

# Tales <sup>from</sup> <sub>the</sub> Cotting House



# Tales from the Cotting House Player's Guide

## Part One: Character

*"Once Upon A Time, in the land of Farroway, there was Cottington Woods."*  
-unknown Patron

Cottington Woods is a fairy place.

That isn't the same as a fairy tale place, though it has its share of those. Fairies are terrifying creatures, and the woods reflect those ancient masters. Here you'll find the heroes of the tales, though not usually as you might expect. The Riding Hoods search for danger in the deep forest. The Jacks, nimble and quick in service to the King of Farroway, are constantly on the watch for plots within the Houselands. The cold-hearted elves from Greencloud are at war with the cunning goblins of UnderMarsh. Here things go bump in the night. It is the world of Mother Goose, but also of the Brothers Grimm, with Mary Shelley and a hint of Bram Stoker to keep you on your toes.

The Wood seems to exist smack in the middle of the entire world. Fairy mists reach out to all manner of places, distant and near, past and future. Mysterious goblin "door" magic makes it possible to go almost anywhere instantly. And there are the Ways, hidden folds on the map that can be sometimes found and traveled, if the traveler would risk them closing behind him. And at the center of the woods is Cottington, a tiny hub where the people of the woods gather for trade and news and sometimes hidden purposes.

Here, where the people gather at the Cotting House, are the stories waiting to be told. Warm fire and the boundaries of the Cotting House hearth keep away the dark - and, they say, the dangers deep in the less traveled corners of the Woods. Here is where your story will begin.

### ***Out of Game Note on Tales:***

*Tales* begins 10 years after the events in the original *Cottington Woods* campaign (5 years after the "Epilogue"). While the people, places, and events of that campaign provide a backdrop for *Tales*, you need not have been a player of the original campaign to enjoy *Tales*. *Tales* is a series of new stories, with new (and, yes, some returning) NPCs and all new Plotlines. It is its own series of tales. *Tales* is intended to allow us to explore and tell stories of the Written World we didn't get a chance to tell in the original campaign.

If the original Campaign was a "novel," think of *Tales* as an anthology of short stories centered around a common theme/underlying story. An overarching plotline *does* connect all the events, but each individual Event is designed to stand on its own, with plots beginning and ending within a single event. We are experimenting with some new formats, to ensure that players who miss an event do not feel as if they've missed out on the storyline or integral information. Thus if you only attend one event, you'll feel as if you're involved in everything. If you attend all of them, you'll be able to piece together the larger picture.

*Tales* is episodic in its nature, though the passage of time is linear from event to event. This also means we will allow PCs, who wish to, to play different characters each event. CP will be tied to the Player, not to the Character, so you do not need to feel as if you are losing Skill Progress (CP) by switching.

For those who like to piece together a larger picture over time, don't worry - you won't be disappointed, as there IS something that brings all the *Tales* together. But for those who want to be able to show up at an event, throw yourself into the plotlines, but not feel you "lost out" because you missed the prior event or will miss the next event, you will hopefully also be happy with how the events will be run.

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### "Be Nice."

This is the heart of our intentions and policies at *Tales from the Cotting House*, and it is our expectation that every player, NPC, and Staff member embody this policy as well. We expect everyone to treat everyone with respect on an out of game level.

For example, if someone disregards an attack, give them the benefit of the doubt before yelling at them in combat. If you feel it is egregious or they are cheating, step out of combat and find a Staff member.

If you have a disagreement with another player, before you confront them, ask yourself if you would appreciate and/or be receptive if the same was given to you. If not, then moderate your approach to be respectful.

If an insult your character would make would offend someone on an out-of-game level, consider a different insult that can be taken entirely in-game. Per Core Accelerant rules: *"Abusive language or actions are not tolerated, whether they are in game or not. Language or actions that are derogatory or that are deemed to be harassment are not allowed. References to explicit sexual behavior or concepts, particularly violent ones, are not allowed. In game threats should be worded so they are clearly in game."*

When providing feedback in PELs, understand that there are real people who worked hard and slept little to try to bring you a bit of fun, and so coach feedback in a respectful manner.

In short, BE NICE.

### Have Fun, Be A Good Sport.

We want everyone at Cottington to have fun. We realize that this is not always obtainable, but it is something we very much desire to have, players and NPC/Staff alike. We hope to tell an engaging and entertaining story, one where we expect the Players to have agency to influence the stories told and to create their own that take us by surprise.

We therefore expect everyone to take on the responsibility of ensuring that not only they are having fun, but the players, NPCs, and Staff they are encountering are likewise. If you are NPCing/Staffing, remember that you are there to entertain the players. If you are playing, remember that the NPCs are volunteers giving of their time to entertain you, and show them courtesy for this. Players who consistently push boundaries, cause problems, or deliberately impede other's enjoyment of the game may be asked to leave.

### Harrasment Policy

All attendees are expected to treat others with respect. Physical and verbal harassment and sexual assault will not be tolerated. LARPing can be an intense activity, and the staff wishes to provide a safe environment for the players, NPCs and staff alike, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, religion, or any other factor.

Harassment is generally any behavior that annoys, alarms, or threatens another person or group. This includes (but is not limited to) unwanted or inappropriate physical contact, following someone around without their consent, threatening to physically attack someone, offensive verbal comments, display of explicit images, deliberate intimidation, and unwelcome sexual attention. If you approach someone and they tell you "no" or to leave them alone, you must do so immediately and have no further contact. If you fail to honor their response, they may have a legitimate complaint of harassment.

We do not tolerate harassment in any form. Game participants violating these rules may be given formal warnings, expelled from an event without refund, or banned from the campaign entirely, at the discretion of staff.

If you experience harassment or if someone is making you uncomfortable, or you believe you have witnessed harassment against another, please inform John Mangio, Michelle Mangio, or Alysha Hosford, so we can handle the problem. You may send an email to [harrasment@cottingtonwoods.com](mailto:harrasment@cottingtonwoods.com) to reach us directly and immediately with any issues.

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*"Would you like to play a Game?"*  
-WOPR

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### 1 Introduction

*"Into the Woods without delay, but be careful not to lose the way.  
Into the Woods, who knows what may be lurking on the journey?"  
-Stephen Sondheim, "Into the Woods"*

The Cotting House sits in the middle of enchanted Cottington Woods, where it serves as a meeting place and the center of commerce for landholdings and craftsmen throughout the community. The House rests south of Collamoor and Asylum, north of Faraway and Halfway, east of Greencloud and west of UnderMarsh. Travelers from and to any of those places pass by the house each day. So far neither the High King in Faraway nor his reluctant vassal, the King of Clubs have laid claim to the tiny town, but it's young yet, and hasn't attracted much attention.

The surrounding woods are home not only to humans, and more distantly to goblins and to elves, but to the Fair Folk as well. And while it's wise to avoid fairies, or at least step carefully around them, in Cottington Woods it's just not possible. Some Fairy are friendly, but some are Monstrous, and there are whispers of the dangers in the dark regions of the Woods where few dare to go.

The characters of Cottington Woods are those settlers whose will it is to make the tiny town thrive, and to do so they will have to overcome many obstacles, not the least of which is the Spirit of the Woods itself. Our players will explore fairy tales and fables in their darkest form. Wait, fairy tales? Don't for a second think that Cottington Woods is a game for children. The earliest stories were written as warnings of things to avoid.

Herein, there be dragons!

#### Back to the basics.

- Player characters are mostly human. While Brer (animals), Golems, Elves, and Goblins will be allowed, the number of characters of those types will be limited and require Plot Approval to play.
- Classic character types. We have fighters, rogues, magicians, priests. We also have witches, sandmen and Men of Science.
- Damage is low. Health is also low! This extends not only to the player characters, but to the adversaries they will fight.
- Skills are reusable frequently, but the number of actions in an encounter is low: thus the focus is on managing your skill use in a single battle, not over an entire weekend.

#### That small town feel.

- The townsfolk are encouraged to seek solutions to their own problems, since asking for aid will often come with a price.
- The characters will fill the major roles about town. Cottington is theirs, and they can develop it in the way they choose. They should be mindful of the King's Law, of course.
- Each character is required to declare an occupation. Is he a butcher, a baker, a candlestick maker? Cottington is a small town, and cannot afford to support those who do not help to support it.

#### Games within Games

- The Merchant Board -- Occupations equal influence, and influence allows a character to vote on the direction the town will grow.
- Not every challenge will be won by spell or by sword. Things here like to play, and they make up the rules. Expect to swing or throw, but expect as well to miss a turn, or play a card, or move a piece across a board.

#### Fairy tale influence

- Because Cottington Woods takes its inspiration from Fairy Tales, it's morality is more polar than you would find in the real world. Good and evil deeds alike have profound impact, and the wicked will find that their dark deeds will have a true toll on their soul. Remember, in fairy tales, the hero often loses when they do an evil deed or succumb to temptation, but is rewarded in the end when they do the right thing.
- Characters in Tales may be the common people dealing with uncommon circumstances, but they are still encouraged to ultimately be Heroic. This is a fairy tale, after all. Being good does not mean you have to be pure - the best tales are ones with struggles, internal as well as external, and a bit of internal strife and actual flaws makes things interesting. We will not, however, reward evil behavior, and characters that fall or

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become "wicked" should not expect to be able to continue playing their character. Staff will not mitigate the consequences of being villainous.

- That said, the oldest fairy tales are dark. They deal with morality and difficult choices and sometimes with the fact that doing the right thing sometimes means some bad things have to happen. Sometimes bad things happen to good people. Sometimes you will lose, but when you win, it's because you earned the victory.
- We hope to challenge you, terrify you, bring you to tears, and make you shout with joy.

### Interwoven Stories

- In an effort to keep that "small town, small world" feeling, we do try hard to interweave character backstories into the fabric of the world and make them central to our plotlines. We can't promise we'll always succeed in doing this as well as we want, but it is our goal.
- We do not play a "sandbox" style game: this means that plots can be interwoven and often are. You may find that the Magician taking you to learn about ritual magic is the person unknowingly being hunted by a villain in an entirely different plotline. Or the letters you find hidden in one module hold the key to figuring out where a PC's father is being held prisoner. We thus strongly encourage players to talk to one another and share information. (We will do our best to put information out in multiple ways, however.)
- This also means that everything in our game has a purpose. While we may put NPCs into a mod to provide some challenge or a fight, the TYPE of creatures you find and why they are there are always relevant. If you learn that a villain always has redcaps protecting them, and you go to what you think is the villain's tower to find the Treants and Dryads associated with a friendly PC, this is a clue about what is really going on.
- One of our staff once described that they strive for a "Sixth Sense" style of plot: the information is out there so that you realize he was dead all along.

### A Collection of Short Stories, Connected Together

- If you think of most LARP campaigns as a "novel," then Tales of the Cotting House is an "anthology of short stories." There is a central theme, and an underlying plotline, that connects each story, but each event is a short story unto itself, with plotlines that begin and end within a single event.
- This hopefully allows new players and players who miss events to not feel as if they are missing out on what already happened, while allowing players who attend all (even if they play more than one character over the arc of Tales) to piece together the larger picture.

### This is your story, too

- Remember you are surrounded by many other stories, and many other characters. Take the time to learn their stories and be a part of it. This includes NPCs: they each have their own backstories and their own motivations, and we encourage you to engage with them as you would PCs.
- Create a story for your character, and don't forget their struggles and goals and flaws. We encourage people to take on flaws that create interesting stories. Some of the most profound PC stories in Cottington Woods centered around characters learning to overcome their fears, or who fled from something that terrified them and how they handled the consequences, or who struggled to find themselves worthy of being loved. We, as Staff, very much enjoy the internal stories of your characters as much as the external quests you may undertake.
- Do not create a character who is "impervious" or has "seen and done it all" and thus would not be emotionally affected by what happens to them. We want you to experience the emotional growth of your character in the course of play.
- Please do not do something because you believe "plot wants you to." This is your story, and we want you to make the choices you believe your character would make.
- We encourage you to be proactive. Please let us know of the things you want to do, so that we can support them in the course of the game! If you want to have a party, or start an in-game contest, please do!
- Our goal in Tales is to tell a story where you, the player, have much agency and influence in the direction we will go. As returning players from Cottington Woods can attest, we often do not write the ending to plotlines, or write multiple endings and still toss them out when players do something unexpected. While we do have stories we want to tell, we especially want to be able to tell YOUR tale.

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## Part One: Character

### 3 Character Creation Overview

*“Every man's life is a fairy tale written by God's fingers”  
~Hans Christian Andersen*

#### Step One: Concept

We are pretty open about what we will let you play, but we insist that every character has a plot approved character history. To help with the flavor of the game, we suggest strongly that you decide on a concept before considering skills. “I am a sword and board fighter” is far less interesting than “I know the beast that killed my little sister is still out there somewhere, and I *will* be ready!” Remember that this is a game influenced by fairy tales. Your concept should be influenced by them as well.

#### Step Two: Occupation

What does your character do to support himself? Characters in the Cottington Woods game are not required to pay a maintenance fee. However, each character must declare what he does to support himself.

Your first occupation is free. Each level after the first must be purchased using character points, but offers the character additional in game funds at the start of each weekend event.

#### Step Three: Race

You are human.

Some few of you may be brer and golems, which are both considered human, but are different, and generally considered less than men. Even fewer may be elves or goblins, creatures once of fairy. Because we are going for a specific, human-centric feel for Cottington Woods, we are limiting the number of brer, and severely limiting the number of golems, elves, and goblins. All require plot approval to play, and we will only accept a brer, golem, elf or goblin character concept from a player if a fully human concept has been submitted as well. Please, don't be discouraged if your sub-human character concept is not approved.

#### Step Four: Culture

Without exception, all characters are from the Houselands (which includes Woodlanders and Wanderkin). Several cultures are available that may influence your appearance and the way your character acts. Don't search for a culture on the world to fit your needs. If you don't immediately see one, just ask. If it isn't on the map, we can probably add it. The Written World is vast.

#### Step Four: Headers

Choose your header or headers. Consider the skills and flavor you want for your character. Be mindful that while taking multiple headers opens up more skills, it reduces the amount you can do with each header.

#### Step Five: Purchase Skills

Choose skills for your character.

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## Part One: Character

### 4 Character Concept (Character History)

*"Don't ask what the world needs. Ask what makes you come alive, and go do it.  
Because what the world needs is people who have come alive."  
--Howard Thurman*

You are a character out of legend. While not Snow White or Peter Pan, your story may be similar. Instead of Cinderella you may be more like one of the stepsisters, or even one of those enchanted mice. Design your character with as rich a background as you wish, and we'll be flexible with what we will allow. This is a game about stories, and you should feel free, within the limits of the game world, to write your own.

Character concepts may be submitted in any format (bullet-points, outline, story format, journal, essay, etc.).

Character concepts may be of any length, but should answer a few basic questions:

#### Who are you?

- Don't name your character Jack or Jackie. The Jacks are an organization in the Houselands, and that would just be confusing.
- Don't make your character a Prince or Princess. Also, you are not the heir to the throne of Faraway or the Prince of the House of Diamonds. Cottington is a story about common men and women dealing with the uncommon.
- Children form the foundation of many fairy tales and fables, but we ask that you play a character that is at least believably close to you in age. After all, you see what you see.

#### Where are you from?

- Without exception, all characters are from the Houselands (including the four Houselands, the city of Faraway, Cottington Woods, and the Wanderkin).
- Though you must be from a Houseland, several cultures are available that may influence your appearance and the way your character acts. Don't search for a culture on the world to fit your needs. If you don't immediately see one, just ask. If it isn't on the map, we can probably add it. The Written World is vast.
- Cultural clothing from distant places is allowed. With roads and water routes, the Ways, the Mists and even goblin Door Magic, traders have covered the lands. Consider, however, that Cottington is a working community. It's very possible you will find yourself crawling through passages, or running through the woods.
- Who is your family? Your mentors? Your friends? Do you have rivals or enemies, and if so, who are there? Who are the people that had an impact on your life, and why?

#### What motivates you or drives you? What goals do you have?

- Your story should be incomplete. If your own personal tale is done when the game begins, you won't have room to grow.
- Don't forget your struggles and desires and flaws. We encourage people to take on aspects that create interesting stories and allow for characters to react emotionally and grow in the course of play. For example, If your character is struggling with their fears, be willing to run away or huddle in a corner in terror from the Monster that has crept into the room.
- We have an occupation system in place, which acts as a money skill and replaces any need for a maintenance fee. Generally speaking, however, the folks who live in Cottington Woods are not rich.
- Do not create your own religion, civilization or culture.
- Our apologies, but player characters cannot be Jacks, Riding Hoods, Grimm Brothers or monks. That will probably change through gameplay.
- You may have been a soldier or a mercenary, but you are not one now. Cottington is not currently at war, and not many folk therein can afford the services of a mercenary. When threatened, the people in Cottington Woods generally pick up their torches and pitchforks and face the threat themselves.
- **Please read the Introduction and Chapter 16, which addresses Ethical Concerns!** Characters in Cottington Woods are encouraged to be "good" and ultimately to be "heroic". They do not have to be "pure", and a bit of darkness can always make things interesting. but we will not reward evil behavior. Don't play evil.

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### Why are you coming to Cottington (and why would you stay?)

- You have come to Cottington for a reason. The default reason we provide is to schedule your business with the other members of the Cottington Woods community, but you are welcome to come up with your own.
- Come to each event with a goal or goals that you can accomplish on your own. Don't be disappointed if those goals are not met, since every other character will have goals of their own, and they may be counter to yours. It's a good idea to give your character a reason to interact with other characters, as well as be interested in many things.
- We'll have encounters for you to join or things to overcome, and we'll attempt to spread those encounters around, but having your own agenda will make sure you always have something to do. This is a game about stories, and you should feel free, within the limits of the game world, to write your own.
- If you consider being part of a group or team, you could be part of a single homestead, or it could be a collection of tradesman traveling together to town.

### How would you face the uncommon?

- Cottington strives to tell the tale of the common people faced with the uncommon. So consider: how would your character react to the uncommon? What would you do if heard a cry for help in the dark woods?
- What do you fear? Loathe? Love? What are you curious about?
- What do you think of fairies, and what would you do if faced with one? What of monsters that once only existed in tales your parents told you as children?
- What does your character secretly (or overtly) strive to be? What do they hide from the world, and what do you show? Do you like yourself?

### Consider the following:

- Demons are anathema to the Word. Anyone who sees them will desire to destroy them or flee in terror. You don't bargain with them or summon them to gain power. They are an evil, destructive force.
- Fairies are rarely "nice" just to be "nice." Even the "kindest" of fairies will generally expect something in return.
- Don't worry if we ask you to change something. This just means we care and want to incorporate your history into the world and our plots.
- We are happy to answer questions, provide insight, and give advice on concepts, game world, history, culture and more. We very much wish to work with each player to create a character you will enjoy that will fit in with and also influence our game world and stories. Reach out to us!

Have fun with it. We're pretty open about what we will let you play, but we do insist that every character has a plot approved character history before we'll allow you to play.

**Important Note:** While pretty fonts add tremendous character to histories and PELS, please save the fancy scripts to the in game letters or notes you may send. A plain, easy to read font is best.

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## Part One: Character

### 5 Occupations

*"It's what I do, darlin'"*  
--Capt. Malcolm Reynolds

Every character must declare an occupation, which determines what the character does to maintain his style of living. The occupation takes the place of a maintenance fee. It is free – the player does not have to purchase it with character points.

You should choose an occupation that makes sense for your character. For instance, don't choose Magician as an occupation if you have no magician skills. On the other hand, having a skill does not require that you choose an occupation that uses it. For instance, you could pick the armor smith skill and not choose armor smith as an occupation.

Generally speaking, an occupation is a role playing tool meant to add flavor to your character. Use it to support the small town feel we are striving for in the Cottington Woods game. The Brave Little Tailor, the Butcher, the Baker or the Candlestick Maker, the Shoemaker, these are all examples of occupations that appear prominently in fairy tales.

The first occupation does not grant the character any skills or money in game.

#### Occupation Levels

The first level of occupation is free, but it offers nothing in the way of benefit beyond the role playing option. A player can purchase additional levels, which grant extra coin or equivalent at each full weekend game event as well as an influence marker for use on the Influence Board when it appears. This is our money skill.

- Additional levels can be in the same occupation as the first. This could represent a degree of success which allows the character to make more money, or an expanding client base.
- Additional levels can be in a different occupations. The character could for instance, be a rancher who gains a second plot of land and plants crops on it. He could be a tailor who decides to start making armor.

In any case, the effect is the same. The character benefits from the added coin at each event. If we present plot that targets a specific occupation (it could happen) then a person could benefit from any occupation he has purchased.

#### Selling Back Occupations

You may decide that you wish to "sell back" levels of an occupation, in effect forgetting that level and getting back the character points you spent in it. We will allow this to some extent. You cannot sell back the first level of an occupation, since that level represents the knowledge you have learned in order to perform that job. You can sell back any additional levels of an occupation, however. Thus, a person with three levels of farmer could sell back two levels, but not the last level. Barring unusual circumstances, he's stuck with it.

A person who knows two different occupations may sell back any additional levels, but cannot sell back the first level of either.

#### List of Occupations

##### Header Occupations

Some headers make appropriate occupations. Being a Priest of the Word is pretty much a way of life. A wood witch could create and sell potions, while a hearth witch is sought for her healing. Magicians cast spells that have all sorts of effects.

Examples: Magician, Priest of the Word, Witch, Man of Science.

##### Craftsman Occupation

A person who builds or repairs things is a craftsman. Tales are full of craftsmen, a well known example being the short but sweet tale of seagoing adventure featuring the butcher, the baker and the candlestick maker.

Examples: Smith, Leatherworker, Herbalist, Carpenter, Baker, Wine maker, Shoemaker.

##### Service Occupation

Servicemen perform tasks to make a living. A bartender serves drinks, a courier runs messages, and a Town Crier delivers news.

Example: Bartender, Courier, Fortune Teller, Chef, Healer.

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### Landowner Occupation

Landowners tend to land all around the woods. Each level of the landowner occupation represents a different unit of land. Landowners might also take the role of team leaders, with the other team members working for him.

Example: Farmer, Rancher, Miner

### Entertainer Occupation

We encourage folks to entertain. The Cotting House will always be open and there will be time set aside for folks to sing or tell stories or dance. The master of the Cotting House will always pay for folks to entertain.

Playing an entertainer should be a role playing choice. Unlike other occupations, however, it might be best to play an entertainer only if you decide you want to entertain.

Example: Singer, Storyteller, Dancer

### Restricted Occupations

Some occupations are more appropriate as part of a character's history rather than as a current occupation.

The soldier is a good example. While there will be plenty to fight in Cottington Woods, the game is not about professional men at arms, and at least in the beginning Cottington cannot support them.

Mercenaries are less appropriate. It is less likely that person in peril would be seeking to hire help than it is that he would simply be seeking it, and very few people in the woods could afford to pay the price for a person to put his life on the line. Don't pick an occupation that will force you to avoid plot. If adventure comes looking, it will always seek the lowest bidder. If your character requires money to be part of the Cottington community, you'll eventually have to look elsewhere for work.

No player can be an Innkeeper. The only inn in town is the Cotting House, and that inn is owned by Vigo Cotting. He does, however, employ a large staff, and PCs are very welcome, encouraged even, to join that. If that is your goal, please speak to us to work it out.

Lastly, our economy is world driven and not solely affected by the actions of the player characters. While PCs can buy and sell things on the small scale, they are not general merchants. They could claim butcher, cobbler, or bee farmer, and sell meat or shoes or beeswax, but a character cannot have a far reaching merchant business. We do encourage players who wish to do so to be small merchant characters - in the original Cottington Woods campaign, we had characters who were Bakers and sold baked goods; sold Honey; sold Fortunes; sold trinkets; etc. If you sell In-Game items, we will make every effort as Staff to support it with some NPC attention as we are able.

Example: Soldier, Mercenary, Innkeeper, Merchant

**A note:** The Cotting House is the gathering place of the Campaign. It is run by the Cottings, who are NPC characters. However, if you wish as a Player to help run the Tavern (and thus have your occupation be Bartender, Cook, Tavern Help, etc) please contact us about doing so.

# Tales from the Cotting House Player's Guide

## Part One: Character

### 6 Player Character Races

#### Human

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

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

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

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

#### Out of Game Stuff:

**Racial Make-Up Requirements:** None

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

**Racial Disadvantages:** None

**Roleplaying Requirements:** None

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

#### Important Note on Sub-Human Character Concepts

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

\*\*\*\*

#### Human, Golem

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

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

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

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

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

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

#### Out of Game Stuff:

# Tales from the Cotting House Player's Guide

## Part One: Character

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

**Racial Abilities:** can purchase Golem Armor

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

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

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

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### Human, Brer

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

*--Animal Farm*

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

*--the scorpion*

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

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

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

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

#### Out of Game Stuff:

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

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

**Racial Disadvantages:** Cannot read or write

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

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

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

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

# Tales from the Cotting House Player's Guide

## Part One: Character

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### Marsh Goblins

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

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

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

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

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

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

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

### Out of Game Stuff

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

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

**Racial Disadvantages:** Vulnerable to Aging

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

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

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

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

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

# Tales from the Cotting House Player's Guide

## Part One: Character

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### Wood Elves

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

— Terry Brooks, *The Elfstones of Shannara*

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

— Thomm Quackenbush, *Artificial Gods*

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

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

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

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

### Out of Game Stuff

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

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

**Racial Disadvantage:** Vulnerable to Aging

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

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

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

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

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

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

# Tales from the Cotting House Player's Guide

## Part One: Character

### 7 Cultures Around the Written World

*"Back where I come from there are men who do nothing all day but good deeds. They are called phila... er, phila... er, yes, er, Good Deed Doers."*  
--the Wizard of Oz

There are four local human lands, and two local non-human lands. Human, brer, and golem player characters may come from any of the four Houselands, from the city of Faraway, or from Cottington Woods itself. Goblin players are always from UnderMarsh, and elf players are always from Greencloud

In addition to the four Houselands, UnderMarsh and Greencloud there are several cultures from around the world. Cottington Woods exists in a special place, and there are lots of comings and goings. Traders travel all over the Written World and discover all sorts of exotic things, and somehow these things often find their way to Cottington. Characters cannot originate from any of these distant lands, but they could be inspired by the cultures found there. That said, we'd like to maintain a small town atmosphere.

Below is a very general overview of the lands.

#### The House Lands

The four House Lands border Cottington Woods to the north and south, with the Clubs to the north, and Diamonds, Hearts and Spades to the south. These three southern lands surround the city of Faraway. Each house land is ruled by a king or queen, who in turn, at least in theory, is subject to the rule of the High King in Faraway.

#### Collamoore, the House of Clubs

North beyond Cottington Woods, the House of Clubs is removed from the other House Lands. Clublanders place great emphasis on strength of arms and on physical prowess. More so, they value one's ability to be productive. Farmers are no less valuable than the militia. Clublanders are the most down to earth and practical of the Houselanders, disdaining the Hearts as full of fluff, the Diamonds as twofaced and shallow, and Spades as arrogant busybodies. They are often sought as bodyguards and protectors. The Clublanders sponsor the annual Games, and their fighting school is considered the best in all the lands, such that other houses often send their own to study there.

If there is a reason that the Clublanders fight so well, it is because they fight often. They are under constant threat from the Frostwroth barbarians to their north, and it is a rare winter when those barbarians - or the Frozen Dead of the north - do not attack somewhere along the Clublander coast. Collamoore boasts a large number of standing troops, but even so they cannot be everywhere, and those who live farther away must be ready to defend themselves when the barbarians attack. Clublanders take pride in knowing they defend the rest of the Houselands from the Frostwroth, but feel some resentment that they get little support from the other houses.

There is some small resentment against the Clublanders as a result of their involvement in the war against Baeldannen, the evil fairy queen, when King Roderick Collamoore was ensorcelled by Baeldannen and sent his army to take Faraway City, Asylum, and northern Woods. That war was short and it was, after all, many years ago, and King Robin Collamoore and Queen (and High Princess) Virtue Faraway have done a great deal to make amends.

*(Collamoore takes inspiration from Scottish, Germanic, and Russian/Slavic fairytales and folklores).*

The Collamoore colors are green and black, often with a black club on a green field, though sometimes the colors are reversed.

#### The House of Diamonds, Westall

Diamondlanders are shrewd businessmen who place great emphasis on material wealth. They are very much about appearance and position, and often display both in complicated games of intrigue. No one throws a party like a Diamond. While Diamonds often appear on the surface as benevolent, beneath the surface is often found a heart as cold and unforgiving as their namesake. Diamonds love to make deals, though be careful what deals you make, because a Diamond will hold you to your end. Diamondlanders tend to look down their noses at the other Houses. They are well aware that they are the wealthiest, and flaunt that wealth. Many great Men of Science workshops and guilds are found within the Diamondlands, as well as some universities.

They see Clublanders as "brutish and boorish;" flashy dueling is more the Diamondlander style. While many Diamondlanders sponsor the artisans within the Heartlands, having great appreciation for their work, Diamondlanders see Heartlanders as easily manipulated and foolish for putting more value on love and friendship than on wealth, power, and position - emotions are ephemeral things with no lasting power. Diamondlanders see

## **Tales from the Cotting House Player's Guide**

### **Part One: Character**

Spadeslanders as the only House that could possibly compete with them, though they often see Spadeslanders as nosy and prying, without a proper sense of social etiquette and proper respect for one's social position.

Westall, the Diamondlands, is the northernmost of the southern Houselands. The Gobaleen Mountains form the Diamondlander's northern border, and those same mountains are honeycombed with the mines of both men and goblins. It is not unusual for the Diamondlanders and the goblins to engage in conflict, armed or otherwise, over ownership of the valuable ore found there.

The Diamond Colors are blue and white, and the symbol is typically a blue diamond on a white field. Sometimes the colors are reversed.

#### **The House of Hearts, the Heartlands**

As the name implies, Heartlanders are ruled by the heart. They place great value in love and friendship, and courtly love traditions reign. Art and music are considered the greatest pursuits, and even those in other professions typically practice some form of artistic hobby. Many priests of the Word are Heartlanders. The bardic college in Briardown is the greatest in the land, and nowhere else in the Houselands are bards so well-respected.

Heartlanders see Clublanders as reliable, dependable and fearsomely brave, but feel sorrowful that they forget that strength of the heart is needed as much as strength of arms. Heartlanders and Diamondlanders rarely, it seems, see eye to eye, yet many Heartlanders have Diamondlander sponsors. Certainly the Diamondlanders have an appreciation for the Arts that the Heartlands produce, but often usually as a status symbol and a thing of beauty to be flaunted, not something to be appreciated for what it truly is. They often find Diamondlanders cold and, well, heartless, and their game of intrigues rarely take into account the feelings of those involved. There is something about Spadelanders that Heartlanders tend to find both intriguing and also at times a bit disconcerting. They share an intense curiosity, but the Spadeslanders have a lack of respect of privacy. Their sense of justice is often removed from their sense of heart, and they sometimes see things too black and white, too life and death.

The Heartlands are the most expansive of the Houselands. They sit between Diamonds and Spades with their northeast corner just touching the city of Faraway.

*(For inspiration, read "A Song for Arbonne" by Guy Gavriel Kay, as well as courtly love traditions and fairytales, some celtic folklore, french folklore, etc.)*

The Heartland colors are red and white. Their symbol is the red heart on a field of white. This is never reversed.

#### **The House of Spades, Rollinghill**

Fortune favors the Spades. Their lands are smaller than the Heartlands, but have great abundance, and certainly no other house can claim as many marriages into the royal line of Faraway. They have extensive trading routes and engage in many business ventures with the Diamonds. Spadelanders place a great deal of value on knowledge and discovery. This does not mean they are all scholars or priests, but that they share a great curiosity. For this reason, some of the greatest explorers and rogues hail from this house. They place a strong emphasis on justice, and are often called upon to settle disputes, investigate matters, or enforce the King's law. The first Jacks were Spadelanders. It is said, however, that their pursuit of knowledge and truth sometimes goes too far, and many of the other Houses accuse them of prying into matters not of their concern.

Spadeslanders appreciate the prowess of the Clublanders - but also see them as somewhat straight and narrow. Sometimes even simple, due to their disdain of playing the Game of Cards. But they can be relied upon, and no one makes a better bodyguard that doesn't ask questions. Spadeslanders see the Diamondlanders as so caught in their games and one-ups-manship that they miss the larger picture, and don't appreciate that knowledge for knowledge's sake is often its own reward and by far the best game. Their emphasis on status and material goods is sometimes seen as gauche. Spadeslanders find the Heartlanders refreshing and delightful. Their patronage of the arts means they often have some of the best libraries and collection of knowledge, and Spadeslanders do love collecting knowledge. They also have an adventurous spirit the Spadelanders appreciate, and perhaps only the Spadelanders truly realize what strength the Heartlanders truly have.

Rollinghill is the southernmost of the four Houselands. To the southeast is the Canyonlands, and the Spadelanders have a strained history with the people there.

The Spade color is black, and the symbol often shows a black spade or spades on a red or white field.

#### **Faraway City**

The city of Faraway is the seat of the High King of the four Houselands. The citizens of Faraway typically adhere to the characteristics of the various lands, with the added rush and hustle of city life. It is largely considered unnecessary to travel to the various Houselands in order to taste the flavor of them. In most cases, it is enough to

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## Part One: Character

visit Faraway, where each house is well represented. Here, the citizens believe, everything of important can be found, and it is not just the center of the law but also the center of culture for all the Houselands.

Much of the city was burned during the War against Baeldannen, the Evil Fairy Queen, but over the past many years, much has been rebuilt - grander, some claim, than it was before, but the few areas that still remain ruined and the memorial to the war stand as a stark reminder of the dangers of meddling in the affairs of fairies and in the dangers the Woods to the north can sometimes represent... even if there is also a sense that the people owe the Woods some thanks for thwarting the evil fairy queen's plans.

The city stands at the northern border between the Heart and the Spadelands. It is south of the Border Hills, north of which is Cottington Woods.

**Lake Tower**, the center of learning for Magicians across the Houselands, is located far out in the lake across from Faraway City. Not all Magicians are trained here, but certainly those who do are considered to be among the best of all magical practitioners. Those who are serious about Ritual Magic eventually come here to study.

### Cottington Woods

Most folks in Cottington Woods grew up on the borders, and tend to take after whichever house was closest to them, but some grew up deeper in the woods, and claim no ties to the Houselands. Those rare individuals are often considered odd, perhaps a little fairy touched, or just plain crazy. At best they are considered backwards or out of touch by mainstream Houselanders. The goings on outside of the woods have a hard time reaching into the woods, and they often don't seem to matter so much. Woodlanders tend to be more focused on the simple yet frequent day to day challenges that the wood presents.

Locals to Cottington Woods, although not belonging to a specific house, Woodlanders are still considered Houselanders. Prior to the start of game, there is no community within the woods, per se. There is no governing body or place where the woodlanders gather to discuss such issues. There is the Cotting House, but that is in many ways only the social center of the Woods, where people gather to trade and tell stories, to drink and to eat in the company of those who understand the strange things that happen in the Woods and for rumors of those things that happen outside it. To the Woodlanders, the world outside the Woods is as strange as the Houselanders see the Woods.

### The Houseless, Wanderkin

Most Wanderkin clans migrate in and out of the Houselands, and player characters cannot come from these clans. However one clan, or collection of clans, spends most of its time wandering the four Houselands and Cottington Woods and players may come from this clan.

See Wanderkin below for more.

### Non-Human Lands

There are two known, non-human lands that are close to Cottington.

#### Greencloud

Home to the local wood elven population, Greencloud is a place that no non-elf has ever seen. It rests in the forest to the east of Cottington. The town of Thornwall guards the only known approach to Greencloud, and is guarded vigilantly by aggressive elves perched on high natural walls.

Elves appear as humans, though they have pointed ears. Their clothing always incorporates leaf shapes into the pattern. They are proud and honorable, and often come across as snobbish when they aren't seen as frightening. Woodlanders give them respect much like they would the Fair Folk, and avoid them as much as possible. Some few Woodlanders trade with the elves in Thornwall, and elven-made bows and herbal potions are highly valued.

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

While elves seem to dislike humans, they absolutely abhor goblins, and will often threaten goblins on sight or even come to blows. That Cottington sits between Greencloud and UnderMarsh is unfortunate, since elven and goblin hostilities will occasionally occur nearby, drawing the men of town into the conflict.

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### UnderMarsh

UnderMarsh is a very boggy swampland west of Cottington, and is home to marsh goblins. Beyond UnderMarsh are the Gobaleen Mountains and south are the Diamondlands. Much of UnderMarsh is under water, which is fine for the amphibious goblins, but makes travel difficult for non-goblins.

Goblins have green skin, though otherwise they appear human. Because the constant in and out of water is hard on fabric, goblins care little about the quality of their clothing, and they typically dress in rags or tattered clothing.

Goblins are not a player option, though perhaps even more than the elves, they are a presence that cannot be ignored. Goblins are very curious, and have a poor sense of boundaries. Since they occasionally take things that belong to other people, they are viewed with distrust, and very few people will let a goblin into their home.

Because the Diamondlanders and the goblins of UnderMarsh have such a history of violence, goblins tend to regard all humans warily, though they do have dealings and humans don't typically fear for their lives when traveling goblin lands. Goblins have the same hatred of elves that elves have for them.

### Other Lands

While Houselanders will have the most exposure to other Houselanders, there are other cultures out there that may interact with them. Most frequently they would meet Canyonlanders or Frostwroth barbarians, and occasionally they might meet travelers or traders from Taiden Sheh, the Dust Lands or the Barumbi Basin. Lakupaparoo or the Wikapapuji Islands are so far away that only extreme measures would ever serve to create an interaction. But of course, you never know.

### The Barumbi Basin

The Barumbi Basin is a tropical rainforest that stretches over a large portion of the Written World, south over the sea from the Houselands. The deep canopy formed overhead by the massive trees of the basin make the place seem even deeper and larger than it is, and it is easy to get lost. Of all the lands on the Written World, none is filled with such an air of natural mystery.

The Houselands have a presence in the Basin in the small city of White House.

While the Robber Barons reigned and fell in the Houselands, other kingdoms did the same in the Barumbi Basin, and ruins of those great kingdoms persist, buried and hidden beneath vines and under roots. Though there is civilization in the Basin, there is more wilderness, and deeper into the jungle civilization is harder to find. Characters can draw their ideas from the works of Edgar Rice Burroughs or H. Rider Haggard.

### The Canyon Lands

To the south and east of the Spadelands are the Canyon Lands, an enormous stretch of land that is cut and cut again by maze-like ridges and valleys. The proud Canyonlander braves are primitive by Houselander standards. The Laws of Science were learned and forgotten in the Houselands before the Houselanders ever reached the canyons, and even magic is not as well known.

The greatest of the canyons is RedFeather Canyon, and built into the wall of this canyon is the RedCliff Dwelling Place, the center of Canyonlander culture. While the people of the canyons are divided into many nations with many dispositions, once each year they gather at the RedCliff Dwelling Place to trade and speak of matters of import.

Over the last few generations the Church of the Word has sent many missions into the Canyon Lands to try and bring the people there into a more enlightened state. There has been some success.

The Canyon Lands should draw ideas from the native cultures of North America.

### The Dust Land, the Kingdom of Gold

East and above the Barumbi Basin, separated from it by an enormous rock escarpment thousands of miles long are the Dust Lands. Over a thousand years ago the Dust Land was home to the Kingdom of Gold, a kingdom that reigned since the beginning of time. While it seems that nothing could possibly grow in such a dry place, the Kingdom of Gold is one of the Written World's oldest cultures. Eventually the Kingdom of Gold fell, and today the land is divided into dozens of tiny states.

Based very loosely on ancient Egyptian mythology, the people of the Dust Land envision their patrons as having the heads of animals.

### Frostwroth

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### **Part One: Character**

Frostwroth sits across a great bay from Collamoor, north of Cottington Woods. Frostwroth is a bitterly cold region during the long winter, and a stunningly beautiful one during its very short summer. Carved out of the surrounding highlands by glaciers at some point during the world's shrouded prehistory, the land is rugged and filled with dramatic valleys, ancient evergreen forests, and cragged rocky spires that are never without a cap of snow.

The people of Frostwroth are as rugged and violent as the land they claim to have tamed. They regard battle as honorable, and to die in any way but on the sword of an enemy is considered a shame.

The Frostwroth constantly test their mettle against the Clublands, north of Cottington Woods. In the far too recent past the many tribes of Frostwroth unified and brought the full force of their people to bear. Ultimately they were broken and scattered. Now, the various tribes battle for dominance over one another, and those farthest south or east also invade the Clublands. Rumors persist that there is a King again among them, seeking both to unify his people in peace with the Clublands and to bring the Frostwroth people to new lands out of the frozen north, but many dismiss these as Bard's tales: why would the warrior winter people abandon their home and their way of life?

It is also rumored that the dead of the Frostwroth cannot bear to die outside their homeland, and return home, one way or another. There are many stories of those who ventured too far north encountering the Frozen Dead.

Frostwroth is inspired by classic Viking tales and from tales of the Scottish highlands.

#### **Lakupaparoo**

Several generations ago, a colony of settlers traveled from the Houselands to settle the far distant land of Lakupaparoo. Lakupaparoo is one of the few places in the Written World that exists just over the horizon. On the otherwise flat Written World, this gives rise to the saying that Lakupaparoo is down under the rest of the world, and the colonists there have even assumed the name the "House Down Under". Travelers from the land down under tell of coastal jungles and of an inland made of burning sand.

Aside from the expanding colony of former Houselanders, Lakupaparoo is home to a secretive native culture called the Mungo that even the settlers know very little about.

In recent years there has rumor of unrest between the House Down Under and Faraway, and some talk that the remote people are unhappy with their place among the other houses.

Lakupaparoo is influenced by tales from Australia and New Zealand.

#### **The Petal Kingdom**

Taiden Sheh, the Petal Kingdom, is loosely based on the Asian cultures and folklore of feudal China or Japan. The Petal Kingdom rests beyond Greencloud and beyond the Canyonlands on the far eastern shore of the continent. Travel to and from there is difficult, as the traveler must pass through the winding ways of the Canyonlands.

Petal Kingdom fashion influences can be seen in the Houselands, although it may be considered a bit overdressed in rural Cottington Woods.

#### **Wikapapuji Islands**

The Wikapapuji Islands rest about halfway between Lakupaparoo and the Houselands, resting in the ocean about a month's travel from either location. They stretch from the north edge of the world to the south, although they are so far spread out that travelers could miss them completely without the use of a map. Those who live on the more extreme northern and southern islands are not even aware of the others. Near the center of the north/south line is the Wikapapuji Archipelago.

The Wikapapuji are inspired by tales of the islands of the South Pacific, including Tahiti and Hawaii.

#### **The Wander Kin, Wanderkin**

These wandering clans migrate all over the Written World. Some suspect that the Wanderkin families did something in the past that lost them their home, though if that is the case, none can recall what that thing was. A mysterious and spiritual people, the Wanderkin have a deep sense of personal freedom and a rigid sense of cultural honor. It is said that their Fortune Tellers can truly see into the fate of others, and fireside stories whisper of the terrible Curses those of the Old Blood can wreak on those who thwart them. Their habit of never staying in one place for long has resulted in a deep mistrust of them by people of other cultures.

The Wanderkin are loosely based on the gypsies of common folklore.

# 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 **200 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 skills up to three times between those reset times. Some Twilight skills have a restriction on the number of times you can purchase it.

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

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

#### Prerequisites

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

#### Restrictions

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

# Tales from the Cotting House Player's Guide

## Part Two: Skills

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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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## 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: 200

#### 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*

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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.

#### **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.

## **Tales from the Cotting House Player's Guide**

### **Part Two: Skills**

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

#### **NEW Effect: Influence (Imbue/Inflict Influence)**

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

#### **NEW Effect: Peace (Imbue/Inflict Peace)**

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

#### **NEW 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**

For Cottington Woods, the trait "Metal" is considered to be both a Physical and an Elemental trait, and is *not* a Special Trait. Thus, if you are struck with a "Root by Metal" skill, a "Cure Physical" or a "Cure Elemental" skill will Cure it.

#### **NEW: YOU CAN'T SEE THIS**

If you encounter a PC or NPC with either PURPLE GLOWSTICK/GLOWBANDS on their arms and head, or a white, purple and orange bands on their arms and head, this is to indicate that they are either invisible or not there. Though we realize it is hard to ignore, we trust you can all pretend as if the NPC/PC is not present.

## **Tales from the Cotting House Player's Guide**

### **Part Two: Skills**

#### **NEW: You See This, But They Don't See You**

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

#### **Clarification: Influence Tokens**

Once an Influence Token has been placed on the Merchant Board, the only person who can move or remove that token is the person who placed it.

#### **Clarification: Suffering the Miasma ("Nope")**

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

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.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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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### Part Two: Skills

#### **Clarification: Manifest the Slumberlands**

If at any point you hear or see "(Ambient) Imbue/Inflict by <Trait>: Manifest the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Manifest Sandman", this indicates that something or part of the Slumberlands has come into the Waking World, and it is as if you are standing in both at once. Sandmen have access to all of their abilities and anything that exists only in the Slumberlands becomes available. A "Grant Trait Dream" may be called in conjunction with this. Non-Awakened Dreamers only gain the Dream Trait in this situation if the Grant Trait Dream call is made.

So far as any PC knows, it is not possible for the Slumberlands and Waking World to overlap in this fashion, unless one is within the Fairy Mists. You should roleplay accordingly.

*Note:* If the call is made "Imbue/Inflict by Fairy Mists" then it is clear this is occurring because one is with the Fairy Mists in a place where the Slumberlands overlaps. This is the effect that has occurred in previous encounters where Sandmen have gained access to their abilities while within Fairy.

If at any point you hear or see, "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest the Slumberlands" or "(Ambient) Imbue/Inflict by <Trait>: Cure Manifest Sandman" is made, then the effect ends and Sandmen can no longer use their abilities or access anything that is within the Slumberlands. If you do not have the Dream trait permanently (you were granted it coming into the Slumberlands), you lose the trait at this time. We will try to remember to call the "Cure Dream Trait" call, but if not, please assume the trait goes away unless otherwise clarified.

#### **Clarification: Trait: Corruption, Corrupt, Anathema, Demon, Undead**

The trait, "Corruption" is an 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.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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](mailto: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.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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:** Instant

**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:** Instant

**Prerequisite:** None

**Restriction:**

**Season:**           **1   2   3**

**Max Purchase:**   **2   3   4**

**Skill Points:** None

**Notes:** You are tougher than the average person. Each purchase of this skill grants you one extra point of Body. 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

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**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.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

***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.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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**

<b>First Header:</b>	10
<b>Second Header:</b>	20
<b>Third Header:</b>	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**

<b>1st Priest Path:</b>	0
<b>2nd Priest Path:</b>	5
<b>3<sup>rd</sup> Priest Path:</b>	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**

<b>1st Priest Path:</b>	0
<b>2nd Priest Path:</b>	5
<b>3<sup>rd</sup> Priest Path:</b>	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**

<b>1st Priest Path:</b>	0
<b>2nd Priest Path:</b>	5
<b>3<sup>rd</sup> Priest Path:</b>	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**

<b>First Header:</b>	10
<b>Second Header:</b>	20
<b>Third Header:</b>	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**

<b>1st Magician Path:</b>	0
<b>2nd Magician Path:</b>	5

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Prerequisite:** Magician Header

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

#### Path of the Hedge Magician

##### Character Points

**1st Magician Path:** 0

**2nd Magician Path:** 5

**Prerequisite:** Magician Header

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

#### Path of the Ritualist

**Character Points:** 10\* (5 CP for Ritual Magic, 5 CP for Path of the Ritualist)

**Prerequisite:** Magician Header

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

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

#### Path of Door Magic

**Character Points:** 10

**Prerequisite:** Magician Header, Goblin

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

### Sandman

---

#### Character Points

**First Header:** 10

**Second Header:** 20

**Third Header:** 30

**Prerequisite:** None

**Notes:** The Sandmen have learned to enter the Slumberland 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

**3<sup>rd</sup> Sandman Path:** 10

**Prerequisite:** Sandman Header

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

#### Path of the Empath

##### Character Points

**1st Sandman Path:** 0

**2nd Sandman Path:** 5

**3<sup>rd</sup> 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

**3<sup>rd</sup> Sandman Path:** 10

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**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

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**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 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 alone 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 Slumberland 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

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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)**

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**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**

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**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**

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

#### **First Occupation**

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**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**

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**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 Slumberland 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 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 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 dispel you from the area; go immediately to Spirit and depart the encounter.

#### Speaking Frankly

---

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

#### 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.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 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 existing a scene/encounter if you need to.

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

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

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

### Unseen Things in the World

---

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

### Well Resting

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

**Notes:** Any time you are not engaged in strenuous activity, you are resting. Using any in-game skill 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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## Part Two: Skills

### 12.2 General Skills

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

#### Skill Points (Skill, or Points of Skill)

---

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

**Reset:** encounter

**Prerequisite:** none

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** none

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

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

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

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

*Example One:* A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would cost 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

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### **Large Weapon: Polearm**

---

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

#### **Unarmed: One Fist**

---

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

#### **Unarmed: Two Fists**

---

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

#### **Ranged: Bow**

---

<b>Character Points</b>	30
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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**

---

<b>Character Points:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**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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### Part Two: Skills

#### Resist Madness

---

<b>Character Points:</b>	10
<b>Reset:</b>	Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Sanity:</b>	2 3 4
<b>Skill Points:</b>	none
<b>Notes:</b>	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

---

<b>Character Points:</b>	Free
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Human only
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Sanity:</b>	1 1 1
<b>Skill Points:</b>	None
<b>Notes:</b>	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

---

<b>Character Points:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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

---

<b>Character Points:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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

---

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

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### Part Two: Skills

#### Cure Maim

---

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

#### Dreamer Skills

#### Dreams and Nightmares

---

<b>Character Points:</b>	5
<b>Reset:</b>	Between Events
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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

---

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

#### Read/Write (Elf)

---

<b>Character Points:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	Brer cannot learn this skill.
<b>Notes:</b>	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 indicate that the body is written in that other language.

#### Read/Write (Goblin)

---

<b>Character Points:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	Brer cannot learn this skill.
<b>Notes:</b>	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 indicate that the body is written in that other language.

### Speak with a Specific Animal Type

---

<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Brer only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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

---

<b>Character Points:</b>	15
<b>Reset:</b>	Between Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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 Households and the upper class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodfolk 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

---

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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.

#### Augery

---

**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 augery - 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 augery 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.

## Tales from the Cotting House Player's Guide

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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 Faraway, 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.

# Tales from the Cotting House Player's Guide

## 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.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Insight

---

<b>Character Points:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	3 4 5
<b>Skill Points:</b>	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.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 11.3 Fighters

"If it bleeds, we can kill it."

~*Dutch, Predator*

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

— *Marie Lu, Champion*

#### Outlook

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

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

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

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

#### Fighter Skills

##### Body and Extra Body

---

###### Character Points

<b>Warrior:</b>	5,10,15,20,25,30
<b>Harrier:</b>	5,10,15,20,25,30
<b>Archer:</b>	10,15,20,25,30,35

**Reset:** Instant

**Prerequisite:** None

###### Restriction:

**Season:** 1 2 3

**Max Body:** 2 3 4

**Skill Points:** None

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

##### Durability

---

###### Character Points

<b>Warrior:</b>	10,15,20,25,30
<b>Harrier:</b>	10,15,20,25,30
<b>Archer:</b>	15,20,25,30,35

**Reset:** Instant

**Prerequisite:** Any fighter header

###### Restriction:

**Season:** 1 2 3

**Max Body:** 4 5 6

**Skill Points:** None

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

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Reflex and Extra Reflex

---

##### Character Points

**Warrior:** 10,15,20,25

**Harrier:** 10,15,20,25

**Archer:** 10,15,20,25

**Reset:** Encounter

**Prerequisite:** None

##### Restriction:

**Season:** 1 2 3

**Max Reflex:** 2 3 4

**Skill Points:** none

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

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

#### Skill: Endurance

---

##### Character Points

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

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

**Archer:** 5,10,15,20,25,30,35

**Reset:** Encounter

**Prerequisite:** None

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** none

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

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

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

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

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

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

#### Feat of Strength

---

##### Character Points

**Warrior:** 10

**Harrier:** 10

**Archer:** 10

**Reset:** Encounter

**Prerequisite:** Any Fighter Header

**Restriction:** None

**Skill Points:** 1 Endurance

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

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

#### Small Weapon

---

##### Character Points

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

#### Small Weapon: Strong Blow

---

##### Character Points

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

#### Small Weapon: Great Blow

---

##### Character Points

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

#### Small Weapon: Agony

---

##### Character Points

<b>Warrior:</b>	15
<b>Harrier:</b>	15
<b>Archer:</b>	---
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Small Weapon: Strong Blow
<b>Restriction:</b>	None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Small Weapon: Disarm

---

##### Character Points

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

#### Medium Weapon: Sword, Club or Axe

---

##### Character Points

**Warrior:** 10  
**Harrier:** 10  
**Archer:** 15  
**Reset:** Instant  
**Prerequisite:** None  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may use a medium length, one-handed weapon, such as a sword, club or hammer.

#### Medium Weapon: Staff

---

##### Character Points

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

#### Medium Weapon: Strong Blow

---

##### Character Points

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Medium Weapon: Great Blow

---

##### Character Points

Warrior: 10

Harrier: 10

Archer: 15

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow

##### Restriction:

Season: **1 2 3**

Max Purchase: 3 4 5

Skill Points: None

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

#### Medium Weapon: Agony

---

##### Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Encounter

Prerequisite: Medium Weapon: Strong Blow

Restriction: none

Skill Points: 1 Endurance

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

#### Medium Weapon: Disarm

---

##### Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow

##### Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

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

#### Medium Weapon: Maim

---

##### Character Points

Warrior: 15

Harrier: 15

Archer: ---

Reset: Twilight

Prerequisite: Medium Weapon: Strong Blow and Feat of Strength

##### Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

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

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Two Weapons

---

##### Character Points

<b>Warrior:</b>	15
<b>Harrier:</b>	10
<b>Archer:</b>	20

<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Small or Medium Weapons
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

#### Shield

---

##### Character Points

<b>Warrior:</b>	20
<b>Harrier:</b>	30
<b>Archer:</b>	---

<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

#### Shield: Block Arrow

---

##### Character Points

<b>Warrior:</b>	20
<b>Harrier:</b>	30
<b>Archer:</b>	---

<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Shield
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Endurance

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

#### Shield: Block Massive

---

##### Character Points

<b>Warrior:</b>	20
<b>Harrier:</b>	30
<b>Archer:</b>	---

<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Shield and Feat of Strength
<b>Restriction:</b>	

<b>Season:</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Max Purchase:</b>	2	3	4

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

---

#### Shield: Block Spell

##### Character Points

**Warrior:** 20, 40, 60

**Harrier:** 20, 40, 60

**Archer:** ---

**Reset:** Event

**Prerequisite:** Shield: Block Arrow

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

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

---

#### Large Weapon: Sword, Club or Axe

##### Character Points

**Warrior:** 10

**Harrier:** 15

**Archer:** 20

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You may use a large weapon, such as a two handed sword, club or axe.

---

#### Large Weapon: Polearm

##### Character Points

**Warrior:** 10

**Harrier:** 15

**Archer:** 20

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You may use a polearm.

---

#### Large Weapon: Strong Blow

##### Character Points

**Warrior:** 10

**Harrier:** 15

**Archer:** 15

**Reset:** Encounter

**Prerequisite:** Large Weapon skill

**Restriction:** None

**Skill Points:** 1 Endurance

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Large Weapon: Great Blow

---

##### Character Points

**Warrior:** 15

**Harrier:** 15

**Archer:** 20

**Reset:** Twilight

**Prerequisite:** Large Weapon: Strong Blow

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

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

#### Large Weapon: Maim

---

##### Character Points

**Warrior:** 15

**Harrier:** 15

**Archer:** ---

**Reset:** Twilight

**Prerequisite:** Large Weapon: Strong Blow and Feat of Strength

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

#### Unarmed: One Fist

---

##### Character Points

**Warrior:** 10

**Harrier:** 10

**Archer:** 15

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You may fight with a single, short sword length fist phys rep.

