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 **250 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. You automatically have these skills, and any restrictions on use are described in the skill description.

Encounter Skills cost a point of Skill to use (see below), and all Skill Points refresh with fifteen minutes of "Well Rest." See the "Well Rest Action". Well Resting is not an in game action and is not interrupted by effects that prohibit in game actions (such as drain and the like), but must be done outside of combat in a safe place. See the Well Rest action in Chapter 12.1 for more on "Well Rest."
Some skills or abilities last "***until the player Well 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 typically DO NOT cost skill points to use. (This is different from Cottington Woods 1). 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 during a Twilight period. 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 -- thus meaning you can use a Twilight skill up to 4 times an event, per time bought. Purchasing a Twilight Skill three times means you may use that skills up to three times between those reset times. Some Twilight skills have a restriction on the number of times you can purchase it.

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, normally consisting of of four events. For Cottington Woods 2, Season 1 is Events 1-6 (2020-2021); Season 2 is Events 7-10 (2022), and Season 3 is Events 11-14 (2023).

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.

Characters are limited in the max total number of Skill Points they can have, regardless of the type of Skill Point you have. Thus, if the limit is "5" you could have 5 Endurance skill points, or a combination of 3 Endurance and 2 Magic Skill points.

Notes

Any other pertinent information about the skill will be listed here.

ACCELERANT Core Rules

Please review the Accelerant Core Rules document. Cottington Woods is an Accelerant game and follows the Core Accelerant Rules.

A Reminder About Special Traits.

Skills ***do not work*** against a Special Trait, unless ***explicitly called out*** in the skill description.

Thus, if the skill says, "You may call Resist against any one attack," you may call Resist against an attack **UNLESS** the attack is by a Special Trait. If the skill says, "You may call Resist against any one attack, including by Doubt" you may then call "Resist" if struck by an attack "by Doubt." (See below for Trait categories, and for Special Traits).

Most skills that give an Avoid, Parry, Resist, Shield, Guard, Elude, or Reflect effect will allow the ability to defend against the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. Exceptions will be given in the skill descriptions.

Traits

Core Accelerant rules define Traits into categories:

Elemental Traits

These include Air, Cold, Earth, Fire, Ice, Lightning, Water, and Wind. The effect is caused by elemental power. Abilities that work against Elemental effects will work against effects with any of these traits. You may role play an Elemental effect by crying out or stepping backwards as the effect is inflicted.

In *Cottington Woods*, this also includes **Metal**.

Mental Traits

These include Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will. The effect is caused by some mental or emotional reaction. Abilities that work against Mental effects will work against effects with any of these traits. You may role play a Mental effect by crying out or stepping backwards as the effect is inflicted.

In *Cottington Woods*, **Madness** is considered a **Special Trait**, and not a Mental Trait.

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any ofthese traits. You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

These include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. The effect is caused by a Physical force. Abilities that work against Physical effects will work against effects with any of these traits. You may role play a Physical effect by crying out or stepping backwards as the effect is inflicted.

In *Cottington Woods*, this also includes **Acid** and **Metal**.

Special Traits

All traits not included above are Special traits. These can include, but are not limited to, Acid, Blessing, Curse, Light, Madness, Magic, Malediction, and Shadow. These traits are not included in any general trait, so abilities must specifically include them. Special attacks allow no additional role playing (though if you

an imply an appropriate roleplay for the effect, please do so); you will suffer the effect of a Special attack immediately.

In *Cottington Woods*, additional Special Traits include (but are not limited to): **Blood, Corruption, Craft, Dreaming, Doubt, Fairy Magic, Faith, Fascination, Glamour, Horror, Illusion, Imagination, Influence, Insanity, Madness, Magic, Massive, Nightmare, Peace, Permanent, Threshold,** and **Unconscious**.

Bane

This is a unique attack trait that works against another specific trait, and targets only those creatures that have that trait. Instead of saying "by" you would say "to" and state the trait that is targeted. An attack that stated "10 Damage to Undead" would be an example of an attack with the Bane trait, and the attack would only affect creatures with the Undead trait. If you somehow lose the trait that a Bane effect targets while under that effect, then the effect ends immediately. So, if you had a "to Dead" effect upon you and you were brought back to life then the "to Dead" effect would end. Remember that the race of a character is always considered to be a trait of that character. Bane attacks allow no additional role playing; you will suffer the effect of a Special attack immediately. Some effects may have both a normal trait and a bane trait. In this case the attack affects only those targeted by the Bane affect but it may be resisted by defenses that work against the normal trait. An attack that stated "Paralyze by Fear to Elf" would only affect characters with the Elf trait but it could be negated by a Resist Fear defense.

Self

This trait indicates that the effect works only on the person using it. Instead of saying "by" you would say "to Self" after the effect. This indicates that you are the only target of the called effect.

8a   Character Points

Character Points represent a character's experience and training. Character Points are used to purchase skills.

In *Cottington Woods*, Character Points are tied to the Player, not the Character. This means if your character dies, or you decide to bring in a new character at an event, your CP total will be the total you have earned during the running of Cottington Woods. You will not start back at the character starting base.

Starting Character Points: 250

Initial Bonus CP that can be earned:
> **+25 CP** for **Approved Character History at least** 2 weeks before your First Event
>> * This may only be earned once per *player*, your CP stays with the Player, not the Character
>> * You **must have an approved history to play Cottington Woods**, but if you submit your character history in advance of the 2week deadline, you will receive this bonus
> **+5 CP** for providing **a Picture of your Character**
>> * This will not be posted anywhere except within a book in Monster Camp to be used by Staff to help NPCs identify characters when we send them out to find you

Cottington Woods 2 Campaign Beginning, Bonus CP offers:
> **+10 CP** for submitting an **Initial Character Concept** by **5/1/2017**
> *(Concepts are not full histories, but your initial idea for plot approval and feedback)*
> **+10 CP** for submitting your **full Character History** by **7/1/2017**
> *(this is in addition to the +25 for submitting by 2 weeks before your first event)*

Starting CP Cap: 350
> * The CP cap raises every event: by 30 CP for One-Day events, and by 60 CP for Weekend Events.
> * CP cap ensures that players with means don't far outpace other characters. CP earned over cap are held until the cap raises. You never lose CP, though you are welcome to transfer unused CP to another player if desired.

