is a guideline only.

Humans in Cottington see themselves as one race, and while there is a beautiful diversity of physical and non-physical differences among Humans, they do not see this as a point of division but rather embrace it as part of the wonder of the story written by the First Patron. (*OOG Note:* Human racial divisions and bigotry as they exist in our real world do not exist in the world of Cottington, and any human displaying such racism would rightly be seen as wrong and villainous in the context of Cottington Woods).

It is Humans who truly embody the power of the Written Word, and it is said that it is their story that the First Patron set out to write. As they are grounded in the Word, they are more easily able to resist the madness of the Anathema.

#### Out of Game Stuff:

**Racial Make-Up Requirements:** None

**Racial Abilities:** Resist Madness, once per event (free); ability to purchase Culture skills

**Racial Disadvantages:** None

**Roleplaying Requirements:** None

**Other Notes:** All non-brer and non-golem human characters have the Human, Living, and Mortal Traits.

#### Important Note on Sub-Human Character Concepts

We have a very specific vision for the Written World, and part of that vision is that the world is very “humanocentric”. No sub-human concept will be considered for any player unless that player also submits a normal human character concept. As a guideline, consider that of every ten player characters, seven will be human, two will be brer, and maybe one will be a golem. We are very willing to work with folks to make their characters as interesting as possible, but on this point we must be strict.

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### Human, Golem

*"I want to be a real boy!"*  
--Pinocchio

Parents sometimes go through extraordinary means to bring children into the world. Consider the case of Pinocchio, Tom Thumb, the Scarecrow, or the fact that we know what happens when you combine frogs and snails with puppy dog tails. The result is a golem -- a created man. Each golem must have a unique creation story. Don't stick with the tales you know, since somewhere in the world, those tales have been taken.

Golems are not gargoyles or robots. As such, they are no less vulnerable than any other human character. The exception is the toughness of their skin. Golems can purchase Golem Armor. Though they are never entirely made from stone or metal, they could be made of wood or earth. If it is appropriate for the golem to be armored, and if a character purchases Golem Armor, he must wear make-up or costuming that makes the armor obvious. In any case, a golem character must always look fabricated. His skin could be painted like bark, or pale like snow, or ruddy and rough as if he was made from clay. The exception is green. A golem cannot be green, since he might then be mistaken for a goblin.

## Cottington Woods 2 Player's Guide

### Part One: Character

Not always, but often, golems contend with a desire to be more. They are almost human, but really they are not. Their strange look and sometimes strange, not-quite-human behavior sets them apart. They are acutely aware of this.

Golems do not start with the skill to read or write, but they can purchase it with character points.

Golems are extremely rare, and as such we will severely limit the number of golem characters allowed into the game. All golem characters require plot approval.

#### Out of Game Stuff:

**Racial Make-Up Requirements:** Makeup/masks and/or costuming that makes the character look fabricated. Cannot be green (as would confuse with Goblins) or animal-like (as would confuse with Brer).

**Racial Abilities:** can purchase Golem Armor

**Racial Disadvantages:** Must purchase Read/Write skill to be able to read and write.

**Roleplaying Requirements:** They are not quite human and should act accordingly.

**Other Notes:** All golem characters have the Golem, Living and Mortal Trait.

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#### Human, Brer

*"All animals are created equal but some are more equal than others."*

--Animal Farm

*"I could not help myself. It is my nature."*

--the scorpion

Long ago, animals changed skin freely. This practice became less common over time, but the evidence remains. Brer are animals. They walk and sometimes talk like men, and they dress in men's clothing, but they are still animals. It is easy to pick out a brer from any crowd, as every brer has some physical feature or features distinctive of their animal type. They may have a black wolf's snout and ears, a fox's bushy tail or a head of feathers in place of hair.

Most any type of normal animal can include brer, but most common to Cottington Woods are bears, boars, dogs, foxes, geese, crows and wolves. Brer players are required to roleplay as the animal they are. Please don't play a brer goose if you do not want to act like a goose, or if you are not prepared to be treated like one. Forget what animals usually are like and play up the stereotypes. A pig is usually unkempt. Geese are silly. Dogs are loyal. Oh, and watch out for camels. They spit. Crows and ravens are thieves, and worse, they like dead things. It's also fair to remember that, in tales, wolves are portrayed as the bad guys more often than not, and so they will be viewed, at the very least, with suspicion. If you consider playing a brer, it is best to ask plot if the animal you wish to play is acceptable.