#### Unarmed: Two Fists

---

##### Character Points

**Warrior:** 10

**Harrier:** 10

**Archer:** 15

**Reset:** Instant

**Prerequisite:** Unarmed: One Fist

**Restriction:** None

**Skill Points:** None

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Unarmed: Reach

---

##### Character Points

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

#### Unarmed: Strong Blow

---

##### Character Points

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

#### Unarmed: Great Blow

---

##### Character Points

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

#### Clawed: One Claw

---

##### Character Points

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

#### Clawed: Two Claws

---

##### Character Points

Warrior:	10
Harrier:	10

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Clawed: Reach

---

##### Character Points

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

#### Clawed: Strong Blow

---

##### Character Points

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

#### Clawed: Great Blow

---

##### Character Points

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

#### Clawed: Agony

---

##### Character Points

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Back Attack

---

##### Character Points

**Warrior:** 15

**Harrier:** 10

**Archer:** ---

**Reset:** Twilight

**Prerequisite:** Small Weapon or Medium Weapon skill

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

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

#### Ranged: Bow

---

##### Character Points

**Warrior:** 20

**Harrier:** 20

**Archer:** 10

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You may use a bow phys rep. Using a bow is not a melee option, and blocking with a bow is not permitted. If your bow is struck, you take the damage or you take a disarm effect. Additionally, the string on the bow has snapped, and before you may again use the bow to fire an arrow, you must spend ten seconds roleplaying as you "re-string" the bow.

You must roleplay the drawing back and aiming of the bow before firing the packet at the target.

As a general rule, there should be at least three seconds between shots.

Arrows in Cottington Woods are represented using normal packets. Normal uncalled arrows may be blocked by a shield. Arrows may be disarmed using a disarm attack.

For game balance, you may fire up to twenty arrows before your supply of arrows is depleted. You may then switch to a different weapon or spend 5 minutes "fletching" a new set of twenty arrows

#### Ranged: Thrown Weapon

---

##### Character Points

**Warrior:** 10

**Harrier:** 10

**Archer:** 5

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

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

#### Ranged: Strong Attack

---

##### Character Points

**Warrior:** 15

**Harrier:** 15

**Archer:** 10

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Wear Armor: Light Armor

---

##### Character Points

**Warrior:** 10  
**Harrier:** 10  
**Archer:** 10  
**Reset:** Instant  
**Prerequisite:** None  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You gain benefit from wearing light armor. Light Armor grants 1 point of armor.

#### Wear Armor: Medium Armor

---

##### Character Points

**Warrior:** 15  
**Harrier:** 20  
**Archer:** 25  
**Reset:** Instant  
**Prerequisite:** Wear Armor: Light  
**Restriction:** See below  
**Skill Points:** None  
**Notes:** You gain benefit from wearing medium armor. Medium Armor grants 2 points of armor.

#### Wear Armor: Heavy Armor

---

##### Character Points

**Warrior:** 15  
**Harrier:** 20  
**Archer:** ---  
**Reset:** Instant  
**Prerequisite:** Wear Armor: Medium  
**Restriction:** See below  
**Skill Points:** None  
**Notes:** You gain benefit from wearing heavy armor. Heavy Armor grants 3 points of armor.

#### Wear Armor: Golem Light Armor

---

##### Character Points

**Warrior:** 5  
**Harrier:** 10  
**Archer:** 10  
**Reset:** Encounter  
**Prerequisite:** Golem character  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You benefit from 1 point of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Wear Armor: Golem Medium Armor

---

##### Character Points

<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	20

<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Wear Armor: Golem Light Armor
<b>Restriction:</b>	none
<b>Skill Points:</b>	none

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

#### Wear Armor: Golem Heavy Armor

---

##### Character Points

<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	---

<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Wear Armor: Golem Medium Armor
<b>Restriction:</b>	none
<b>Skill Points:</b>	none

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

#### Shrug and Recover

---

##### Character Points

<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	15

<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	None
<b>Restriction:</b>	

<b>Season:</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Max Purchase:</b>	3	4	5

<b>Skill Points:</b>	None
----------------------	------

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

#### Rest Back Health

---

##### Character Points

<b>Warrior:</b>	20
<b>Harrier:</b>	20
<b>Archer:</b>	25

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Parry

---

##### Character Points

**Warrior:** 15  
**Harrier:** 20  
**Archer:** 25

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

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

**Skill Points:** None

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

#### Disengage

---

##### Character Points

**Warrior:** 10  
**Harrier:** 10  
**Archer:** 10

**Reset:** Encounter  
**Prerequisite:** Any weapon skill

**Restriction:** None

**Skill Points:** 1 Endurance

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

#### Avoid

---

##### Character Points

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

**Reset:** Twilight

**Prerequisite:** None

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

**Skill Points:** None

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

#### Quick Block

---

##### Character Points

**Warrior:** 10  
**Harrier:** 10

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Courage

---

##### Character Points

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

#### Hamstring

---

##### Character Points

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

#### Warrior Only Skills

##### Large Weapon: Massive Damage

---

##### Character Points

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Warrior's Parry

---

##### Character Points

**Warrior:** 10,20,30

**Harrier:** ---

**Archer:** ---

**Reset:** Event

**Prerequisite:** Parry

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

#### I Will Protect You

---

##### Character Points

**Warrior:** 10

**Harrier:** ---

**Archer:** ---

**Reset:** Twilight

**Prerequisite:** Any weapon skill

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

#### Heroic Stand

---

##### Character Points

**Warrior:** 20

**Harrier:** ---

**Archer:** ---

**Reset:** Event

**Prerequisite:** Parry

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Harrier Only Skills

##### Fleet-Footed

---

###### Character Points

Warrior: --

Harrier: 15

Archer: --

Reset: Twilight

Prerequisite: Harrier header

###### Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

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

##### On Your Feet

---

###### Character Points

Warrior: --

Harrier: 10

Archer: --

Reset: Twilight

Prerequisite: Harrier header

###### Restriction:

Season: **1 2 3**

Max Purchase: 2 3 4

Skill Points: None

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

##### Small Weapon: Double Attack

---

###### Character Points

Warrior: ---

Harrier: 10

Archer: ---

Reset: Event

Prerequisite: Small Weapon: Great Blow

###### Restriction:

Season: **1 2 3**

Max Purchase: 3 4 5

Skill Points: None additional

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

##### Great Back Attack

---

###### Character Points

Warrior: ---

Harrier: 15

Archer: ---

Reset: Event

Prerequisite: Back Attack

###### Restriction:

Season: **1 2 3**

Max Purchase: 1 2 3

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Skill Points:** None

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

#### **Back Attack: Stun**

---

##### **Character Points**

**Warrior:** ---

**Harrier:** 15

**Archer:** ---

**Reset:** Event

**Prerequisite:** Back Attack

##### **Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

#### **Archer Only Skills**

##### **Piercing Shots**

---

##### **Character Points**

**Warrior:** ---

**Harrier:** ---

**Archer:** 10

**Reset:** Instant

**Prerequisite:** Archer Header

**Restriction:** None

**Skill Points:** None

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

##### **Ranged: Extra Arrows**

---

##### **Character Points**

**Warrior:** ---

**Harrier:** ---

**Archer:** 15

**Reset:** Instant

**Prerequisite:** Archer header, Ranged: Bow

**Skill Points:** None

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

##### **Ranged: Fast Fletcher**

---

##### **Character Points**

**Warrior:** ---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### **Ranged: Great Attack**

---

##### **Character Points**

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

#### **Ranged: Agony**

---

##### **Character Points**

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

#### **Ranged: Root (by Arrow)**

---

##### **Character Points**

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

#### **Ranged: Throat Shot**

---

##### **Character Points**

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

---

#### Ranged: Repel by Fear

*"Back-Off!"*

---

##### Character Points

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

---

#### Bow Parry

---

##### Character Points

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

---

#### Weapon and Bow

---

##### Character Points

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Champion Skills

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

#### Champion: Knowing Your Foe

---

##### Character Points

**Warrior:** 20

**Harrier:** 25

**Archer:** 25

**Reset:** Encounter

**Prerequisite:** Any weapon skill, not including fists or claws

**Restriction:** None

**Skill Points:** 1 Endurance

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

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

#### Target Your Foe

---

##### Character Points

**Warrior:** 10

**Harrier:** 10

**Archer:** 10

**Reset:** Encounter

**Prerequisite:** Champion: Knowing Your Foe

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** 1 Endurance

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

#### Piercing Your Foe

---

##### Character Points

**Warrior:** 15

**Harrier:** 15

**Archer:** 15

**Reset:** Event

**Prerequisite:** Champion: Knowing Your Foe

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Unbroken Bones

---

##### Character Points

<b>Warrior:</b>	15
<b>Harrier:</b>	15
<b>Archer:</b>	15

**Reset:** Encounter

**Prerequisite:** Champion: Knowing Your Foe

**Restriction:** None

**Skill Points:** 1 Endurance

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

#### Study Your Foe

---

##### Character Points

<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	15

**Reset:** Encounter

**Prerequisite:** Champion: Knowing Your Foe

**Restriction:** None

**Skill Points:** 1 Endurance

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

#### Parry Your Foe

---

##### Character Points

<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	15

**Reset:** Event

**Prerequisite:** Study Your Foe

**Restriction:** None

**Skill Points:** None

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

#### Relentless Against Your Foe

---

##### Character Points

<b>Warrior:</b>	10
<b>Harrier:</b>	10
<b>Archer:</b>	10

**Reset:** Encounter

**Prerequisite:** Champion: Knowing Your Foe

**Restriction:** None

**Skill Points:** None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Enrage Your Foe

---

##### Character Points

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

#### Learn from Defeat

---

##### Character Points

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

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

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

#### Thrill of Victory

---

##### Character Points

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Fatal Strike Your Foe

---

##### Character Points

Warrior: 30

Harrier: 35

Archer: 35

Reset: Event

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

##### Restriction:

Season: 1 2 3

Max Purchase: 1 1 1

Skill Points: None

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

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 12.4 Rogues

“Other thieves merely stole everything that was not nailed down,  
but this thief stole the nails as well.”  
~Terry Pratchett, *Sourcery*

#### Outlook

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.

Rogue is not a header that conveys combat skills. Rogues who are skilled in combat are often Harriers. Instead, this header focuses on the skills that allow you to get into places unseen and obtain things that are locked away.

#### A Note on Men of Science vs. Rogues



While the two headers go quite well hand in hand, there is a large difference between a gadget and a trapped box.

The gear icon indicates that a box is a gadget, and not something that can be worked using the Pick Locks or Disarm Traps Skills. The ONLY skill that allows a player to manipulate an item with a gear icon attached to it is the Manipulate Gadget skill..

Also, Men of Science use a number of special tools, such as the crosshaired and tapered torque shanks, the long handled force driver and the variable capacity grip crank. Rogues utilize simpler, more common versions of each of these tools (the phillips head and flat head screwdrivers, the hammer and the adjustable wrench). These tools should not be confused for one another. The simpler versions do not allow a rogue to manipulate gadgets.

It is possible that items exist that would allow Rogues to manipulate Science or Magical locks, traps, and wards.

#### Roguary Skills

##### Skill: Endurance

---

**Character Points:** 5,10,15

**Reset:** Encounter

**Prerequisite:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** None

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

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

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

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

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

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

#### Locks: Pick Locks

---

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### Part Two: Skills

**Character Points:** 10  
**Reset:** Instant  
**Prerequisite:** Roguery Header or Man of Science Header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may attempt to pick a lock. You may also read any tags that may be present on a lock. Appropriate tools are required. Note that special tools are required to pick certain locks.

#### Locks: Pick a Lock

---

**Cost:** 20  
**Reset:** Event  
**Prerequisite:** Rogue header, Pick Locks  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 2 3  
**Skill Points:** 1 Endurance  
**Notes:** You may open a single lock. Some locks cannot be opened in this manner, and those locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Skill Point and using this skill. Note that special tools are required to pick certain locks, and this skill does not negate that requirement.

#### Locks: Escape Bonds

---

**Cost:** 10  
**Reset:** Encounter  
**Prerequisite:** Pick Locks  
**Restriction:** Rogue header  
**Skill Points:** 1 Endurance  
**Notes:** You may free yourself from a binding, such as a rope or manacles. Since for safety reasons you cannot actually be restricted in your movements, this skill is the only method of escape.  
You may also free yourself from a Root, Slow, or Paralyze that is caused by a Physical Trait after 10 seconds of roleplay. Call "Purge Physical by Skill."

#### Traps: Disarm Traps

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** None  
**Restriction:** Rogue of Man of Science header  
**Skill Points:** None  
**Notes:** You may attempt to disarm a trap. You may also read any tags that may be present on a trap.

#### Traps: Trap Dodge

---

**Cost:** 15  
**Reset:** Event  
**Prerequisite:** Disarm traps  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** You may avoid the damage from mechanical trap would otherwise cause you harm. The call for this is "Avoid". The trap still destroys any items it is protecting, however. A character cannot Trap Dodge

## Tales from the Cotting House Player's Guide

### Part Two: Skills

and Recover Goods at the same time. You may Avoid traps that are by the following Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive , Permanent, and Threshold.

#### Traps: Recover Goods

---

<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Trap Dodge
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 3 4
<b>Skill Points:</b>	None

**Notes:** You may save the loot from a trapped box if a trap has been triggered. You must take the damage. This cannot be used at the same time as Trap Dodge. The call for this is "Reduce". If the damage from the trap is enough to bring the character to unconscious, the goods remain safely in the box, although the box is open and the trap sprung. If there is more than one trap in a box, more than one use of this skill is required to recover the goods.

#### Hide: Conceal Item

---

<b>Cost:</b>	20
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Endurance

**Notes:** You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

If the item conveys a trait of any kind, you may use this to Resist any Expose for that item, unless the Expose has no trait (ie, "Expose Bart's Broom"), or is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare" (other Special Effects may be hidden from) . You may resist the same expose from the same source for up to 5 minutes without expending another point of Endurance. . No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

#### Hide: Resist Expose

---

<b>Cost:</b>	10
<b>Reset:</b>	Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	3 4 5
<b>Skill Points:</b>	none

**Notes:** You may hide from an "Expose <<by trait>>", except if the effect is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare (other Special Effects may be hidden from) . This skill does NOT work against an expose that does not have a trait. Once activated, the skill lasts five minutes, during which time you do not have to respond to an expose by the same trait. No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

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### Part Two: Skills

#### Seek: Quick Search a Body

---

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	It normally takes ten seconds to search a fallen body. With this skill, you may search a body in only three seconds. When you initiate the search, state to the NPC, "Quick Search". The NPC will then turn over the goods.

#### Seek: Search an Area

---

<b>Character Points:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	By searching an area (and reading tags left for you to find) you may learn things that are difficult or impossible for us to physically represent. In some cases those details will be available for everyone to know, but if something is well hidden, it may require that you have this skill.

#### Hear Rumors

---

<b>Character Points:</b>	5
<b>Reset:</b>	Between Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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.

#### Rogue's Agility

---

<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	Rogue's are quite skilled at getting into places, and have honed their agility. If they purchase the Adventure Skills Balance, Climb, Swim, and Jump, they get one use each Twilight for free (just as they normally would with the skill), but may otherwise treat the reset of these skills as Encounter, and spend 1 Endurance to use it in an encounter.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 12.5 The Priest of the Word

*"My task which I am trying to achieve is by the power of the written word, to make you hear, to make you feel--it is, before all, to make you see. That--and no more, and it is everything."  
~ Joseph Conrad*

*"Anyone who doesn't take truth seriously in small matters cannot be trusted in large ones either."  
--Albert Einstein*

#### Outlook

The Priests of the Church of the Word are among the most respected men and women of the world. They follow the Written Words of the First Patron, collecting facts, checking them, and storing them in their vast library in the city of Faraway. The church values truth. That said, it is not above the changing of Fate when its members see the need. Priests will often see visions of events to come. They may pray to change those events. They view both to be gifts from the First Patron, and consider it their duty to act on them.

While the Priests of the Word do not prescribe to any moral code (beyond a strict adherence to what is truth), they are often called to write the laws of the land, and to witness and judge when those laws have been broken. Many ultimately believe that everyone can find a happy ending if they are willing to look truthfully within and without, and take the difficult path rather than the easy one. Every important event, whenever possible, has a priest in attendance to write it down. The saying goes that if a thing is not written, it never occurred.

#### Priestly Garb

The priestly garb includes a plain white, off white or brown cassock (originally based off the color of paper, over the generations this has become lighter in shade, and now even white is acceptable). Priests generally don't wear their full cassocks when they are simply out and about. Plain clothes are fine, encouraged even, for every day wear. Each priest also has a stole. These are typically individualized, although priests higher up rank would wear a more uniform stole when performing their duties. The stole, being two sided, typically would have the word "TRUTH" running top to bottom on the right side in block letters, and a word, phrase or block of text written on the left, in whatever format the individual desires. This block of text should be significant to each individual.

Player character priests may feel free to individualize their stole. They are not high enough in rank to worry about the uniform pattern. Player character priests may bring a cassock to game, but it is not required wear.

#### Priests Skills

##### Skill Points: Faith

---

<b>Character Points:</b>	5,10,15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	5 6 7
<b>Skill Points:</b>	None

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

The different types of skill point are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

## Tales from the Cotting House Player's Guide

### Part Two: Skills

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

*Example One:* A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

*Example Two:* A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

---

#### Witness, or Writing the Word

##### Character Points:

**Paladin:** Free

**Healer:** Free

**Scholar:** Free

**Reset:** Instant

**Prerequisite:** Any priest header

**Restriction:** None

**Skill Points:** None

**Notes:** The Church of the Word has a saying: "If a thing is not written, it never happened." To that end, you are granted the authority to add facts and details into the record books of the church. You are a "legal witnesses" to the events of the world. Priest of the Word are called upon to record important events, such as births, marriages, deaths, important battles, contracts, and really anything worth remembering. The loss of any bit of information is considered a great shame.

Witness is not so much a skill as it is a duty, and it is one that every priest takes very seriously. To record a thing wrong, especially on purpose, is the worst offense a priest can make, so they are very careful to record names, places and events correctly. Some priests carry this belief into the things they say, being careful not to even speak a mistruth.

Priests who formally Witness and Record events, contracts, or other things of importance should include in their PELs what they have Witnessed and Written.

---

#### Visions of the Word

##### Character Points:

**Paladin:** 10

**Healer:** 10

**Scholar:** 10

**Reset:** Between Event

**Prerequisite:** Any Priest Header

**Restriction:** None

**Skill Points:** None

**Notes:** You have visions, sometimes of the past, and sometimes they are of the future. Most priests of the Word are "blessed" with these visions, and often view it as skipping around in the book of the world. This is a passive skill and occurs between events.

---

#### Resist Doubt

##### Character Points:

**Paladin:** 5,5,5

**Healer:** 5,5,5

**Scholar:** 5,5,5

**Reset:** Event

**Prerequisite:** None

**Restriction:**

## Tales from the Cotting House Player's Guide

### Part Two: Skills

<b>Season:</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Max Purchase:</b>	3	4	5
<b>Skill Points:</b>	None		
<b>Notes:</b>	The strength of your Faith protects you. You may call "Resist" to any one attack "by Doubt" or "to Priest." This skill may be used while unconscious or dead, but not while Drained.		

#### Repel Corrupt

---

##### Character Points

<b>Paladin:</b>	15
<b>Healer:</b>	15
<b>Scholar:</b>	15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Any priest header
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	You are imbued with the lawful power of the word, and as such, you may repel many of the creatures of Anathema. Point at your target (or raise a symbol or sword), call out a forceful command backed by the power of your faith that is at least four syllables long ("Evil Hence Begone!" or some such) and call, "By my gesture, Repel to Corruption by Faith!" You may maintain the gesture for up to five minutes, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills (except to call defenses). Your hands do not need to be free to use this ability.

#### Desperate Repel Corrupt

---

##### Character Points

<b>Paladin:</b>	15		
<b>Healer:</b>	15		
<b>Scholar:</b>	15		
<b>Reset:</b>	Event		
<b>Prerequisite:</b>	Repel Corrupt		
<b>Restriction:</b>			
<b>Season:</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Max Purchase:</b>	1	1	2
<b>Skill Points:</b>	None		
<b>Notes:</b>	Priests are so imbued with the lawful power of the word that in times of desperation, they are able to draw upon the power of their Faith even when exhausted. This works exactly as the "Repel Corrupt" skill except it does not cost Skill Points to use. It is an Event Skill, and can only be used per time bought. Point at your target (or raise a symbol or sword), call out a forceful command backed by the power of your faith that is at least four syllables long ("Evil Hence Begone!" or some such) and call, "By my gesture, Repel to Corruption by Faith!" You may maintain the gesture for up to five minutes, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills (except to call defenses). Your hands do not need to be free to use this ability.		

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Paladin Skills

#### Imbue/Forge Holy Weapon

---

**Character Points:**

<b>Paladin:</b>	Free
<b>Healer:</b>	---
<b>Scholar:</b>	---

**Reset:** Event

**Prerequisite:** Paladin header

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may imbue a weapon with the holy power of the Word to make it a powerful weapon against demons and undead. Traditionally this weapon is a sword, but it may be any small, medium or large weapon (though not a bow, fist of claw).

To Imbue an existing weapon as holy, you must design a rite that includes the following elements:

- \* It must be a minimum of 5 minutes in length.
- \* The focal point of the Rite must be the weapon that is being infused with the Word.
- \* The rite must include speaking and gestures.
- \* The rite must include writing of some kind, even if this is only tracing out symbols, runes, letters, or words, although consider that this writing would eventually be turned in to the church to making the rite official.
- \* The weapon must be given a Word that becomes its Name.
- \* The rite cannot be interrupted. If you take harmful effects or stop the rite, or someone else interrupts or walks through the rite, then you must begin again.

As long as those requirements are met, you may perform the Rite as you wish. At the end of the rite, you may call out "Imbue Holy Weapon by Faith" and your weapon becomes Holy when in your hands.

Once this is done on a weapon, you do not need to perform this rite again. It is considered to remain in effect between events, and does not end unless you imbue a new Holy Weapon. You may only have one weapon that is so empowered. If it at any point you wish to imbue a new weapon, you may do so, following the guidelines above, but the previous weapon loses its holy imbue. This can be done during an Encounter, but please note that interruptions will reset the rite.

You may also choose to perform this rite while forging your own weapon. This requires you to have the Weaponsmithing skill and the necessary in-game components. A Holy Weapon personally created by the Paladin who wields it, weaving in it his Words as he does, is said to be more powerful and it is possible there are hidden skills that may be discovered related to this.

Once cast, in addition to becoming a focus for other abilities, the Paladin can cast Priest spells while holding and using their Holy Weapon in one hand. You must have the skill to use the weapon to do this. This overrides the restriction requiring both hands to be free to cast spells.

Notes:

\* This skill also works with any Priest packet-based skills that are not technically spells but that work like spells.

\* If the weapon is destroyed, the Holy Sword Imbue is not lost, but you cannot use the Sword for any abilities relying on it until the Sword is repaired.

#### True Weapon

---

**Character Points:**

<b>Paladin:</b>	15
<b>Healer:</b>	---
<b>Scholar:</b>	---

**Reset:** Twilight

**Prerequisite:** Imbue/Forge Holy Weapon, Weapon Smith skill

**Restriction:** None

**Skill Points:** None

**Notes:** While holding a Holy Weapon that you have built yourself, you may call "Resist" to any one Destroy or Disarm effect to that weapon. This skill may be used while unconscious or dead, but not while Drained.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Detect Undead

---

**Character Points:**

Paladin:	10
Healer:	---
Scholar:	10

**Reset:** Encounter

**Prerequisite:** Paladin or Scholar header

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may sense the presence of the restless dead. Call out a forceful command backed by the power of your faith that is at least six syllables long and call "By my voice, Expose Undead."

#### Detect Corrupt

---

**Character Points:**

Paladin:	10
Healer:	---
Scholar:	10

**Reset:** Twilight

**Prerequisite:** Detect Undead

**Restriction:** None

**Skill Points:** None

**Notes:** You may sense the presence of demons and the undead they create. Call out a forceful command backed by the power of your faith that is at least ten syllables long and call "By my voice, Expose Corruption" or "By My Voice, Expose Corrupt." You may also use this to Diagnose effect the trait, Corruption.

#### Weapon Damage by Faith

---

**Character Points:**

Paladin:	10
Healer:	---
Scholar:	---

**Reset:** Instant

**Prerequisite:** Paladin header, appropriate weapon skill

**Restriction:** None

**Skill Points:** None

**Notes:** While wielding your Holy Weapon, you may call any called damage as "by Faith."

#### Agony to Corrupt

---

**Character Points:**

Paladin:	15
Healer:	---
Scholar:	---

**Reset:** Twilight

**Prerequisite:** Paladin header

**Restriction:** None

**Skill Points:** None

**Notes:** You may hold up your Holy Weapon, present it boldly before a target, and call "By my gesture, Agony to Corrupt." You may continue to hold the gesture for a **maximum** of 10 seconds. Paladins utilize this ability to cause discomfort to creatures of Anathema, but also as a tool to aid during Exorcisms. You may maintain the gesture for up to five minutes, and may have two of these active at the same time (one with each hand). While maintaining the gesture(s), you may not use other skills, except for Holy Wrath, Harm Undead, and to call defenses. You may use this ability while also using a shield.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Holy Wrath

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Event

**Prerequisite:** Paladin header, Imbue/Forge Holy Weapon

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

**Notes:** You may call upon the power of the word to smite a demon of Anathema or one of its creations. Point your Holy Weapon towards your target, call a command that is just long enough to establish that you have the creature's attention (there is no minimum syllable requirement – this is just to establish that the NPC knows you are aiming the gesture at him). Call, "By my gesture, 5 damage to Corruption!" You may use this ability while also using a shield.

#### Harm Undead

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Event

**Prerequisite:** Paladin header, Imbue/Forge Holy Weapon

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

**Notes:** You may call on the power of the Word to injure every undead in your vicinity. Lift your holy weapon into the air, make a commanding statement that affirms your faith in the word and is at least ten syllables in length, then call, "By my voice, 2 damage to undead." You may use this ability while also using a shield.

#### Agony by Faith

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** encounter

**Prerequisite:** Paladin header, Imbue/Forge Holy Weapon

**Skill Points:** 1 Faith

**Notes:** While wielding your Holy Sword, you may call "Agony by Faith."

#### Disengage

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** encounter

**Prerequisite:** Paladin header, Imbue/Forge Holy Weapon

**Skill Points:** 1 Faith

**Notes:** While wielding your Holy Sword, you may call "Disengage."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Holy Sword Parry

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Paladin header, True Sword

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

**Notes:** You may parry one attack delivered by melee weapon. A parry can be performed with any readied Holy Sword created by you, and can only parry shots that land on a limb (arms, legs or feet). You may parry melee attempts to disarm or destroy your weapon. If struck, you call, "Parry." If the Holy Sword was personally forged by you, you may once per Twilight (regardless of the number of times bought), parry one melee attack by Madness or by Doubt.

#### Lesser Exorcism

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** 15

**Reset:** instant

**Prerequisite:** Paladin or Scholar header, Witness

**Skill Points:** None

**Notes:** This skill allows you to perform an exorcism upon the field of battle. For minor demons of Anathema, this will exorcise the demon, sending it either back to Anathema or at least expelling it from the body of the one possessed. For greater demons, this will certainly not work as written, as such an exorcism may require additional items or other In-Game mechanisms, but this skill is required to perform that Greater Exorcism. Spend 60 seconds uninterrupted performing a rite on the possessed or upon a demon. You must be within physical reach of the target. If you are interrupted, you must begin again. At the end of the rite, call ""Inflict Banish to Anathema by Faith."

#### Relentless Pursuit

---

**Character Points:**

**Paladin:** 10

**Healer:** ---

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Paladin header

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** You may call "Purge by Faith" to any one Repel, Slow, Maim or Root effect delivered by a weapon. If you are wielding your Holy Sword that you personally forged, you may also call "Purge by Faith" if the Repel, Slow, Maim or Root was delivered by a packet.

#### Greater Relentless Pursuit

---

**Character Points:**

**Paladin:** 10

**Healer:** ---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

<b>Scholar:</b>	---
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Paladin header, Relentless Pursuit
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 4 6
<b>Skill Points:</b>	None
<b>Notes:</b>	You may call "Purge by Faith" to any one effect delivered by a Demon or Undead using a weapon (melee, claws, fists, bow, thrown), including if delivered "by Doubt". If you are wielding your Holy Sword that you personally forged, you may also call "Purge by Faith" if the attack was delivered by a packet.

---

#### Courage from Faith

<b>Character Points:</b>	
<b>Paladin:</b>	15
<b>Healer:</b>	---
<b>Scholar:</b>	---
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Paladin header
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	You may call "Resist by Faith" to any one attack delivered "by Fear." You may also choose to call "Purge by Faith" three seconds after taking any one attack "by Fear."

---

#### Body and Extra Body (Paladin)

<b>Character Points</b>	
<b>Paladin:</b>	10,15,20,25,30,35
<b>Healer:</b>	15,20,25,30,35,40
<b>Scholar:</b>	15,20,25,30,35,40
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Body:</b>	2 3 4
<b>Skill Points:</b>	None
<b>Notes:</b>	Body is a measure of physical toughness, of the amount of raw punishment a character can take before succumbing to it. All characters begin with 2 Body. The maximum Body a character may have during the first season is 4. This cap increases by one with each additional season. Body Points that are lost to injury can be healed through magical healing, and always return to full before the next game event.

---

#### Durability (Paladin)

<b>Character Points</b>	
<b>Paladin:</b>	10,15,20,25...
<b>Healer:</b>	---
<b>Scholar:</b>	---
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Paladin header
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Body:</b>	3 4 5
<b>Skill Points:</b>	None
<b>Notes:</b>	Durability grants you an additional point of Body. This point stacks with existing body.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Medium Weapon: Sword, Club or Axe

---

**Character Points**

**Paladin:** 5

**Healer:** ---

**Scholar:** ---

**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: Strong Blow by Faith

---

**Character Points:**

**Paladin:** 10

**Healer:** ---

**Scholar:** ---

**Reset:** Encounter

**Prerequisite:** Paladin header, Medium Weapon

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may call "3 Damage by Faith" with a medium weapon.

#### Medium Weapon: Great Blow by Faith

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Paladin header, Medium Weapon: Strong Blow by Faith

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** 1 Faith

**Notes:** You may call "5 Damage by Faith" with a medium weapon.

#### Two Weapons

---

**Character Points**

**Paladin:** 20

**Healer:** ---

**Scholar:** ---

**Reset:** Instant

**Prerequisite:** Small or Medium Weapons

**Restriction:** None

**Skill Points:** None

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

#### Shield

---

**Character Points**

**Paladin:** 20

**Healer:** ---

**Scholar:** ---

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

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## Part Two: Skills

**Skill Points:** None

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

### Large Weapon: Sword, Club or Axe

---

**Character Points**

**Paladin:** 20

**Healer:** ---

**Scholar:** ---

**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: Strong Blow by Faith

---

**Character Points:**

**Paladin:** 10

**Healer:** ---

**Scholar:** ---

**Reset:** Encounter

**Prerequisite:** Paladin header, Large Weapon skill

**Restriction:** None

**Skill Points:** 1 Faith

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

### Large Weapon: Great Blow by Faith

---

**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Paladin header, Large Weapon: Strong Blow by Faith

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** 1 Faith

**Notes:** You may call "6 Damage by Faith" with a large weapon.

### Wear Armor: Light Armor

---

**Character Points**

**Paladin:** 10

**Healer:** 15

**Scholar:** 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.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Wear Armor: Medium Armor

---

##### Character Points

<b>Paladin:</b>	15
<b>Healer:</b>	---
<b>Scholar:</b>	---
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Wear Armor: Light
<b>Restriction:</b>	See below
<b>Skill Points:</b>	None
<b>Notes:</b>	You gain benefit from wearing medium armor. Medium Armor grants 2 point of protection.

### Scholar Skills

#### Research

---

##### Character Points:

<b>Paladin:</b>	10
<b>Healer:</b>	10
<b>Scholar:</b>	5
<b>Reset:</b>	Between Event
<b>Prerequisite:</b>	none
<b>Restriction:</b>	none
<b>Skill Points:</b>	none
<b>Notes:</b>	You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like. For <i>Tales of the Cotting House</i> , 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.)

#### Insight

---

##### Character Points:

<b>Paladin:</b>	10
<b>Healer:</b>	10
<b>Scholar:</b>	5
<b>Reset:</b>	Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	3 4 5
<b>Skill Points:</b>	1 point of Skill <i>of any type</i>
<b>Notes:</b>	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 instead 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. <i>Example:</i> 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. If only she could get through the grate, she might find the way out..."

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### Part Two: Skills

Sometimes a fairy or even a spirit of the Word might be present who can respond. By calling, "By my voice, Expose Insight Spirit," you may sometimes reveal such a fairy or spirit. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you (in Out of Game terms, it may manifest through a Plot NPC or other NPC 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.

#### Augery

---

##### Character Points:

<b>Paladin:</b>	10
<b>Healer:</b>	10
<b>Scholar:</b>	5

**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 augery - 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 augery readings may be placed, which plot will occasionally check. If staff we are able to do so, we will send a response to you.

#### Read/Write (Demon)

---

##### Character Points:

<b>Paladin:</b>	15
<b>Healer:</b>	15
<b>Scholar:</b>	10

**Reset:** Instant

**Prerequisite:** Read/Write (Human) Print, Any priest header

**Restriction:** Brer cannot learn this skill.

**Notes:** You may make sense of the language of Anathema. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher. The demon writing of anathema is painful to read, and the reader should beware when trying.

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 indicate that the body is written in that other language.

#### Read/Write (Elf)

---

##### Character Points:

<b>Paladin:</b>	15
<b>Healer:</b>	15
<b>Scholar:</b>	10

**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,

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### Part Two: Skills

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

#### Read/Write (Goblin)

---

**Character Points:**

<b>Paladin:</b>	15
<b>Healer:</b>	15
<b>Scholar:</b>	10

**Reset:** Instant

**Prerequisite:** None

**Restriction:** Brer cannot learn this skill.

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

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

#### Read Language

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	---
<b>Scholar:</b>	10

**Reset:** Twilight

**Prerequisite:** Scholar header

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** Instead of actually learning a different language, you can pray for understanding.

Generally this is considered to be a shortcut in the eyes of the church, but it certainly does take less time.

By spending a point of Faith and stating "Imbue to self by Faith", you may read any single document that is written in another language as if you possessed the normal skill to do so.

#### Scholar's Eye

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	---
<b>Scholar:</b>	10

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** The Scholar is studied such that he understands or notices details that might escape another. This skill allows Scholar's to read yellow "Scholar's Eyes" tags.

#### Messenger

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	---
<b>Scholar:</b>	10

**Reset:** Event/Between event

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** Scholars are able to ensure that messages sent through the network of the Church and the Grimm Brotherhood reach its destination. A message sent with the Messenger skill is guaranteed to reach its

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destination. Alternately, this skill may be used to ensure information or a true story is reached by the Grimm Brotherhood for possible inclusion in the Codex. This is a between event skill, and the message to be delivered must be submitted with your PEL by the skill deadline. The use of this skill guarantees a response of some kind to a message sent, though it may not be the response the character is expecting.

---

#### Determine Veracity

##### Character Points:

**Paladin:** ---

**Healer:** ---

**Scholar:** 5

**Reset:** Event/Between Event

**Prerequisite:** Scholar's Eye

**Restriction:** None

**Notes:** You may, between events, study a written work and pray on it to determine if the work is truthful, or you may use it during an event by praying to the Patrons for guidance (out of game: place a note to staff in the Staff Messages/Prayer box in the tavern). If a work is truthful, you will know it. The more divergent from the truth a work is, the easier it is to determine that the work is false, and how. A very cleverly worked piece of fiction might be proven false, but might not give an indication where it diverges from the truth. This prayer will reveal if a work is full of lies, but it gives no indication as to the motives of the author.

---

#### Divine Prayer

##### Character Points:

**Paladin:** ---

**Healer:** ---

**Scholar:** 15

**Reset:** Event

**Prerequisite:** Scholar header

**Restriction:** None

**Skill Points:** None

**Notes:** During an event, you may visit a church of the Word and pray on a topic or question. You will write down your question and leave it in a box provided for such prayers. The writing of the question is symbolic and important, and is entirely in game.

Plot will check the box several times during an event, and, provided we have the time and a valid answer, we will respond. If you do not receive a response during the event, you will receive it with your Info Skill answers at the beginning of the following event. We will make every effort to answer a Divine Prayer in-game and provide a response to you so that the Patron's Insight is given to you during the course of play. It is up to you to return to the church to check to see if there is a reply.

---

#### Detect Undead

##### Character Points:

**Paladin:** 10

**Healer:** ---

**Scholar:** 10

**Reset:** Encounter

**Prerequisite:** Paladin or Scholar header

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may sense the presence of the restless dead. Call out a forceful command backed by the power of your faith that is at least six syllables long and call "By my voice, Expose Undead."

---

#### Detect Corrupt

##### Character Points:

**Paladin:** 10

**Healer:** ---

**Scholar:** 10

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### Part Two: Skills

**Reset:** Twilight  
**Prerequisite:** Paladin or Scholar header  
**Restriction:** Detect Undead  
**Skill Points:** None  
**Notes:** You may sense the presence of demons and the undead they create. Call out a forceful command backed by the power of your faith that is at least ten syllables long and call "By my voice, Expose Corruption" or "By My Voice, Expose Corrupt." You may also use this to diagnose the effect trait, Corruption.

---

#### Resist vs. Confusion

##### Character Points:

**Paladin:** ---  
**Healer:** ---  
**Scholar:** 10

**Reset:** Encounter  
**Prerequisite:** Scholar header  
**Restriction:** none  
**Skill Points:** 1 Faith  
**Notes:** You may resist any attempt to confuse you. Call "Resist" to an effect by Confusion. This skill may be used while unconscious or dead, but not while Drained.

---

#### Focused Mind

##### Character Points:

**Paladin:** ---  
**Healer:** ---  
**Scholar:** 15

**Reset:** Encounter  
**Prerequisite:** None  
**Skill Points:** 1 Faith  
**Notes:** Your mind is so focused on the Word that while taking notes, transcribing, or working on a puzzle or code, you are protected by the Written Word from harm. Spend 1 Faith and call "resist" against a packet or weapon-delivered attack, including if the attack is delivered "by Doubt."

---

#### Speak with Spirit/Speak with the Dead

##### Character Points:

**Paladin:** ---  
**Healer:** ---  
**Scholar:** 10

**Reset:** Twilight  
**Prerequisite:** Scholar header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may speak with the spirits of those dead that linger in the living world. After a brief prayer of at least six syllables invoking the Word, you may touch a spirit or dead body with a packet and call "Speak with Spirit" or "Speak with Dead". If the target is then willing, you may speak freely with each other for the duration of the encounter.

---

#### Séance

##### Character Points:

**Paladin:** ---  
**Healer:** ---  
**Scholar:** 15

**Reset:** Event  
**Prerequisite:** Scholar header, Speak with the Dead  
**Restriction:**  
**Season:** 1 2 3

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### Part Two: Skills

**Max Purchase:** 3 4 5  
**Skill Points:** None

**Notes:** This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. You may conduct a séance to speak to someone who has passed into the Deathlands. You can establish this Rite however you wish, though forming a circle of some kind and use of Illumination (candles, ink, paper) are required. You must have something of extreme sentimentality or something OF the person (such as hair, blood, etc) you wish to speak with. The ritual is more likely to succeed if the person casting the ritual has a tie to the person being summoned. The more Priests and people with a tie to the deceased participating, the better the chance of success, and it could be contested or have other results depending on the circumstances of how the person died, how long ago they died, and whether their spirit is in the Deathlands or passed to The End. This does not guarantee the spirit will be friendly. You may send the summoned spirit back at any time while it is in your circle by saying. "Begone! By Your Name, <Name> Inflict Banish to Dead by Dismissal."

#### Life Keeper

*"Tell me Your Story"*

---

#### Character Points:

**Paladin:** ---  
**Healer:** ---  
**Scholar:** 10

**Reset:** Twilight

**Prerequisite:** None

#### Restriction:

**Season:** 1 2 3  
**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** Your desire to write the story of one who has passed on is so strong that they are able to hold their spirit from Departing in order to record their tale. Touch a packet to a target that has died but has not yet reached the end of their five minute count and call, "Imbue to Dead by Life Keeping". Hand them the Imbue card to read if they do not understand how this skill works. This grants the dead the ability to speak to the Scholar and only the Scholar. Their five minute count is then halted, so long as the Scholar asks questions about their life, the target continues to answer, and the Scholar writes the answers/stories down.

#### Hindsight: Remembrance

---

#### Character Points:

**Paladin:** ---  
**Healer:** ---  
**Scholar:** 10

**Reset:** Between Event

**Prerequisite:** Scholar header

**Restriction:** None

**Skill Points:** None

**Notes:** Between events, you may request clarification on the details of an encounter you experienced during the previous event. You must give as much detail as you can (to help us recall the event clearly, ourselves). Use of this skill does not count towards your limit of Between Event Info Skills.

#### Sharing the Written Word

---

#### Character Points:

**Paladin:** ---  
**Healer:** ---  
**Scholar:** 10

**Reset:** Twilight

**Prerequisite:** None

#### Restriction:

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

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### Part Two: Skills

**Skill Points:** None

**Notes:** Scholars are able to channel the power of the written word to aid others. Spend at least two minutes sharing information you have gained, notes you have written, telling of things you have witness, or instructing or teacher others. At the end of those two minutes, you may call out one of the following: "By My Voice, Heal 2 by Faith", "By My Voice, Cure Will by Faith", or "By My Voice, Grant 1 Protection by Faith." When making the call, the volume of the call must be at the same volume level as the conversation itself.

---

#### Blessing of the Witness

**Character Points:**

**Paladin:** ---

**Healer:** ---

**Scholar:** 5

**Reset:** Twilight

**Prerequisite:** Witness, Sharing the Written Word

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** This skill may be used if a Priest Witnesses and Records (writes down) a significant event, moment, contract, oath, or other such event to bless the participants of that moment. (This is most often used when a Priest is explicitly asked to bear witness, but it is not required that a Priest be asked to do so). The events could range from a Wedding, to the swearing of oaths, to the defeat of a great enemy. Take a moment to state that you have formally witnessed this moment -- such as "My name is <Your Name> and I have Witnessed these Words as Truth" or "Let it be known that <this> is been Witnessed and the Words Written by the hand of <Your Name>." You may then call a packet to each participant (such as two individuals who exchanged a vow) and say one of the following: "Heal by Faith" or "Grant Extra 1 Protection by Faith" or "Grant Weapon Defense by Faith, Shield by Faith." If the event included all visible individuals (such as a decisive battle in a war), you may instead call out "By My Voice" rather than touch a packet. However, to do so, those present all must have participated in the event, act, etc, being Witnessed. If they were just bystanders or witnesses, they cannot be so imbued.

When making the call, the volume of the call must be at the same volume level as the conversation itself.

---

#### Protection from the Witnessed

**Character Points:**

**Paladin:** ---

**Healer:** ---

**Scholar:** 15

**Reset:** Twilight

**Prerequisite:** Witness, Sharing the Written Word

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** You must personally witness an Attack Trait being used in an encounter or battle. You cannot be told of it, but rather must have been struck by it or personally seen (and heard) it used, even if the attack was negated by a defense or missed the target. The Attack Trait cannot be of Corruption, Insanity, Madness, Massive, Permanent, Horror, Nightmare, or Fairy Magic, but can be other Special Traits. Once you have seen the trait used, Witness that it has happened by word (as per the Witness skill), record it in your book, and then you may grant a "Grant Defense, Shield <Trait> by Faith." For example, if you encounter a Fire Elemental casting Fire, you may Witness it, write it down in your book, and then cast "Grant Defense, Shield Fire by Faith." If you have more than one casting of this spell, you need not write down the witnessing for additional castings, unless you are changing the attack trait.

For example, if you see a creature throw a ball of fire, you may call out "I Witness that this creature uses fire to harm others," write it down in your book, and then cast a shield fire on yourself or someone else. If you have a second use of this skill, you may cast a second one without writing down a new witnessing. If instead you see the creature through an ice bolt and want to cast a shield ice, you would then need to do a second witness, write it down, and then cast the spell.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Empowered by the Written Word

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	---
<b>Scholar:</b>	20

**Reset:** Event

**Prerequisite:** None

**Restriction:**

<b>Season:</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Max Purchase:</b>	1	1	2

**Skill Points:** None

**Notes:** Scholars gain great understanding of the Word from knowledge. Write down something you don't already know, such as taking notes during important conversations. Share it with someone who does not already know it. Touch a packet to that person or to yourself and call your choice of:

"Refresh 1 Twilight Skill by Faith"

"Cure Doubt/Madness/Insanity/Corruption/Nightmare/Horror/Glamour/Craft/Magic by Faith"

"**Encounter** Grant 1 Skill Point by Faith"

"Grant 1 Vitality by Faith"

This must be new information shared, and should obey the spirit of this skill, which is to share in-game knowledge. The Patrons do not take kindly to those Scholars who seek power from the Word but do not uphold the true meanings behind it.

### Healer Skills

#### Diagnose Physical

---

**Character Points:**

<b>Paladin:</b>	10
<b>Healer:</b>	5
<b>Scholar:</b>	5

**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:**

<b>Paladin:</b>	15
<b>Healer:</b>	10
<b>Scholar:</b>	10

**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.

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### Part Two: Skills

#### First Aid

---

**Character Points:**

<b>Paladin:</b>	5
<b>Healer:</b>	5
<b>Scholar:</b>	5

**Reset:** Instant

**Prerequisite:** Diagnose Physical

**Restriction:** None

**Skill Points:** None

**Notes:** You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

#### Cure Maim

---

**Character Points:**

<b>Paladin:</b>	10
<b>Healer:</b>	5
<b>Scholar:</b>	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".

#### Cure Doubt

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	5
<b>Scholar:</b>	---

**Reset:** Twilight

**Prerequisite:** None

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may restore a person's faith in the Word, such that you can remove effects inflicted by Doubt. After a rousing affirmation of your own faith lasting at least fifteen seconds, you may touch a packet to your target and call "Cure Doubt by Faith."

You also gain the ability to "Diagnose Doubt." You may touch a packet to a person, spend three seconds analyzing the individual, and call "Diagnose Doubt."

#### Stabilize

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	10
<b>Scholar:</b>	---

**Reset:** Instant

**Prerequisite:** Diagnose Physical

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** At dawn and dusk you may utter a prayer of at least ten syllables, spend 1 Faith, and call "Imbue to Self by Faith". Until the next twilight, you may then touch any unstable character with a packet and state, "I do not witness your dying. Stabilize by Faith."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Remove Lesser Injury

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	10
<b>Scholar:</b>	---

**Reset:** Encounter

**Prerequisite:** Diagnose Physical, Healer header

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** By spending 1 Faith and speaking a prayer of at least fifteen syllables, you may call "Imbue to Self by Faith" and change the course of events, acknowledging how they occurred but altering the outcome so that the injured were harmed less, or even not at all. By spending the 1 Faith you may cast two healings, the values of which are determined as follows:

Because you work with the Word, you must know how the injuries occurred, at least to some extent. If you were not there when the injury occurred, or there is no one present who can tell you the tale, you may use each heal by touching a packet to your target and calling "Heal 1 by Faith."

If, however, you witnessed the encounter, if you were at least present (even if you didn't actually see it), or if you are told what occurred, you have better control over the outcome, and may call "Heal 3 by Faith."

*For example*, if you and your companions are fighting a pack of wolves and Joe is struck down by one behind you, you may turn around and cast "Heal 3 by Faith" upon him, because you know the general tale of how he fell, even if you didn't directly witness it.

*For example*, however, if you were sitting in the tavern and Joe was brought to you unconscious, you could only cast "Heal 1 by Faith" unless the person who brought him in knew how he had been struck unconscious and told you. You can, however, cast "Heal 1 by Faith" upon Joe, ask him what happened and listen to his tale, and then cast "Heal 3 by Faith" upon him once you know the story.

#### Remove Greater Injury

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	10
<b>Scholar:</b>	---

**Reset:** Twilight

**Prerequisite:** Remove Lesser Injury

**Restriction:** none

**Skill Points:** none

**Notes:** You have better control with which to alter the outcome of an encounter. By spending 1 Faith and speaking a prayer of at least fifteen syllables, you may call "Imbue to Self by Faith" and change the course of events, acknowledging how they occurred but altering the outcome so that the injured were harmed less, or even not at all. By spending the 1 Faith you may cast two healings, the values of which are determined as follows:

Because you work with the Word, you must know how the injuries occurred, at least to some extent. If you were not there when the injury occurred, or there is no one present who can tell you the tale, you may use each heal by touching a packet to your target and calling "Heal 3 by Faith."

If, however, you witnessed the encounter, if you were at least present (even if you didn't actually see it), or if you are told what occurred, you have better control over the outcome, and may call "Heal 6 by Faith."

(See examples under Remove Lesser Injury.)

#### Remove Comatose

---

**Character Points:**

<b>Paladin:</b>	---
<b>Healer:</b>	5
<b>Scholar:</b>	---

**Reset:** Event

**Prerequisite:** Stabilize, Remove Greater Injury

**Restriction:** None

**Season:** 1 2 3

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Max Purchase:** 2 4 6  
**Skill Points:** 1 Faith  
**Notes:** You are able to tell the tale of how one in a coma awakens again. Spend 10 seconds telling the tale, touch a packet to the target and call, "Cure Comatose trait by Faith." As defined in the Comatose skill, a person brought out of a Coma suffers the Drain effect and must rest 5 minutes to remove it. Both hands must be free to use this skill. If you are interrupted while casting, you do not lose the skill use, but must begin again to cast it.

---

#### Remove Maim

##### Character Points:

**Paladin:** ---

**Healer:** 15

**Scholar:** ---

**Reset:** Encounter

**Prerequisite:** Remove Lesser Injury

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may alter the outcome of an encounter, targeting a victim's maimed limbs. If you know how an encounter occurred, you may speak a prayer of at least 6 syllables and spend 1 Faith to cure each of the target's maimed limbs (target each limb in turn) and call "Cure Maim <<limb>> by Faith." If you did not see the encounter, or were not present or were not told what occurred, you may target only a single limb.

---

#### Remove Disease

##### Character Points:

**Paladin:** ---

**Healer:** 15

**Scholar:** ---

**Reset:** Encounter

**Prerequisite:** Remove Greater Injury

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may use your Faith in the Word to remove a common disease from a target. Speak a prayer of at least 8 syllables, touch the target with a packet and call, "Cure Disease by Faith." This spell does not remove any damage that may have resulted from the disease, but it will stop further damage.

---

#### Remove (Specific) Disease

##### Character Points:

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

**Reset:** encounter

**Prerequisite:** Remove Common Disease

**Restriction:** none

**Skill Points:** 1 Faith

**Notes:** Most known diseases can be cured by the Remove Disease spell above. New or rare diseases, however, must be studied before a cure can be given, and in that case, each would have a separate spell to cure it. This prayer must be learned in game, and only with the proper teacher. A new disease would have its own trait, and the call to cure it you would speak a prayer of at least twelve syllables and call "Cure <<name of disease>> by Faith."

For example, if the green tongue plague began to spread, the healer must research or be taught the prayer to cure it. This would cost 10 character points. If the blue tongue plague began to spread, the healer would have to research or be taught the prayer to cure that disease, costing another 10 character points.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Remove Impediment

---

**Character Points:**

**Paladin:** ---  
**Healer:** 15  
**Scholar:** ---

**Reset:** twilight  
**Prerequisite:** Remove Maim  
**Restriction:** none  
**Skill Points:** none

**Notes:** Spend 30 seconds in prayer explaining how the target of the prayer will be freed from that which binds or stops them, and then touch or throw a packet for Cure Paralyze/Repel/Root/Slow by Faith" as long as the attack was an Elemental, Physical, or Metabolic trait (ie, cannot be used on Mental and Special Traits).

#### Foresight: Imbue Avoidance

---

**Character Points:**

**Paladin:** ---  
**Healer:** 25,50,75  
**Scholar:** ---

**Reset:** Event  
**Prerequisite:** Healer header, Witness  
**Restriction:**

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

**Skill Points:** None

**Notes:** By looking into a possible future, you are able to imbue a target or yourself with the ability to avoid any one attack delivered by packet or weapon. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call, "Grant Defense, Avoid by Faith." You may call "Avoid" to one incoming attack by weapon or one packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold.

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

#### Foresight: Imbue Shield

---

**Character Points:**

**Paladin:** ---  
**Healer:** 10  
**Scholar:** ---

**Reset:** Twilight  
**Prerequisite:** Healer header, Witness  
**Restriction:**

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

**Skill Points:** none

**Notes:** By looking into a possible future, you are able to imbue a target or yourself with the ability to resist an effect by Doubt, or any Mental or Physical effect, by the power of your Faith. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call either "Imbue by Faith: Shield Mental by Faith", "Imbue by Faith: Shield Doubt by Faith" or "Imbue by Faith: Shield Physical by Faith".

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight

# Tales from the Cotting House Player's Guide

## Part Two: Skills

ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

### Foresight: Imbue Protection

---

**Character Points:**

**Paladin:** ---

**Healer:** 5

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Healer header

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** none

**Notes:** By looking into a possible future, you are able to imbue a target or yourself with the ability to sustain more damage. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call "Imbue by Faith, Grant 2 Protection."

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

### Foresight: Reduced to Short

---

**Character Points:**

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Foresight: Imbue Shield

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** none

**Notes:** By looking into a possible future, you are able to imbue a target or yourself with the ability to reduce the duration of an effect. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and call "Grant Next Defense by Faith, Reduced to Short by Faith." The next Status Effect that hits the individual, they call "Reduced to Short by Faith" and only take a Short Effect (10 seconds). This can be used even on attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

### Foresight: Wounds Do Not Bleed

---

**Character Points:**

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Reset:** Twilight  
**Prerequisite:** Healer header, Witness, Stabilize  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 3 4

**Skill Points:** none

**Notes:** By looking into a possible future, you are able to imbue a target or yourself with the ability to reduce the duration of an effect. Touch the target with a packet, hold the packet in contact with the target while speaking a prayer of at least fifteen syllables, and then call "Imbue by Faith." Hand card that reads:

***Foresight: Wounds Do Not Bleed:***

*The next time you are bleeding out, when you reach your 60 second count, you become Stable instead of Comatose or Dead.*

Only one foresight ability can be active on a target at any time. As part of the preparation of prayer you should inform the target that the effect will not stack with another foresight ability, and will replace an existing foresight ability if one is present. (**example:** I am granting the ability to mitigate some of what you are about to come up against. Do you have another foresight ability? Mine will remove it and replace it. Use it wisely.)

The foresight ability granted lasts until it is used. It cannot be refreshed or rested back.

---

#### Cure of the Witness

**Character Points:**

**Paladin:** ---  
**Healer:** 10  
**Scholar:** 10

**Reset:** Twilight  
**Prerequisite:** Protection from the Witness, Foresight: Imbue Shield  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** A Priest who is both Healer and Scholar who is skilled in both Foresight and Witnessing may cure those they cannot normally heal. You must personally witness an Attack Trait being used against the Person in question, or you must obtain the story from someone who did Personally witness it. The Attack Trait cannot be of Corruption, Insanity, Madness, Massive, Permanent, Horror, Nightmare, or Fairy Magic, but can be other Special Traits. Once you have seen the trait used, or been told of it by one who did Witness the target being attacked with that trait, Witness that it has happened by Word (as per the Witness skill), record it in your book, and then you may cast a "Cure <Trait> by Faith."

For example, if you witness an Earth Elemental encasing someone in Stone ("Paralyze by Earth"), you may Witness it, write it down in your book, and then cast "Cure Earth by Faith." If you did not see this happening, you must have someone who saw the recipient receive the Paralyze by Stone and then Witness it, write it down in your book, and then you may cast, "Cure Earth by Faith." If you have more than one casting of this spell, you need not write down the witnessing for additional castings, unless you are changing the attack trait.

For example, if you see a creature throw a "Drain by Water" at Yorick, you may call out "I Witness that this creature drained Yorick by drowning him briefly in water," write it down in your book, and then cast "Cure Water by Faith" to Yorick. If you have a second use of this skill, you may cast a second "Cure Water by Faith" without writing down a new witnessing. If instead you see the creature throw a "Paralyze by Ice" at Cyril and wish to Cure him, you would then need to do a second witness, write it down, and then cast "Cure Ice by Faith."

