

# Tales from the Cotting House Player's Guide

## Part Two: Skills

### 12.5 The Priest of the Word

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

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

#### Outlook

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

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

#### Priestly Garb

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

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

#### Priests Skills

##### Skill Points: Faith

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

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

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

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

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

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

#### Witness, or Writing the Word

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##### Character Points:

**Paladin:** Free

**Healer:** Free

**Scholar:** Free

**Reset:** Instant

**Prerequisite:** Any priest header

**Restriction:** None

**Skill Points:** None

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

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

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

#### Visions of the Word

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##### Character Points:

**Paladin:** 10

**Healer:** 10

**Scholar:** 10

**Reset:** Between Event

**Prerequisite:** Any Priest Header

**Restriction:** None

**Skill Points:** None

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

#### Resist Doubt

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##### Character Points:

**Paladin:** 5,5,5

**Healer:** 5,5,5

**Scholar:** 5,5,5

**Reset:** Event

**Prerequisite:** None

**Restriction:**

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### Part Two: Skills

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

#### Repel Corrupt

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##### Character Points

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

#### Desperate Repel Corrupt

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##### Character Points

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

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## Part Two: Skills

### Paladin Skills

#### Imbue/Forge Holy Weapon

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**Character Points:**

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

**Reset:** Event

**Prerequisite:** Paladin header

**Restriction:** None

**Skill Points:** 1 Faith

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

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

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

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

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

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

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

Notes:

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

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

#### True Weapon

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**Character Points:**

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

**Reset:** Twilight

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

**Restriction:** None

**Skill Points:** None

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Detect Undead

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**Character Points:**

Paladin:	10
Healer:	---
Scholar:	10

**Reset:** Encounter

**Prerequisite:** Paladin or Scholar header

**Restriction:** None

**Skill Points:** 1 Faith

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

#### Detect Corrupt

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**Character Points:**

Paladin:	10
Healer:	---
Scholar:	10

**Reset:** Twilight

**Prerequisite:** Detect Undead

**Restriction:** None

**Skill Points:** None

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

#### Weapon Damage by Faith

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**Character Points:**

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

**Reset:** Instant

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

**Restriction:** None

**Skill Points:** None

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

#### Agony to Corrupt

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**Character Points:**

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

**Reset:** Twilight

**Prerequisite:** Paladin header

**Restriction:** None

**Skill Points:** None

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

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### Part Two: Skills

#### Holy Wrath

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**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Event

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

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

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

#### Harm Undead

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**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Event

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

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** None

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

#### Agony by Faith

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**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** encounter

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

**Skill Points:** 1 Faith

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

#### Disengage

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**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** encounter

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

**Skill Points:** 1 Faith

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Holy Sword Parry

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**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Paladin header, True Sword

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

#### Lesser Exorcism

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**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** 15

**Reset:** instant

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

**Skill Points:** None

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

#### Relentless Pursuit

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**Character Points:**

**Paladin:** 10

**Healer:** ---

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Paladin header

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

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

#### Greater Relentless Pursuit

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**Character Points:**

**Paladin:** 10

**Healer:** ---

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### Part Two: Skills

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

#### Courage from Faith

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

#### Body and Extra Body (Paladin)

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

#### Durability (Paladin)

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

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### Part Two: Skills

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

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**Character Points**

**Paladin:** 5

**Healer:** ---

**Scholar:** ---

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

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

#### Medium Weapon: Strong Blow by Faith

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**Character Points:**

**Paladin:** 10

**Healer:** ---

**Scholar:** ---

**Reset:** Encounter

**Prerequisite:** Paladin header, Medium Weapon

**Restriction:** None

**Skill Points:** 1 Faith

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

#### Medium Weapon: Great Blow by Faith

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**Character Points:**

**Paladin:** 15

**Healer:** ---

**Scholar:** ---

**Reset:** Twilight

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

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 3 4 5

**Skill Points:** 1 Faith

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

#### Two Weapons

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**Character Points**

**Paladin:** 20

**Healer:** ---

**Scholar:** ---

**Reset:** Instant

**Prerequisite:** Small or Medium Weapons

**Restriction:** None

**Skill Points:** None

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

#### Shield

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**Character Points**

**Paladin:** 20

**Healer:** ---

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### Part Two: Skills

<b>Scholar:</b>	---
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None
<b>Notes:</b>	You may use a shield. Shields block any uncalled ranged attack, including uncalled arrows and spells. Any called ranged attack will go through a shield. Shields block all melee weapon attacks including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold, unless those attacks are "by Massive," or other special traits not listed. You cannot cast a spell while using a shield - the only exception being certain paladin abilities, where it is noted in the description of those abilities.

