

Tales from the Cotting House Player's Guide

Part Two: Skills

11.3 Fighters

"If it bleeds, we can kill it."

~*Dutch, Predator*

"Sometimes, the sun sets earlier. Days don't last forever, you know.
But I'll fight as hard as I can. I can promise you that."

— *Marie Lu, Champion*

Outlook

There is no single outlook to consider when designing a fighting character, since people fight for so many reasons. Instead, consider why your character would NOT fight, or why you would settle down in Cottington Woods. You cannot make a living fighting in the woods, and no one will pay you to do it. Instead, a fighting character got his experience at some point in the past, and is carrying that knowledge to today.

While we have grouped the Fighter headers together, each Fighting style is an entirely separate Header.

Warriors are the general fighter header, focused on directly engaging one or more foes, and are more skilled in staying strong in a fight. **Harriers** focus on agility over strength, but also tend to fight their foes from ambush and taking them by surprise, rather than directly engaging. **Archers** are skilled at fighting from a distance, with bow or thrown weapon. Some warriors go on to become **Champions**, who have learned how to study their foes in battle to match and counter their foe's fighting styles.

There are Heroic styles of fighting that may be found in-game, and Slayer Add-On Paths (such as Werewolf Slayers, Dragon Slayers, etc) may be found in-game as well.

Fighter Skills

Body and Extra Body

Character Points

Warrior: 5,10,15,20,25,30
Harrier: 5,10,15,20,25,30
Archer: 10,15,20,25,30,35

Reset: Instant

Prerequisite: None

Restriction:

Season: 1 2 3

Max Body: 2 3 4

Skill Points: None

Notes: Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season. Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

Durability

Character Points

Warrior: 10,15,20,25,30
Harrier: 10,15,20,25,30
Archer: 15,20,25,30,35

Reset: Instant

Prerequisite: Any fighter header

Restriction:

Season: 1 2 3

Max Body: 4 5 6

Skill Points: None

Notes: Durability grants you an additional point of Body. This point stacks with existing body.

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Part Two: Skills

Reflex and Extra Reflex

Character Points

Warrior: 10,15,20,25

Harrier: 10,15,20,25

Archer: 10,15,20,25

Reset: Encounter

Prerequisite: None

Restriction:

Season: 1 2 3

Max Reflex: 2 3 4

Skill Points: none

Notes: Reflex represents your ability to mitigate some damage by “rolling with the blow”. You are still considered to have been hit, but you have lessened the effect of the damage you would have taken by moving with the attack. Reflex points are lost before Body Points. All characters begin with 1 Reflex.

Because they are not points of physical Body, Points of Reflex CANNOT BE HEALED by any Heal effect, unless it explicitly states that it does. Instead, Points of Reflex return in full to a player after a fifteen minute period of Rest (see below).

Skill: Endurance

Character Points

Warrior: 5,10,15,20,25,30,35

Harrier: 5,10,15,20,25,30,35

Archer: 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 represents 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), 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.

Feat of Strength

Character Points

Warrior: 10

Harrier: 10

Archer: 10

Reset: Encounter

Prerequisite: Any Fighter Header

Restriction: None

Skill Points: 1 Endurance

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Part Two: Skills

Notes: You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, 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.

Small Weapon

Character Points

Warrior:	5
Harrier:	5
Archer:	5
Reset:	instant
Prerequisite:	none
Restriction:	none
Skill Points:	none
Notes:	You may use a small weapon.

Small Weapon: Strong Blow

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Encounter
Prerequisite:	Small Weapon
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a small weapon.

Small Weapon: Great Blow

Character Points

Warrior:	10
Harrier:	10
Archer:	15
Reset:	Twilight
Prerequisite:	Small Weapon: Strong Blow
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You may call "4 Damage" with a small weapon.

Small Weapon: Agony

Character Points

Warrior:	15
Harrier:	15
Archer:	---
Reset:	Encounter
Prerequisite:	Small Weapon: Strong Blow
Restriction:	None

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Part Two: Skills

Skill Points: 1 Endurance
Notes: You may call "Agony" with a small weapon.

