

Tales from the Cotting House Player's Guide

Part Two: Skills

8a Character Points

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

In Tales, 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 Tales. You will not start back at the character starting base.

Starting Character Points: 150

Initial Bonus CP that can be earned:

- +25 CP for Approved Character History** 2 weeks before your First Event
 - * This may only be earned once per player, regardless if you switch characters from event to event because your CP stays with the Player, not the Character
 - * You **must have an approved history to play Tales**, but if you submit your character history in advance of the 2 week 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

Tales Campaign Beginning, Bonus CP offers:

- +10 CP** for submitting an **Initial Character Concept** by **3/1/2017**
(Concepts are not full histories, but your initial idea for plot approval and feedback)
- +10 CP** for submitting your **full Character History** by **5/1/2017**
(this is in addition to the +25 for submitting by 2 weeks before your first event)

Starting CP Cap: 300

- * The CP cap raises every event: by 30 CP for One-Day events, and by 50 CP for Weekend Event.
- * 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: **+5** to **+10 CP**

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 Tales from the Cotting House:

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 Tales **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 50 per year (to match what you would earn PCing Tales):

5-10CP for Attendance, 2.5-5 CP for PEL, 2.5-5 CP for Cleanup; 1 CP in most games is 5 CP in Tales

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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"). 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 Tales, 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 a thing of Anathema is encountered and this call is not made. In those cases, you should still feel that you are in the presence of something that is profane, but you do not feel the need to eradicate it outright.

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 1 Vitality and remove the trait.

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

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

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

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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." 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. 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 Slumberland); 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 Slumberland), 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/Anathem 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 Character Trait: Departed

Those who have died and gone beyond the five minute count until they, gain the "Departed" trait. 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 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.

NEW Effect Trait: Metal

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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.

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.

Additionally, in Tales, 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.

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

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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).

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.

Clarification: Entering and Exiting the Slumberland

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

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

Conversely, if you hear "(Ambient) Imbue/Inflict by <Trait>: Exit the Slumberland" 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 Slumberland, 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 Slumberland by <Trait>" call. This has the same effect as the Imbue/Inflict call and should be treated as such.

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Clarification: Manifest the Slumberland

If at any point you hear or see "(Ambient) Imbue/Inflict by <Trait>: Manifest the Slumberland" or "(Ambient) Imbue/Inflict by <Trait>: Manifest Sandman", this indicates that something or part of the Slumberland 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 Slumberland 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 Slumberland 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 Slumberland overlaps. This is the effect that has occurred in previous encounters where Sandmen have gained access to their abilities while within Fairy.

If at any point you hear or see, "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest the Slumberland" 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 Slumberland. If you do not have the Dream trait permanently (you were granted it coming into the Slumberland), 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 effect trait.. If Diagnosed or Exposed, characters 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.

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.") If exposed or diagnosed, something with Anathema is now innately 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 will have the trait, Undead and Corrupt. It is possible that some Undead may have other traits.

"Normal" Ghosts (spirits of those who have died but not gone on to the Deathlands) would have the trait, Undead, but not the trait, Corruption. It is possible, however, for a Ghost to be Corrupted and thus have the Corruption trait, 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 effect 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," 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.

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Non-Combat Rules:

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, Doubt, Faith, Fascination, Illusion, Imagination, Magic and Threshold. Exceptions will be given in the skill descriptions.