No brer can claim natural armor or any other type of protection derived from his animal type, but some brer can use the natural claws they were born with. When a player decides to play a brer, it should be obvious if his animal type would have claws. If so, that character would have access to the Skills: Short Claw, Two Claws and Clawed Reach. All brer have access to the Skill: Speak with a Specific Animal Type, which allows him to speak without limitation to any animal of his type. Brer are NEVER literate. Again, to be absolutely clear, BRER CANNOT EVER LEARN HOW TO READ OR WRITE.

Though not as rare as golems, brer are far less common than pure humans. We will limit the number of brer allowed into the game. All brer characters require plot approval.

#### Out of Game Stuff:

**Racial Make-Up Requirements:** Mask and/or makeup and/or costuming to appear as an animal

**Racial Abilities:** Speak to Animal Type (free), can purchase Claws, Two Claws, and Clawed: Reach skills. May gain access to other skills for their animal type.

**Racial Disadvantages:** Cannot Read or Write, and therefore cannot play Priests, Magicians, or learn Man of Science Schematics

**Roleplaying Requirements:** Role play as the animal they are, and play up the stereotypes as portrayed in Folklore, Fairytales, and Nursery Rhymes.

**Other Notes:** All brer animals have the Animal, Living, and Mortal Trait.

## Cottington Woods 2 Player's Guide

### Part One: Character

**A note on wild brer:** While all brer are animals, some are more like animals than others. PC brer are always of the sort that walk like men, and of course they always dress like men. Talking like men is optional. The vast majority of brer do not talk like men and are as wild as the woods they live in. If an animal is met in the wild, even if it walks upright, it is best to treat it with caution. Consider the scorpion.

**A note on playing wolves:** We all love wolves, but wolves in fairytales are often villainous. We allowed PCs to play Wolves in our first campaign, but this caused a lot of strife between some of the players and challenges for the PC playing a wolf given that people (rightfully so) mistrusted wolves. As such, and because our goal is to have a community working together as a band of heroes, we have decided not to allow wolves as a PC race in Cottington Woods 2.

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### Marsh Goblins

*"We keep moving forward, opening new doors, and doing new things, because we're curious and curiosity keeps leading us down new paths."*  
- Walt Disney

Goblins are green-skinned, amphibious humanoids. They are sometimes twisted or hunched, and are considered unattractive by non-goblins. Goblins are regarded as mischief makers, in fact goblin magicians are called tricksters, and goblins rarely find welcome into any non-goblin settlement. Goblin magic is known to bend space, allowing goblins to pass quickly from place to place, and this service is sold, usually at a price, to non-goblins.

They inhabit swamps and fresh water coast lines in every corner of the Written World. Bracken is the nearest goblin settlement to Cottington, and is about a day's walk away, on the border of a widespread bog called UnderMarsh. As caravan's pass through and do business with Bracken quite regularly, most people from outside have no need to visit the place. Humans are welcome there, but they find it less than hospitable, as only about half of the town is accessible above the cold swamp water.

Goblins are very curious, often to a fault, and thus sometimes have little aversion to risk. They have a poor sense of boundaries by Human standards and occasionally take things that belong to other people if they have need of it. Because they have this reputation of stealing, they are often viewed with distrust and few people will let a goblin into their home.

All UnderMarsh goblins share a deep racial hatred of elves, and there are no exceptions to this rule. The two races are antagonistic towards each other, and meetings between them often come to blows.

At the north edge of the forest stands Mount OverMarsh. Once the capitol of UnderMarsh, contact with the mountain was interrupted about thirty years ago. As goblins are not long lived - the oldest being about thirty to thirty-five years - there are none who recall with clarity a time when Mount OverMarsh was open and free. Further south is the Gobleen Mountains, and the Goblins there still have some violence with people along the borders of the Diamondlands.

