

Tales from the Cotting House Player's Guide

Part Two: Skills

8 Skill Introduction

Character Points

This is the cost in Character Points (CP) that a character must spend in order to learn a skill. Many skills can be purchased more than once.

Starting Skill Points

All new players will begin play with **100 points** to purchase skills. Don't expect to have all the skills you would like to have on the first event. Cottington is about your growth as well as the growth of the town, and your character will learn plenty of new things over time.

Refresh, or Recovery Times

All skills have a recovery time. There are five increments: Instant, Encounter, Twilight, Event, and Between Event

Instant Skills have no recovery time. These include things like swinging a sword, searching a body, or using first aid. You automatically have these skills, and any restrictions on use are described in the skill description.

Encounter Skills cost a point of Skill to use (see below), which refresh with fifteen minutes of "Well Rest." See the "Well Rest Action". Well Resting is not an in game action, and is not interrupted by effects that prohibit in game actions (such as drain and the like), but must be done outside of combat. See the Well Rest action in Chapter 12.1 for more on Rest.

Some skills or abilities last "*until the player Well Rests or until the end of an encounter.*" These skills last until they are used, until the character rests for fifteen minutes, or until the current encounter comes to an end.

Please understand and honor the intent behind this duration modifier.

Twilight Skills typically DO NOT cost skill points to use. (This is different from Cottington Woods). They require more skill than Encounter Skills, and so need to be purchased more than once. The number of times you purchase the skill equals the number of times you can use that skill during a Twilight period. Twilight skills reset three times during a weekend event – once after sleep on Saturday morning, once when the dinner bells rings on Saturday night, and once after sleep on Sunday morning -- thus meaning you can use a Twilight skill up to 4 times an event, per time bought. Purchasing a Twilight Skill three times means you may use that skill up to three times between those reset times. Some Twilight skills have a restriction on the number of times you can purchase it.

Event Skills are fatiguing or require extensive mental or physical preparation. They do NOT typically cost Skill Points (though there are exceptions), but may only be used once per event, per time purchased.

Between Event Skills may not be used during an event, and may be used between events only once for each time that skill is purchased. Many information skills are Between Event Skills. A character is limited to using only three Between Event Skills at a time.

Prerequisites

Some skills require an understanding of other skills before they can be learned, or are only available to certain races or headers.

Restrictions

Some skills have restrictions on how many times or even when they can be purchased. The game is considered to have three seasons, each made up of four events.

Skill Points

Some skills require that the character spend a Skill Point in game to perform them. Encounter Skills and Twilight Skills typically use Skill Points, but there are exceptions, and it is the player's responsibility to keep track of his remaining points and which skills require them.

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

Notes

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

ACCELERANT Core Rules

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

A Reminder About Special Traits.

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

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

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

Traits

Core Accelerant rules define Traits into categories:

Elemental Traits

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

In *Tales*, this also includes **Metal**.

Mental Traits

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

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

Metabolic Traits

These include Aging, Air, Cold, Disease, Poison, Radiation, and Sleep. The effect is caused by a Metabolic reaction. Abilities that work against Metabolic effects will work against effects with any of these traits.

You may role play a Metabolic effect by crying out or stepping backwards as the effect is inflicted.

Physical Traits

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

In *Tales*, this also includes **Acid** and **Metal**.

Special Traits

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

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

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

Bane

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

Self

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

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10 Vitality, Life and Death

“Man consists of two parts, his mind and his body, only the body has more fun.”
~Woody Allen

Vitality

Vitality in the Cottington Woods setting determines how many hits a player character can take before falling down. A character's Vitality is determined by adding Body and Reflex.

(See Also: Life and Death, below)

Body

Character Points:	Free
Reset:	Event
Prerequisite:	None
Restriction:	None
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.

Body and Extra Body

Character Points:	15,20,25,30,35
Reset:	Event
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	2 3 4
Skill Points:	None
Notes:	You are tougher than the average person. Each purchase of this skill grants you one extra point of Body. You may purchase up to 2 extra points of body in the first season, and this maximum increases by one with each season thereafter.