CP Earnings Per Event:

> **Event Attendance:**
>> **+10 CP** for a Full Weekend Event, **+5 CP** for a One Day Event

> **Submitting a PEL** (Post Event Letter), ie Session Summary:
>> **+10 CP** for a Full Weekend Event;**+5 CP** for a One Day Event

> **Clean-Up & Setup: (***this is an increase over CW1 & Tales***)**
>> **+10 CP** for a Full Weekend Event;**+5 CP** for a One Day Event
>> *we will have sign-up sheets for clean-up and setup. Please help us with these chores so all can go home!*

> **+10 CP** for **Bitter End CP**
>> *this is in addition to cleanup CP, and is earned by staying to clean up until the last Staff member leaves*

Other Ways to Earn CP in Cottington Woods:

> **DONATIONS!!**: amount varies per donation, but you will receive CP for providing Donations to our game.
>> *Donations will be posted on our website and on our player list*
> **+5 CP** for **Early Event Registration** (when offered)
> **+5 CP** for **Referring an NPC** to Cottington Woods **for every event they NPC**
>> *You will receive +5 CP every event they attend, as well as a bonus +5 CP on their second event*
> **NPCing** - Accelerant Games or LARPs with whom we have an exchange (see website),
>> capped at 80 per year (to match what you would earn PCing Cottington Woods):
>> *5-10CP for Attendance, 2.5-5 CP for PEL, 2.5-5 CP for Cleanup; 1 CP in most games = 5 CP in CW2*

9 Rules Specific to Cottington Woods

Encounters and Resting

Much of Cottington Woods is designed around the idea of an "Encounter" (or "Scene"), 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 ("Well Resting") in a non-combat/safe place. 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.

Twilight

In Cottington Woods, there is a concept of "Twilight" period, which is generally "from dawn to dusk" or "dusk to dawn." In practicality, it is expected to be "Game Beginning till you go to bed," "Wake up on Saturday till Dinner hour," "Dinner hour till you go to bed," and "Wake up on Sunday till game ends."

By Massive

Damage "by Massive" represents blows too powerful to be blocked by any ordinary weapon. ALL weapon and shield skills in Cottington 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 you encounter a thing of Anathema 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.

Comatose

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 1Vitality 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.

NEW Attack Effect: Dispel (Inflict Banish)

For Cottington Woods, the call "Inflict Banish" has a special effect. It should be preceded by "Inflict" but in the case where you here "Banish by <Trait>" please take it as if it were called "Inflict Banish by <Trait>." You will see this recorded as a "0 point skill" on your character, to conform to Accelerant rules.

Banish is equivalent to "Death" in its effect, but the difference is profound: while Death is either the killing or ending of the object of the Death effect, a Banish instead implies that the creature or object struck with the Effect

has been dispersed or banished back to whence it came. It has not been killed or destroyed, but merely sent away. Note that this is often delivered with a "TO" call and targets specific traits when used.

This generally has no noticeable effect on an individual unless you have the Dream, Elemental, Spirit, or Demon/Anathema, or in some rare cases, the Fairy, trait. It is possible you may enter an area where it may affect you (such as PCs in the Slumberlands); in which case a tag will be present to explain the effect.

If you are struck with this and have the Figment trait, this will "banish" you from the dreamscape or disperse you among it and is otherwise like a Death effect, except that you immediately go to Spirit and depart the encounter. If you have the Sandman or Dream trait but NOT Figment (ie, most PCs in the Slumberlands), treat this as a Stun by Imagination effect. You may use appropriate defenses against it.

If you have the Elemental Trait, the Spirit Trait, Demon/Anathema trait, or in some rare cases the Fairy trait, and are not Living/Mortal (ie, NPC Elementals/Spirits/Demons), this will also banish you from the area; go immediately to Spirit and depart the encounter.

NEW Effect: Influence (Imbue/Inflict Influence)
if you take an "Inflict Influence" effect, you will be inclined to treat the person who placed this upon you with great trustworthiness and take their words with greater weight than you might otherwise, even if you do not know them particularly well. If the effect is cured, you will be aware that there was some magical influence upon you, but it doesn't necessarily cause you to turn on the inflictor (the influence is subtle). You may react as appropriate to your character. This would not cause you to do anything your character would not normally do, or force you to believe obvious lies (unless your character would do such a thing). This is intended mostly for use on NPCs, but it is possible for PCs to be influenced as well.

NEW Effect: Peace (Imbue/Inflict Peace)
If you hear an effect that imbues/inflicts the "Peace" trait, or hear an Imbue/Inflict Peace, you will be disinclined to engage in violence and will not initiate an attack unless attacked first. This is most often delivered by Bards and lasts for the duration of the song/performance/etc. that imbued the trait, but could appear in other ways.

NEW Effect: Illusory Trait
If you hear a call "by Illusory {Trait}" your character will SEE whatever the Trait is, but is actually affected "by Illusion." Only defenses against Illusions will work against attacks delivered "by Illusory {Trait}."

NEW Character Trait: Departed
Those who have died and gone beyond the five-minute death count gain the "Departed" trait until they resurrect. Those who are Departed cannot be brought back to life with a Remove Death or other Life spell.

NEW Character Trait: Unconscious
In Cottington, Unconscious is also a trait that you gain while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. There are some skills that affect Unconscious characters. For example, if you are Stable and receive a "Heal 1 to Unconscious" you will be at 1 Body and wake up, losing the Unconscious trait (just as if you had received a normal point of healing), but this call would have no effect if you were already conscious. If you are Unstable and receive a Heal 1 to Unconscious, you will become Stable but are still unconscious and have 0 Body. You will need another point of healing or to rest for 5 minutes to be at 1 Body and conscious. A Cure Unconscious Trait/Cure Unconscious would put you at 1 Body and wake you up, causing you to lose the Unconscious trait, even if you were Unstable.

