

Tales from the Cotting House Player's Guide

Part Two: Skills

12.8a Witchery Skills

"I drank 'what'?"

--said to be the last words of Socrates

'We're the kind that gives people what they know they really need, not what they think they ought to want.'

-- Granny Weatherwax in Terry Pratchett's *Witches Abroad*

"Those who contemplate the beauty of the earth find reserves of strength that will endure as long as life lasts."

— Rachel Carson

"I feel no need for any other faith than my faith in the kindness of human beings. I am so absorbed in the wonder of earth and the life upon it that I cannot think of heaven and angels."

— Pearl S. Buck

"What you take from the earth, you must give back. That's nature's way."

— Chris d'Lacey

Outlook

Witches tend to have a practical, no nonsense way of looking at the world, and view the antics of others, in a professional sense, as somewhat of a waste of time. Priests bury their heads in the past or waste time worrying about what might come to pass, thinking, it seems, to not consider what is happening in the now. Magicians flap their arms and make clucking sounds and come off as rather silly. Sandmen... well, who knows what dreamers do, really, and who cares? If folks approached the world the way a witch does, they wouldn't need the Sandmen.

Witches practice their craft without the use of verbals or gestures. They get their power directly from the earth, which asks for nothing but a sense of balance in return. Yet still, because of their tie to the earth, witches tend to try and protect it, treating others who squander the world's resources as foolish, and seeking sometimes to undo them.

Certainly their mastery of herbalism is the stuff of stories, and many seek out Witches for cures and potions and even more.

Some tales tell of the Skin Changer witches, those who have bonded with an animal's spirit and been gifted its skin. Using their craft, they may use that skin to take on the shape of those animals and become one. Some tales of witches gone bad, called Skin Walkers or Skin Stealers, who murder beasts and steal their skins and even memories.

They are also the caretakers of people, and Hearth Witches are tied to the home like Wood Witches are to the earth, the boundaries of those places called home, infused with the craft and memories of those bonds, is itself a strong magic that Witches of the home can use to heal those within their abode and those they call friend. Certainly if dark stories are to be believed, one should never confront a witch in her home or break hospitality there.

Scary stories told around the campfires tell tales of witches who have mastered the craft of Curses, and the mishaps of those who cross a witch are enough to cause even the bravest to pause when encountering a Witch deep in the Woods. Witch Cursery is not available at the start of play.

(A Note: Cottington's witches have a heavy influence from the Witches of Terry Pratchett's Discworld, with some of our own inspiration thrown in).

Witch Skills

A note on the use of dolls: Many witches will craft special dolls with which to cast spells. Some dolls grant abilities (and cost points as described below), and some merely act as foci. It is not unusual for the witch to craft a specific doll to replace the packet used when touch casting her spells.

The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

A note on Herbalism: Many Wood Witch skills require you to "roleplay using herbalism or administering a potion." Wood Witches should have phys reps and props to represent using plants, natural curatives, and potions. These can be anything from mortar & pestle, to dried swatches of herbs hanging off your belt, to bottled potions and elixirs. We encourage you to make this look as much as possible if you are crafting a natural curative at the time of use.

Tales from the Cotting House Player's Guide

Part Two: Skills

Skill: Craft

Character Points

Hearth Witch: 5,10,15

Wood Witch: 5,10,15

Reset: Encounter

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 5 6 7

Skill Points: none

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

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

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

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

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

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

Diagnose Physical

Character Points

Hearth Witch: 5

Wood Witch: 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

Hearth Witch: 10

Wood Witch: 10

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may immediately diagnose Fear. After ten seconds of role played conversation, you may also diagnose any Mental trait (Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, Will), as well as the trait, Fascination.

First Aid

Tales from the Cotting House Player's Guide

Part Two: Skills

Character Points

Hearth Witch: 5

Wood Witch: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may perform first aid on an unstable target, bringing that character to stable after one minute of role play.

Cure Maim

Character Points

Hearth Witch: 5

Wood Witch: 5

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

Notes: You may roleplay over a maimed limb for 60 seconds and then call "Agony and Cure Maim".

Smelling Salts

Character Points

Hearth Witch: 5

Wood Witch: 10

Reset: Instant

Prerequisite: Diagnose Physical

Restriction: None

Skill Points: None

Notes: Spend 10 seconds roleplaying using smell salts to awaken one who is Unconscious. Touch a packet to them and call, "Heal 1 to Unconscious by Craft."

Wood Witch Craft

Wood Sense

"Knowing the Woods"

Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Event

Prerequisite: Wood Witch header

Restriction: None

Skill Points: None

Notes: Witches have a special connection to the Woods that goes deeper than reading the tracks or watching the behavior of animals. It is listening to the wind and to the woods, a sending out of your mind to touch about the things, natural and fairy, within the land around you. You may learn about the area around town, and will receive a special information card before an event. Whereas a normal scout would learn about the area around town by actually walking the trails, you would have a feel for it, a knack for knowing when something is or is not right.

Tales from the Cotting House Player's Guide

Part Two: Skills

Tracking

Character Points

Hearth Witch: 10

Wood Witch: 5

Reset: Instant

Prerequisite: None

Restriction: None

Skill Points: None

Notes: You may read tracking cards. This skill does NOT allow you to track an NPC, only to read cards that are already in place. This skill may sometimes grant options that are not available to characters who cannot track.

Foraging

Character Points

Hearth Witch: ---

Wood Witch: 10,20,30

Reset: Event

Prerequisite: None

Restriction:

Season: 1 2 3

Max Purchase: 1 2 3

Skill Points: None

Notes: You may enter game with a number of herbs in hand. With each level of the Foraging skill, you begin game with 5 special points to purchase herbs from a list. The cost for each herb and the types of herbs available may vary from event to event.

Herbalist

Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Instant

Prerequisite: None

Restriction: Wood Witch header

Skill Points: None

Notes: You understand how to combine herbs into potions. Each recipe is purchased separately, but each recipe is a microskill, and can be learned during the course of an event. After the event, you **must** spend character points earned during the event to purchase the recipe.

Most herbal recipes are drawn with diagrams and illustrations rather than words, and as such you do not have to know how to read or write to understand them. Because the ability to read and write is not a prerequisite for becoming an herbalist, brer are able to learn this skill.

You will be given potion cards for potions you can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

Herbalist is also the prerequisite for some special herbalism-based abilities that witches may buy.

Master Herbalist

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Encounter

Tales from the Cotting House Player's Guide

Part Two: Skills

Prerequisite: Herbalist
Restriction: Wood Witch header
Skill Points: 1 Craft
Notes: You may spend 1 craft and call “Imbue by Craft”, thus granting a potion “Master” status. Typically this increases the potion’s effectiveness.

Master Herbalist also grants an additional 3 points to those witches who have the Foraging skill.