While goblins as a race have no exceptional talent at blacksmithing, the metals and jewels they mine from deep beneath the earth is usually of high quality. It is said that Mount Overmarsh was a marvel to behold.

### Out of Game Stuff

**Racial Make-Up Requirements:** Green skin and, sometimes, gills. Costume requirements - Goblins do not care at all about the quality of their clothing, given that most fabrics cannot handle well the continued soaking that an amphibious life entails. Most goblin clothing is tattered or worn.

**Racial Abilities:** Can purchase Amphibious (Goblins can breathe as easily under water as above), Standing Out, Stepping Out, and Goblin Magicians (Tricksters) gain access to Goblin Door Magic

**Racial Disadvantages:** Vulnerable to Aging

**Role Playing Restrictions:** Goblins hate bright sunlight, as it dries their skin and makes them cranky. This is a role-playing restriction, and does not confer any penalties.

## Cottington Woods 2 Player's Guide

### Part One: Character

Goblins are curious and have a poor sense of boundaries. Since they occasionally take things that belong to other people, they are viewed with distrust, and very few people will let a goblin into their home.

**Racial Hatred:** Goblins hate elves. There is NO exception to this rule.

**Other Notes:** All Marsh Goblins have the Goblin, Living, and Mortal Trait.

If you are considering playing a Marsh Goblin, please contact us before putting effort into your character backstory so that we can work with you on the concept. There is information about Marsh Goblins and their culture that will not be shared unless you are playing one.

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*Wood Elves are not allowed as a PC race, but are included here for completion:*

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#### Wood Elves

*"The Elven people believe that preservation of the land and all that lives and grows upon it, plant and animal alike, is a moral responsibility... every Elf is expected to devote a part of his life to working with the land... where(ever) the need to do so is found."*

— Terry Brooks, *The Elfstones of Shannara*

*"Mythology was littered with people who meddled in the affairs of elves & fairies and were never again heard from"*

— Thomm Quackenbush, *Artificial Gods*

Elves are the ageless inhabitants of the far corners of the Wood. They are considered to be proud and aloof, often snobbish. They tend to avoid contact with humans and other short-lived races. Elves have a very strong tie to nature and can often speak with animals. They favor the use of craft over faith or magic, though they are not restricted from being magicians or priests, and believe they have a duty to the Woods in which they live.

The nearest elven settlement is Thornwall, nestled in a protected valley to the east of Cottington. Beyond Thornwall is Greencloud, the secret homeland of the elves. Thornwall is as deep into elven lands as a non-elf has ever gone, and all elves will protect access to this place. Even in Thornwall the elves insist that non-elves stay as far away as possible and leave as quickly as possible. No non-elf has ever set eyes on the lands beyond Thornwall, and all non-elves are unwelcome there. Attempts to gain access to Greencloud are met with denial and then violence. The elves do not fool around with this.

Elves typically do not approach human settlements, and on the rare occasions that they do, they never stay for long. They view non-elves with poorly concealed disgust, and it is well known that the touch of a non-elf is disgusting to an elf. This constant distance is also evident in how elves fight – they choose to wield bows and to kill from a distance.

Without exception, to the very last elf, they absolutely hate goblins. The two races are antagonistic towards each other, and meetings between them often come to blows.

#### Out of Game Stuff

**Racial Make-Up Requirements:** Pointed ear prosthetics. Costume requirements - All elven PCs are required to have leaves or a leaf pattern worked into their costuming.

**Racial Abilities:** Can purchase Speak with Animals, Speak with Plants, Speak with Minerals, Bow Affinity, and Seeing through the Glamour.

**Racial Disadvantage:** Vulnerable to Aging

**Role Playing Requirements:** Elves are obviously uncomfortable in the presence of non-animal things that age, as if they are disgusted by being near them. Some elves believe that aging is a disease that is very contagious and that has no cure. They will almost never touch something that ages, with the exception of the trees that age as slowly as they do and the creatures and plants residing with Greencloud and the Old Wood, which are touched by the Fairy Mists.