NEW Effect Trait: Metal
For Cottington 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.

NEW 0 POINT SKILL: Unseen Things in the World (YOU CAN'T SEE THIS)
If you encounter a PC or NPC with either PURPLE GLOWSTICK/GLOWBANDS on their arms and head, or a white, purple and orange bands on their arms and head, this is to indicate that they are either invisible or not there. Though we realize it is hard to ignore, we trust you can all pretend as if the NPC/PC is not present.

NEW 0 POINT SKILL: Unseen Things in the World (You See This, But They Don't See You)

If you encounter a PC or NPC with either BLUE glowsticks/glowbands on their arms and head, this is to indicate that you are witnessing a vision, a story, a dream, a memory, or something else that allows you to see and hear the NPCs/PCs with the bands, but they cannot see or hear you. If you are witnessing a story or memory and the Blue Bands are not present, it means you can interact with the people present and they will see/hear/react to you.

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: Suffering the Miasma ("Nope")

We understand that sometimes, a player doesn't feel well or needs to bow out of an encounter. Like many games, we have a courtesy rule that we term "Miasma" that players may use to safely bow out of an encounter if they are feeling unwell or need to exercise self-care

Additionally, in Cottington Woods, we do our best to make our game as welcoming and as inclusive as possible. In the course of exploring fairytales, it is always possible that we may explore a theme, scenario, or situation that may make you uncomfortable, and that you wish to not be part of. It's also possible you may feel unwell, are tired, or for other reason need to take care of yourself and step out of a situation. This gives you an in-game safe word and means of existing a scene/encounter if you need to.

If you need to bow out of an encounter, mod, or similar for any, you should fake a cough and say "I have the Miasma" or "I have the nope sickness." All players, NPCs, and Staff are asked to respect this, and allow the player to step out of play with minimal fuss nor pressure them to continue on. The PC should call "Spirit" and depart the encounter. Players under Miasma should act as if Drained (ie, not use in-game skills) and avoid active combat areas.

We trust all of our players to abide by the spirit of this rule and not utilize this to avoid dangers situations or avoid consequences of an encounter. This is fully intended to allow players who need, for health or other reasons, to step out of an encounter without fuss or interruption.

Please do not use this for Emergency situations. Please use "EMERGENCY" per the core Accelerant rules so that immediate help and assistance can be given to those who need it.

Grant "Encounter" / Grant "Twilight"

If you receive a Grant that is followed by "Encounter," or "Twilight,", this refers to the length of time that the effect lasts. At the end of that time, the grant ends. For example, if you receive "Grant Encounter, 1 Body by Magic," you would receive an additional 1 Body that lasts until the Encounter ends.

Grant "Next"

If you receive a Grant "Next" this is to indicate that the attack must be used on the next swing (for example, if you receive a Blade Poison that is "Grant Next Melee Attack, 3 Damage by Poison."

Permanent trait

The Permanent trait is considered to be a Special Trait, in that defenses will not work against a Permanent Effect unless explicitly stated, and they cannot be rested off. We do not expect Permanent effects to be common. Please inform staff if you end an event with a Permanent effect remaining.

Weakness Effect and Bows, Thrown Weapons

In Cottington, Weakness effects apply to those wielding Bows or Thrown Weapons as well, preventing you from delivering called effects until the Weakness is cured or rested off.

Silence on Magician, Bard, and Sandman Architect/Empath skills

If you receive a Silence effect, you are incapable of casting spells even if the spell does not have a verbal component. Any exceptions to this rule will be explicitly called out in the spell description. Cantrip spells can always be used, even when silenced, but can only be delivered Uncalled under a Silence effect.

Silence on Witch skills

Witch abilities generally CAN be used while silenced; any exceptions will be listed in the skill description.

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). Headers are considered Character Traits.

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. An NPC Guide or Gate Tag will clarify how the Gate is to be traversed.

Clarification: Entering and Exiting the Slumberlands

If at any point you hear or see on a tag "(Ambient) Imbue/Inflict by <Trait>: Enter the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Enter the Dreamscape" this indicates that you have entered the Slumberlands 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 Slumberlands you are entering is strong in nightmares. Other traits may be used at times.

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

Conversely, if you hear "(Ambient) Imbue/Inflict by <Trait>: Exit the Slumberlands" 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.

If you exit the Slumberlands, 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 Slumberlands by <Trait>" call. This has the same effect as the Imbue/Inflict call and should be treated as such.

Clarification: Manifest the Slumberlands

If at any point you hear or see "(Ambient) Imbue/Inflict by <Trait>: Manifest the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Manifest Sandman", this indicates that something or part of the Slumberlands 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 Slumberlands 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 Slumberlands 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 Slumberlands overlaps. This is the effect that has occurred in previous encounters where Sandmen have gained access to their abilities while within Fairy. This is not considered to be unusual in Fairy.

If at any point you hear or see, "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest the Slumberlands" 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 Slumberlands. If you do not have the Dream trait permanently (you were granted it coming into the Slumberlands), 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, Corrupt, Anathema, Demon, Undead

The trait, "Corruption" is an attack trait (and a Special Trait). If Diagnosed or Exposed, characters, npcs, or entities 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. Because it is an attack trait, Corruption in theory can be cured by an appropriate "Cure Corruption" effect.

The trait, "Corrupt," is a *character* trait. If someone or something has been under a Corruption effect for long enough, its very nature may eventually become Corrupt. It is unlikely – though not impossible – to remove the Corrupt trait once gained.

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.") or to their specific monster type (IE, "to Demon."). If exposed or diagnosed, something *with* Anathema is now innately (or has become) a *thing* of Anathema.

Demons of Anathema will *also* have the traits, Demon and Corrupt. It is possible that some Demons may have other traits, or that you may encounter Demons without the Anathema trait.

Undead generally will have the trait, Undead and Corrupt. It is possible that some Undead may have other traits, and possible that some undead – such as Ghosts - are not Corrupt.