Reflex

Character Points:	Free
Reset:	Encounter
Prerequisite:	None
Restriction:	None
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).

Extra Reflex

Character Points:	15, 20, 25
Reset:	Encounter
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None

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Notes: You are more agile than the average person. Each purchase of this skill grants you one extra point of Reflex. You may purchase 1 extra point of Reflex in the first season, and this maximum increases by one with each season thereafter.

Life and Death

From the Accelerant Core Rules (Changes are bolded and italicized)

Vitality

Vitality is a count of how much damage you can take before you collapse. As you take damage, your Vitality points are exhausted. These points can never drop below zero. ***Healing refreshes Body (not Reflex)*** and these points are also refreshed at the end of each event. If your Vitality ever reaches zero you will collapse and become unconscious. Unconscious characters that are taken down by uncalled melee or missile hits are stable. Characters taken down by any other kind of damage, from called melee or missile hits, from firearms, from traps, from packets, or from anything with a verbal become unstable.

If you fall unconscious but you are stable, you will remain unconscious for five minutes. If someone hits you with an attack for called damage you will become unstable. If an attack inflicts some other effect upon you, you will be unconscious and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. Otherwise you will get up at 1 point of Vitality after five minutes have elapsed.

If you are unconscious and you are unstable, you are dying from blood loss and shock. You will linger for one minute before dying. A Stabilize effect will change your condition to stable. If an attack inflicts some other effect upon you, you will be unconscious, unstable, and have that effect upon you. If healing raises your Vitality above 0 then you will become conscious. A death strike successfully delivered to your torso will kill you. If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize, you become stable and start your five minute count to wake up. If they do not finish the First Aid, your one minute dying count will continue where it was before they started using the skill.

When you die, all active effects on your person end unless an Imbue or Inflict effect specifically says otherwise on the effect card. Your remains will linger for five minutes before you change to a spirit of the dead and begin to walk to the gate of death. During that five minute death count, you may receive a Life Spell (Remove Death) effect and be brought back to life. Effects "to dead" will affect you. After those five minutes, you gain the "Departed" trait and cannot be restored by a Remove Death effect. Only effects with "to Spirit" or with "to Dead" traits will affect a spirit of the dead.

See the Corpse and Comatose Skills in Chapter 12.1.

Unconscious

You are incapacitated and must collapse to the ground. You must close your eyes and you cannot move or speak while you are unconscious. You cannot use game skills unless a skill explicitly explains that it can be used while unconscious.

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

Unconscious

Players who are unconscious close to combat may open their eyes to watch for out of game danger if the battle moves too close. It is important for players to be able to protect themselves during these times. If you open your eyes for safety reasons then we ask that anything you see during that time remain outside the normal knowledge of the game.

Death

There are four ways you can die in this game. First, you can be knocked unconscious and unstable and remain that way for a full minute. This is referred to as "bleeding out" and is described above. Second, you can be killed if someone delivers a successful death strike to your torso. Third, You will be killed by an attack with a Death effect that you cannot negate. Finally, special areas might cause your death if you have a mishap.

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A Note: *There are other ways than death to have your character removed from play than simply suffering final death. You should be prepared for this.*

Death Strike

A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

The "Death" Effect

Any effect that successfully inflicts a Death effect kills you immediately. Of all the various game effects, only the Death effect will kill you outright. The Death effect may be nullified by an appropriate defense.

Mishaps

There might be large scale traps, challenges, and mishaps in special areas that can cause you to perish if you are unfortunate enough to stumble into them. Closing walls, deep pits, and other deadly traps might kill you outright. These areas will be marked or made clear to you during the course of the game.