This also allows Wood Witches to use Enchanted Glades or Foraging points in-game that require this skill and which allows the Witch to either find greater or rare herbs, refresh certain skills, or gain specific benefits or abilities in an encounter. This also allows for some special abilities of other skills below.

Resist Poison

Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Encounter

Prerequisite: Wood Witch

Restriction: None

Skill Points: 1 Craft

Notes: Because you spend all of your time surrounded by herbs and potions, you have learned to resist the effects of poison. You may spend a point of Craft and call “Resist” to a single attack by Craft or by Poison. This skill may be used while unconscious or dead, but not while Drained.

Speak with Animal

Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Encounter

Prerequisite: Wood Witch

Restriction: None

Skill Points: 1 Craft

Notes: With an effort of will, you can understand and converse with the creatures of the wood. Call “By my Gesture, Speak to animal.” Note that this spell in no way guarantees that the animal will want to speak with you, and does not make a hostile animal friendly or in any way subject to your will. Also, some brer animals can speak the language of men, so this spell is not always needed. You would do well to try and speak with the animal normally before spending the craft to do so.

Calm Animal (Cure Frenzy)

Character Points

Hearth Witch: ---

Wood Witch: 10

Reset: Encounter

Prerequisite: Speak with Animal

Restriction: None

Skill Points: 1 Craft

Notes: With an effort of will, you can calm an enraged animal. Spend five seconds speaking in soothing tones loud enough for the frenzied animal to hear you, then throw a packet and call “Cure Frenzy to Animal by Craft.” If the animal takes no effect from this spell (perhaps he wasn’t frenzied, but very, very angry) you do not lose your point of Craft.

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

Enrage Animal (Frenzy)

Character Points

Tales from the Cotting House Player's Guide

Part Two: Skills

Hearth Witch:	---
Wood Witch:	15
Reset:	Encounter
Prerequisite:	Speak with Animal
Restriction:	None
Skill Points:	1 Craft
Notes:	You may spend five seconds speaking to rile your target up, then, with an effort of will, you may cause it to enter a rage. Throw a packet and call "Frenzy to Animal by Craft." Only one hand needs to be free (the casting hand) to use this ability.

Call Lesser Woodland Animal

"Animal Friend"

Character Points

Hearth Witch:	---
Wood Witch:	10,20,30
Reset:	Event
Prerequisite:	Speak with Animal, Wood Sense
Restriction	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	None

Notes: You may call upon a woodland creature to carry a message or perform a very basic task. This creature is always of a small or weak variety, and is incapable of fighting (It is never a brer). There is no guarantee that such an animal will answer a witch's call, but it never hurts to try. Such an animal could potentially gather a key from a peg on a wall or carry a spoken message to another witch, or even a written message to someone else.

To call a lesser woodland animal, the witch player should attract the attention of the nearest NPC. She should whisper, "Imbue by Craft, Call Lesser Woodland Animal." If there is a lesser woodland animal nearby, and if other factors align in the witch's favor, the woodland animal may arrive.

Calling a lesser woodland animal can be done fairly quickly, even in the middle of a module, although highly chaotic environments make it less likely such an animal will hear the character and come to help. As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature.

Call Greater Woodland Animal

"Animal Ally"

Character Points

Hearth Witch:	---
Wood Witch:	20
Reset:	Event
Prerequisite:	Call Lesser Woodland Animal
Restriction	
Season:	1 2 3
Max Purchase:	1 1 1
Skill Points:	1 Craft

Notes: You may call upon a more powerful woodland creature to come to your aid. This is a more lengthy and arduous effort of will than summoning a lesser animal friend, and the animal will never be close enough to come quickly.

To call a greater woodland animal, you should call out into the wilderness, and spend no less than fifteen seconds doing so. There is nothing subtle about this call. The call may be anything, but if possible should incorporate the sounds the animal itself would make. You should also drop an imbue card into the Plot Drop-Box so that "the animal is sure to hear you". The process of calling a greater woodland animal is not quick, and there is a chance that no animal will arrive, but if this is the case, you will get some sort of indication.

As with all summoning abilities, this ability is absolutely subject to the availability of an NPC to play the summoned creature. Typically, because of her attunement with her environment, the witch will come to know if no such animal is close enough to call.

Tales from the Cotting House Player's Guide

Part Two: Skills

Acorn Pouch

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Special, see below

Prerequisite: Master Herbalist

Restriction: Herbalist

Skill Points: none

Notes: You carry a pouch that you have enchanted with your craft. The pouch may carry up to 10 acorns (repped using spell packets). You may draw forth an acorn, focus your craft on it for five FULL seconds, call "I Damage by Thorns", and throw the acorn at your target. While the acorn travels through the air it sprouts wicked thorns, which rend the target on impact.

The enchanted acorns lose their enchantment when they land – they cannot be picked up and reused. An acorn pouch may never carry more than ten acorns at a time, and cannot be refilled until all the acorns within it are expended (thrown or dumped out). Once the bag is emptied, any acorns added to it will be ready for use only after you have rested back encounter skills for fifteen minutes.

If you have the Master Herbalist skill, you may gather your acorns and spend 5 uninterrupted minutes in an encounter in order to renew the craft upon your acorns to throw them again.

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

Grasping Roots

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Encounter

Prerequisite: Acorn Pouch

Restriction: Wood Witch

Skill Points: 1 Craft

Notes: Instead of causing an acorn from an Acorn Pouch to grow thorns and cause damage, you may instead elect to have the acorn sprout entangling roots that bind the target's feet in place. You may draw forth an acorn just as if you intended to throw it for damage, focus your craft on it for five full seconds, call "Root by Thorns" and throw the packet at the target.

Note that using an acorn in this manner uses 1 Craft AND expends one acorn from the Acorn Pouch.

Craft Wood Stick Doll

Character Points

Hearth Witch: ---

Wood Witch: 5

Reset: Instant

Prerequisite: Wood Witch header

Restriction: None

Skill Points: 1 Craft

Notes: You may fashion a doll from crude materials. Once the doll is fashioned, you may then channel your craft through the doll in the form of healing. The doll lasts indefinitely, or until it is destroyed. This acts as a prerequisite for other skills. Your doll must contain something unique to you within it. It could be a drop of blood, a piece of hair, or something strongly tied to you, such as a bead from a necklace you always wear. This ties the doll to you.

Note: The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

Heal by Wood Stick Doll

Character Points

Tales from the Cotting House Player's Guide

Part Two: Skills

Hearth Witch: ---
Wood Witch: 5
Reset: Encounter
Prerequisite: Craft Wood Stick Doll
Restriction: None
Skill Points: 1 Craft
Notes: Role play pricking your finger to mix your blood with the salve and call "Imbue by Craft". This empowers the doll. You then have a pool of 4 points of healing. Touch the doll to a target and call "Heal # by Craft", where # is the number of points you would heal. You may use these 4 points in any combination. For example, you may touch a packet to a target and call "Heal 1 by Craft" and then touch a packet to a second target and call "Heal 2 by Craft." You would then have 1 point of Healing remaining in this pool.