Small Weapon: Disarm

Character Points

Warrior: 15
Harrier: 10
Archer: ---
Reset: Twilight
Prerequisite: Small Weapon: Strong Blow
Restriction:
Season: 1 2 3
Max Purchase: 2 3 4
Skill Points: None
Notes: You may call "Disarm" with a small weapon.

Medium Weapon: Sword, Club or Axe

Character Points

Warrior: 10
Harrier: 10
Archer: 15
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

Warrior: 10
Harrier: 15
Archer: 15
Reset: Instant
Prerequisite: None
Restriction: None
Skill Points: None
Notes: You may use a staff.

Medium Weapon: Strong Blow

Character Points

Warrior: 10
Harrier: 10
Archer: 15
Reset: Encounter
Prerequisite: Medium Weapon
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "3 Damage" with a medium weapon.

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Medium Weapon: Great Blow

Character Points

Warrior: 10

Harrier: 10

Archer: 15

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: You may call "5 Damage" with a medium weapon once per twilight per time bought.

Medium Weapon: Agony

Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Encounter

Prerequisite: Medium Weapon: Strong Blow

Restriction: none

Skill Points: 1 Endurance

Notes: You may call "Agony" with a medium weapon.

Medium Weapon: Disarm

Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Disarm" with a medium weapon once per twilight per time bought.

Medium Weapon: Maim

Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow and Feat of Strength

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Maim" with a medium weapon once per twilight per time bought.

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Part Two: Skills

Two Weapons

Character Points

Warrior:	15
Harrier:	10
Archer:	20

Reset:	Instant
Prerequisite:	Small or Medium Weapons
Restriction:	None
Skill Points:	None

Notes: You may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff.

Shield

Character Points

Warrior:	20
Harrier:	30
Archer:	---

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

Notes: You may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold, unless those attacks are "by Massive," or other special traits not listed. You cannot cast a spell while using a shield - the only exception being certain paladin abilities, where it is noted in the description of those abilities.

Shield: Block Arrow

Character Points

Warrior:	20
Harrier:	30
Archer:	---

Reset:	Encounter
Prerequisite:	Shield
Restriction:	None
Skill Points:	1 Endurance

Notes: If a called arrow attack strikes your shield, you may spend one Endurance Point and call "Resist Arrow", including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You must be certain that the attack was an arrow before using this ability, as it cannot be used on spells.

Shield: Block Massive

Character Points

Warrior:	20
Harrier:	30
Archer:	---

Reset:	Twilight
Prerequisite:	Shield and Feat of Strength
Restriction:	

Season:	1	2	3
Max Purchase:	2	3	4

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Part Two: Skills

Skill Points: None
Notes: You may spend one Skill Point to block a single attack that is “by Massive” once per twilight per time bought. The attack must strike the shield. You call “Resist.”

Shield: Block Spell

Character Points

Warrior: 20, 40, 60

Harrier: 20, 40, 60

Archer: ---

Reset: Event

Prerequisite: Shield: Block Arrow

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: You may spend one Skill Point and call “Resist” to a single spell attack that strikes your shield once per event per time bought, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Large Weapon: Sword, Club or Axe

Character Points

Warrior: 10

Harrier: 15

Archer: 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

Warrior: 10

Harrier: 15

Archer: 20

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a polearm.

Large Weapon: Strong Blow

Character Points

Warrior: 10

Harrier: 15

Archer: 15

Reset: Encounter

Prerequisite: Large Weapon skill

Restriction: None

Skill Points: 1 Endurance

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Part Two: Skills

Notes: You may call "4 Damage" with a large weapon.

Large Weapon: Great Blow

Character Points

Warrior: 15

Harrier: 15

Archer: 20

Reset: Twilight

Prerequisite: Large Weapon: Strong Blow

Restriction:

Season: **1 2 3**

Max Purchase: 3 4 5

Skill Points: None

Notes: You may call "6 Damage" with a large weapon once per twilight per time bought.

Large Weapon: Maim

Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Twilight

Prerequisite: Large Weapon: Strong Blow and Feat of Strength

Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Maim" with a large weapon once per twilight per time bought.

