

Cottingham Woods Player's Guide

Part Two: Character Creation

12.1 Free Everyman Skills

All players know the following skills without having to spend character points to learn them.

Death Strike (from the Accelerant Rules)

Notes: 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.

Search a Body

Notes: **It takes at least ten seconds of roleplay to search a body.** Kneel next to the body being searched (the target) and state, "Begin Search." After ten seconds state "Finish Search." The target then gathers whatever the result of the search would be and hands it over.

Rest

IMPORTANT: This is NOT an in game skill. This defines the conditions a character must follow to recover encounter skills. "Resting" may be done even if a character is drained or otherwise unable to perform an in game action.

Notes: Any time you are not engaged in strenuous activity, you are resting. Using any in-game skill interrupts your rest and you must start over. To regain a skill that has a reset time listed as "encounter", you must rest for fifteen uninterrupted minutes.

- Certain NPCs and effects can grant the ability to rest instantly.
- Generally speaking, you are considered to have rested before a hooked module, but cannot rest again until that module is over. There are exceptions.
- Generally speaking, you cannot reset between the waves of a battle. There are exceptions.
- You cannot wait to rest. Some skills or effects might last until the end of an encounter. The same conditions apply. When you have rested, those skills or effects expire.

Entertain

Notes: Any character may entertain. In fact, we encourage this.

First Occupation

Notes: Your First Occupation determines how you make your living. You must declare an occupation, but your First Occupation is free. For more, see the section on Occupations in Part One.

Between Event Reaction

Notes: A Between Events Reaction is an action taken in response to some discovery or encounter had during an event. For instance, you might find a map during the course of your adventures. A tag on the map would indicate that the map can be followed using a Between Events Reaction. Because you have discovered this map, you may make use of your Between Events Reaction. You cannot create a use for a Between Event Reaction, but must find one in game.

Between Event Reactions will be uncommon, and more often than not you will be unable to take advantage of this free skill.

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Corpse

Notes: You do not need to turn to Spirit after five minutes. Instead, you may choose to remain in place as a dead body. You may choose to go spirit at any point after five minutes, but you are not required to do so. You are encouraged not to have your body turn to Spirit where possible, so that other characters may role play with a body rather than a roaming Spirit. However, this is purely an atmospheric, or role playing skill: "Cure Death" effects will no longer work on you. Once you do become a spirit, you may not become a body again. Whether or not you turn Spirit, you gain the trait "Departed" after your five minutes are up, and you can no longer benefit from a "Cure Death" effect. (Although a Cure Death to Departed would.)

Furthermore, while choosing to remain a corpse you must take any effect that is "to Spirit" but you can not respond to "Speak to Spirit" effects. The purpose of this skill is to give your friends a chance to role play over your body, not to confer information to them after you have died. Once you become a corpse, even after you become spirit, you may no longer take effect from "Speak to Spirit" abilities.

Comatose

"Great Destiny -- This Is Not The End of Your Story"

Notes: After one minute of being Unstable, you may choose to become Stable rather than dying. This choice is entirely optional, and is an out-of-game decision. If you do, however, you acquire the trait "Comatose". While you have this trait, you remain at 0 Vitality, and will not naturally recover to 1 Vitality.

The "Comatose" trait is removed once you have received a total of 10 points of Healing. The tenth point will restore you to 1 Vitality, and remove the Comatose trait. Until that trait is removed, any Healing you receive goes towards removing the Comatose trait - your Vitality will not increase until it is removed. A "Cure Comatose" call will immediately restore you to 1 Vitality and remove the trait.

In any case, when you lose the Comatose trait, you are drained, and must rest five minutes to remove this effect.

Damage taken does NOT count against this Healing, though it can render you Unstable. If you become Unstable again while already Comatose, you will die after one minute, and cannot choose to become "Comatose" again.

A player may choose at any time to die rather than to remain in a coma.

Diagnose Obvious

Notes: This skill allows you to diagnose conditions that would be obvious, but which cannot be represented in the normal course of the game. You may diagnose any of the physical traits: Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. You may also diagnose: Agony, Drain, Frenzy, Maim, Paralyze, Repel, Root, Silence, Slow, Stricken, Stun, Weakness.

Break Empathic Link

Notes: You can at any time choose to close your mind to one who has established an Empathic Link with you. Call "By Your Name, <Name of Person With Whom You have an Empathic Link>, Cure Empathic Link by Will." If your Empathic Link was established by Nightmare or by Dreaming, you cannot remove it with this skill. You may do this as often as necessary to ensure that the individual who has the link is aware it is now broken.

Anathema Frenzy

Notes: 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.

Answering the Call of Nature

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Notes: This free skill is to allow people to go to the bathroom or leave to obtain medication, even if trapped in a building or a fight is raging outside. If the building you are in has a Hearth, you may go to that hearth, touch it, concentrate for 3 seconds, and go to spirit by calling "Imbue Spirit Trait". If it does not have a hearth, go to a corner far away from combat or action, cross your hands across your chest, and go to spirit after a 3 second count by calling "Imbue Spirit Trait". You must keep your head bowed and your hands together in front of you, and walk slowly to the bathroom and back. Once returned, go back to the hearth item or to the corner, spend 3 seconds, and call "Purge Spirit Trait." This skill may *only* be used to go to the bathroom or to obtain medication or similar, and you must return to the place where you went to spirit before you can purge the trait and interact again in the game world (you must do so even if the location is no longer in-game safe). Please obey the spirit of this rule.