---

#### Rewrite Death

**“This is not the end of your story.”**

**Character Points:**

**Paladin:** ---  
**Healer:** 25,50,75  
**Scholar:** ---

**Reset:** Event

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Prerequisite:** Remove Greater Injury

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** none

**Notes:** You may alter the outcome of an event, rewriting the fate of a target that has recently died, returning that target to life. If the target has not completed his five minute death count, touch a packet to the target and say "Begin Remove Death." The target stops their death count while you are using the ability. You then utter a prayer, or tell a short tale of how the target has not truly died or how he must return, of no less than twenty syllables, and then call "Cure Death and Drain by Faith." This will Cure Death even if the death effect was delivered by a Special Trait.

If you are interrupted while telling the tale or prayer, you must begin again, but you do not lose the skill points or the skill use. If you are interrupted, the target restarts their death count from where they left off until or unless you begin the ability again.

You do not need hands free to use this ability, and may in fact write the tale while delivering this effect.

---

#### Diagnose Departed

**Character Points:**

**Paladin:** ---

**Healer:** Free

**Scholar:** ---

**Reset:** Event

**Prerequisite:** Remove Death or Blessing the Departed

**Restriction:** None

**Skill Points:** None

**Notes:** You may determine if a spirit has departed the body. Call "Diagnose Departed." This is a free skill, learned automatically when a priest learns the prayer to Remove Death or Blessing the Departed.

---

#### Blessing the Departed

**Character Points:**

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Witness (Writing the Word)

**Restriction:** None

**Skill Points:** 1 Faith

**Notes:** You may protect one who has died from the effects of harmful enchantments. Say an incant assuring the target that his spirit is safely in your hands (they don't have to understand you – you do not have to speak with spirit), touch or throw a packet to them, and call "Imbue to Dead by Faith." The target may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once they go Spirit), including "Inflict to Dead/Spirit" and Special Traits, unless that call is made by Corruption, Insanity, Horror, Nightmare, or Fairy Magic. This effect ends if the target loses the Dead trait.

If you possess this skill, you may choose to create and print your own Imbue tags with the following:

##### Imbue to Dead by Faith

You may call "Resist by Faith" to any effect "to Dead" or "to Spirit" (once you go to Spirit), including "Inflict to Dead/Spirit" or by Special Traits, unless that call is made by Corruption, Insanity, Horror Nightmare or Fairy Magic. This effect ends if you lose the Dead trait.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 11.6 Magicians

“Do not take me for some conjuror of cheap tricks!”

--Gandalf

“... I would not want to live in a world without magic, for that is a world without mystery...”

— R.A. Salvatore, *Streams of Silver*

#### Outlook

A magician is a magician, not a mage, or a sorcerer or a wizard. These terms bring forth the wrong image.

Unlike Men of Science, Magicians don't much try to make sense out of why things work, so long as they do. They do live by a set of rules, but even the least wise magician knows that those rules don't make much sense. Again, that's okay. As long as a twist of the wrist and an uttered nonsensical word projects fire from their hands, it's really all good.

If faith is the Written Word, then magic is reading between the lines. It's finding what there isn't a word for, and making it possible. Some Priests may call it cheating, but a Magician knows it is part of the wonder that the First Patron brought into the Written World, much as the Fairy Mists and the Fair Folk are a wonder to mortal people.

Learning to cast spells is difficult. There is no formal training to become a magician. Most young magicians apprentice from a master or series of masters, and some never become masters themselves. It is rare that one teaches themselves; usually those with a talent for "reading between the lines" will seek a mentor or be found by one. Magic is the bridge between the Word and Dreams, the wonder and belief and hope that any and everything is possible... with a little effort and knowledge.

Learning to cast spells is therefore difficult. There is no formal training to become a magician. Most young magicians apprentice from a master or series of masters, and some never become masters themselves.

**Lake Tower**, the center of learning for Magicians across the Houselands, is located far out in the lake across from Faraway City. Few Magicians are trained here, but certainly those who do are considered to be among the best of all magical practitioners. Those who are serious about Ritual Magic eventually come here to study. PCs may not start having learned in Lake Tower.

#### Magician Skills

##### A Note on Incants:

Many magician spells require an incantation. Because magicians do not draw on the word for power, their incants do not have to make sense to anyone but the magician. They are a verbal focus only. They still must have the required number of syllables, but they can otherwise be totally nonsensical.

If you are interrupted while speaking your incant, including taking damage or any effect, your spell is interrupted. You do not lose the spell nor do you lose the Skill Points, but you must begin again from the beginning of your incant.

##### A Note on Gestures:

Many magician spells require gestures. Some gestures are defined in the skill description, and the gesture must be performed before the spell may cast. If the gesture is not defined, the magician may make any kind of gesture he desires, per the spell requirement. Unless specified otherwise in the skill description, the gesture may be performed while the incant is being said.

Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so.

If you are interrupted while performing your gestures, including taking damage or any effect, your spell is interrupted. You do not lose the spell nor do you lose the Skill Points, but you must begin again from the beginning of your incant.

If one or both of your arms are Maimed, you are unable to cast a spell that requires both hands to be free. If only one arm is maimed, and the spell only requires one hand free, you may still cast it with the non-Maimed arm.

##### A Note on Silence:

If you are Silenced, you are unable to cast a spell, regardless if it does not require Incants, unless the skill description explicitly says otherwise. Throw Magic (uncalled packets) can always be cast while Silenced.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Skill Points: Magic

---

**Character Points:** 5,10,15, 20, 25

**Reset:** Encounter

**Prerequisite:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** None

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

The different types of skill point are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

*Example One:* A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

*Example Two:* A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

## Magic

#### Magician's Sight

---

**Cost:** Free

**Reset:** Event

**Prerequisite:** Magician Header

**Restriction:** None

**Skill Points:** None

**Physical Focus:** Magic

**Gesture/Incant:** None

**Notes:** Every magician knows this skill. You can see magic, sensing wards when they are present and sometimes understanding certain properties and effects. This skill allows the magician to read Magician Sight tags when they are present. You may use this even while Silenced or Drained.

You gain the ability to "Diagnose Magic."

#### Read/Write Magic

---

**Cost:** 5

**Reset:** Instant

**Prerequisite:** Magician Header

**Restriction:** Magician Header

**Skill Points:** None

**Physical Focus:** None

**Gesture/Incant:** None

**Notes:** You may read and write magical writing.

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 indicate that the body is written in that other language. You may use this even while Silenced or Drained.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Throw Magic (Cantrip)

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magician's Sight
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Magic
<b>Gesture/Incant:</b>	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
<b>Notes:</b>	This is the basic damage learned first by all magicians. You are imbued with the ability to throw magic by throwing a packet at a target for uncalled damage. Uncalled spell damage may be blocked by a shield. One packet may be thrown every ten uninterrupted seconds. Thus, if you cast another spell, fight or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet. You may Throw Magic even while Silenced.

#### Magic Missile

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Magic
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Magic
<b>Gesture/Incant:</b>	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 6 syllables or more.
<b>Notes:</b>	You may throw a packet and call "2 Damage by Magic".

#### Cure Magic

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Magician's Sight
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Magic
<b>Gesture/Incant:</b>	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
<b>Notes:</b>	You may touch the target with a packet and call, "Cure Magic by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Magic by Magic."

#### Protection from Magic

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Cure Magic
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Magic
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** The Magician grant a defense twice per use of this spell, but must speak the incant and perform a full gesture for each use (grant given).

This spell protects the target from magical effects. Touch a packet to the target:

- If the Magician casts the spell on himself, the call is "Grant Defense: Resist Magic by Magic."
- If the magician casts the spell on another, the call is "Grant Defense: Shield Magic by Magic."

Though the protection lasts until it is used, any unused castings are lost when you Well Rest after an encounter.

---

#### Magic Armor

**Cost:** 5  
**Reset:** Twilight  
**Prerequisite:** Protection from Magic  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None  
**Physical Focus:** Magic  
**Gesture/Incant:** Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.  
**Notes:** This spell protects you (caster only) from physical harm, creating magical armor that protects from 2 point of damage. The call is "Grant 2 Protection to Self by Magic."

---

#### Magical Light

**Cost:** Free  
**Reset:** Instant  
**Prerequisite:** Magician's Sight  
**Restriction:** None  
**Skill Points:** None  
**Physical Focus:** Magic  
**Gesture/Incant:** Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."  
**Notes:** You can create a magical light. In-game, this allows you to activate Christmas Lights in a cabin, or use glow-sticks, or other light-up devices. Note that flashlights must be diffused with a cloth or a filter. Please try to keep the spirit of in-game atmosphere and not use LED or other lights that are excessively bright. You do not need to keep the light on you, and may create lights for others.  
You may cast this spell even while Silenced.

---

#### Detect Magic

**Cost:** 10  
**Reset:** Twilight  
**Prerequisite:** Magician's Sight  
**Skill Points:** None  
**Restriction:** None  
**Physical Rep/Focus:** Magic or Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)  
**Gesture/Incant:** You may perform this either as a Magical Focus (Wave your hands before over the object, person, or area, then draw your hands up to wave over your eyes, speaking an incant of 12+ syllables as you do) or as a Hedge Magic Focus (spend 10 seconds putting together magical ingredients or drawing/gesturing ritual symbols over the item, person, or in the air to indicate the area)  
**Notes:** Perform the actions above and then call "By My Voice, Expose Magic by Magic." You may also choose to make this more targeted, and call "By Your Name" or "By My Gesture."

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Research

---

**Character Points:** 10

**Reset:** Between Event

**Prerequisite:** none

**Restriction:** none

**Skill Points:** none

**Notes:** You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like. 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.)

All Magicians may also purchase "**Ritual: Enchant Focus**" (required to learn new magic) and "**Ritual: Enchant Wand**" (required to create a wand and learn the Path of Ritualist). See **Ritual Magic** below.

### Elemental Magic

Many Magicians who comes into magic on their own start with Elemental Magic, which some say is the easiest kind of magic to learn: after all, it's all around you and can easily be observed in order to find the magic to manipulate it. Elemental Magic is the study of the magic of nature, of manipulating Fire, Water, Air, Earth. And even combining those elements to greater effects, such as Lightning magic and the more recently discovered, Metal Magic.

**A Note on Focus:** While it is said that Magicians who have studied long require no actual objects as the source of their Focus - having learned to mentally conjure the focus in their minds in order to form the spell they are weaving - many Magicians continue to use physical focuses to aid their casting, and certainly many younger or just learning Magicians still need the physical aid to help direct the flow of magic. Magicians must have something about their person that is representative of the element of their Focus. It can be of the element itself (such as a vial of water hung round the neck for Water, or a lit candle in a lantern hung on the belt for fire) or representative of the element (such as bracers engraved with flames, or feathers to represent air, or blue gems in a circlet to represent water).

### Magic of Fire

#### Magical Focus: Fire

---

**Cost:** 10

**Reset:** Instant

**Prerequisite:** Magician's Sight

**Restriction:** None

**Skill Points:** None

**Physical Focus:** Fire

**Gesture/Incant:** None

**Notes:** You may manipulate fire and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other fire based spells and effects.

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## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Throw Fire

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Throw Magic and Magical Focus: Fire
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
<b>Notes:</b>	You may choose to flavor your Throw Magic spell with a touch of fire (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Fire."

#### Agony by Fire

**"Pain"**

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Fire
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Raise your off hand like a claw towards your target, and throw a packet.
<b>Notes:</b>	Throw a packet and call, "Agony by Fire". You may cast this even while Silenced.

#### Disarm by Fire

**"Trembling Hands"**

---

<b>Cost:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Throw Fire
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Grasp the air in front of you, say incant of 6+ syllables, then gesture to throw air aside.
<b>Notes:</b>	Throw a packet at your target and call "Disarm by Fire".

#### Fire Missile

---

<b>Cost:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Fire and Magic Missile
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
<b>Notes:</b>	You may throw a packet and call "3 Damage by Fire".

#### Fire Bolt

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Fire Missile
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
<b>Notes:</b>	You may throw a packet and call "5 Damage by Fire".

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Cure Fire

---

<b>Cost:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Cure Magic and Magical Focus: Fire
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
<b>Notes:</b>	Touch the target with a packet and call "Cure Fire by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Fire by Magic."

#### Protection from Fire

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Protection from Magic and Magical Focus: Fire
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
<b>Notes:</b>	You may give two Grants for every use of this spell, but you must speak the incant and perform the full gesture for each casting (Grant given). This spell protects the target from effects by fire. Touch a packet to the target. If the Magician casts the spell on himself, the call is "Grant Defense: Resist Fire by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Fire by Magic."

#### Damage Shield: Fire

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Protection from Fire
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
<b>Notes:</b>	You may only cast this spell on yourself. After saying the incant, add: "Imbue to self by Fire." The next time you are struck by a melee attack, point at your attacker and say "By my gesture, 4 damage by fire."

## Magic of Air

#### Magical Focus: Air

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Magician's Sight
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Air
<b>Gesture/Incant:</b>	None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You may manipulate air and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other air based spells and effects.

---

#### Throw Air

**Cost:** 10  
**Reset:** instant  
**Prerequisite:** Throw Magic and Magical Focus: Air  
**Restriction:** None  
**Skill Points:** None  
**Physical Focus:** Air  
**Gesture/Incant:** As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.  
**Notes:** You may choose to flavor your Throw Magic spell with a touch of air (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Air."

---

#### Disengage by Air

**"Back Away"**

**Cost:** 15  
**Reset:** Encounter  
**Prerequisite:** Throw Air and Magical Focus: Air  
**Restriction:** None  
**Skill Points:** 1 Magic  
**Physical Focus:** Air  
**Gesture/Incant:** Raise your hand palm forward before you.  
**Notes:** With a wave of your hand, call "Disengage by Air." You may cast this even while Silenced.

---

#### Repel by Air

**Cost:** 15  
**Reset:** Encounter  
**Prerequisite:** Disengage by Air  
**Restriction:** None  
**Skill Points:** 1 Magic  
**Physical Focus:** Air  
**Gesture/Incant:** Raise your hand palm forward before you. Speak an incant of eight or more syllables.  
**Notes:** Call "Repel by Air" and throw a packet at your target.

---

#### Silence by Air

**Cost:** 15  
**Reset:** Twilight  
**Prerequisite:** Throw Air and Magical Focus: Air  
**Restriction:** None  
**Skill Points:** None  
**Physical Focus:** Air  
**Gesture/Incant:** Pinch your fingers and thumb together in the direction of your target, and say an incant of ten syllables or more.  
**Notes:** Call "Silence by Air" and throw a packet at your target.

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## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Stun by Air

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<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Silence by Air
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 3 4
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Air
<b>Gesture/Incant:</b>	Reach forward and tighten your grip, as if you are choking your target. Say an incant of at least 12 syllables.
<b>Notes:</b>	You draw the air from your target's lungs, causing brief agony and then unconsciousness. Throw a packet and call "Stun by Air."

#### Cure Air

---

<b>Cost:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Cure Magic and Magical Focus: Air
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Air
<b>Gesture/Incant:</b>	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
<b>Notes:</b>	Touch the target with a packet and call "Cure Air by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Air by Magic."

#### Protection from Air

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Protection from Magic and Magical Focus: Air
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Air
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
<b>Notes:</b>	You may give two grants of this spell for every use, but you must speak the incant and perform the gesture for each casting (grant given). This spell protects the target from effects by air. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Air by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Air by Magic."

#### Messenger

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magical Focus: Air
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Air
<b>Gesture/Incant:</b>	Cup your hands as if holding a delicate bird, whisper your message, then thrust your hands forward and up as if letting that bird fly.
<b>Notes:</b>	This spell allows the caster to whisper a message and have the wind carry that message unerringly to its intended recipient. Write your message on a piece of paper and deposit the paper in a receptacle found in game.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Magic of Lightning

##### Magical Focus: Lightning

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Magical Focus: Fire and Magical Focus: Air
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Lightning
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	You may manipulate lightning and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other lightning based spells and effects.

##### Throw Lightning

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Throw Fire, Throw Air, and Magical Focus: Lightning
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Lightning
<b>Gesture/Incant:</b>	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
<b>Notes:</b>	You may choose to flavor your Throw Magic spell with a touch of lightning (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Lightning."

##### Agony by Lightning

---

"Pain"

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Lightning
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Lightning
<b>Gesture/Incant:</b>	Raise your off hand like a claw towards your target, and throw a packet.
<b>Notes:</b>	Throw a packet and call, "Agony by Lightning". You may cast this even while Silenced.

##### Lightning Missile

---

<b>Cost:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Lightning, Fire Missile and Magic Missile
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Lightning
<b>Gesture/Incant:</b>	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
<b>Notes:</b>	You may throw a packet and call "4 Damage by Lightning".

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Lightning Bolt

---

<b>Cost:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Lightning Missile
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Fire
<b>Gesture/Incant:</b>	Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 8 syllables or more.
<b>Notes:</b>	You may throw a packet and call "6 Damage by Lightning".

#### Damage Aura: Lightning

---

<b>Cost:</b>	10,20,30
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Lightning Bolt, Damage Shield: Fire
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Lightning
<b>Gesture/Incant:</b>	Form claws from your hands and face them at each other. Thrust your hands outward from your body.
<b>Notes:</b>	You shed lightning from your body, causing harm to everyone around you. Call "By my voice, 2 Damage by Lightning." You do not take this effect.

#### Cure Lightning

---

<b>Cost:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Cure Magic and Magical Focus: Lightning
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Lightning
<b>Gesture/Incant:</b>	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
<b>Notes:</b>	Touch the target with a packet and call "Cure Lightning by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Lightning by Magic."

#### Protection from Lightning

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Protection from Magic and Magical Focus: Lightning
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Lightning
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
<b>Notes:</b>	You may give this grant twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given). This spell protects the target from effects by lightning. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Lightning by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Lightning by Magic."

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Magic of Water

#### Magical Focus: Water

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Magician's Sight
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	You may manipulate water and to weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other water based spells and effects.

#### Throw Water

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Throw Magic and Magical Focus: Water
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
<b>Notes:</b>	You may choose to flavor your Throw Magic spell with a touch of water (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Water."

#### Agony by Water

---

**"Choke!"**

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Water
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	Raise your off hand like a claw towards your target, and throw a packet.
<b>Notes:</b>	You cause water to enter the target's lungs, making most actions difficult. Throw a packet and call, "Agony by Water". You may cast this even while Silenced.

#### Slow by Water

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Magic Missile and Magical Focus: Water
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	Say an incant of at least ten seconds. Raise your off hand towards your target, make a gesture like slow moving water, and throw a packet.
<b>Notes:</b>	You cause your target to move as if underwater. Throw a packet and call "Slow by Water." You may cast this even while Silenced.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Slam by Water

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Slow by Water
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	Say an incant of at least six seconds and thrust your hands quickly toward your target.
<b>Notes:</b>	You create a wall of enchanted water to drive your target back. Call "Slam by Water" and throw a packet.

#### Drain by Water

---

<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Slow by Water and Slam by Water
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	Say an incant of at least ten syllables, thrust your hands upwards and down in your target's direction, as if pressing him to the ground.
<b>Notes:</b>	You cause water to enter the target's lungs, making all action pretty much impossible. Call "Drain by Water" and throw a packet at your target.

#### Cure Water

---

<b>Cost:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Cure Magic and Magical Focus: Water
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
<b>Notes:</b>	Touch the target with a packet and call "Cure Water by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Water by Magic."

#### Protection from Water

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Protection from Magic and Magical Focus: Water
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
<b>Notes:</b>	You may Grant this protection twice for each use of this skill, but you must speak the incant and perform the gestures for each casting (grant given). This spell protects the target from effects by water. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Water by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Water by Magic."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Swim

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Magical Focus: Water
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Water
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 6 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.
<b>Notes:</b>	You may move in or under water at a normal walking pace for one encounter.

#### Cold Light

---

<b>Cost:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Magical Focus: Water, Fire Light
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Water and Fire
<b>Gesture/Incant:</b>	Wave your hand in a circular motion around the object to be lighted and call "Imbue by Magic."
<b>Notes:</b>	You may use a black light in place of a normal light. You may cast this even while Silenced.

#### Air from Water

---

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Magical Focus: Water and Magical Focus: Air
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Water and Air
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 6 or more syllables. Face your palms over your mouth and take a deep breath.
<b>Notes:</b>	This spell allows you to breathe underwater as if it was air. The spell does not remove impurities from the water - so if the water is poisoned, you still take the effect.

## Magic of Earth

#### Magical Focus: Earth

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Magician's Sight
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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#### Throw Earth

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Throw Magic and Magical Focus: Earth
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
<b>Notes:</b>	You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Earth."

---

#### Root by Earth

---

<b>Cost:</b>	15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Earth
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Form your hand into an upwards facing claw, and raise it from low to high. Say an incant of no less than eight syllables.
<b>Notes:</b>	You cause the earth to grasp the target's foot. Call "Root by Earth" and throw a packet at your target.

---

#### Paralyze by Earth

---

<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Magic Missile and Root by Earth
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Form your hand into an upwards facing claw, and raise it from low to high, then slam it down again. Say an incant of no less than ten syllables.
<b>Notes:</b>	you turn your target's body as rigid as stone. Call "Paralyze by Earth" and throw a packet at your target.

---

#### Cure Earth

---

<b>Cost:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Cure Magic and Magical Focus: Earth
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.
<b>Notes:</b>	Touch the target with a packet and call "Cure Earth by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

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## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Protection from Earth

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Protection from Magic and Magical Focus: Earth
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.
<b>Notes:</b>	You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given). This spell protects the target from effects by earth. Touch a packet to the target, and call: If the Magician casts the spell on himself, the call is "Grant Defense: Resist Earth by Magic." If the magician casts the spell on another, the call is "Grant Defense: Shield Earth by Magic."

#### Destroy

---

<b>Cost:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magic Missile and Throw Earth
<b>Restriction:</b>	None
<b>Skill Points:</b>	<b>None</b>
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Make a fist and thrust it in the direction of your target while saying an incant of at least 10 syllables.
<b>Notes:</b>	You cause harm to an item or person. Call "Destroy [Name of Item] by Earth" or "Maim [limb of choice] by Earth."

#### Reassemble

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Destroy Item
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Make as if to put the broken item back together. In the case of an injury or maimed limb, hover your hands over the injury. Say an incant of at least ten syllables.
<b>Notes:</b>	This spell is used to put broken things back together. There is no grace to the bonding, and if used to heal an injury it causes a great deal of pain. Touch a packet to the target and call "Repair Item/Armor by Earth", "Agony and Cure Maim by Earth", or "Agony and Heal 1 by Earth." This spell may also repair golem armor to full. The call for such is: "Agony and Repair Golem Armor by Earth." It cannot be used to repair regular, non-golem armor.

#### Shatterproof

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Reassemble
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 10 or more syllables. Then face your palms over your target. Say an incant of at least ten syllables.
<b>Notes:</b>	Touch a packet to the target and say "Grant Defense by Earth, Resist Destroy." This may Resist even attacks by Special Traits, unless by Corruption, Fairy Magic, Insanity, Horror, Madness or Nightmare.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Earth Armor

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Reassemble, Magic Armor
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low
<b>Notes:</b>	After performing the incant/gesture, call "Grant 4 Protection by Earth." This Protection does not stack with Protection granted from the spell, Magic Armor.

### Magic of Metal

#### Magical Focus: Metal

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Magician's Sight, Magical Focus: Earth, Magical Focus: Fire
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	You may manipulate earth and weave it into your existing spells. Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other earth based spells and effects.

#### Throw Metal

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Throw Earth, Throw Fire, Magical Focus: Metal
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Earth
<b>Gesture/Incant:</b>	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
<b>Notes:</b>	You may choose to flavor your Throw Magic spell with a touch of earth (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Metal."

#### Metal Weaving

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magic Armor, Magical Focus: Metal
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 1 2
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Metal

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Gesture/Incant:** Place your palms together before you and say an incant of 12 or more syllables. Then face your palms toward yourself and move them in a sweeping gesture from high to low.

**Notes:** This spell protects the target from physical harm, weaving the metal of a metal magic component (which is then consumed) into the fabric of the target's clothing. (The target MUST be wearing at least one layer of clothing - fur does not count). Call "Grant 1 Twilight Armor by Metal."

This Armor lasts until the end of the current Twilight period, at which point it fades away. You must explain to the target that this ends, or hand them a tag (you can print your own) that says:

**"Grant 1 Twilight Armor by Metal."**

*This grants you 1 Point of Armor (that may be repaired via normal repair rules) that lasts until the end of the current Twilight period.*

#### Portable Forge

---

**Cost:** 5

**Reset:** Event

**Prerequisite:** Metal Weaving

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 1 2

**Skill Points:** None

**Physical Focus:** Metal

**Gesture/Incant:** A special liminality (see rituals) must be created, and a small ritual of 5 minutes must be performed, using gestures and incants. A metal component and a forge rep is required.

**Notes:** This spell is actually a small ritual that creates a Portable Forge that can be carried onto a field of battle to allow for armor repair. Unless used by a Metal Magician, armor and weapon repairs take double the normal time.

This tag must be placed on the portable forge:

**"Portable Forge"**

*This is a Portable Forge and may be carried into the field of battle to allow for repairs of weapons and armor. If used by a Magician with the "Throw Metal" skill, repairs take the normal time for Weaponsmithing and Armorsmithing. If you do not have the skill, field repairs take double the normal time.*

#### Cure Metal

---

**Cost:** 5

**Reset:** Encounter

**Prerequisite:** Cure Magic and Magical Focus: Metal

**Skill Points:** 1 Magic

**Restriction:** None

**Physical Focus:** Earth

**Gesture/Incant:** Hover your hands over the target of the spell and concentrate, saying an incant of 6 or more syllables. Touch the target with a packet.

**Notes:** Touch the target with a packet and call "Cure Metal by Magic". You may also choose to throw a packet to attempt to dispel magics upon a person; you may then call "Remove Earth by Magic."

#### Protection from Metal

---

**Cost:** 5

**Reset:** Twilight

**Prerequisite:** Protection from Magic and Magical Focus: Metal

**Restriction:** None

**Skill Points:** None

**Physical Focus:** Earth

**Gesture/Incant:** Place your palms together before you and say an incant of 8 or more syllables. Then face your palms toward your target and move them in a sweeping gesture from high to low. Touch the target with a packet.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**Notes:** You may give this Grant twice for each use of the skill, but you must speak the incant and perform the gesture for each casting (Grant given). This spell protects the target from effects by earth. Touch a packet to the target, and call:

If the Magician casts the spell on himself, the call is "Grant Defense: Resist Metal by Magic."

If the magician casts the spell on another, the call is "Grant Defense: Shield Metal by Magic."

### Hedge Magic

Hedge Magicians are Magicians most often depicted in folktales and legends: the magician who uses magical accretions, components, items, and ingredients to create spells and curses to great effect. They are the great adventurers seeking out the rare and mystical items that can allow for new and greater spells, or the wizard far away in their tower experimenting in the hopes of discovering new spells, pouring over books and symbols, incants and components, rare magical items and rarer components. A dash of sand from the Dustlands with the hair of a unicorn, waived over the Wand of Wonders... that is the kind of thing the Hedge Magician does.

**A Note on Arcane Alchemy:** All Hedge Magicians require props that represent their Magical Alchemy, though what kind of magical alchemy your Hedge Magician uses is up to you. Your pockets should be full of various and sundry components and items that will allow you to cast your magicks. Whether you have pockets of ingredients and components ranging from Eyes of Newts to Tears of Love Lost, Quartz Crystals to Magical Components, or various magical items - scrolls, wands, rings, knick knacks and more - is up to you, but you should have props that you actively use for your casting.

**A Note on Gestures:** Hedge Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

**A Note on Incants and Silence:** Not all Hedge Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says.

### Hide Magic

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Detect Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	N/A
<b>Notes:</b>	You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "Expose by Magic" or "Expose Magic" effect, even if done by Special Traits, unless called by Corruption, Doubt, Fairy Magic, Horror, Insanity, Madness, or Nightmare. This works even against "By Your Name, Expose by Magic." . You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposures coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Hidden by Magic

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Hide Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	N/A
<b>Notes:</b>	You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that is the focus of this spell. You may resist any "By Your Name, Expose by <Trait>", even if done by Special Traits, unless called by Corruption, Doubt, Fairy Magic, Horror, Insanity, Madness, or Nightmare. This does not work on Exposes that have no trait called. You are considered to have the Magic trait while this is active, so an Expose Magic by one of the traits this does not protect against will Expose you. This will last for the next five minutes, so you may continue to resist Exposes coming from the same source for that time. If a different source exposes you, you would need an additional use to resist it. You do not have to call out the resist. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.

#### Hide Other by Magic

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Hidden by Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	Perform a rite involving gestures and incants over an item, then hand an obvious focus to the target of the casting.
<b>Notes:</b>	You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell that you can give another in casting of this. They must keep the item upon themselves. Spend 1 minute casting a magical rite, give them the item, and call "Imbue by Magic." Hand them a card (or explain to them) that reads:

##### **Hidden by Magic**

*"You may resist any one Expose by Magic, By Your Name Expose by <Trait> or Expose Magic by <Trait>, even if done by Special Traits, unless called by Corruption, Doubt, Fairy Magic, Horror, Insanity, Madness, or Nightmare. You are considered to have the Magic trait while this is active upon you, so an Expose Magic by one of the traits this does not protect from will expose you. This will not protect you from an Expose call that has no trait. Once you resist an Expose, you may resist the Expose again from the same source for the next five minutes. This enchantment ends when you have used it, or at the end of the next Twilight, whichever comes first. You may use this even while Silenced. A Cure Magic or Remove Magic will end this effect.*

#### Improved Throw Magic (Improved Cantrip)

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Throw Magic, Hedge Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	Magic
<b>Gesture/Incant:</b>	As the Throw Magic spell: Put your palms together before you, motion out in a circle till your hands come back together again while speaking an incant of 10 syllables or more, and call "Imbue to Self by Magic." Though the spell remains active until your Twilight skills reset, you must repeat the gesture (though not the incant) before you throw each packet.
<b>Notes:</b>	You may choose to flavor your Throw Magic spell with a touch of magic (although you do not have to). The damage is no longer uncalled. When you hurl the packet, call "1 Damage by Magic." You cannot throw this while Silenced, though you of course can continue to throw the uncalled Throw Magic effect.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### **Magic Bolt**

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magic Missile, Hedge Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	Wand or Staff
<b>Gesture/Incant:</b>	Incant of 8+ syllables and gestures
<b>Notes:</b>	Perform the actions above, then throw a packet and call "5 Damage by Magic." You must have a wand or staff in your off-hand.

#### **Magic Missile Flurry**

---

<b>Cost:</b>	10
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Magic Missile, Hedge Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols
<b>Notes:</b>	Perform the actions above, then gain three castings of "2 Damage by Magic." If you cast another spell before using all three missiles, any remaining castings are lost. You may use defenses without losing any castings. Once the initial spell is cast, you may throw the remaining missiles, even if you become silenced.

#### **Magical Agony**

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Throw Magic, Hedge Magic
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	Spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols
<b>Notes:</b>	Perform the actions above, then throw a packet and call "Agony by Magic." You may use this even while Silenced.

#### **Reflect Magic**

---

<b>Cost:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Protection from Magic, Detect Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	Must have a large amulet or some ornament upon your chest that is obvious. Spend 30 seconds performing some kind of magical rite with the ornament as the focus
<b>Notes:</b>	Perform the actions above, then throw a packet, then call "Imbue to Self by Magic." You may then call "Reflect" to the next effect "By Magic" that strikes you.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Reflect Elemental Magic

---

<b>Cost:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Reflect Magic, Throw <Element>
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	Must have a large amulet or some ornament upon your chest that is obvious and incorporates the elements in some fashion (by design, color, etc). Spend 30 seconds performing some kind of magical rite with the ornament as the focus
<b>Notes:</b>	Perform the actions above, then throw a packet, then call "Imbue to Self by Imbue to Self by <Element>." You must have the "Throw <Element>" skill of the Element you wish to be able to reflect. You may then call "Reflect" to the next effect "By <Element>" that strikes you.

#### Harm Elemental

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Reflect Elemental Magic, Throw <Element>
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 10 seconds doing a short rite with gestures and/or incants of some kind
<b>Notes:</b>	Perform the actions above, then all "By My Gesture, 5 Damage to Elemental."

#### Banish Elemental

---

<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Harm Elemental
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	You must have the "Magical Focus" type of the elemental you are fighting. If you do, spend 1 uninterrupted minute doing a short rite with gestures and incants of some kind
<b>Notes:</b>	You may attempt to send an elemental back from whence it came. Spend 1 uninterrupted minute performing a small ritual, including gestures and incants, then call "By My Gesture, Inflict Banish to Elemental."

#### Magical Healing

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magical Protection, Throw Magic, Hedge Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Gesture/Incant:** You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing

**Notes:** You read between the Word to bend time ever so slightly to cheat on healing a wound. Perform the action above, and then you may touch a packet and call "Heal by Magic and Aging."

#### Magical Spot Defense

---

**Cost:** 10

**Reset:** Twilight

**Prerequisite:** Protection from Magic, Detect Magic, Hedge Magic

**Skill Points:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Physical Rep/Focus:** Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

**Gesture/Incant:** This requires a bracelet or headpiece of some kind. After you have seen a trait used in battle, spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece, then put it on

**Notes:** You may read between the lines to find the magic to protect yourself, though you must first see the dangers facing you (you must see the trait used). Perform the actions above, and after putting it on, you may cast "Grant Defense by Magic, Resist <Trait> by Magic". This cannot be used to grant a Resist against the following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

#### Magical Spot Protection

---

**Cost:** 15

**Reset:** Encounter

**Prerequisite:** Magical Spot Defense

**Skill Points:** 1 Magic

**Physical Rep/Focus:** Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

**Gesture/Incant:** This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/trinket and putting it on another

**Notes:** You may read between the lines to find the magic to protect yourself or another, though you must first see the dangers facing you (you must see the trait used). After performing the above actions, you may cast "Grant Defense by Magic, Shield <Trait> by Magic". If you've already given one to an individual in the fight, you may renew the protection without having to remove the trinket for the remainder of that encounter. This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

#### Magical Spot Cure

---

**Cost:** 15

**Reset:** Encounter

**Prerequisite:** Magical Spot Protection

**Skill Points:** 1 Magic

**Physical Rep/Focus:** Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

**Gesture/Incant:** This requires a bracelet or trinket of some kind that can be worn or attached to another. After you have seen an effect trait used in battle, spend 10 seconds putting together magical ingredients or drawing & gesturing ritual symbols over the bracelet/headpiece and putting it on

**Notes:** You may read between the lines to find the magic to cure another, though you must first see what has been done to them (you must see the trait used, or you must Diagnose it). After performing the above actions, you may cast "Cure <Effect> by Magic". This cannot be used against following traits: Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness, or Nightmare.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Magical Curse of Weakness

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magic Bolt
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
<b>Notes:</b>	Perform the actions above, then throw a packet for "Weakness by Magic."

#### Magical Curse of Rage

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magic Bolt
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)
<b>Gesture/Incant:</b>	You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of the curse you are to bestow to weaken the target
<b>Notes:</b>	Perform the actions above, then throw a packet for "Frenzy by Magic."

#### Magical Confusion

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magic Bolt, Magical Curse of Weakness
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 4 6
<b>Physical Rep/Focus:</b>	You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you.
<b>Gesture/Incant:</b>	You need the Phys Rep upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and speaking of how you are twisting the words around your target
<b>Notes:</b>	Perform the actions above, then throw a packet for "Short Drain by Magic."

#### Magical Lifekeeping

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magicians Sight, Hedge Magic
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Physical Rep/Focus:</b>	You need to have some obvious trinket/ring/amulet/fetish/etc specific to this spell upon you that you can place upon the dead person.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Gesture/Incant:** You need the phys rep upon you to give to the dead. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing

**Notes:** Call "Imbue lifekeeping by Magic" when you place the item upon the dead person. As long as you keep performing a magical rite upon the person, their death count is suspended. You may do this for up to 1 hour, at which point the magic dissipates and their death count resumes (or until they are brought back to life). The person affected may choose to die at any time, however.

#### Agony to Spirit

---

**Cost:** 10

**Reset:** Encounter

**Prerequisite:** Magical Lifekeeping

**Skill Points:** 1 Magic

**Restriction:** None

**Physical Rep/Focus:** Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

**Gesture/Incant:** You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 10 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing

**Notes:** Perform the actions above, throw a packet and call "Agony to Spirit."

#### Magical Message

---

**Cost:** 5

**Reset:** Twilight

**Prerequisite:** Hedge Magic, Read/Write Magic

**Restriction:** None

**Skill Points:** 1 Magic

**Physical Focus:** Air

**Gesture/Incant:** You must have the written message to send, and then need to draw a small circle, place the letter within, and using components/trinkets/etc with gestures and incants, perform a small rite for 30 seconds.

**Notes:** This spell allows the caster to send a message magically to its intended recipient, by slipping the message between the Words. Write your message on a piece of paper and deposit the paper in a receptacle found in game.

#### Imbue Magical Adventuring Skills

---

**Cost:** 15

**Reset:** Encounter

**Prerequisite:** Throw Magic, Hedge Magic

**Skill Points:** 1 Magic

**Restriction:** None

**Physical Rep/Focus:** Hedge (ingredients/components/trinket/ring/amulet/fetish/etc)

**Gesture/Incant:** You need to have some obvious ingredient/component/trinket/ring/amulet/fetish/etc specific to this spell upon you. Spend 30 seconds in a magical rite while handling, holding or touching the focus utilizing gestures and incants of your choosing

**Notes:** Give the item, then touch the target with a packet and call "Grant Encounter Skill by Magic, <Adventure Skill>" where the Skill can be Climb, Jump, Swim, or Balance. The recipient gains the skill for the encounter, and loses it when they depart the encounter or Well Rest to regain encounter skills. Please explain the skill to the recipient. If casting on another, you must give them the fetish and they must keep it upon them to retain the skill for the encounter.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 11.6 Magician Ritual Magic

Once you are an established magician, you may choose to study and become a Ritualist, weaving enchantment into ordinary devices to make them extraordinary. You must have Elemental or Hedge Magic to gain this path.

**A Note on Ritual Magic:** Most magicians understand how to use small amounts of magical energy to create powerful effects. In addition, the ritual magician learns how to use great amounts of magic to create wondrous effects. The use of both lesser and greater ritual magic requires skill and time greater than the normal use of magic. A character cannot learn to be a ritual magician without first becoming a normal magician, either studying Elemental or Hedge Magic.

**A Note on Gestures, Incants, and Silence:** Ritual Magical ALWAYS requires that the Magician have "hands free" in terms of weapons so that they may gesture, move, and manipulate whatever is needed in the ritual. The Magician must have their Wand upon them. They also must perform incants as part of the Ritual. Thus, a ritual cannot be performed while Silenced, Drained, or with any Maimed Limbs.

#### Ritual: Enchant Focus

---

<b>Cost:</b>	2
<b>Reset:</b>	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
<b>Prerequisite:</b>	Magician's Sight, Read/Write Magic
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Liminality

**Gesture/Incant:** You must complete a lesser ritual to enchant a focus. In the case of the Enchant Focus spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- \* the ritual must be at least one minute in length.
- \* the target of the ritual must be placed in the center of the liminality.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Once this is done the item is made into a focus. Once an item has been made into a focus it may be used to cast spells of that path.

**Notes:** You may infuse a normal item with magic, thereby turning it into a focus for the casting of other spells. Each type of Physical Focus requires a different item. Foci must be carried at all times, and should be large enough to be seen. A large ring or a charm hung from a belt would be appropriate. Foci should be appropriate to the type of magic they aid in casting. A fire focus, for instance, might be a bit of coal or a red gem, while a small bottle of water would be more appropriate for casting water spells.

All players who begin game with the Magician header may begin with a focus for each type of magic they know. Foci for any new types of magic should be created during the course of game.

#### Ritual: Enchant Magic Wand

---

<b>Cost:</b>	2
<b>Reset:</b>	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
<b>Prerequisite:</b>	Ritual: Enchant Focus/Component
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Liminality, Ritual Focus

**Gesture/Incant:** You must complete a lesser ritual to cast this spell. In the case of the Enchant Magic Wand spell, the ritual will entail the tracing of a simple pattern across the liminality. The Magician is free to design the enchantment that makes a wand into a magic wand, but it must include these elements:

- \* the ritual must be at least five minutes in length.
- \* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the entire wand, although a base can be used so that the wand can be standing up.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

- \* the enchantment must include some form of gesture/movement and incant.
- \* the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the wand. These components are consumed when the ritual is begun (whether it succeeds or not).
- \* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once this is done the wand is enchanted. You do not have to cast this ritual again. The wand is considered to remain enchanted between events. A magician may have any number of magical wands. There is no skill required to use a magic wand. A magician may cast spells while holding a magic wand. A wand is typically about a foot in length, and cannot in any way be used as a melee weapon.

**Notes:** A magician is not required to enchant his own wand.

Wands are essential tools used by magicians. They act as ritual foci. in the casting of many rituals, and are used to unbind magical wards. As a ritual focus, a wand forms a point of contact and also a barrier between the caster and the ritual. While in some cases they are replaced by other ritual foci, the wand still remains a very useful tool, and almost every magician carries one.

**Out of Game:** Wands are represented using pens or pencils that have been decorated to the player's taste. Wards are represented using mazes of varying complexity, and the wand is used to complete the maze.

### Path of the Ritualist

#### Path of the Ritualist

---

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elemental Magic or Hedge Magician Header, Ritual: Enchant Magic Wand
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Ritual
<b>Gesture/Incant:</b>	Special
<b>Notes:</b>	You may participate in the casting of greater ritual magic under plot approved conditions. You must attune yourself to a circle to begin any greater ritual casting and draw the magic to you. To do so, spend a point of magic, touch a ritual focus (such as a wand or token) to the circle and call: Imbue by Magic. Learning this Path gives you the first level of Ritual Skill for free.

#### Ritual Skill Levels

---

<b>Cost:</b>	0,10,20,30,40
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Path of the Ritualist
<b>Restriction:</b>	
<b>Season:</b>	<b>1   2   3</b>
<b>Max Purchase:</b>	<b>2   3   4</b>
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	None
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	Ritual magic beyond those rituals considered very simple requires intense concentration, far beyond that of which many magicians are capable. This level of concentration is exhausting, and a magician is typically only capable of bending his will thus a few times every few days. These Great Rituals are rituals done in-game with Plot Staff, and either the result of Ritual Research, or Rituals proposed and done with the aid of NPCs.

Ritual Skill Levels also represent the magician's ability to bend his will toward the casting of ritual magic. Certain Rituals will require a specific level of Ritual Magic Skill Levels. Rituals purchased as skills do not require an expenditure of Ritual Magic skill to perform; only that you have the appropriate level (as well as focus, components, etc, necessary for the ritual).

Ritual skill levels recover only at the end of an event, or under plot approved conditions.

## Tales from the Cotting House Player's Guide Part Two: Skills

### Ritual Research

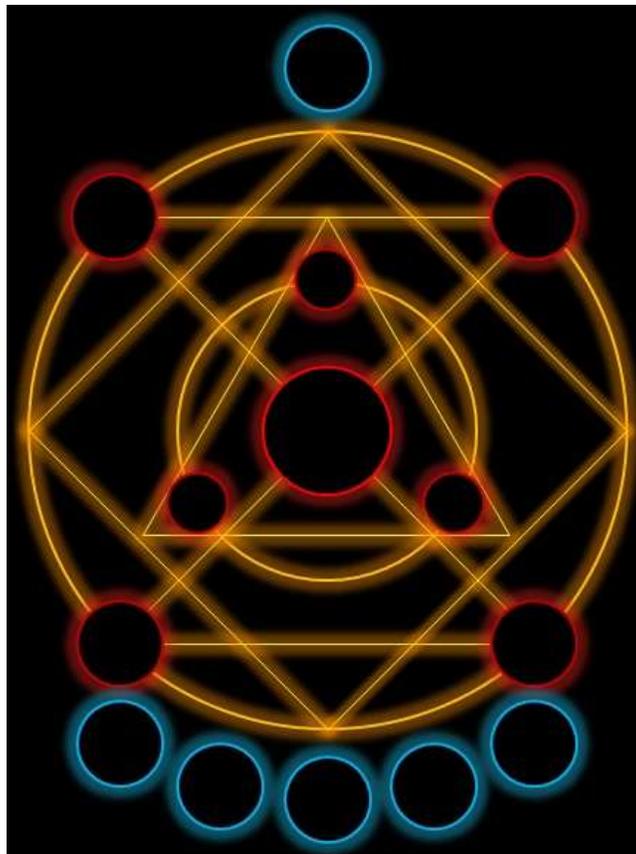
---

<b>Cost:</b>	10
<b>Reset:</b>	Between Events
<b>Prerequisite:</b>	Path of the Ritualist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	None
<b>Gesture/Incant:</b>	None

**Notes:** Between events, you may attempt to research and create a new ritual, or to study a ritual you have seen performed to understand more about it, or even research new spells. Some rituals may be too difficult for a ritualist to learn at early stages of their study, but pending plot approval, you may then purchase the ritual and perform it at the next event, provided you have the proper components. More difficult proposals are likely to require multiple uses of this skill and may require additional accomplishments in game.

Multiple magicians may combine their efforts to research a particular ritual. This may sometimes (not always) reduce research time.

You **MUST** submit your question by the PEL deadline of two weeks after the event in order to receive an answer. If for any reason staff fails to give you a reply to your question at the next event, we will do our best to get you your answer at the following event. In the meantime, you can ask another question after the new event without “replacing” your old one; we will get you answers on both, so long as you ask no more than one question per event using this skill. However, if you are informed that you must spend multiple uses of the skill upon the same topic, you cannot research an additional ritual while performing that ongoing research.



*Liminality Ritual Circle - the ritual circle pattern required to perform Ritual Magic*

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Rituals: Liminality

These are true Rituals, and require a Liminality circle, preparation, and proper components to perform. Rituals bought as skills do not require a Staff member present to perform.

#### Ritual: Enchant Component

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
<b>Prerequisite:</b>	Path of the Ritualist
<b>Restriction:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Skill Points:</b>	1 Magic
<b>Physical Focus:</b>	Liminality

**Gesture/Incant:** You must complete a lesser ritual to enchant a component. In the case of the Enchant Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- \* the ritual must be at least one minute in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

Once this is done a new component is created. The component may be used as a component in a ritual.

**Notes:** This ability allows you to create Magic components. You must have the corresponding Magical Focus to create components of other types. For example, you must have the ability "Magical Focus: Fire" in order to create Fire components.

This allows you to create *normal* components, but does not allow you to use a ritual to enchant a normal item to become a greater component. For example, if a ritual calls for a "the horn of a unicorn," you must in fact obtain a unicorn's horn. However, if the ritual just calls for a "component of water" you may enchant an appropriate item to become that type of component, provided you have the appropriate Magic Focus skill.

#### Ritual: Transform Component

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
<b>Prerequisite:</b>	Detect Magic, Ritual: Enchant Component
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Skill Points:</b>	1 Magic
<b>Physical Rep/Focus:</b>	Liminality

**Gesture/Incant:** You must complete a lesser ritual to enchant a component to become another component. In the case of the Transform Component spell, the ritual will entail the tracing of a very simple pattern across the liminality. The Magician is free to design the enchantment that creates the component, but it must include these elements:

- \* the ritual must be at least one minute in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

**Notes:** Once per twilight, you may perform a 1 minute rite to transform a ritual component into another element. This can only be done for components to/from Elements, Illusion, Dream and Magic.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Ritual: Enchant Magician's Staff

---

<b>Cost:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Path of the Ritualist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	1 Magic Component + Additional Elements (see below)
<b>Physical Focus:</b>	Liminality Ritual
<b>Gesture/Incant:</b>	You must complete a ritual to enchant a magician's staff. In the case of the Enchant Magician's Staff spell the ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment that makes a normal staff a Magician's Staff, but it must include these elements:
	* it must be a minimum of 5 minutes in length.
	* the enchantment must include some form of gestures/movement and incants.
	* the enchantment must include 1 component enchanted with each element (magic, fire, air, etc.) the magician wishes to effect through the staff. These components are consumed when the ritual is begun (whether it succeeds or not).
	* this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

**Notes:** A magician must enchant his own magician's staff. Once the staff is enchanted, you do not need to perform this ritual again. It is considered to remain in effect between events. You may only have one Staff that is so enchanted. If it at any point you wish to enchant a new staff, you may do so, following the guidelines above. This can be done during an Encounter, but please note that interruptions will reset the enchantment.

Once cast, in addition to becoming a focus for other spells, the Magician can cast spells while holding and using a staff. You must have the skill to use the staff to do this. This overrides the restriction requiring both hands to be free to cast spells.

Notes:

- \* Since a staff is a two-handed weapon, you cannot block with one hand with only one hand holding the staff, even with this skill. However, you could begin your incant while blocking, or use a spell that does not require you to throw a packet, etc.
- \* This skill also works with any packet-based skills that are not technically spells but state in their description that they work like spells.
- \* If your Staff is destroyed, the Enchantment is not lost, but you cannot use the Staff for any magic relying on it until the Staff is repaired.

#### Strength of the Staff

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Enchant Magician's Staff
<b>Restriction:</b>	
<b>Season:</b>	<b>1   2   3</b>
<b>Max Purchase:</b>	<b>2   3   4</b>
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Staff
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	So long as you are holding your Magician's Staff, you may call "Resist" to any one "Destroy Staff" or "Disarm Staff" effect, even if the attack is delivered by a Special Trait, unless the attack is called by Doubt, Corruption, Nightmare, or by Fairy Magic.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Ritual: Bind Liminality Circle

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight (This spell must only be purchased once. It may be attempted each Twilight.)
<b>Prerequisite:</b>	Detect Magic, Ritual: Enchant Component
<b>Skill Points:</b>	None
<b>Restriction:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Skill Points:</b>	1 Magic
<b>Components:</b>	2 Magic Component, 1 of each Element
<b>Physical Rep/Focus:</b>	Liminality

**Gesture/Incant:** You must complete a lesser ritual to bind your focus to a Liminality Circle. The ritual must entail the tracing of a very simple pattern across the liminality, and requires a Magical Focus of some kind (can be something already enchanted or used, like your Wand or other Focus). The Magician is free to design the enchantment that creates the component, but it must include these elements:

- \* the ritual must be at least one minute in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* the enchantment must include 2 Magic components and 1 component of each Element. These components are consumed when the ritual is begun (whether it succeeds or not).
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your sixty second count.

**Notes:** Once per twilight, you may perform a 1 minute rite bind your focus to a Liminality, such that you may trace its pattern in your mind for the use of Circle Rituals (Field Rituals). This will not replace the need for a Liminality for any ritual that requires it. Instead, this allows a Ritualist to perform Circle Rituals (that have the Focus: Circle) without requiring a Liminality. See Circle Rituals below.

#### Ritual of Identification

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Magician's Sight, Detect Magic, Path of the Ritualist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Ritual Skill Level:</b>	1
<b>Components:</b>	1 Magic
<b>Physical Focus:</b>	Liminality Ritual

**Gesture/Incant:** You must complete a lesser ritual to gain insight into an item or person. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The Magician is free to design the enchantment, but it must include these elements:

- \* the item or person you wish to identify must be at the center of the ritual
- \* the ritual must be at least 5 minutes in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

**Notes:** This ritual grants you some knowledge about the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. At the end of the ritual, touch the target and call "Inflict by Magic." Sometimes the Magician will immediately know more information (if a tag is already on the item, you may open it; if the target is an NPC with the info, they may give it; or if a Plot Staff member is present), and sometimes the information may come in time (if there is no tag or Plot Staff member, place a letter in the Plot box and information will come to you later).

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Ritual: Scrying

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<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Ritual of Identification
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Ritual Skill Level:</b>	2
<b>Components:</b>	4 Magic + something that is a focus of the scrying, such as:

- \* something of the place you are trying to see
- \* if a person: of extreme sentimentality or something OF the person (such as hair, blood, etc) you wish to scry on
- \* or something related to the events you wish to see (such as a knife used in a murder)

**Physical Focus:** Liminality Ritual

**Gesture/Incant:** You must complete a lesser ritual in an attempt to Scry a place, person or events. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that is the focus of the scrying. The Magician is free to design the enchantment, but it must include these elements:

- \* the item or person you wish to identify must be at the center of the ritual
- \* the ritual must be at least 5 minutes in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

**Notes:** You may attempt to scry something that is happening somewhere else, or to see someone who is not with you. Casting of this ritual does not guarantee you may see what you wish, as it is possible for it to be obfuscated by magical means, the Fairy Mists, or other such things.

Scrying upon very powerful Fairy or other beings, or those normally magically hidden such as the King's Jacks, may draw their attention or outright fail.

This requires plot coordination, and it is sometimes possible that the vision will appear some time after the ritual is cast. (If a Plot Staff member is not present during the attempt, write a letter and drop it in the plot box and send it to monster camp. It is recommended to speak with a member of plot staff before casting this ritual, but not required).

Lay down a luminality circle. You must have components of earth, air, wind, fire, magic, and dream. Any items of a personal or direct connection to the person or place you are scrying increases the chances of success. A Priest participating in this ritual will increase the chances of success, as will any person directly tied to the person, event, or place you are seeking to Scry.

This can sometimes have unintended backlash or flaws, depending on where and what you are trying to see.

#### Rituals of Bind Familiars

*These rituals allow for the binding of a familiar which grants special powers to the Magician.*

#### Ritual: Bind Familiar (lesser)

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Path of the Ritualist
<b>Restriction:</b>	Special Instruction Needed
<b>Skill Points:</b>	1 Magic
<b>Ritual Skill Level:</b>	1
<b>Components:</b>	2 Magic + Component Needed for Familiar Type (see below)

**Physical Focus:** Ritual

**Note:** A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Gesture/Incant:** You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

- \* the ritual must be at least five minutes in length.
- \* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
- \* the enchantment must include some form of gesture/movement and incant.
- \* the enchantment must include 2 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
- \* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is contact with you, you benefit from its presence.

See the section on magician tools for more information on the benefits of having a familiar.

#### **Ritual: Bind Familiar (greater)**

---

**Cost:** 0  
**Reset:** Instant  
**Prerequisite:** Ritual: Bind Familiar (lesser)  
**Restriction:** Special Instruction Needed  
**Skill Points:** 1 Magic  
**Ritual Skill Level:** 2  
**Components:** 4 Magic + Additional Component based on Familiar Type below  
**Physical Focus:** Ritual  
**Note:** A lesser familiar is represented using a stuffed animal or the like, while a greater familiar binds a (willing) PC brer to the caster.

**Gesture/Incant:** You must complete a lesser ritual to bind a familiar. In the case of the Bind Familiar ritual, the ritual will entail the tracing of a pattern across the liminality. The Magician is free to design the enchantment that binds the familiar, but it must include these elements:

- \* the ritual must be at least ten minutes in length.
- \* the target of the ritual must be placed in the center of the liminality. This means that the center of the liminality must be large enough to contain the familiar, and the familiar must remain inside the center for the length of the ritual.
- \* the enchantment must include some form of gesture/movement and incant.
- \* the enchantment must include 4 Magic components and 1 additional component. The additional component flavor is determined by the type of familiar. See the Familiar Flavors section below. These components are consumed when the ritual is begun (whether it succeeds or not).
- \* the ritual cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

Once you have cast the ritual, you do not have to cast it again. The familiar is bound to you permanently, and so long as it is within you, you benefit from its presence.

Find out in game the benefits of having a familiar.

#### **Familiar Enchantment Types**

---

Before beginning a familiar ritual, you must decide which type of familiar you wish to bind. A familiar may be bound as only one type. There are three types of familiars as follows:

##### **Enchanted Protector**

**Additional Component:** Water

The Protector familiar is able to provide some small amount of healing and is also able to cure various maladies when needed.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Enchanted Supporter

**Additional Component:** Fire

The Supporter familiar is able to amplify the magician's ability to cast offensive spells.

### Enchanted Guardian

**Additional Component:** Earth

The Guardian familiar is able to offer protection and shielding from harm.

## Familiar Abilities

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When using the familiar abilities, you must be within 10 feet of your familiar.

All abilities are **per Event** and may be bought more than once. **Each level costs 10/20/30/40 CP.** You may only use one Familiar ability per Encounter, and you may only purchase one Familiar Header.

**For Greater Familiars**, the familiar must spend CP to gain benefit from the two way link. The Enchanted Protector and Enchanted Guardian abilities are available to the Greater Familiar to purchase only.

### Enchanted Protector

- **Shared Voice:** After you have been Silenced, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Silence by Familiar".
- **Friendly Mender:** After you have been Maimed, you may spend 3 seconds concentrating on your bond to your familiar and call "Purge Maim by Familiar".
- **Companion Healer:** "Heal 2 by Familiar". You may only use this ability on yourself.
- **Borrowed Strength:** When you are about to "bleed out" from Unstable to Comatose/Dead (after you reach your 60 second count), you can use this ability to call "Stabilize to Self" and become Stable instead.

