

Tales from the Cotting House Player's Guide

Part One: Character

6 Player Character Races

Human

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

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

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

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

Out of Game Stuff:

Racial Make-Up Requirements: None

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

Racial Disadvantages: None

Roleplaying Requirements: None

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

Important Note on Sub-Human Character Concepts

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

Human, Golem

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

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

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

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

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

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

Out of Game Stuff:

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

Racial Abilities: can purchase Golem Armor

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

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

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

Human, Brer

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

--Animal Farm

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

--the scorpion

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

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

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

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

Out of Game Stuff:

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

Racial Abilities: Speak to Animal Type (free), can purchase Claws, Two Claws, and Clawed: Reach skills

Racial Disadvantages: Cannot read or write

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

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

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

A note on playing wolves: We all love wolves. Heck, without them, what would we put on our t-shirts? I debated disallowing wolves as an option for brer player characters, but decided instead to say "it requires Plot Approval, but you should expect we will say no." However, a player choosing to play a wolf MUST be aware that there is a serious prejudice against wolves in Cottington Woods. Heck, it's even written in stone, and I assure you, NPC wolves will show you why that is. Don't take this as a role playing challenge. It will not ever get any better.)

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Marsh Goblins

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

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

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

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

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

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

While goblins have no exceptional talent at blacksmithing, the metals they mine from deep beneath the earth is usually of high quality.

Out of Game Stuff

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

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

Racial Disadvantages: Vulnerable to Aging

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

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

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

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

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

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Wood Elves

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

— Terry Brooks, *The Elfstones of Shannara*

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

— Thomm Quackenbush, *Artificial Gods*

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

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

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

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

Out of Game Stuff

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

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

Racial Disadvantage: Vulnerable to Aging

Role Playing Requirements: Elves are obviously uncomfortable in the presence of non-animal things that age, as if they are disgusted by being near them. Some elves believe that aging is a disease that is very contagious and that has no cure. They will almost never touch something that ages.

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

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

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

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

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

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Part Two: Skills

11.11 Racial and Cultural Skills

"Culture is the widening of the mind and of the spirit."

~ Jawaharlal Nehru

"A people without the knowledge of their past history, origin and culture is like a tree without roots."

~ Marcus Garvey

Cultural Skills

Skilled With a Knife (Clublander)

Character Points:	Free
Reset:	Instant
Prerequisite:	Human, Clublander
Restriction:	None
Skill Points:	None
Notes:	As the House of Clubs is often under constant threat of attack, all Clublanders learn how to fight with at least a knife or other small weapon to defend themselves. Clublanders receive the Small Weapon skill for free.

Stubborn (Clublander)

Character Points:	10
Reset:	Event
Prerequisite:	Human, Clublander
Restriction:	None
Skill Points:	None
Notes:	Clublanders are known for their stubbornness. Once per event, the Clublander may call "Resist by Will" to any one effect by Awe, Fear, Presence, or Will, or to any one "Repel" effect, including Special Traits, unless called by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, or Nightmare.

Wealthy (Diamondlander)

Character Points:	5
Reset:	Instant
Prerequisite:	Human, Diamondlander
Restriction:	None
Skill Points:	None
Notes:	Diamondlanders and money attract one another. The Diamondlander gains 2 additional silver points or equivalent each weekend long event.

Hard-Hearted (Diamondlander)

Character Points:	10
Reset:	Event
Prerequisite:	Human, Diamondlander
Restriction:	None
Skill Points:	None
Notes:	It is often said that Diamondlanders are hard-hearted, and that they are rarely moved by the emotions of the heart. Once per event, you may choose to call "Resist by Disdain" to any one Agony effect, or any one Effect by Despair, Fear, or Inspiration, or to an Inflict Influence effect.

Inspired Heart (Heartlander)

Character Points:	10
Reset:	Event

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Prerequisite: Human, Heartlander
Restriction: None
Skill Points: None
Notes: Heartlanders are easily moved to great depths of emotions, but are able to tell when their emotions are being used against them. Once per event, you may call "Purge Mental/Imagination/Inspiration by Inspiration" to any one Mental, Fascination, Inspiration, or Imagination effect. You may also Purge an Inflict Influence or Inflict Peace effect.

Value in Friendship (Heartlander)

Character Points: 10
Reset: Event
Prerequisite: Human, Heartlander
Restriction: None
Skill Points: None
Notes: Heartlanders place great value on friendship and love. Once per event, you may inspire a person you love or have strong friendship with. Spend at least 30 seconds telling them how they inspire you or how much they mean to you, or recite to them an appropriate poem, sing a song, or do some other performance, and then call, "By Your Name, <<Name>>, Extra Grant 2 Protection by Inspiration" or "By Your Name, <<Name>>, Grant Defense, Resist Mental by Inspiration."

Knowledgeable (Spadelander)

Character Points: Free
Reset: Instant
Prerequisite: Human, Spadelander
Restriction: None
Skill Points: None
Notes: It is said that the Spadelanders are privy to many secrets, and that they place great emphasis on knowledge. Choose any one Between Event Info Skill. You receive this skill at a 5 CP discount, even if this gives you the skill for free. If you do not have access to the skill, you may purchase it at normal cost (you do not receive the discount).

Fortune Favors the Spades (Spadelander)

Character Points: 25
Reset: Event
Prerequisite: Human, Spadelander
Restriction: None
Skill Points: None
Notes: Sometimes you just get lucky, but it's said that the Spadelanders are luckier than most. Once per event, you may call "Elude by Luck" to any one packet or weapon attack, except for attacks by Madness, Corruption, Glamour, Horror, Nightmare or Fairy Magic. It is also said that luck can sometimes draw the attention of the Faeries; if you use this skill during the event, you must inform Plot in your PEL.