Departed

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

Spirits of the Dead

Because of the influence of the Realm of Death, the spirit and everything that spirit still carries is drawn to Death. The spirit will even pick up its own weapons if they are within reach unless someone else possesses them. ***When you rise as a spirit you must proceed directly to the Cottington Woods graveyard.*** You must walk with your head bowed and your arms at your side. You cannot interact with any other character unless they use an ability that allows you to do so. You cannot drop items. You cannot use any game ability. If someone tries to communicate with you, or tries to use a game effect on you that does not specifically work on Spirits, ignore the attempt, reply "Spirit" and continue on your way.

While you are a spirit of the dead, there are very few effects that will work on you. The only effects that will work are effects with "to Spirit" or "to Dead" in the verbal. These are Bane effects specifically designed to affect spirits. The most common is a "Speak to Dead" effect. This instance of the "Speak" effect will allow you to converse quietly with the character who used the effect. You cannot stray from your path or use any game skill. You are not compelled to communicate, but you may do so. Other effects might include "Imbue to Spirit" and "Inflict to Spirit." If the description on the effect card states that it works on a spirit of the dead then you must follow the instructions given therein. Although dying removes all active effects upon you, you may use innate defenses to protect you against effects even if you are a spirit.

Instructions for the Dead

You will find instructions on how to react to your character's death when you arrive at the graveyard.

Final Death

If the spirit is too weak to return from the Realm of Death, then the character passes beyond this world and is said to have taken a final death. Final death means that you can no longer play the character in question, and adds an air of danger to the game by threatening your in-game persona.

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11 Header Costs and Headers

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

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

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

Warrior

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None

Notes: You are a stand up and take it, front-line fighter, able to deal damage and take it in equal measure. You may swing with great strength and may also have knowledge in how to use a shield.

Harrier

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None

Notes: You strike best from surprise and often from behind. Although you deal significant damage, you cannot take the punishment that a warrior can, but you are quick on your feet.

Archer

Character Points

First Header:	10
Second Header:	20
Third Header:	30

Prerequisite: None

Notes: You do damage from a distance with a bow or thrown weapon.

Some Notes on Unarmed Combat

Brawling

This is not a fighter header, but a fighting style. Brawlers with a proper, even tempered and introspective personality are sometimes sought after and taught the ways of the monk.

Claws

Some brer are able to fight with Claws, but they must still select headers from the given list.

Rogue

Character Points:

10

Prerequisite: None

Notes: Plenty of places in the Written World are protected by locks and traps and other devices. Rogues are skilled in getting past these barriers to the stuff on other side. Not everyone who learns the skills of roguery is a criminal - even the king of Faraway trains his Jacks thus - but, to call a spade a spade, many are. It is from these individuals that this header gets its name.

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Rogues skills very are useful. The woods are filled with ancient Robber Baron tombs and caches. Spiders weave their homes in the most annoying of places, and it takes a steady hand to get through all those webs. There are countless ruins and the like hidden among the trees.

Priest of the Word

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: Read and Write

Restriction: Brer cannot become Priests of the Word

Notes: The Priests of the Word are the eyes and mouth of the First Patron. They can read the Written Word, and sometimes change what has been, or will be written. Priests make excellent healers, scholars and, against the forces of Demon-kind and the undead, warriors. If you choose the Priest header, you must also pick a path to follow. There are three paths.

Path of the Paladin

Character Points

1st Priest Path: 0

2nd Priest Path: 5

3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: With your holy weapon, you excel at fighting both the demons of Anathema and the undead that sometimes plague the Written World.

Path of the Healer

Character Points

1st Priest Path: 0

2nd Priest Path: 5

3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: You are adept at mitigating injuries, going so far as to heal a person's shaken Faith, and may even bring the dead back to life.

Path of the Scholar

Character Points

1st Priest Path: 0

2nd Priest Path: 5

3rd Priest Path: 10

Prerequisite: Priest of the Word Header

Notes: You study the Written Word, researching lost truths, verifying newly discovered or newly created works and the like. Your glimpses into events yet to come have the ability to mitigate incoming damage.

