

Tales from the Cotting House Player's Guide

Part Two: Skills

12.4 Rogues

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

~Terry Pratchett, *Sourcery*

Outlook

Plenty of places in the Written World are protected by locks and traps and other devices. Rogues are skilled in getting past these barriers to the stuff on other side. Not everyone who learns the skills of roguery is a criminal - even the king of Faraway trains his Jacks thus - but, to call a spade a spade, many are. It is from these individuals that this header gets its name.

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

A Note on Men of Science vs. Rogues



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

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

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

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

Roguary Skills

Skill: Endurance

Character Points: 5,10,15

Reset: Encounter

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: None

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

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

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

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

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

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

Locks: Pick Locks

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

Locks: Pick a Lock

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

Locks: Escape Bonds

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

Traps: Disarm Traps

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

Traps: Trap Dodge

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

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

Traps: Recover Goods

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

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

Hide: Conceal Item

Cost:	20
Reset:	Encounter
Prerequisite:	None
Restriction:	None
Skill Points:	1 Endurance

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

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

Hide: Resist Expose

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

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

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Seek: Quick Search a Body

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

Seek: Search an Area

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

Hear Rumors

Character Points:	5
Reset:	Between Event
Prerequisite:	None
Restriction:	None
Skill Points:	None
Notes:	You have the right contacts and connections within the streets, bars, and less savory places of society, such that you always hear the latest things being whispered or gossiped about. You may hear "lower class" or "black market" rumors between events. You also have connections among the upper class of society, the great families of the Houselands and the upper class establishments; sometimes you will hear rumors among those people. And within the Woods, you know the trackers and woodsfolk who hear and see things that from the dark reaches of the Woods or along the caravan trails. From all these sources, you might receive rumors at the start of each game.

In Tales, this skill may only be used passively. Plot will provide relevant rumors or gossip you may hear in your folder at check-in. Characters with this skill should expect to receive the same information; though at times there may be exceptions, players should expect to receive the same rumors as other characters with this skill.

Rogue's Agility

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