"Normal" Ghosts (spirits of those who have died but not gone on to the Deathlands) generally have the trait, Undead, but not the trait, Corrupt. It is possible, however, for a Ghost to be Corrupted and thus have the either the effect trait, Corruption, or the character trait, Corrupt, 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 attack trait. If Diagnosed or 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," (as well as Dream) 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.

<u>Non-Combat Rules:</u>
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@cottingtonwoods.com informing staff that you need to be non-combat.

This was already included above, but we feel it cannot be repeated enough to remind everyone:

A Reminder About Special Traits.

Skills ***do not work*** against a Special Trait, unless ***explicitly called out*** in the skill description.

Thus, if the skill says, "You may call Resist against any one attack," you may call Resist against an attack **UNLESS** the attack is by a Special Trait. If the skill says, "You may call Resist against any one attack, including by Doubt" you may then call "Resist" if struck by an attack "by Doubt."

Most skills that give an Avoid, Parry, Resist, Shield, Guard, Elude, or Reflect effect will allow the ability to defend against the following Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic and Threshold. Exceptions will be given in the skill descriptions.

---

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 Cottington Woods setting determines how many hits a player character can take before falling down. A character's Vitality is equal to Body + Reflex. Everyone starts with 3 Vitality (2 Body + 1 Reflex).
(See Also: Life and Death, below)

Body

Character Points:	Free
Reset:	Instant
Prerequisite:	None
Restriction:	2
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 for free. 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:	15,20,25,30,35		
Reset:	Instant		
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, beyond the 2 free 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:	1
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 ("Heal Reflex") or you receive a "Refresh Reflex" effect. Instead, Points of Reflex return in full to a player after a fifteen minute period of Well 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		

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. Reflex points return in full to a player after a 15-minute "Well Rest," or if a Heal/Refresh Reflex is received.

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 to wake up. If they do not finish the First Aid, your one-minute dying 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. During that five-minute death count, you may receive a Life Spell (Remove Death) effect and be brought back to life. Effects "to dead" will affect you. After those five minutes, you gain the "Departed" trait and cannot be restored by a Remove Death effect. Only effects "to Spirit," "to Departed" or "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.

    In Cottington, this is also a trait ("Unconscious") you have while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. See New Trait: Unconscious above.

Unconscious Safety

    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 your character.

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

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.

Departed

Those who have died and gone beyond the five-minute count until they resurrect (or longer, if a spell or skill to halt their death count is used), gains the "Departed" trait. Those who are Departed cannot be brought back to life with a Remove Death or other Life spell.

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 or the Dead, 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.

11 Header Costs and Headers

Players in Cottington Woods choose a Header (or Headers) that define the type of skills their character may learn. Players may choose more than one header, but additional headers grow increasingly more expensive. Most headers include Paths within that header that may be chosen; the first path is always free, and the other paths are available at an increasing small cost. Headers are generally *in-game*, especially the Priest header and Paths.

Add-on Headers and Paths (including Heroic Headers, Slayer Paths, Hidden Paths) do not count against your Header total. For starting players, the only Add-on Header is Rogue. This costs 10 regardless, and does not count as a First, Second, Third, etc. Header in terms of Header cost multipliers.

Headers are not Occupations, but they do define a character's abilities, skills, and use of "power" (Skill Points).

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, but you are quick on your feet.

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 can fight with Claws, but they must still select headers from the given list.

Champion (Add-On Fighter Header)

Character Points:	20 for Warriors, 25 for Harriers/Archers/Paladins, 35 for All Other Headers
Prerequisite:	Any Weapon Skill
Notes:	Some warriors have honed their skills such that they can study a foe closely in battle, and match their fighting tactics to that of their foe, allowing them to more easily defend against and defeat their opponent in battle.

Rogue (Add-On Header)

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 Farraway 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

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 and are a member of the Church. 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 Elementalist
Character Points
    1st Magician Path: 0
    2nd Magician Path: 5
Prerequisite: Magician Header
Notes: You are a Magician who has learned to manipulate and control the forces of the Elements of Earth, Air, Water, Fire, and even combining them, such as Lightning and Metal.

Path of the Hedge Magician
Character Points
    1st Magician Path: 0
    2nd Magician Path: 5
Prerequisite: Magician Header
Notes: You are a Magician of classical fairytales and legends, using Arcane Alchemy to great effect. With rare alchemical ingredients, trinkets, enchanted items, and more, you use them to "read between the lines" of the Written World to manipulate magical reality.

Path of the Ritualist
Character Points: 10* (5 CP for Ritual Magic, 5 CP for Path of the Ritualist)
Prerequisite: Magician Header
Notes: A Ritualist is a Magician who choose to study the weaving of enchantment into ordinary devices to make them extraordinary, and who gathers rare and amazing components to create great works of magic to greater effect. Some rituals (Field Rituals) can be done with some preparation in the midst of battle, but many require proper time, preparation, and effort on behalf of the Magician.

A note on Ritual Magic: Ritual magic scrolls must be obtained or learned in-game. The skill, Ritual Research, can be used to create new spells (under Elementalist or Hedge Magician), or new Rituals under Ritualist.

Path of Door Magic
Character Points: 10
Prerequisite: Magician Header, Goblin
Notes: A Goblin Magician who practices Door Magic is known as a "Trickster." Only Goblins have learned to tap into the magic of the Threshold and manipulate this magic to cross great distances

Sandman

Character Points	
First Header:	10
Second Header:	20
Third Header:	30
Prerequisite:	None

Notes: The Sandmen have learned to enter the Slumberlands and manipulate the power of dreams. Sandmen are usually trained at or by the Asylum. There are three paths a Sandman can choose to follow.

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 Slumberlands.

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

  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.

  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. Your magic is centered around hearth and home and those within it.

  Path of the Wood Witch
Character Points
   1st Witch Path: 0
   2nd Witch Path: 5
  Notes: You arein tune with the forest, and understand how to draw power from the things that grow and live there. You can tease special effect out of the simplest of herbs, and can master those effects.