Magician

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: Read and Write

Restriction: Brer cannot become Magicians

Notes: You work with raw magic, manipulating it to cause wondrous effects. While most spells were originally created to serve other, more practical purposes, there is no denying the fact that you are a force to be reckoned with on any field of battle.

Path of the Elementalist

Character Points

1st Magician Path: 0

2nd Magician Path: 5

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Prerequisite: Magician Header

Notes: You are a Magician who has learned to manipulate and control the forces of the Elements of Earth, Air, Water, Fire, and even combining them, such as Lightning and Metal.

Path of the Hedge Magician

Character Points

1st Magician Path: 0

2nd Magician Path: 5

Prerequisite: Magician Header

Notes: You are a Magician of classical fairytales and legends, using Arcane Alchemy to great effect. With rare alchemical ingredients, trinkets, enchanted items, and more, you use them to "read between the lines" of the Written World to manipulate magical reality.

Path of the Ritualist

Character Points: 10

Prerequisite: Magician Header

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

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

Path of Door Magic

Character Points: 10

Prerequisite: Magician Header, Goblin

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

Sandman

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

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

Path of the Adept

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to control your dreams and have become a force within the Slumberlands.

Path of the Empath

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

Prerequisite: Sandman Header

Notes: You have learned to affect the dreams of others, and to grant them abilities to help them stand up for themselves against the figments of dream.

Path of the Architect

Character Points

1st Sandman Path: 0

2nd Sandman Path: 5

3rd Sandman Path: 10

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Prerequisite: Sandman Header

Notes: You have learned to manipulate the dream world itself.

Witch

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

Notes: Witches live in harmony with their environment, relying on the natural forces of the world to fuel their abilities. There are two witch paths. Witches who follow both paths are arguably the best healers in the Written World

A Note on Gender: Male characters who purchase the witch header may refer to themselves as either witch or warlock, as they desire. The header name is "Witch", and is not meant to serve as a gender specific term.

Path of the Hearth Witch

Character Points

1st Witch Path: 0

2nd Witch Path: 5

Notes: You create a welcome environment for those seeking rest, and are a caretaker for those in need or for those who share your home.

Path of the Wood Witch

Character Points

1st Witch Path: 0

2nd Witch Path: 5

Notes: You are in tune with the forest, and understand how to draw power from the things that grow there. You can tease special effect out of the simplest of herbs, and can master those effects.

Path of the Skinchanger

Character Points

Witch Path: 10

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

Man of Science

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: Read and Write

Notes: You have learned to craft wonderful gadgets, powered using bottled lightning, crystals, and the patterns of your own thoughts. Men of Science are often regarded as being somewhat odd, fixated on a path of learning that is considered outdated and soon to be irrelevant. Still, the workings of every town and city are laced with your scientific gadgets, and Men of Science have no trouble finding work.

A Note on Gender: Female player characters who purchase the Man of Science header may refer to themselves as either Man of Science or Woman of Science, as they desire. The header name is Man of Science, and is not meant to serve as a gender specific term.

Bard

Character Points

First Header: 10

Second Header: 20

Third Header: 30

Prerequisite: None

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Notes: You are a songwriter or a spinner of tales, and can sway the emotions of those who hear your words. You may inspire courage or invoke fear, and your words can change the tide of battle. You typically know the latest rumors, and since your words carry much weight, can even often start them. Reputation is everything to a bard, and your title is usually enough to open doors.

Other Headers

Notes: There are other headers, secret or not, that can be learned in game.

In Cottington, there are a number of "secret" or "lost" headers and skills that may be found throughout the course of gameplay. Among these are unique headers in Cottington Woods that we call "**Heroic Headers**." Illusionist, Lorekeeper, Troubadour, Curse Witch, Protector, and Dreamsworn are examples of Heroic Headers. These are available in-game through specific teachers, requiring Plot Approval to pick up. The goal is to both ensure some uniqueness of the skills and headers obtained, but also that both the flavor and intention of the headers will be upheld as well as that the in-game effort was made (so that a character who has spent a year working for something isn't superseded by someone who just wants the cool skill but hasn't involved themselves in the plotline.)