Unarmed: One Fist

Character Points

Warrior: 10

Harrier: 10

Archer: 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

Warrior: 10

Harrier: 10

Archer: 15

Reset: Instant

Prerequisite: Unarmed: One Fist

Restriction: None

Skill Points: None

Notes: You may fight with two short sword length fist phys reps.

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Part Two: Skills

Unarmed: Reach

Character Points

Warrior:	5
Harrier:	5
Archer:	15
Reset:	Instant
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	None
Notes:	You may use longsword length fist phys reps instead of short sword length phys reps.

Unarmed: Strong Blow

Character Points

Warrior:	15
Harrier:	15
Archer:	20
Reset:	Encounter
Prerequisite:	Unarmed: One Fist
Restriction:	None
Skill Points:	1 Endurance
Notes:	You may call "3 Damage" with a fist phys rep.

Unarmed: Great Blow

Character Points

Warrior:	15
Harrier:	15
Archer:	20
Reset:	Twilight
Prerequisite:	Unarmed: Strong Blow
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You may call "5 Damage" with a fist phys rep once per twilight per time bought.

Clawed: One Claw

Character Points

Warrior:	5
Harrier:	5
Archer:	5
Reset:	Instant
Prerequisite:	Brer (appropriate animal type)
Restriction:	None
Skill Points:	None
Notes:	You may fight with a single, short sword length claw phys rep.

Clawed: Two Claws

Character Points

Warrior:	10
Harrier:	10

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Part Two: Skills

Archer: 15
Reset: Instant
Prerequisite: Clawed: One Claw
Restriction: None
Skill Points: None
Notes: You may fight with two, short sword length claw phys reps.

Clawed: Reach

Character Points

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

Clawed: Strong Blow

Character Points

Warrior: 15
Harrier: 15
Archer: 20
Reset: Encounter
Prerequisite: Clawed: One Claw
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "3 Damage" with a claw.

Clawed: Great Blow

Character Points

Warrior: 15
Harrier: 15
Archer: 20
Reset: Twilight
Prerequisite: Clawed: Strong Blow
Restriction: None
Season: 1 2 3
Max Purchase: 3 4 5
Skill Points: None
Notes: You may call "5 Damage" with a claw once per twilight per time bought.

Clawed: Agony

Character Points

Warrior: 15
Harrier: 15
Archer: ---
Reset: Encounter
Prerequisite: Strong Blow, Claw
Restriction: None
Skill Points: 1 Endurance

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Part Two: Skills

Notes: You may call "Agony" with a claw.

Back Attack

Character Points

Warrior: 15

Harrier: 10

Archer: ---

Reset: Twilight

Prerequisite: Small Weapon or Medium Weapon skill

Restriction:

Season: 1 2 3

Max Purchase: 3 4 5

Skill Points: None

Notes: This special attack allows you to attack a target from behind and call "6 Damage" once per twilight per time bought. You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff.

Ranged: Bow

Character Points

Warrior: 20

Harrier: 20

Archer: 10

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 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 roleplaying as you "re-string" the bow.

You must roleplay 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 5 minutes "fletching" a new set of twenty arrows

Ranged: Thrown Weapon

Character Points

Warrior: 10

Harrier: 10

Archer: 5

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 weapons can be picked up and used again.

Ranged: Strong Attack

Character Points

Warrior: 15

Harrier: 15

Archer: 10

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Part Two: Skills

Reset: Encounter
Prerequisite: Ranged: Bow or Ranged: Thrown Weapon
Restriction: None
Skill Points: 1 Endurance
Notes: You may call “3 Damage” with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.

Wear Armor: Light Armor

Character Points

Warrior: 10
Harrier: 10
Archer: 10

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

Wear Armor: Medium Armor

Character Points

Warrior: 15
Harrier: 20
Archer: 25

Reset: Instant
Prerequisite: Wear Armor: Light
Restriction: See below
Skill Points: None
Notes: You gain benefit from wearing medium armor. Medium Armor grants 2 points of armor.