  Path of the Skinchanger
Character Points
   Witch Path: 10
  Notes: This path always costs 10 CP, whether it is your first or 3rd Witch path. You carry the skin of animal with you that you use to take the shape of that animal, having earned the right to do so by earning the respect of the animal whose skin that you now wear. You have been blessed by the animal's spirit to take its shape. Skinchangers are not Skinwalkers (also known as Skin stealers), who use dark magic to steal the skin of an animal to take their shape and sometimes more .

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 considered outdated and soon to be irrelevant. Still, the workings of every town and city are laced with 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 songwriter or a spinner of tales, an orator or charming courtier, 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**." Illusionist, Lorekeeper, Troubadour, Curse Witch, Protector, Vanquisher, and Dreamsworn are examples of Heroic Headers. These are available in-game through specific teachers, requiring Plot Approval to pick up. The goal is to both ensure some uniqueness of the skills and headers obtained, but also that both the flavor and intention of the headers will be upheld while rewarding the in-game effort made to obtain the header (so that a character who has spent a year working for something isn't superseded by someone who just wants the cool skill but hasn't involved themselves in the plotline.)

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 Heroic 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). Heroic Headers should be found and learned in-game; Plot Approval is required to start game with any.

A few Heroic Headers from the original Cottington Woods Campaign have now become "**Slayer Paths**." (Hunter, Dragon Slayer, , and Werewolf Hunter). We have greatly reduced these Paths and the skills available for two main reasons: we cannot guarantee you will encounter these creatures every event, let along more than once an event; and thus, we did not want PCs spending a large portion of their CP on skills they might not use regularly. You may only have *one* Slayer Path, but you can have **both** a Slayer Path and a Heroic Header. Slayer Paths should be found and learned in-game; Plot Approval is required to start game with any.

There may be other Secret Paths or Heroic Headers available in-game, but if so, these require considerable in-game efforts to obtain and like all headers, these require Plot Approval.

If a skill is revealed that is part of an existing header, that will be made clear (for example, new schematics, rituals 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.

Currently Known Heroic Headers in Cottington Woods:

Cornerstone - Hearth Witches who have truly become the Cornerstone of their Hearth and those who live within.
Curse Witch - Witches who have learned to use their Witch Dolls to invoke curses upon those who cross them
Dreamsworn - Sandmen who have anchored their dreams to the brightest of the Slumberlands to keep away the Night Terrors
Duelist - Are especially skilled in fighting with single blade and in flashy duels
Illusionist - Magicians who have learned to control Glamour and Dreams to fool the senses
Lorekeeper - Priests of the Word dedicated to the preservation of Knowledge and the power of Words and Secrets
Master Archer - Archers who have gained incredible skill in ranged attacks
Protectors - guardians of those who need protecting, they are skilled in defending their Wards
Troubadour - Bards whose talents are touched, it is said, with a bit of the magic of fairies, lending to great magical performances
Vanquisher (Anathema Slayer) - Paladins dedicated to defeating the forces of Anathema (demons, undead, etc)

Currently Known Slayer Add-On Paths:

Dragon Slayer - skilled in defeating Dragons of all kinds, from great (Dragons) to small (Drakes & Salamanders)
Hunter - skilled at hunting Animals
Werewolf Hunter - skilled at fighting all manner of the Werewolf curse

A Note on Magicians and Man of Science:

It is intended that Men of Science and Magicians will use their Create Schematic and Ritual Research skills, respectively, as a means of creating new skills for their classes and thus creating their own "heroic header." This does not mean that any skill you submit will automatically come into existence, but that those skills allow you to submit ideas and work in-game to create new schematics & gadgets, new spells, and new Rituals.

Examples:
The entire school of Metal Magic was researched and created by a character (Daryne) throughout the course of Cottington Woods 1.
Schematics that have Burgess, Carce, Chickadee, Gottfried, and Kline in the header were all created by those characters in Cottington Woods 1 and Tales from the Cotting House.

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
Manof 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.

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.

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.

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 you encounter a thing of Anathema 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

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.

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.

Becoming Unconscious

You gain the trait "Unconscious" while stable but not yet conscious or unstable and bleeding out. This does not apply if you are under a Stun effect, or have the traits Comatose or Dead. There are some skills that affect Unconscious characters. For example, if you are Stable and receive a "Heal 1 to Unconscious" you will be at 1 Body and wake up, losing the Unconscious trait (just as if you had received a normal point of healing), but this call would have no effect if you were already conscious. If you are Unconscious and receive a Heal 1 to Conscious, you will become Stable but are still unconscious and have 0 Body. You will need another point of healing or to rest for 5 minutes to be at 1 Body and conscious. A Cure Unconscious Trait/Cure Unconscious would put you at 1 Body and wake you up, causing you to lose the Unconscious trait, even if you were Unstable.

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. You may also use this skill to break an Empathic Connection.

Choose to Die

If you have gained the Death trait, but are not yet Departed (have not reached your 5 minute count), you may choose to immediately die instead, and go to the Graveyard for resurrection.

Comatose   "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 1Vitality 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.

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 <u>not</u> to have your body turn to Spirit where possible, so that other characters may roleplay with a body rather than a roaming Spirit. However, this is purely anatmospheric, 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 cannot 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.

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: Acid, Crystal, Earth, Force, Ice, Metal, Silver, Thorns, Weapon, Web, and Wind. You may also diagnose: Agony, Frenzy, Maim, Paralyze, Root, Silence, Slow, and Stun. .

Inflicting Banish

For Cottington Woods, the call "Inflict Banish" has a special effect. It should be preceded by "Inflict" but in the case where you here "Banish by <Trait>" or "Banish to <Trait>" please take it as if it were called "Inflict Banish." You will see this recorded as a "0 point skill" on your character, to conform to Accelerant rules. **For most PCs, this will only affect you if you are in the Slumberlands and have gained the "Dream" trait.**

Dispel is equivalent to "Death" in its effect, but the difference is profound: while Death is either the killing or ending of the object of the Death effect, a Dispel instead implies that the creature or object struck with the Effect has been dispersed or banished. It has not been killed or destroyed, but merely sent away.Note that this is often delivered with a "TO" call and targets specific traits when used.