### Enchanted Supporter

- **Transformation:** "Imbue by Familiar". The next spell you cast is called by one of the following traits instead of its usual trait: Earth, Fire, Air, Water, and Lightning.
- **Spell Retention:** "Imbue by Familiar". You may cast any one Encounter or Twilight Offensive spell to store in the familiar to be used at a later time. The familiar can only store one spell at a time. The most recently stored spell takes precedence. This cannot be used on Event Spells.
- **Amplify Magic:** When casting any one damage spell, you may call it as "Double".
- **Familiar Accuracy:** If you do not hit any target with a single spell, you can choose to call "Imbue by Familiar" and take back that effect, though you may not use it again for at least five minutes. For example, you cast a spell for "3 damage by Fire" and miss. You may call "Imbue by Familiar." You regain the spell to use again after five minutes, without spending additional Magic Skill Points or another use of the skill.

### Enchanted Guardian

- **Companion Armor:** "Imbue by Familiar". "Grant 2 Protection to Self". You may only use this ability on yourself.
- **Magic Shield:** "Imbue by Familiar". Call "Shield" against the next packet effect "by Magic" that you receive. You may only use this ability on yourself.
- **Missile Shield:** "Imbue by Familiar". Call "Shield" against the next packet arrow or dart that strikes you. You may only use this ability on yourself.
- **Blade Shield:** "Imbue by Familiar". Call "Shield" against the next melee attack that strikes you. You may only use this ability on yourself.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Rituals of Enchantment

*These rituals allow for the creation of enchanted items, or to enchant others with special abilities.*

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#### Ritual: Enchant Soak Stone

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**Cost:** 10  
**Reset:** Event  
**Prerequisite:** Path of the Ritualist, Ritual: Enchant Focus, Ritual: Enchant Component  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** 1 Magic  
**Ritual Skill Level:** 1  
**Components:** One of each focus (Magic, Earth, Air, Fire, Water, Lightning, Metal)  
**Physical Focus:** Liminality  
**Gesture/Incant:** You must complete a lesser ritual to enchant a Soak Stone. In the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The stone should be in the center of the liminality - the target of the ritual. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:  
\* the ritual must be at least five minutes in length.  
\* the enchantment must include some form of gesture/movement and incant.  
\* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.  
**Note:** Once this is done the target stone becomes a soak stone. The soak stone may be used as a ritual focus to collect an ability to use in yet another ritual (see below). The soak stone remains until used, or if a Destroy Magic effect is used on it.

---

#### Ritual: Utilize Soak Stone

---

**Cost:** 10  
**Reset:** Event  
**Prerequisite:** Ritual: Enchant Soak Stone  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** Special (see below)  
**Ritual Skill Level:** 1  
**Components:** 4 Magic, Person with skill to be stored  
**Physical Focus:** Liminality  
**Gesture/Incant:** You must complete a lesser ritual to utilize a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality, and again, the stone should be in the center of the liminality as the focus of the spell being cast. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:  
\* the person with the ability to be collected must be included in the ritual, standing at one of the positions beside the caster.  
\* the ritual must be at least five minutes in length.  
\* the enchantment must include some form of gesture/movement and incant.  
\* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.  
\* at the end of the ritual, the person with the ability to be collected uses the ability, with the corresponding skill point use. There does not have to be a target for this use - the ritual is the target, which is channeled down the lines of the liminality and into the stone by the power of the ritual.  
**Note:** The user of the skill loses only the one use of that skill. The skill is not "forgotten" or "stolen".  
**Notes:** The soak stone holds the skill, but it does not confer the ability for anyone else to use it. The soak stone only holds the skill so that it can then be used as a focus to create a magic item. It is a tool, not a weapon.  
**For instance:** The soak stone could store a healing prayer or a dream ability so that the magician could then fashion an item that could cast the healing prayer or the dream ability.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Ritual: Enchant With Soak Stone

---

**Cost:** 10  
**Reset:** Event  
**Prerequisite:** Ritual: Utilize Soak Stone  
**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** Special (see below)

**Ritual Skill Level:** 1

**Components:** 4 Magic, Soak Stone

**Physical Focus:** Liminality Ritual

**Gesture/Incant:** You must complete a lesser ritual to Enchant something with a Soak Stone. As in the case of the Enchant Soak Stone spell, the ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon. The soak stone must also be in the ritual focus. The Magician is free to design the enchantment that creates the soak stone, but it must include these elements:

- \* the item to which or the person to whom the ability is to be stored must be at the center of the ritual
- \* the soak stone must be included in the ritual, placed at one of the positions beside the caster.
- \* the ritual must be at least 5 minutes in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.
- \* once the ritual is cast, the Soak Stone becomes inert. To use again, you must cast both Enchant Soak Stone and Utilize Soak Stone.

**Note:** The item or person so enchanted in this ritual gains the use of the skill that had been stored in the Soak Stone. You should create a yellow tag to give to the person or place on the item that contains the following (you should create blank tags to have on hand to make this quicker in-game):

***Enchanted Item (or Imbued Enchantment, if placed on a person)***

*While so enchanted or while in the possession of the item so enchanted, you have the "Magic" trait and will call "yes" to Diagnose and Exposes, unless you have a defense.*

*You gain the following ability that you may use once, without expending a skill point:*

*<Put the Skill Here>*

*This enchantment ends when you use the skill, or if you accept a Cure Magic, or if you/the item receives a Remove or Destroy Magic effect and cannot negate it with a defense.*

#### Ritual: Enchant Warded Door

---

**Cost:** 10  
**Reset:** Event  
**Prerequisite:** Ritual: Utilize Soak Stone  
**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** Special (see below)

**Ritual Skill Level:** 2

**Components:** 4 Magic, Soak Stone

**Physical Focus:** Liminality Ritual

**Gesture/Incant:** You must complete a lesser ritual to Utilize a Soak Stone, and enchant it with an ability or a skill. This ritual will entail the tracing of a complex pattern across a liminality, but the liminality must be laid before the Door you wish to place a Ward upon. The center of the ritual should be the thing to be the soak stone, but the door should be at one end of the liminality. The Magician is free to design the enchantment that creates the Ward stone, but it must include these elements:

- \* the ritual must be at least 5 minutes in length.
- \* the enchantment must include some form of gesture/movement and incant.

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### Part Two: Skills

\* if the door is part of a Hearth, then the Hearth Witch must be willing and must participate in the casting. This cannot be placed on a Universal Hearth, such as the Cotting House.

\* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

**Notes:** This ritual allows the magician to use a spell or skill stored in a soak stone to create a Magically Warded Door. The ward will do "Double" the effect store in the soak stone.

The creator can imbue an individual with the ability to bypass the ward, and it can be bypassed with an Enchanted Wand if the Magician has this Ritual and can solve the ward maze.

To imbue an individual with the ability to walk through the Door, touch a packet to the target and then place a hand on the Ward. Concentrate for 10 seconds and say "Imbue by Magic." Inform the recipient that they may pass through the Ward by touching it and concentrating for 3 seconds. The Imbue will go away if they receive a Remove or Destroy Magic effect, or if they die.

Once the ritual is complete, touch the Door and call "Imbue by Magic." You must hang a large yellow octagon with the following, and it must sit on top the Ward Tag:

On the Front:

#### **MAGICIAN'S SIGHT / SEARCH AN AREA**

*If you have either of these skills, you may turn over this tag.*

On the Back:

*You can sense that there is Magic on this Door, and that there is a Ward here.*

*If you are a Magician with an Enchanted Wand and you have the skill, Ritual: Enchant Warded Door, you may attempt to solve the Maze to disarm the Ward. If you are successful, call "Imbue by Magic" and you may walk through the Door without taking the effect.*

Warded tag, on the front:

#### **WARDED DOOR**

<place a small maze underneath this>

Warded tag, on the back:

*Take the effect "DOUBLE <ATTACK> by <EFFECT">" when you walk through this Ward, unless you were Imbued by the Magician who enchanted the Door to cross through it, or you are a Magician who solved the Maze.*

*You may negate the effects of this door with a defense, but you need two defenses to negate both effects.*

*This Ward may be removed with a Destroy Magic effect (remove the tags if you use a Destroy Magic).*

*If you trigger this Ward effect, remove the tag as the Ward has been expended.*

*The Magician who created this Ward may remove it at any time with 10 seconds of concentration.*

The effect on the Ward will be double the effect placed in the soak stone. Thus, a "4 Damage by Fire" becomes a "Double 4 Damage by Fire." If the skill placed in the Soak Stone is a weapon skill with no trait/by weapon, its call becomes "by Force" in the Ward.

The Magician who created the Ward may remove it at any time with 10 seconds of Concentration.

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### Part Two: Skills

#### Staff Rituals

*These ritual require an enchanted Magician's Staff to use.*

#### Staff: Channel Magic

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Enchant Magician's Staff
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 4 6
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	1 Magic Component + Component for each type of Focus Magician has
<b>Physical Focus:</b>	Liminality, Staff
<b>Gesture/Incant:</b>	You must complete a ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. This ritual will entail the use of a liminality, with the targeted staff standing within the center circle. The Magician is free to design the enchantment, but it must include these elements:

\* it must be a minimum of 5 minutes in length.

\* the enchantment must include some form of gestures/movement and incants.

\* the enchantment must include 1 magic component. These components are consumed when the ritual is begun (whether it succeeds or not).

\* this ritual cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count.

**Notes:** You may perform ritual to enchant an already enchanted Magician's Staff with some of the Magician's own magic for later use. You will be taking one of your Magic Points and storing it within the Staff for later use. For the duration of the next major encounter (mod, battle, or similar encounter; Resting in the tavern, down time, or situations that call for no use of magic do not count towards this), the Magician is at -1 Magic Skill Point while the ritual takes and stores a Magic Point within his Staff. The Magician then may, at any point later in the event, call "Imbue Magic Skill Point by Magic" and use that magic point in a later encounter (thereby gaining an extra magic point for that encounter). You may cast this once per Twilight per time purchased, but may only channel 1 Magic Point at a time.

*For example:* A Magician has 4 Magic Points and casts this ritual. They are at -1 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -1 Magic Point for that fight (total of 3 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event.

Only the Magician who stored the Magic Point may use it.

#### Staff: Greater Channel Magic

---

<b>Cost:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Staff: Channel Magic
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	2
<b>Component:</b>	2 Magic Components + Component for each type of Focus Magician has
<b>Physical Focus:</b>	Liminality, Staff
<b>Gesture/Incant:</b>	Performed as Staff: Channel Magic, but the ritual now takes 10 minutes.

**Notes:** This enhances the use of Staff: Channel Magic to allow the Magician to store 2 Magic Points into his Staff for later use. Though the ritual takes longer to perform (10 minutes) and an additional Magic Component, the effect remains for an encounter: the Magician is -2 next encounter, and may call "Imbue 2 Magic

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### Part Two: Skills

Skill Points by Magic" at any time for the remainder of the event. You may only have 1 Channel Magic, Greater or not, at one time. You may still cast Channel Magic as 1 Magic Point if you choose.

*For example:* A Magician has 4 Magic Points and casts this ritual. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter.

Only the Magician who stored the Magic Point may use it.

#### **Staff: Improved Channel Magic**

---

**Cost:** 20  
**Reset:** Event  
**Prerequisite:** Staff: Channel Magic  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 1 1 1  
**Skill Points:** None  
**Ritual Skill Level:** 2  
**Component:** 4 Magic Components + Component for each type of Focus Magician has  
**Physical Focus:** Liminality, Staff  
**Gesture/Incant:** Performed as Staff: Channel Magic, but the ritual now takes 10 minutes. It is 10 minutes even if you use this in conjunction with Greater Channel Magic.

**Notes:** This enhances the use of Staff: Channel Magic to allow the Magic Point stored in a Magician's Staff to remain for the Twilight period in which it was invoked. It may be Well Rested back as per normal Magic Points. Only 1 Magic Point may last for the Twilight Period, even if you have 2 Magic Points Stored.

*For example:* A Magician has 4 Magic Points and casts this ritual with Greater Channel Magic. They are at -2 Magic Point for the next encounter. However, he does this before Dinner, and the next hour, he is eating. This does not count as an encounter. Right as he's getting his dessert, brigands attack the tavern. He is at -2 Magic Point for that fight (total of 2 Magic Points). After that battle, his Magic Point is now stored in the Staff, and he may use it later in the event to increase his Magic Points to 6 for one encounter. He chooses to use it in a fight against Werewolves that night, around 9pm. Because he also cast Improved Channel Magic, when the encounter is over, his total Magic Points is now 5, and he may Well Rest back 5 Magic Points. He has five until dawn/he goes to sleep. When he awakens in the morning, he is back to 4 Magic Points.

You may only cast Improved Channel Magic once per event. Only the Magician who stored the Magic Points may use it.

#### **Staff: Transfer Channel Magic**

---

**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Staff: Channel Magic  
**Restriction:** None  
**Skill Points:** None  
**Ritual Skill Level:** 1  
**Component:** None  
**Physical Focus:** Staff  
**Gesture/Incant:** Touch Staff to recipient. No incants required, but cannot do this if Silenced.  
**Notes:** The Magician may choose to use his stored Magic Point(s) to aid another, reading between the lines to see which skill they need: he loses the magic point, but they refresh 1 skill point. Touch the staff to them and call "Refresh 1 <Skill> Point by Magic" where Skill is Craft, Endurance, Faith, Fervor, Imagination, Inspiration, or Magic. The Magic Point is then expended, and the Magician may not use it. If the Magician has channeled 2 Magic Points, he may choose to transfer 2 points.

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### Part Two: Skills

#### Staff: Strike by Magic

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Staff: Channel Magic
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	None
<b>Physical Focus:</b>	Staff
<b>Gesture/Incant:</b>	Wave hands over staff, and say an incant of 6+ syllables
<b>Notes:</b>	Perform the action above, spend 1 Magic Point, and call "Imbue to Staff by Magic." You may call your next swing, "2 Damage by Magic," or you may call one "Deathstrike one, Deathstrike two, Deathstrike three by Magic."

#### Ritual: Staff of Spell Storing

---

<b>Cost:</b>	10
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Magician's Staff, Staff: Channel Magic
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 1 1
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	1 Magic + Focus type of spell being stored
<b>Physical Focus:</b>	Ritual and Staff
<b>Gesture/Incant:</b>	The Magician may perform a ritual to store a single Encounter spell into his Staff. This may only be done once per event. The Magician must spend 2 points of Magic when this enchantment is cast, and must rest after the enchantment is done to regain those points. The Magician is free to design the enchantment, but it must include these elements:

\* it must be a minimum of 5 minutes in length

\* a circle must be laid out around the staff, and the staff must be in the center of the ritual

\* the enchantment must include some form of gestures/movement and incants

\* the Magician must cast the spell in question, following all guidelines for it, and direct the spell at the Staff

\* this cannot be interrupted. If you take in-game harmful effects, or if someone walks through your circle, you must begin again, resetting your five minute count

**Notes:** Once the enchantment is completed, the Spell is stored in the Staff. The Magician may at any point cast the Stored Spell without expending Magic to do so, as the Magic has already been spent. The spell does not refresh, and is expended once cast. If the Staff is destroyed, the Stored Spell is lost.

#### Staff: Spell Strike

---

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Ritual: Staff of Spell Storing
<b>Skill Points:</b>	None
<b>Physical Focus:</b>	Staff
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	You may cast a Stored Spell (stored through the Staff of Spell Storing ritual) through your staff instead of throwing a packet. Call the spell effect and strike your target with the staff.

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### Part Two: Skills

#### Staff: Channeled Spell

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Spell Strike, the spell to be channeled
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 2 3
<b>Skill Points:</b>	None (although the spell so channeled still has the normal cost.)
<b>Physical Focus:</b>	Staff
<b>Gesture/Incant:</b>	

**Notes:** The Magician may deliver a spell that has an Agony, Damage, or Maim Effect through the Staff, rather than deliver it by throwing a spell packet. The Magician must complete the normal requirements for the spell, but then must add an additional incant of at least 5 syllables, then call the delivered effect and strike with the weapon.

#### Circle Rituals (Field Rituals)

*These are rituals that may be performed upon a field of battle with a hastily constructed circle. A Magician must first use the Ritual: Bind Liminality upon themselves to use these rituals.*

#### Circle of Forbiddance

**“You Shall Not Pass!”**

---

<b>Cost:</b>	20
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Enchant Magician's Staff, Ritual: Bind Liminality
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 2 3
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	1 Magic Component or 2 of any other kind
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both

**Notes:** You may perform a quick enchantment to force others away from an area.

To cast this spell:

- \* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
- \* You must touch your staff in the four directions around you (front, back, left and right).
- \* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc).
- \* You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "By My Voice, Short Repel by Magic."
- \* Every 60 seconds (or whenever someone approaches you with the obvious intent to cross the circle) you may make the call again.
- \* This effect ends when you step out of your circle, let go of your staff, fall unconscious, or die; after which you may not make the call again.
- \* A Remove or Destroy Magic will also end the effect.

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### Part Two: Skills

#### Greater Circle of Forbiddance

“You Shall Not Pass!”

---

<b>Cost:</b>	20
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Circle of Forbiddance
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	2
<b>Component:</b>	2 Magic Component or 4 of any other kind
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both

**Notes:** The Magician must have already performed the Circle of Forbiddance, but his initial call may be "By My Voice, Repel by Magic." As long as magician remains with hands on staff concentrating within the Circle of Forbiddance, they may continue to call "By My Voice, Short Repel by Magic" every minute (60 seconds).

\* With this use, you may also draw the circle large enough that others may step inside it with you and NOT be affected by your repel. To do this, keep one hand on the staff, touch them with a packet and call "Imbue by Magic." If they do not understand the effect, explain it, or hand them a tag.

\* You may only protect 4 other people in this fashion. They may Resist by Magic any of your "By My Voice, (Short) Repel by Magic" while they remain within the circle. If they step outside the circle, they may no longer call resist.

***Protection of the Circle of Forbiddance (Imbue by Magic)***

*So long as you remain within the Circle, you may call "Resist by Magic" to the "By My Voice, (Short) Repel by Magic" that the Magician of the Circle is calling. If you step outside the circle, you may no longer call resist, even if you then step back within, unless you receive another imbue. This also ends if the Magician drops the circle.*

#### Circle of Protection

---

<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Circle of Forbiddance
<b>Restriction:</b>	
<b>Season:</b>	<b>1   2   3</b>
<b>Max Purchase:</b>	1   2   3
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	1 Magic Component or 2 of any other kind
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both

**Notes:** You may perform a field ritual to protect yourself from harm.

To cast this spell:

\* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

\* Trace four symbols at four points of the circle (you can draw them in the dirt or with chalk, lay out stones with the symbols on them, or just trace them invisibly with your finger).

\* Other details of the ritual are up to you, but it must take at least 30 seconds and must include an incant (or incants) of at least 20 syllables.

\* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

\* You must then raise your staff with both hands, speak an incant of at least twenty syllables, and bring the staff down to the ground in a sudden movement, calling out "Imbue Spirit Trait by Magic."

\* You have the "Spirit" trait and may call "Spirit" to any attack as long as you remain in that position. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.

\* Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect.

\* This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die.

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### Part Two: Skills

#### Greater Circle of Protection

---

<b>Cost:</b>	20
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Circle of Protection, Greater Circle of Forbiddance
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	2
<b>Component:</b>	2 Magic Component or 4 of any other kind
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both
<b>Notes:</b>	You may perform a field ritual ("circle ritual") to protect yourself and others from harm. This allows you to expand your casting of Circle from Protection, if you desire, to include others. To cast this spell:
	* You should ensure that those you are protecting understand how the circle works before you protect them.
	* You must perform circle of protection as above, but the length of time is now increased to 2 minutes
	* The circle must be large enough that everyone you seek to protect may fit within it. The circle can be no larger than 5' in diameter, and no more than 6 people (including the Magician) may stand in it
	* Once you have imbued yourself, you may Imbue others. This is the only time you may move. Speak 10+ syllable incant, touch a packet to them, and call "Imbue Spirit Trait by Magic."
	* You and they have the "Spirit" trait and may call "Spirit" to any attack as long as you remain in that position within the circle. You may talk but cannot move or use game skills, except to call Defenses such as Shield, Resist, etc.
	* Any effect to Spirit, by Corruption/ Doubt/ Fairy Magic/ Horror/ Insanity/ Madness/ Nightmare, or a Destroy or Remove Magic will dispel the effect on the person struck, but not on the others. They are no longer protected and cannot be re-imbued.
	* This effect also ends if you or they move, step out of your circle, fall unconscious, or die.
	* Those you are protecting may choose at any point to move and end the effect. They should call "Cure Spirit Trait" when they do so.

#### Circle of Power

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Enchant Magician's Staff, Detect Magic
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	<b>2 4 6</b>
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	1 Magic Component
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both
<b>Notes:</b>	You may perform a field ritual to empower you with Magic. To cast this spell:
	* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.
	* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff
	* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.
	* At the end of the Ritual call "Grant 1 Magic Point by Magic." You gain one additional Magic Point that you can use, but only while standing in the Circle

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\* This effect also ends if you move, when you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

#### Greater Circle of Power

---

<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Circle of Power
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 2 3
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	2
<b>Component:</b>	2 Magic Components or 4 of any other kind
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both
<b>Notes:</b>	You may perform a field ritual to empower you with greater Magic

To cast this spell:

\* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

\* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

\* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

\* At the end of the Ritual call "Grant 3 Magic Points by Magic." You gain 3 additional Magic Points that you can use, but only while standing in the Circle.

\* You may spend an additional 30 seconds to make this circle last for the duration of the encounter, even if you leave it. This would allow you to cast it, then come back later to use the remaining Magic Points. To do this, you must prepare a yellow octagon tag to leave with the circle that reads the following on the front and has "Removed" printed on the back:

#### *Circle of Power*

*This is a Magician's Circle of Power. You may move through it. It has no effect upon you, though you can sense the magic within. This Circle can be dispersed with a Remove or Destroy Magic effect. Flip this card over if you have Removed/Destroyed the Magic.*

\* This effect also ends if you step out of your circle (unless you spend the extra time to maintain it), fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect. This magic disperses at the end of an encounter regardless, and any unused Magic Points are lost.

#### Circle of Meditation

---

<b>Cost:</b>	15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Circle of Power, Strength of the Staff
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	1
<b>Component:</b>	1 Magic Component or 2 of any other kind
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both
<b>Notes:</b>	You may perform a field ritual to regain Magic from spells that missed their targets.

To cast this spell:

\* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

\* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

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\* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

\* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 2 minutes of uninterrupted concentration to regain 1 Magic Point from a non-damage ENCOUNTER spell that you threw and missed your target (such as Agony). You must rest 2 minute per magic point recovered, so if you missed three spells, it would take 6 minutes to recover all 3 Magic Points.

\* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

\* Though this is an encounter usable ritual, it does not require 1 Magic Point to use, only 1 Magic Component.

#### Greater Circle of Meditation

---

<b>Cost:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Circle of Meditation, Staff: Transfer Channel Magic
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 2 3
<b>Skill Points:</b>	None
<b>Ritual Skill Level:</b>	3
<b>Component:</b>	2 Magic Components or 4 of any other kind
<b>Physical Focus:</b>	Circle
<b>Gesture/Incant:</b>	Both
<b>Notes:</b>	You may perform a field ritual to regain Magic from spells that missed their targets.

To cast this spell:

\* You must first lay out a circle around you. It can be drawn in the dirt or with chalk (IF the campsite allows it), or laid out with rope, a mat with a circle drawn on it, with stones, or with other objects.

\* The Ritual must last at least 30 seconds, involve gestures and incants, and you must utilize your Staff

\* Your ritual can be interrupted by an attack just like a spell incant. This spell follows all normal spellcasting limitations (can't cast while Maimed, can't cast if you're Silenced during the incanting portion of the ritual, etc). If interrupted, take a 3 second Agony, and you may begin again.

\* At the end of the Ritual call "Imbue Magic by Magic." While within the circle, you may spend 5 minutes of uninterrupted concentration to regain 1 Twilight Spell that you have expended, or 10 minutes to regain 1 Event Spell. When regaining Event Spells, you may only use this once per spell, even if you have multiple uses of this spell. For example, if you had 2 uses of this skill, you could use it to regain 2 castings of "Slam by Water" but could only regain "Drain by Water" once.

\* This effect also ends if you step out of your circle, let go of your staff, fall unconscious, or die. This circle can be removed with a Remove or Destroy Magic effect.

#### Ritual of Destroy Magic

---

<b>Cost:</b>	5
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Detect Magic, Circle of Power
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Magic
<b>Ritual Skill Level:</b>	1
<b>Components:</b>	1 Magic
<b>Physical Focus:</b>	Ritual, Circle
<b>Gesture/Incant:</b>	You must complete a lesser ritual to Destroy Magic on a person or item. The center of the ritual should be the thing to be enchanted (item or person) as the focus of the spell being cast upon, or the circle should touch it if it cannot encompass it. The Magician is free to design the enchantment, but it must include these elements:

\* the item or person upon which you wish to destroy magic must be at the center of the ritual

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- \* the ritual must be at least 5 minutes in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

**Notes:** This ritual grants you the ability to destroy magic on the target. Typically the target is an item, but it can be a person or creature if they can be made to stay within the ritual circle long enough for the ritual to be completed. At the end of the ritual, touch the target and call "Destroy Magic by Magic" or "Remove Magic by Magic." Some enchantments may be too powerful to remove with this simple enchantment.

### Summoning Rituals

*These rituals allow a Magician to attempt to summon a creature, such as an Elemental or Fairy.*

#### Ritual: Summoning: Elemental

---

**Cost:** 20  
**Reset:** Event  
**Prerequisite:** Path of the Ritualist  
**Restriction:** None  
**Skill Points:** 1 Magic  
**Ritual Skill Level:** 2  
**Components:** 1 Magic + 4 Elements of the Elemental type to be Summoned  
**Physical Focus:** Liminality Ritual  
**Gesture/Incant:** You must complete a lesser ritual in an attempt to summon Elemental. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements:  
\* the item or person you wish to identify must be at the center of the ritual  
\* the ritual must be at least 5 minutes in length.  
\* the enchantment must include some form of gesture/movement and incant.  
\* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.  
**Notes:** This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a liminality. You must have appropriate elemental components, and the primary magician in the ritual must have the Elemental Focus of the element you are trying to summon. The more Ritualists participating, the better the chance of success. This spell does not guarantee that the elemental you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit. You may summon an elemental to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger elemental to be summoned. You may send the Elemental back at any time while it is in your circle by saying. "Begone! Inflict Banish to Elemental by Dismissal."

#### Ritual: Summoning: Elemental Command

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Summoning: Elemental  
**Restriction:** None  
**Skill Points:** 1 Magic  
**Ritual Skill Level:** 2  
**Components:** 1 Magic + 4 Elements of the Elemental type to be Summoned  
**Physical Focus:** Liminality Ritual  
**Gesture/Incant:** see Summoning: Elemental

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**Notes:** Double the length of the elemental summoning ritual, and this will give you the ability to command the elemental summoned for the duration of the twilight period. The Summoned Elemental will not attack you, but there is no guarantee he will be friendly to those with you, depending on which elemental you summoned, the circumstances, and what others do to it. (Generally speaking, Elementals are likely to be friendly unless there are mitigating circumstances). You may give it Commands, and it will seek to obey the spirit of those Commands. Be careful, however, as abusing the trust of an elemental can have consequences outside of the summoning.

#### **Ritual: Summoning: Fairy**

---

**Cost:** 20  
**Reset:** Event  
**Prerequisite:** Summoning: Elemental  
**Restriction:** None  
**Skill Points:** 1 Magic  
**Ritual Skill Level:** 2  
**Components:** 2 Magic + 4 Illusion/Glamour/Fairy/Dream Components or appropriate Fairy items (4 Fairy-Touched may substitute; someone who bears the Trait of a Fairy, such as Jeweled, may count as 2 components in this ritual). 4 of any kind of component may substitute for the Magic components.  
**Physical Focus:** Liminality Ritual  
**Gesture/Incant:** You must complete a lesser ritual in an attempt to summon a Fairy. The ritual will entail the tracing of a complex pattern across a liminality. The center of the ritual should be an object that represent and/or contains the element of the Elemental to be summoned. The Magician is free to design the enchantment, but it must include these elements:

- \* the item or person you wish to identify must be at the center of the ritual
- \* the ritual must be at least 5 minutes in length.
- \* the enchantment must include some form of gesture/movement and incant.
- \* it cannot be interrupted. If you take an in-game harmful effect, or if someone touches you while you are casting, you must begin again, resetting your five minute count.

**Notes:** This requires coordination with Plot Staff and availability of NPCs, and thus cannot always be guaranteed to be used in the course of an event. Lay a liminality. You must have appropriate components for the type of fairy you wish to summon, and it is recommended to have someone who is fairy-touched in the ritual (though not required). The more Ritualists participating, the better the chance of success. Note that the Fairies themselves may contest this, or in the case of a Fairy under the control of a more powerful Fairy, contested by them, and thus have other unintended results (such as drawing the attention of the more powerful Fairy). This spell does not guarantee that the Fairy you summon will be friendly. They will be confined to the circle unless the casting Magician gives them permission to exit, though if by chance you draw a sufficiently powerful fairy, they may be able to break through the circle.

You may summon a Fairy creature, monster, or being to you with this spell. Additional levels of this skill allow you to perform it more than once per event, or allow for a stronger fairy to be summoned.

Note that fairies are capricious, and some Fairies are Monstrous and/or Extremely Powerful. Be careful what you try and summon, and how they are treated: Fairies are Immortal and Never Forget.

You may send the Fairy into the Fairy Mists back at any time while it is in your circle by saying. "Begone! Inflict Banish to Fairy by Dismissal."

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## Part Two: Skills

### Door Magic (Goblin Threshold Magic)

Door Magicians - called "Tricksters" among the Goblins - are skilled in using the Magic of Thresholds - of doorways and "the Ways" that lead between all things. Most Goblins have some sense of the Threshold, often able to step within it, even if they themselves are not skilled in Magic. But a Goblin who devotes themselves to the study of the Magic of Thresholds learns to find the Ways and can travel great distances. They are often sought out for just this reason.

**A Note on Gestures:** Threshold Magic always requires the use of gestures (unless explicitly said otherwise in the skill). Both hands must be free while performing gestures. You may have packets in them, but you may not have weapons, shields, or other items, unless you have a skill that allows you to do so. You cannot perform a gesture while Maimed.

**A Note on Incants and Silence:** Not all Threshold Magic requires Incants. It will say in the skill description if it does. However, you are unable to cast Magic if you are Silenced even if the spell does not require Incants, unless the skill description explicitly says.

#### Magical Focus: Threshold (Door Magic)

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Goblin, Door Magic, Magicians Sight  
**Restriction:** None  
**Skill Points:** None  
**Physical Focus:** Door  
**Gesture/Incant:** None  
**Notes:** You may manipulate Thresholds and weave the Ways to create magical effects and open Doors (sometimes called "the Ways"). Certain tags can only be manipulated by those magicians with this focus. This also acts a prerequisite spell for all other Threshold/Door Magic based spells and effects.

#### Create Personal Anchor

---

**Cost:** 10  
**Reset:** Event  
**Prerequisite:** Magical Focus: Door  
**Skill Points:** 1 Magic  
**Restriction:** None  
**Physical Focus:** Door  
**Gesture/Incant:** 5 minute rite involving gestures and incants  
**Notes:** To travel Home to and from the Ways, a Goblin Trickster must first create a Personal Anchor, a threshold within their Home that is their personal anchor. This allows them to travel the Ways and return home. To use this, create an anchor that you can easily return to within your cabin. This is a rite lasting 5 minutes, including incants and gestures, that will enchant the Anchor. The Anchor must be obvious and not hidden with the cabin, with a tag placed upon it to state: **MAGICIANS SIGHT:** If you have the skill, Magicians Sight, you are able to sense that this is a Threshold Anchor.

If you are staying within a hearth, you must have the Hearth Trait of that Hearth in order to be able to open a door within it. The Hearth Witch must also "Attune" the anchor to the hearth by spending 30 seconds attuning it to the hearth.

This must be placed in the cabin where you are sleeping.

#### Determine Destination

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Create Personal Anchor  
**Skill Points:** 1 Magic

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<b>Restriction:</b>	None
<b>Physical Focus:</b>	Door
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	You may can read gate/door tags to determine what kind of gate and where it might lead.

#### Open A Door

---

<b>Cost:</b>	10
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Create Personal Anchor
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	3 4 5
<b>Physical Focus:</b>	Door
<b>Gesture/Incant:</b>	None
<b>Notes:</b>	You can open gates/doors that require this skill to open. You may perform a ritual to use a Goblin Door per the tag on the Goblin Door, manipulate a Gate (if you are able per the tag on the Gate), or (with Plot assistance and permission) attempt to create a Door to lead to a place where you have an anchor or soil of the place allowing you to go there. This can be used for roleplaying purposes in some situations (for example, if you somehow had obtained and managed to take into the waking world sand from the Slumberland, and obtained the necessary means In-Game to create a Door to the Slumberland, you could use this to take players into the Slumberland in a designated building or outside location that is set aside for such use. If you wish to journey further within, whether in search or pursuit of something, this would require Plot Assistance. If no plot member is nearby, please send word to monster camp with what you would like to do.

#### Close A Door

---

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Open A Door
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Door
<b>Gesture/Incant:</b>	Gesture to close door
<b>Notes:</b>	Allows you to close a door that you have opened. Spend 10 seconds to do a small rite to close the door, or follow the instructions on a tag if it is a gate or doorway that has such a tag.

#### Door to Personal Anchor

---

<b>Cost:</b>	10
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Open A Door
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	3 4 5
<b>Physical Focus:</b>	Door
<b>Gesture/Incant:</b>	30 second rite, involving Gestures & Incants
<b>Notes:</b>	You can open a door to return back to your Personal Anchor. Perform a 30 second rite, involving Gestures and Incants, then call, "Imbue Spirit Trait by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." Clasp your hands before you and bow your head. Walk directly back to your cabin, as quickly as possible. You may cross barriers and other means in order to return to your cabin. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity. Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and call "Imbue by Threshold." The spirit trail is removed, and you appear in your cabin.

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#### Fire Escape

---

**Cost:** 25

**Reset:** Event

**Prerequisite:** Door to Personal Anchor

**Skill Points:** 1 Magic

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 1 2

**Physical Focus:** Door

**Gesture/Incant:** 60 second rite involving Gestures & Incants

**Notes:** You can open a door to return back to your Personal Anchor. Perform a 60 second rite, involving Gestures and Incants, then call, "Imbue Door by Threshold" while touching the doorway, gateway, or other obvious structure that is a "threshold." You must keep your hand on the Door. You may then touch a packet to another, and call "Imbue Spirit Trait by Threshold" and instruct them to pass through - they must clasp their hands before them, bow their head, and walk through, going immediately to your Personal Anchor in your Cabin. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

You may do this for as many individuals as come up to you, but you may only hold a Threshold door open for 5 minutes. Once everyone you wish to pass through has gone, you may call "Imbue Spirit Trait by Threshold" and step through. You may choose to close the door behind you; if so, perform the Close A Door rite as above. If you do not have this skill, please inform Plot as soon as you can (or an NPC on the encounter) that the Doorway was left open.

While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity.

Walk as quickly and directly back to your cabin as you are able. Once you arrive, touch the Personal Anchor and then touch each individual who you sent back and call "Imbue by Threshold." The spirit trail is removed, and they appear in your cabin. Once the last person is restored, you may call "Imbue by Threshold" and appear yourself.

You may also create a card to give those you send through your Personal Door as follows:

#### ***Crossing The Threshold Into The Ways***

*You gain the Spirit Trait. Walk with arms clasped before you and head bowed. Go directly back to the cabin of the Goblin who sent you through the Door. You will remain there as a Spirit until the Goblin arrives. While in this state, you may call "Spirit" to any melee or packet attack that strikes you, including Special Traits. You ARE affected by attacks delivered "to Spirit," "by Threshold," "by Madness," and by Fairy Magic, Doubt, Corruption, Nightmare, Horror, and Insanity. This will remain until you receive a Cure Spirit Trait effect, or a "Imbue by Threshold" from the Goblin who opened the door.*

*If after 15 minutes the Goblin who sent you does not return, collapse to the floor. You take an "Inflict by Threshold" effect, and are Stunned for 10 seconds. You will awake dizzy and ill, with a feeling that something happened in the intervening time that you cannot recall. Please inform Staff in your PEL that this occurred.*

#### Hide: Conceal Item

---

**Cost:** 20

**Reset:** Encounter

**Prerequisite:** Focus: Door Magic

**Restriction:** None

**Skill Points:** 1 Endurance

**Notes:** You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on

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your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

If the item conveys a trait of any kind, you may use this to Resist any Expose for that item, unless the Expose has no trait (ie, "Expose Bart's Broom"), or is "by Corruption, Doubt, Dreaming, Glamour, Fairy Magic, Insanity, Horror, Madness or Nightmare" (other Special Effects may be hidden from) . You may resist the same expose from the same source for up to 5 minutes without expending another point of Endurance. . No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

#### Standing Out

---

<b>Character Points:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Focus: Door Magic
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 2 2
<b>Skill Points:</b>	None

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

#### Stepping Out

---

<b>Character Points:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Focus: Door Magic, Standing Out
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 2 2
<b>Skill Points:</b>	None

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

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

#### Door Magic: Pick a Lock

---

<b>Cost:</b>	20
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Focus: Door Magic
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 2 3
<b>Skill Points:</b>	1 Magic

**Notes:** You may open a single lock, using a Magic Skill Point. Some locks cannot be opened in this manner, and those locks will indicate that detail on an appropriate tag. You must roleplay the attempt to pick the lock for three minutes before expending a Magic Skill Point and using this skill. Then call "Short Inflict by

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Threshold" when you do. The lock is only unlocked for 10 seconds per use of the skill; after which the lock seals again.

#### Destroy Wards

---

**Cost:** 10  
**Reset:** Twilight  
**Prerequisite:** Open A Door  
**Skill Points:** 1 Magic  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 4 6  
**Physical Focus:** Door  
**Gesture/Incant:** 10 second rite, involving Gestures & Incants  
**Notes:** You can destroy a Ward placed on a Door or other gateway. Touch a packet to the Ward, do a short 10 second rite, and then call, "Destroy Ward by Threshold." You may then remove the Ward tag, unless the Tag otherwise indicates that a Destroy Ward or effects by Threshold will not affect it.

#### Sidestep

---

**Cost:** 10  
**Reset:** Twilight  
**Prerequisite:** Open A Door  
**Skill Points:** None  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 4 6  
**Physical Focus:** Door  
**Gesture/Incant:** None  
**Notes:** You may temporarily step into a threshold to avoid harm. Call "Elude by Threshold" to any one weapon or packet attack that strikes you, including Special Traits, unless it is delivered by Doubt, Corruption, Fairy Magic, Horror, Insanity, Madness or Nightmare.

#### Slip Out The Door

---

**Cost:** 5  
**Reset:** Event  
**Prerequisite:** Sidestep  
**Skill Points:** None  
**Restriction:** None  
**Physical Focus:** Door  
**Gesture/Incant:** None  
**Notes:** You may call "Resist" to any one effect "by Threshold."

#### Turned Around

---

**Cost:** 10  
**Reset:** Twilight  
**Prerequisite:** Sidestep  
**Skill Points:** None  
**Restriction:** None  
**Physical Focus:** Door  
**Gesture/Incant:** incant of 8+ syllables  
**Notes:** You may confound an enemy by turning them around in the threshold so that they find themselves moving away from you. Say an incant of 8+ syllables, and throw a packet for "Repel by Threshold."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Portal Step

---

<b>Cost:</b>	15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Turned Around
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Door
<b>Gesture/Incant:</b>	incant of 8+ syllables
<b>Notes:</b>	You may trip up an enemy by opening a door briefly at their feet. Say an incant of 8+ syllables and throw a packet for "Slam by Threshold."

#### Stuck In The Threshold

---

<b>Cost:</b>	15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Portal Step
<b>Skill Points:</b>	1 Magic
<b>Restriction:</b>	None
<b>Physical Focus:</b>	Door
<b>Gesture/Incant:</b>	incant of 8+ syllables
<b>Notes:</b>	You may trap an enemy temporarily in a threshold. Say an incant of 8+ syllables and throw a packet for "Root by Threshold."

#### Confounding Threshold

---

<b>Cost:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Stuck in the Threshold
<b>Skill Points:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1   2   3
<b>Max Purchase:</b>	2   4   6
<b>Physical Focus:</b>	Door
<b>Gesture/Incant:</b>	incant of 8+ syllables
<b>Notes:</b>	You may confound an enemy by quickly moving them in and out of a threshold. Say an incant of 8+ syllables and throw a packet for "Short Drain by Confusion."

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 12.7 Sandman

"Lose your dreams and you could lose your mind."

~Rolling Stones, "Ruby Tuesday"

"Imagination is more important than knowledge."

~Einstein

"DREAM! Dreams shape the world. Dreams create the world anew, every night."

~Neil Gaiman

#### Outlook

Most sandmen spend their pre-trained youth plagued by mind bending dreams and riotous nightmares. In many cases, those individuals end up at Asylum for training, and in more than a few cases, those trainees end up staying as patients. Sandmen often walk with each foot in a different world, and as such they come across as disconnected or aloof from those who remain in just the one.

The Sandman organization based out of Asylum is only around two hundred years old, and, in the grand scheme of things, relatively young. They are also far removed from the rest of the world, geographically speaking. Their environment seems to reflect the often disturbing realm of dreams, and not many people seek to go there unless absolutely necessary.

**A note on the Slumberland:** The Slumberland are formed from the dreams and fears of every being on the Written World. Dreams, and hence the Slumberland, connect everyone. Similar to Fairy, the Slumberland are unpredictable and chaotic, and things are rarely exactly as they seem (though, just to remain unpredictable, sometimes they are). Dreams can often give great insight, but they should rarely be taken literally.

Any person or being who can dream has their own Dreamscape, their own place within the Slumberland. Typically this is a safe place for a dreamer, but nightmares, especially those that have taken a life of their own, have been known to dominate dreamscapes and harm the dreamer.

The Slumberland refer to all dreams and all dreamscapes, but it also refers to the Dreaming World that is not in a distinct being's Dreamscape, that part of Dreams that connects all beings and is truly the raw stuff of Imagination.

The Slumberland are made up of the fears, joys, imaginations, insecurities, and every other emotion and dream of those who ever have or who are now dreaming, a chaotic changing place. Normal nightmares are as much a part of imagination as dreams are, and indeed, people can learn much from their fears and insecurities. But beneath the Sands of the Slumberland are the dark, primeval **Night Terrors** - what many call Nightmares (with a capital N) - and these are a horrifying madness that try to consume the light of imagination; it is this Terror that the Sandmen oppose.

#### Everything in the Slumberland has the Dream trait.

If you do not normally have the trait, you gain it upon entering the Slumberland and lose it upon exiting.

**A note on Creatures of Dreams and Nightmares:** Often in the Slumberland, Dreams and Nightmares will take on distinct forms, appearing according to the nature of the dream. This will be clear based on their appearance (costuming), behavior (roleplaying), or through clarification of the dreamscape (tag upon entering the encounter, or clarification from the dreamer guiding you there). Not all dreams or nightmares are obvious of what they are to anyone but the dreamer of that dreamscape.

The more distinct a Dream is, the more an obvious Shape or Being it is, the more likely that the Dream or Nightmare before you is either a Dream/Nightmare that has taken on a life of its own, or that it is a Being that is Dreaming, such as another Sandman.

Dreams are often recognizable due to being white or light in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

Nightmares are often recognizable due to being black or dark in color, often with markings upon their face that may glow in the dark or react to certain lighting; often these markings, designs, or swirls will also be on their body.

**Creatures of the dream do not normally walk or are seen in the waking world.** If you seem Dream/Nightmare spirits outside of the Slumberland, you should react appropriate. Things have changed since Ishariel manifested the slumberland in the original Cottington Woods campaign, but it is still not usual to see creatures of dream manifest in the Waking World.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**A note on Terrors:** Nightmares in and of themselves aren't some to be abhorred; everyone, after all, has fears, and learning to recognize our fears and overcome them is what allows or dreams to become stronger. Certainly in the Asylum, there is a constant struggle between dreams and nightmares: falling into Nightmare can cause a patient to be lost entirely mad or harm others. And so being trapped in constant nightmares - of the "normal" variety - can draw the attention of darker forces. And that, truly, is where Terror comes in. The Night Terrors are something more. Something dark, deep beneath the Sands of the Slumberland that seek to consume the light of Imagination and twist it into something abhorrent to that which the Slumberland is.

**A note on combat in the Slumberland:** Though there will at times be combat and threats within the Slumberland, we strongly encourage those playing Sandman to focus heavily on Roleplaying within the Slumberland, and to shy away from the "gang up on it" style of combat prevalent in Boffer LARPing. Many skills exist that allow for Ranged, Voice, Gesture, and Name attacks to represent that there is no such thing as physical distance in the Slumberland, and you will find many creatures that face you in the Slumberland use non-damaging effects. We encourage you to take a less fervoured approach to combat when the situation warrants it.

Some dream creatures may be unaffected by physical weapons, unless a skill is used to affect "to Dream."

**A note on roleplaying in the Slumberland:** The Slumberland are a strange, unpredictable place where things are rarely as they seem, and much interpretation can be had on what is seen and experienced there. It is also a place where your happiest thoughts and your most terrifying fears are given form and being. When encountering Dreams and Nightmares within the Slumberland, you are in fact encountering aspects of those dreams and nightmares within your own mind, and we encourage you to roleplay it as such.

For example, if you see a "formless" Nightmare before you (an NPC dressed as a Nightmare as described above), you should see it as embodying aspects of the things you fear most. The more powerful the Nightmare, the more powerful the fears it dreams upon. Each person reacts to fear in their own way, of course, and this is not to say that you should cower, unless this is something your character would do. Instead, we encourage you only to react as your character would to being confronted with their fears.

The same is true of "formless" Dreams, but in this case you are confronted by beings that embody those things that make you happy, joyous, or that make you satisfied or fulfilled in some ways; some may represent bittersweet memories of something you loved that was lost, as dreams so often do.

**A note on roleplaying a Sandman:** Sandman PCs should be emotionally vulnerable, especially starting players. We encourage you to experience the emotional growth of your character in-game. You are welcome to come in as an experienced sandman who has seen and done much, but we ask that you do not come in as a character "who has done and seen it all" and who is not emotionally affected by the things they encounter, the fears shown to them. We want you to experience that growth in-game.

## Sandman Skills

**A note on Awakened Dreamer:** Many Sandman skills are usable only within the Slumberland. However, a Sandman who has gained the "Awakened Dreamer" skill has begun to learn how to bring their own dreamscape with them into the Waking World. A change from Cottington Woods is that rather than separate "Awakened" versions of the skills, any skill that can be used in the Waking World once you have Awakened Dream says so in the skill description. Skills that are restricted to the Slumberland only will also say so in the skill description. We tried to mark skills that can be used completely or with restrictions in the Waking World with an \*

**A note on Traits:** All Sandman have the *Sandman* trait, as well as the trait of any Sandman Path they have (Adept, Architect, Empath). **Any creature that is within or enters the Slumberland gains the Dream trait upon entering;** this is true even of non-Sandman (such as allies an Architect may bring with them). Any ability "to Dream" that is successfully delivered will affect any being within the Slumberland, unless they call an appropriate defense.

Sandman are able to recognize creatures of the Slumberland that are pure imagination; they have the *Figment* trait. On very rare occasions, Figments may be seen as Ghosts upon the waking world (this is more true in Asylum than anywhere else), but most often, Figments only exist in the imagination of the Slumberland.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

Most Sandman abilities are delivered with the *Will* trait, though some more powerful abilities are delivered with the *Imagination* or *Illusion* trait. Will is a Mental Trait, while Imagination and Illusion are Special Traits.

Some creatures within the Slumberland may deliver effects by other means, such as by Madness, Insanity, Dreaming, Horror or Nightmare.

**A note on Packet Attacks:** Several Sandman abilities can be delivered by packet. Unless specified in the skill description otherwise, only one hand is required to be free to cast Sandman packet-delivered abilities.

**A note on Silence:** Any Sandman ability that requires an incant cannot be used while Silence. If it does not have an incant, it can be used while Silenced.

### Skill Points: Imagination

---

<b>Character Points:</b>	5,10,15,20,25
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Any Sandman header
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	5 6 7
<b>Skill Points:</b>	None

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

The different types of skill point are Magic (magicians), Faith (priests of the Word), Craft (witches), Imagination (sandmen), Brain Waves (men of science), and Endurance (for everyone else).

The cost of a Skill Point is determined by the total number purchased, regardless of how the points were assigned after purchase. Types of Skill Points affect different skills, but for the purposes of purchasing additional Skill Points, they are all the same.

*Example One:* A character purchases a Skill Point and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second Skill Point and assigns it to Magic. The first point of Magic is still the second Skill Point, and would cost more than the first point.

*Example Two:* A character has the Warrior header and has five Skill Points which have all been assigned to Endurance, and decides to purchase the Priest Header. His first Faith Point would cost the same as his sixth Skill Point.

### Resist Madness\*

---

<b>Character Points:</b>	5
<b>Reset:</b>	Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Sanity:</b>	2 3 4
<b>Skill Points:</b>	none

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

### Draw from the Dream

---

<b>Cost:</b>	
<b>Adept:</b>	5,10,15
<b>Empath:</b>	5,10,15
<b>Architect:</b>	5,10,15

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Reset:** Encounter  
**Prerequisite:** Any Sandman Header  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 3 4 5  
**Skill Points:** None

**Notes:** You may draw points of Imagination straight from the Slumberland around you. These points add to your Imagination total, but may only ever be used in the Slumberland. Your normal skill point costs are unaffected by points purchased with this skill; Draw from the Dream is a separate skill point pool. For example: You have purchased 3 Points of Imagination for 30 CP (5,10,15 Points respectively). You then decide to buy 2 Points of "Draw From The Dream" Imagination Skill Points, for a total of 5 Imagination while in the Slumberland. These 2 Points of "Draw From The Dream" Imagination Points cost 15 additional CP (5,10). If you then decide to buy a 4<sup>th</sup> Point of Imagination (for 6 total in the Slumberland), it would only cost 20 CP for that point.

#### Dreamsight\*

---

**Cost:**  
**Adept:** 5  
**Empath:** 5  
**Architect:** 5  
**Reset:** Instant  
**Prerequisite:** Any Sandman header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You have the ability to read "Dream Tags". If you have the skill to Diagnose Mental, you may also diagnose "Imagination" and "Illusion."

#### Dream Visions

---

**Cost:**  
**Adept:** Free  
**Empath:** Free  
**Architect:** Free  
**Reset:** Between Events  
**Prerequisite:** Dreams and Nightmares and any Sandman Header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You have some control over the dreams and nightmares given to you by the Dreams and Nightmares skill, and are no longer so deeply tormented by them. This is a passive, plot-driven information skill. You may, if you choose, inform Plot of what you are trying to seek in Dreams, but there is no guarantee that is what you will see. The Slumberland are a mysterious place that rarely reveal what is expected.

#### Enter the Dream

---

**Cost:**  
**Adept:** free  
**Empath:** free  
**Architect:** free  
**Reset:** Instant  
**Prerequisite:** Any Sandman Header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may enter the dream under plot approved conditions. This skill is self only. If you do not possess this skill, you cannot enter a Dreamscape without the aid of an Architect.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

Upon entering the Slumberland, you gain the "Dream" trait. This trait goes away upon exiting the Slumberland, unless you have an effect or skill that causes the trait to remain (such as Awakened Dreamer).

---

#### Sense Dream\*

**Cost:**

<b>Adept:</b>	5
<b>Empath:</b>	5
<b>Architect:</b>	5

**Reset:** Encounter

**Prerequisite:** Dreamsight

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You may call "By my voice, Expose Dream by Imagination", "By my voice, Expose Sandman by Imagination" or "By my voice, Expose Figment by Imagination." You may instead choose to touch a packet to an individual and call, "Diagnose Dream/Sandman/Figment" at no Imagination skill cost.

---

#### Resist Illusions\*

**Cost:**

<b>Adept:</b>	5
<b>Empath:</b>	5
<b>Architect:</b>	5

**Reset:** Event

**Prerequisite:** Sense Dream

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 4 5 6

**Skill Points:** None

**Notes:** You may call "Resist" to one effect by Illusion, by Will or by Imagination, or any one effect to Sandman or to Dream. This skill may be used while unconscious or dead, but not while Drained.

---

#### Awakened Dreamer\*

**Cost:**

<b>Adept:</b>	25
<b>Empath:</b>	25
<b>Architect:</b>	25

**Reset:** Instant

**Prerequisite:** Sandman Header, Enter the Dream, Dreamsight

**Restriction:** None

**Skill Points:** None

**Notes:** You permanently have the trait "Dream" even when you are not in the Slumberland.

This skill acts as a prerequisite for a number of later Sandman skills

If a "Cure Dream Trait" is called in conjunction with a "Exit the Slumberland/Exit the Dreamscape" or a "Cure Manifest Slumberland/Cure Manifest Sandman" call, the Dream trait granted by this ability is not cured. You may call "no effect" but are not required to.

*Additional Note:* Sandman skills that can be used outside the Slumberland with Awakened Dreamer (or just in general) are marked with an asterisk (\*) at the end of the skill name.

---

#### Diagnose Physical\*

**Character Points:**

<b>Adept:</b>	10
<b>Empath:</b>	5

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Architect:** 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:**

**Adept:** 10

**Empath:** 5

**Architect:** 10

**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 Awe, Confusion, Despair, Gloom, Inspiration, Madness, Presence, Trance, Will, and Fascination. If you have the Dreamsight skill, you may also diagnose Imagination and Illusion.

Nightmare and Dream cannot be diagnosed with this skill.

---

#### First Aid\*

**Character Points:**

**Adept:** 5

**Empath:** 5

**Architect:** 5

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

---

#### Cure Maim\*

**Character Points:**

**Adept:** 10

**Empath:** 5

**Architect:** 10

**Reset:** Instant

**Prerequisite:** Diagnose Physical

**Restriction:** None

**Skill Points:** None

**Notes:** You may roleplay over a maimed limb for 60 seconds and then call "Agony and Cure Maim".

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Sandman Adept Skills

##### Extra Body (Adept)\*

---

**Cost:**

**Adept:** 10,15,20,25

**Empath:** ---

**Architect:** ---

**Reset:** Event

**Prerequisite:** Sandman Adept, Awakened Dreamer

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

##### Imagined Body

---

**Cost:**

**Adept:** 5,10,15

**Empath:** ---

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Sandman Adept

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 4 5 6

**Skill Points:** None

**Notes:** You imagine your physical prowess to be greater than it is when you are in the Slumberland. You may increase your total Body while in the Slumberland only by 1 for each level of Imagined Body purchased.

##### The Body is As I Imagine (Imagined Durability)\*

---

**Cost:**

**Adept:** 15

**Empath:** ---

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Sandman Adept, Awakened Dreamer

**Skill Points:** None

**Notes:** Your Imagination is so strong, you believe your physical durability is as strong as you imagine even while you are awake. Outside of the Slumberland, you may add 1/2 of your Imagined Body to your Body Total. For example, if you have have initial 2 Body and have purchased 4 levels of Imagined Body, your total Body is 6 in the Slumberland and 4 outside of the Slumberland. This does not stack with other forms of Durability (under Fighter headers or Paladin headers, for example).

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Imagined Reflex

---

**Cost:**

**Adept:** 10,15,20

**Empath:** ---

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Sandman Adept

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** While in the Slumberland, the Adept imagines himself with more Reflex. This extra Reflex only exists in the Dreaming. Like normal Reflex, it resets itself at the end of each encounter, with fifteen minutes of rest.

#### Imagined Armor\*

---

**Cost:**

**Adept:** 15

**Empath:** ---

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Sandman Adept

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** While in the Slumberland, the Adept imagines himself protected by Armor. He may spend 10 seconds in concentration to create this dream armor around him, at the end of which he gains 2 points of imaginary Armor. This cannot be stacked with other types of Armor. This Armor only exists in the Slumberland. The Adept may reset his armor with five minutes of rest, or with a normal Refresh action. This Armor lasts until he leaves the Slumberland. If an Adept leaves the Slumberland and returns, he must re-imagine his armor. Once this skill has been cast, the Sandman cannot expend a point of Imagination to "recast" or "reset" it; he must spend the rest time to reset it, though it does disappear when he leaves the Slumberland.