Elves tend to be proud (believing themselves to be superior to mortal races and favored by the Spirit of the Forest) and have a strong sense of honor. They have strong ties to nature and believe it is a moral imperative to care for the Forest.

## Cottington Woods 2 Player's Guide

### Part One: Character

Elves who have left Greencloud and would be among the people of Cottington have done so for a reason that is beyond mere curiosity or exploration. Please discuss further with Plot.

**Racial Hatred:** Elves hate goblins. There is NO exception to this rule.

**Other Notes:** All Elves have the Elf, Living, and Mortal Trait.

**We have decided not to allow Elf Players as part of Cottington Woods 2,** and there is no exception to this rule, so please do not contact us asking to be the one exception. We decided that as a player race, they would likely detract from player fun (theirs and others) and that we did not want to require players to roleplay deep-seated hatreds amongst themselves. Roleplaying it as a PC to a when-they-show-up NPC is another matter. As we already have PC Goblins returning from Tales, the decision was made to continue to allow Goblins, but not Elves.

# Cottington Woods 2 Player's Guide

## Part Two: Skills

### Racial Skills

#### Human Skills

##### **Human Resist Madness**

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<b>Character Points:</b>	Free
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Human only
<b>Restriction:</b>	
<b>Season:</b>	1    2    3
<b>Max Sanity:</b>	1    1    1
<b>Skill Points:</b>	None

**Notes:** Because humans are “more sane” than brer or golems, you may call “Resist” to one attack “by Madness” per event. You may use this skill while unconscious or dead, but not while Drained. This is on top of any further purchases of the Resist Madness skill

#### Brer Skills

##### **Speak with a Specific Animal Type**

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<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Brer only
<b>Restriction:</b>	None
<b>Skill Points:</b>	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. You may touch or throw a packet and call at no skill cost, "Speak to <Animal Type>" to an animal of your own type.

##### **Clawed: One Claw**

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<b>Character Points</b>	
<b>General:</b>	15
<b>Warrior:</b>	5
<b>Harrier:</b>	5
<b>Archer:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Brer (appropriate animal type)
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

##### **Clawed: Two Claws**

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<b>Character Points</b>	
<b>General:</b>	15
<b>Warrior:</b>	10
<b>Harrier:</b>	10
<b>Archer:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Clawed: One Claw
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may fight with two,short sword length clawphys reps.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Clawed: Reach

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##### Character Points

<b>General:</b>	15
<b>Warrior:</b>	5
<b>Harrier:</b>	5
<b>Archer:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Clawed: One Claw
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You may use long sword length clawphys reps instead of short sword length phys reps.

#### Golem Skills

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#### Wear Armor: Golem Light Armor

##### Character Points

<b>General:</b>	10
<b>Warrior:</b>	5
<b>Harrier:</b>	10
<b>Archer:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Golem character
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You benefit from 1 point of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin. Light armor for a golem need only represent skin that is other than "flesh."

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#### Wear Armor: Golem Medium Armor

##### Character Points

<b>General:</b>	--
<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	20
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Wear Armor: Golem Light Armor
<b>Restriction:</b>	none
<b>Skill Points:</b>	none
<b>Notes:</b>	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. Medium armor for a golem does not follow normal armor rules, and should cover any visible skin. While we do not require the "skin" to be made from "medium materials" such as hard leather or the like, we ask that the golem "skin" convey that this thicker/tougher than normal.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Wear Armor: Golem Heavy Armor

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##### Character Points

<b>General:</b>	--
<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	---
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Wear Armor: Golem Medium Armor
<b>Restriction:</b>	none
<b>Skill Points:</b>	none
<b>Notes:</b>	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. Heavy armor for a golem does not follow normal armor rules and should cover any visible skin. However, a golem with Heavy Armor should have something to convey that their skin is of a heavy material – thick wood, metal, etc.

#### Marsh Goblin Skills

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##### Amphibious

<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Goblin only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You are able to breathe underwater as if it were air, and thus meet the requirements for "Breathe Water" on modules or encounters that require it. You may call "No Effect" to any effect "by Drowning."

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##### Door Magic

<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Goblin only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You have access to Goblin Door Magic. You must still purchase this path under Magician.

