

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.

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Man of Science Skills

Skill: Brain Waves

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.

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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

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: Rogue or 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

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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.

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Schematics: Long Handled Force Driver

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	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

Cost:	1
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	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

Cost:	2
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	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

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None

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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.

Schematics: Magnetic Attractor

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).

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.

Schematic: Overcharger (Overcharge Bottle)

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.

Schematic: Freezer Coil

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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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

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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.

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Schematic: Adler's Chemical Stabilizer

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.

Schematic: The Burgess Phenological Investigatonator

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 Disruptenator

Cost: 5
Reset: Instant
Prerequisite: Create Schematic, Schematic: The Burgess Phenological Investinatonator, 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 Investigatonator. It must be in contact with the target's head in order to function.

Schematic: The Burgess Phantasm Disruptenator Enhancer

Cost: 5
Reset: Instant
Prerequisite: Create Schematic, Schematic: The Burgess Phantasm Disruptenator, Diagnose Mental
Restriction: None
Skill Points: None
Notes: You may construct an enhancement onto The Burgess Phantasm Disruptenator 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 TThe Burgess Phantasm Disruptenator. 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

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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.

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Schematic: Featherstone's Splintinator Boots

Cost:	3
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	You may construct a pair of Splintinator Boots
Phys Rep:	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

Cost:	2
Reset:	Instant
Prerequisite:	Man of Science Header
Restriction:	None
Skill Points:	None
Notes:	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.
Phys Rep:	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

Cost:	0
Reset:	Instant
Prerequisite:	Kline's Zap Restrictor Assembly
Restriction:	None
Skill Points:	None
Notes:	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.
Phys Rep:	a chemical, electric, or reusable hand warmer

Schematic: Kline's Zap Restrictor Assembly MK2 (Undercharger)

Cost:	2
Reset:	Instant
Prerequisite:	Schematic: Overcharger (Overcharge Bottle)
Restriction:	None
Skill Points:	None
Notes:	You may construct an Under Charger to be added to a chemical bow.
Phys Rep:	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

Cost:	0
Reset:	Instant
Prerequisite:	Man of Science header
Restriction:	None
Skill Points:	None
Notes:	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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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.

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Gadget: Freezer Coil

Cost:	10
Reset:	Twilight
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	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

Cost:	10
Reset:	Instant
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	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

Cost:	15
Reset:	Instant
Prerequisite:	Gadget: Protective Clothing, Manipulate Gadgets
Restriction:	None
Skill Points:	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

Cost:	10
Reset:	Encounter
Prerequisite:	Schematic: Protective Clothing, Manipulate Gadgets
Restriction:	None
Skill Points:	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

Cost:	10
Reset:	Twilight
Prerequisite:	Man of Science header, Manipulate Gadgets
Restriction:	None
Skill Points:	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.

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Part Two: Skills

Gadget: ReLifer Box

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.

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Part Two: Skills

Gadget: Kline's The Burgess Phenological Investigatonator

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

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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).

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.

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.

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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

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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

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**