You may cast this as many times as you have Craft Skill Points in a single encounter. However, if you have Healing points remaining and recast the healing pool, you lose any points remaining when the spell is recast (they do not stack). For example, if you used 3 points of healing and had 1 point remaining, and then chose to recast your Craft Wood Stick Doll pool, you would then have 4 points of healing to use, not 5. The 1 point of healing from the last pool would go away.

Cure Poison

Character Points

Hearth Witch: ---
Wood Witch: 10
Reset: Encounter
Prerequisite: Wood Witch, Craft Wood Stick Doll
Restriction: None
Skill Points: 1 Craft
Notes: You may spend a point of Craft, touch your stick doll to the target and call "Cure poison by poison."

Strengthened by Nature

Character Points

Hearth Witch: ---
Wood Witch: 15
Reset: Twilight
Prerequisite: Cure Poison
Restriction: None
Skill Points: None
Notes: Roleplay using herbalism for 30 uninterrupted seconds on your target, then touch a packet and call, "Cure Weakness/Drain/Stricken/Waste by Craft." Both hands must be free, and you must be uninterrupted for the length of the roleplay.

Natural Cure

Character Points

Hearth Witch: ---
Wood Witch: 10
Reset: Encounter
Prerequisite: Strengthened by Nature
Restriction: None
Skill Points: 1 Craft
Notes: Roleplay using herbalism for 30 uninterrupted seconds on your target, then touch a packet and call, "Cure <Trait> by Craft" where <Trait> is any Elemental, Physical, or Metabolic trait. Both hands must be free, and you must be uninterrupted for the length of the roleplay.

Tales from the Cotting House Player's Guide

Part Two: Skills

Herbalist: Acid Splash

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Encounter

Prerequisite: Herbalist

Restriction: None

Skill Points: 1 Craft

Notes: Roleplay using herbalism for 10 uninterrupted seconds, then throw a packet and call, "2 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay.

If you have the Master Herbalist skill, you may once per Twilight throw "4 Damage by Poison" instead.

This also counts as having bought the recipe for Acid Splash, and finding the appropriate herbs means you may throw additional uses of this skill with using a craft skill point.

Herbalist: Agility

Character Points

Hearth Witch: ---

Wood Witch: 5

Reset: Twilight

Prerequisite: Herbalist

Restriction: None

Skill Points: None

Notes: Roleplay using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Grant Encounter 1 Reflex by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay .

If you have the Master Herbalist skill, you may once per Event call "Grant Encounter 2 Reflex by Poison" instead.

This also counts as having bought the recipe for Agility, and finding the appropriate herbs means you may throw additional uses of this skill.

Herbalist: Blade Poison

Character Points

Hearth Witch: ---

Wood Witch: 5

Reset: Twilight

Prerequisite: Herbalist

Restriction: None

Skill Points: None

Notes: Roleplay using herbalism for 10 uninterrupted seconds, then touch a packet and then call, "Grant Next Melee Attack, 3 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay .

This also counts as having bought the recipe for Blade Poison, and finding the appropriate herbs means you may throw additional uses of this skill.

Herbalist: Healing Salve

Character Points

Hearth Witch: ---

Wood Witch: 15

Reset: Twilight

Prerequisite: Herbalist

Tales from the Cotting House Player's Guide

Part Two: Skills

Restriction: None
Skill Points: None
Notes: Roleplay using herbalism for 30 uninterrupted seconds, then touch a packet and then call, "Heal 4 by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay .
This also counts as having bought the recipe for Healing Salve, and finding the appropriate herbs means you may throw additional uses of this skill.

Herbalist: Paralyze Splash

Character Points

Hearth Witch: ---
Wood Witch: 15,20,25

Reset: Event
Prerequisite: Herbalist
Restriction: None
Skill Points: None

Notes: Roleplay using herbalism for 10 uninterrupted seconds, then throw a packet and call, "2 Damage by Poison." Both hands must be free, and you must be uninterrupted for the length of the roleplay.

If you have the Master Herbalist skill, you may once per Twilight throw "4 Damage by Poison" instead.

This also counts as having bought the recipe for Acid Splash, and finding the appropriate herbs means you may throw additional uses of this skill

Appeasing the Fairies

Character Points

Hearth Witch: ---
Wood Witch: 15

Reset: Event
Prerequisite: Wood Witch
Restriction:

Season: 1 2 3
Max Purchase: 1 1 1

Skill Points: None

Notes: You know that the Woods/Fairies can be fickle creatures and have learned how to escape their notice or appease their wrath. This skill can be used in one of two ways. You can leave an offering in a place the fairies might visit (this will be a set place in-game) with a small note explaining the slight or issue you are trying to appease. In your PEL, please also note that this was done, and what was left here. Or when encountering a creature of the Woods/Fairies you may say "I Wish to Appease the Fairies, Imbue by Craft", make an offering, and then plead your case. Again, please note in your PEL after the event when this was used and what was offered/asked. There is no guarantee that this skill will work as you wish, only that the Fairies/Woods will hear your plea. Be careful who you use it on. It will not make evil or malicious fairies suddenly kind to you, and could make matters worse. But used in appropriate circumstances, it can mitigate an offense given to the Fairies or the Woods.

Tales from the Cotting House Player's Guide

Part Two: Skills

Hearth Witch Craft

Craft Hearth

Character Points

Hearth Witch: Free

Wood Witch: ---

Reset: Event

Prerequisite: Hearth Witch

Restriction: None

Skill Points: 1 Craft

Notes: This skill is free for all Hearth Witches. When you arrive in town on Friday night, you may turn your cabin into a place of comfort and safety. To do so, you must first create a "Hearth Anchor" within your home. This must be an obvious centerpiece, and often includes fire or light in some fashion. The Witch must perform some small personal rite before it, then walk the perimeter, attuning herself to the walls of the home. After which, the magic is complete, and she may hang an octagon that indicates a Hearth is established in this building. A Hearth Witch may only ever have one active Hearth. If the Hearth is maintained between events, it does not need to be re-attuned at the start of the next event but is considered already active.

A hearth witch must stay within her home for the Hearth to remain active. If two consecutive nights pass where she does not sleep in her hearth, the Hearth effect fades.

More than one Hearth Witch may share a hearth; they would also share the same Hearth trait.

Once the Hearth is created, the Hearth Witch gains the trait of her Hearth. This trait name must be chosen prior to the event and submitted to Plot for Approval. You cannot use a specific Hearth Trait without plot approval.