This generally has no noticeable effect on an individual unless you have the Dream, Elemental, Spirit, or Demon/Anathema, or in some rare cases, the Fairy, trait. It is possible you may enter an area where it may affect you (such as PCs in the Slumberlands); in which case a tag will be present to explain the effect.

If you are struck with this and have the Figment trait, this will "banish" you from the dreamscape and is otherwise like a Death effect, except that you immediately go to Spirit and depart the encounter. **If you have the Sandman or Dream trait but NOT Figment (ie, most PCs in the Slumberlands), treat this as a Stun by Imagination effect**. You may use appropriate defenses against it.

If you have the Elemental Trait, the Spirit Trait, Demon/Anathema trait, or in some rare cases the Fairy trait, and are not Living/Mortal (ie, NPC Elementals/Spirits/Demons), this will also dispel you from the area; go immediately to Spirit and depart the encounter.

Speaking Frankly

There are times when you need to ask a clarifying question or speak to a Staff person, but the Staff member is playing an NPC that you would not normally speak to, or you need to step aside for a private conversation, or it is a topic that you cannot easily ask in-game (even under a Clarification). In an effort to not break game, you may ask "May I speak frankly?" This is to indicate to the person that you wish to ask something that is not game related. As long as the people present agree to the break in game, you may follow this with your question or step aside with the staff member. It is also possible that Staff members may use this in some circumstances to ensure important out-of-game information is conveyed.

Suffering the Miasma ("Nope")

In Cottington Woods, we do our best to make our game as welcoming and as inclusive as possible. In the course of exploring fairytales, it is always possible that we may explore a theme, scenario, or situation that may make you uncomfortable, and that you wish to back out of. It's also possible you may feel unwell, are tired, or for other reason need to take care of yourself and step out of a situation. This gives you an in-game safe word and means of existing a scene/encounter if you need to.

If you need to, for any reason, bow out of an encounter, mod, or similar for whatever reason (whether it's real life sickness or wish to not engage in a particular plotline), you should fake a cough and say "I have the Miasma" or "I have the nope sickness." All players, NPCs, and Staff are asked to respect this, and allow the player to step out of play with minimal fuss. The PC should call "Spirit" and depart the encounter.

This is not intended as a way to get out of an encounter without suffering the consequences of the encounter. This is fully intended to allow players who need, for health or other reasons, to step out of an encounter without fuss or interruption.

Please do not use this for Emergency situations. Please use "EMERGENCY" per the core Accelerant rules so that immediate help and assistance can be given to those who need it.

Suffering from Illusions (Illusory Traits)

If you are struck with an effect "by Illusory {Trait}" it as if you were hit by an Illusion, not by the {Trait}. Only a defense or cure affecting Illusions will stop this. For example, you have a Resist Fire and are struck by an "Agony by Illusory Fire." You cannot use the Resist Fire to defend against this attack. If you had a Resist, Purge, or Cure Illusion, you could use those to remove the affect.

Swayed by Influence (Inflicted by Influence)

If you take an "Inflict Influence" effect, you will be inclined to treat the person who placed this upon you with great trustworthiness and take their words with greater weight than you might otherwise, even if you do not know them particularly well. If the effect is cured, you will be aware that there was some magical influence upon you, but it doesn't necessarily cause you to turn on the inflictor (the influence is subtle). You may react as appropriate to your character. This would not cause you to do anything your character would not normally do, or force you to believe obvious lies (unless your character would do such a thing). This is intended mostly for use on NPCs, but it is possible for PCs to be influenced as well.

Swayed by Peace (Inflicted by Peace)

If you hear an effect that imbues/inflicts the "Peace" trait, or hear an Imbue/Inflict Peace, you will be disinclined to engage in violence and will not initiate an attack unless attacked first. This is most often delivered by Bards and lasts for the duration of the song/performance/etc that imbued the trait, but could appear in other ways.

Unseen Things in the World

In Cottington Woods, there are occasions where there are people, spirits, or things you just cannot see. If you encounter an individual that has EITHER purple glowsticks/glowbands on its arm and head, *OR* white, orange and purple bands on its arm and heads, it means this creature is INVISIBILE and for all intents and purposes NOT THERE. Please roleplay as if you do not see the creature, nor hear it unless it uses a skill to speak to you. If it attacks someone, you can see the person reacting but you cannot see what has done it. If you need to step around something that is not there, you will move around it, but not really comprehend that you have or understand why, even if someone who can see it is trying to tell you that there is something there. Please roleplay this to the best of your ability and obey the spirit of the intent. This should not be a common occurrence.

Well Resting

> **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 (unless the skill states otherwise) 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 ("You appear Well Rested.")
- Generally speaking, you are considered to have rested before a hooked module/encounter, 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.

12.2 General Skills

"…so easy, a caveman could do it"
~~Geiko, brer gecko

Skill Points (Skill, or Points of Skill)

Character Points:	5,10,15,20,25,30,35		
Reset:	encounter		
Prerequisite:	none		
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, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

The different Skill types are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (Men of Science), Verse (bards) and Endurance (for everyone else).

Skill returns to full when the character is able to rest fully.

The cost of a single point of Skill is determined by the total number purchased, regardless of where the points were assigned after purchase.

Example One: A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would 10 character points, not 5.

Example Two: A character has the Warrior header and has five Skill Points (costing 5 + 10+ 15 + 20 + 25) which have all been assigned to Endurance, and decides to purchase the Priest Header. His first point of Faith would cost 30 character points.

Weapon Skills

Small Weapon

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a small weapon.

Medium Weapon: Sword, Club or Axe

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Staff

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a staff.

Large Weapon: Sword, Club or Axe

Character Points:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a large weapon, such as a two-handed sword, club or axe.

Large Weapon: Polearm

Character Points:	20
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a polearm.

Unarmed: One Fist

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length fist phys rep.

Unarmed: Two Fists

Character Points:	15
Reset:	Instant
Prerequisite:	Fist
Restriction:	None
Skill Points:	None
Notes:	You may fight with two short sword length fist phys reps.