Wear Armor: Heavy Armor

Character Points

Warrior: 15
Harrier: 20
Archer: ---

Reset: Instant
Prerequisite: Wear Armor: Medium
Restriction: See below
Skill Points: None
Notes: You gain benefit from wearing heavy armor. Heavy Armor grants 3 points of armor.

Wear Armor: Golem Light Armor

Character Points

Warrior: 5
Harrier: 10
Archer: 10

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

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Part Two: Skills

Wear Armor: Golem Medium Armor

Character Points

Warrior:	10
Harrier:	15
Archer:	20

Reset:	Encounter
Prerequisite:	Wear Armor: Golem Light Armor
Restriction:	none
Skill Points:	none

Notes: You benefit from 2 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with medium golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

Wear Armor: Golem Heavy Armor

Character Points

Warrior:	10
Harrier:	15
Archer:	---

Reset:	Encounter
Prerequisite:	Wear Armor: Golem Medium Armor
Restriction:	none
Skill Points:	none

Notes: You benefit from 3 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with heavy golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

Shrug and Recover

Character Points

Warrior:	10
Harrier:	15
Archer:	15

Reset:	Twilight
Prerequisite:	None
Restriction:	

Season:	1	2	3
Max Purchase:	3	4	5

Skill Points: None

Notes: You may roleplay for 3 seconds and recover 3 Body. Shrug and stretch, then call, "Heal 3 to self."

Rest Back Health

Character Points

Warrior:	20
Harrier:	20
Archer:	25

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Part Two: Skills

Reset: Instant
Prerequisite: Shrug and Recover
Restriction:
 Season: 1 2 3
 Max Purchase: 3 4 5
Skill Points: none
Notes: When you Well Rest between encounters to recover your encounter abilities, you may recover your Body to full.

Parry

Character Points

Warrior: 15
Harrier: 20
Archer: 25

Reset: Twilight
Prerequisite: Any melee weapon skill (not fist or claw)

Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4

Skill Points: None

Notes: You may parry one attack by melee weapon. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb (arms, legs or feet). You may parry melee attempts to disarm or destroy your weapon. If struck, you call, "Parry."

Disengage

Character Points

Warrior: 10
Harrier: 10
Archer: 10

Reset: Encounter
Prerequisite: Any weapon skill

Restriction: None

Skill Points: 1 Endurance

Notes: You may call a "Disengage" with any weapon in hand, including with claws or fists.

Avoid

Character Points

Warrior: 25,50,75
Harrier: 15,30,45
Archer: 20,40,60

Reset: Twilight

Prerequisite: None

Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold.

Quick Block

Character Points

Warrior: 10
Harrier: 10

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Archer:	15
Reset:	Encounter
Prerequisite:	Parry
Restriction:	None
Skill Points:	1 Endurance
Notes:	If you are struck by an uncalled weapon, packet, thrown weapon or arrow attack, and you have a weapon in hand, you may call "Resist by Skill." You may Resist two uncalled attacks for every 1 Endurance spent.

Courage

Character Points

Warrior:	10
Harrier:	15
Archer:	15
Reset:	Twilight
Prerequisite:	Any fighter header
Restriction:	None
Skill Points:	None
Notes:	You may choose to call "Resist" against any one attack by Fear, or call "Purge" three seconds after taking any one attack "by Fear."

Hamstring

Character Points

Warrior:	15
Harrier:	10
Archer:	15
Reset:	Twilight
Prerequisite:	Any fighter header
Restriction:	None
Skill Points:	None
Notes:	You may deliver a strike that cripples your enemy. Call "Slow" or "Weakness" with a melee weapon (cannot be used with claws or fists).