Hearth's Protection

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Event

Prerequisite: Craft Hearth

Restriction: None

Skill Points: 1 Craft

Notes: This skill casts a protection over your home. The protection lasts for three nights per casting. Between the hours of 1 AM and 8 AM, no one may enter the hearth witch's cabin and attempt to do harm to anyone within. Weak willed foes or foes without a specific reason to do so will typically not be able to even enter the building. Any harmful actions taken against the foe will break this protection. When a witch protects her home thus, she hangs a device outside, such as a wind chime. In any case, a yellow tag will be given to the witch, and this tag must be displayed as part of the device or on the door.

Attune to Other Hearth

"Home Is Where My Hearth Is"

Character Points

Hearth Witch: 5,5,5...

Wood Witch: ---

Reset: Event

Prerequisite: Craft Hearth, Craft Woodland Charm

Restriction: None

Skill Points: 1 Craft

Notes: You may harmonize yourself to another hearth or building, and use your abilities as if that place was your own. You must place within that building a representation (a charm of sorts) of your own hearth. You must pace the walls of the building for a good five minutes to attune yourself to the place and to the boundaries of the home. Finally, if the building already is occupied, you must obtain permission from the hearth witch who resides there. If there is no hearth witch in residence, this last criteria may be ignored. Once these

Tales from the Cotting House Player's Guide

Part Two: Skills

conditions are met, you may treat the building as if it was your own. At any point, the resident hearth witch may remove her permission simply by telling you that she has done so.

If the Hearth Witch is using this skill to extend her Hearth to a second building for the purposes of making the people staying in that building part of her Hearth, and to make that building part of her warded "home," a hearth focus must be established in that building, as per the Craft Hearth rules, and must be of the same theme as her original hearth, tying the two Hearths together. This cannot be done in a building where another Hearth Witch has established a different Hearth (with a different Trait). If two Hearth Witches wished to combine two buildings into a singular Hearth, they would each still need to purchase "Attune to Other Hearth" to extend their Hearth beyond a single building.

For example: Two Hearth Witches wish to combine their halls to make two buildings share the same hearth aspect, and cover a total of 16 people. They may do so, but the hearth focus in each building must share some of the same materials, and the Hearth Witches must both take "Attune to Other Hearth" and attune the other building to them and their hearth to do so.

Bestow Hearth Trait

Character Points

Hearth Witch: 5

Wood Witch: ---

Reset: Instant

Prerequisite: Craft Hearth

Restriction: None

Skill Points: 1 Craft

Notes: You may grant your Hearth's trait - and thus the protection of your Craft - to those sharing the building with you. Once your hearth is established, touch a packet to each person who is staying within the heart and call "Grant Trait <Heart-Trait> by Craft." Any person who shares your hearth between events will retain the Trait, and it does not need to be recast at the next event. The trait remains so long as the person stays within the cabin. If a second consecutive night passes where the person does not sleep within the hearth, they will lose the trait. The trait may also be replaced if another Hearth Witch welcomes them into their home and they accept the spell.

A person may only have one hearth trait active at one time.

Hearth Witches may Bestow Hearth Traits to individuals residing in a hearth to which the Hearth Witch has attuned and established an anchor that bears the same trait but in which the Hearth Witch is not actually staying. For example, the Hearth Witch wishes to establish her hearth across two buildings. One building sleeps 8 people and the other also 8. The Hearth Witch stays in the first building and uses "Craft Hearth" to establish her hearth, and Bestow Hearth Trait to grant the Hearth trait "Home" to those staying there. She may then use "Attune to Other Hearth" to attune to the second home, and then establish a second Hearth Anchor as per the Craft Hearth rules in that hall that ties it to her main hearth. Once this is done, she may then use "Bestow Hearth Trait" to grant the "Home" trait to the people residing there, even though they are not sleeping in the same building as her.

More than one Hearth Witch may join together to create a single hearth and bestow the same hearth trait. However, if the hearth is spread across multiple buildings, *each* Hearth Witch must purchase Attune to Other Hearth to cover each building to which the Hearth extends.

Extend Hospitality

"Come in to my parlor."

Character Points

Hearth Witch: 5,5,5

Wood Witch: ---

Reset: Event

Prerequisite: Wood Witch and Hearth Witch

Restriction: None

Skill Points: 1 Craft

Notes: You may extend the hospitality of your hearth to someone who does not live beneath its roof. To do so you must first craft a charm to give to the guest. This charm can be something very simple, from a strip of cloth you wove yourself to a doll of sticks, anything so long as it was crafted by you and given to the guest.

Tales from the Cotting House Player's Guide

Part Two: Skills

The charm does not have to be showing - just carried is enough. When the charm is given to the target, state, "Imbue <<Name of Hearth>> Trait by Craft." While the target carries the charm, he benefits as if he was a member of your hearth.

A person may only have one hearth trait at a time.

Place of Healing

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Instant

Prerequisite: Craft Hearth

Restriction: None

Skill Points: None

Notes: Within the walls of your home, you are a healer without equal. So long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present), you may, once every five minutes, call out, "To the room, heal one by Craft."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

Home of Healing

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Instant

Prerequisite: Place of Healing

Restriction: None

Skill Points: None

Notes: Within the walls of your home, and so long as you are playing host to those inside (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) you may, after five minutes, call out, "To the room, heal five by Craft to <<name of hearth>>."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

Host of Healing

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Instant

Prerequisite: Place of Healing

Restriction: None

Skill Points: None

Notes: Within the walls of your home or other place to which you are attuned, you may tend to or play host (conversing, providing food and drink, or otherwise being hospitable and paying attention to the target) to another for a full five minutes, and then touch a packet to them and say, "You are Well Rested and Heal All by Craft."

The hearth witch is considered to be resting for purposes of refreshing encounter skills while hosting others thus in her hall or hall to which she is attuned.

Tales from the Cotting House Player's Guide

Part Two: Skills

Place of Curing

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Instant

Prerequisite: Place of Healing

Restriction: None

Skill Points: None

Notes: So long as you are playing host to those inside your hearth (conversing, providing food and drink, or otherwise being hospitable and paying attention to those present) or tending the wounded (in the case of those in a coma or incapacitated), you may, after 1 minute, touch a packet to a target and call, "Cure <<Disease, Poison, Stricken, Waste, or Comatose Trait>> by Craft."

Heal to Hearth

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Encounter

Prerequisite: Craft Hearth, Bestow Hearth Trait

Restriction: None

Skill Points: 1 Craft

Notes: You may spend a point of craft and call "Imbue to Self by Craft." You gain a Healing Pool of six points that you may use to heal members of your hearth. Touch a packet to a hearth member and call out "Heal <<Number>> to <<name of Hearth>> by Craft" where number equals a number up to six but no more than the remaining points in the pool. The pool lasts until all points are expended, until you rest to recover encounter skills, or until you cast this spell again. Thus, you could call out "Heal 6 to <<Hearth Trait>> by Craft" in a one single use, or use six separate castings by calling out "Heal 1 to <<Hearth Trait>> by Craft".