If the Adept has the "Awakened Dreamer" skill, you may use this skill even while outside of the Slumberland. He must still re-imagine the Armor upon entering and exiting the Slumberland, as the change from dream to waking will display the Armor regardless.

#### Imagined Missile

---

**Cost:**

**Adept:** 10

**Empath:** ---

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Sandman Adept

**Restriction:** None

**Skill Points:** None

**Notes:** While in the Slumberland, you may cast tiny stinging bolts of Imagination at a target.

You may imagine these needles to be whatever you wish, but the effect is always uncalled damage. One packet may be thrown every ten uninterrupted seconds. Thus, if you use a skill (including blocking attacks) or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

*For example,* you cast an Imagined Missile and start to count to ten to cast the next. However, at 9 seconds, you are struck for damage. You must count another 10 seconds before you may cast another missile. You run around for 10 seconds, but are not struck by damage, nor do you use any other skills. You cast another Imagined Missile. You count out another 10 seconds, but then decide to use Imagined Attack. You must count another 10 seconds before you could cast Imagined Missile again).

## Tales from the Cotting House Player's Guide

### Part Two: Skills

Imagined Missile requires one hand free. You may use Imagined Missile even with a Shield in your off-hand. This skill can only be used in the Slumberland.

**A Note About Attacking Dreams:** It is possible to use physical force to combat threats in the dreaming, and it is usually important to be able to do so. However, things rarely go away forever just because their dream form has been defeated.

#### Imagined Strike\*

---

**Cost:**

**Adept:** 10

**Empath:** ---

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Imagined Missile

**Restriction:** None

**Skill Points:** None

**Notes:** You may choose to add "to Dream" to any called melee strike, unless that strike already has a "to {Type}" in the call, while within the Slumberland. This includes other Sandman abilities. For example, you could choose to call Imagined Attack as "3 Damage to Dream" or "3 Damage by Will to Dream" instead of "3 Damage by Will," but you could not change or add "to Dream" to a "5 Damage to Dragon" call.

If you have the Awakened Dreamer skill, you may add "to Dream" to any strike made outside the Slumberland, with the same restrictions as above..

#### Greater Imagined Missile

---

**Cost:**

**Adept:** 10

**Empath:** ---

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Imagined Missile, Imagined Strike

**Restriction:** None

**Skill Points:** None

**Notes:** You may choose to call your Imagined Missile attacks as "1 Damage to Dream."

#### Imagined Attack\*

---

**Cost:**

**Adept:** 10

**Empath:** ---

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Imagined Missile

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** While in the Slumberland, you may strike foes with the power of your imagination. A short incant (6+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered as a weapon strike. In either case, the verbal is, "3 Damage by Will." This skill normally may only be used in the Slumberland.

Imagined Attack requires one hand free. You may use Imagined Attack even with a Shield in your off-hand.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Accurate Imagined Attack

---

**Cost:****Adept:** 10**Empath:** ---**Architect:** ---**Reset:** Instant**Prerequisite:** Imagined Attack**Skill Points:** None (still costs the 1 Imagination for the original skill use, but does not cost extra)

**Notes:** You may now focus your Imagined Attack, guaranteeing that it will strike your target. This still requires a short incant (8+ syllables). This is an add-on enhancer to the Greater Imagined Attack skill. You may still choose to throw a packet or swing the attack, or you may choose to call your "Imagined Attack" as "By My Gesture, 3 Damage by Will" or "By Your Name <<name>>, 3 Damage by Will". This skill may only be used in the Slumberland.

Accurate Imagined Attack requires one hand free. You may use Accurate Imagined Attack even with a Shield in your off-hand.

#### Greater Imagined Attack

---

**Cost:****Adept:** 10**Empath:** ---**Architect:** ---**Reset:** Twilight**Prerequisite:** Imagined Attack**Restriction:****Season:** 1 2 3**Max Purchase:** 3 4 5**Skill Points:** None

**Notes:** While in the Slumberland, you can strike foes with the power of your imagination. A short incant (8+ syllables) describing the visual effect should be made prior to casting the packet. The attack may also be delivered by weapon strike. In either case, the verbal is, "5 Damage by Imagination." This skill may only be used in the Slumberland.

Greater Imagined Attack requires one hand free. You may use Greater Imagined Attack even with a Shield in your off-hand.

#### Accurate Greater Imagined Attack

---

**Cost:****Adept:** 15**Empath:** ---**Architect:** ---**Reset:** Instant**Prerequisite:** Greater Imagined Attack**Restriction:****Season:** 1 2 3**Max Purchase:** 3 4 5**Skill Points:** None

**Notes:** You may now focus your Greater Imagined Attack, guaranteeing that it will strike your target. This is an add-on enhancer to the Greater Imagined Attack skill. The incant (12+ syllables) should describe the attack. You may still choose to throw a packet or swing the attack, or you may choose to call your Greater Imagined Attack by "By My Gesture, 5 Damage by Imagination" or "By Your Name <<name>>, 5 Damage by Imagination". This skill may only be used in the Slumberland.

Accurate Greater Imagined Attack requires one hand free. You may use Accurate Greater Imagined Attack even with a Shield in your off-hand.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Imagined Two Weapons\*

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##### Character Points

<b>Adept:</b>	20
<b>Empath:</b>	---
<b>Architect:</b>	---
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Small or Medium Weapons
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** While in the Slumberland, you may wield two small or medium weapons simultaneously, one in each hand. The weapons must be medium or small in length, and cannot be a staff. This skill is usable only within the Slumberland. If you later purchase a fighter header and the Two Weapons skills, you may immediately sell this skill back.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

#### Imagined Shield\*

---

##### Character Points

<b>Adept:</b>	20
<b>Empath:</b>	---
<b>Architect:</b>	---
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** While in the Slumberland, you may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks unless those attacks are "by Massive". This skill is usable only within the Slumberland. If you later purchase a fighter header and the Shield skill, you may immediately sell this skill back.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

#### I Do Not Dream of Dying\*

---

##### Cost:

<b>Adept:</b>	10
<b>Empath:</b>	---
<b>Architect:</b>	---
<b>Reset:</b>	Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may opt to become unstable instead of dying from a Death effect taken while in the Slumberland, including if the death is delivered by Imagination, Illusion, or Madness. While outside the Slumberland, you may use this skill on a Death to Dream, Death by Will or Death by Imagination effect. This skill may be used even while drained or stricken.

#### Imagined Self Healing\*

---

##### Cost:

<b>Adept:</b>	15
<b>Empath:</b>	---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Architect:** ---  
**Reset:** Encounter  
**Prerequisite:** Sandman Adept  
**Restriction:** None  
**Skill Points:** 1 Imagination  
**Notes:** You may roleplay shrugging off the wounds for three seconds and call "Heal 3 to Self by Imagination." This skill may only be used in the Slumberland.  
If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

#### Imagined Mobility\*

---

**Cost:**  
**Adept:** 10  
**Empath:** ---  
**Architect:** ---  
**Reset:** Twilight  
**Prerequisite:** Sandman Adept  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** You may take three seconds to purge an attempt made to hinder your movement. You may call "Purge by Will" to any one Root, Slow, or Maim, even if by Special Traits, unless the call is by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, Madness, or Nightmare. This skill may only be used in the Slumberland.  
If you have Awakened Dreamer, you may use this to purge any one Root, Slow, or Maim that is by a Mental trait, or by Imagination, Illusion, or Fascination.

#### Self Awakening\*

---

**Cost:**  
**Adept:** 15  
**Empath:** ---  
**Architect:** ---  
**Reset:** Twilight  
**Prerequisite:** Sandman Adept  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** When you take a stun effect and find yourself slipping into the Slumberland, you may force yourself back and away, calling "Purge Stun" after 10 seconds of roleplaying. You may call "Purge" even on Special Traits, unless called by Doubt, Corruption, Fairy Magic, Glamour, Horror, Insanity, Madness, or Nightmare. This skill MAY be used outside of the Slumberland.

#### Imagined Avoid

---

**Cost:**  
**Adept:** 15  
**Empath:** ---  
**Architect:** ---  
**Reset:** Twilight  
**Prerequisite:** Imagined Mobility  
**Restriction:**  
**Season:** 1 2 3

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** While in the Slumberland, you may call "Avoid" to one attack made "to Dream," "by Will," "by Fear," or "by Imagination". This includes "By my Gesture," "By my Voice" or "By your Name" effects. This skill may only be used in the Slumberland.

---

#### Fearless\*

**Cost:**  
**Adept:** 10  
**Empath:** ---  
**Architect:** ---  
**Reset:** Encounter  
**Prerequisite:** Sandman Adept  
**Restriction:** None  
**Skill Points:** 1 Imagination  
**Notes:** You have mastered your fear. You may call "Resist" to a fear effect. You may resist fear even while awake and outside the Slumberland.

---

#### Calm Mind\*

**Cost:**  
**Adept:** 10  
**Empath:** ---  
**Architect:** ---  
**Reset:** Twilight  
**Prerequisite:** Sandman Adept, Fearless, Awakened Dreamer  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** Roleplay for 3 seconds, then call "Purge Frenzy" against any one Frenzy effect, even by Special Traits unless called "by Corruption, Insanity, Horror, Nightmare, or Fairy Magic". You may resist Frenzy even while awake and outside the Slumberland.

---

#### Strength of the Mind\*

**Cost:**  
**Adept:** 15  
**Empath:** ---  
**Architect:** ---  
**Reset:** Twilight  
**Prerequisite:** Sandman Adept, Fearless, Awakened Dreamer  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** Roleplay for 3 seconds, then call "Purge Mental by Imagination" or "Purge Imagination/Madness by Imagination" to any Mental effect (such as Awe, Confusion, Despair, Inspiration, Presence, Will, and Trance) or Imagination or Madness effect. This does not work against effects by Insanity or Nightmare (as these are Special Traits). This includes Gesture, By My Voice, and By Your Name effects. You may use this skill while unconscious or dead, but not while Drained. This skill MAY be used outside of the Slumberland.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Dream Warrior\*

*"You have no power over me."*

---

<b>Cost:</b>	
<b>Adept:</b>	25
<b>Empath:</b>	---
<b>Architect:</b>	---
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Sandman Adept, Imagined Avoid, Strength of the Mind, Greater Imagined Attack
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Imagination
<b>Notes:</b>	You have gained such proficiency over your dream self that you can shrug off attacks, though still at some cost. If you are struck with a weapon or packet attack that is "to Dream", or "by Will, Illusion, or Imagination," you may choose to call "Reduce to 1 Damage" and take a point of damage instead of taking the effect. You may also use this on By My Gesture, By Your Name, "by Insanity" or "by Nightmare" attacks, but the call is then "Reduce to 3 Damage." This skill may only be used in the Slumberland.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland.

### Sandman Architect Skills

#### Attuned to the Dreamscape

---

<b>Cost:</b>	
<b>Adept:</b>	---
<b>Empath:</b>	---
<b>Architect:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Sandman Architect, Dreamsight
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	Architects have a greater sense for the Slumberland. You can read Dream tags that are expressly labeled for Architects, and will often get a feel for what is amiss around you in the Slumberland.

In some places the barrier between the Slumberland and the Written World is thin. The Architect can sometimes sense these places (a tag would be present), and could use this skill to pierce that barrier. You may also use "Dream Gate" tags where allowed. You therefore may also bring others into the dream with you under Plot Approved conditions. You may bring up to four additional people into the Slumberland, unless the Gate Tag or the NPC Guide specifies differently.

#### Imagined Distance

*"Farther than you thought."*

---

<b>Cost:</b>	
<b>Adept:</b>	---
<b>Empath:</b>	---
<b>Architect:</b>	5
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Sandman Architect
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Imagination
<b>Notes:</b>	You imagine your adversaries as farther away than they thought. Call a phrase ("You are farther than you thought!" or something similar) of at least 6+ then call "Disengage to Dream!" This skill may only be used in the Slumberland.

This skill does not require your hands to be free, nor does it require a weapon to use. For example, you may point your finger if you have no weapon in hand.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Greater Imagined Distance

---

*"I said, farther than you thought!"*

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Twilight

**Prerequisite:** Imagined Distance

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 5

**Skill Points:** None

**Notes:** You imagine your adversaries farther away than they thought, and you are fairly adamant about it. Calls a phrase of at least 12+ syllables ("I said you are much farther than you thought!" Or something similar) then make a sweeping gesture and call "By my voice, Disengage and Slam to Dream!" You do not take the effect. This skill may only be used in the Slumberland.

#### Imagined Quagmire

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Twilight

**Prerequisite:** Imagined Distance

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

**Notes:** You make the surrounding environment thicker and harder to penetrate. Shout a short description of at least 6+ syllables followed by "In this room, Slow by Illusion." If the encounter is outside, you may call, "By my voice." You do not take this effect. This skill may only be used in the Slumberland.

You may also choose to directly target a single foe. You may then say the incant and throw a packet for "Slow by Illusion" or point at your foe and call "By My Gesture, Slow by Illusion" and maintain the gesture for up to 5 minutes.

This ability may have a more profound effect on certain dream creatures.

#### Dream Snare

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Encounter

**Prerequisite:** Imagined Quagmire

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You imagine a snare that catches the foot of your target. Call a short description of 8+ syllables followed by "By my gesture, Root by Illusion." This gesture may not be maintained for more than five minutes. While the gesture is being maintained, you may not use weapons or damaging attacks. The architect may instead throw a packet and call, "Root by Illusion." This skill may only be used in the Slumberland.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Imagined Disarm

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Encounter

**Prerequisite:** Imagined Quagmire

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You imagine that a weapon or item is snatched from your target's hand. Shout a short description of 12+ syllables followed by "By my gesture, Disarm by Will." This skill may only be used in the Slumberland. Once your target drops the targeted item, you must drop the gesture.

#### Imagined Pain

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 15

**Reset:** Encounter

**Prerequisite:** Sandman Architect

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You create an atmosphere that is hazardous. Shout a description of your intent of at least 10+ syllables, followed by "In this room, Agony by Imagination." If the encounter is outside, you may call instead, "By my Voice." You also take this effect, though you may choose to resist it if you have the skill to do so. This skill may only be used in the Slumberland.

You may also choose to directly target a single foe. You may then say the incant and throw a packet for "Agony by Imagination" or point at your foe and call "By My Gesture, Agony by Imagination" and maintain the gesture for up to 5 minutes.

#### Storm of Dreams

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 5

**Reset:** Twilight

**Prerequisite:** Imagined Pain

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

**Notes:** You create an atmosphere that is harmful. Shout a description of your intent that is at least 12+ syllables long, followed by "To the room, 1 Damage by Imagination." If the encounter is outside, you can call instead, "By my Voice." You do not take damage from this effect. This skill is only usable in the Slumberland.

#### Clearing the Slumberland

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Twilight

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Prerequisite:** Attuned to the Dreamscape, Imagined Distance

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 4 5 6

**Skill Points:** None

**Notes:** You are able to clear the Slumberland of Imagined hazards. Shout a description of your intent (at least 8+ syllables), followed by "To the room, Cure Root/Slow to Sandman" or "To The Room, Cure Root/Slow to Dream," and then take an Agony effect to Self (this does not need to be called). If the encounter is outside, you can call instead, "By my Voice." This skill may only be used in the Slumberland.

#### The Sound of Silence\*

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 15

**Reset:** Event

**Prerequisite:** Clearing the Slumberland, Storm of Dreams

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** none

**Notes:** You clear the Slumberland of all sound, bringing the quiet of waking slumber to the dreamscape. Spend 10 seconds in appropriate gestures and quietly speaking of the intent to silence the dreams, and then call "To The Room, Silence by Will." You may also choose to append "to Dream" at the end of the call. This will affect you as well, unless you have an appropriate defense.

Instead of bringing silence, you may choose to clear it away. You may choose instead to reverse this and may call "To The Room, Cure Silence by Will." You may also append "to Dream" to the end of the call.

If you have the Awakened Dreamer skill, you may use this outside of the Slumberland as follows: you may choose to throw a Packet for "Silence by Imagination" or point at your target and call "By My Gesture, Silence by Imagination" and maintain the gesture for no more than 5 minutes.

#### It's Really Not That Scary\*

---

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** 10

**Reset:** Twilight

**Prerequisite:** Clearing the Slumberland, Cure Mind

**Skill Points:** none

**Notes:** Architects who have also learned to be Empathic can clear a dreamspace of fear. Say a description of your intent (at least 6+ syllables) and call "To This Room, Cure Fear by Inspiration." You may also choose to call this as "Remove Fear by Inspiration." If the encounter is outside, you may call "By My Voice" instead.

If you have the Awakened Dreamer skill, you may use this skill outside of the Slumberland

#### It's Better Now

---

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** 10

**Reset:** Twilight

**Prerequisite:** It's Really Not That Scary

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Skill Points:** none

**Notes:** Architects who have also learned to be Empathic can clear a dreamspace of darker emotions. Say a description of your intent (at least 6+ syllables) and call "To This Room, Cure {Trait} by Inspiration" where Trait can be one of: Confusion, Despair, Fear, Gloom, Illusion, or Madness. You may also choose to call this as "Remove {Trait}." If the encounter is outside, you may call "By My Voice" instead. This skill may only be used in the Slumberland.

---

#### Hidden in the Dream\*

*"These are not the Dreamers you are looking for"*

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Encounter

**Prerequisite:** Attuned to the Dreamscape

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You blend with the Dreamscape so well that you can "Resist" an "Expose to Dream" or "Expose Sandman" effect. You do not have to call the resist, since that would expose you in any case. Once you resist it, you may resist any additional calls from the same source for the remainder of the encounter.

If you have the Awakened Dreamer skill, you may use this even outside the Slumberland.

---

#### Illusionary Dream Shield\*

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Twilight

**Prerequisite:** Attuned to the Dreamscape

**Restriction:** None

**Skill Points:** None

**Notes:** You draw a bit of the Slumberland to and around you to confuse your enemy to thinking you are where you are not. Call "Elude by Imagination" to one weapon or packet attack, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold.

If you have the Awakened Dreamer skill, you may use this even outside the Slumberland.

---

#### Grounded to the Dreamscape

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 10

**Reset:** Twilight

**Prerequisite:** Attuned to the Dreamscape

**Restriction:** None

**Skill Points:** None

**Notes:** You may call "Resist" to an affect that is "By my Voice" or "To the Room," including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may use this skill while unconscious or dead, but not while Drained. This skill is only usable while in the Slumberland.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Figment of the Dream\*

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 15

**Reset:** Event

**Prerequisite:** Hidden in the Dream, Grounded to the Dreamscape, Awakened Dreamer

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

**Notes:** While in the Slumberland, you may clasp your hands in front of you, palms together, and call "Imbue to Self by Dreaming." You gain the spirit trait and can call "No effect" to any effect, including Imagination, unless it is delivered "to Spirit" or is delivered a Special Trait. You may walk freely, but may not speak to anyone unless they use "Speak to Spirit." Most creatures of the Slumberland might ignore a Figmented character as if he was not there. This effect lasts until you takes an effect "to Spirit", "by Madness", "by Insanity", "by Nightmare", "by Fairy", or "by Corruption", until you drops your hands, or until you leave the Slumberland.

#### Dreamweaving

---

**Cost:**

**Adept:** ---

**Empath:** ---

**Architect:** 25

**Reset:** Event

**Prerequisite:** Architect, Awakened Dreamer, Clearing the Dreamscape, Figment of the Dream

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** This is the pinnacle of all Architect abilities, the ability to change a dream in a profound way. This skill cannot be used while combat is taking place. You may use this once per event per time bought.

This skill may be used in one of two ways; in the first, there will be an octagon with a tag "Dreamweaving." You may read the tag (does not expend the skill); the tag may inform you of changes you can make in this dream or grant you additional abilities temporarily, and will inform you if doing so will expend a skill you.

Or you may expend a use the skill to try and change a dream profoundly yourself. You must approach a target, usually the Dreamer or host of the Dreamscape, call "Imbue by Dreamweaving" and state what you are attempting to change.

**Example:** An architect observes a person's dream, in which a dream creature or nightmare creature masquerading as the dreamer's sister. The architect may use this skill to make the dreamer see the architect as the sister instead.

He would call "Imbue by Dreamweaving. You see me as your sister." The architect must then attempt to act as part of the dream, or risk disrupting it. Further, while the Nightmare Creature may still be there, the Dreamer will no longer see it as their sister.

**Example:** The architect observes a dreamer shivering from cold and tormented by a blizzard. The architect may then use the skill to change the landscape. He would call "Imbue by Dreamweaving. You feel it is warmer, and the snow has stopped." You must continue to engage the dreamer in reasserting the new dreamscape, should an opposing creature attempt to change it back.

You are encouraged to be creative with this skill.

If Dreamweaving cannot be used in a scenario (your skills are either not sufficient, the dream is too strong, or something else is occurring), the NPC will state, "No effect. Let me Clarify. No effect." If this is called, the use of the Dreamweave is not lost, but the skill will have no effect during this encounter.

If Dreamweaving can be used, but the attempt is something beyond your skill, the NPC will state, "No effect." Your use of this skill is not expended.

If the attempt was successful but the creature or dreamer was unaffected, the NPC would state "Resist." In this case the skill would be expended.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Sandman Empath Skills

#### Soothing the Dreamer\*

---

**Cost:**

**Adept:** ---

**Empath:** 5

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Sandman Empath

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** Typically a dreamer will feel agitated whenever someone enters his Dreamscape uninvited. This agitation can have different effects depending on the nature of the dreamer, but can range from hostility and wariness to physical pain to uninvited guests. This skill allows you and your companions to enter the Dreamscape of another dreamer without causing alarm. If the dreamer is hostile, this skill will have no effect. Upon entering a Dreamscape the Empath calls, "By my voice, Imbue to Dreamer, Soothe the Dreamer." This use of the skill cannot be used in the waking world.

This skill may also be used to calm a frenzied target. You may call, "By my Gesture, Cure Frenzy by Imagination." The Cure Frenzy may be used in the real world, but if so, you must throw a packet, and the call becomes, "Cure Frenzy by Imagination"

#### Understanding the Dream

---

**Cost:**

**Adept:** ---

**Empath:** 5

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Empath, Dreamsight

**Restriction:** None

**Skill Points:** None

**Notes:** After five minutes of being in a dream, you can sometimes get a feel for the state of mind of the dreamer. You can read yellow tags only usable by Empaths.

If a dreamer or other creature has a yellow "Understanding the Dream" tag on them, you may go up to them and say, "Imbue Understanding the Dream." The effect varies depending on the dream, but could range from no effect, to additional clarification, or to a change in the Dreamer's behavior towards you or the dreamscape. You may only use this version of the skill (imbue) once per encounter and must take a Rest encounter abilities action before using it in this manner again.

#### Finding the Dreamer

---

**Cost:**

**Adept:** ---

**Empath:** 5

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Understanding the Dream

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You may locate a Dreamer or other dream entity within a Dreamscape or the Slumberland. You must know the target's name. Call out "By your name, {name}, Expose by Imagination."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Dreamspeaker\*

---

**Cost:**

**Adept:** ---

**Empath:** 5

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Understanding the Dream

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** This ability allows you to "Speak to Dream" or "Speak to Spirit by Imagination". This skill is usable outside the Slumberland.

#### Granting Daydreams\*

---

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Awakened Dreamer, Dreamspeaker, Dreamgiver

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You may work to give a dream that touches the dreams of another in order to temporarily awaken the dreaming aspect of their imagination, such that your Empathic abilities can more easily work upon them. Spend 60 seconds speaking of a dream that you are giving to them, then touch up to 6 people who heard you speaking, and say "Grant Encounter Dream Trait by Imagination." Explain to the individuals that the Dream trait lasts for the remainder of the Encounter and that when the Encounter ends, they will find themselves distracted and sleepy and desiring a nap. This is a roleplaying effect only. You may also create a tag to hand them as follows:

***Granting Daydreams***

*"Encounter Grant Dream Trait by Imagination." You have the "Dream" trait for the remainder of the encounter, and find that things are a little surreal, as if you are now dreaming. When the encounter ends, the trait will be removed. You will also find yourself distracted, thinking of dreams, and sleepy, desiring a nap. This is a roleplaying effect only, and should be roleplayed as appropriate to your character.*

#### Stabilize\*

---

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Empath

**Restriction:** None

**Skill Points:** None

**Notes:** You may touch an unstable target with a packet and call "Stabilize to Dream."

This skill may be used outside the Slumberland if you have purchased the Awaken Dreamer skill, but you must then touch the target for 10 seconds before calling "Stabilize to Dream". You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

#### Heal Dream\*

---

**Cost:**

**Adept:** ---

**Empath:** 10

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Architect:** ---  
**Reset:** Encounter  
**Prerequisite:** Sandman Empath, Stabilize  
**Restriction:** None  
**Skill Points:** 1 Imagination  
**Notes:** Say a phrase of 6+ syllables and call "Imbue to Self by Imagination." You then gain a Healing Pool of 6 Points of "Heal to Dream" while within the Slumberland. Touch or throw a packet to the recipient and call "Heal X to Dream," where X is the number of points you wish to heal. You may use these 6 points in any combination. For example, you may touch a packet to a target and call "Heal 1 to Dream" and then touch a packet to a second target and call "Heal 2 to Dream." You would then have 1 point of Healing remaining in this pool. You may attempt to use this on targets that do not have the Dream trait, but it will not affect them unless they possess the trait.

You may cast this as many times as you have imagination points in a single encounter. However, if you have points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Heal Dream pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

This skill may be used outside of the Slumberland if you have the Awakened Dreamer skill, but outside the Slumberland the pool is reduced to a Pool of 4 and it requires 3 seconds of concentration (representing hypnotizing, influencing the dreams/mind, or empathizing with the target) to use. You may touch a packet after those 3 seconds, or concentrate and then throw a packet. It is 3 seconds per casting, so it is only 3 seconds whether you cast "Heal 1 to Dream" or "Heal 4 to Dream." Note that the target must have the Dream trait (ie, be an Awakened Dreamer, or have been granted the Dream trait via "Grant Daydreams" or another means).

---

#### Accurate Heal Dream\*

**Cost:**  
**Adept:** ---  
**Empath:** 10  
**Architect:** ---  
**Reset:** Instant  
**Prerequisite:** Heal Dream  
**Restriction:** None  
**Skill Points:** 1 Imagination  
**Notes:** You may now use your Heal Dream "By Your Name" instead of touching or throwing a packet. It will require 1 Imagination for each use delivered "By Your Name."

For example, you spend 1 Imagination to gain a Healing Pool of 6 points. You touch cast a Heal 2, then touch cast a Heal 1. You see a comrade down behind the enemy lines, and so you decide to deliver your remaining healing by name. You would then spend 1 Imagination to call "By Your Name, <Name>, Heal 3 to Dream."

---

#### Heal the Dreamer's Dreams\*

**Cost:**  
**Adept:** ---  
**Empath:** 10  
**Architect:** ---  
**Reset:** Twilight  
**Prerequisite:** Accurate Heal Dream  
**Restriction:** None  
**Skill Points:** None  
**Notes:** Once per twilight per time bought, you may heal the dreams of a specific dreamer. Say a phrase of 6+ syllables and call either "By Your Name, <Name>, Heal 2 to Dream" or "By Your Name, <Name>, Heal 4 to Sandman." You may attempt to use this on targets that do not have the Dream or Sandman trait, but it will not affect them unless they possess the trait.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

This skill may only be used in the Slumberland, unless you have the Awakened Dreamer skill. If you have the Awakened Dreamer skill and use this outside of the Slumberland, you must append "and Short Stun to Self" after the call. You cannot resist this stun effect, though it may be purged. The effect of reaching into someone's dreams from a distance while awake exacts a toll.

---

#### Heal All the Dreams\*

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Event

**Prerequisite:** Heal the Dreamer's Dreams, Accurate Heal Dream

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** You may draw upon your personal dreamscape to heal other dreams, though it is painful and difficult to do so. Call out "By My Voice, Heal to Dream and Agony to Self." You may also choose to call "to Sandman" instead of "to Dream."

This skill can only be used in the Slumberland, unless you have the Awakened Dreamer skill. If you have the Awakened Dreamer skill and use this outside of the Slumberland, you will must append "and Short Stun to Self" after the call. You cannot resist this stun effect, though it may be purged. The effect of reaching into someone's dreams from a distance while awake exacts a toll.

---

#### Healing the Unawakened\*

**Cost:**

**Adept:** ---

**Empath:** 5

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Heal Dream, Awakened Dreamer

**Skill Points:** 1 Imagination

**Notes:** For those who do not always dream, it is difficult to reach their mind to imagine they are healed. As an Empath, you can temporarily make the Unawakened sleep so that you can reach their dreaming mind in order to heal them. This is a skill that is only usable outside of the Slumberland. You may say a phrase of 6+ syllables, then touch a packet to the target (you cannot throw it) and call "Short Stun and Heal 2 by Imagination." This may only be used on a willing or already unconscious target. It cannot be used to render an unwilling target temporarily unconscious; please obey the spirit of the skill.

---

#### Cure Mind\*

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Encounter

**Prerequisite:** Soothing the Dreamer

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** None

**Skill Points:** 1 Imagination

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You may role play with a target for a full minute, reassuring him that all is right with the world, touch a packet to him, and then call "Cure Mental by Imagination." This will cure any Mental effects (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Presence, Trance, and Will).

This spell will also cure effects by Fascination, Illusion, Madness, and Imagination. The call would then be "Cure Fascination/Illusion/Imagination/Madness by Imagination".

This skill can NOT be used to cure effects by Nightmare, Horror, Insanity, or Dreaming, though in some rare cases it may have some effect upon inflictions with those traits even though it will not cure it.

This skill is usable outside of the Slumberland.

---

#### Shield the Imagination\*

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Twilight

**Prerequisite:** Heal Dream

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** 1 Imagination

**Notes:** You may role play with a target, reassuring them, then call, "Grant Extra Defense, Shield Will or Imagination". This grants the recipient a Shield against the first "by Will" or "by Imagination" effect that affects them. Within the Slumberland, you gain 2 Grants with each use, but only 1 when used outside the Slumberland. This is usable outside of the Slumberland.

---

#### Mind Over Matter\*

**Cost:**

**Adept:** ---

**Empath:** 15

**Architect:** 15

**Reset:** Encounter

**Prerequisite:** Attuned to the Dreamscape, Cure Mind

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** 1 Imagination

**Notes:** An Empath who has also learned to manipulate the Slumberland themselves as an Architect can sometimes manipulate a person's mind to believe that what is happening to them isn't real. Spend at least 5 seconds explaining how it isn't real or that their mind is stronger than these afflictions, Touch a packet and call "Cure Agony/Drain/Maim/Paralyze/Repel/Root/Silence/Slow/Stun and Inflict by Imagination." Hand a tag that reads:

***Mind Over Mater***

*You are cured of the effect named in the Cure, but it is all in your head. For the remainder of the encounter, behave as if the effect is cured. At the end of the encounter - or if you are knocked unconscious at any time - take the effect again, but now it lasts double the normal time.*

This can be used outside of the Slumberland if you have the Awakened Dreamer skill.

---

#### Imagined Repel\*

*"I'm getting angry!"*

**Cost:**

**Adept:** ---

**Empath:** 15

**Architect:** ---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Reset:** Encounter  
**Prerequisite:** Empath  
**Restriction:** None  
**Skill Points:** 1 Imagination  
**Notes:** You may throw a packet and call "Repel by Fear." You may choose to add "to Dream" to the call.

Alternately, you may utter a brief description ("A gust of wind forces you to back away.") of 10+ syllables and follow it with "By My Gesture, Repel by Imagination." You may choose to add "to Dream" to the call. You may maintain the gesture as long as you continue to talk to the target about why they cannot approach you. The effect ends if you are Silenced, stop talking, or drop the gesture. You may have two of these active at one time, one with each hand.

This skill is not usable outside of the Slumberland, unless you have the Awakened Dreamer skill.

#### Desperate Imagined Repel\*

---

**Cost:**  
**Adept:** ---  
**Empath:** 10  
**Architect:** ---  
**Reset:** Event  
**Prerequisite:** Imagined Repel  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 3 5  
**Skill Points:** None

**Notes:** You are able to draw upon your adversary's fear, even when exhausted. This works exactly as Awakened Imagined Repel, but is an event skill that only works per time bought and costs no attribute points.

#### Imagined Agony\*

*"You wouldn't like me when I'm angry!"*

---

**Cost:**  
**Adept:** ---  
**Empath:** 10  
**Architect:** ---  
**Reset:** Encounter  
**Prerequisite:** Imagined Repel  
**Restriction:** None  
**Skill Points:** 1 Imagination

**Notes:** You may call "By my Gesture, Agony by Imagination." The gesture may be maintained for no more than 60 seconds. You may also choose to throw a packet instead and call "Agony by Imagination". This skill cannot be used outside the Slumberland. You may have two of these active at one time, one with each hand, but otherwise cannot use any other skill (except to use a defense, such as resist) while maintaining the gesture.

This skill is not usable outside of the Slumberland, unless you have the Awakened Dreamer skill.

#### Wounding Headache

---

**Cost:**  
**Adept:** ---  
**Empath:** 15  
**Architect:** ---  
**Reset:** Instant  
**Prerequisite:** Imagined Agony, Finding the Dreamer  
**Restriction:** None  
**Skill Points:** None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You may reach into the mind of another and cause them harm through the force of your Imagination tearing into theirs. You may throw one uncalled packet every ten uninterrupted seconds. Thus, if you use a skill (including blocking attacks) or are struck in combat you must wait ten uninterrupted seconds before throwing the next packet.

*For example,* you cast a Wounding Headache and start to count to ten to cast the next. However, at 9 seconds, you are struck for damage. You must count another 10 seconds before you may cast another packet. You run around for 10 seconds, but are not struck by damage, nor do you use any other skills. You cast another Headache. You count out another 10 seconds, but then decide to use Heal Dreams. You must count another 10 seconds before you could cast Headache again).

Wounding Headache requires one hand free. You may use Headache even with a Weapon or Shield in your off-hand. This skill can only be used in the Slumberland.

#### Migraine\*

---

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Wounding Headache

**Restriction:** None

**Skill Points:** None

**Notes:** This is the same as Wounding Headache, except that you may choose to call "1 Damage by Will." You may also use this outside the Slumberland, if you have the Awakened Dreamer skill. It is otherwise exactly as the Wounding Headache skill.

#### Empathic Link\*

---

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Instant

**Prerequisite:** Finding the Dreamer, Dreamspeaker, Cure Mind

**Restriction:** Only one active Empathic Link

**Skill Points:** 1 Imagination

**Notes:** You may create an Empathic Link with another. To activate this skill, you must spend at least one minute roleplaying a heart to heart conversation with the person. Then, when the roleplaying is done, you must ask the person for permission to form an empathic link with them (if you don't think they understand what this constitutes, you must explain it to them). If they agree, you can touch a packet to the person and to yourself, and call out "Imbue by Imagination" each time. You now have established an empathic link, which lasts for the entire event. You can choose to break the empathic link when you refresh your Encounter Skills, at which point you are free to form a different empathic link.

You can use this link in the following ways:

\* You can, at any time and for no skill point cost, touch a packet to your linked person and call out "Stabilize by Empathy and Agony to Self." This does not require your hands to be free. If the person with the Empathic Link cannot be physically reached, you may instead choose to call "By Your Name, <Name-of-Person>, Stabilize by Empathy and Short Stun to Self."

\* You can, at any time and for no attribute cost, roleplay with your linked person for at least 30 seconds, then touch a packet to them and call out "Cure Mental by Empathy and Short Drain to Self" The target cannot be actively engaged in combat during this time (they cannot be actively wielding weapons or packets, or be struck by a melee, packet, or missile effect. By My Voice or To the Room effects do not disrupt your roleplaying). The target must be conscious and able to hear you for this to work...thus, you can do it to a target who is Drained or Paralyzed, for instance, but not to one who is Stunned.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

\* You can transfer Imagination to the person. Touch a packet to them and call out "Waste 2 Imagination to Self by Empathy. Refresh 1 Imagination by Empathy."

\* You can, at any time and for no point cost, call out "By Your Name, [Name of linked person] Expose by Empathy."

\* You can, once per encounter and at no point cost, draw upon your mental reserves and dreamspace to heal the person in an act of desperation, though it comes at a cost to yourself. Call, "By your name, <name>, Heal 1 by Empathy." You then take 2 Damage and Agony to Self.

\* You may use any of your "to Dream" skills upon the person with whom you have an Empathic Link, even if they do not have the Dream trait or you are not in the Slumberland. In this situation, you would replace "to Dream" with "to <name-of-character> by Imagination." You take an agony effect if using these skills outside of the Slumberland, as drawing upon a personal dreamspace of a non-dreamer while not in the slumberland is difficult and painful, unless the Linked person has the Dream trait. You must otherwise follow the restrictions of the skills you are using, and must still spend the Imagination costs.

Additional Notes:

\* You can only have one Empathic Link active at a time.

\* You may choose to keep this active between events. Please note in your PEL if you do so. You do not need to re-establish it at the beginning of the next event if you do so; you may enter game with it active.

\* This is also a roleplaying skill. Players are welcome to define the degree to which Empathic Link affects their roleplay and the amount of "mental" or "emotional" insight into one another the link gives them. It is entirely possible that Plot may utilize this skill if active in other ways, but there is no guarantee and players should not rely on it. *(But you need to let us know who have an empathic link with, so please tell us in your PELs and drop a note in the staff/plot box when you have formed one or changed one!)*

\* Particularly powerful entities may be able to make use of this, so Empaths should be careful who they establish an Empathic Link with.

#### Dreamkeeping\*

*"Dream of life, not death"*

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Twilight

**Prerequisite:** Empathic Link

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

**Notes:** You may touch a target who has died and call "Imbue to Dead by Dreamkeeping." The target stops counting their death count for up to thirty minutes, so long as you remain in physical contact and tell them of the dream that is holding their spirit within their body. You must spend this time describing to them the dream they are experiencing.

This skill does not require your hands to be free.

#### Frightened Awake\*

*"Wake up!"*

**Cost:**

**Adept:** ---

**Empath:** 10

**Architect:** ---

**Reset:** Twilight

**Prerequisite:** Imagined Agony

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** 1 Imagination

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You may touch a packet to a Stunned character, give a brief description of what is startling them in their dream (for example, "You suddenly dream you are falling off a cliff") and call "Cure Stun by Fear." This is usable outside the slumberland, and does not require your hands to be free.

---

#### Bags of Sand\*

**Cost:**

**Adept:** ---

**Empath:** 15

**Architect:** ---

**Reset:** Event

**Prerequisite:** Frightened Awake

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** 1 Imagination

**Notes:** By flinging the sands of the Slumberland at the mind of your target, you may force them to slumber. Say an incant of 8+ syllables, then throw a packet for "Stun by Will."

If you have the Awakened Dreamer skill, you may use this outside the Slumberland.

---

#### Dreamgiver

**Cost:**

**Adept:** ---

**Empath:** 15

**Architect:** ---

**Reset:** Event

**Prerequisite:** Finding the Dreamer, Dreamspeaker

**Restriction:** None

**Skill Points:** 1 Imagination

**Notes:** You can reach out in your dreams to another, and attempt to give them a dream. Note that any individual slumberland is subject to interpretation by that dreamer, and thus the dream may not convey exactly as you intended. You may use this skill during the event (by putting a dream into the Plot Box in the tavern, or by handing to a Plot Staff member), or you may use it Between Events to send a dream.

You may use this skill one of the following ways:

\* You may attempt to send a specific dream. You must write up this dream and submit it by the PEL deadline after the event. While the chances are good that the dreamer will dream exactly as you intended, it is not guaranteed that their personal slumberland will not change the dream in some fashion or that they will interpret it as you intended. Please include what information, message, or intent you have with the dream being sent.

\* You may instead submit what message, information, or intent you are trying to convey to the individual to whom you are sending a dream, and trust that the Slumberland will craft the dream to do just this. While this is open to more interpretation and you may not know exactly what shape the dream took, or what other affect it may have on the dreamer, it is also likely to convey the intent in a fashion best understood by the dreamer.

\* You may use this to attempt to catch the dreamers of another, and spy into their dreams. This use is not guaranteed, as it requires Plot Staff to have the time to respond to the request. Provided we have the time and a valid answer, we will respond. If you do not receive a response during the event, you will receive it with your Info Skill answers at the beginning of the following event. We will make every effort to answer a Dreamgiver in-game and provide a response to you so that the Dream is given to you during the course of play. It is up to you to return to the Plot Box to check to see if there is a reply.

\* In either case, beware - your target may become aware of your intrusion into their dreams.

\* In rare circumstances, you may be able to use this skill during a weekend event, but submitting a dream to the appropriate Plot Staff person. There is no guarantee a dream can be given during a weekend event, and if the skill is used during the event, it may not be used between events.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Empathic Dreamer

---

**Cost:**

**Adept:** ---

**Empath:** 25

**Architect:** ---

**Reset:** Event

**Prerequisite:** Awakened Dreamer, Empathic Link, Finding the Dreamer

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Notes:** This is the pinnacle of Empathic Dreaming, and allows the Empath to give their aid to another within that individual's personal Slumberland, by sharing the other's Dream. This is dangerous, but can lend great strength to the dreamer.

To use this ability, touch a packet to the dreamer and call "Imbue by Empathic Dreamer." If you do not think the Dreamer understands what this means, explain it to them or provide an Imbue card.

When this ability is used, your Imagination and Draw from the Dream points are automatically refreshed, as if you had spent a between encounter rest action. When this skill ends, your Imagination points return to where they were or their current amount, whichever was lower. (*For example*, you have 3 Imagination Points and 2 Imagination Points from Draw from the Dream, for a total of 5 Imagination Points. You've used 3, so your current total is 2 Points. You use Empathic Dreamer, and your point total is restored to 5. During the dream, you use 2 Imagination Points, making your active total 3. When the Empathic Dreamer skill ends, you would return to 2 Points. If instead you had used all 5 Imagination Points during the encounter, when Empathic Dreamer ends, you would remain at 0 Imagination Points).

In some cases, the ability may be used on a sleeping Dreamer prior to entering the Slumberlands. The dreamer may have an octagon on them with "Empathic Dreamer" written on it, or they may clarify with a "Let Me Clarify" call that this skill may be used on them. Touch a packet to the dreamer, and call "Imbue by Empathic Dreamer." Though you may travel as a spirit to the Slumberlands, the ability will still be considered active.

In other cases, you may encounter an octagon with "Empathic Dreamer" on it before a Slumberlands Gate. You may use touch the octagon, call "Imbue by Empathic Dreamer," and read the attached tag. Your Empathic Dream connection is considered active to the dreamer whose dream this is. Once entering the Dream, you must find the Dreamer and remain within arm's length once you find them. At that point, if you leave the dreamer's side, the ability ends.

So long as you remain within arm's reach of the Dreamer you are sharing the Dreamer's dream. (If the Dreamer suddenly lunges forward out of reach, but you immediately follow, the skill is still considered to be in effect. It is only if you stop paying attention or do not notice and immediately follow, move away, or are struck down and left behind that would cause the ability to end.) The ability also ends if you leaves the Slumberlands, rest to recover Encounter skills, or are slain. You may converse with others while this is active, but cannot use any abilities that would affect anyone other than the Dreamer or yourself. If you do, this ability ends.

You are affected by any calls that land upon the Dreamer while this is in effect. (For example, if the Dreamer is struck with "1 Damage to Dream," both Dreamer and you would take the damage.) If the Dreamer calls a defense that would negate the effect, then it is also negated for you.

If the Dreamer dies, you die as well.

While this ability is in effect, you can use your defenses for the Dreamer, replacing all "by" calls with "Empathy." For example, using the same scenario as above, if the Dreamer was struck by "1 Damage to Dream" and you had an ability to Resist an attack "to Dream," you could call out "Resist by Empathy" and neither of you would take the effect. If this is not immediately clear to the Dreamer you are attached to, you may call a Cure or Heal by Empathy against whatever effect they received after you called the defense.

Additionally, while this is in effect, you may use your own strength to heal the Dreamer. You may at any point touch a packet to the Dreamer and call "Heal 1 by Empathy" and take a point of damage. This damage cannot be healed while the skill is in effect.

If you also have an Empathic Link with the Dreamer, you may use all of your Empathic Link abilities. You may also Refresh their Imagination in this situation by only expending 1 Imagination of your own. (Call "Waste 1 Imagination to Self and Refresh 1 Imagination by Empathy while touching a packet to them.)

While this ability is in effect, you may attempt to talk to the Dreamer, even if the Dreamer seems unaware of you, and can attempt to convince them that the Nightmare or Dream they are within is not as they really see it. You must

## Tales from the Cotting House Player's Guide

### Part Two: Skills

be careful – Dreamers, especially non-Sandman Dreamers, can react badly when made aware that they are Dreaming – but you can attempt to influence a Dreamer for the better.

**For example**, the Dreamer is experiencing a nightmare about the death of his sister. In real life, the Dreamer had tried to save her but failed. The Nightmare controlling this dream, however, is making the Dreamer think that he was too afraid to even try to save her. The Empath can call “Imbue by Empathic Dreamer” and then attempt to convince the Dreamer that he was brave enough to fight the monsters, giving him the strength in his dreams to fight back against what is attacking.

This is not to imply that you must have this skill to convince a Dreamer trapped within a Nightmare that they must wake up, or must overcome their fears. Rather, this skill guarantees that the Dreamer will hear you, even if they are in a situation where normally they could not see or interact with any Sandman. It also means you may use the effects as described above.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 12.8a Witchery Skills

"I drank 'what'?"

--said to be the last words of Socrates

'We're the kind that gives people what they know they really need, not what they think they ought to want.'

-- Granny Weatherwax in Terry Pratchett's *Witches Abroad*

"Those who contemplate the beauty of the earth find reserves of strength that will endure as long as life lasts."

— Rachel Carson

"I feel no need for any other faith than my faith in the kindness of human beings. I am so absorbed in the wonder of earth and the life upon it that I cannot think of heaven and angels."

— Pearl S. Buck

"What you take from the earth, you must give back. That's nature's way."

— Chris d'Lacey

### Outlook

Witches tend to have a practical, no nonsense way of looking at the world, and view the antics of others, in a professional sense, as somewhat of a waste of time. Priests bury their heads in the past or waste time worrying about what might come to pass, thinking, it seems, to not consider what is happening in the now. Magicians flap their arms and make clucking sounds and come off as rather silly. Sandmen... well, who knows what dreamers do, really, and who cares? If folks approached the world the way a witch does, they wouldn't need the Sandmen.

Witches practice their craft without the use of verbals or gestures. They get their power directly from the earth, which asks for nothing but a sense of balance in return. Yet still, because of their tie to the earth, witches tend to try and protect it, treating others who squander the world's resources as foolish, and seeking sometimes to undo them.

Certainly their mastery of herbalism is the stuff of stories, and many seek out Witches for cures and potions and even more.

Some tales tell of the Skin Changer witches, those who have bonded with an animal's spirit and been gifted its skin. Using their craft, they may use that skin to take on the shape of those animals and become one. Some tales of witches gone bad, called Skin Walkers or Skin Stealers, who murder beasts and steal their skins and even memories.

They are also the caretakers of people, and Hearth Witches are tied to the home like Wood Witches are to the earth, the boundaries of those places called home, infused with the craft and memories of those bonds, is itself a strong magic that Witches of the home can use to heal those within their abode and those they call friend. Certainly if dark stories are to be believed, one should never confront a witch in her home or break hospitality there.

Scary stories told around the campfires tell tales of witches who have mastered the craft of Curses, and the mishaps of those who cross a witch are enough to cause even the bravest to pause when encountering a Witch deep in the Woods. Witch Cursery is not available at the start of play.

(A Note: *Cottington's witches have a heavy influence from the Witches of Terry Pratchett's Discworld, with some of our own inspiration thrown in*).

### Witch Skills

**A note on the use of dolls:** Many witches will craft special dolls with which to cast spells. Some dolls grant abilities (and cost points as described below), and some merely act as foci. It is not unusual for the witch to craft a specific doll to replace the packet used when touch casting her spells.

The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

**A note on Herbalism:** Many Wood Witch skills require you to "roleplay using herbalism or administering a potion." Wood Witches should have phys reps and props to represent using plants, natural curatives, and potions. These can be anything from mortar & pestle, to dried swatches of herbs hanging off your belt, to bottled potions and elixirs. We encourage you to make this look as much as possible if you are crafting a natural curative at the time of use.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Skill: Craft

---

##### Character Points

**Hearth Witch:** 5,10,15

**Wood Witch:** 5,10,15

**Reset:** Encounter

**Prerequisite:** None

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** none

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

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

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

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

*Example One:* A character purchases a point of Skill for 5 character points and assigns it to Endurance so he can use his strong attack. He is also a magician, so he purchases a second point of Skill and assigns it to Magic. The first point of Magic is still the second point of Skill, and would cost 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.

#### Diagnose Physical

---

##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 5

**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

**Hearth Witch:** 10

**Wood Witch:** 10

**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

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Character Points

Hearth Witch: 5

Wood Witch: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

#### Cure Maim

---

##### Character Points

Hearth Witch: 5

Wood Witch: 5

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

Notes: You may roleplay over a maimed limb for 60 seconds and then call "Agony and Cure Maim".

#### Smelling Salts

---

##### Character Points

Hearth Witch: 5

Wood Witch: 10

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

Notes: Spend 10 seconds roleplaying using smell salts to awaken one who is Unconscious. Touch a packet to them and call, "Heal 1 to Unconscious by Craft."

### Wood Witch Craft

#### Wood Sense

*"Knowing the Woods"*

---

##### Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Event

Prerequisite: Wood Witch header

Restriction: None

Skill Points: None

Notes: Witches have a special connection to the Woods that goes deeper than reading the tracks or watching the behavior of animals. It is listening to the wind and to the woods, a sending out of your mind to touch about the things, natural and fairy, within the land around you. You may learn about the area around town, and will receive a special information card before an event. Whereas a normal scout would learn about the area around town by actually walking the trails, you would have a feel for it, a knack for knowing when something is or is not right.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Tracking

---

##### Character Points

Hearth Witch: 10

Wood Witch: 5

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.

#### Foraging

---

##### Character Points

Hearth Witch: ---

Wood Witch: 10,20,30

Reset: Event

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

**Notes:** You may enter game with a number of herbs in hand. With each level of the Foraging skill, you begin game with 5 special points to purchase herbs from a list. The cost for each herb and the types of herbs available may vary from event to event.

#### Herbalist

---

##### Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Instant

Prerequisite: None

Restriction: Wood Witch header

Skill Points: None

**Notes:** You understand how to combine herbs into potions. Each recipe is purchased separately, but each recipe is a microskill, and can be learned during the course of an event. After the event, you **must** spend character points earned during the event to purchase the recipe.

Most herbal recipes are drawn with diagrams and illustrations rather than words, and as such you do not have to know how to read or write to understand them. Because the ability to read and write is not a prerequisite for becoming an herbalist, brer are able to learn this skill.

You will be given potion cards for potions you can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

Herbalist is also the prerequisite for some special herbalism-based abilities that witches may buy.

#### Master Herbalist

---

##### Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Encounter

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Prerequisite:** Herbalist  
**Restriction:** Wood Witch header  
**Skill Points:** 1 Craft  
**Notes:** You may spend 1 craft and call "Imbue by Craft", thus granting a potion "Master" status. Typically this increases the potion's effectiveness.

Master Herbalist also grants an additional 3 points to those witches who have the Foraging skill.

This also allows Wood Witches to use Enchanted Glades or Foraging points in-game that require this skill and which allows the Witch to either find greater or rare herbs, refresh certain skills, or gain specific benefits or abilities in an encounter. This also allows for some special abilities of other skills below.

#### **Resist Poison**

---

##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Encounter

**Prerequisite:** Wood Witch

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** Because you spend all of your time surrounded by herbs and potions, you have learned to resist the effects of poison. You may spend a point of Craft and call "Resist" to a single attack by Craft or by Poison. This skill may be used while unconscious or dead, but not while Drained.

#### **Speak with Animal**

---

##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Encounter

**Prerequisite:** Wood Witch

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** With an effort of will, you can understand and converse with the creatures of the wood. Call "By my Gesture, Speak to animal." Note that this spell in no way guarantees that the animal will want to speak with you, and does not make a hostile animal friendly or in any way subject to your will. Also, some brer animals can speak the language of men, so this spell is not always needed. You would do well to try and speak with the animal normally before spending the craft to do so.

#### **Calm Animal (Cure Frenzy)**

---

##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Encounter

**Prerequisite:** Speak with Animal

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** With an effort of will, you can calm an enraged animal. Spend five seconds speaking in soothing tones loud enough for the frenzied animal to hear you, then throw a packet and call "Cure Frenzy to Animal by Craft." If the animal takes no effect from this spell (perhaps he wasn't frenzied, but very, very angry) you do not lose your point of Craft.

Only one hand needs to be free (the casting hand) to use this ability.

#### **Enrage Animal (Frenzy)**

---

##### **Character Points**

## Tales from the Cotting House Player's Guide

### Part Two: Skills

<b>Hearth Witch:</b>	---
<b>Wood Witch:</b>	15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Speak with Animal
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Notes:</b>	You may spend five seconds speaking to rile your target up, then, with an effort of will, you may cause it to enter a rage. Throw a packet and call "Frenzy to Animal by Craft." Only one hand needs to be free (the casting hand) to use this ability.

#### Call Lesser Woodland Animal

**"Animal Friend"**

##### Character Points

<b>Hearth Witch:</b>	---
<b>Wood Witch:</b>	10,20,30
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Speak with Animal, Wood Sense
<b>Restriction</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 1 1
<b>Skill Points:</b>	None

**Notes:** You may call upon a woodland creature to carry a message or perform a very basic task. This creature is always of a small or weak variety, and is incapable of fighting (It is never a brer). There is no guarantee that such an animal will answer a witch's call, but it never hurts to try. Such an animal could potentially gather a key from a peg on a wall or carry a spoken message to another witch, or even a written message to someone else.

To call a lesser woodland animal, the witch player should attract the attention of the nearest NPC. She should whisper, "Imbue by Craft, Call Lesser Woodland Animal." If there is a lesser woodland animal nearby, and if other factors align in the witch's favor, the woodland animal may arrive.

Calling a lesser woodland animal can be done fairly quickly, even in the middle of a module, although highly chaotic environments make it less likely such an animal will hear the character and come to help. As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature.

#### Call Greater Woodland Animal

**"Animal Ally"**

##### Character Points

<b>Hearth Witch:</b>	---
<b>Wood Witch:</b>	20
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Call Lesser Woodland Animal
<b>Restriction</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 1 1
<b>Skill Points:</b>	1 Craft

**Notes:** You may call upon a more powerful woodland creature to come to your aid. This is a more lengthy and arduous effort of will than summoning a lesser animal friend, and the animal will never be close enough to come quickly.

To call a greater woodland animal, you should call out into the wilderness, and spend no less than fifteen seconds doing so. There is nothing subtle about this call. The call may be anything, but if possible should incorporate the sounds the animal itself would make. You should also drop an imbue card into the Plot Drop-Box so that "the animal is sure to hear you". The process of calling a greater woodland animal is not quick, and there is a chance that no animal will arrive, but if this is the case, you will get some sort of indication.

As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature. Typically, because of her attunement with her environment, the witch will come to know if no such animal is close enough to call.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Acorn Pouch

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Special, see below

**Prerequisite:** Master Herbalist

**Restriction:** Herbalist

**Skill Points:** none

**Notes:** You carry a pouch that you have enchanted with your craft. The pouch may carry up to 10 acorns (repped using spell packets). You may draw forth an acorn, focus your craft on it for five FULL seconds, call "I Damage by Thorns", and throw the acorn at your target. While the acorn travels through the air it sprouts wicked thorns, which rend the target on impact.

The enchanted acorns lose their enchantment when they land – they cannot be picked up and reused. An acorn pouch may never carry more than ten acorns at a time, and cannot be refilled until all the acorns within it are expended (thrown or dumped out). Once the bag is emptied, any acorns added to it will be ready for use only after you have rested back encounter skills for fifteen minutes.

If you have the Master Herbalist skill, you may gather your acorns and spend 5 uninterrupted minutes in an encounter in order to renew the craft upon your acorns to throw them again.

Only one hand needs to be free (the casting hand) to use this ability.