Players may only have **one** Heroic Header in the course of the campaign. The dedication and focus required to learn these skills and channel your will to them precludes learning another Heroic Header while you are mastering the first. (Yes, in theory, you could learn more than one throughout your lifetime, but in the scope of the campaign, you can only choose one). Heroic Headers should be found and learned in-game; Plot Approval is required to start game with any.

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

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

If a skill is revealed that is part of an existing header, that will be made clear (for example, new schematics, rituals or alchemy, or new skills like the Cure Comatose under Priest/Healer). If a sub-header to an existing header is revealed, that will also be made clear, and will follow the existing rules for sub-headers and headers.

Currently Known Heroic Headers in Tales:

Cornerstone - Hearth Witches who have truly become the Cornerstone of their Hearth and those who live within.

Curse Witch - Witches who have learned to use their Witch Dolls to invoke curses upon those who cross them

Dreamsworn - Sandmen who have anchored their dreams to the brightest of the Slumberlands to keep away the Night Terrors

Duelist - Are especially skilled in fighting with single blade and in flashy duels

Illusionist - Magicians who have learned to control Glamour and Dreams to fool the senses

Lorekeeper - Priests of the Word dedicated to the preservation of Knowledge and the power of Words and Secrets

Master Archer - Archers who have gained incredible skill in ranged attacks

Protectors - guardians of those who need protecting, they are skilled in defending their Wards

Troubadour - Bards whose talents are touched, it is said, with a bit of the magic of fairies, lending to great magical performances

Currently Known Slayer Add-On Paths:

Anathema Slayer (Vanquisher) - Priests trained to defeat the forces of Anathema (demons, undead, etc)

Dragon Slayer - skilled in defeating Dragons of all kinds, from great (Dragons) to small (Drakes & Salamanders)

Hunter - skilled at hunting Animals

Werewolf Hunter - skilled at fighting all manner of the Werewolf curse

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12 Skills and Descriptions

12.1 Free Everyman Skills

Several skills are available to each character at no cost.

12.2 General Skills

This section details the General Skills available to every character.

12.3 Fighter Skills

These skills are available to Warriors, Harriers and Archers, and cover all weapon skills, including unarmed combat and brer clawed fighters.

12.4 Rogue Skills

The rogue header has a short list of skills available to those characters who wish to break and enter. The rogue header does not offer any combat skills.

12.5 Magician Skills

This includes all the general magician spells and skills, and also the Ritualist add-on header.

12.6 Priest Skills

Priest skills cover those skills available to Paladins, Healers and Scholar.

12.7 Sandman Skills

These skills cover all those skills taught by the Sandmen to their Adepts, Empaths and Architects.

12.8 Witch Skills

All Wood Witch and Hearth Witch skills are included here.

12.9 Man of Science Skills

Man of Science skills are included here, including a list of commonly known schematics.

12.10 Bard Skills

This section details bardic skills.

12.11 Racial and Cultural Skills

Brer, Golem, and the various Houseland specific skills are covered in this section.

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12.1 Free Everyman Skills

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

Death Strike (from the Accelerant Rules)

Notes: A death strike is used to kill an unconscious or immobile victim. You must touch a weapon to the torso of the victim while saying "Death strike one, death strike two, death strike three". This verbal must be spoken clearly and at a normal speaking pace. You do not need to have skill with the weapon to inflict a death strike.

To inflict a death strike, the victim must be immobile. The victim can be unconscious or immobile because of a game effect, but you cannot inflict a death strike on a body until it comes to rest after an attack, nor can you inflict a death strike on a helpless but struggling victim. If the victim can move, the victim can prevent a death strike. First you must render the victim unconscious or immobile, and then you may inflict a death strike.