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

##### Character Points

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

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#### Large Weapon: Strong Blow by Faith

##### Character Points:

<b>Paladin:</b>	10
<b>Healer:</b>	---
<b>Scholar:</b>	---
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Paladin header, Large Weapon skill
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	You may call "4 Damage by Faith" with a large weapon.

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#### Large Weapon: Great Blow by Faith

##### Character Points:

<b>Paladin:</b>	15
<b>Healer:</b>	---
<b>Scholar:</b>	---
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Paladin header, Large Weapon: Strong Blow by Faith
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	3 4 5
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	You may call "6 Damage by Faith" with a large weapon.

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#### Wear Armor: Light Armor

##### Character Points

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

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

#### Wear Armor: Medium Armor

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##### Character Points

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

### Scholar Skills

#### Research

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##### Character Points:

<b>Paladin:</b>	10
<b>Healer:</b>	10
<b>Scholar:</b>	5
<b>Reset:</b>	Between Event
<b>Prerequisite:</b>	none
<b>Restriction:</b>	none
<b>Skill Points:</b>	none
<b>Notes:</b>	You are well read, and can research scholarly questions about matters like history and magical theory, using libraries and scholarly contacts at universities and the like. For <i>Tales of the Cotting House</i> , you may only use this skill passively. You can choose to use this info skill actively or passively after each event to research a subject between events. This works better if you have declared a specific field of study that you may be familiar with, but it is otherwise a broadly defined skill.

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

#### Insight

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##### Character Points:

<b>Paladin:</b>	10
<b>Healer:</b>	10
<b>Scholar:</b>	5
<b>Reset:</b>	Event
<b>Prerequisite:</b>	None
<b>Restriction:</b>	
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	3 4 5
<b>Skill Points:</b>	1 point of Skill <i>of any type</i>

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

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

Sometimes a fairy or even a spirit of the Word might be present who can respond. By calling, "By my voice, Expose Insight Spirit," you may sometimes reveal such a fairy or spirit. It may be that the fairy speaks from the shadows, or through the mouth of another being in the room with you (in Out of Game terms, it may manifest through a Plot NPC or other NPC in the room with you). In any case, you should never question the spirit, but should ask your question in the hopes of an answer.

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

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#### Augery

##### Character Points:

**Paladin:** 10

**Healer:** 10

**Scholar:** 5

**Reset:** Between Event

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You are skilled at reading the stars and other portents to foresee what may come. At the beginning of each event, you will receive a reading indicating what the stars and portents are telling you may occur. This can be a number of different methods of augery - astrology, runes, tarot cards, etc. You may define a method and inform Staff, or you may receive an arbitrary method in your info skill.

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

---

#### Read/Write (Demon)

##### Character Points:

**Paladin:** 15

**Healer:** 15

**Scholar:** 10

**Reset:** Instant

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

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

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

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

---

#### Read/Write (Elf)

##### Character Points:

## Tales from the Cotting House Player's Guide

### Part Two: Skills

<b>Paladin:</b>	15
<b>Healer:</b>	15
<b>Scholar:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	Brer cannot learn this skill.
<b>Notes:</b>	You may read and write the language of the Greencloud elves. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

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

#### Read/Write (Goblin)

---

##### Character Points:

<b>Paladin:</b>	15
<b>Healer:</b>	15
<b>Scholar:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	Brer cannot learn this skill.
<b>Notes:</b>	You may read and write the language of the UnderMarsh goblins. Players need Plot Approval to start with this skill, but it may be learned in game once you find an appropriate teacher.

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

#### Read Language

---

##### Character Points:

<b>Paladin:</b>	---
<b>Healer:</b>	---
<b>Scholar:</b>	10
<b>Reset:</b>	Twilight
<b>Prerequisite:</b>	Scholar header
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	Instead of actually learning a different language, you can pray for understanding. Generally this is considered to be a shortcut in the eyes of the church, but it certainly does take less time.