#### Grasping Roots

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Acorn Pouch

**Restriction:** Wood Witch

**Skill Points:** 1 Craft

**Notes:** Instead of causing an acorn from an Acorn Pouch to grow thorns and cause damage, you may instead elect to have the acorn sprout entangling roots that bind the target's feet in place. You may draw forth an acorn just as if you intended to throw it for damage, focus your craft on it for five full seconds, call "Root by Thorns" and throw the packet at the target.

Note that using an acorn in this manner uses 1 Craft AND expends one acorn from the Acorn Pouch.

#### Craft Wood Stick Doll

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** Wood Witch header

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may fashion a doll from crude materials. Once the doll is fashioned, you may then channel your craft through the doll in the form of healing. The doll lasts indefinitely, or until it is destroyed. This acts as a prerequisite for other skills. Your doll must contain something unique to you within it. It could be a drop of blood, a piece of hair, or something strongly tied to you, such as a bead from a necklace you always wear. This ties the doll to you.

**Note:** The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

#### Heal by Wood Stick Doll

---

##### Character Points

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Hearth Witch:** ---  
**Wood Witch:** 5  
**Reset:** Encounter  
**Prerequisite:** Craft Wood Stick Doll  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Notes:** Role play pricking your finger to mix your blood with the salve and call "Imbue by Craft". This empowers the doll. You then have a pool of 4 points of healing. Touch the doll to a target and call "Heal # by Craft", where # is the number of points you would heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 by Craft" and then touch a packet to a second target and call "Heal 2 by Craft." You would then have 1 point of Healing remaining in this pool.

You may cast this as many times as you have Craft Skill Points in a single encounter. However, if you have Healing points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Craft Wood Stick Doll pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

#### Cure Poison

---

##### Character Points

**Hearth Witch:** ---  
**Wood Witch:** 10  
**Reset:** Encounter  
**Prerequisite:** Wood Witch, Craft Wood Stick Doll  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Notes:** You may spend a point of Craft, touch your stick doll to the target and call "Cure poison by poison."

#### Strengthened by Nature

---

##### Character Points

**Hearth Witch:** ---  
**Wood Witch:** 15  
**Reset:** Twilight  
**Prerequisite:** Cure Poison  
**Restriction:** None  
**Skill Points:** None  
**Notes:** Roleplay using herbalism for 30 uninterrupted seconds on your target, then touch a packet and call, "Cure Weakness/Drain/Stricken/Waste by Craft." Both hands must be free, and you must be uninterrupted for the length of the roleplay.

#### Natural Cure

---

##### Character Points

**Hearth Witch:** ---  
**Wood Witch:** 10  
**Reset:** Encounter  
**Prerequisite:** Strengthened by Nature  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Notes:** Roleplay using herbalism for 30 uninterrupted seconds on your target, then touch a packet and call, "Cure <Trait> by Craft" where <Trait> is any Elemental, Physical, or Metabolic trait. Both hands must be free, and you must be uninterrupted for the length of the roleplay.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Herbalist: Acid Splash

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Herbalist

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** Roleplay using herbalism for 10 uninterrupted seconds, then throw a packet and call, "2 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay.

If you have the Master Herbalist skill, you may once per Twilight throw "4 Damage by Poison" instead.

This also counts as having bought the recipe for Acid Splash, and finding the appropriate herbs means you may throw additional uses of this skill with using a craft skill point.

#### Herbalist: Agility

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Twilight

**Prerequisite:** Herbalist

**Restriction:** None

**Skill Points:** None

**Notes:** Roleplay using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Grant Encounter 1 Reflex by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay .

If you have the Master Herbalist skill, you may once per Event call "Grant Encounter 2 Reflex by Poison" instead.

This also counts as having bought the recipe for Agility, and finding the appropriate herbs means you may throw additional uses of this skill.

#### Herbalist: Blade Poison

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Twilight

**Prerequisite:** Herbalist

**Restriction:** None

**Skill Points:** None

**Notes:** Roleplay using herbalism for 10 uninterrupted seconds, then touch a packet and then call, "Grant Next Melee Attack, 3 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay .

This also counts as having bought the recipe for Blade Poison, and finding the appropriate herbs means you may throw additional uses of this skill.

#### Herbalist: Healing Salve

---

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Twilight

**Prerequisite:** Herbalist

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Restriction:** None  
**Skill Points:** None  
**Notes:** Roleplay using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Heal 4 by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay .  
This also counts as having bought the recipe for Healing Salve, and finding the appropriate herbs means you may throw additional uses of this skill.

#### Herbalist: Paralyze Splash

---

##### Character Points

**Hearth Witch:** ---  
**Wood Witch:** 15,20,25

**Reset:** Event  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None

**Notes:** Roleplay using herbalism for 10 uninterrupted seconds, then throw a packet and call, "2 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay.  
If you have the Master Herbalist skill, you may once per Twilight throw "4 Damage by Poison" instead.  
This also counts as having bought the recipe for Acid Splash, and finding the appropriate herbs means you may throw additional uses of this skill

#### Appeasing the Fairies

---

##### Character Points

**Hearth Witch:** ---  
**Wood Witch:** 15

**Reset:** Event  
**Prerequisite:** Wood Witch  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 1 1 1

**Skill Points:** None

**Notes:** You know that the Woods/Fairies can be fickle creatures and have learned how to escape their notice or appease their wrath. This skill can be used in one of two ways. You can leave an offering in a place the fairies might visit (this will be a set place in-game) with a small note explaining the slight or issue you are trying to appease. In your PEL, please also note that this was done, and what was left here. Or when encountering a creature of the Woods/Fairies you may say "I Wish to Appease the Fairies, Imbue by Craft", make an offering, and then plead your case. Again, please note in your PEL after the event when this was used and what was offered/asked. There is no guarantee that this skill will work as you wish, only that the Fairies/Woods will hear your plea. Be careful who you use it on. It will not make evil or malicious fairies suddenly kind to you, and could make matters worse. But used in appropriate circumstances, it can mitigate an offense given to the Fairies or the Woods.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Hearth Witch Craft

#### Craft Hearth

---

##### Character Points

**Hearth Witch:** Free

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Hearth Witch

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is free for all Hearth Witches. When you arrive in town on Friday night, you may turn your cabin into a place of comfort and safety. To do so, you must first create a "Hearth Anchor" within your home. This must be an obvious centerpiece, and often includes fire or light in some fashion. The Witch must perform some small personal rite before it, then walk the perimeter, attuning herself to the walls of the home. After which, the magic is complete, and she may hang an octagon that indicates a Hearth is established in this building. A Hearth Witch may only ever have one active Hearth. If the Hearth is maintained between events, it does not need to be re-attuned at the start of the next event but is considered already active.

A hearth witch must stay within her home for the Hearth to remain active. If two consecutive nights pass where she does not sleep in her hearth, the Hearth effect fades.

More than one Hearth Witch may share a hearth; they would also share the same Hearth trait.

Once the Hearth is created, the Hearth Witch gains the trait of her Hearth. This trait name must be chosen prior to the event and submitted to Plot for Approval. You cannot use a specific Hearth Trait without plot approval.

#### Hearth's Protection

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Craft Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill casts a protection over your home. The protection lasts for three nights per casting. Between the hours of 1 AM and 8 AM, no one may enter the hearth witch's cabin and attempt to do harm to anyone within. Weak willed foes or foes without a specific reason to do so will typically not be able to even enter the building. Any harmful actions taken against the foe will break this protection. When a witch protects her home thus, she hangs a device outside, such as a wind chime. In any case, a yellow tag will be given to the witch, and this tag must be displayed as part of the device or on the door.

#### Attune to Other Hearth

---

#### "Home Is Where My Hearth Is"

##### Character Points

**Hearth Witch:** 5,5,5...

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Craft Hearth, Craft Woodland Charm

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may harmonize yourself to another hearth or building, and use your abilities as if that place was your own. You must place within that building a representation (a charm of sorts) of your own hearth. You must pace the walls of the building for a good five minutes to attune yourself to the place and to the boundaries of the home. Finally, if the building already is occupied, you must obtain permission from the hearth witch who resides there. If there is no hearth witch in residence, this last criteria may be ignored. Once these

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## Part Two: Skills

conditions are met, you may treat the building as if it was your own. At any point, the resident hearth witch may remove her permission simply by telling you that she has done so.

If the Hearth Witch is using this skill to extend her Hearth to a second building for the purposes of making the people staying in that building part of her Hearth, and to make that building part of her warded "home," a hearth focus must be established in that building, as per the Craft Hearth rules, and must be of the same theme as her original hearth, tying the two Hearths together. This cannot be done in a building where another Hearth Witch has established a different Hearth (with a different Trait). If two Hearth Witches wished to combine two buildings into a singular Hearth, they would each still need to purchase "Attune to Other Hearth" to extend their Hearth beyond a single building.

For example: Two Hearth Witches wish to combine their halls to make two buildings share the same hearth aspect, and cover a total of 16 people. They may do so, but the hearth focus in each building must share some of the same materials, and the Hearth Witches must both take "Attune to Other Hearth" and attune the other building to them and their hearth to do so.

### Bestow Hearth Trait

---

#### Character Points

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Craft Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may grant your Hearth's trait - and thus the protection of your Craft - to those sharing the building with you. Once your hearth is established, touch a packet to each person who is staying within the heart and call "Grant Trait <Heart-Trait> by Craft." Any person who shares your hearth between events will retain the Trait, and it does not need to be recast at the next event. The trait remains so long as the person stays within the cabin. If a second consecutive night passes where the person does not sleep within the hearth, they will lose the trait. The trait may also be replaced if another Hearth Witch welcomes them into their home and they accept the spell.

A person may only have one hearth trait active at one time.

Hearth Witches may Bestow Hearth Traits to individuals residing in a hearth to which the Hearth Witch has attuned and established an anchor that bears the same trait but in which the Hearth Witch is not actually staying. For example, the Hearth Witch wishes to establish her hearth across two buildings. One building sleeps 8 people and the other also 8. The Hearth Witch stays in the first building and uses "Craft Hearth" to establish her hearth, and Bestow Hearth Trait to grant the Hearth trait "Home" to those staying there. She may then use "Attune to Other Hearth" to attune to the second home, and then establish a second Hearth Anchor as per the Craft Hearth rules in that hall that ties it to her main hearth. Once this is done, she may then use "Bestow Hearth Trait" to grant the "Home" trait to the people residing there, even though they are not sleeping in the same building as her.

More than one Hearth Witch may join together to create a single hearth and bestow the same hearth trait. However, if the hearth is spread across multiple buildings, *each* Hearth Witch must purchase Attune to Other Hearth to cover each building to which the Hearth extends.

### Extend Hospitality

---

**"Come in to my parlor."**

#### Character Points

**Hearth Witch:** 5,5,5

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Wood Witch and Hearth Witch

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may extend the hospitality of your hearth to someone who does not live beneath its roof. To do so you must first craft a charm to give to the guest. This charm can be something very simple, from a strip of cloth you wove yourself to a doll of sticks, anything so long as it was crafted by you and given to the guest.

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The charm does not have to be showing - just carried is enough. When the charm is given to the target, state, "Imbue <<Name of Hearth>> Trait by Craft." While the target carries the charm, he benefits as if he was a member of your hearth.

A person may only have one hearth trait at a time.

#### Place of Healing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Craft Hearth

**Restriction:** None

**Skill Points:** None

**Notes:** Within the walls of your home, you are a healer without equal. So long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present), you may, once every five minutes, call out, "To the room, heal one by Craft."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

#### Home of Healing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Place of Healing

**Restriction:** None

**Skill Points:** None

**Notes:** Within the walls of your home, and so long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) you may, after five minutes, call out, "To the room, heal five by Craft to <<name of hearth>>."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

#### Host of Healing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Place of Healing

**Restriction:** None

**Skill Points:** None

**Notes:** Within the walls of your home or other place to which you are attuned, you may tend to or play host (conversing, providing food and drink, or otherwise being hospitable and paying attention to the target) to another for a full five minutes, and then touch a packet to them and say, "You are Well Rested and Heal All by Craft."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

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#### Place of Curing

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Place of Healing

**Restriction:** None

**Skill Points:** None

**Notes:** So long as you are playing host to those inside your hearth (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) or tending the wounded (in the case of those in a coma or incapacitated), you may, after 1 minute, touch a packet to a target and call, "Cure <<Disease, Poison, Stricken, Waste, or Comatose Trait>> by Craft."

#### Heal to Hearth

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Craft Hearth, Bestow Hearth Trait

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may spend a point of craft and call "Imbue to Self by Craft." You gain a Healing Pool of six points that you may use to heal members of your hearth. Touch a packet to a hearth member and call out "Heal <<Number>> to <<name of Hearth>> by Craft" where number equals a number up to six but no more than the remaining points in the pool. The pool lasts until all points are expended, until you rest to recover encounter skills, or until you cast this spell again. Thus, you could call out "Heal 6 to <<Hearth Trait>> by Craft" in a one single use, or use six separate castings by calling out "Heal 1 to <<Hearth Trait>> by Craft".

#### Charm of Protection from Poison

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Twilight

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** None

**Notes:** You may gift a charm to a member of her hearth and call, "Grant Defense: Shield Poison by Craft." Typically the charm will contain a bit of dust from the hearth and also a bit belonging to the target, such as a fingernail or bit of hair. The charm must be carried by the target for this benefit to be in effect.

#### Charm of Protection from Nature

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Twilight

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** None

**Notes:** You may gift a charm to another, spend 30 seconds working the craft upon it, and then touch a packet to them and call, "Grant Defense: Shield Fire/Cold/Ice/Water/Air/Earth/Lightning by Craft." The charm must be carried by the target for this benefit to be in effect. If casting it upon one who has your Hearth Trait,

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### Part Two: Skills

you may instead cast this on 2 members of your Hearth, adding the "to <Hearth Trait>" at the end of the call. The 2 castings may be of different elemental defenses.

#### Unhindered Hearth

“Now head on home!”

---

##### Character Points

**Hearth Witch:** 15

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** 1 Craft

**Notes:** Those in your care should never be hindered from returning home. You may call, “Cure <<Root, Slow, Maim, or Paralyze>> to <<Hearth Trait>>.”

#### Unbinding

“Now head on home!”

---

##### Character Points

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Twilight

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** none

**Notes:** No one should never be hindered from returning home, and you may once per twilight per time purchased aid those not of your Hearth in doing so. You touch or throw a packet and call, “Cure <<Root, Slow, Maim, or Paralyze>> by Craft.”

#### Protect my Hearthmates

“May my blessing go with you!”

---

##### Character Points

**Hearth Witch:** 15

**Wood Witch:** ---

**Reset:** Twilight

**Prerequisite:** Bestow Hearth Trait, Heal to Hearth

**Restriction:** None

**Skill Points:** None

**Notes:** You may extend the warmth and protection of your hearth to those who dwell within it even when they leave to face danger. While within your Hearth or other place to which you are attuned, spend 60 seconds among your hearthmates - you can serve food and drink, talk to them of the meaning of the hearth and your friendship, or similar binding words - and then call "By My Voice, Grant 2 Protection to {Hearth Trait}." This cannot be done during combat, and you cannot be using other skills in the meantime. If done outside your hearth, this takes 2 minutes to complete.

#### Stabilize my Hearthmates

“You can't die yet!”

---

##### Character Points

**Hearth Witch:** 15

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Bestow Hearth Trait, Heal to Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** No matter where your hearth mates are, they are under your care, and dying is not permitted. You may call, “By my voice, Stabilize to <<Hearth Trait>>.”

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### Part Two: Skills

<b>Expose Hearth</b>	<b>“Where did you get to?”</b>
<b>Character Points</b>	
<b>Hearth Witch:</b>	10
<b>Wood Witch:</b>	---
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Bestow Hearth Trait
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Notes:</b>	You may learn the whereabouts of those in your care. Call, “By My Voice, Expose <<Hearth Trait>> by Will” OR “By your name, <<Name of Hearth Member>>, Expose by Will.” The witch herself does not need to call out in response to this expose.

<b>Hearth Witch's Stabilize</b>	
<b>Character Points</b>	
<b>Hearth Witch:</b>	10
<b>Wood Witch:</b>	---
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Home of Healing
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You cannot bleed out or enter a coma while in your own hearth or in a place to which you are Attuned. Instead of dying, after the one minute count you become stable.

<b>Showing the Door</b>	<b>“Get out!”</b>
<b>Character Points</b>	
<b>Hearth Witch:</b>	15
<b>Wood Witch:</b>	----
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Bestow to Hearth
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Notes:</b>	You may point to someone inside your hearth and call, “By my Gesture, Repel by Craft.” You may use this skill in any hearth to which you are attuned.

<b>Desperate Showing the Door</b>	<b>“Get out!”</b>
<b>Character Points</b>	
<b>Hearth Witch:</b>	5,5,5
<b>Wood Witch:</b>	----
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Heal to Hearth
<b>Restriction</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	1 2 3
<b>Skill Points:</b>	None
<b>Notes:</b>	You may point to someone inside your hearth and call, “By my Gesture, Repel by Craft.” You may use this skill in any hearth to which you are attuned.

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### Part Two: Skills

#### Hearth Healing by Wood Stick Doll

---

**Character Points**

**Hearth Witch:** 10

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Wood Witch header, Heal by Wood Stick Doll, Place of Healing

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is designed for use by those characters who are trained in both wood and hearth craft. You may fashion a doll from crude materials. You must use the Wood Stick Doll you have crafted from the Wood Witch "Craft Stick Doll" skill to use this skill. By spending one point of Craft, you may state, "Imbue to Self by Craft." You then gain a Healing Pool of 10 Points. Once every one minute (60 seconds), you may touch the doll to a target (in lieu of a packet) and state: "Heal 1 by Craft". You may only cast 1 point of healing at a time. The effect lasts until you rest to refresh Skill Points, all 10 points have been expended, or the event ends.

#### Craft Hearth Stick Doll

---

**Character Points**

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Wood Witch header, Craft Stick Doll, Bestow Hearth Trait

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** This skill is designed for use by those characters that are trained in both wood and hearth witchery. You may fashion a doll or woodland charm from crude materials. Once the doll is fashioned, you may state "Imbue by Craft". This doll or charm must contain something belonging to each hearthmate you wish to use this skill on (including yourself): blood works best, but it could be a piece of hair, an item of significant value, or other such thing. If blood is to be used, motion as if pricking their finger and then touch their finger to the doll. Otherwise, incorporate the item into the doll. Once the doll is fashioned or pricked finger is placed on the doll, you may state "Imbue by Craft". The doll then forms a link between you and your hearthmate, such that you may utilize some of your hearth magic while not within the hearth. The doll lasts until it is destroyed.

This doll may be the same doll used for Craft Wood Stick Doll, but it now must incorporate something of those you wish to use it on. This doll is a prereq for other skills.

**Note:** The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

#### Heal Hearthmate by Hearth Stick Doll

---

**Character Points**

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Craft Hearth Stick Doll, Heal to Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** While holding the doll created with the "Craft Hearth Stick Doll" skill, you may spend one point of Craft and call out "By your name <<Name of Hearthmate>>, Heal by Craft."

#### Transfer the Wound by Hearth Stick Doll

---

**Character Points**

**Hearth Witch:** 5

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Wood Witch:** ---  
**Reset:** twilight  
**Prerequisite:** Craft Hearth Stick Doll, Heal to Hearth  
**Restriction:** None  
**Skill Points:** none  
**Notes:** While holding the doll created with the "Craft Hearth Stick Doll" skill, roleplay for 30 seconds place a 'beneficial curse' upon one who has your Hearth Trait, and call "Cure <<Effect>> by Craft to <<Hearth Trait>> and <<Effect>> to Self". This can only be done to Attack Effects caused by Craft or by non-Mental or non-Special effects (ie, any Physical, Elemental, and Metabolic traits). The Hearth Witch must take the effect in order to cure it; if you resist or otherwise negate it, this will not work. You may do this once per twilight per time purchased.

#### Health from the Witch by Hearth Stick Doll

---

##### Character Points

**Hearth Witch:** 15  
**Wood Witch:** ---  
**Reset:** instant  
**Prerequisite:** Craft Hearth Stick Doll, Heal to Hearth  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Notes:** The Hearth Witch can heal her hearthmates with her own vitality. Roleplay pricking your finger or cutting yourself to put blood upon your doll, then touch it to a hearthmate, and call "Heal <X> to <Hearthtrait> by Blood and Craft and Waste <X> Body to Self". Body wasted this way can be healed by normal means. You may only heal the number of Body points you have remaining. If you are at 1 hitpoint and use this to heal someone, you will fall unstable rather than at 0 vitality and unstable. The Hearth Witch must take the effect in order to heal; if you resist or otherwise negate it, this will not work, though you may Cure Waste or be Healed immediately after.

### Skin Changer Craft

#### Skin Changer Craft

---

**Cost:** 10 CP  
**Prerequisite:** Witch header  
**Note:** You gain the trait "Skinchanger".

#### Skin Changer

---

**Reset:** Instant  
**Cost:** 5  
**Prerequisite:** Skin Changer Path  
**Skill Points:** 1 Craft  
**Notes:** You are able to take the form of your bonded animal at any time of your choosing, at the cost of 1 Craft to assume your animal form. It does not cost craft to change back, and you may remain in your animal form for as long as you choose. You must wear an appropriate mask or makeup to represent your animal. While in Animal form, you gain the trait Animal and <Animal type>, where Animal Type is the type of animal you are (wolf, cat, etc).  
**Role playing Note:** the longer you are in your animal form, the more you should take on aspects and behaviors of your animal.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

*The following skills may only be used while in your animal form.*

#### **Animal Speech**

---

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You gain the ability to "Speak to Animal" to the animal type with which you have bonded. You may touch a packet to an animal and say "Speak to <Animal Type>" at any time without any skill cost.

#### **Clawed (One Claw):**

---

**Reset:** Instant

**Cost:** 15

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You may at any time, grow a claw. This can only be of short-sword length and are represented by red boffer weapons.

#### **Clawed (Two Claws):**

---

**Reset:** Instant

**Cost:** 15

**Prerequisite:** Clawed (One Claw)

**Skill Points:** N/A

**Notes:** You may choose to grow two claws of short-sword length.

#### **Clawed (Reach)**

---

**Reset:** Instant

**Cost:** 20

**Prerequisite:** Clawed (One Claw)

**Skill Points:** N/A

**Notes:** You may use longsword length claws.

#### **Clawed Blow**

---

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Clawed (One Claw)

**Skill Points:** N/A

**Notes:** Spend 1 craft to call "2 Damage" with a claw.

#### **Find My Own**

---

**Reset:** Encounter

**Cost:** 5

**Prerequisite:** Skin Changer

**Skill Points:** 1 Craft

**Notes:** You may call "By My Voice, Expose <Animal Type> by Craft" or touch a packet to another and call "Diagnose <Animal Type> by Craft" where "Animal Type" is the animal type to which you are bonded (cat, wolf, etc.).

#### **Human in Animal's Clothing**

---

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**Reset:** Twilight

**Cost:** 10/15/20

**Prerequisite:** Skin Changer

**Skill Points:** 1 Craft

**Notes:** Though you have taken animal form, your mind is still that of a human. You spend 1 craft to call "resist by craft" any one effect "to Animal" or "to Animal type" where animal type is the type of animal you are, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. For example, if you are struck with "4 damage to animal" you may call "Resist by Craft."

### Animal Types

*If you wish to change into an animal not represented here, please contact Plot Staff. Even though an Animal Type may be listed, it still must be approved by Plot in your backstory.*

#### Cat

---

*The following skills may only be used while in your animal form.*

##### Animal Bond: Cat

---

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a cat. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Cat" traits.

##### Licking Wounds

---

**Reset:** Twilight

**Cost:** 15

**Prerequisite:** Animal Bond: Cat

**Skill Points:** 1 Craft

**Notes:** Roleplaying licking your wounds for 3 seconds, and then call "Heal 3 to Self."

#### Agile

---

**Reset:** Event

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Cat

**Skill Points:** N/A

**Notes:** When calling an "Avoid" defense, you may call that defense as "Double".

##### Graceful Balance

---

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Animal Bond: Cat

**Skill Points:** 1 Craft

**Notes:** Call "Resist by Balance" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

#### Curiosity Didn't Kill The Cat

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Reset:** Event

**Cost:** 15/20/25

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Cat

**Skill Points:** 1 Craft

**Notes:** Cats are by nature curious creatures. If pursuing your curiosity gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your curiosity. You cannot use this to purge a Death effect or a killing blow, but may use it to purge Comatose.

#### Mountain Lion

---

*The following skills may only be used while in your animal form.*

#### Animal Bond: Mountain Lion

---

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a mountain lion. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Lion" traits.

#### Powerful Swipe

**Reset:** Event

**Cost:** 20

**Prerequisite:** Animal Bond: Lion

**Skill Points:** N/A

**Notes:** When calling a Damage effect with your claws, you may call that effect "by Massive".

#### Pounce

**Reset:** Twilight

**Cost:** 15

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Lion

**Skill Points:** N/A

**Notes:** When attacking from behind and by surprise, you may call your attack by "Double." For example, if you take an enemy by surprise from behind, and would normally call "5 Damage" you may instead call "Double 5 Damage."

#### Graceful Balance

---

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Animal Bond: Lion

**Skill Points:** 1 Craft

**Notes:** Call "Resist" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

#### Nimble

---

**Reset:** Twilight

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Lion

**Skill Points:** 1 Craft

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**Notes:** Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

---

### Raven

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Raven

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a raven. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Raven" traits.

---

#### Carrion Eater

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Animal Bond: Raven

**Skill Points:** 1 Craft

**Notes:** Place your claw upon something that is dead, and call "Inflict to Dead and Heal 3 to Self" You may only do this once per corpse.

---

#### Clever

**Reset:** Event

**Cost:** 15/30/45

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Raven

**Skill Points:** N/A

**Notes:** Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect, even if the effect is delivered by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

---

#### Ungainly Flight

**Reset:** Event

**Cost:** 15/30/45

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Raven

**Skill Points:** N/A

**Notes:** While you can't quite get up to actual flight, you can remain airborne for very short periods, enough to maneuver around certain physical challenges. Call "Imbue by Flight" if you are faced with a jumpy stone pit. You may choose to ignore the effects of the pit and walk freely, as if it were solid, normal ground, unless the pit effects are by Mental Effects, or are by Nightmare, Faerie Magic, Insanity, Horror or Corruption (you may ignore other Special Effects). Once activated, you may use this as often upon the same jumpy stone pit as desired within that encounter. This effect ends if you are Drained, become a Spirit, Die, leave the Encounter, or rest for fifteen minutes.

If you encounter a second jumpy stone pit within the same encounter, you would need to use another use of this skill to avoid that pit.

---

#### Death's Familiar

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Raven

**Skill Points:** 1 Craft

**Notes:** You walk close to the Deathlands, and sometimes this gives you protection. You may call "Resist by Craft" to any one effect "to Living" or "to Mortal."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Wolverine

---

*The following skills may only be used while in your animal form.*

#### **Animal Bond: Wolverine**

---

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a wolverine. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolverine" traits.

#### Fearless

---

**Reset:** Encounter

**Cost:** 15

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** You have mastered your fear. You may call "Resist" to any one effect by fear.

#### Ferocity

---

**Reset:** Event

**Cost:** 10

**Restriction:** 1 2 3

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** When calling a damage effect with your claws, you may instead call that effect as "Double".

#### Short Tempered

---

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** You have a nasty temper that aids you in battle, even as it drives you to a frenzy. Call "Frenzy and Heal 5 to Self". You will first target your enemies, but any friends who get close once you have engaged an enemy are fair game. (Treat this as a normal frenzy once you have engaged your first enemy).

#### Relentless Pursuit

---

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Wolverine

**Skill Points:** 1 Craft

**Notes:** Once you have taken up the fight, you are determined to engage your foe. If struck with a Repel effect, you may call "Resist by Craft" unless the Repel is by Corruption, Nightmare, Faerie Magic, Horror, or Insanity (you may resist other Special Effects).

#### Fox

---

*The following skills may only be used while in your animal form.*

#### **Animal Bond: Fox**

**Reset:** Instant

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a fox. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Fox" traits.

#### Clever

---

**Reset:** Event

**Cost:** 15/30/45

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Fox

**Skill Points:** N/A

**Notes:** Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

#### Hide: Resist Expose

---

**Reset:** Event

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Fox

**Skill Points:** N/A

**Notes:** You may hide from an "Expose <<by trait>>" unless that Expose is by Corruption, Nightmare, Fairy Magic, Horror, or Insanity (you may hide from other Special Traits). This skill does NOT work against an expose that does not have a trait. Once activated, the skill lasts five minutes, during which time you do not have to respond to an expose by the same trait. No response to the call is needed (since that would effectively give your location away). You MUST respond to an expose coming from a new trait, unless you use this skill a second time.

#### Nimble

---

**Reset:** Twilight

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Fox

**Skill Points:** 1 Craft

**Notes:** Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

#### Trickster

---

**Reset:** Event

**Cost:** 10/20/30

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Fox

**Skill Points:** N/A

**Notes:** You enjoy playing pranks, fooling others, or getting the upper hand. Your kind are known as tricksters for a reason. If you succeed in tricking another, you may call "Imbue to Self by Craft" and refresh one Twilight skill.

You may not refresh the same twilight skill more than once per twilight period, even if you have multiple uses of Trickster.

#### Wolf

---

*The following skills may only be used while in your animal form.*

#### Animal Bond: Wolf

---

**Reset:** Instant

**Cost:** 0

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a wolf. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolf" traits.

---

#### Challenging Stare

**Reset:** Twilight

**Cost:** 15

**Restriction:** 1 2 3

**Prerequisite:** Skin Changer

**Skill Points:** 1 Craft

**Notes:** You have the uncanny stare of the wolf. Hold another's gaze for three seconds, and call your choice of "By My Gaze, Repel by Fear", "By My Gaze, Slam by Fear" or "By My Gaze, Short Drain by Fear"

---

#### Wolf Howl

**Cost:** 15 CP

**Reset:** Event

**Max Purchase:** 1 2 3

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** N/A

**Notes:** Howl for at least three seconds, and then call "By My Voice, Short Repel by Fear."

---

#### Pack Support

**Cost:** 5 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** N/A (Craft is spent using the heal ability)

**Notes:** When using a "Heal" ability on one of your close friends, you may instead call that effect as "Double".

---

#### Ferocity

**Reset:** Event

**Cost:** 10

**Restriction:** 1 2 3

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** 1 Craft

**Notes:** When calling a damage effect with your claws, you may instead call that effect as "Double".

---

#### Hamstring

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Wolf

**Skill Points:** 1 Craft

**Notes:** You may deliver a crippling strike to your foe. Call "Short Maim by Craft" with your claws.

---

#### Bear

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Bear

**Reset:** Instant

**Cost:** 0

# Tales from the Cotting House Player's Guide

## Part Two: Skills

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a bear. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Bear" traits.

---

### Powerful Swipe

**Reset:** Event

**Cost:** 20

**Prerequisite:** Animal Bond: Bear

**Skill Points:** N/A

**Notes:** When calling a Damage effect with your claws, you may call that effect "by Massive".

---

### Strong

**Reset:** Twilight

**Cost:** 15

**Prerequisite:** Animal Bond: Bear

**Skill Points:** 1 Craft

**Notes:** After 3 seconds of roleplay, call "Purge" to one effect with a Physical trait. Physical traits include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. This cannot be used to purge Death, even if delivered by a physical trait.

---

### I Will Protect You

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Bear

**Skill Points:** 1 Craft

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

---

### Feat of Strength

**Reset:** Encounter

**Cost:** 10

**Prerequisite:** Animal Bond: Bear

**Skill Points:** 1 Craft

**Notes:** You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

---

### Coyote

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Coyote

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a coyote. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Coyote" traits.

---

### Wisdom

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Cost:** 20 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** 1 Craft

**Notes:** After 3 seconds of roleplay, call "Purge" to one effect with any Mental trait except Madness. Mental traits include Awe, Confusion, Despair, Fear, Inspiration, Trance, and Will. This skill may be used while unconscious or dead, but not while Drained.

---

#### Trip

**Reset:** Twilight

**Cost:** 10

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** 1 Craft

**Notes:** You may trip another. Call "Slam by Craft" and strike a person with your claws.

---

#### Hide: Conceal Item

**Reset:** Encounter

**Cost:** 20

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** 1 Craft

**Notes:** You may hide a single item or pouch from a search. With each use of this skill the item remains hidden until you Rest. The item should be of a size where it could be concealed, and it must actually be on your person. When someone searches you, items that are not concealed should be turned over to the searcher, however you may silently resist the attempt to discover the concealed item.

---

#### Daredevil

**Reset:** Event

**Cost:** 15/20/25

**Restriction:** 2 3 4

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** N/A

**Notes:** Coyotes like to pull pranks and do foolhardy things, but Coyote is also known for surviving his own foolishness. If doing something dangerous or foolhardy, or pulling a prank, gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your prank or foolishness. You cannot use this to purge a Death effect or a killing blow, but may use it to purchase Comatose.

---

#### Sheep

*The following skills may only be used while in your animal form.*

---

#### Animal Bond: Sheep

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a sheep. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Sheep" traits.

---

#### Herd Instinct

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Cost:** 15 CP

**Reset:** Encounter

**Prerequisite:** Animal Bond: Sheep

**Skill Points:** 1 Craft

**Notes:** Sheep naturally flock together, especially when danger is near, for their only protection is in numbers. If danger threatens and you flock to a group of three or more AND you are not in the front line, you may call "Resist by Craft" to any one damage effect that strikes you (via weapon or packet), unless that effect is delivered by Corruption, Nightmare, Insanity or Fairy/Fairy Magic.

---

#### **Follow The Leader**

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Sheep

**Skill Points:** 1 Craft

**Notes:** Sheep naturally have an instinct to follow leaders, elders, or those who seem to know what to do, and they take comfort in that following instinct. If someone is leading you, or trying to get you to follow them, you may call "Purge" to any one Root, Slow, Drain, Agony, or Repel effect that may be preventing you from following your leader.

---

#### **Ram**

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Sheep

**Skill Points:** 1 Craft

**Notes:** If you are within 5 feet of those you consider to be your herd and they are immediately being threatened, you may call "Slam by Craft" with a melee weapon, fists, or claws.

---

#### **Thick Wool**

**Cost:** 15 CP

**Reset:** Twilight

**Max Purchase:** 2 3 4

**Prerequisite:** Animal Bond: Coyote

**Skill Points:** 1 Craft

**Notes:** Your thick wool keeps you warm. You may call "Resist" to any one effect by Cold or by Ice.

---

**Human** (this requires explicit plot approval, and is most appropriate for Brer)

*The following skills may only be used while in your animal form.*

---

#### **Animal Bond: Human**

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Skin Changer

**Skill Points:** N/A

**Notes:** You have bonded to the skin of a human. You may only bond to one animal. When you are in human form, you gain the "Human" trait. You do not gain the "Animal" trait.

---

#### **Bare Hands**

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Reset:** Instant

**Cost:** 0

**Prerequisite:** Animal Bond: Human

**Skill Points:** 1 Craft

**Notes:** You have fists (green reps) instead of claws.

#### Understanding the Word

---

**Reset:** Twilight

**Cost:** 15

**Prerequisite:** Animal Bond: Human

**Skill Points:** 1 Craft

**Notes:** While in Human form, you gain the ability to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until the end of the current Twilight period, or until you transform back into your natural form.

#### Writing the Word

---

**Reset:** Instant

**Cost:** 10

**Prerequisite:** Understanding the Word

**Skill Points:** 1 Craft

**Notes:** While in Human form, you gain the ability to Write, as well as to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until you transform back into your natural form.

#### Faith in the Word

---

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Understanding the Word

**Skill Points:** 1 Craft

**Notes:** While in Human form, you understand the Faith and power in the Written Word. You may choose to call "Resist" to any one effect by Doubt, Confusion, or Madness, or you may spend 1 Craft and take Double the effect from any one healing received by Faith. Call "Imbue by Craft" when doing this. (For example, if you take a Heal 3 by Faith, you would spend 1 craft, call "Imbue by Craft" and instead take 6 points of Healing).

#### Civilized

---

**Reset:** Twilight

**Cost:** 10

**Prerequisite:** Animal Bond: Human

**Skill Points:** 1 Craft

**Notes:** You are not so easily given to your animal nature. You may call "resist" to any one effect by "Frenzy," even if that Frenzy is by Corruption, Nightmare, Insanity, Horror or Fairy/Fairy Magic. This cannot be used to resist an Anathema Frenzy, however.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 12.08a Herbalism and Master Herbalism

#### How to Create Potions

Once cut, an herb doesn't last long - typically only a few weeks at the very most. To that end, it is to the best interest of an herbalist to create potions as soon as the required ingredients have been collected. To create a potion, the herbalist needs a greenhouse. Lucky for the residents of the Cottington community, the town merchant, Geoffrey Hamille, has one.

Herbalists should find Geoffrey in the Cotting House. He (or one of his very loyal employees) will take herbs and convert them to potions. The creation of a potion takes anywhere from fifteen minutes to a few hours. The herbalist should leave the herbs with Geoffrey and check back later.

Herbalists should be aware that neither Geoffrey nor his staff are herbalists themselves, and can only follow directions. In other words, they don't actually know what they are making, and they don't need to. **Note:** This is a game mechanic. Geoffrey and any NPC that fills his role in the creation of potions will not ask questions. Players are warned to be mindful of this, however. The NPCs can hear just fine, and if you say something that will give away the nature of your creation, they may become aware.

**Rules Change:** You no longer need to find Geoffrey and turn your ingredients in to receive your potions. PCs will now be given potion cards for potions they can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

#### How to Use the Master Use of a Potion

---

Through the understanding of her craft, a wood witch is able to tease better effects out of a potion. She holds the bottle in her hand, spends 1 Craft, and states: "Imbue by Craft". The potion is then administered to a target or handed to that target to drink. The potion must be imbibed within seconds, before any other action is taken, or the effect fades and the potion becomes normal again.

**Note:** This is a flavor rule. It is meant to promote a certain feel and to promote game balance. Please don't abuse it.

#### Recipe: Ailment Kit

---

**Cost:** Free

**Reset:** Instant

**Prerequisite:** Herbalist

**Restriction:** None

**Skill Points:** None

**Ingredients:** Common Clippings

**Notes:** You can create an Ailment Kit, which holds the common medicines needed to treat simple ailments such as the common cold, headaches and the like. The Ailment kit is an in-game mechanic used to explain an out of game first aid kit. It has no in game effect. Anyone can have a first aid kit, even if they don't have this skill - this is just a mechanic.

#### Recipe: Glamboo Stick

---

**Cost:** Free

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Ingredients:** Glamboo

**Notes:** You can use the flower a Glamboo plant to create a source of light.

**Raw Use:** No skill is required in order to "activate" a Glamboo Stick and create light. It *is* an herbal recipe, however, so it is included here.

#### Recipe: Herbal Hand Warmers

---

**Cost:** 0

**Reset:** Instant

## Tales from the Cotting House Player's Guide

### Part Two: Skills

<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Uncommon Clippings
<b>Notes:</b>	None
<b>Prepared Use:</b>	These small herbal packets radiate heat, which may be used to keep extremities warm in adverse weather.
<b>Master Use:</b>	None

---

#### Recipe: Acid Splash, Weak

<b>Cost:</b>	1
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist, Thrown Weapon
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Common Clippings, Fibergrass
<b>Notes:</b>	The weak acid splash is usually contained within a specially treated egg shell.
<b>Prepared Use:</b>	You can throw the Weak Acid Splash at a target. Throw the packet and call, "1 Damage by Poison."
<b>Master use:</b>	You can throw the Weak Acid Splash at a target. Throw the packet and call, "2 Damage by Poison."

---

#### Recipe: Acid Splash, Strong

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist, Thrown Weapon
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Fibergrass, Poison Bestos Vine
<b>Notes:</b>	The Strong Acid Splash is usually contained with a specially treated egg shell.
<b>Prepared Use:</b>	You can throw the Strong Acid Splash at a target. The call is: "2 Damage by Poison."
<b>Master use:</b>	You can throw the Strong Acid Splash at a target. The call is: "4 Damage by Poison."

---

#### Recipe: Agility Potion

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Rare Clippings, Joe Bean
<b>Notes:</b>	Agility Potions are addicting. Players must admit to imbibing the potion in their PEL.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Reflex. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 2 Reflex. This effect lasts until it is used, or until you rest."

---

#### Recipe: Blade Poison

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Venom Sap
<b>Notes:</b>	You can distill the sap of some trees to create a blade poison.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Prepared Use:** You receive a card that states, "If you have the herbalist skill, you may apply this poison to a blade. The next strike that lands does 1 more point of damage than normal, unless negated by a defense."  
**Master use:** You receive a card that states, "If you have the herbalist skill you can apply this poison to a blade. The next strike that lands does 2 more points of damage than normal, unless negated by a defense."

---

#### Recipe: Cure Disease Potion

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None  
**Ingredients:** Uncommon Clippings, Sickle Vine  
**Notes:** You can create a potion that will cure most common disease effects.  
**Prepared Use:** You receive a card that states, "If you drink this potion you take the effect: Cure Disease by Poison."  
**Master Use:** None.

---

#### Recipe: Cure (Specific) Disease Potion

**Cost:** 3 per specific cure  
**Reset:** Instant  
**Prerequisite:** Master Herbalist  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Ingredients:** Rare Clippings, Sickle Vine, (Varies)  
**Notes:** You can create a potion that will cure one specific uncommon disease effect. For each uncommon disease effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known diseases to be "common".  
**Prepared Use:** None.  
**Master Use:** Varies.

---

#### Recipe: Cure Poison Potion

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None  
**Ingredients:** Common Clippings, White Fir  
**Notes:** You can create a potion that will cure most other common poison effects.  
**Prepared Use:** You receive a card that states, "If you drink this potion you take the effect: Cure Poison by Poison."  
**Master Use:** None.

---

#### Recipe: Cure (Specific) Poison Potion

**Cost:** 3 per specific cure  
**Reset:** Instant  
**Prerequisite:** Master Herbalist  
**Restriction:** None  
**Skill Points:** None  
**Ingredients:** Uncommon Clippings, White Fir, (Varies)  
**Notes:** You can create a potion that will cure one specific uncommon poison effect. For each uncommon poison effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known poisons to be "common".  
**Prepared Use:** None.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Master Use:** Varies.

#### Recipe: Dream Potion

---

**Cost:** 4  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None or 1 Craft  
**Ingredients:** Uncommon Clippings, Purple Lotus, Black Lotus  
**Notes:** You can create a potion that will allow the target to experience clear and vivid dreams.  
**Prepared Use:** You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you experience strange and confusing dreams. These dreams leave you tired but without clear memory of what they were about."  
**Master Use:** You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will experience vivid dreams. These may or may not have meaning. Instructions may follow."

#### Recipe: Dreamless Slumber Potion

---

**Cost:** 4  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Ingredients:** Uncommon Clippings, Black Lotus, Purple Lotus  
**Notes:** You can create a potion that will limit the target's ability to dream.  
**Prepared Use:** None.  
**Master Use:** You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will not dream."

#### Recipe: Healing Salve

---

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None or 1 Craft  
**Ingredients:** Common Clippings, Silvermint Leaf  
**Notes:** You can mix a Healing Salve.  
**Prepared Use:** You will receive a card that states, "If you have the First Aid or the Herbalist skill, you may apply this salve to a target and call: Heal 2 by Poison." The healing salve is consumed in this process.  
**Master Use:** You can hold a Healing Salve, expend 1 Craft and call: Imbue by Craft. You may then apply the salve (touch a packet to your target) and call: Heal 4 by Craft. The healing salve is consumed in this process.

#### Recipe: Health Potion

---

**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None or 1 Craft  
**Ingredients:** Uncommon Clippings, Silvermint Leaf, Tufnut  
**Notes:** You can brew a Potion of Health.  
**Prepared Use:** You receive a card that states, "If you drink this potion you take the effect: Grant 1 Protection by Craft. This effect lasts until you rest."  
**Master Use:** You receive a card that states, "If you drink this potion you take the effect: Grant 2 Protection by Craft. This effect lasts until you rest."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

---

#### Recipe: Love Potion

---

<b>Cost:</b>	1
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Master Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Fool's Tongue
<b>Notes:</b>	None.
<b>Prepared Use:</b>	This potion is extremely difficult to mix. If an herbalist other than a master attempts to do so, they receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. You must babble for five minutes, after which, you grow ill with nausea and remain ill until you are able to rest."
<b>Master Use:</b>	You receive a card that states: "If you drink this potion you take the effect: Inflict by Poison. You have sudden and powerful feelings of romantic attraction toward the first person of the appropriate sex that you see. This is a roleplaying choice - you can ignore it (call: Resist!) or accept it. Do what you'd most enjoy."
<b>Note:</b>	Use of this potion is against the King's Laws.

---

#### Recipe: Magic Potion

---

<b>Cost:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Craft
<b>Ingredients:</b>	Rare Clippings, Trope Weed
<b>Notes:</b>	Magic Potions are addicting. Players must admit to imbibing the potion in their PEL.
<b>Prepared Use:</b>	None
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Magic Power. This effect lasts until it is used, or until you rest. In your PEL you must admit to taking this potion."

---

#### Recipe: Paralyze Splash

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist, Thrown Weapon
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Ingredients:</b>	Uncommon Clippings, Sticky Goo
<b>Notes:</b>	The Paralyze Splash is usually contained with a specially treated egg shell.
<b>Prepared Use:</b>	None
<b>Master Use:</b>	You can throw the Paralyze Splash at a target. The call is: "Paralyze by Poison."

---

#### Recipe: Resist Cold Potion

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Springvart, Cottonglove
<b>Notes:</b>	You can create a potion that will protect against the effects of freezing.
<b>Prepared Use:</b>	You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Shield Cold." This effect lasts until it is used, or until you rest.
<b>Master Use:</b>	You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Resist Cold." This effect lasts until it is used, or until you rest.

---

#### Recipe: Resist Disease Potion

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Springvart, Sickle Vine
<b>Notes:</b>	You can create a potion that will protect against disease.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect, "Grant Defense by Poison: Shield Disease. This affect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states: If you drink this potion you take the effect, "Grant Defense by Poison: Resist Disease. This affect lasts until it is used, or until you rest."

---

#### Recipe: Resist Heat Potion

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Uncommon Clippings, Springvart, Firelick
<b>Notes:</b>	You can create a potion that will protect against the effects of extreme heat.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Fire. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Fire. This effect lasts until it is used, or until you rest."

---

#### Recipe: Resist Poison Potion

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Common Clippings, Springvart, White Fir
<b>Notes:</b>	You can create a potion that will protect against poison.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Poison. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Poison. This effect lasts until it is used, or until you rest."

---

#### Recipe: Resist Slow Potion

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist
<b>Restriction:</b>	None
<b>Skill Points:</b>	None or 1 Craft
<b>Ingredients:</b>	Common Clippings, Springvart, Joe Bean
<b>Notes:</b>	You can create a potion that will protect against slow effects.
<b>Prepared Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Shield Slow. This effect lasts until it is used, or until you rest."
<b>Master Use:</b>	You receive a card that states, "If you drink this potion you take the effect: Grant Defense by Poison: Resist Slow. This effect lasts until it is used, or until you rest."

---

#### Recipe: Smelling Snaps

<b>Cost:</b>	1
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Herbalist

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Restriction:** None  
**Skill Points:** 1 Craft  
**Ingredients:** Common Clippings, Bittersnap  
**Notes:** You can mix a packet that, when broken and touched to an unconscious target, will instantly wake that target up. The target will be exhausted, but will recover quickly.  
**Prepared Use:** None  
**Master Use:** The call is "Heal 1 and Short Drain to Unconscious."

---

#### Recipe: Strength Potion

**Cost:** 1  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** 1 Craft  
**Ingredients:** Common Clippings, Tufnut, Vigor Root  
**Notes:** Potions of Strength are somewhat addicting. Players must admit to imbibing the potion in their PEL.  
**Prepared Use:** None.  
**Master Use:** You receive a card that states, "If you drink this potion, take the effect: Grant Ability by Craft, Feat of Strength. You are also granted a single, special point of Endurance that can ONLY be used to perform the feat of strength. The effect lasts until the end of the encounter, or until you rest."

---

#### Recipe: Underwater Breathing Potion

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Master Herbalist  
**Restriction:** None  
**Skill Points:** None  
**Ingredients:** Common Clippings, Gilly Weed  
**Notes:** You can create a potion of underwater breathing.  
**Prepared Use:** None.  
**Master Use:** You receive a card that states, "Drinking this potion allows you to breathe underwater. It lasts until the encounter ends or you rest, whichever comes first. This potion does NOT affect underwater movement."

---

#### Recipe: Willer Bark Tea

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** None or 1 Craft  
**Ingredients:** Common Clippings, Willer Bark, Springvart  
**Notes:** You can brew a dose of Willer Bark Tea.  
**Prepared Use:** You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Shield Agony." This effect lasts until used, or until you rest.  
**Master Use:** You receive a card that states: A dose of this tea has the effect of: "Grant Defense by Poison: Resist Agony." This effect lasts until used, or until you rest.

---

#### Recipe: Youth Potion

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Herbalist  
**Restriction:** None  
**Skill Points:** 1 Craft

**Tales from the Cotting House Player's Guide**  
**Part Two: Skills**

**Ingredients:** Rare Clippings, Alderberry  
**Notes:** None.  
**Prepared Use:** None  
**Master Use:** You receive a card that states, "If you drink this potion, you take the effect: Imbue by Craft: Youth. Indicate in your PEL that you have imbibed this potion."

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 11.9 Man of Science Skills

*"The point is, with the right amount of genius and a touch of perceived insanity, science can conquer anything."*  
~~Brainiac 5

*"Science and magic are opposite sides of the same coin, my friend."*  
~~Socks

*"Science is both sides of the coin.  
Magic is the idiot pretending to pull the coin out of my ear."*  
--Scratch Fury

#### Outlook

Science is out of fashion on the Written World. There is no denying it exists, and is real, but it and its applications are slowly being replaced by the more modern ways of magic. Men of Science know that they are studying a dying art. At the same time, the art is dying, not dead. The applications of Science can be found everywhere. Weapons fueled by bottled lightning are items to be feared. The streets of Faraway and parts of Collamoor are lit by powered networks. The tracks of the Red Castle Railway cross the land and only now has the last locomotive been decommissioned.

Those who love Science are passionate, and will not let it go without a fight. They are frantic in their expression, often surrounded by the smell of ozone, burnt hair, or the reek of some explosive aftermath. They are a wild-eyed, crazy, and often misunderstood bunch. Their numbers are few, and growing fewer with each explosion or passing year, but no culture would be complete without them.

#### Man of Science Garb

Men of Science are heavily influenced by the steampunk genre (excepting of course that gadgets are typically powered by bottled lightning, and not steam), and anything that looks appropriately steampunk should be considered appropriate for Cottington Woods as well. Costuming for Men of Science can, if desired, be Victorian era clothing, though you should take care not to make it look too modern.

#### On the Appearance of Gadgets

Gadgets should be repainted in hues of silver, copper or wood. Other, more specific notes are included under each gadget.

#### A Note on Men of Science vs. Rogues



While the two headers go quite well hand in hand, there is a large difference between a gadget and a trapped box.

The gear icon indicates that a box is a gadget, and not something that can be worked using the Pick Locks or Disarm Traps Skills. The ONLY skill that allows a player to manipulate an item with a gear icon attached to it is the Manipulate Gadget skill.

Also, Men of Science use a number of special tools, such as the crosshaired and tapered torque shanks, the long handled force driver and the variable capacity grip crank. Rogues utilize simpler, more common versions of each of these tools (the phillips head and flat head screwdrivers, the hammer and the adjustable wrench). These tools should not be confused for one another. The simpler versions do not allow a rogue to manipulate gadgets.

#### A Note on Zap

Zap are crystallized lightning that Men of Science gather using Lightning Rods and Lightning Collectors (see skills below) and that can sometimes be found naturally. In Tales, zap is no longer required to use Man of Science skills, though in-game characters should still roleplay as they are using it. (It is assumed that Men of Science have gathered enough zap to use their CP-bought skills). Zap gathered in-game will have other uses and beneficial effects.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### Man of Science Skills

#### Skill: Brain Waves

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**Character Points:** 5,10,15

**Reset:** Encounter

**Prerequisite:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** None

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

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

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

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

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

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

#### Read Schematic

---

**Cost:** Free

**Reset:** Instant

**Prerequisite:** Man of Science header

**Restriction:** None

**Skill Points:** None

**Notes:** This free skill is known by all Men of Science. You may read schematics that you find during the event, and learn to build the item it describes. You must spend fifteen minutes studying the schematic and, if the proper phys rep is present, may build the gadget. After the event, character points will be deducted from the character to reflect the purchase.

#### Create Schematic/Reverse Engineer

---

**Cost:** 10

**Reset:** Between Event

**Prerequisite:** Schematic: Read Schematic

**Restriction:** None

**Skill Points:** None

**Notes:** Between events, you may attempt to invent a new schematic. Pending plot approval, you may then purchase the schematic, and build it for the next event. Invented gadgets are "owned" by the inventor, and cannot be duplicated by another player for two events after they are first designed. After the second event, the gadget may be reverse engineered and learned by any Man of Science with this skill.

Alternately, between events, you may study or reflect on the design of a gadget you have seen, and then attempt to build it. There is no guarantee the attempt will succeed, and some gadgets are simply too complicated (game balance and the ability to rep a gadget may get in the way).

Note that a gadget, when first invented, might not work entirely as the Man of Science might wish, and that several uses of this skill might be required to work out the bugs. Of course, the Man of Science might be satisfied with the results of his invention long before a non-Man of Science would deem it safe.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

Use of this skill does not count against your 1 Active Use Between Events/Info skill use.

#### Gadgets: Manipulate Gadget

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** This skill is to Men of Science what Pick Locks and Disarm Traps are to Rogues. When you come across a gadget, you may attempt to manipulate it, repairing it or otherwise utilizing the gadget's function. It also allows the PCs to read any tags that may be present on an existing gadget.

#### Locks: Pick Locks

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**Character Points:** 15  
**Reset:** Instant  
**Prerequisite:** Roguery Header or Man of Science Header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may attempt to pick a lock. You may also read any tags that may be present on a lock. Appropriate tools are required. Note that special tools are required to pick certain locks.

#### Traps: Disarm Traps

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Rogue of Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may attempt to disarm a trap. You may also read any tags that may be present on a trap.

#### Doctor of Science

---

**Cost:** 10  
**Reset:** Encounter  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** 1 Science  
**Notes:** You may diagnose the trait, "Science." You may also use this skill to cure science, but you need an appropriate prop or props (for example, a stethoscope and a reflex hammer, or syringe prop, or some kind of hand-held medical device that perhaps zaps an individual. Feel free to be creative). You may spend 30 seconds roleplaying curing the patient, and then call, "Cure Science by Science."

#### Experimental Resistance

---

**Cost:** 10  
**Reset:** Event  
**Prerequisite:** Man of Science header  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 3 4 5  
**Skill Points:** None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You are well-used to your experiments going awry, and have prepared for them. You may call "Resist by Science" to any one "by Science" effect, per event per time bought.

#### **Note: Schematics Skills versus Gadget Skills**

Gadget skills allow the Man of Science to use an existing gadget, while Schematics skills allow the Man of Science to actually build the item. It is not required that a Man of Science have both skills. A Man of Science who does not know how to build his own tools is often referred to as a "gadgeteer", which is typically a derogatory term.

## Schematics

### Schematics: Simple Tools

---

**Cost:** 1  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None

**Notes:** You may construct simple tools. These tools represent almost every tool a Man of Science needs to build gadgets. There are four advanced tools utilized by Men of Science (see below). This schematic does not cover the construction of those tools.

**Phys Rep:** These items vary, and players are welcome to use their imagination. Most likely these tools will only ever be used off screen.

### Schematics: Crosshaired Torque Shank

---

**Cost:** 1  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None

**Notes:** You may construct a crosshaired torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A crosshaired torque shank may look like a normal phillips head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

**Phys Rep:** A small phillips head screwdriver. The player may decorate it as appropriate.

**Note:** This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

### Schematics: Tapered Torque Shank

---

**Cost:** 1  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None

**Notes:** You may construct a tapered torque shank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A tapered torque shank may look like a normal flathead head screwdriver, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

**Phys Rep:** A flat head screwdriver. The player may decorate it as appropriate.

**Note:** This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Schematics: Long Handled Force Driver

---

<b>Cost:</b>	1
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science header
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may construct a long handled force driver. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A long handled force driver may look like a normal hammer, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

**Phys Rep:** A small hammer. The player may decorate it as appropriate.

**Note:** This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

#### Schematics: Variable Capacity Grip Crank

---

<b>Cost:</b>	1
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science header
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may construct a variable capacity grip crank. This is one of the four advanced tools used by a Man of Science to manipulate gadgets. A variable capacity grip crank may look like a normal adjustable wrench, but is actually far more advanced, utilizing the harmonics of the character's brain waves to perform its various functions.

