

# 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.

## Tales from the Cotting House Player's Guide

### 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.

## Tales from the Cotting House Player's Guide

### 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

---

<b>Character Points:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Stabilizing Song
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	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

---

<b>Character Points:</b>	15
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Bard header
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	2 3 4
<b>Skill Points:</b>	None
<b>Notes:</b>	Spend 20 seconds performing and/or inspiring, then call "By My Voice, Agony by Fear". You do not take this effect.

#### Invoke Harm

---

<b>Character Points:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Bard header
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	3 4 5
<b>Skill Points:</b>	None
<b>Notes:</b>	Spend 30 seconds performing and/or inspiring, then call "By My Voice, 2 Damage by Fear". You do not take this effect.

#### Invoke Frenzy

---

<b>Character Points:</b>	15
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Bard header
<b>Restriction:</b>	
<b>Season:</b>	1 2 3
<b>Max Purchase:</b>	1 2 3
<b>Skill Points:</b>	None
<b>Notes:</b>	Spend 30 seconds performing and/or inspiring, then call "By My Voice, Short Frenzy by Fear". You do not take this effect.

#### Courageous Song

---

<b>Character Points:</b>	15
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	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.