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

#### Scholar's Eye

---

##### Character Points:

<b>Paladin:</b>	---
<b>Healer:</b>	---
<b>Scholar:</b>	10
<b>Reset:</b>	Instant
<b>Prerequisite:</b>	None
<b>Restriction:</b>	None
<b>Skill Points:</b>	None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

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

#### Messenger

---

**Character Points:**

**Paladin:** ---

**Healer:** ---

**Scholar:** 10

**Reset:** Event/Between event

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** Scholars are able to ensure that messages sent through the network of the Church and the Grimm Brotherhood reach its destination. A message sent with the Messenger skill is guaranteed to reach its destination. Alternately, this skill may be used to ensure information or a true story is reached by the Grimm Brotherhood for possible inclusion in the Codex. This is a between event skill, and the message to be delivered must be submitted with your PEL by the skill deadline. The use of this skill guarantees a response of some kind to a message sent, though it may not be the response the character is expecting.

#### Determine Veracity

---

**Character Points:**

**Paladin:** ---

**Healer:** ---

**Scholar:** 5

**Reset:** Event/Between Event

**Prerequisite:** Scholar's Eye

**Restriction:** None

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

#### Divine Prayer

---

**Character Points:**

**Paladin:** ---

**Healer:** ---

**Scholar:** 15

**Reset:** Event

**Prerequisite:** Scholar header

**Restriction:** None

**Skill Points:** None

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

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Detect Undead

---

**Character Points:**

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

**Reset:** Encounter

**Prerequisite:** Paladin or Scholar header

**Restriction:** None

**Skill Points:** 1 Faith

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

#### Detect Corrupt

---

**Character Points:**

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

**Reset:** Twilight

**Prerequisite:** Paladin or Scholar header

**Restriction:** Detect Undead

**Skill Points:** None

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

#### Resist vs. Confusion

---

**Character Points:**

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

**Reset:** Encounter

**Prerequisite:** Scholar header

**Restriction:** none

**Skill Points:** 1 Faith

**Notes:** You may resist any attempt to confuse you. Call "Resist" to an effect by Confusion. This skill may be used while unconscious or dead, but not while Drained.

#### Focused Mind

---

**Character Points:**

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

**Reset:** Encounter

**Prerequisite:** None

**Skill Points:** 1 Faith

**Notes:** Your mind is so focused on the Word that while taking notes, transcribing, or working on a puzzle or code, you are protected by the Written Word from harm. Spend 1 Faith and call "resist" against a packet or weapon-delivered attack, including if the attack is delivered "by Doubt."

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

---

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Character Points:

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

**Reset:** Twilight

**Prerequisite:** Scholar header

**Restriction:** None

**Skill Points:** None

**Notes:** You may speak with the spirits of those dead that linger in the living world. After a brief prayer of at least six syllables invoking the Word, you may touch a spirit or dead body with a packet and call "Speak with Spirit" or "Speak with Dead". If the target is then willing, you may speak freely with each other for the duration of the encounter.

#### Life Keeper

*"Tell me Your Story"*

---

#### Character Points:

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

**Reset:** Twilight

**Prerequisite:** None

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 4 6

**Skill Points:** None

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

#### Hindsight: Remembrance

---

#### Character Points:

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

**Reset:** Between Event

**Prerequisite:** Scholar header

**Restriction:** None

**Skill Points:** None

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

#### Sharing the Written Word

---

#### Character Points:

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

**Reset:** Twilight

**Prerequisite:** None

**Restriction:**

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Season:** 1 2 3  
**Max Purchase:** 2 3 4  
**Skill Points:** None  
**Notes:** Scholars are able to channel the power of the written word to aid others. Spend at least two minutes sharing information you have gained, notes you have written, telling of things you have witness, or instructing or teacher others. At the end of those two minutes, you may call out one of the following: "By My Voice, Heal 2 by Faith", "By My Voice, Cure Will by Faith", or "By My Voice, Grant 1 Protection by Faith." When making the call, the volume of the call must be at the same volume level as the conversation itself.