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##### Standing Out

<b>Character Points:</b>	25
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Goblin only
<b>Restriction:</b>	
<b>Season:</b>	1    2    3
<b>Max Purchase:</b>	1    1    1
<b>Skill Points:</b>	None
<b>Notes:</b>	Even Goblins who are not Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Clasp your hands before you, concentrate for 3 uninterrupted seconds, and call "Imbue by Threshold." You gain the spirit trait. So long as you remain in that position and do not move, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

## Cottington Woods 2 Player's Guide

### Part Two: Skills

#### Stepping Out

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<b>Character Points:</b>	20
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Goblin only, Standing Out
<b>Restriction:</b>	
<b>Season:</b>	1    2    3
<b>Max Purchase:</b>	1    1    1
<b>Skill Points:</b>	None

**Notes:** Even Goblins who aren't Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Speak an incant of 8+ syllables, call "Imbue by Threshold," and throw a packet. You then gain the Spirit trait and must immediately walk to where the packet is, with hands clasped before you and head bowed. While you have the "Spirit" trait to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity

You cannot walk through anything solid (such as walls, closed doors, closed gates, wires, traps, etc.) or even people to get there, though you may walk around people or objects, so long as you keep a mostly direct line. If you attempt to navigate through a trapped area, such as through wire traps, touching a wire trap will end the effect. If you cannot get through to where you desire, you will lose the Spirit Trait after 5 minutes of being able to get to the packet. You must go in the most direct straight line.

#### Disadvantage: Vulnerable to Aging

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<b>Character Points:</b>	0
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Goblin, Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You automatically have this Disadvantage. You are vulnerable to Aging. You take double the damage of any "by Aging" effect. If you receive an Effect that is not damage (such as Stun, Maim, etc), you take 1 Damage in addition to the effect (so an "Agony by Aging" would cause you to take an Agony effect AND 1 Damage by Aging). You receive no effect to beneficial effects (Heal 1 by Aging would have no effect on you).

### Wood Elf Skills

#### Bow Affinity

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<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may purchase the Bow skill at a 5 CP discount.

#### Speak to Animal

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<b>Character Points:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may touch or throw a packet and call "Speak to Animal" after five seconds of roleplay.

#### Speak to Plant

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<b>Character Points:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elf only

## Cottington Woods 2 Player's Guide

### Part Two: Skills

**Restriction:** None  
**Skill Points:** None

**Notes:** You may touch or throw a packet and call "Speak to Plant" after five seconds of roleplay.

#### **Speak to Mineral**

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

**Notes:** You may touch or throw a packet and call "Speak to Stone/Mineral" after five seconds of roleplay

#### **Wood Sense (Elf)**

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**Character Points:** 10  
**Reset:** Between Event  
**Prerequisite:** Elf only  
**Restriction:** None  
**Skill Points:** None

**Notes:** Elves have a special connection to the Woods that goes deeper than reading the tracks or watching the behavior of animals. It is listening to the wind and to the woods, a sending out of your mind to touch about the things, natural and fairy, within the land around you. You may learn about the area around town, and will receive a special information card before an event. Whereas a normal scout would learn about the area around town by actually walking the trails, you would have a feel for it, a knack for knowing when something is or is not right.

#### **Seeing Through the Glamour (Elf)**

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**Character Points:** 10  
**Reset:** Event  
**Prerequisite:** Elf only  
**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 "Resist" to any one effect by Glamour, or you may call "Purge Glamour" if you have taken the effect but decide after to shrug it off.

#### **Disad: Vulnerable to Aging**

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**Character Points:** 0  
**Reset:** Instant  
**Prerequisite:** Goblin, Elf only  
**Restriction:** None  
**Skill Points:** None

**Notes:** You automatically have this Disadvantage. You are vulnerable to Aging. You take double the damage of any "by Aging" effect. If you receive an Effect that is not damage (such as Stun, Maim, etc), you take 1 Damage in addition to the effect (so an "Agony by Aging" would cause you to take an Agony effect AND 1 Damage by Aging). You receive no effect to beneficial effects (Heal 1 by Aging would have no effect on you).