**Phys Rep:** A small adjustable wrench. The player may decorate it as appropriate.

**Note:** This skill only allows you to build the specified tool. They do not need this skill to use it. To use any of the four advanced tools, the character is required to have the Manipulate Gadget skill.

#### Schematics: Lightning Bottle

---

<b>Cost:</b>	2
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science header
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may construct a bottle to hold units of zap. A lightning bottle is used to collect or hold units of zap, where zap is represented using marbles (that we will provide).

There are two types of bottles, and this schematic details the construction of both. The first bottle is connected to a lightning rod, and is used to collect zap, or units of bottled lightning. The second type of bottle carries a character's collection of bottled lightning.

**Phys Rep:** The smaller lightning bottles should be large enough to hold two marbles and a tag (just in case). The bottle should be sealable, so that the marbles do not fall out if the container is jostled. The second bottle can be as large or as small as he likes. Obviously the larger the bottle the more zap the bottle can hold, so a bottle able to contain about a dozen of the electrified beads is fine.

#### Schematics: Lightning Rod

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science header
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You may construct a lightning rod.

**Phys Rep:** A basic lightning rod may be fashioned from a stick around three feet tall, with a basket or bottle at the top that can hold the captured lightning and any associated tags.

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#### Schematics: Magnetic Attractor

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**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a device to attract lightning elementals.

**Phys Rep:** This device can be anything, but should be expendable, in that it is typically tossed away for the elemental to chase and collect. The device will be returned (out of game) at the end of the event (or earlier, if it can be arranged).

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#### Schematic: Chemical Bow

---

**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a chemical bow.

**Phys Rep:** Chemical Bows are represented by NERF guns that have been painted to remove all trace of the neon yellow or green. They should instead be painted in tones reminiscent of wood or metal. The rep should be a pistol or rifle, and should be a single shot weapon or used as a single shot weapon. The weapon should have a receptacle in which to place zap, and, like lightning bottles the receptacle should be able to be closed and sealed so that any contained zap does not fall out as the weapon is jostled. Additional schematics and skills might modify the weapon in other ways.

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#### Schematic: Overcharger (Overcharge Bottle)

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**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Schematic: Chemical Bow  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct an overcharger to be added to a chemical bow.

**Phys Rep:** Overchargers are added to chemical bows so that the weapon may fire larger amounts of damage in a single shot. The item is represented by using a "bottle" large enough to hold two marbles instead of the normal one. Normal shots can be fired from the overcharge bottle -- the weapon does not need to have two bottles.

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#### Schematic: Freezer Coil

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**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Schematic: Chemical Bow  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a freezer coil, which can be added to different types of items to convert lightning into ice.

**Phys Rep:** A freezer coil is represented by a large spring which is attached to the side of the item being modified.

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### Part Two: Skills

#### Schematic: Protective Clothing

---

**Cost:** 2  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a suit of protective clothing, a heavy sort of garb worn by Men of Science to protect them when their tinkering goes awry.

**Phys Rep:** Protective Clothing is the equivalent of light armor. With that in mind, it can be anything, so long as it is decorated in such a way to distinguish it from normal armor.

#### Schematic: Powered Clothing

---

**Cost:** 2  
**Reset:** Instant  
**Prerequisite:** Schematic: Powered Clothing  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a suit of powered clothing, a heavier sort of garb worn by Men of Science to protect them when their tinkering goes really awry.

**Phys Rep:** Protective Clothing is the equivalent of medium armor, although due to the Man of Science's way of building things, it typically looks a lot more bulky. It must be distinguishable from normal armor.

#### Schematic: Grounding Boots

---

**Cost:** 2  
**Reset:** Instant  
**Prerequisite:** Schematic: Protective Clothing  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a pair of Grounding Boots, which can protect a character from attacks by lightning.

**Phys Rep:** Grounding Boots may be any kind of decorated footwear.

#### Schematic: Glow Torch

---

**Cost:** 1  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a glow torch.

**Phys Rep:** A glow torch can be represented using a diffused flashlight.

**Note:** Glow torches do not require any skill to use, and can be used by any character.

#### Schematic: Chemical Bandage

---

**Cost:** 3  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a Chemical bandage, which can be prepared and later used to heal an injured character

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Phys Rep:** A chemical bandage can be represented using any non-dangerous plastic syringe.

#### Schematic: ReLifer Box

---

**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Schematic: Chemical Bandage  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a ReLifer Box, which can be used on a target who has bled out, but has yet to depart, in an attempt to shock that person back to life.

**Phys Rep:** Second to the Chemical Bow, the ReLifer box is the most complex of the gadgets utilized by the Men of Science. It must weigh at least five pounds, with holes in the surface to fit three Chemical Bandages. There must be a bottle to hold a single zap. Cables or cords must extend from it, and these should have some way to connect to the dead target.

#### Schematic: Wave Lock

---

**Cost:** 4  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a Wave Lock - that is, a lock that can only be opened by the Man of Science who built it, by utilizing the pattern of his own brain waves.

**Phys Rep:** At the heart of the design should be a combination lock (though it should be disguised at least by putting the lock inside a box of some sort). The only way through the lock is to know (or discover) the combination. A tag will be attached to the front of the Wave Lock stating that those using a Brain Wave Attunement Box may open the tag. Opening the tag should reveal the first two digits of the three digit combination. Remember that no lock should ever really be used to seal shut a container or door, but should be beside the real opening mechanism.

#### Schematic: Brain Wave Attunement Box

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a Brain Wave Attunement Box - that is, box that allows a Man of Science to attune his Brain Waves to the Brain Waves of a Wave lock, thereby allowing him to attempt to open it.

**Phys Rep:** This should be a box, container, or hand-held device that has attachments that can be put onto a Wave Lock, and attachments that attach to the Man of Science's head.

#### Schematic: Crystal Power Grid

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Man of Science header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may design and build a Crystal Power Grid, which in turn is used to provide lightning powered lighting and functions to a town or portion of a city.

**Phys Rep:** Outdoor electrical lighting such as Christmas lights, and diffused indoor lights could be used to represent a Crystal Power Grid.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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#### Schematic: Adler's Chemical Stabilizer

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**Cost:** 2  
**Reset:** Instant  
**Prerequisite:** Schematic: Chemical Bandage  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a Adler Chemical Stabilizer, which can be prepared and later used to stabilize up to three unstable targets.

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#### Schematic: The Burgess Phenological Investigator

---

**Cost:** 2  
**Reset:** Instant  
**Prerequisite:** Create Schematic, Diagnose Mental  
**Restriction:** None  
**Skill Points:** None  
**Notes:** This is a Gadget designed by a Doctor of the Asylum, and requires both Man of Science and Sandman. You may construct a gadget to diagnose the attack traits "Imagination", "Dreaming" or "Nightmare".  
**Phys Rep:** This device works best when created in the shape of a helmet or headband. It must be in contact with the target's head in order to function.

---

#### Schematic: The Burgess Phantasm Disrupter

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**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Create Schematic, Schematic: The Burgess Phenological Investigator, Diagnose Mental  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct a gadget that allows one who is wearing it when sleeping to not experience bad dreams. This won't stop Nightmares caused by Terrors, though it may lessen the effect of them. When placed upon the head of a dreamer into whose dream you are going, it may help to deal with nightmares that are intruding into their dreamspace.  
**Phys Rep:** This device must be an obvious attachment to the The Burgess Phenological Investigator. It must be in contact with the target's head in order to function.

---

#### Schematic: The Burgess Phantasm Disrupter Enhancer

---

**Cost:** 5  
**Reset:** Instant  
**Prerequisite:** Create Schematic, Schematic: The Burgess Phantasm Disrupter, Diagnose Mental  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may construct an enhancement onto The Burgess Phantasm Disrupter to specifically disrupt nightmares that match the pattern of the Harrow. This can still be used to disrupt other nightmares as per the original schematic, but this enhancement causes greater effects against nightmares that match this attachment.  
**Phys Rep:** This device must be an obvious attachment to the The Burgess Phantasm Disrupter. It must be in contact with the target's head in order to function.

---

#### Schematic: P.E.T.T.I.N.G. Device

---

**Cost:** 5  
**Reset:** Instant

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Prerequisite:** Man of Science header

**Restriction:** None

**Skill Points:** None

**Notes:** You may construct a Pulse Energy Transference Tactical Initiating Glove..

**Phys Rep:** This gadget should resemble a fancified glove. It should have a receptacle to contain a unit of zap. A typical P.E.T.T.I.N.G. Device will be able to switch between delivering an agony effect and a 3 damage, and so should have a knob that can turn to indicate the desired effect.

---

#### Schematic: Carce's Zap DeChaosificator Mk2

**Cost:** 2

**Reset:** Instant

**Prerequisite:** Schematics: Lightning Rod

**Restriction:** None

**Skill Points:** None

**Notes:** You may construct a belt worn DeChaosificator.

**Phys Rep:** A DeChaosificator is a device that is worn on the belt. It should look like a confusing piece of steampunk-like technology, complete with silver or copper wires and maybe a few vacuum tube looking crystal bits. It should be at least 5 inches wide by 7 inches long.

---

#### Schematic: Chemical B.U.L.L.E.T (Chemical Bow Under Lethalizing Lateral Ejection Turret)

**Cost:** 3

**Reset:** Instant

**Prerequisite:** Schematics: Chemical Bow

**Restriction:** None

**Skill Points:** None

**Notes:** You may construct a chemical B.U.L.L.E.T., which can be added to a chemical bow and used to fire less damaging shots "by weapon"

**Phys Rep:** A Chemical B.U.L.L.E.T. is a tube, or barrel, that is attached to the side of an existing chemical bow.

---

#### Schematic: Chickadee's Lightning Coil

**Cost:** 3

**Reset:** Instant

**Prerequisite:** Man of Science Header

**Restriction:** None

**Skill Points:** None

**Notes:** You may construct a lightning coil, which when struck against objects can damage them "by lightning".

**Phys Rep:** Chickadee's Lightning Coil is a copper/blue coil that is attached to the physical weapon in question. If it is on the striking surface, it must be boffer safe. If it is in the pommel or handle, it may be illuminated or otherwise fancy.

---

#### Schematic: Gottfried's Repellinator (Skunk Spray)

**Cost:** 3

**Reset:** Instant

**Prerequisite:** Man of Science Header

**Restriction:** None

**Skill Points:** None

**Notes:** Allows you to construct a device that uses skunk scent to create a noxious cloud that repels people..

**Phys Rep:** Gottfried's Repellinator must be a box, large container or other type of large hand-held device with a nozzle that makes it clear that you are spraying something. It could also be worn on the belt but with a long tube and nozzle.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Schematic: Featherstone's Splintinator Boots

---

<b>Cost:</b>	3
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science Header
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You may construct a pair of Splintinator Boots
<b>Phys Rep:</b>	Splintinator Boots typically have visible parts that extend up the leg to the thigh, but these parts can be run under the top layer of clothing and therefore remain invisible. The boot itself should have some sort of gadget attachment - it should be clear it represents some sort of gadget.

#### Schematic: Igor's Little Zap Stone

---

<b>Cost:</b>	2
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science Header
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You infuse a small glass bubble or other type of device with a bit of zap, which when thrown will explode to cause a brief zap of pain to the person it strikes.
<b>Phys Rep:</b>	Throwing weapons that are designed to look like glowing glass balls/bubbles, or packets explicitly designed to look as if they are glowing.

#### Schematic: Kline's Lilac Mechanism type-1

---

<b>Cost:</b>	0
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Kline's Zap Restrictor Assembly
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You may construct a zap charged warming coil. This device slowly releases the energy of a single zap to create heat in a small area, like a pocket, pair of cupped hands or wings.
<b>Phys Rep:</b>	a chemical, electric, or reusable hand warmer

#### Schematic: Kline's Zap Restrictor Assembly MK2 (Undercharger)

---

<b>Cost:</b>	2
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Schematic: Overcharger (Overcharge Bottle)
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You may construct an Under Charger to be added to a chemical bow.
<b>Phys Rep:</b>	Underchargers are added to chemical bows so that the weapon may fire many smaller bolts instead of a single larger shot. The item is represented by attaching a wire assembly to the side of an existing chemical bow.

Normal shots may be fired from the undercharge bottle -- the weapon does not need to have two bottles. However, once an undercharger is used, all shots from those zap must be used or lost. In other words, you cannot fire a shot for "2 damage by Lightning", and then fire a shot for "3 Damage by Lightning" unless you first roleplay emptying the bottle and then filling it with a new zap.

#### Schematics: Quinn's Smoker Box

---

<b>Cost:</b>	0
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science header
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You may construct a box that produces a great deal of smoke. This is useful for the subdual of bees, the obfuscation of pathways or the sending of smoke signals, but not much else.

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### Part Two: Skills

**Phys Rep:** This needs to be a box or large container with a nozzle, ideally designed to look as if you are burning something in the container with a nozzle from which smoke comes out.

### Gadgets

#### Gadget: Lightning Rod

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Man of Science header, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave

**Notes:** You know how to use a Lightning Rod to collect units of zap. This device is placed outdoors, a safe distance from any buildings. The more open the area, the more luck the rod will have in collecting lightning. Collecting lightning is a hazardous chore, since while lightning rods typically attract lightning, they also attract unstable charges, and have a nasty habit of attracting lightning elementals. A single lightning collector will typically collect a single unit of zap, but occasionally an overcharge (two zap) is collected.

You should check the lightning rod every few hours. Any tags should be read before the lightning is collected.

#### Gadget: Magnetic Attractor

---

**Cost:** 10  
**Reset:** Instant  
**Prerequisite:** Man of Science header, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave

**Notes:** You know how to use a Magnetic Attractor to attract lightning elementals. You strike the elemental with a packet and states, "Inflict to elemental by magnetic attractor." This does not work if the elemental is engaged in combat or otherwise distracted. The elemental should be drawn to the gadget, and the Man of Science would do best to toss the gadget aside before the elemental reaches him and attempts to take it away. In most cases, the elemental will take the attractor, devour it, and wander off, sated. If the elemental is not attracted to the gadget, then no Brain Waves are spent

#### Gadget: Chemical Bow

---

**Cost:** 15  
**Reset:** Instant  
**Prerequisite:** Man of Science header, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave

**Notes:** You know how to use a chemical bow. You may call "3 damage by lightning" and fire the weapon. The target takes the damage if the bolt hits. Regardless of how long the NERF gun takes to reload out of game, IN game it must take at least ten seconds, during which the character must unload the spent zap, reload the new zap, and reload a new bolt. Take your time with this – it's a flavor thing. Also, even if the NERF weapon is capable of carrying many shots out of game, a chemical bow cannot carry more than one shot at a time in game. You may keep the weapon loaded full of darts, but you must at least roleplay reloading between each shot.

#### Gadget: Overcharge

---

**Cost:** 15  
**Reset:** Twilight  
**Prerequisite:** Gadget: Chemical Bow, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** None

**Notes:** You know how to fire a great shot from a chemical bow. You may call "5 damage by lightning" and fire the NERF gun. The target takes the damage if the bolt hits. An overcharge takes no more time to reload than a regular shot.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Gadget: Freezer Coil

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Man of Science header, Manipulate Gadgets
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** The skill used is determined by what you attach the Freezer Coil to. Typically the item is a chemical bow, in which case the damage is called “by ice” instead of “by lightning”. Freezer coils are used to make cold boxes, which have no in game effect, and so cost no Brain Waves when used. When attached to armor (Protective or Powered Clothing), a Freezer Coil grants a Resist vs. Fire as a twilight ability.

#### Gadget: Protective Clothing

---

<b>Cost:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Man of Science header, Manipulate Gadgets
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may wear Protective Clothing, which grants the equivalent of 1 point of armor. Protective clothing, when damaged, requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of roleplay each – and master forges do not affect the Man of Sciences time to repair).

#### Gadget: Powered Clothing

---

<b>Cost:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Gadget: Protective Clothing, Manipulate Gadgets
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may wear Powered Clothing, which grants the equivalent of 2 points of armor. Powered clothing also requires both the skill of a blacksmith and a Man of Science to be repaired (two minutes of roleplay each – and master forges do not affect the Man of Sciences time to repair.)

#### Gadget: Grounding Boots

---

<b>Cost:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Schematic: Protective Clothing, Manipulate Gadgets
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** You may wear Grounding Boots, which grant the Man of Science a Resist vs. Lightning with the expenditure of one Brain Wave.

#### Gadget: Chemical Bandage

---

<b>Cost:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Man of Science header, Manipulate Gadgets
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

**Notes:** With a chemical bandage, you draw a bit of life essence (points of body, not armor) from a willing target (or at least one who cannot resist), and can later use that life essence to heal another target. You draw life essence from a target using the syringe, stating, “Agony and 2 Damage by Science.” You expend a Brain Wave and create a Chemical Bandage. You may use that Chemical Bandage on a second target, stating, “Agony and Heal 1 by Science.” The act of drawing the life essence and converting it into the gadget costs a Brain Wave. Using the bandage to heal the second target does not.

A Man of Science may only carry five Chemical bandages at a time.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Gadget: ReLifer Box

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**Cost:** 30,60,90

**Reset:** Event

**Prerequisite:** Gadget: Chemical Bandage, Manipulate Gadgets

**Restriction:** None

**Skill Points:** None

**Notes:** ReLifer Boxes are too heavy to carry around, and usually will be left in a cabin or central location in case they are needed. If a target falls and has bled out, you may attempt to revive him using the gadget. You must slide a Chemical bandage into each of the three holes in the box made for that purpose. Loads a charge of zap into the bottle. Finally you must run the cords from the box to the target. Shout (in your best Mad Scientist voice, if you wish!), "Cure Death and Drain by Lightning. By My Voice, Agony by Lightning."

#### Gadget: Wave Lock

---

**Cost:** 25

**Reset:** Instant

**Prerequisite:** Man of Science header, Manipulate Gadgets

**Restriction:** None

**Skill Points:** 1 Brain Wave to seal, none to open

**Notes:** You may seals shut a Wave Lock by focusing your will and spending a Brain Wave. The lock is attuned to the pattern of your Brain Wave, and you can open it without using another Brain Wave. Without the correct Brain Wave, the lock will not open.

#### Gadget: Brain Wave Attunement Box

---

**Cost:** 25

**Reset:** Event

**Prerequisite:** Gadget: Wave Lock, Manipulate Gadgets

**Restriction:** None

**Skill Points:** 1 Brain Wave to activate device

**Notes:** You may use a Brain Wave attunement box to change the attunement of your brain waves to match those of another brain wave pattern, for the purposes of opening a Wave Lock. Using a Brain Wave Attunement box, you must attach it to the device/lock and then attach it to your head. Spend 2 minutes of uninterrupted concentration to attune your brain waves to the box. You may then read the tax for Brain Wave Attunement, and attempt to solve the final combination number. The device must remain attached during this time. Once you remove the device, you are Drained for 1 minute. This cannot be negated by a defense (such as a resist or a purge), but can be Cured (Cure Drain or Cure Science).

#### Gadget: Chemical Stabilizer

---

**Cost:** 5

**Reset:** Instant

**Prerequisite:** Gadget: Chemical Bandages , Manipulate Gadgets

**Restriction:** None

**Skill Points:** None

**Notes:** With a chemical stabilizer, you draw a bit of life essence (points of body, not armor) from a willing target (or at least one who cannot resist), and can later use that life essence to stabilize up to three unstable targets. You draw life essence from a target using the syringe, stating, "Agony and 2 Damage by Science." You expend a Brain Wave and create a Chemical Stabilizer. You may use that Chemical Bandage on up to three different targets, stating, "Stabilize by Science." The act of drawing the life essence and converting it into the gadget costs a Brain Wave. Using the stabilizer to stabilize a target does not.

A Man of Science may only carry a combination of five Chemical Bandages and Chemical Stabilizers at a time.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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#### Gadget: Kline's The Burgess Phenological Investigatonator

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**Cost:** 3  
**Reset:** Encounter  
**Prerequisite:** Diagnose: Mental, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave  
**Notes:** You know how to use a Burgess Phenological Investigatonator to diagnose the attack traits: "Imagination", "Dreaming" or "Nightmare". Spend 1 brain wave to attune to the machine, and for the rest of that encounter you may touch a packet to a target and diagnose "Imagination", "Dreaming" or "Nightmare". You must carry the gadget with you in order to utilize the skill, though you can put it down and pick it up again without having to spend another skill point. Use of the skill ends when you rest for 15 minutes or enter a new encounter.

---

#### Gadget: The Burgess Phantasm Disruptenator

---

**Cost:** 5  
**Reset:** Encounter  
**Prerequisite:** Diagnose Mental, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave  
**Notes:** You know how to use a Burgess Phantasm Disruptenator disrupt nightmares and bad dreams that a dreamer may be experiencing. Spend 1 brain wave to attune to the machine, and place it upon a dreamer's head before going into their dream. You may then, once in that encounter, call "By My Voice, 2 Damage to Terror and Agony to Dream." Use of the skill ends when you rest for 15 minutes or exit the dream. If this is used on someone who is sleeping normally, you may give them this tag:

***The Burgess Phantasm Disruptenator***

*You will have a pleasant night's sleep, free of bad dreams, though you will wake feeling achy. This allows you to resist the effects of a "Darkened Hall" or other effect that causes bad dreams for the night.*

---

#### Gadget: The Burgess Phantasm Disruptenator Enhancinator

---

**Cost:** 10  
**Reset:** Encounter  
**Prerequisite:** Schematic: The Burgess Phantasm Disruptenator Enhancinator, , Gadget: The Burgess Phantasm Disruptenator, Diagnose Mental, Sense Dream, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave  
**Notes:** You know how to use a Burgess Phantasm Disruptenator disrupt not just nightmares and bad dreams that a dreamer may be experiencing, but to specifically target nightmares that match the pattern of the Harrow. Spend 1 brain wave to attune to the machine, and place it upon a dreamer's head before going into their dream. You may then, once in that encounter, call either "By My Voice, 2 Damage to Terror and Agony to Dream" or "By My Voice, 2 Damage and Drain to Harrow by Science" Use of the skill ends when you rest for 15 minutes or exit the dream.

If this is used on someone who is sleeping normally, you may give them this tag:

***The Burgess Phantasm Disruptenator***

*You will have a pleasant night's sleep, free of bad dreams, though you will wake feeling achy. This allows you to resist the effects of a "Darkened Hall" or other effect that causes bad dreams for the night.*

---

#### Gadget: P.E.T.T.I.N.G. Device

---

**Cost:** 10  
**Reset:** Encounter  
**Prerequisite:** Gadget: Chemical Bow, Gadget: Overcharger, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You know how to use a Pulse Energy Transference Tactical Initiating Glove. You may call "3 damage by lightning" and channel a bolt of lightning down a metal weapon, or, if the gadget is equipped with a selector knob you may channel an agony effect down the weapon.

The default setting for the device is the 3 damage. To change that to cause agony instead requires a turn of the knob on the glove, and then a ten second count while the glove self adjusts. After a combat the gadget automatically reselects to the 3 damage effect.

This gadget requires the use of a 1 Brain Wave, expended if the attacker hits, or the attack is negated using an in game skill. To reload the gadget requires ten seconds while roleplaying remove the used zap from the receptacle and putting a fresh zap is put in its place.

---

#### **Gadget: Carce's Zap DeChaosificator Mk2**

**Cost:** 15

**Reset:** Twilight

**Prerequisite:** Gadget: Lightning Rod, Gadget: Chemical Bow, Schematic: Carce's Zap DeChaosificator, Manipulate Gadgets

**Restriction:** None

**Skill Points:** 1 Brain Wave per Twilight

**Notes:** You know how to use a Carce's Zap DeChaosificator. When placing the DeChaosificator on your belt, you must spend one Brain Wave, which activates the gadget and keeps it running for up to twelve hours (until the dusk or dawn, when twilight skills reset. This skill point must be spent each twilight, but can be immediately rested back once used (so charge the item, then rest back the skill point after fifteen minutes of rest)

While wearing an active Zap DeChaosificator, you may have two Chemical Bows loaded at the same time, and may fire them one after the other. Each chemical bow must be reloaded separately (taking ten seconds each).

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#### **Gadget: Chemical B.U.L.L.E.T. (Chemical Bow Under Lethalizing Lateral Ejection Turret)**

**Cost:** 10

**Reset:** Twilight

**Prerequisite:** Schematic: Chemical B.U.L.L.E.T., Gadget: Chemical Bow, Manipulate Gadgets

**Restriction:** None

**Skill Points:** None

**Notes:** This gadget may be attached to the side of a chemical bow. It uses the energy of a normal lightning blast from the chemical bow to instead push a rod of metal out of the bow and at the target. This results in an attack that costs the same in brain waves as normal, but that does one less point of damage. Instead of the call being "by lightning" it is "by weapon". Thus, a shot fired from a chemical bow that normally would do "five damage by lightning" would do "four damage". Once the Chemical B.U.L.L.E.T. is attached to a chemical bow, all shots from that bow must be made using the adjusted call. It cannot be turned off. It takes five minutes of role play tinkering to attach or remove the Chemical B.U.L.L.E.T. from a chemical bow.

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#### **Gadget: Chickadee's Lightning Coil**

**Cost:** 10

**Reset:** Encounter

**Prerequisite:** Manipulate Gadgets

**Restriction:** None

**Skill Points:** 1 Brain Wave

**Notes:** You may install Chickadee's Lightning Coil to an item. If that item is a melee weapon, the coil grants a melee strike of "3 damage by lightning" with the expenditure of a Brain Wave. This damage does not stack with normal weapon damage. When attached to armor (Protective or Powered Clothing), a Freezer Coil can cause "3 damage by lightning to self" as a twilight ability. (But really, why would you want to?)

If destroyed, repair of the weapon requires both a Man of Science with Manipulate Gadgets and a weapon smith to repair.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### **Gadget: Gottfried's Repellinator (Skunk Spray)**

---

**Cost:** 15  
**Reset:** Encounter  
**Prerequisite:** Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave  
**Notes:** You must have the skill Manipulate Gadget to use this device. You must hold this device in hand and point it at your intended target. The first time you use this device, it will not work as expected. Call "Ambient By My Voice, Agony and Disengage by Science and Odor." You may then spend 10 seconds recalibrating the device and use it again. At which time, you may then point the device at the target and call "By My Gesture, Repel by Odor." If you haven't used the device in a twilight period, it will not work as intended on the next use again.

If you find skunk spray/scent components, you may use those once per twilight to use this device without spending 1 Brain Wave.

#### **Gadget: Featherstone's Splintinator Boots**

---

**Cost:** 15  
**Reset:** Twilight  
**Prerequisite:** Schematic: Featherstone's Splintinator Boots, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You know how to use pair of Splintinator Boots. Once per twilight, you may take the effect of a maimed leg or root, then spend 1 Brain Wave and call "Purge Maimed Leg." This does not truly fix your maimed leg, but rather prevents you from collapsing due to it. You should still roleplay that your leg is broken, though this roleplay will not impede your skill use. You should have someone eventually fix your leg; if you remove the boot before you leg is Cured of the Maim, you will then suffer a maim to that leg.

#### **Gadget: Igor's Little Zap Stone**

---

**Cost:** 10  
**Reset:** Encounter  
**Prerequisite:** Igor's Little Zap Stone, Manipulate Gadgets  
**Restriction:** None  
**Skill Points:** 1 Brain Wave  
**Notes:** You may use a "Igor's Little Zap stone" to throw a small burst of illumination. Throw a thrown weapon or packet and call: "Agony by Lightning"

#### **Gadget: Kline's Lilac Mechanism type-1**

---

**Cost:** 0  
**Reset:** Instant  
**Prerequisite:** Schematic: Kline's Lilac Mechanism type-1  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may use a Kline's Lilac Mechanism type 1 (ie, you may use any hand warmer or other warming device)

#### **Gadget: Kline's Zap Restrictor Assembly MK2 (Undercharger)**

---

**Cost:** 10  
**Reset:** Twilight  
**Prerequisite:** Gadget: Overcharge, Manipulate Gadgets  
**Restriction:** None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Skill Points:** None

**Notes:** You know how to use an UnderCharger to fire many smaller shots from your chemical bow instead of one great shot. This requires the bow to first be fitted with an Overcharger, and second fitted with the Kline's Zap Restrictor.

Roleplay placing two zap in the OverCharger (as you do not require zap to use the purchased skill; it is presumed you have enough zap for any skill purchased). You may then fire 3 shots, calling "2 Damage by Lightning" with each shot. Your reload time restricts the speed at which you may fire, and may still not be quicker than 10 seconds between shots.

#### **Gadget: Quinn's Smoker Box**

---

**Cost:** 0

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** 1 Brain Wave

**Notes:** You know how to use a smoker box to create a thick cloud of smoke. This is useful for the subdual of bees, the obfuscation of pathways or the sending of smoke signals, but not much else. You may use it to point at a bee, spend a point of Brain Wave, and call "By My Gesture, Repel to Bee" or to turn in a circle and call "By My Voice, Repel to Bee." If you are in a confined space, or the bees are in a confined space, you may set this up to do a larger effect. Place the device in the room and call "Imbue to Science." After 5 minutes of uninterrupted use, you may call "In this Room Short Paralyze and Drain to Bee." You may only use the "Room" effect once per twilight and it does cost a Brain Wave to activate.

#### **Trivial Schematics**

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Many gadgets have no effect on game play, but still do exist. These cost nothing for a Man of Science to learn, and require no skill for the Man of Science to use. The only restriction in the use of these items is that they must be decorated or designed to look in game.

- **Cold Box** -- This is a freezer or cooler. Camp restrictions may preclude the use of these items, but in case they do not, the gadget is listed here. The Prerequisite is Gadget: Freezer Coil.
- **Extendable Arm** -- This gadget extends the reach of the character's arm. It is, essentially, one of those toy arms that add two or so feet to a person's reach.
- **Eye Glasses** -- Prescription eyeglasses have to come from somewhere.
- **Harmonics Box** -- This is a music player, designed by Men of Science and filled with the latest hits by the bards in Briardown.
- **Telescope**
- **Wall Clock**
- **Wristwatch**

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 11.10 Bards

“Where words fail, music speaks.”  
~Hans Christian Andersen

#### Outlook

Bards are wanderers and collectors of tales. Because they seek those who adventure, they often become adventurers themselves. Because it is unseemly to brag, they tend to downplay their own involvement, giving credit to others, even when that credit isn't due. Bards are generally charismatic, and are often welcomed wherever they go. And where they are not welcomed, a few verses of song or strums of an instrument will open the door.

Like the Priests of the Word, bards collect news from around the world. But bards differ from priests in that, while priests place value in the truth, bards place more value in a well received tale. It is more important to get across the point than to get across every last exacting detail. Sometimes inspiring people and helping them to do good is, in their minds, the right thing to do. It is important to note, though, that bards are not liars. They are entertainers. A common illustration is of a bard and a priest standing side by side with a trove of discovered book, dividing the volumes evenly like loot, with the bard collecting the words of fiction and the priest collecting the words of fact.

Not all bards are true entertainers - and bards can be singers or storytellers, writers of poetry or dancers - but are also skilled courtiers, versed in the arts of intrigue and social gatherings.

The greatest of Bards are Troubadours, those whose magic is truly infused, it is said, with a hint of Fairy Magic. Troubadours are a Heroic Header that can be found in the course of play.

**A note on Audience trait:** Bards are often able, through their performance - whether it be singing, playing an instrument, reciting poetry, telling a tale, giving an inspiring speech, or other means - to affect those who hear them with both beneficial and harmful effects. When a bard is able to perform for an audience who is paying close attention, the Bard can inspire those listeners to become his personal Audience - in doing so, the Bard grants that Audience a particular trait that is unique to the Bard for an encounter. This gives the Bard the ability to cast beneficial magic upon his Audience without also doing so to the enemy his audience may be fighting.

Audience Traits must be given to Plot in advance of the event that the Bard intends to use it, and must be approved by plot. If no trait is approved, the Bard may choose to use the trait, Audience, by default. NPCs, unless working with the PCs, will not use this trait, so PC Bards need not worry about choosing this default trait and having abilities cast to Audience affect enemy NPCs.

More than one Bard may combine their abilities to create a mutual Audience. In this case, the Bards may choose to use the trait of "Audience," use one of the Traits one of the Bards already uses (and has Plot Approval for), or they may choose a new Trait (which must have been approved by Plot prior to the Event).

This Audience Trait will remain until a rest action (fifteen minutes) to refresh encounter skills is taken.

**A note on casting requirements:** Unless specified otherwise, Bards do not need their hands free to cast their spells/use their abilities (so you could play an instrument if desired). They cannot, however, use any abilities that require a Performance or Incant while Silenced, unless the skill explicitly says they can.

#### Bard Skills

##### Skill: Verse

---

**Character Points:** 5,10,15,20

**Reset:** Encounter

**Prerequisite:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 5 6 7

**Skill Points:** None

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

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### Part Two: Skills

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.

#### Resist Inspiration

---

**Character Points:** 5

**Reset:** Twilight

**Prerequisite:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

**Notes:** You know how it's done, and therefore know when it's being done to you. You may call "Resist" to any one attack "by Inspiration", "by Presence" or "by Fear". This skill may be used while unconscious or dead, but not while drained.

#### But Wait!

---

**Character Points:** 15

**Reset:** Encounter

**Prerequisite:** Bard header

**Restriction:** None

**Skill Points:** 1 Verse

**Notes:** You can hold a potential foe at bay for a time with words alone. Gesture at an opponent and call out "By my Gesture, Repel by Presence" and begin talking to the opponent. You can maintain the gesture for as long as you talk to/with the opponent; if you stop talking, or if your conversation ends, you must drop the gesture immediately. You also must drop the gesture and make some final comment to clearly end the conversation before launching any attacks on your opponent, and you cannot advance on your opponent while using this skill. This skill works even on opponents who do not seem to be listening to you or do not understand you; your presence and charisma still have an effect.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

#### Desperate But Wait!

---

**Character Points:** 5

**Reset:** Event

**Prerequisite:** But Wait!

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

**Notes:** In times of desperation, a skilled Bard can draw upon his presence to force an enemy away, even when exhausted. This works exactly as the "But Wait!" skill, except that it costs no Verse to use. It is an event skill, and thus can only be used per time bought as a desperate measure. You can hold a potential foe at bay for a time with words alone. Gesture at an opponent and call out "By my Gesture, Repel by Presence" and begin

## Tales from the Cotting House Player's Guide

### Part Two: Skills

talking to the opponent. You can maintain the gesture for as long as you talk to/with the opponent; if you stop talking, or if your conversation ends, you must drop the gesture immediately. You also must drop the gesture and make some final comment to clearly end the conversation before launching any attacks on your opponent, and you cannot advance on your opponent while using this skill. This skill works even on opponents who do not seem to be listening to you or do not understand you; your presence and charisma still have an effect.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

---

#### Music in the Air

**Character Points:** 0

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** Whether you are a musician or not, you understand something of how the Mists resonate to music. You can attune a musical focus to the Mists in the place where you dwell such that it fills the air with music to suit your mood. So long as you are present in your cabin, you can use a hidden or disguised music player. You can only play music that uses no obviously out-of-period instruments or musical styles (most symphonic and traditional music is okay); if you are not sure whether music might jar immersion in the game, you can check with staff. You should place the item your character has attuned as a musical focus on display in your cabin near where the music player is hidden, so that anyone setting up music can pretend to be attuning the focus. A musical focus can be anything that can produce music or a tone, from an instrument to a bell, or a crystal or set of crystals. Others can use your musical focus, but you have the final say and control. However, it is not impossible that some plot effects or characters may cause your musical focus to behave in unexpected ways.

Men of Science are able to build a music box that Bards can attune to their musical focus. If a Bard has this Musical Box, he can enable it to play his musical focus even when he is not present in the room.

---

#### In Song & Story

**Character Points:** 10

**Reset:** Between events

**Prerequisite:** Bard Header

**Restriction:** None

**Skill Points:** None

**Notes:** This is a bardic info skill. You are well versed in the stories, songs, legends, folklore, poetry, and oral traditions of The Written World, and what you don't already know, you can find out from your fellow bards. In Tales, this skill can only be used passively. You will receive plot-chosen snippets of stories & the like 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.)

---

#### Gossip & Influence

**Character Points:** 10

**Reset:** Between Event

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** Bards have a wide network of social contacts, and their business is both the spreading of information and the hearing of gossip, whether in the great families of the House Courts and high-end establishments or on the streets, bars, and less savory places of society. These connections also give the Bard some degree of influence, that they can sometimes use to their advantage in small ways. This is a Between Events action skill, and you may use it in one of three ways, two actively or one passively:

\* **GOSSIP:** You can spread and disseminate rumors, stories, or anecdotes — true or false, slanderous or laudatory. In your PEL after each event, you can tell staff one thing you would like to “put out” and spread around.

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### Part Two: Skills

But beware — there is no guarantee that all who hear your rumor will believe it, and it is likely that any interested parties can trace it back to its source.

Note: You **MUST** submit your use for this skill by the PEL deadline of two weeks after the event in order for it to have an effect. The effect may not always be immediately obvious, but it is guaranteed to have some appropriate effect. This is an Active between-events skill use.

\* **INFLUENCE:** You can attempt to exert some influence, in the following ways.

\* To smooth over a possible insult, offense, or misunderstanding (caused by you or a friend)

\* To try to arrange an invitation for you or a friend to a certain event, gathering, or social group. This is not the Invitation skill. You cannot use this as an attempt to invite someone to Cottington Woods, or to arrange a meeting with an individual. This is intended to be, for example, a means to ensure you get invited to the King's Ball.

\* To attempt to arrange an introduction for a friend. Note that it must be reasonable for your character to arrange this introduction.

\* To spread the word about and raise the perceived status of a social event you or a friend are hosting

\* To attempt to encourage/invite/attract appropriate suitors for your hand or that of a friend, or affect the chances of a given possible match.

\* To influence the arts and/or what is perceived as “fashionable” (You cannot use this to spread rumors, info or tales, but if using Gossip or other such skill, you can use this to increase the effect of Influence.)

\* You can at times use this to attempt the influence the general opinion or viewpoint of groups of individuals within the Woods or where you are living. Note that this is *general* - you could, for example, try to use this to increase hostilities towards wolves, but would be unlikely in succeeding to use this to make the Woodslander turn against the king. This use is more difficult, and may not always work as expected.

**There is no guarantee whatsoever that your attempt will be successful, and it may even backfire if you reach too far or push too hard.** In your PEL, you should provide as much detail as possible on how you hope to achieve this effect (what contacts you will be using, where you are focusing your attempts, how subtle you are trying to be, etc). The more modest and detailed your proposal is (and the more cool, interesting, and likely to bring results that will be fun for everyone), the likelier it is to work. While we generally appreciate creativity in the campaign, you cannot use this skill in ways other than the ones described above — it is not all-purpose influence. Your skill will have some degree of effect, though it may not get you the result you were hoping for, and is unlikely to go over poorly unless you make a clear gaffe. You may not see immediate results of your efforts, but we will do our best to show you any results as soon as it makes sense for them to occur in game.

\* **HEAR RUMORS:** If used passively, Plot will provide relevant rumors or gossip in your check-in folder that you may hear on the streets, in the Woods, or in the Courts.

On rare occasion, this skill may have an effect during an event.

If no active use is submitted by the deadline, we will assume that you wish to submit the skill passively and provide rumors at the start of game.

Characters with this skill who use it passively 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 or the Hear Rumors skill.

#### Invitation

---

**Character Points:** 10

**Reset:** Between events

**Prerequisite:** Bard header

**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.

## Tales from the Cotting House Player's Guide

### 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 Faraway, 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.

#### Soliloquy

---

**Character Points:** 5  
**Reset:** Instant  
**Prerequisite:** Bard header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** When at 0 Hit Points, Unstable, or struck with a Death Effect, you may remain conscious for up to 10 seconds to deliver one last final line before falling back unconscious or dying. You cannot do anything other than speak in a quiet voice. This skill cannot be used when Stunned, Paralyzed, or otherwise incapacitated.

#### Bringing Music to the Hearth

---

**Character Points:** 10  
**Reset:** Twilight  
**Prerequisite:** Bard header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** If you give a performance of some kind (singing, playing music, telling a story, giving an inspiring speech, reading poetry, etc.) that lasts at least three minutes where a Hearth Witch has established a Hearth, you may choose to call out one of the following if you receive some kind of applause or positive acknowledgement of your performance:  
"To the Room, Grant 1 Protection by Inspiration"  
"To the Room, Grant Defense Shield Fear by Inspiration"  
"To the Room, Expose Illusion by Inspiration"  
"To the Room, Cure <<Mental Trait>> by Inspiration" (where Mental Trait is any Mental trait defined in Core rules, such as: Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Trance, Will. You may also use this to cure Imagination or Illusion.)

#### Audience

---

**Character Points:** 15  
**Reset:** Encounter  
**Prerequisite:** Bard header  
**Restriction:**  
**Skill Points:** 1 Verse  
**Notes:** When a bard is able to perform for an audience who is paying close attention, the Bard can inspire those listeners to become his personal Audience - in doing so, the Bard grants that Audience a particular trait that is unique to the Bard for an encounter. This gives the Bard the ability to cast beneficial magic upon his Audience without also doing so to the enemy his audience may be fighting.

## Tales from the Cotting House Player's Guide

### Part Two: Skills

Spend 60+ seconds performing and/or inspiring, then touch up to six individuals who were listening or watching the performance with a packet and call, "Encounter Imbue <<Audience Trait>> Trait by Inspiration." You also gain this Trait. This Audience Trait will remain until a rest action to refresh encounter skills is taken.

The trait name must be approved in advance by plot. The trait "Audience" may be used. Note that NPC bards, unless working with PC bards, will not use the "Audience" trait (so enemies will not be able to benefit from abilities cast to this trait).

#### Greater Audience

---

**Character Points:** 10

**Reset:** Twilight

**Prerequisite:** Audience

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

**Notes:** As the Audience skill, but you may combine your performance with one or more other Bards to create a larger circle. You both must possess this skill, and both must expend a point of verse and participate in the performance. You cannot use this skill as a solo performance. At the end of the performance, call, "By my voice, Encounter Imbue <<Audience Trait>> Trait by Inspiration." The cooperating bards must agree on the trait name used, and each also gains the trait. This Audience Trait will remain until a rest action to refresh encounter skills is taken.

The trait name must be approved in advance by plot. The trait "Audience" may be used. Note that NPC bards, unless working with PC bards, will not use the "Audience" trait (so enemies will not be able to benefit from abilities cast to this trait).

NOTE: Anyone who hears this call will gain the trait. Be careful in using this in situations where your enemy may hear you, as they too will become part of your audience.

#### Inspiring Performance

---

**Character Points:** 10

**Reset:** Twilight

**Prerequisite:** Bard header

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

**Notes:** Your music has the power to inspire others, though at some cost to yourself. Spend thirty seconds giving an inspiring performance or speech to an individual. At the end of which, touch them with a packet and call, "Refresh 1 Skill Point by Inspiration and Short Agony to Self" where Skill point is one of Endurance/Craft/Magic/Imagination/etc. You must take the effect of the Agony, and cannot use a Resist, Shield, or other effect against it, but it can be Purged or Cured after taking it.

You cannot use this skill on yourself.

#### Greater Inspiring Performance

---

**Character Points:** 15

**Reset:** Event

**Prerequisite:** Inspiring Performance

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 1 2

**Skill Points:** None

**Notes:** Your music can give inspiration to those who are in your audience, though the cost to you is dear. Spend 10 seconds giving an inspiring performance or speech, at the end of which, call, "By my voice,

## Tales from the Cotting House Player's Guide

### Part Two: Skills

Refresh 1 Skill Point to <<Audience Trait>> by Inspiration". You then take a Short Drain. You must take the effect of the Drain, and cannot use a Resist, Shield, or other effect against it, but it can be Purged or Cured after taking it.

You also take the effect of the Refresh.

#### Inspired Protection

---

**Character Points:** 10  
**Reset:** Twilight  
**Prerequisite:** Audience  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 5 6 7  
**Skill Points:** None  
**Notes:** Spend 60+ seconds performing and/or inspiring, then call "By My Voice, Grant Extra 1 Protection by Inspiration" or "By My Voice, Grant Extra 2 Protection to <<Audience-Trait>> by Inspiration"

#### Inspired Courage

---

**Character Points:** 10  
**Reset:** Twilight  
**Prerequisite:** Audience  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 5 6 7  
**Skill Points:** None  
**Notes:** Spend 60+ seconds performing and/or inspiring, then call out "By My Voice, Grant Extra Defense Resist Fear by Inspiration." You may choose to add "to <<Audience-Trait>>" to the call.

#### Inspired Healing

---

**Character Points:** 10  
**Reset:** Twilight  
**Prerequisite:** Audience  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 5  
**Skill Points:** None  
**Notes:** Spend 20+ seconds performing and/or inspiring, then call out "By My Voice, Heal 1 to <<Audience-Trait>> by Inspiration."  
    You may instead choose to spend 30+ seconds performing and call out, "By My Voice, Heal 1 by Inspiration."

#### Inspired Cure Will

---

**Character Points:** 15  
**Reset:** Twilight  
**Prerequisite:** Audience  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** Spend 20+ seconds performing and/or inspiring, then call out "By My Voice, Cure Will to <<Audience-Trait>> by Inspiration"  
    You may instead choose to spend 30+ seconds performing and call out, "By My Voice, Cure Will by Inspiration."

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Song of Lifekeeping

---

**Character Points:** 10

**Reset:** Twilight

**Prerequisite:** Stabilizing Song

**Restriction:** None

**Skill Points:** None

**Notes:** You can so enchant the spirit of the dead with your singing that their spirit will choose to remain with their body rather than departing. Touch a packet to the target and call "Imbue by Life Keeping" or, if they are unreachable, call "By Your Name, <NAME>, Imbue by Life Keeping." You must then sing, recite poetry, tell a tale, play an instrument, or otherwise entertain the one who has died. You must remain within sight of the individual you are lifekeeping, though you may be across the room, or even outside the area looking in, as long as you can still see them. So long as you keep entertaining them, their 5-minute death count will stop wherever it left off. You may hold a spirit this way for as long as you keep entertaining, or until an hour has passed.

#### Invoke Fear

---

**Character Points:** 15

**Reset:** Twilight

**Prerequisite:** Bard header

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

**Notes:** Spend 20 seconds performing and/or inspiring, then call "By My Voice, Agony by Fear". You do not take this effect.

#### Invoke Harm

---

**Character Points:** 15

**Reset:** Event

**Prerequisite:** Bard header

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

**Notes:** Spend 30 seconds performing and/or inspiring, then call "By My Voice, 2 Damage by Fear". You do not take this effect.

#### Invoke Frenzy

---

**Character Points:** 15

**Reset:** Event

**Prerequisite:** Bard header

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** Spend 30 seconds performing and/or inspiring, then call "By My Voice, Short Frenzy by Fear". You do not take this effect.

#### Courageous Song

---

**Character Points:** 15

**Reset:** Encounter

**Prerequisite:** Bard header

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Restriction:** None  
**Skill Points:** 1 verse  
**Notes:** Spend 20+ seconds performing and/or inspiring, then call "By My Voice, Cure Fear by Inspiration" or "By My Voice, Cure Fear by Inspiration to <<Audience Trait>>"

#### Stabilizing Song

---

**Character Points:** 15  
**Reset:** Encounter  
**Prerequisite:** Bard header  
**Restriction:** none  
**Skill Points:** 1 verse  
**Notes:** Spend 10+ seconds performing and/or inspiring, then call "By My Voice, Stabilize by Inspiration" or "By My Voice, Stabilize by Inspiration to <<Audience Trait>>"

#### Song of Peace

---

**Character Points:** 10  
**Reset:** Twilight  
**Prerequisite:** Bard header  
**Restriction:** None  
**Skill Points:** None  
**Notes:** Spend 10+ seconds performing and/or inspiring, then call "By My Voice, Cure Frenzy by Inspiration" You may choose to use "to <<Audience-Trait>>" if desired.

#### Song of Hope

---

**Character Points:** 10  
**Reset:** Encounter  
**Prerequisite:** Bard header  
**Restriction:** none  
**Skill Points:** 1 verse  
**Notes:** Spend 20+ seconds performing and/or inspiring, then call "By My Voice, Cure Despair by Inspiration." You may choose to use "to <Audience-Trait>" if desired.

#### Chord of Pain

---

**Character Points:** 10  
**Reset:** Encounter  
**Prerequisite:** Bard header  
**Restriction:** None  
**Skill Points:** 1 verse  
**Notes:** Say an incant of 10+ syllables, then throw a packet and call "Agony by Inspiration"

#### Chord of Weakness

---

**Character Points:** 15  
**Reset:** Encounter  
**Prerequisite:** Chord of Pain  
**Restriction:** None  
**Skill Points:** 1 verse  
**Notes:** Say an incant of 10+ syllables, then throw a packet and call "Weakness by Inspiration"

#### Chord of Silence

---

**Character Points:** 15

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Reset:** Twilight  
**Prerequisite:** Bard header  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** Say an incant of 10+ syllables, then throw a packet and call "Silence by Inspiration"

#### Chord of Anger

---

**Character Points:** 15  
**Reset:** Twilight  
**Prerequisite:** Bard header  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** Your words can drive another to reckless anger. Make a challenging, angry or insulting remark, and then call "By Your Name, <Name>, Fenzy by Will" or "By My Gaze, Frenzy By Will."  
Please make certain any insulting remark is entirely in-game and does not use any language that may be misconstrued as an out of game insult.

#### Chord of Harm

---

**Character Points:** 15  
**Reset:** Encounter  
**Prerequisite:** Bard header  
**Skill Points:** 1 Verse  
**Notes:** Say an incant of 10+ syllables that express despair or lasting harm, then throw a packet and call "2 Damage by Despair."

#### Chord of Restoration

---

**Character Points:** 15  
**Reset:** Encounter  
**Prerequisite:** Bard header  
**Skill Points:** 1 Verse  
**Notes:** Say an incant of 10+ syllables, then throw a packet and call "Cure Silence/Weakness by Inspiration"

#### Chord of Lullaby

---

**Character Points:** 15  
**Reset:** Event  
**Prerequisite:** Chord of Silence  
**Restriction:**  
    **Season:** 1 2 3  
    **Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** Your lullabies can bring any into slumber. Say a relevant incant for 10 seconds, then throw a packet for "Stun by Inspiration."

#### Break Trance

---

**Character Points:** 10  
**Reset:** Encounter  
**Prerequisite:** Bard header  
**Skill Points:** 1 Verse

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Notes:** You are able to free those who in a trance or deeply fascinated with something. Roleplay for 3 seconds to snap them out of it, and then touch a packet to the recipient and call "Cure Trance/Fascination by Inspiration."

#### Entrancing Song

---

**Character Points:** 15

**Reset:** Event

**Prerequisite:** But Wait!

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** 1 Verse

**Notes:** Talk, perform, sing, etc. at a target while pointing at them and say "By My Gesture, Root by Fascination." As long as you remain talking/performing and maintain the gesture, the target will remain rooted. You cannot maintain this gesture for more than five minutes at a time, though if you have more than one casting of this spell, you may immediately attempt to use a second casting when the first expires.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses or to begin a deathstrike (once the deathstrike is begun, this skill must end).

You may also choose to say an incant of 10+ syllables and throw a packet for "Root by Trance."

#### Siren Song

---

**Character Points:** 20

**Reset:** Event

**Prerequisite:** Entrancing Song

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** 1 Verse

**Notes:** Talk, perform, sing, etc. at a target while pointing at them and say "By My Gesture, Paralyze by Fascination." As long as you remain talking/performing and maintain the gesture, the target will remain paralyzed. You must drop the gesture if your target takes (or begins to take) any harmful effect (including a deathstrike). You cannot maintain this gesture for more than five minutes at a time, though if you have more than one casting you may immediately attempt to use a second casting when the first expires.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses or to begin a deathstrike (once the deathstrike is begun, this skill must end).

You may also choose to say an incant of 10+ syllables and throw a packet for "Paralyze by Trance."

#### Note of Silence

---

**Character Points:** 15

**Reset:** Event

**Prerequisite:** Chord of Silence

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

**Notes:** Gesture at an opponent and call "By My Gesture, Silence by Presence." The opponent remains silenced as long as you maintain the gesture. You must drop the gesture after approximately five minutes, as the magic cannot be maintained for longer than that time.

You may have two of these skills active at one time (one for each hand), but otherwise cannot use other skills while this active, except to call defenses.

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 11.11 Racial and Cultural Skills

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

*~ Jawaharlal Nehru*

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

*~ Marcus Garvey*

#### Cultural Skills

##### Skilled With a Knife (Clublander)

---

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

##### Stubborn (Clublander)

---

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

##### Wealthy (Diamondlander)

---

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

##### Hard-Hearted (Diamondlander)

---

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

##### Inspired Heart (Heartlander)

---

<b>Character Points:</b>	10
<b>Reset:</b>	Event

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### Part Two: Skills

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

---

#### Value in Friendship (Heartlander)

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

---

#### Knowledgeable (Spadelander)

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

---

#### Fortune Favors the Spades (Spadelander)

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

---

#### City Gossip (Faraway)

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### House Culture (Faraway)

---

**Character Points:** Varies

**Reset:** Instant

**Prerequisite:** Human, Faraway

**Restriction:** None

**Skill Points:** None

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

#### Woodland Affinity (Woodlander)

---

**Character Points:** Free

**Reset:** Instant

**Prerequisite:** Human, Woodlander

**Restriction:** None

**Skill Points:** None

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

#### Seeing Through The Glamour (Woodlander)

---

**Character Points:** 10

**Reset:** Event

**Prerequisite:** Human, Woodlander

**Restriction:** None

**Skill Points:** None

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

#### Free People (Wanderkin)

---

**Character Points** 10

**Reset:** Event

**Prerequisite:** Human, Wanderkin

**Restriction:** None

**Skill Points:** None

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

#### Fortune-telling (Wanderkin)

---

**Character Points:** 15

**Reset:** Event

**Prerequisite:** Human, Wanderkin

**Restriction:** None

**Skill Points:** None

# Tales from the Cotting House Player's Guide

## Part Two: Skills

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

### Old Blood (Wanderkin)

---

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

## Racial Skills

### Human Skills

#### Human Resist Madness

---

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

### Brer Skills

#### Speak with a Specific Animal Type

---

**Character Points:** Free  
**Reset:** Instant  
**Prerequisite:** Brer only  
**Restriction:** None  
**Skill Points:** None  
**Notes:** You may speak with animals of your own type. Thus, if you are a sheep, you may speak with other sheep, but not with a wolf. Keep in mind that many brer can speak the language of men. You may touch or throw a packet and call at no skill cost, "Speak to <Animal Type>" to an animal of your own type.

#### Clawed: One Claw

---

**Character Points**  
    **General:** 15

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Clawed: Two Claws

---

##### Character Points

<b>General:</b>	15
<b>Warrior:</b>	10
<b>Harrier:</b>	10
<b>Archer:</b>	15
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Clawed: One Claw
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You may fight with two, short sword length claw phys reps.

#### Clawed: Reach

---

##### Character Points

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

### Golem Skills

#### Wear Armor: Golem Light Armor

---

##### Character Points

<b>General:</b>	10
<b>Warrior:</b>	5
<b>Harrier:</b>	10
<b>Archer:</b>	10
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Golem character
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You benefit from 1 point of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action or receive a Refresh/Repair Armor effect. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. As indicated in the racial description for

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golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

#### **Wear Armor: Golem Medium Armor**

---

##### **Character Points**

<b>General:</b>	---
<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	20
<b>Reset:</b>	instant
<b>Prerequisite:</b>	Wear Armor: Golem Light Armor
<b>Restriction:</b>	none
<b>Skill Points:</b>	none
<b>Notes:</b>	You benefit from 2 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action or receive a Refresh/Repair Armor effect. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with medium golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

#### **Wear Armor: Golem Heavy Armor**

---

##### **Character Points**

<b>General:</b>	---
<b>Warrior:</b>	10
<b>Harrier:</b>	15
<b>Archer:</b>	---
<b>Reset:</b>	instant
<b>Prerequisite:</b>	Wear Armor: Golem Medium Armor
<b>Restriction:</b>	none
<b>Skill Points:</b>	none
<b>Notes:</b>	You benefit from 3 points of natural armor. Golem armor is different from normal worn armor, in that it is part of the golem's body. Golem armor cannot be repaired if it is damaged, but it does refresh to full if you are able to use a Rest action or receive a Refresh/Repair Armor effect. Golem armor does not stack with normal armor, and an armored golem cannot benefit from wearing armor. Unlike normal worn armor, you may begin game with heavy golem armor. As indicated in the racial description for golem, golem armor must be represented and recognizable for what it is (bark, ice, dirt, whatever). It must be worn all the time – it is essentially the golem's skin.

