

# Cottington Woods Player's Guide

## Part Two: Character Creation

### 12.8a Witchery Skills

"I drank 'what'?"  
--said to be the last words of Socrates

#### 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.

#### 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.

#### Skill: Craft

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##### 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 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

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##### Character Points

**Hearth Witch:** 5

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

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**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 effects, such as Acid, Aging, Cold, Disease, Fire, Lightning, Poison, Sleep, and Water.

#### Diagnose Mental

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**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 Awe, Confusion, Despair, Inspiration, Madness, Presence, Trance, Will, and Fascination.

#### First Aid

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**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

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**Character Points**

**Hearth Witch:** 5

**Wood Witch:** 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".

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### Wood Witch Craft

#### Wood Sense

*"Knowing the Woods"*

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#### Character Points

**Hearth Witch:** ---

**Wood Witch:** 10

**Reset:** Event

**Prerequisite:** Wood Witch header

**Restriction:** None

**Skill Points:** None

**Notes:** This is the wood witch's version of the Scouting Skill. You may learn about the area around town, and to 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.

#### Tracking

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#### Character Points

**Hearth Witch:** ---

**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

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#### 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

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#### 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.

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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.

#### Master Herbalist

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##### Character Points

**Hearth Witch:** ---  
**Wood Witch:** 15

**Reset:** Encounter

**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.

#### Resist Poison

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##### 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

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##### 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)

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##### 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

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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)**

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##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Encounter

**Prerequisite:** Speak with Animal

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** 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**

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**“Animal Friend”**

##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 10,20,30

**Reset:** Event

**Prerequisite:** Speak with Animal

##### **Restriction**

**Season:** 1 2 3

**Max Purchase:** 1 1 1

**Skill Points:** 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**

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**“Animal Ally”**

##### **Character Points**

**Hearth Witch:** ---

**Wood Witch:** 30

**Reset:** Event

**Prerequisite:** Speak with Animal, Wood Sense

##### **Restriction**

**Season:** 1 2 3

**Max Purchase:** 1 1 1

**Skill Points:** 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

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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.

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#### Acorn Pouch

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 15

**Reset:** Special, see below

**Prerequisite:** Master Herbalist, Thrown Weapon

**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 "1 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 for fifteen minutes.

Only one hand needs to be free (the casting hand) to use this ability.

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#### 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.

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#### Craft Wood Stick Doll

##### Character Points

**Hearth Witch:** ---

**Wood Witch:** 5

**Reset:** Instant

**Prerequisite:** Wood Witch header, Healing Salve

**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.

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#### Heal by Wood Stick Doll

##### Character Points

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**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

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##### 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."

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### Hearth Witch Craft

#### Craft Hearth

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##### 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

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##### Character Points

**Hearth Witch:** 5

**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

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#### "Home Is Where My Hearth Is"

##### Character Points

**Hearth Witch:** 10,10,10

**Wood Witch:** ---

**Reset:** Event

**Prerequisite:** Craft Hearth, Craft Woodland Charm

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**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 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.



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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**

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##### **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**

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**"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. 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.

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#### Place of Healing

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##### 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 witch is unable to rest while hosting others thus in her hall.

#### Home of Healing

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##### 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 witch is unable to rest while hosting others thus in her hall.

#### Place of Curing

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##### 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 five minutes, touch a packet to a target and call, "Cure <<Disease, Poison, Stricken, or Comatose Trait>> by Craft."

#### Heal to Hearth

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##### 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".

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### Charm of Protection from Poison

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#### Character Points

Hearth Witch: 10

Wood Witch: ---

**Reset:** Twilight

**Prerequisite:** Hearth Witch **and** Wood Witch headers

**Restriction:**

**Skill Points:** 1 Craft

**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.

### Unbinding

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**"Now head on home!"**

#### Character Points

Hearth Witch: 15

Wood Witch: ---

**Reset:** Twilight

**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>>."

### Stabilize to Hearth

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**"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>>."

### Expose Hearth

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**"Where did you get to?"**

#### Character Points

Hearth Witch: 10

Wood Witch: ---

**Reset:** Twilight

**Prerequisite:** Bestow Hearth Trait

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** You may learn the whereabouts of those in your care. Call, "By My Voice, Expose <<Hearth Trait>> by Craft" OR "By your name, <<Name of Hearth Member>>, Expose by Craft." The witch herself does not need to call out to this expose.

### Witch's Stabilize

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#### Character Points

Hearth Witch: 10

Wood Witch: ---

**Reset:** Encounter

**Prerequisite:** Home of Healing

**Restriction:** None

**Skill Points:** 1 Craft

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**Notes:** You cannot bleed out or enter a coma while in your own hearth. Instead of dying, after the one minute count you become stable.

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#### Showing the Door

**“Get out!”**

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##### Character Points

**Hearth Witch:** 15

**Wood Witch:** ----

**Reset:** Encounter

**Prerequisite:** Heal to Hearth

**Restriction:** None

**Skill Points:** 1 Craft

**Notes:** 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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#### Desperate Showing the Door

**“Get out!”**

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##### Character Points

**Hearth Witch:** 5,5,5

**Wood Witch:** ----

**Reset:** Event

**Prerequisite:** Heal to Hearth

##### Restriction

**Season:** 1 2 3

**Max Purchase:** 1 2 3

**Skill Points:** None

**Notes:** 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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#### Hearth Healing by Wood Stick Doll

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##### 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.

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#### Craft Hearth Stick Doll

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##### Character Points

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Instant

**Prerequisite:** Wood Witch header, Craft Stick Doll, Home of Healing

**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

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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**

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##### **Character Points**

**Hearth Witch:** 5

**Wood Witch:** ---

**Reset:** Encounter

**Prerequisite:** Wood Witch header, Craft Stick Doll, Home of Healing

**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."