Warrior Only Skills

Large Weapon: Massive Damage

Character Points

Warrior:	15
Harrier:	---
Archer:	---
Reset:	Event
Prerequisite:	Feat of Strength, Large Weapon: Great Blow
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None Additional (A swing combining Large Weapon: Great Blow and Massive Damage still only uses 1 Endurance.)
Notes:	You may call one "6 Damage" as "6 Damage by Massive" once per event per time bought

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Part Two: Skills

Warrior's Parry

Character Points

Warrior: 10,20,30

Harrier: ---

Archer: ---

Reset: Event

Prerequisite: Parry

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You may parry one attack by melee weapon. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb or **chest**, and can also be used to parry an attack by Massive that lands on a limb. Warrior's Parry cannot parry a shot that strikes the target's back. You may parry melee attempts to disarm or destroy your weapon. If struck, the call is "Parry by Skill." This includes the ability to Parry attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

I Will Protect You

Character Points

Warrior: 10

Harrier: ---

Archer: ---

Reset: Twilight

Prerequisite: Any weapon skill

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: Say a short phrase telling the target how you will protect them if they remain by your side (6+ syllables), then touch the target and call "Grant Defense, Guard by Protection." So long as the target remains behind you and within arm or weapon reach, they may call "Guard" to the first weapon or packet attack that strikes them, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. If your target does not understand this skill, you must explain it to them.

Heroic Stand

Character Points

Warrior: 20

Harrier: ---

Archer: ---

Reset: Event

Prerequisite: Parry

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: If you are struck with a Damage attack that would drop you to 0 or below 0, call "Reduce by Heroics" and remain standing at 1 Hit Point. You may do this once per event per time bought, and may use it even against damage delivered by Special Effects.

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Part Two: Skills

Harrier Only Skills

Fleet-Footed

Character Points

Warrior: --

Harrier: 15

Archer: --

Reset: Twilight

Prerequisite: Harrier header

Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

Notes: You may call "Resist" to a Maim, Root, or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

On Your Feet

Character Points

Warrior: --

Harrier: 10

Archer: --

Reset: Twilight

Prerequisite: Harrier header

Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

Notes: If you are unconscious or incapacitated in a prone position, and you receive healing, rest, or are your Cured, you may call "Disengage" as you awaken and get to your feet.

Small Weapon: Double Attack

Character Points

Warrior: ---

Harrier: 10

Archer: ---

Reset: Event

Prerequisite: Small Weapon: Great Blow

Restriction:

Season: **1 2 3**

Max Purchase: 3 4 5

Skill Points: None additional

Notes: You may call "Double" with any called strike using a small weapon.

Great Back Attack

Character Points

Warrior: ---

Harrier: 15

Archer: ---

Reset: Event

Prerequisite: Back Attack

Restriction:

Season: **1 2 3**

Max Purchase: 1 2 3

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Part Two: Skills

Skill Points: None

Notes: This special attack allows you to attack a target from behind and call "Double 5 Damage" once per event per time bought. You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff.

Back Attack: Stun

Character Points

Warrior: ---

Harrier: 15

Archer: ---

Reset: Event

Prerequisite: Back Attack

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: This special attack allows you to attack a target from behind and call "Stun". You must have both of the target's shoulder blades in sight to initiate this attack. Back Attacks may only be attempted with small or medium weapons, though not with a staff or large weapon.

Archer Only Skills

Piercing Shots

Character Points

Warrior: ---

Harrier: ---

Archer: 10

Reset: Instant

Prerequisite: Archer Header

Restriction: None

Skill Points: None

Notes: You may aim for ten seconds, training your bow at a specific target, then throw the packet and call "1 Damage". This will allow your arrows to pierce through shields (which normally stop any uncalled packet attacks).

Ranged: Extra Arrows

Character Points

Warrior: ---

Harrier: ---

Archer: 15

Reset: Instant

Prerequisite: Archer header, Ranged: Bow

Skill Points: None

Notes: You may fire ten extra arrows (for a total of thirty) before having to re-fletch.

Ranged: Fast Fletcher

Character Points

Warrior: ---

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Part Two: Skills

Harrier: ---
Archer: 20
Reset: Instant
Prerequisite: Archer header, Ranged: Bow
Skill Points: None
Notes: Reduces fletching time by two minutes (making fletching time 3 minutes).

Ranged: Great Attack

Character Points

Warrior: ---
Harrier: ---
Archer: 10
Reset: Twilight
Prerequisite: Ranged: Strong Attack
Restriction:
Season: **1 2 3**
Max Purchase: **3 4 5**
Skill Points: None
Notes: You may call "5 Damage" with an attack from a bow or thrown weapon. Ranged attacks with a call penetrate shields.