Ranged: Bow

Character Points	30
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a bow phys rep. Using a bow is not a melee option, and blocking with a

bow is not permitted. If your bow is struck, you either take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds role playing as you "re-string" the bow

You are encouraged to role play the drawing back and aiming of the bow before firing the packet at the target. As a general rule, there should be at least three seconds between shots.

Arrows in Cottington Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack. For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend five minutes "fletching" a new set of twenty arrows.

Ranged: Thrown Weapon

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may use any kind of non-packet thrown weapon. A character may carry up to ten throwing weapons. Fallen thrown weapons can be picked up and used again.

Armor Skills

Wear Armor: Light Armor

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You gain benefit from wearing light armor. Light Armor grants 1 point of armor.

Attack Skills

Desperate Feat of Strength

Character Points:	15		
Reset:	Event		
Prerequisite:	None		
Restriction			
Season:	**1**	**2**	**3**
Max Purchase:	1	1	1
Skill Points:	None		

Notes: You may use your strength to great effect, such as to smash open a swollen door, break open a locked box (although any traps present inside a locked box WILL BE triggered), block massive damage (this requires other skills as well), and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

If you are struck with an attack that is called "by Massive" you may spend the use of this skill to block the attack with a weapon or a shield. (Normally a blow struck by Massive against your weapon or shield will still count as a landed blow, and you will take the damage. See "Massive" under Cottington Specific Rules above). Call "Shield Massive by Strength" when you do.

Defensive Skills

Desperate Disengage

Character Points:	10, 10, 10, etc.
Reset:	Event
Prerequisite:	Any weapon skill
Restriction:	None
Skill Points:	None
Notes:	You may call a "Disengage".

Desperate Avoid

Character Points:	25,50,75,150		
Reset:	Event		
Prerequisite:	None		
Restriction			
Season:	**1**	**2**	**3**
Max Purchase:	1	2	3
Skill Points:	None		

Notes: may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold. You may not avoid attacks by Blood, Corruption, Dreaming, Doubt, Fairy Magic, Glamour, Horror, Influence, Insanity, Madness, Nightmare, and Peace.

Resist Madness

Character Points:	10		
Reset:	Event		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Sanity:	2	3	4
Skill Points:	none		

Notes: You may "Resist" an attack that is "by Madness" once per event for each time you purchase this skill. You may use this skill while unconscious or dead, but not while Drained.

Human Resist Madness

Character Points:	Free		
Reset:	Event		
Prerequisite:	Human only		
Restriction:			
Season:	**1**	**2**	**3**
Max Sanity:	1	1	1
Skill Points:	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.

Medical Skills

Diagnose Physical

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None

Notes: You may diagnose the physical and metabolic condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage; and the Attack Effects: Drain, Repel, Stricken, and Weakness. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Acid, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Metal, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental

Character Points:	15
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 any Mental trait (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, Will), as well as the traits, Fascination, and Madness.

First Aid

Character Points:	5
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:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None
Notes:	You may role play over a maimed limb for 60 seconds and then call "Agony and Cure Maim". This will not cure Maims with the Permanent trait.

Dreamer Skills

Dreams and Nightmares

Character Points:	5
Reset:	Between Events
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You suffer from uncontrolled and often unpleasant dreams. It is possible to draw some helpful conclusions from these dreams, but it is recommended that you seek Sandman training before you mind breaks and you go insane. Don't take this as a roleplaying challenge. It will be rough.

The CP cost of this skill reflects that it is only part of the Dream Visions skill (See Sandman Skills). You must have this skill to pick up the Sandman header.

Literacy Skills

Read/Write (Human) Print

Character Points:	Free for humans.
	5 for golems
Reset:	Instant
Prerequisite:	None
Restriction:	Brer characters cannot learn this skill.
Skill Points:	None
Notes:	You may read and write the human writing.

Read/Write (Elf)

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	Brer cannot learn this skill.
Notes:	You may read and write the language of the Greencloud elves. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Read/Write (Goblin)

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	Brer cannot learn this skill.

Notes: You may read and write the language of the UnderMarsh goblins. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language, you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Speak with a Specific Animal Type

Character Points:	Free
Reset:	Instant
Prerequisite:	Brer only
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.

Information Skills

A Note on Information Skills: A player may purchase any number of information skill that are available. However, a player may only USE **ONE ACTIVE** information skills after an event. Different skills cover different types of sources, however, making more info skills still quite useful.
-- You may submit only 1 Active Use Skill between events. Active Use indicates that you are asking a specific question, directing your research, or otherwise looking into something specific with the skill with an expectation of a response from Plot Staff.
-- The only exceptions to this are Create Schematic, Determine Veracity, Dreamgiver, Fortune Telling, Gossip & Rumors, Hindsight, Invitation, Messenger, and Ritual Research, which do not count towards the 1 Active Use.
-- You may submit as many Passive Use Skills between events as you wish - this includes skills that are Passive only, or skills that have an option. (For example, you have both Research and In Song & Story, both of which can be used actively or passively. You can submit an active use for one, and a passive use for the other). Each player with the same passive skill use may receive the same response. It is possible that players will receive different responses (this is highly dependent on Plot Staff time and plots ongoing) but you **should expect** to receive the same information. For example, all Players with Hear Rumor (Streetwise) may receive the rumor in their info skill sheets.

Hear Rumors

Character Points:	15
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You have the right contacts and connections within the streets, bars, and less savory

places of society, such that you always hear the latest things being whispered or gossiped about. You may hear "lower class" or "black market" rumors between events, or you may have connections among the upper class of society, the great families of the Houselands and the upper-class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodsfolk who hear and see things that from the dark reaches of the Woods or along the caravan trails. From all these sources, you might receive rumors at the start of each game.

This skill may only be used passively unless you have the Rogue Header, in which case you may submit an active use for rumors on a specific topic. Plot will provide relevant rumors or gossip you may hear in your folder at check-in. Characters with this skill should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this skill when used passively.

Research

Character Points:	20
Reset:	Between Event

Prerequisite:	none
Restriction:	none
Skill Points:	none
Notes:	You are well read, and can research scholarly questions about matters like history and

magical theory, using libraries and scholarly contacts at universities and the like.   You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.