#### **Marsh Goblin Skills**

##### **Amphibious**

---

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

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#### Door Magic

---

<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Goblin only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

#### Standing Out

---

<b>Character Points:</b>	25
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Goblin only
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	1 1 1
<b>Skill Points:</b>	None

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

#### Stepping Out

---

<b>Character Points:</b>	20
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Goblin only, Standing Out
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	1 1 1
<b>Skill Points:</b>	None

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

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

#### Disad: Vulnerable to Aging

---

<b>Character Points:</b>	0
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Goblin, Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Wood Elf Skills

##### Bow Affinity

---

<b>Character Points:</b>	Free
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

##### Speak to Animal

---

<b>Character Points:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

##### Speak to Plant

---

<b>Character Points:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

##### Speak to Mineral

---

<b>Character Points:</b>	5
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

##### Seeing Through The Glamour (Elf)

---

<b>Character Points:</b>	10
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

##### Disad: Vulnerable to Aging

---

<b>Character Points:</b>	0
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	Goblin, Elf only
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

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

# Tales from the Cotting House Player's Guide

## Part Three: Adventuring

### 14 Gear

“He who dies with the most toys, wins.”  
~Author Unknown

Following is a list of some of the gear you might find or need to survive adventure in the Written World. These items can only be purchased in game, not brought to game. Geoffrey Hamille is the Cottington town merchant, and he or one of his staff will usually be around. All items may be purchased with in-game coins.

This list is far from complete.

#### **Bottled Lightning**

Men of Science always have a use for these items.

#### **Spell Foci**

There are usually a few magical foci at the shop.

#### **Collectables**

Because one man's trash is another man's treasure, Geoffrey always has a collection of trinkets that have no obvious worth.

#### **Contracts**

Folks are always looking for work. Geoffrey holds many contracts that can be purchased and used to perform some Between Event Reactions.

#### **Feather Dye**

Other than the occasional brer, no one really has a use for these things.

#### **Grapple**

A grapple is a hook that ties to the end of a rope, and is used to anchor the rope. Without a grapple, a rope cannot be secured, and upwards climbing is impossible without the use of climbing colds.

#### **Healer's Bag**

This bag is stocked with every bit of gear designed to make a healer's life easier. A healer with a healer's bag automatically drops 10 seconds from the time it takes to perform first aid from a target. The bag must be replaced or restocked each event.

#### **Healer's Bag Restock**

For slightly less than the cost of a complete healer's bag, the restock replaces just the bits that are missing. Purchasing the restock

#### **Lists**

If you have the Appraisal Skill, this is where you'd go to pick up your list

#### **Plot of Land**

Occasionally, bits of cleared land become vacant and free to purchase. These bits of land will allow some occupations to increase in level without having to spend CP.

#### **Rope**

Lengths of rope can typically be purchased at the market. The length is about twenty feet. Ropes are useful for climbing and for binding prisoners.

#### **Well Fed**

Eating a hearty meal will grant you +1 Body for the duration of the event.

#### **Wire and Pliers**

These are certainly not for making lock picks, because lock picks are illegal.

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### Part Three: Adventuring

#### 15.1 Adventuring Notes: Climbing

"Just a reminder — a guidebook is no substitute for skill, experience, judgment and lots of tension."

—Charlie Fowler

Climbing requires the use Climbing Holds. A rope can be substituted for Holds. For a downward climb, the rope or holds are all that is needed. For an upward climb, a grapple is also necessary. In any case, because a climb requires the rope to be secured at the top (with a grapple or a tight knot), after a downward climb a rope is often lost.

##### How to Climb

Climbing requires that the character have three points of contact on the surface being climbed. That means only one hand or foot may be moved at a time. Securing the contact requires that the character leave the hand or foot in contact with the surface for three seconds before moving again.

Use of the **Climbing Skill** (See Chapter 12. 2) allows you to climb faster. Instead of leaving a hand or foot in contact with the surface for three seconds, the character only has to make contact before moving again.

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### Part Three: Adventuring

#### 15.2 Adventuring Notes: Swimming

The water is your friend. You don't have to fight with water, just share the same spirit as the water, and it will help you move.

- Aleksandr Popov

Swimming is difficult, and progress while swimming is much slower than normal.

##### How to Swim

Swimming is represented using a Slow Walk, which requires that the character take a step, make a three second count, then take another step. Use of the **Swim Skill** (See Chapter 12. 2) allows you to move at a normal WALKING pace. Again, this is not a fast walking pace, just a normal one.

##### Fighting in Water

Fighting in water is also difficult. If you are under water, you may not flurry at all. The small weapon double attack may still be used, with the idea being that the attacker is stabbing and not slicing his target. The use of the Swim skill does not allow for faster combat.

Casting spells and using abilities while in water is very difficult. If the spell requires a verbal incant, it cannot be cast unless the character also has some way of breathing (and speaking while doing so).

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### Part Three: Adventuring

#### 15.3 Adventuring Notes: Locks

"I have six locks on my door all in a row. When I go out, I lock every other one. I figure no matter how long somebody stands there picking the locks, they are always locking three."  
--Elayne Boosler

Expect the use of locks to be slightly more involved in Cottington Woods than in other games you might have played. Rogues should familiarize themselves with the following section.

##### Key Tags

Since locks will never be attached to a box in such a way as to actually keep the box closed (there are many skills to bypass the lock without using a key or picking it), we do not need to have hundreds of keys lying around to match them.

Keys will be represented using small rectangular tags. These tags will have a number on them, and that number, in theory, will match a lock that exists somewhere in the Written World.

##### Lock Tags

Many locks will have associated tags. If no tag is present, go about picking the lock as you normally would. Tags will typically indicate important information, so if a tag is present, be careful to read it. If the tag obstructs the lock, feel free to move it, but be aware that others rogues may also need that information. Please, if possible, put it back when you are done.

**Lock Number:** If the number on the lock matches the number on a key, then the lock can be opened without it having to be picked. If you don't have a matching set, the lock will have to be picked normally.

##### Normal Locks

A normal lock will sometimes have a tag that reads: "Normal Lock", followed by a number. A normal lock can be opened with the proper key. If the proper key does not exist, then the lock can be opened with any normal key, however the normal key will break the lock and be jammed inside.

Expect that most locks in most modules will be normal locks.

##### Normal Key

A normal key will be a tag that reads: "Normal Key", followed by a number. It will also state, "This key will open any normal lock, but will break inside and be useless. Once broken, the key cannot, by any means, be repaired."

Normal keys might be found as treasure, and in rare cases spare keys can be purchased in game. Some normal keys will not have numbers on them, or will be numbered "00000" to indicate that they do not match a lock. These are, effectively, one shot items that the player may feel free to use without worry that the matching lock will later be found.

##### Difficult Lock

A difficult lock will ALWAYS have a tag, indicating that it is a difficult lock and followed by a number. A difficult lock can only be opened using the key that matches it, or by being picked. A key other than the one that matches the lock is unable to fit inside the lock, and cannot be used to force the lock, thus there is no danger of the lock or the key being lost or broken.

##### Difficult Key

A difficult key will only open the lock it was built for.

##### Magical Locks

Extremely uncommon, magical locks will always have a tag. They can only be opened with the matching key. A rogue cannot pick a magical lock with normal picks. Keep in mind that to use any lockpick, the rogue still must actually pick the lock. Unless they have the skill "Pick a Lock" they cannot roleplay the lock open.

##### Lockpicks

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Lockpicks can be used to pick any common or uncommon lock. They cannot pick magical locks. While lockpicks cannot legally be sold in the houselands, the tools and materials to create them are often lying around or can be purchased in game.

#### **Enchanted Lockpicks**

Magical lockpicks can be used to pick any magical or nonmagical lock. The creation of magical lockpicks is against the King's Law. These tools are very illegal and highly sought after. They cannot be purchased openly.

Magical lockpicks will often expire or will have a limited number of uses per event, so rogues often seek to find as many of these valuable tools as they can carry with them.

#### **Enchanted Keys**

An enchanted key can open any lock as if the user had a single use of the skill: Pick a Lock.

#### **Further Complications**

It is possible that distant places will not have locks compatible with keys found in the Houselands. If this is the case, the numbers will not match. It is likewise possible that keys from distant places will not match common locks found in the houselands. Tags will be present to indicate if this is the case, and Out of Game clarifications will be made.

#### **Special Notes**

There are two types of locks that not every rogue is ever equipped to handle. These are magical wards, created by magical ritual, and Wave Locks, created by Men of Science.

First, do not expect to be able to bypass these locks. They are made of different stuff, and you are not expected to be able to handle them.

Second, a good rogue will always find a way. ;-)

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#### 16.1 Glossary of Terms

*"Watch your thoughts, for they become words. Watch your words, for they become actions. Watch your actions, for they become habits. Watch your habits, for they become character. Watch your character, for it becomes your destiny."*  
--Unknown

**Aaron Faraway** The current High King of Faraway and the Households.

**Adept, Sandman** A sandman who specializes in manipulating his own abilities while in the Slumberland.

**Anathema** Home of demonkind. It is a hostile place where nothing of the Written World can survive.

**Archer** A fighting man who specializes in attacking from a distance.

**Architect, Sandman** A Sandman who exerts control over the Slumberland.

**Asylum** A town within the woods, near the Collamoor border. Asylum is a hospital for the mentally unstable and is the headquarters for the Sandmen.

**Barumbi Basin** A region of tropical jungle west of the Dust Lands, separated from it by a great escarpment. The House Lands have several settlements on the north and west edges of the basin, but most of the basin remains unexplored.

**Bracken** A goblin town on the border of UnderMarsh in Cottington Woods. Bracken is at least partially underwater, making travel there difficult for non-goblins.

**Brawler** A fighting man who specializes in fighting bare handed. Usually a precursor to being dead or becoming an unarmed monk.

**Brer** An animal that walks and sometimes talks like a man. Brer, in every other way, are animals.

**Briardown** The capitol of the Heart Lands.

**Canyon Lands** The region east and south of the House Lands, described by a series of great canyons.

**Carroway Fortress** A ruin dating back to the time of the Robber Barons. It is expansive, built over a thousand years by baron after baron.

**Church of the Word** The institution dedicated to the study of the Written World and the works of the First Patron.

**Club Lands** One of the four House Lands in the Kingdom of Faraway. Also known as Collamoor or the House of Clubs.

**Codex** A publication assembled by the Grimm Brotherhood. The codex is part bible, part adventurer's journal.

**Collamoor** See the Club Lands. Also the capitol of the Club Lands.

**Cottington Woods** A fairy enchanted woodland in the upper middle of the four House Lands.

**Craft** The talent that witches have to control the natural world around them.

**Curren, Lord** The first known Robber Baron. Credited with the invention of currency. Lord Curren is believed to have a tomb hidden somewhere in Carroway Fortress.

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**Death** At the end of your life, you die. A person can sometimes die a number of times before true Death claims him. The dead sometimes come back as undead. If not, they will often be drawn to a graveyard.

**Death, True** A person who dies and does not come back. This may occur any time a person dies.

**Demon** A creature from Anathema. Demons are unquestionably evil, and seek to undo the Written World.

**Diamond Lands** One of the four House Lands in the Kingdom of Farraway. Also known as Westall or the House of Diamonds.

**Dust Lands** A vast desert south of the House Lands.

**Elf** A humanlike fairy-esque race native to Greencloud.

**Empath, Sandman** A Sandman who specializes in aiding others to gain control over their own dreams.

**Fairy** A being from the Fairy Lands.

**Fairy Lands** An otherworldly place that is connected to the Written World by the Mists.

**Farraway** The seat of the high King and capitol of the House Lands.

**First Patron** The author of the Written World.

**Frostwroth** The land over the waters to the north. Also the people who live in that land. The Frostwroth remain a constant threat to the people of Collamoor, and by extension to the House Lands.

**Gant** A giant ant, of course.

**Gobaleen Mountains** The range of Mountains northwest of the House Lands.

**Goblin** A humanlike race native to the Gobaleen Mountains. Goblins have green skin and are amphibious, but otherwise appear as humans.

**Golem** A man created through artificial means.

**Graveyard** The place you go when you die, and often, if you do not give up the ghost, the place you come to life again.

**Greencloud** The mysterious land of the elves. No non-elf has ever seen Greencloud.

**Greencloud Mountains** An impassable mountain range that surrounds the elven land.

**Grimm Abbey** Home of the Grimm Brotherhood. Also, the place where the Codex is compiled and published.

**Gypsy (also Wanderkin)** Any of a number of groups originating from the Dust Lands, but without a permanent home, who move about the Written World.

**Halfway** Once a way station for the Red-Castle railway, now the Halfway is an Inn on the south side of Cottington Woods.

**Harrier** A fighting man who strikes hard and fast in combat, often from behind the target and with surprise.

**Healer** One who heals the injured. Also a priest who specializes in healing through the power of Faith.

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**Hearth Witch** A witch who specializes in controlling her environment, especially a home. Hearth Witches are unparalleled healers.

**Heart Lands** One of the four House Lands in the Kingdom of Faraway. Also known as the Heartlands or the House of Hearts.

**Herbalist** A person who studies herbs and their uses, and can create potions using herbs.

**House Down Under** The name assumed by the colonists of Lakupaparoo.

**Houselander** A person native to the Houselands.

**House Lands** The combined area under the control of the House of Clubs, Diamonds, Hearts and Spades.

**House of Cards** The neutral forum used by the four House Land governments. The House of Cards existed from 1500 to 1700.

**Invasion of Dreams** The name given to an attempted invasion by demons of Anathema around two hundred years ago.

**Jack** An agent in service to the King of Faraway.

**Kingdom of Gold** A great kingdom that fell about a thousand years ago. It existed around a series of rivers in the middle of the Dust Lands.

**Laketown** A town in the Spade Lands.

**Lakupaparoo** A land far to the west over the sea, colonized by the Houselands. The colonists have established the House Down Under.

**Lands** The various regions around the Written World. The word land is sometimes used alone and sometimes used as a prefix.

**Example:** House Lands and Houselands are both considered correct.

**Magic** Loopholes in the way the world works. Generally considered by the Priests of the Word to exist between the lines of the First Patron's works.

**Magic** The exceptions to the way things should normally work.

**Magician** One who studies and uses magic.

**Man of Science** One who studies the Laws of Science.

**Midcastle** The capitol of the Diamond Lands.

**Mind Illuminated** An organization of Men of Science responsible for toppling the House of Cards.

**Mists** (in particular the **Fairy Mists, sometimes called the Change Winds**) An often invisible force or phenomena thought to be fairy in nature that causes "odd effects" to occur. Typically this effects the time it takes to travel from place to place, but the mists have been known to effect other things as well.

**Mount OverMarsh** A mountainous ruin north of UnderMarsh in Cottington Woods. Once home to many goblins, Mount Overmarsh is now abandoned.

**Oldwood** The deepest part of Cottington Wood. Not much is known of Oldwood.

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**Paladin** A warrior who fights with the power of Faith. Paladins are very effective when fighting demons or undead.

**Patron** A powerful entity. Patrons write events as they occur around the Written World.

**Point**, also **Silver Point** or **Gold Point** A single unit of currency. Ten silver points equals one gold point. Also, paper money has been issued by the Church of the Word.

**Priest of the Word** a student of the Written World. See also Healer, Paladin, and Scholar.

**Redbridge** A town in the Spade Lands.

**Red-Castle Railway** A series of railways crossing the three southern House Lands.

**Redfeather Canyon** The greatest of the canyons in the Canyon Lands. Also the name of the town that exists in that canyon. Redfeather Canyon is the cultural center of the Canyon Lands.

**Riding Hood** A patroller and warden of the forest. Once an organization backed by the king of Faraway, now the Riding Hoods act on their own. The officers of the Riding Hoods wear red hoods to mark their station.

**Ritualist** A type of magician who specializes in the slow use of magic and the creation of magical items.

**Robber Barons** A term used to define the hundreds of kingdoms that rose and fell across the land from the beginning of recorded history until about 1500.

**Rollinghill** See the Spade Lands.

**Sandman** One who is able to remain lucid while dreaming, and gain control over his dreams.

**Scholar** One who studies. Also, a priest who specializes in collecting, verifying and studying written works.

**Science, the Laws of Science** The rules, rituals and patterns that make sense of the world. Science is out of favor today.

**Skinchanger** A man able to wear the skin of an animal and become that animal. Skinchangers are generally feared.

**Slumberland** The Place of Dreams. The Slumberland, on the surface, are the sum off of every dreamers Dreamscape.

**Spade Lands** One of the four House Lands in the Kingdom of Faraway. Also known as Rollinghill or the House of Spades.

**Taiden Sheh** A kingdom east of the Canyon Lands and Greencloud. Also called the Petal Kingdom.

**Terrors (Night Terrors)** The horrifying fears beneath the Slumberland that seek to consume all dreams

**Thornwall** An elven place in eastern Cottington Woods. Thornwall is on an island, and is as far into the elven land of Greencloud as any non-elf has ever gone.

**Trace** The Capitol of the Spade Lands.

**Troglodyte** A humanoid creature that dwells deep beneath the ground. Troglodytes are also called Troggs.

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### **Part Three: Adventuring**

**Undead** A once living thing that is stuck in an animated or not quite dead state, generally harmful and twisted to pursue some horrible goal.

**UnderMarsh** A boggy wetland in northwest Cottington Woods, just this side of the Gobaleen Mountains.

**Virtue Farraway** The daughter of the current high king.

**Very Bad Bargain** A term used to describe a bargain between Queen Equiline Farraway and a fairy, which resulted in the loss of every horse in the House Lands.

**Warrior** A fighting man who specializes in close combat.

**Westall** See the Diamond Lands.

**Witch** A person who is attuned to the force of nature, and usually is in harmony with his environment. See also Hearthwitch and Woodwitch.

**Word, The** The teachings of the First Patron. The term “word” is synonymous with “Knowledge” or “Truth”.

**Wolf** A type of animal that is common to Cottington Woods. Also, the first written word.

**Woodwitch** A witch who is especially in tune with the natural world around her.

**Written World** The world on which our game takes place.

**Zombie** A common form of undead.

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#### 16.2 Once Upon a Time, A Brief History of the World

*"If a thing is not written, it never happened."*  
-unknown Patron

##### **Wolf**

Before the Robber Barons and the rise of man, wolves roamed and ruled the wild places of Cottington Woods. The first word was written. The word was wolf, and it was carved into stone as a warning to travelers who walked within the woods. That stone sits in the center of Cottington Woods.

##### **0: The Robber Barons**

The first tales of men did not discuss towns or armies. Men did not dress in finery, and the words they used were simple words. They were set apart from the animals by their ability to read and write. They were smarter, and they learned that when they gathered in numbers they were stronger. The time of the Robber Barons began. Of course they were not all robbers, and the first among them were not called barons, but, perhaps learning from the wolves, the stronger did command the weaker and took what they needed to survive.

Over the fifteen hundred years of their rule in and around Cottington Woods the Robber Barons made and lost hundreds of tiny kingdoms, and created the foundation of what would later become the four Households.

##### **Battling the Things that Go Bump in the Night**

Men were afraid of the things in the dark. Often those things were other men, but just as often they were other things, terrible things like creatures of fairy or demons or the dead. To fight the darkness, men assembled a collection of rules, rituals and patterns that, when put together, caused effects to come to pass, every time, in the exact same way. The name they gave to these rules, rituals and patterns was the Laws of Science.

##### **Lord Curren and the Love of Money**

Lord Curren was the first known Robber Baron. A volatile man, he was also well known for the fairness with which he treated his men. Curren had five lieutenants, each as greedy as himself. It occurred that they acquired a small fortune in gold, and there came the question of how to split it equally among them. Lord Curren melted it down and fashioned it into a measurable form. The only mold he had on hand was one to fashion arrowheads, so what resulted was a pile of golden points. They had no markings on them, no crest or date. They were simple, but they were uniform, and that's what Curren needed. He divided them equally between the men, keeping the greater share for himself, and sent them on their way.

The lieutenants didn't make it to the forest's edge before four turned against one. They killed him and divided his share. They fought until one remained, and the last turned his greedy eyes toward the baron. Curren killed the man, and reclaimed all the points for himself.

Now, if Lord Curren were the sort of man to learn a lesson, the tale might have ended there. Instead, he hoarded the points and used them, in small allotments, to reward others. As he was the most powerful man of the time, points became the universal form of barter, and currency was introduced to the land.

A single triangular coin is called an arrowhead, or, more commonly, a point.

##### **Frostwroth**

The Frostwroth are an aggressive people, and frequently crossed the waters from the north to raid against the Robber Barons. They built the walled town of Collamoor to serve as a staging ground to press into the woods and beyond. For many generations they were an almost constant scourge. Eventually the Robber Barons were forced either to unite or to fall completely to the barbarians.

The Frostwroth typically raided during the early winter, after crops had been taken in and sheds were full. On this occasion when they struck the first settlement, the barbarians found it empty. The harvest had been brought in early, and neither the livestock nor the people were to be found. The barbarians raided farther afield to find the same, over and over, until finally they had to return to Collamoor. When they did return they discovered their own town turned against them.

Days before, the barons had taken everything and waited until the Frostwroth set off from Collamoor. They then entered the town and slaughtered the few defenders who had been left behind. They brought in all the harvest's bounty and every piece of livestock that would fit, and they prepared for a siege. But the Frostwroth were outside the walls with no food and few supplies. To no avail the barbarians threw themselves against their own walls.

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Ultimately, outmaneuvered, they were defeated. Some surrendered to the barons. Other fashioned boats from the wilderness to attempt a return home across the bay.

Collamoor remained in the hands of the barons. Eventually it became the seat of the House of Clubs and later the birthplace of the first High King of Faraway.

#### **The Day of the Dead**

Though there had always been tales of the restless dead, it was at one time the expected norm that a body would stay beneath the ground once it had died and was buried. Prior to this time, tales of ghosts were not uncommon, but it was never the case that the dead would arise with any control over their bodies. This changed at a time late in the history of the Robber Barons, when to the surprise of all, the dead rose with the motivation to consume the flesh of the living.

Many thought it was the end of the world, and it might have been except for the presence of the Priests of the Word. Though less organized than the church of today, the priests were still the only organization that spanned the entire known world and acted with a single set of motivations. These new undead, these walking bodies, they were new to the world and were an abomination, much like the demons of Anathema. The priests employed the very same tools of their faith against the undead that they used against the demons, and those tools worked just as well. Battles raged all across the land, and what took what seemed a single night to begin took almost a year to resolve, but the Robber Barons were able to control the restless dead and put them down.

Not all dead now rise. Some do. Graveyards typically are surrounded by sturdy walls, not to keep folks out, but to keep them in. There are several rituals now to keep the dead from rising, and every priest of the Word is trained to know them. Every year the Day of the Dead is observed to remind the people of the world of how it almost all came to an end. Now, so many years later, the day has more the feel of a celebration. To the priests of the Word it is always a serious affair, but they have a hard time helping other remember that.

#### **The Rules of Science and Magic**

As time passed and the hold of men on the Written World grew stronger, they learned to trust in themselves. The need for the Laws of Science became less. Study of the Word had revealed spaces between the lines, loopholes in the way of things that could be manipulated. Men discovered magic. While the Laws of Science still exist and are studied around the world, magic is the science of the day. Once it was understood, magic was just easier than any scientific method.

#### **1500: The Four Houses and the House of Cards**

Around five hundred years ago the Robber Barons ruled the four nations of Collamoor, Rollinghill, Westall and the Heartlands. They took the titles of kings and queens. As was customary by that time, each house had an associated symbol. Collamoor was the House of Clubs, Westall was the House of Diamonds, Rollinghill was the House of Spades, and the Heartlands was the House of Hearts. The tales then did mention towns, and even cities. There were armies. Men dressed in finery and their words were far less simple. Though less so than in the time of the wolf, it was still a violent time. Borders changed frequently and armed conflict was not uncommon. But there remained the House of Clubs in Collamoor, the House of Diamonds in Westall, the House of Spades in Rollinghill, and the House of Hearts in the Heartlands.

Prompted by the House of Diamonds, the four nations formed a body known as the House of Cards, a council where the four houses could discuss and resolve difficulties without resorting to warfare. And for nearly two hundred years, the House of Cards and the four nations stood.

#### **1700: The Mind Illuminated, The Fall of the House of Cards**

For almost two hundred years, the House of Cards kept peace by giving the four Houselands a forum to discuss conflict rationally and without bloodshed. More recently, and with alarming frequency, conflicts were exploding into open hostility. In particular, Spades and the Heartlands were in a constant struggle, and the Midland River was unsafe for fear of abuse from one side or the other. The House of Cards shook. The epicenter of this conflict was Faraway, wherein the House of Cards met, and where each House had a small force of men. Clubs had the strongest presence, and was closely allied with Diamonds at the time. Together they traced every event to a single organization and uncovered the plot behind the conflict.

There existed a group of like minded men and women who believed in the importance of the Laws of Science. They called themselves the Mind Illuminated. Their ranks were filled with higher ranking members of society, many only a few short steps away from the thrones of each of the four Houselands. On the surface, the Mind

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Illuminated seemed to be a school of enlightened thought, but for two decades they had been maneuvering behind the scenes to steal control of the Households for themselves.

The Mind Illuminated succeeded in toppling the House of Cards. Before they could assume control, however, the houses of Clubs and Diamonds exposed them and brought their plans to an end.

#### **High King Faraway**

The same king of Clubs and queen of Diamonds who foiled the plot of the Mind Illuminated took control of the ruined House of Cards and united the four Households under the throne of a High King. They relinquished control of their individual houses to their successors and settled in the city of Faraway. Each of the four Households swore fealty to the new High King, and such is the way it has remained for the last three hundred years.

#### **Cottington Woods**

Stretching north over the Border Hills to just south of Collamoor is the enchanted Cottington Woods. During the early years of the Robber Barons the forest covered much of what is now the four Households. Over time the forest has seen over three quarters of its acreage removed. The forest seems to have a mind of its own, and it now resists the passage of men.

Legend tells of a force of three hundred Frostwroth that travelled south along the coast to invade Collamoor. Normally this would not be a treacherous journey, except the path brought the men through Cottington Woods. The force was never heard from, and the Frostwroth have never again attempted to send men to raid the coast except by sea.

The Riding Hoods were assembled by one of the later kings of Faraway. Woodsmen all, it was their job to patrol the forest and to protect the Households. They were very proud and highly dedicated men and women.

#### **1800: Anathema and the Invasion of Dreams**

Demons from Anathema crossed to the Written World through the dreams of the inmates of Asylum. The countryside of Westall saw violence on a scale like nothing this side of total war as invaders attacked without warning and retreated, using patients as living gateways to and from the Slumberlands. There was little anyone could do to defend themselves. Even the Priests of the Word could not act fast enough to fend the creatures off. It was the inmates of the Asylum themselves who managed to face the demons, sealing the gates that were created. Asylum was moved from Westall to its current home on the side of the Black Mountains, where it remains as the training ground and headquarters of the Sandmen.

#### **The Red-Castle Railway**

The Red-Castle Railway was a joint venture by the Diamond and Spadelands to build a lightning powered railway to connect the lands. Tracks were laid between Redbridge and Midcastle, with stops in central Faraway, the Faraway Warehouse district, and the Heartland city of Briardown. The loud screeching cry and the earth shaking vibrations it created as it went by, combined with most people's lack of trust for anything built using the Laws of Science, saw the railway in constant disfavor.

Still, the building of the way continued, and plans were even made to run a track through Cottington Woods from Faraway all the way to Collamoor. The Halfway station was built on the north side of the Border Hills and construction on the tracks began. With the tracks laid down only a few miles into the woods, construction stopped, and the project was shelved indefinitely. The way stations were decommissioned, and in most cases the bodies of the lightning powered cars were left where they were.

#### **1850: Colonizing Lakupaparoo**

A fleet of settlers from Faraway traveled west to colonize Lakupaparoo. Originally made up of members from the various Households, the settlers eventually established the House Down Under.

#### **1950: Queen Equiline Faraway and her Very Bad Bargain**

The mother of the father of the current King Aaron Faraway was Queen Equiline Faraway. Her love of horses was well known, but her reign as High Queen would forever be remembered because of her Very Bad Bargain.

Equiline took the throne when she was very young, the Queen before her falling to an illness the Priests of the Word could not cure. While out riding one day the young queen encountered an old woman on the road. Being short of sight, the woman did not move out of the way. The queen insisted, and when she did the woman asked, "Who are you, young thing, to tell me to get off the road?"

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Equiline told her, "I am Equiline Farraway, and I am the Queen. Because I am queen, all these roads belong to me, and I can do what I want."

The old woman regarded her. She said nothing more, and she moved herself laboriously out of the queen's way.

Many years later the queen was married and she bore in turn four children, all sons. When the boys were older, it came to pass that the oldest son, the heir to the throne of Farraway became ill, and it was realized that he was ill with the same sickness that took the queen's mother. The Priests of the Word still knew of no cure to save him.

The queen called before her the three younger sons. In turn she told them, "Your brother is ill, and there is no known cure for his illness. Yet you are princes of the land, and as such you can do what no other can. I want you to travel the land and find for your brother a cure." The boys set out in different directions. Many months passed and the oldest brother grew worse.

When the youngest brother returned he found his mother. "I have failed to find for my brother a cure." Queen Equiline was disappointed.

When the second youngest brother returned, he also found his mother. "I have failed to find for my brother a cure." Queen Equiline was disappointed and distraught, for there was only one brother left.

But when the final brother returned, he was not alone. With him was a woman, a witch from the woods. "It is as you asked, mother," the son told the queen. "I have found for my brother a cure."

The witch told the queen, "I can cure your boy, and I will do so, but only for a price."

Equiline said, "Do you know who I am? I am Equiline Farraway, and I am the Queen."

The witch said, "Be that as it may."

Equiline grew stern, but the witch would not change her mind. Finally, because her son's life was at stake, she said, "Very well, what is the price?"

The witch said, "Your horse."

The queen's love for her horse was well known. She thought to refuse, but she saw the witch would not be moved. Besides, she planned to back out of the bargain as soon as her son was cured. She was the queen, and could do what she wanted. She told the woman, "Fine. One horse, a dozen horses, it doesn't matter to me. Just cure my son."

The witch did, and when she did she said to the queen. "I have upheld my part of the bargain, Queen Farraway. Now it is time for you to uphold yours. I would have the horse."

The queen told the witch, "You will leave with nothing."

"Are you sure?" the witch asked. The queen did not respond, so the witch said, "That is twice you have shown me rudeness, Queen Equiline Farraway. Do you remember?" The witch revealed herself to be the same old woman that the queen encountered years before on the road.

The queen remembered. She grew angry. "Get out," she told the witch.

The witch said, "I shall take the horse."

The queen called her guards.

The witch told her, "That is thrice, and that is unforgivable." She did not grow, but her presence suddenly filled the room.

The queen grew very afraid. "You are no witch. You are a fairy."

The witch said, "I would have taken your horse and left with it, and the scales would be balanced. But you were rude, and now I shall take them all."

The queen was rash, but she was wise enough not to argue. "Yes, of course. I'll show you to the stables myself."

The witch told her, "You don't understand. You are Equiline Farraway, and you are the Queen. Because you are the queen, all the horses belong to you. I will take them all."

Equiline blanched. "You cannot."

The witch smiled cruelly. "I am fairy. I can do what I want."

That is why there are no horses to be found in the Households.

#### **For Want of a Horse**

The loss of every horse in the Households was felt across the land.

The Riding Hoods were without steeds to ride. The queen, feeling the riders were now ineffective, disbanded them. But the Riding Hoods were loyal to their cause. Most were very proud and many, after all, had no place else to go. They regrouped and reformed under their own banner, private patrollers and protectors of the woodland and

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of the people who live there. They still wear the riding hoods of their former office, and still attempt to carry out their duties on foot. The leader of each band of Riding Hoods wears a red hood as a badge of office.

There was renewed interest in the Red-Castle Railway. Many of the way stations were reopened, and one train was refurbished and readied for active service. However, damage to the tracks that crossed the land was extensive, and, while interest was renewed, there were not enough funds raised to breathe life into the project again.

The Halfway Station was among those that were reopened. Without a functioning railway, however, it served no purpose. It was sold to a private owner and refitted to serve as an Inn for travelers about to set off into Cottington Woods.

#### **1980: The Beanstalk and the Jacks**

There was a boy in the land of Diamonds who traded a cow for a handful of magic beans. Needless to say, the boy was punished severely when he returned home to his mother, who in turn took the seeds and threw them out the window. In the morning, both mother and boy were found crushed to death with a beanstalk reaching into the sky where their house had been, and bits of cottage scattered all over the Diamondlands.

The King of Diamonds regarded the beanstalk, saw that it reached into the sky and out of sight, had no idea what to do about it, and so left it well enough alone. The next day his guards were found flat beneath footprints that led off into Cottington Woods. The tracks disappeared in the UnderMarsh, but it was clear as day where they had come from.

It was also clear that exploring a sky-high beanstalk was not a job for normal soldiers, so the King of Diamonds asked for aid from the High King of Faraway, and the High King sent the jacks. Three jacks spent hours climbing the stalk, resting often on leaves as wide as houses. Though the day was clear, after nearly half a day the Jacks began to climb through clouds, and when they finally emerged it was to a mist enshrouded landscape of floating mountains.

The jacks saw the enormous beings that inhabited this land above the clouds. Exploring, they came to a modest home, equal in proportion to the giant men, and they entered it. They split up, for there were many rooms.

The first jack came to a room filled with bags of coins. Each golden point was as large as a warrior's shield, and hefting one was about all he could manage. The second found a kitchen and a counter, and a nest on which sat a goose that laid eggs of gold. The third found a magical harp with the face of a maiden that begged him to secure its freedom. The three jacks met back at the cottage door. The harp warned them that the giant master of the house would be back soon, and they must hurry and be away. Sensing the wisdom in her words, the jacks hastened toward the stalk and their way home.

The third jack carried the harp upon his back, and so the thing could see the cottage as they left it. It saw the giant return even when the giant did not see the jacks. The harp let out a shriek of terror and cried out for the jacks to run. The giant heard the cry, and gave chase.

The three jacks ran faster, but they were no match for the long legs of the giant, and he was almost on them when they reached the top of the long climb to the ground. The first jack was burdened with the heavy gold point and was last in line, and the giant picked him up and hurled him out into the sky, where he fell past the stalk and tumbled a very long way to the ground far below. The second jack was soon overtaken, and hid himself in the vines of the stalk where the giant was hard pressed to reach him. The third jack continued with great haste down the stalk. The harp continued to cry out, and he was tempted to toss it if it did not shut up, but he did not. When the second jack sailed by him and the stalk began to shake, he looked up to see the giant on its way down.

By then the king's men below saw the giant. The golden coin had long since fallen to the ground and had narrowly missed striking the Diamondland king. The jack who carried it, however, landed atop the monarch and crushed him dead. Now the king's men watched in horror as the second jack struck the earth. Not seeing the third jack and fearing he had met his fate high above, they set upon the stalk with swords and axes. As the giant grew closer they forwent the sharp instruments, and set the stalk ablaze. They fled, and it was then that the third jack and the harp reached the safety of the ground. They also fled while the stalk shook and wavered and the giant came down after them. The monster reached the ground and gave chase, and at that moment the stalk, weakened by the damage at its base, by the fire and by the weight of the giant, broke. It fell upon the giant, the jack, the harp and the fleeing king's men, crushing them and killing them all.

To this day the remains of that great stalk still lay along the northeast border of the Diamondlands, attracting herbalists and wood witches who seek its various strange growths.

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#### **1990: Mount Overmarsh Closes its Doors**

At the best of times, goblins do not make good neighbors. They frequently get into things and take things that don't belong to them. Typically, upstanding people do not seek them out. But goblins are great burrowers, and from their warrens they pull the greatest supplies of precious metals in the world. So despite their role as society's estranged, it was very clear when, about twenty years ago, they faced a crisis. Mount OverMarsh, considered the capitol of things goblin, sealed its doors, cutting off the goblins outside from those within.

For a society whose magicians specialize in making doors to almost instantly transport themselves from one place to another, the event was also very curious. The goblins have no answers.

#### *Recent Events, 2012 to 2026*

#### **2012: The Cotting House and the Woods Awakens**

Vigo Cotting announced the opening of the Cotting House, an Inn near the center of Cottington Woods, just about halfway between the cities of Faraway and Collamoor. Gatherings commenced wherein the settlers around the woodland agreed to meet at the Cotting House at regular intervals to conduct business.

The large number of travelers awakens the Old Forest, and houses and people are swallowed by the Woods and disappear. A call goes out to Adventurers to help, and after much trial, a bargain is struck with the Guardian of the Woods, the high fairy Arafel, speaking on behalf of the Spirit of the Forest. The Adventurers plant four anchors within the Woods that extends the protection of the Woods to the Cotting House settlement.

**2013: The Burning of the Grim Abbey:** The Abbey of the Grim Brotherhood is burnt to the ground, and the Abbot dies in the fire. Many books are lost. The Church remains without an Abbot for some time.

#### **The Burnt Tree**

An ancient Treant is awakened in the Woods and gathers an army of Treants that begins to lay waste to the southern Clublands. The adventures of Cottington Woods come together to put the Burnt Tree back to peaceful slumber.

#### **The High King's Wedding**

High King Aaron falls in love with the Lady Arislin, and plans a wedding at the Cotting House. The people of Cottington Woods uncover that the Lady Arislin is in fact the Evil Fairy Queen Baeldannen in disguise, who has bewitched the High King. They also discover that Aleena Crofter, the True Love of High King Aaron long believed to be dead, is still alive, and bringing her together, undo the spell on the King and thwart the wedding, instead uniting the High King and his Love.

#### **2014: Nightmares Walk**

For a time, Nightmares walk in the Cottington Woods, consuming and harming many, and the Church of the Word sends a contingent to bring an end to the threat. The adventurers of the Cottington Woods gather to confront the Lady of Nightmares, who had taken possession of the Head Sandman, Ishariel, and used her to invert the Waking and Nightmarish worlds. They defeat the Nightmare Lady and restore the Woods, though Ishariel falls into a deep coma.

#### **Ulkarion, the Demon Wolf**

Among the Wolves, they proclaim a King, Ulkarion, who unites the Wolves of the Woods and begins a war against the Woods, the Riding Hoods, and the Clublands -- something that is against the nature of Wolves. It is discovered that Ulkarion is possessed by a Demon, and the adventurers of Cottington Woods come together to help the Paladins, the Riding Hoods, and the southern Army of the Clublands defeat the Wolves and banish the Demon.

#### **The Telling**

Once every hundred years, the Telling occurs, where those so blessed by the Moon bear the Mantle of the First Patron and tell a story that is true. The Moon children tell a tale of the Awakening of Ishariel, who then recovers from her coma.

#### **The High War Begins**

The High Queen takes control of the Houselands when it is believed that the High King was bewitched by the people of Cottington Woods. The kingdom becomes divided when the High King, accompanied by a small force of the Cottington Woods, sneaks into the Castle and attacks the High Queen, who flees to the safety of the Clublands. King Roderick, himself recently married to a mysterious lady, Belladonna, takes the side of the High Queen and declares war against High King Roderick.

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#### **2014-2016: The High War (or the War of the Curse)**

The Kingdom is torn by the War between the High King and High Queen. At first the Heartlands and the Diamondlands come to the aid of the High King, with the Clublands on the side of the High Queen. The Spadelands initially refused to take sides, but eventually joined on the side of the High King.

The Lady Belladonna Collamor forges an alliance with Simrock, King of the Frostwroth, and gives them entry to the Houselands, where they begin to lay waste. The city of Faraway City is set afire by the invading army.

The people of the Cottington Woods again come to the rescue, revealing that the High Queen was cursed by the Evil Fairy Queen and that Belladonna is none other than the Evil Fairy Queen Baeldannen herself, who ensorcelled King Roderick of the Clublands. Arafel, Guardian of the Woods, comes to the aid of the Woods to declare war against the Evil Fairy Queen, and in the end, the adventurers of Cottington Woods defeat and entrap the Evil Fairy Queen. King Roderick gives his life in the process to save the High King and High Queen.

It is revealed that the notorious brigand, Robin of the Hood, is the bastard son of King Roderick, and he takes the throne upon his father's death. Princess Virtue Faraway and Prince Robin are betrothed.

#### **The Invasive**

While the war began to rage, a strange plant began to overtake the Woods, called *the Invasive*. At first it choked out and consumed plants, destroying crops and causing starvation, but it soon began to consume and twist animals and people, turning them into creatures controlled by the hive-mind of the Invasive Queen. The Woodlanders eventually discovered it was a plant from Fairy, put there by the Fairy Queen, and with great effort they managed to find the Moths of Fairy that could consume and destroy the Invasive, returning the Woods.

#### **The new Patron, Alice**

During this time, a new Patron arises: Alice, whom many call the Patron of Madness due both to her paradoxical tales and because she was a long-time patient of the Asylum.

#### **The new Brother Abbot of the Grim Abbey**

The rebuilding of the Grim Abbey continues, but the Written Word reveals a new Grim Abbot: Father Nolan, formerly of the Cyprian Abbey of the Cottington Woods.

#### **2016: The Wedding and Rebuilding**

Princess Virtue and Prince Robin are wed, and begin the process of rebuilding the Clublands while the High King and Queen begin rebuilding Faraway. A period of peace in the Houselands begins, though animosity between the other Houselands towards the Clublands remains.

#### **2021: The Naming Day of Prince Roderick**

Princess Virtue and Prince Robin have a son whom they name Roderick, and bless him in a small Naming Day ceremony at the Cotting House deep within the Woods.

*(Additional details on current events may eventually be added).*

#### **2026: (The Start of the Tales): The Library of the Cotting House**

Abbot Nolan declares that a Library will be blessed and established in the Cotting House, recognizing that this was one of the locations where the new Patron, Alice, had often told her Tales.

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#### 16.3 The Kings Laws

The King's Laws are followed throughout the Houselands, and in every Houselands city around the world. Misinterpreting the laws is difficult, but becomes easier as you get into the details. The farther you enter the wilderness, the harder it is for agents of the King to establish order, the more often the laws break down.

Cottington is under the direct control of none of the Houselands, but they still follow the laws. The woodlanders appreciate their pseudo-independence, and should try and seek an end to any legal issues without asking for outside help. Attracting too much attention in this way might result in the High King or the King of Clubs seeking to take a more active role in Cottington's affairs. (Right now, the woodlanders do not pay taxes...)

Listing the complete Kings laws and their clauses would fill a library. Here are a few of the major laws, and some thoughts behind them.

**1. Do Not Cause Harm to Come to Others.**

You should not assault others, directly or indirectly.

If someone assaults you in someone else's name, either for pay or not, the penalty is the same for both the attacker and the originator.

**2. Do Not Stand Idle and Allow Harm to Come to Others.**

A clause to the first law, this is harder to enforce. For instance, you are exempt from this law if trying to aid another would put you in direct harm. You are also exempt from this law if you THINK aiding them would put you in direct harm. Then there's the definition of direct, to consider.

Very strict law abiding folks attempt to follow this law, but it is almost never enforced.

**3. Do Not Compel Others to Act Against Their Will.**

Taking Away another person's freedom of choice is an option only for those with authority, and that authority must come from the High King (directly or down the chain of command). Certain effects and items that have those effects (love potions, for instance), are illegal.

There is some question as to what is the legal age of consent, wherein a parent is no longer able to make decisions for their child. Typically this is judged on a case by case basis, and either is fairly cut and dry, or take so long that the child grows up, and the case is no longer an issue.

**4. Do Not Take That Which Belongs To Others.**

This law is the easiest to understand. Don't steal. Ownership claims may cloud the issue. After a period, the dead lose the right to claim ownership of their belongings, and those belongings should fall to any rightful heir. Ancient robber baron tombs and caches, however, muddy the issue further. While information found in those places should go to the church, the church has no need for the items of treasure that may be found within.

**5. Do Not Act Against The Good Of The Houselands.**

You should not harbor enemies of the Houselands. You should immediately alert any figure of authority if such an enemy is discovered. You should not act in any way as to endanger the nation, to steal from it, or to abuse it.

**The King of Faraway is an Extension of the Houselands.**

This includes the royalty of the four houselands and their families. Acting against them is treason, and in direct violation of the Fifth Law. The Second Law is strongly enforced where the high families are concerned.

Again, these are loose interpretations of the Laws and some issues surrounding them. Most woodlanders seek to avoid breaking them, and when that does happen, they try and sort things out for themselves. That said, they cannot lawfully ignore the laws, and they know that doing so would bring down a large ration of trouble on them.

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#### 16.4 The Patrons

The First Patron wrote the Written Word, creating the world and all the things on it. He created the realms of fairy, the mists, the Slumberland and even Anathema, home of demons. He is the author of all things.

Other Patrons followed.

Patrons were once men and women, but are now something both more and less. They can sometimes be seen walking the world, but they do not interact with the world, and nothing at all seems to affect them. Only on some far away level do they seem to hear or see the world around them.

On rare occasions, wisdom may be gleaned from a patron's words, but this is tricky because the patrons never speak directly to the people around them.

It is usually best to leave the patrons alone, when experiencing them or not. It is most likely true that they can sense the world without being present, and to that end people will try to direct their attention, either to them or away. Patrons are often known to embody the kinds of stories that they write. At the same time, it isn't absolutely certain if the patrons write the events of the world and so those events occur, or if the events occur and are then written down.

As with fairies, it is sometimes best to leave patrons well enough alone.

#### The Greater Patrons

There are countless patrons who roam the world, ghost-like with their eyes glued to the pages of their tomes. Below is a list of some of the better known patrons, and how they are associated.

#### Mother Goose

The Mother is considered by many to be the second patron. Some believe she is called the Mother because to her, all others are like children, and others believe it is because she favors tales for children or about them. Her tales are the oldest of any other Patron, and although there have been no new ones discovered recently, most suspect she is still around. Mother Goose rides an enchanted goose through the sky, and some believe that she lives in a comfortable cottage on the side of the moon.

#### Longstride, The Wanderer

The Wanderer is thought to have been to every place on the Written World. His tales typically involve much travel, or take place over a very long time. More often than not, they end without a satisfying conclusion, and it is very clear that the journey, to him at least, is what is important. He is well known for his attention to detail, and his pages often begin with a detailed map of his protagonist's route. He left markers called the Footprints of the Wanderer to announce his passing, or maybe just to remind himself of where he has been. Historians pay handsomely for the location of these places.

#### The Harrow

The Harrow is a patron to be avoided. He is attracted to the macabre, or perhaps he just writes that way. His characters typically meet unsavory ends. When a death is very painful or drawn out, most believe that Harrow penned it. Soldiers might ask that he sharpen their blade before battle, but even then they fear the same blade will be turned against them. Harrow is believed to be a scarecrow-thin individual, cloaked in shadows and accompanied by ravens.

#### Noss (the Curious)

Noss is not an exciting patron, which, in a patron, is often a good thing. Those who catch his attention often lead unexciting yet still fulfilled lives. He tends to write stories that explain things -- how they work and why. There's little action in a Noss tale, and ultimately, sometimes with persistence, the focus of his tales discover what they are after, and often end with a deeper understanding of the quieter dramas that unfold in the subtext of their lives.

#### Cupid

Cupid writes loves tales with a child-like innocence, and prefers stories of love and deep, throbbing emotion. Sadly, he seems to lack much understanding of how men and women act when thought is not involved, and his characters get themselves in a great deal of trouble that, ultimately, could have been avoided. The wise tend to want to avoid Cupid's notice, while the foolish or young at heart try very hard to seek him out.

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#### **Johanna the Warrior**

Johanna is a free spirit. Her stories typically are of high adventure and derring-do. Those she writes about typically have no cause to be bored, and to that end, she is another patron that most would rather avoid. That said, her stories are filled with reward, and those who embark on adventure on purpose could do worse than to have her write their tale.

#### **Humphrey**

It is a matter of some speculation as to how Humphrey found his way to become a patron. While his tales tend to cover a wide range of topics, they tend to ramble, and more often than not they end abruptly without any resolution. It cannot even be said that, as with the Wanderer, it is the journey that matters to Humphrey, because even those tend to be rambling and introspective without a process. Those who would embark on projects would do well to avoid the notice of Humphrey, or face the more than likely possibility that that project will never see fruition.

#### **Alice**

The youngest of the Patrons, Alice - formerly Princess Alice of the Heartlands - ascended to be a Patron only twelve years ago. Her tales are often ones of Madness and Paradox, of Dreams and Nightmares, of things that are a reflection of the world we know but reveal a different truth. She was once a patient for many years at the Asylum, and it is said that Alice still sometimes visits, telling her tales to the patients there. Her greatest story is the tales of *Wonderland*, and some say that this world paradoxically exists on its own, a mad reflection of the Written Word.

#### **Other Patrons**

There are hundreds, maybe thousands of other patrons. Their names are not all known, even to the Church of the Word. Many of these have the same level of fame or infamy as the patrons listed here, but most are far less well known.

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## Part Three: Adventuring

### 16.5 Currency

"For the love of money is the root of all kinds of evil."

--*Timothy*

10 silver points = 1 gold point

#### **Briardown**

Modern coins are minted in the Heartlands, in a well protected castle just outside the city of Briardown.

#### **The Shape of the Coin**

There is some controversy over the shape of the point. Ages ago the coins were fashioned after arrow heads, and that shape has been largely maintained. But there is no denying that the current silver and gold points bear as much resemblance to the symbol of the Heartlands as they do to the arrowheads of old. There is some movement by the other houselands, especially the House of Diamonds, to move the production of coins to a less partial location. Naturally they recommend themselves.

#### **Types of Coins**

##### **Curren Gold Points**

Around two thousand years old a couple hundred of these were minted. Most have been melted down or lost. They are larger than the common gold point, but because the gold content is less pure, they are still worth a single gold point. Collectors will often pay a great deal more to obtain these relics.

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##### **Common Silver Point**

These small coins are the foundation of the economy of the Written World. One silver point is the lowest coin value possible.

##### **Common Gold Point**

The gold point is about four times the size of the silver point. Ten silver points is equal to one gold point.

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#### **Paper Bills**

Conceived of by the Church of the Word, paper bills are the new thing in currency. They are maybe two generations old. They are legal and recognized by all the houses. They are available in several denominations, and valued on the bill in points (never stars), although the reference is understood when the bills are used.

Currently, there exists the 5 point bill, the ten point bill, and the fifty point bill.

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#### **Other Coins**

It is possible to find coins from places around the world. The Petal Kingdom and the Dustlands have their own form of currency. The natives of the deep Barumbi Basin and the Wikapapuji Islands, and the tribes of the Canyonlands each barter for trade, but some understand the value of points, and will sometimes trade for them. The Houseland cities, even as far as Lakuparoo and the Barumbi coast all rely on points.

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### 17 Appendix 1: Ethical Concerns

The following is copied directly from the Endgame web site with permission from Mac Brown, the Campaign Director. I decided not to repurpose the text because, frankly, I could not say this any better. Please read it, and understand that while our content will be different from that of Endgame, our concerns regarding good and bad, both in game and out, are the same.

#### **Ethical Concerns**

The people of Endgame Earth have gone through, and are continuing to experience, massive change and suffering. They are desperate, and in this sort of situation, custom and morality tend to drop far down a person's list of priorities.

That said, the players of Endgame are intended to be a cut above normal people. They are heroes, and they may be humanity's best hope of survival. The Endgame campaign will be the story of their efforts to do what's right.

Now, this is not to say that our staff will force anyone to create a "good" character, or control anyone's actions. It does mean that the majority of our staff's efforts will be put toward writing a story in which people can be heroic. Anyone not willing to work for the good of humanity, or at least go along for the ride with those who are, might not enjoy the game very much. We make no apologies for this, and are doing it quite intentionally. It's difficult enough to create an engaging world and series of storylines for heroes, without trying to accommodate villains as well. People who want to fight other players, or enjoy sabotaging the efforts of the majority, might find a different LARP more to their liking. If any player character is caught betraying humanity or acting against the players, staff will not mitigate the consequences, and they should not expect to be able to continue playing as that character merely because they are paying to play.

#### **Fun and Sportsmanship**

The purpose of this game is for the participants to have fun, including not only the players, but staff as well. This may not always be realistic, but it's what we're aiming for.

Endgame staff will attempt to accomplish this by telling an engaging, entertaining story that the players can participate in and influence. This story and its fun value are the most important part of Endgame.

It is the responsibility of all people involved in the game, staff and players alike, to make a reasonable effort to see that other people are able to enjoy themselves. If you are staffing an event, please remember that you are there to entertain the players. If you are playing, please keep in mind that the staff are volunteering their services to make the event possible and fun for you, and give them due consideration for this. Players who consistently cause problems or friction to the detriment of other people's fun, whether they are breaking the letter of the rules or not, may be asked to leave.

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## Part Four: Appendices

### 18 Appendix 2: Character Points, CP Earning and CP Cap by Event

#### Character Points (CP)

All new players will begin play with **200 points** to purchase skills.

You may receive **+25 CP** once for submitting an approved character history 3 weeks before your 1st event.

One-time campaign start: +15 CP for concept submitted by 3/1 and +10 CP for history submitted by 5/1.

#### Earning Character Points

The total amount of Character Points can be increased each event, as such:

##### Weekend Event CP

For attending any part of the event:	10 CP
For Submitting a Post Event Letter (PEL):	10 CP
For aiding in set up or clean up during an event:	5 CP each
For staying and helping until the "bitter end"	10 CP

##### One Day Event CP

For attending any part of the event:	5 CP
For Submitting a Post Event Letter (PEL):	5 CP
For aiding in set up or clean up during an event:	5 CP each
For staying and helping until the "bitter end"	10 CP

Additional character points may be earned by helping us run and maintain the game.

Donations/Other varies

The CP reward for donations varies. Donations are always welcome, but permission for submitting them must be received ahead of time. Please respect this. We cannot award CP for items we do not need, and it would be unfortunate for you to send us something and get nothing in return.

Additional character points may be earned in other ways:

Providing Character Photo for Monster Camp Use	5 CP
Early Registration by Deadline, when available	5 CP
Referring an NPC to Tales	5 CP per event
NPCing other Accelerant and Approved LARPs	5-25 CP

*This is capped at 50 CP per year, to match CP earned from attending events.*

#### Character Point Cap by Event

The CP cap is raised by fifty for each weekend event and thirty points for each one day event. Additional CP, including "bitter end", those points earned by attending a one day event, by helping to load or unload the truck or by making donations to the game will add to your total, but do not add to your cap.

If you earn over the cap, those extra points are held until after the next event, when the cap is raised. You never lose CP if you earn over your Cap. You may also choose to transfer unused CP to another player.

Starting CP Cap:	300
CP cap after the Intro One-Day Event	300
CP cap after the 1 <sup>st</sup> Event	350
CP cap after the 2 <sup>nd</sup> Event	400
CP cap after the 3 <sup>rd</sup> Event	450
CP cap after the 4 <sup>th</sup> Event	500
CP cap after the 5 <sup>th</sup> Event	550
CP cap after the 6 <sup>th</sup> Event	600

## **Tales from the Cotting House Player's Guide**

### **Part Four: Appendices**

The Cotting House sits in the middle of enchanted Cottington Woods. The House and fledgling town nearby are a meeting place and the center of commerce for landholders throughout the woods. Cotting Town, or Cottington, would be a strategic holding for whoever controls it. Neither the High King in Faraway nor his reluctant vassal, the King of Clubs have laid claim to the tiny town, but it's young yet, and hasn't attracted much attention. One thing is sure, however -- the surrounding woods are home not only to goblins and to elves, but to the Fair Folk. And while it's wise to avoid fairies at all costs, in Cottington Woods it's just not possible.

The characters of Cottington Woods are those settlers whose will it is to make the tiny town thrive, and to do so they will have to overcome many obstacles, not the least of which is the Spirit of the Woods itself. Our players will explore fairy tales and fables in their d

arkest form. Wait, fairy tales? Don't for a second think that Cottington Woods is a game for children. The earliest stories were written as warnings of things to avoid.

Herein, there be dragons!

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