To interrupt a death strike, you must strike the person attempting to deliver the death strike with a melee, missile or packet attack. You may also interrupt the death strike by striking the weapon used to perform the death strike with a weapon of your own. You do not have to force the weapon away. A death strike that is interrupted is canceled and has no effect.

Search a Body

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

Entertain

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

First Occupation

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

Anathema Frenzy

Notes: Just as demons seek to sow destruction at every turn, things of the Written World cannot abide the presence of a demon. Even the most kind-hearted creature of the Word will seek to undo a thing of Anathema, bringing to bear every weapon available.

If at any point you hear the call "Inflict Anathema Frenzy," you will know you are in the presence of a demon and will seek to bring that creature to a swift end. You will feel an animal hatred, will want to tear at it with your bare hands until you make it go away, but unlike a normal frenzy, you may act with some common sense and an interest in self preservation. Thus, if you are a healer, you may heal your allies instead of attacking the offending creature. If you are outmatched, you may run. But it is alien, incomprehensible, and absolutely anathema. You feel an unreasoning loathing toward the thing, and while in its presence you will be unable to parlay or feel any sympathy for it.

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

Answering the Call of Nature

Notes: This free skill is to allow people to go to the bathroom or leave to obtain medication, even if trapped in a building or a fight is raging outside. If the building you are in has a Hearth, you may go to that hearth, touch it, concentrate for 3 seconds, and go to spirit by calling "Imbue Spirit Trait". If it does not have a hearth, go to a corner far away from combat or action, cross your hands across your chest, and go to spirit after a 3 second count by calling "Imbue Spirit Trait". You must keep your head bowed and your hands together in front of you, and walk slowly to the bathroom and back. Once returned, go back to the hearth item or to the corner, spend 3 seconds, and call "Purge Spirit Trait." This skill may *only* be used to go to the bathroom or to obtain medication or

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similar, and you must return to the place where you went to spirit before you can purge the trait and interact again in the game world (you must do so even if the location is no longer in-game safe). Please obey the spirit of this rule.

Between Event Reaction

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

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

Becoming Unconscious

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

Break Empathic Link

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

Choose to Die

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

Comatose

"This Is Not The End of Your Story"

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

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

Corpse

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

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

Diagnose Obvious

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

Inflicting Banish

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

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

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

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

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

Swayed by Influence (Inflicted by Influence)

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

Swayed by Peace (Inflicted by Peace)

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

Speaking Frankly

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

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Suffering the Miasma (" Nope")

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 back out of. It's also possible you may feel unwell, are tired, or for other reason need to take care of yourself and step out of a situation. This gives you an in-game safe word and means of exiting a scene/encounter if you need to.

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

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

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

Well Resting

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

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

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

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12.2 General Skills

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

Skill Points (Skill, or Points of Skill)

Character Points: 5,10,15,20,25,30,35

Reset: encounter

Prerequisite: none

Restriction:

Season:	1	2	3
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Max Purchase:	5	6	7
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Skill Points: none

Notes: Skill Points represent the number of special actions a character can take during each encounter. There are different types of Skill, and when a point of Skill is purchased, it is immediately assigned a type. Most characters will only require one, or at most two types of Skill.

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

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

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

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

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

Weapon Skills

Small Weapon

Character Points: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a small weapon.

Medium Weapon: Sword, Club or Axe

Character Points: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a medium length, one-handed weapon, such as a sword, club or hammer.

Medium Weapon: Staff

Character Points: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may use a staff.