Charm of Protection from Poison

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Twilight

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

Restriction:

Skill Points: None

Notes: You may gift a charm to a member of her hearth and call, "Grant Defense: Shield Poison by Craft." Typically the charm will contain a bit of dust from the hearth and also a bit belonging to the target, such as a fingernail or bit of hair. The charm must be carried by the target for this benefit to be in effect.

Charm of Protection from Nature

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Twilight

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

Restriction:

Skill Points: None

Notes: You may gift a charm to another, spend 30 seconds working the craft upon it, and then touch a packet to them and call, "Grant Defense: Shield Fire/Cold/Ice/Water/Air/Earth/Lightning by Craft." The charm must be carried by the target for this benefit to be in effect. If casting it upon one who has your Hearth Trait,

Tales from the Cotting House Player's Guide

Part Two: Skills

you may instead cast this on 2 members of your Hearth, adding the "to <Hearth Trait>" at the end of the call. The 2 castings may be of different elemental defenses.

Unhindered Hearth

“Now head on home!”

Character Points

Hearth Witch: 15

Wood Witch: ---

Reset: Encounter

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

Restriction:

Skill Points: 1 Craft

Notes: Those in your care should never be hindered from returning home. You may call, “Cure <<Root, Slow, Maim, or Paralyze>> to <<Hearth Trait>>.”

Unbinding

“Now head on home!”

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Twilight

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

Restriction:

Skill Points: none

Notes: No one should never be hindered from returning home, and you may once per twilight per time purchased aid those not of your Hearth in doing so. You touch or throw a packet and call, “Cure <<Root, Slow, Maim, or Paralyze>> by Craft.”

Protect my Hearthmates

“May my blessing go with you!”

Character Points

Hearth Witch: 15

Wood Witch: ---

Reset: Twilight

Prerequisite: Bestow Hearth Trait, Heal to Hearth

Restriction: None

Skill Points: None

Notes: You may extend the warmth and protection of your hearth to those who dwell within it even when they leave to face danger. While within your Hearth or other place to which you are attuned, spend 60 seconds among your hearthmates - you can serve food and drink, talk to them of the meaning of the hearth and your friendship, or similar binding words - and then call "By My Voice, Grant 2 Protection to {Hearth Trait}." This cannot be done during combat, and you cannot be using other skills in the meantime. If done outside your hearth, this takes 2 minutes to complete.

Stabilize my Hearthmates

“You can't die yet!”

Character Points

Hearth Witch: 15

Wood Witch: ---

Reset: Encounter

Prerequisite: Bestow Hearth Trait, Heal to Hearth

Restriction: None

Skill Points: 1 Craft

Notes: No matter where your hearth mates are, they are under your care, and dying is not permitted. You may call, “By my voice, Stabilize to <<Hearth Trait>>.”

Tales from the Cotting House Player's Guide

Part Two: Skills

Expose Hearth	“Where did you get to?”
<hr/>	
Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Twilight
Prerequisite:	Bestow Hearth Trait
Restriction:	None
Skill Points:	1 Craft
Notes:	You may learn the whereabouts of those in your care. Call, “By My Voice, Expose <<Hearth Trait>> by Will” OR “By your name, <<Name of Hearth Member>>, Expose by Will.” The witch herself does not need to call out in response to this expose.

Hearth Witch's Stabilize	
<hr/>	
Character Points	
Hearth Witch:	10
Wood Witch:	---
Reset:	Instant
Prerequisite:	Home of Healing
Restriction:	None
Skill Points:	None
Notes:	You cannot bleed out or enter a coma while in your own hearth or in a place to which you are Attuned. Instead of dying, after the one minute count you become stable.

Showing the Door	“Get out!”
<hr/>	
Character Points	
Hearth Witch:	15
Wood Witch:	----
Reset:	Encounter
Prerequisite:	Bestow to Hearth
Restriction:	None
Skill Points:	1 Craft
Notes:	You may point to someone inside your hearth and call, “By my Gesture, Repel by Craft.” You may use this skill in any hearth to which you are attuned.

Desperate Showing the Door	“Get out!”
<hr/>	
Character Points	
Hearth Witch:	5,5,5
Wood Witch:	----
Reset:	Event
Prerequisite:	Heal to Hearth
Restriction	
Season:	1 2 3
Max Purchase:	1 2 3
Skill Points:	None
Notes:	You may point to someone inside your hearth and call, “By my Gesture, Repel by Craft.” You may use this skill in any hearth to which you are attuned.

Tales from the Cotting House Player's Guide

Part Two: Skills

Hearth Healing by Wood Stick Doll

Character Points

Hearth Witch: 10

Wood Witch: ---

Reset: Encounter

Prerequisite: Wood Witch header, Heal by Wood Stick Doll, Place of Healing

Restriction: None

Skill Points: 1 Craft

Notes: This skill is designed for use by those characters who are trained in both wood and hearth craft. You may fashion a doll from crude materials. You must use the Wood Stick Doll you have crafted from the Wood Witch "Craft Stick Doll" skill to use this skill. By spending one point of Craft, you may state, "Imbue to Self by Craft." You then gain a Healing Pool of 10 Points. Once every one minute (60 seconds), you may touch the doll to a target (in lieu of a packet) and state: "Heal 1 by Craft". You may only cast 1 point of healing at a time. The effect lasts until you rest to refresh Skill Points, all 10 points have been expended, or the event ends.

Craft Hearth Stick Doll

Character Points

Hearth Witch: 5

Wood Witch: ---

Reset: Instant

Prerequisite: Wood Witch header, Craft Stick Doll, Bestow Hearth Trait

Restriction: None

Skill Points: 1 Craft

Notes: This skill is designed for use by those characters that are trained in both wood and hearth witchery. You may fashion a doll or woodland charm from crude materials. Once the doll is fashioned, you may state "Imbue by Craft". This doll or charm must contain something belonging to each hearthmate you wish to use this skill on (including yourself): blood works best, but it could be a piece of hair, an item of significant value, or other such thing. If blood is to be used, motion as if pricking their finger and then touch their finger to the doll. Otherwise, incorporate the item into the doll. Once the doll is fashioned or pricked finger is placed on the doll, you may state "Imbue by Craft". The doll then forms a link between you and your hearthmate, such that you may utilize some of your hearth magic while not within the hearth. The doll lasts until it is destroyed.

This doll may be the same doll used for Craft Wood Stick Doll, but it now must incorporate something of those you wish to use it on. This doll is a prereq for other skills.