---

#### Blessing of the Witness

**Character Points:**  
**Paladin:** ---  
**Healer:** ---  
**Scholar:** 5  
**Reset:** Twilight  
**Prerequisite:** Witness, Sharing the Written Word  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 4 6  
**Skill Points:** None

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

---

#### Protection from the Witnessed

**Character Points:**  
**Paladin:** ---  
**Healer:** ---  
**Scholar:** 15  
**Reset:** Twilight  
**Prerequisite:** Witness, Sharing the Written Word  
**Restriction:**  
**Season:** 1 2 3  
**Max Purchase:** 2 4 6  
**Skill Points:** None

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

# Tales from the Cotting House Player's Guide

## Part Two: Skills

down in your book, and then cast "Grant Defense, Shield Fire by Faith." If you have more than one casting of this spell, you need not write down the witnessing for additional castings, unless you are changing the attack trait.

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

### Empowered by the Written Word

---

#### Character Points:

**Paladin:** ---

**Healer:** ---

**Scholar:** 20

**Reset:** Event

**Prerequisite:** None

#### Restriction:

**Season:** 1 2 3

**Max Purchase:** 1 1 2

**Skill Points:** None

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

"Refresh 1 Twilight Skill by Faith"

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

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

"Grant 1 Vitality by Faith"

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

## Healer Skills

### Diagnose Physical

---

#### Character Points:

**Paladin:** 10

**Healer:** 5

**Scholar:** 5

**Reset:** Instant

**Prerequisite:** None

**Restriction:** None

**Skill Points:** None

**Notes:** You may diagnose the physical condition of a target. This includes the ability to diagnose any of the following conditions: Stable, Unstable, Dead, Comatose, Unconscious, or Damage. It also includes the ability to diagnose most Physical, Metabolic, and Elemental effects, such as Aging, Air, Crystal, Cold, Disease, Earth, Fire, Force, Ice, Lightning, Poison, Radiation, Silver, Sleep, Thorns, Weapon, Water, Web, and Wind.

### Diagnose Mental

---

#### Character Points:

**Paladin:** 15

**Healer:** 10

**Scholar:** 10

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### Part Two: Skills

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

---

#### First Aid

##### Character Points:

**Paladin:** 5  
**Healer:** 5  
**Scholar:** 5

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

---

#### Cure Maim

##### Character Points:

**Paladin:** 10  
**Healer:** 5  
**Scholar:** 10

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

---

#### Cure Doubt

##### Character Points:

**Paladin:** ---  
**Healer:** 5  
**Scholar:** ---

**Reset:** Twilight  
**Prerequisite:** None  
**Restriction:** None  
**Skill Points:** 1 Faith  
**Notes:** You may restore a person's faith in the Word, such that you can remove effects inflicted by Doubt. After a rousing affirmation of your own faith lasting at least fifteen seconds, you may touch a packet to your target and call "Cure Doubt by Faith."

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

---

#### Stabilize

##### Character Points:

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

**Reset:** Instant  
**Prerequisite:** Diagnose Physical  
**Restriction:** None

## Tales from the Cotting House Player's Guide

### Part Two: Skills

**Skill Points:** 1 Faith

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

---

#### Remove Lesser Injury

**Character Points:**

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

**Reset:** Encounter

**Prerequisite:** Diagnose Physical, Healer header

**Restriction:** None

**Skill Points:** 1 Faith

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

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

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

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

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

---

#### Remove Greater Injury

**Character Points:**

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Remove Lesser Injury

**Restriction:** none

**Skill Points:** none

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

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

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

(See examples under Remove Lesser Injury.)

---

#### Remove Comatose

**Character Points:**

**Paladin:** ---

**Healer:** 5

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### Part Two: Skills

<b>Scholar:</b>	---
<b>Reset:</b>	Event
<b>Prerequisite:</b>	Stabilize, Remove Greater Injury
<b>Restriction:</b>	None
<b>Season:</b>	<b>1 2 3</b>
<b>Max Purchase:</b>	2 4 6
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	You are able to tell the tale of how one in a coma awakens again. Spend 10 seconds telling the tale, touch a packet to the target and call, "Cure Comatose trait by Faith." As defined in the Comatose skill, a person brought out of a Coma suffers the Drain effect and must rest 5 minutes to remove it. Both hands must be free to use this skill. If you are interrupted while casting, you do not lose the skill use, but must begin again to cast it.