Large Weapon: Sword, Club or Axe

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

Large Weapon: Polearm

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

Unarmed: One Fist

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

Unarmed: Two Fists

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

Ranged: Bow

Character Points	30
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may use a bow phys rep. Using a bow is not a melee option, and blocking with a bow is not permitted. If your bow is struck, you take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds role playing as you "re-string" the bow

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

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

Ranged: Thrown Weapon

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

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

Armor Skills

Wear Armor: Light Armor

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

Attack Skills

Desperate Feat of Strength

Character Points:	15
Reset:	Event
Prerequisite:	None
Restriction	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None
Notes:	You may use your strength to great effect, such as to smash open a swollen door, break open a locked box (although any traps present inside a locked box WILL BE triggered), block massive damage (this requires other skills as well), and possibly more. Yellow tags found in game will detail uses for a Feat of Strength. If you are struck with an attack that is called "by Massive" you may spend the use of this skill to block the attack with a weapon or a shield. (Normally a blow struck by Massive against your weapon or shield will still count as a landed blow, and you will take the damage. See "Massive" under Cottington Specific Rules above). Call "Shield Massive by Strength" when you do.

Defensive Skills

Desperate Disengage

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

Desperate Avoid

Character Points:	25,50,75
Reset:	Event
Prerequisite:	None
Restriction	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Notes:	may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold. You may not avoid attacks by Blood, Corruption, Dreaming, Doubt, Fairy Magic, Glamour, Horror, Influence, Insanity, Madness, Nightmare, and Peace.

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Resist Madness

Character Points:	10
Reset:	Event
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Sanity:	2 3 4
Skill Points:	none
Notes:	You may "Resist" an attack that is "by Madness" once per event for each time you purchase this skill. You may use this skill while unconscious or dead, but not while Drained.

Human Resist Madness

Character Points:	Free
Reset:	Event
Prerequisite:	Human only
Restriction:	
Season:	1 2 3
Max Sanity:	1 1 1
Skill Points:	None
Notes:	Because humans are "more sane" than brer or golems, you may call "Resist" to one attack "by Madness" per event. You may use this skill while unconscious or dead, but not while Drained. This is on top of any further purchases of the Resist Madness skill.

Medical Skills

Diagnose Physical

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may diagnose the physical condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

Diagnose Mental

Character Points:	15
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may immediately diagnose Fear. After ten seconds of role played conversation, you may also diagnose any Mental trait (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, Will), as well as the trait, Fascination.

First Aid

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

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Cure Maim

Character Points:	10
Reset:	Instant
Prerequisite:	Diagnose Physical
Restriction:	None
Skill Points:	None
Notes:	You may role play over a maimed limb for 60 seconds and then call "Agony and Cure Maim".

Dreamer Skills

Dreams and Nightmares

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

The CP cost of this skill reflects that it is only part of the Dream Visions skill (See Sandman Skills).

Literacy Skills

Read/Write (Human) Print

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

Read/Write (Elf)

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

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

Read/Write (Goblin)

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

Writing in the non-human language will typically appear on a sheet of paper over a translated second page, and those who have the correct skill will be able to turn to that translated page. To write in the non-human language,

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you need only to write normally, and to place a cover page over the legible writing. On the cover page you should indicating that the body is written in that other language.

Speak with a Specific Animal Type

Character Points:	Free
Reset:	Instant
Prerequisite:	Brer only
Restriction:	None
Skill Points:	None
Notes:	You may speak with animals of your own type. Thus, if you are a sheep, you may speak with other sheep, but not with a wolf. Keep in mind that many brer can speak the language of men.

Information Skills

A Note on Information Skills: A player may purchase any number of information skill that are available. However, a player may only USE **ONE ACTIVE** information skills after an event. Different skills cover different types of sources, however, making more info skills still quite useful.

-- You may submit only 1 Active Use Skill between events. Active Use indicates that you are asking a specific question, directing your research, or otherwise looking into something specific with the skill.

-- The only exceptions to this are Create Schematic, Determine Veracity, Dreamgiver, Fortune Telling, Gossip, Hindsight: Remembrance, Invitation, Messenger, Ritual Research and Wise Investor, which do not count towards the 1 Active Use.