Note: The doll does not have to be an actual doll. Some witches will fashion a charm, or even just a bag filled with special herbs. The effort of will is what is important, not the physical appearance.

Heal Hearthmate by Hearth Stick Doll

Character Points

Hearth Witch: 5

Wood Witch: ---

Reset: Encounter

Prerequisite: Craft Hearth Stick Doll, Heal to Hearth

Restriction: None

Skill Points: 1 Craft

Notes: While holding the doll created with the "Craft Hearth Stick Doll" skill, you may spend one point of Craft and call out "By your name <<Name of Hearthmate>>, Heal by Craft."

Transfer the Wound by Hearth Stick Doll

Character Points

Hearth Witch: 5

Tales from the Cotting House Player's Guide

Part Two: Skills

Wood Witch: ---
Reset: twilight
Prerequisite: Craft Hearth Stick Doll, Heal to Hearth
Restriction: None
Skill Points: none
Notes: While holding the doll created with the "Craft Hearth Stick Doll" skill, roleplay for 30 seconds place a 'beneficial curse' upon one who has your Hearth Trait, and call "Cure <<Effect>> by Craft to <<Hearth Trait>> and <<Effect>> to Self". This can only be done to Attack Effects caused by Craft or by non-Mental or non-Special effects (ie, any Physical, Elemental, and Metabolic traits). The Hearth Witch must take the effect in order to cure it; if you resist or otherwise negate it, this will not work. You may do this once per twilight per time purchased.

Health from the Witch by Hearth Stick Doll

Character Points

Hearth Witch: 15
Wood Witch: ---
Reset: instant
Prerequisite: Craft Hearth Stick Doll, Heal to Hearth
Restriction: None
Skill Points: 1 Craft
Notes: The Hearth Witch can heal her hearthmates with her own vitality. Roleplay pricking your finger or cutting yourself to put blood upon your doll, then touch it to a hearthmate, and call "Heal <X> to <Hearthtrait> by Blood and Craft and Waste <X> Body to Self". Body wasted this way can be healed by normal means. You may only heal the number of Body points you have remaining. If you are at 1 hitpoint and use this to heal someone, you will fall unstable rather than at 0 vitality and unstable. The Hearth Witch must take the effect in order to heal; if you resist or otherwise negate it, this will not work, though you may Cure Waste or be Healed immediately after.

Skin Changer Craft

Skin Changer Craft

Cost: 10 CP
Prerequisite: Witch header
Note: You gain the trait "Skinchanger".

Skin Changer

Reset: Instant
Cost: 5
Prerequisite: Skin Changer Path
Skill Points: 1 Craft
Notes: You are able to take the form of your bonded animal at any time of your choosing, at the cost of 1 Craft to assume your animal form. It does not cost craft to change back, and you may remain in your animal form for as long as you choose. You must wear an appropriate mask or makeup to represent your animal. While in Animal form, you gain the trait Animal and <Animal type>, where Animal Type is the type of animal you are (wolf, cat, etc).
Role playing Note: the longer you are in your animal form, the more you should take on aspects and behaviors of your animal.

Tales from the Cotting House Player's Guide

Part Two: Skills

The following skills may only be used while in your animal form.

Animal Speech

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You gain the ability to "Speak to Animal" to the animal type with which you have bonded. You may touch a packet to an animal and say "Speak to <Animal Type>" at any time without any skill cost.

Clawed (One Claw):

Reset: Instant

Cost: 15

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You may at any time, grow a claw. This can only be of short-sword length and are represented by red boffer weapons.

Clawed (Two Claws):

Reset: Instant

Cost: 15

Prerequisite: Clawed (One Claw)

Skill Points: N/A

Notes: You may choose to grow two claws of short-sword length.

Clawed (Reach)

Reset: Instant

Cost: 20

Prerequisite: Clawed (One Claw)

Skill Points: N/A

Notes: You may use longsword length claws.

Clawed Blow

Reset: Encounter

Cost: 15

Prerequisite: Clawed (One Claw)

Skill Points: N/A

Notes: Spend 1 craft to call "2 Damage" with a claw.

Find My Own

Reset: Encounter

Cost: 5

Prerequisite: Skin Changer

Skill Points: 1 Craft

Notes: You may call "By My Voice, Expose <Animal Type> by Craft" or touch a packet to another and call "Diagnose <Animal Type> by Craft" where "Animal Type" is the animal type to which you are bonded (cat, wolf, etc.).

Human in Animal's Clothing

Tales from the Cotting House Player's Guide

Part Two: Skills

Reset: Twilight

Cost: 10/15/20

Prerequisite: Skin Changer

Skill Points: 1 Craft

Notes: Though you have taken animal form, your mind is still that of a human. You spend 1 craft to call "resist by craft" any one effect "to Animal" or "to Animal type" where animal type is the type of animal you are, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. For example, if you are struck with "4 damage to animal" you may call "Resist by Craft."

Animal Types

If you wish to change into an animal not represented here, please contact Plot Staff. Even though an Animal Type may be listed, it still must be approved by Plot in your backstory.

Cat

The following skills may only be used while in your animal form.

Animal Bond: Cat

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a cat. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Cat" traits.

Licking Wounds

Reset: Twilight

Cost: 15

Prerequisite: Animal Bond: Cat

Skill Points: 1 Craft

Notes: Roleplaying licking your wounds for 3 seconds, and then call "Heal 3 to Self."

Agile

Reset: Event

Cost: 10

Restriction: 2 3 4

Prerequisite: Animal Bond: Cat

Skill Points: N/A

Notes: When calling an "Avoid" defense, you may call that defense as "Double".

Graceful Balance

Reset: Encounter

Cost: 15

Prerequisite: Animal Bond: Cat

Skill Points: 1 Craft

Notes: Call "Resist by Balance" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

Curiosity Didn't Kill The Cat

Tales from the Cotting House Player's Guide

Part Two: Skills

Reset: Event

Cost: 15/20/25

Restriction: 2 3 4

Prerequisite: Animal Bond: Cat

Skill Points: 1 Craft

Notes: Cats are by nature curious creatures. If pursuing your curiosity gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your curiosity. You cannot use this to purge a Death effect or a killing blow, but may use it to purge Comatose.

Mountain Lion

The following skills may only be used while in your animal form.

Animal Bond: Mountain Lion

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a mountain lion. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Lion" traits.

Powerful Swipe

Reset: Event

Cost: 20

Prerequisite: Animal Bond: Lion

Skill Points: N/A

Notes: When calling a Damage effect with your claws, you may call that effect "by Massive".

Pounce

Reset: Twilight

Cost: 15

Restriction: 2 3 4

Prerequisite: Animal Bond: Lion

Skill Points: N/A

Notes: When attacking from behind and by surprise, you may call your attack by "Double." For example, if you take an enemy by surprise from behind, and would normally call "5 Damage" you may instead call "Double 5 Damage."