You will receive snippets of information that have turned up in your between-events reading in your character envelope at check in next event which may contain relevant plot information. (Sometimes we may use other delivery methods, such as an NPC visit, to give you your info. If so, we will inform you in your character envelope.)

Scouting

Character Points:	15
Reset:	Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Because you spend time in the woods, you may come into game knowing something of

the area around the town. When you check in to each event, you may be given special information about the lay of the land. This skill is passive only.

Tracking

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may read tracking cards. This skill does NOT allow you to track an NPC, only to

read cards that are already in place. This skill may sometimes grant options that are not available to characters who cannot track. This is not an info skill. If you want to know what tracks you may have uncovered between events, purchase the Scouting skill.

Augury

Character Points:	15
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You are skilled at reading the stars and other portents to foresee what may come. At the

beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur. This can be a number of different methods of augury - astrology, runes, tarot cards, etc. You may define a method and inform Staff, or you may receive an arbitrary method in your info skill. This skill may be used actively or passively.

Lastly, you may attempt to use this skill during an event, with plot assistance. There will be a place in game where requests for augury readings may be placed, which plot will occasionally check. If staff are able to do so, we will send a response to you.

Invitation

Character Points:	20
Reset:	Between events
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Your influence and reputation are great enough that when you invite someone to visit or

attend a social gathering, it is likely that they will come, or at least receive some kind of response. You may request

to meet with an NPC character. You should be reasonably certain that your connections are good enough that you will receive some kind of response. The response of the invited individual will be appropriate to your relationship and the manner of your invitation. Include the IG text of your invitation in your PEL.

It is expected that appropriate hospitality be provided. You should also only use this skill on an NPC that you have a reasonable chance of inviting or know how to contact. The King of Farraway, for instance, is unlikely to stop by for tea, and sending an invitation to the Queen of the Faeries may prove more difficult unless you've bartered with a fairy to do it for you.

Use of this skill does not guarantee that the invitee will appear, only that they are aware that you have sent an invitation. You will usually get some form of response (such as a letter or a representative). Bear in mind that the response they send will be one that is appropriate for your relative stations, current relationship, and the manner of your invitation.

You do not need this skill to attempt to invite an NPC, but no response is guaranteed without use of this skill.

In some cases, you may not get a response at the next event (say, if the person playing the NPC is unavailable); if that occurs, you are free to use the skill again after the new event without "replacing" your old use. We will respond to both as soon as possible.

Occupation Skills

Occupation

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may purchase additional levels of occupation after the first. These additional levels

will grant you additional funds at the beginning of every event.

Leatherworker

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair non-metal armor with 2 minutes of roleplay (1 minute with a master

forge). Tools are required.

Armor Smith

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair all metal armor with 2 minutes of roleplay (1 minute with a master

forge). Tools and a forge are required.

Weapon Smith

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair all weapons with 2 minutes of roleplay (1 minute with a master forge).

Tools and a forge are required.

Adventure Skills

Balance

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	

	1	**2**	**3**
Season:			
Max Purchase:	3	4	5

Skill Points:	None

Notes: You are skilled at traversing physical challenges such as jumpy stones and the like. So long as one foot is safely on a floor, if you misstep while attempting to perform a physical challenge, and the other foot falls on a surface that is considered unsafe, you may call "Reduce" and immediately return the second foot to safe ground.You may use this even on Special Traits.

   This skill may not be used to bypass a physical challenge - only to assist. You may not proceed forward using this skill, but must return to the last place where your footing was safe.

   Certain circumstances do not permit the use of this skill – if you step on a bit of floor that is suddenly revealed to be unsafe, then you cannot use balance to avoid the effect of the unsafe floor.

Climb

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	

	1	**2**	**3**
Season:			
Max Purchase:	3	4	5

Skill Points:	None

Notes: Steep surfaces may be represented in game, especially in module settings. See Chapter 15.1 for notes on How to Climb. A character may expend one use of the Climbing skill to scurry up or down a surface at a faster pace, maintaining contact on a hold for only a moment before moving another hand or foot.

Swim

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	

	1	**2**	**3**
Season:			
Max Purchase:	3	4	5

Skill Points:	None

Notes: Occasionally you may find yourself in or under water. Normally a swimming character must move slowly, taking three seconds between each step while moving. With this skill you may move at a normal walking pace. Note that the Swim skill does not grant you the ability to breathe underwater or to fight quickly. One use of this skill lasts the duration of one encounter.

Jump

Character Points:	15
Reset:	Twilight
Prerequisite:	None
Restriction:	

	1	**2**	**3**
Season:			
Max Purchase:	3	4	5

Skill Points:	None

Notes: This skill allows the character to jump twice to represent a single jump, allowing that character to cross a greater distance in a "single" bound. You make the first jump, call "Avoid" and follow it up with a second jump. You may use this even on Special Traits.

Insight

Character Points:	15		
Reset:	Twilight		
Prerequisite:	None		
Restriction:			
Season:	**1**	**2**	**3**
Max Purchase:	3	4	5
Skill Points:	None		

Notes: This skill allows you to read an Insight Card for a hint when faced with a challenge. Such a card may offer a clue how to get past a puzzle or difficult situation.

If a Patron is present, you may approach him and call "Speak with Patron by Insight". State your question to the Patron in the form of an inner monologue. The patron may, in the course of his writings, indicate some hint in return. Example: You approach the Patron and say, "Speak with Patron by Insight. I'm stumped. If only we could find a way out of this room…" The patron, in turn, may read from his book, saying "And she turned and looked over her left shoulder, where a vent shaft was set in the wall. Maybe if she could get through the grate…"

Sometimes a fairy might be present who can respond. By calling, "By my voice, Expose Insight Spirit," you may sometimes reveal such a fairy. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you. In any case, you should never question the spirit, but should ask your question in the hopes of an answer.

It may be that no hint or answer is forthcoming. There may be no card. The Patron may flatly state, "But there was no aid forthcoming." The fairy might just shrug its shoulders and say, "I dunno!" If this is the case, your use of this skill is not spent. You may use it again, though not in the current encounter.