City Gossip (Faraway)

Character Points: Free
Reset: Instant
Prerequisite: Human, Faraway
Restriction: None
Skill Points: None
Notes: You can take the man from the city, but you can't take the city from the man. No matter where you are, you have enough friends and contacts in Faraway to keep you up-to-date on what's happening. You are able to purchase the "Hear Rumors" and "Gossip" skill at a 5 CP discount, even if this gives you the skill for

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free. If you do not have access to the skill in your Header, you may purchase it at normal cost (you do not receive the discount).

House Culture (Farraway)

Character Points: Varies

Reset: Instant

Prerequisite: Human, Farraway

Restriction: None

Skill Points: None

Notes: You hail from the city of Farraway, but your family came from one of the Houselands and its blood is strong within you. You may choose one of the following House skills: Stubborn (Clublander), Wealthy (Diamondlander), Inspired Heart (Heartlander), or Knowledgeable (Spadelander). You may purchase it as if you were from that House, as that is the dominant House in your bloodline.

Woodland Affinity (Woodlander)

Character Points: Free

Reset: Instant

Prerequisite: Human, Woodlander

Restriction: None

Skill Points: None

Notes: You have a familiarity with the Woods. Choose one skill: Scouting, Tracking, or Herbalist (wood witch only; you do not gain access to this skill unless you are a Wood Witch). You gain the skill at a 5 CP discount, even if this gives you the skill for free.

Seeing Through The Glamour (Woodlander)

Character Points: 10

Reset: Event

Prerequisite: Human, Woodlander

Restriction: None

Skill Points: None

Notes: Those who live in the Woods are familiar with the ways of the Woods and the Faeries, and are more resistant to their charms. Once per event you may call "Resist" to any one effect by Glamour, or you may call "Purge Glamour" if you have taken the effect but decide after to shrug it off.

Free People (Wanderkin)

Character Points 10

Reset: Event

Prerequisite: Human, Wanderkin

Restriction: None

Skill Points: None

Notes: The Wanderkin are a free people, and it is said that nothing can keep them in place for very long. Once per event, you may call "Purge" to any one Root or Slow effect, or you may use it once to slip any shackles or bindings that are holding you.

Fortune-telling (Wanderkin)

Character Points: 15

Reset: Event

Prerequisite: Human, Wanderkin

Restriction: None

Skill Points: None

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Notes: It is said that the fortunes told by the Wanderkin will come true. Once per event, the Wanderkin may attempt to tell the fortune of one person/being or ask one question of the fortunes and expect that they will receive insight into the future. This skill requires the assistance of a GM if used during the event, though the player may attempt to send word through a Town NPC to Monster Camp when they do this. You must note in your PEL after the event that the skill was used. If it was not used during the event, you may submit a fortune as a between event skill, either passive or actively. Note that this skill guarantees a response, but it does not guarantee that the answer will be clear. Some divinations are not easy to foresee, or are actively blocked.

Old Blood (Wanderkin)

Character Points	10
Reset:	Instant
Prerequisite:	Human, Wanderkin
Restriction:	None
Skill Points:	None
Notes:	The old Blood of the Wanderkin runs true in you. You gain the trait "Gypsy."

Racial Skills

Human Skills

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

Brer Skills

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. You may touch or throw a packet and call at no skill cost, "Speak to <Animal Type>" to an animal of your own type.

Clawed: One Claw

Character Points	
General:	15

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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

General:	15
Warrior:	10
Harrier:	10
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

General:	15
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.

Golem Skills

Wear Armor: Golem Light Armor

Character Points

General:	10
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 or receive a Refresh/Repair Armor effect. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for

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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 Medium Armor

Character Points

General:	---
Warrior:	10
Harrier:	15
Archer:	20
Reset:	instant
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 or receive a Refresh/Repair Armor effect. 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

General:	---
Warrior:	10
Harrier:	15
Archer:	---
Reset:	instant
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 or receive a Refresh/Repair Armor effect. 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.

Marsh Goblin Skills

Amphibious

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

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Door Magic

Character Points:	Free
Reset:	Instant
Prerequisite:	Goblin only
Restriction:	None
Skill Points:	None

Notes: You have access to Goblin Door Magic. You must still purchase this path under Magician.

Standing Out

Character Points:	20
Reset:	Event
Prerequisite:	Goblin only
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None

Notes: Even Goblins who aren't Tricksters (Magicians) have an affinity for Door Magic, and are able with concentration to bend the Threshold in order to take a step out of the Written World. Clasp your hands before you, concentrate for 3 uninterrupted seconds, and call "Imbue by Threshold." You gain the spirit trait. So long as you remain in that position and do not move, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Stepping Out

Character Points:	20
Reset:	Event
Prerequisite:	Goblin only
Restriction:	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None

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

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

Disad: Vulnerable to Aging

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

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

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Wood Elf Skills

Bow Affinity

Character Points:	Free
Reset:	Instant
Prerequisite:	Brer only
Restriction:	None
Skill Points:	None

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

Speak to Animal

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

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

Speak to Plant

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

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

Speak to Mineral

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

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

Seeing Through The Glamour (Elf)

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

Notes: Those who live in the Woods are familiar with the ways of the Woods and the Faeries, and are more resistant to their charms. Once per event you may call "Resist" to any one effect by Glamour, or you may call "Purge Glamour" if you have taken the effect but decide after to shrug it off.

Disad: Vulnerable to Aging

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

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