Graceful Balance

Reset: Encounter

Cost: 15

Prerequisite: Animal Bond: Lion

Skill Points: 1 Craft

Notes: Call "Resist" to one Slam effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. You may also spend a point of craft to gain the Balance skill for an encounter if you do not already have it.

Nimble

Reset: Twilight

Cost: 10

Restriction: 2 3 4

Prerequisite: Animal Bond: Lion

Skill Points: 1 Craft

Tales from the Cotting House Player's Guide

Part Two: Skills

Notes: Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Raven

The following skills may only be used while in your animal form.

Animal Bond: Raven

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a raven. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Raven" traits.

Carrion Eater

Reset: Encounter

Cost: 15

Prerequisite: Animal Bond: Raven

Skill Points: 1 Craft

Notes: Place your claw upon something that is dead, and call "Inflict to Dead and Heal 3 to Self" You may only do this once per corpse.

Clever

Reset: Event

Cost: 15/30/45

Restriction: 2 3 4

Prerequisite: Animal Bond: Raven

Skill Points: N/A

Notes: Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect, even if the effect is delivered by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, Massive, Permanent, and Threshold. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

Ungainly Flight

Reset: Event

Cost: 15/30/45

Restriction: 2 3 4

Prerequisite: Animal Bond: Raven

Skill Points: N/A

Notes: While you can't quite get up to actual flight, you can remain airborne for very short periods, enough to maneuver around certain physical challenges. Call "Imbue by Flight" if you are faced with a jumpy stone pit. You may choose to ignore the effects of the pit and walk freely, as if it were solid, normal ground, unless the pit effects are by Mental Effects, or are by Nightmare, Faerie Magic, Insanity, Horror or Corruption (you may ignore other Special Effects). Once activated, you may use this as often upon the same jumpy stone pit as desired within that encounter. This effect ends if you are Drained, become a Spirit, Die, leave the Encounter, or rest for fifteen minutes. If you encounter a second jumpy stone pit within the same encounter, you would need to use another use of this skill to avoid that pit.

Death's Familiar

Reset: Twilight

Cost: 10

Prerequisite: Animal Bond: Raven

Skill Points: 1 Craft

Notes: You walk close to the Deathlands, and sometimes this gives you protection. You may call "Resist by Craft" to any one effect "to Living" or "to Mortal."

Tales from the Cotting House Player's Guide

Part Two: Skills

Wolverine

The following skills may only be used while in your animal form.

Animal Bond: Wolverine

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a wolverine. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolverine" traits.

Fearless

Reset: Encounter

Cost: 15

Prerequisite: Animal Bond: Wolverine

Skill Points: 1 Craft

Notes: You have mastered your fear. You may call "Resist" to any one effect by fear.

Ferocity

Reset: Event

Cost: 10

Restriction: 1 2 3

Prerequisite: Animal Bond: Wolverine

Skill Points: 1 Craft

Notes: When calling a damage effect with your claws, you may instead call that effect as "Double".

Short Tempered

Reset: Twilight

Cost: 10

Prerequisite: Animal Bond: Wolverine

Skill Points: 1 Craft

Notes: You have a nasty temper that aids you in battle, even as it drives you to a frenzy. Call "Frenzy and Heal 5 to Self". You will first target your enemies, but any friends who get close once you have engaged an enemy are fair game. (Treat this as a normal frenzy once you have engaged your first enemy).

Relentless Pursuit

Reset: Twilight

Cost: 10

Prerequisite: Animal Bond: Wolverine

Skill Points: 1 Craft

Notes: Once you have taken up the fight, you are determined to engage your foe. If struck with a Repel effect, you may call "Resist by Craft" unless the Repel is by Corruption, Nightmare, Faerie Magic, Horror, or Insanity (you may resist other Special Effects).

Fox

The following skills may only be used while in your animal form.

Animal Bond: Fox

Reset: Instant

Tales from the Cotting House Player's Guide

Part Two: Skills

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a fox. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Fox" traits.

Clever

Reset: Event

Cost: 15/30/45

Restriction: 2 3 4

Prerequisite: Animal Bond: Fox

Skill Points: N/A

Notes: Call "Avoid by Wit" to one trap, ward, puzzle, or physical challenge effect. You may also use this to read an Insight tag or speak to an Insight spirit as if you had the Insight skill.

Hide: Resist Expose

Reset: Event

Cost: 10

Restriction: 2 3 4

Prerequisite: Animal Bond: Fox

Skill Points: N/A

Notes: You may hide from an "Expose <<by trait>>" unless that Expose is by Corruption, Nightmare, Fairy Magic, Horror, or Insanity (you may hide from other Special Traits). 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.

Nimble

Reset: Twilight

Cost: 10

Restriction: 2 3 4

Prerequisite: Animal Bond: Fox

Skill Points: 1 Craft

Notes: Call "Resist" to one Root or Slow effect, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold.

Trickster

Reset: Event

Cost: 10/20/30

Restriction: 2 3 4

Prerequisite: Animal Bond: Fox

Skill Points: N/A

Notes: You enjoy playing pranks, fooling others, or getting the upper hand. Your kind are known as tricksters for a reason. If you succeed in tricking another, you may call "Imbue to Self by Craft" and refresh one Twilight skill.

You may not refresh the same twilight skill more than once per twilight period, even if you have multiple uses of Trickster.

Wolf

The following skills may only be used while in your animal form.

Animal Bond: Wolf

Reset: Instant

Cost: 0

Tales from the Cotting House Player's Guide

Part Two: Skills

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a wolf. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Wolf" traits.

Challenging Stare

Reset: Twilight

Cost: 15

Restriction: 1 2 3

Prerequisite: Skin Changer

Skill Points: 1 Craft

Notes: You have the uncanny stare of the wolf. Hold another's gaze for three seconds, and call your choice of "By My Gaze, Repel by Fear", "By My Gaze, Slam by Fear" or "By My Gaze, Short Drain by Fear"

Wolf Howl

Cost: 15 CP

Reset: Event

Max Purchase: 1 2 3

Prerequisite: Animal Bond: Wolf

Skill Points: N/A

Notes: Howl for at least three seconds, and then call "By My Voice, Short Repel by Fear."

Pack Support

Cost: 5 CP

Reset: Twilight

Max Purchase: 2 3 4

Prerequisite: Animal Bond: Wolf

Skill Points: N/A (Craft is spent using the heal ability)

Notes: When using a "Heal" ability on one of your close friends, you may instead call that effect as "Double".

Ferocity

Reset: Event

Cost: 10

Restriction: 1 2 3

Prerequisite: Animal Bond: Wolf

Skill Points: 1 Craft

Notes: When calling a damage effect with your claws, you may instead call that effect as "Double".