Ranged: Agony

Character Points

Warrior: ---
Harrier: ---
Archer: 15
Reset: Encounter
Prerequisite: Ranged: Bow and Ranged: Strong Attack
Restriction: None
Skill Points: 1 Endurance
Notes: You may call "agony" with an arrow or thrown weapon.

Ranged: Root (by Arrow)

Character Points

Warrior: ---
Harrier: ---
Archer: 20
Reset: Twilight
Prerequisite: Ranged: Bow
Restriction:
Season: **1 2 3**
Max Purchase: **2 3 4**
Skill Points: None
Notes: You may call "Root" when attacking with a bow.

Ranged: Throat Shot

Character Points

Warrior: ---
Harrier: ---
Archer: 20
Reset: Event

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Part Two: Skills

Prerequisite: Ranged: Strong Attack, Ranged: Agony
Restriction:
 Season: 1 2 3
 Max Purchase: 2 3 4
Skill Points: None
Notes: You may call "Silence" when attacking with a bow.

Ranged: Repel by Fear

"Back-Off!"

Character Points

Warrior: --
 Harrier: --
 Archer: 10
Reset: Twilight
Prerequisite: Archer header, Ranged: Bow Skill, Ranged: Strong Attack
Restriction: None
Skill Points: None
Notes: You may gesture with your bow at an opponent and call "By My Gesture, Repel by Fear".

Bow Parry

Character Points

Warrior: ---
 Harrier: ---
 Archer: 15
Reset: Instant
Prerequisite: Ranged: Bow and Archer header
Restriction: None
Skill Points: None
Notes: You would normally take the damage or take a disarm affect if your bow is struck by an incoming melee attack. This skill allows you to actively block a weapon using your bow, and to hold on to the bow when doing so. You may not, however, wield a weapon in your other hand. The bow becomes unstrung when struck, and you must spend ten seconds role-playing restringing the bow before you can use it again to fire an arrow.

Weapon and Bow

Character Points

Warrior: ---
 Harrier: ---
 Archer: 10
Reset: Instant
Prerequisite: Medium Weapon, Bow Parry
Restriction: None
Skill Points: None
Notes: You may parry using your bow in one hand while using a medium or small melee weapon in the other

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Part Two: Skills

Champion Skills

Some warriors have honed their skills such that they study a foe closely in battle, and match their fighting tactics to that of their foe, allowing them to more easily defeat him in battle.

Champion: Knowing Your Foe

Character Points

Warrior: 20

Harrier: 25

Archer: 25

Reset: Encounter

Prerequisite: Any weapon skill, not including fists or claws

Restriction: None

Skill Points: 1 Endurance

Notes: **You gain the trait Champion.** Skilled warriors who study the enemy they fight can learn ways of more easily harming them. Once you have engaged an enemy and landed a blow on them, or they have landed a blow on you (even if you negated it with a defense, or blocked it with a weapon or shield), you may use this skill. Strike your target with a melee weapon, thrown weapon, or arrow and call "Inflict Foe Trait by Skill." You may only Mark one foe at a time. Your foe must be defeated/dead or have fled the encounter, or had the trait removed, before you can target another Foe. If your Foe has the trait removed in some manner, you may spend another endurance to strike them with this again, even if they have not struck you again in the meantime.

You may choose to add "to Foe" to any of your existing melee or ranged attacks against your foe.

Target Your Foe

Character Points

Warrior: 10

Harrier: 10

Archer: 10

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: 1 Endurance

Notes: You may add "to Foe" to any of your existing melee, thrown weapon, or arrow attack calls. (For example, "Maim" could be called as "Maim to Foe.") Your blows also more greatly damage your Foe. Add 1 to any of your Strong Blows, Great Blows, and other damage attacks against your foe when using "to foe". (Thus, "3 Damage" becomes "4 Damage to Foe.")

Piercing Your Foe

Character Points

Warrior: 15

Harrier: 15

Archer: 15

Reset: Event

Prerequisite: Champion: Knowing Your Foe

Restriction:

Season: 1 2 3

Max Purchase: 2 3 4

Skill Points: None

Notes: You can deliver a blow that penetrates your Foe's defenses. With melee weapon (not fists or claws), thrown weapon or arrow, point your weapon at your Foe and call "By My Gesture, 3 Damage to Foe." If you use a melee weapon, you must be within striking distance to use this skill.