-- You may submit as many Passive Use Skills between events as you wish - this includes skills that are Passive only, or skills that have an option. (For example, you have both Research and In Song & Story, both of which can be used actively or passively. You can submit an active use for one, and a passive use for the other). Each player with the same passive skill use may receive the same response. It is possible that players will receive different responses (this is highly dependent on Plot Staff time and plots ongoing) but you **should expect** to receive the same information. For example, all Players with Hear Rumor (Streetwise) may receive the rumor in their info skill sheets.

Hear Rumors

Character Points:	15
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You have the right contacts and connections within the streets, bars, and less savory places of society, such that you always hear the latest things being whispered or gossiped about. You may hear "lower class" or "black market" rumors between events. You also have connections among the upper class of society, the great families of the Houselands and the upper class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodsfolk who hear and see things that from the dark reaches of the Woods or along the caravan trails. From all these sources, you might receive rumors at the start of each game.

In Tales, this skill may only be used passively. Plot will provide relevant rumors or gossip you may hear in your folder at check-in. Characters with this skill should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this skill.

Research

Character Points:	15
Reset:	Between Event
Prerequisite:	none
Restriction:	none
Skill Points:	none
Notes:	You are well read, and can research scholarly questions about matters like history and

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

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

Scouting

Character Points:	10
Reset:	Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Because you spend time in the woods, you may come into game knowing something of the area around the town. When you check in to each event, you may be given special information about the lay of the land.

Tracking

Character Points:	10
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may read tracking cards. This skill does NOT allow you to track an NPC, only to read cards that are already in place. This skill may sometimes grant options that are not available to characters who cannot track.

Augury

Character Points:	10
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You are skilled at reading the stars and other portents to foresee what may come. At the beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur. This can be a number of different methods of augury - astrology, runes, tarot cards, etc. You may define a method and inform Staff, or you may receive an arbitrary method in your info skill.

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

Invitation

Character Points:	15
Reset:	Between events
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	Your influence and reputation are great enough that when you invite someone to visit or attend a social gathering, it is likely that they will come, or at least receive some kind of response. You may request to meet with an NPC character. You should be reasonably certain that your connections are good enough that you will receive some kind of response. The response of the invited individual will be appropriate to your relationship and the manner of your invitation. Include the IG text of your invitation in your PEL.

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Part Two: Skills

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

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

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

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

Occupation Skills

Occupation

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may purchase additional levels of occupation after the first. These additional levels will grant you additional funds at the beginning of every event.

Leatherworker

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

Armor Smith

Character Points:	5
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You may repair all metal armor with 2 minutes of roleplay (1 minute with a master forge). Tools and a forge are required.

Weapon Smith

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

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Part Two: Skills

Adventure Skills

Balance

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	You are skilled at traversing physical challenges such as jumpy stones and the like. So long as one foot is safely on a floor, if you misstep while attempting to perform a physical challenge, and the other foot falls on a surface that is considered unsafe, you may call "Reduce" and immediately return the second foot to safe ground. You may use this even on Special Traits.

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

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

Climb

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	Steep surfaces may be represented in game, especially in module settings. See Chapter 15.1 for notes on How to Climb. A character may expend one use of the Climbing skill to scurry up or down a surface at a faster pace, maintaining contact on a hold for only a moment before moving another hand or foot.

Swim

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	Occasionally you may find yourself in or under water. Normally a swimming character must move slowly, taking three seconds between each step while moving. With this skill you may move at a normal walking pace. Note that the Swim skill does not grant you the ability to breathe underwater or to fight quickly. One use of this skill lasts the duration of one encounter.

Jump

Character Points:	15
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None
Notes:	This skill allows the character to jump twice to represent a single jump, allowing that character to cross a greater distance in a "single" bound. You make the first jump, call "Avoid" and follow it up with a second jump. You may use this even on Special Traits.

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Part Two: Skills

Insight

Character Points:	10
Reset:	Twilight
Prerequisite:	None
Restriction:	
Season:	1 2 3
Max Purchase:	3 4 5
Skill Points:	None

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

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

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

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