---

#### Remove Maim

<b>Character Points:</b>	
<b>Paladin:</b>	---
<b>Healer:</b>	15
<b>Scholar:</b>	---
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Remove Lesser Injury
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	You may alter the outcome of an encounter, targeting a victim's maimed limbs. If you know how an encounter occurred, you may speak a prayer of at least 6 syllables and spend 1 Faith to cure each of the target's maimed limbs (target each limb in turn) and call "Cure Maim <<limb>> by Faith." If you did not see the encounter, or were not present or were not told what occurred, you may target only a single limb.

---

#### Remove Disease

<b>Character Points:</b>	
<b>Paladin:</b>	---
<b>Healer:</b>	15
<b>Scholar:</b>	---
<b>Reset:</b>	Encounter
<b>Prerequisite:</b>	Remove Greater Injury
<b>Restriction:</b>	None
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	You may use your Faith in the Word to remove a common disease from a target. Speak a prayer of at least 8 syllables, touch the target with a packet and call, "Cure Disease by Faith." This spell does not remove any damage that may have resulted from the disease, but it will stop further damage.

---

#### Remove (Specific) Disease

<b>Character Points:</b>	
<b>Paladin:</b>	---
<b>Healer:</b>	10
<b>Scholar:</b>	---
<b>Reset:</b>	encounter
<b>Prerequisite:</b>	Remove Common Disease
<b>Restriction:</b>	none
<b>Skill Points:</b>	1 Faith
<b>Notes:</b>	Most known diseases can be cured by the Remove Disease spell above. New or rare diseases, however, must be studied before a cure can be given, and in that case, each would have a separate spell to cure it. This prayer must be learned in game, and only with the proper teacher. A new disease would have its own trait, and the call to cure it you would speak a prayer of at least twelve syllables and call "Cure <<name of disease>> by Faith."

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### Part Two: Skills

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

---

#### Remove Impediment

---

**Character Points:**

**Paladin:** ---

**Healer:** 15

**Scholar:** ---

**Reset:** twilight

**Prerequisite:** Remove Maim

**Restriction:** none

**Skill Points:** none

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

---

#### Foresight: Imbue Avoidance

---

**Character Points:**

**Paladin:** ---

**Healer:** 25,50,75

**Scholar:** ---

**Reset:** Event

**Prerequisite:** Healer header, Witness

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** None

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

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

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

---

#### Foresight: Imbue Shield

---

**Character Points:**

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Healer header, Witness

**Restriction:**

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** none

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

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either “Imbue by Faith: Shield Mental by Faith”, “Imbue by Faith: Shield Doubt by Faith” or “Imbue by Faith: Shield Physical by Faith”.

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

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

#### Foresight: Imbue Protection

---

##### Character Points:

**Paladin:** ---

**Healer:** 5

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Healer header

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** none

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

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

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

#### Foresight: Reduced to Short

---

##### Character Points:

**Paladin:** ---

**Healer:** 10

**Scholar:** ---

**Reset:** Twilight

**Prerequisite:** Foresight: Imbue Shield

##### Restriction:

**Season:** 1 2 3

**Max Purchase:** 2 3 4

**Skill Points:** none

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

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

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Foresight: Wounds Do Not Bleed

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**Character Points:**

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

**Reset:** Twilight

**Prerequisite:** Healer header, Witness, Stabilize

**Restriction:**

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

**Skill Points:** none

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

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

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

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

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

#### Cure of the Witness

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**Character Points:**

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

**Reset:** Twilight

**Prerequisite:** Protection from the Witness, Foresight: Imbue Shield

**Restriction:**

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

**Skill Points:** None

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

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

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

## Tales from the Cotting House Player's Guide

### Part Two: Skills

#### Rewrite Death

“This is not the end of your story.”

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**Character Points:**

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

**Reset:** Event  
**Prerequisite:** Remove Greater Injury

**Restriction:**

**Season:** 1 2 3  
**Max Purchase:** 3 4 5

**Skill Points:** none

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

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

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

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#### Diagnose Departed

**Character Points:**

**Paladin:** ---  
**Healer:** Free  
**Scholar:** ---

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

**Restriction:** None

**Skill Points:** None

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

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#### Blessing the Departed

**Character Points:**

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

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

**Restriction:** None

**Skill Points:** 1 Faith

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

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

Imbue to Dead by Faith

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