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Part Two: Skills

Unbroken Bones

Character Points

Warrior:	15
Harrier:	15
Archer:	15

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction: None

Skill Points: 1 Endurance

Notes: If struck with a Maim attack from your Foe (even if by Special Traits, UNLESS called by Corruption, Doubt, Fairy Magic, Glamour, Horror, Insanity, or Nightmare), call "Reduced" and take an agony effect instead.

Study Your Foe

Character Points

Warrior:	10
Harrier:	15
Archer:	15

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction: None

Skill Points: 1 Endurance

Notes: Spend a minimum of 10 seconds studying your foe. You may be standing in battle, but cannot be using any game skills, including blocking attacks or using defenses. Once you have done so, you may call "Shield" on the next attack by your Foe, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Parry Your Foe

Character Points

Warrior:	10
Harrier:	15
Archer:	15

Reset: Event

Prerequisite: Study Your Foe

Restriction: None

Skill Points: None

Notes: You may parry one attack by melee weapon delivered by your Foe. A parry can be performed with any readied melee weapon, except claws or fists, and can only parry shots that land on a limb (but not on your torso). You may parry melee attempts to disarm or destroy your weapon. If struck, the call is "Parry." This includes the ability to Parry attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Relentless Against Your Foe

Character Points

Warrior:	10
Harrier:	10
Archer:	10

Reset: Encounter

Prerequisite: Champion: Knowing Your Foe

Restriction: None

Skill Points: None

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Part Two: Skills

Notes: Call "Resist" to any 1 Repel or Slow effect, or one "by Fear" delivered by your Foe, that would prevent you from pursuing or fighting your foe, unless the Repel/Slow is delivered by Corruption, Doubt, Fairy Magic, Glamour, Horror, Insanity, or Nightmare.

Enrage Your Foe

Character Points

Warrior: 10
Harrier: 10
Archer: 10
Reset: Twilight
Prerequisite: Champion: Knowing Your Foe
Restriction: None
Skill Points: None
Notes: You may deliver an attack that angers your foe such that they become enraged and fight foolishly. Call "Frenzy to Foe" with a single weapon or arrow attack.

Learn from Defeat

Character Points

Warrior: 10
Harrier: 15
Archer: 15
Reset: Event
Prerequisite: Relentless Against Your Foe
Restriction: None
Skill Points: None
Notes: You learn how to improve your tactics against a foe, even when you have been defeated by them. If your foe drops you unconscious, kills you, or otherwise incapacitates you while fighting them, you learn from your defeat. You may choose one of the following:

- swing "double" on a called weapon attack against your foe in the same encounter
- gain a Warrior's Parry against one attack from your foe to use in the fight.
- call "double" on your next defense against your foe

These expire once your foe is defeated, killed, or the fight ends.

Thrill of Victory

Character Points

Warrior: 20
Harrier: 25
Archer: 25
Reset: Event
Prerequisite: Relentless Against Your Foe
Restriction:
Season: 1 2 3
Max Purchase: 1 2 3
Skill Points: None
Notes: The thrill of defeating your foe in honorable combat is a rush that empowers you. If you are the one to strike down your foe AND deliver the death strike (yours must be the last strike to drop them), or you strike them with Death to Foe and they take the effect and die, spend 3 seconds exclaiming your victory (as appropriate to your character, but it must be obvious). You may then either "Refresh 2 Endurance", or "Refresh 1 Twilight skill."

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Part Two: Skills

Fatal Strike Your Foe

Character Points

Warrior: 30

Harrier: 35

Archer: 35

Reset: Event

Prerequisite: Relentless Against Your Foe, Study Your Foe, Target Your Foe

Restriction:

Season: 1 2 3

Max Purchase: 1 1 1

Skill Points: None

Notes: You may call "Death to Foe" with a melee attack (not claws or fists), thrown weapon, or arrow.