Hamstring

Cost: 15 CP

Reset: Twilight

Max Purchase: 2 3 4

Prerequisite: Animal Bond: Wolf

Skill Points: 1 Craft

Notes: You may deliver a crippling strike to your foe. Call "Short Maim by Craft" with your claws.

Bear

The following skills may only be used while in your animal form.

Animal Bond: Bear

Reset: Instant

Cost: 0

Tales from the Cotting House Player's Guide

Part Two: Skills

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a bear. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Bear" traits.

Powerful Swipe

Reset: Event

Cost: 20

Prerequisite: Animal Bond: Bear

Skill Points: N/A

Notes: When calling a Damage effect with your claws, you may call that effect "by Massive".

Strong

Reset: Twilight

Cost: 15

Prerequisite: Animal Bond: Bear

Skill Points: 1 Craft

Notes: After 3 seconds of roleplay, call "Purge" to one effect with a Physical trait. Physical traits include Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind. This cannot be used to purge Death, even if delivered by a physical trait.

I Will Protect You

Cost: 15 CP

Reset: Twilight

Max Purchase: 2 3 4

Prerequisite: Animal Bond: Bear

Skill Points: 1 Craft

Notes: Say a short phrase telling the target how you will protect them if they remain by your side (6+ syllables), then touch the target and call "Grant Defense, Guard by Protection." So long as the target remains behind you and within arm or weapon reach, they may call "Guard" to the first weapon or packet attack that strikes them, including attacks by the Special Traits: Craft, Doubt, Faith, Fascination, Illusion, Imagination, Magic, and Threshold. If your target does not understand this skill, you must explain it to them.

Feat of Strength

Reset: Encounter

Cost: 10

Prerequisite: Animal Bond: Bear

Skill Points: 1 Craft

Notes: You may use your strength to great effect, such as smashing open a swollen door, breaking open a locked box (although any traps present inside a locked box WILL BE triggered), blocking massive damage, and possibly more. Yellow tags found in game will detail uses for a Feat of Strength.

Coyote

The following skills may only be used while in your animal form.

Animal Bond: Coyote

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a coyote. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Coyote" traits.

Wisdom

Tales from the Cotting House Player's Guide

Part Two: Skills

Cost: 20 CP

Reset: Twilight

Max Purchase: 2 3 4

Prerequisite: Animal Bond: Coyote

Skill Points: 1 Craft

Notes: After 3 seconds of roleplay, call "Purge" to one effect with any Mental trait except Madness. Mental traits include Awe, Confusion, Despair, Fear, Inspiration, Trance, and Will. This skill may be used while unconscious or dead, but not while Drained.

Trip

Reset: Twilight

Cost: 10

Restriction: 2 3 4

Prerequisite: Animal Bond: Coyote

Skill Points: 1 Craft

Notes: You may trip another. Call "Slam by Craft" and strike a person with your claws.

Hide: Conceal Item

Reset: Encounter

Cost: 20

Prerequisite: Animal Bond: Coyote

Skill Points: 1 Craft

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.

Daredevil

Reset: Event

Cost: 15/20/25

Restriction: 2 3 4

Prerequisite: Animal Bond: Coyote

Skill Points: N/A

Notes: Coyotes like to pull pranks and do foolhardy things, but Coyote is also known for surviving his own foolishness. If doing something dangerous or foolhardy, or pulling a prank, gets you into immediate trouble, you may spend three seconds shaking off the effect you take as a result and call "Purge by Craft." This cannot be used on effects by Corruption, Nightmare, Fairy/Fairy Magic, Insanity or Doubt. This skill may be used while unconscious or dead, but not while Drained, unless you are purging a drain effect you gained as an immediate result of your prank or foolishness. You cannot use this to purge a Death effect or a killing blow, but may use it to purchase Comatose.

Sheep

The following skills may only be used while in your animal form.

Animal Bond: Sheep

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a sheep. You may only bond to one animal. When you are in animal form, you gain the "Animal" and "Sheep" traits.

Herd Instinct

Tales from the Cotting House Player's Guide

Part Two: Skills

Cost: 15 CP

Reset: Encounter

Prerequisite: Animal Bond: Sheep

Skill Points: 1 Craft

Notes: Sheep naturally flock together, especially when danger is near, for their only protection is in numbers. If danger threatens and you flock to a group of three or more AND you are not in the front line, you may call "Resist by Craft" to any one damage effect that strikes you (via weapon or packet), unless that effect is delivered by Corruption, Nightmare, Insanity or Fairy/Fairy Magic.

Follow The Leader

Cost: 15 CP

Reset: Twilight

Max Purchase: 2 3 4

Prerequisite: Animal Bond: Sheep

Skill Points: 1 Craft

Notes: Sheep naturally have an instinct to follow leaders, elders, or those who seem to know what to do, and they take comfort in that following instinct. If someone is leading you, or trying to get you to follow them, you may call "Purge" to any one Root, Slow, Drain, Agony, or Repel effect that may be preventing you from following your leader.

Ram

Cost: 15 CP

Reset: Twilight

Max Purchase: 2 3 4

Prerequisite: Animal Bond: Sheep

Skill Points: 1 Craft

Notes: If you are within 5 feet of those you consider to be your herd and they are immediately being threatened, you may call "Slam by Craft" with a melee weapon, fists, or claws.

Thick Wool

Cost: 15 CP

Reset: Twilight

Max Purchase: 2 3 4

Prerequisite: Animal Bond: Coyote

Skill Points: 1 Craft

Notes: Your thick wool keeps you warm. You may call "Resist" to any one effect by Cold or by Ice.

Human (this requires explicit plot approval, and is most appropriate for Brer)

The following skills may only be used while in your animal form.

Animal Bond: Human

Reset: Instant

Cost: 0

Prerequisite: Skin Changer

Skill Points: N/A

Notes: You have bonded to the skin of a human. You may only bond to one animal. When you are in human form, you gain the "Human" trait. You do not gain the "Animal" trait.

Bare Hands

Tales from the Cotting House Player's Guide

Part Two: Skills

Reset: Instant

Cost: 0

Prerequisite: Animal Bond: Human

Skill Points: 1 Craft

Notes: You have fists (green reps) instead of claws.

Understanding the Word

Reset: Twilight

Cost: 15

Prerequisite: Animal Bond: Human

Skill Points: 1 Craft

Notes: While in Human form, you gain the ability to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until the end of the current Twilight period, or until you transform back into your natural form.

Writing the Word

Reset: Instant

Cost: 10

Prerequisite: Understanding the Word

Skill Points: 1 Craft

Notes: While in Human form, you gain the ability to Write, as well as to Read. You must spend 1 Craft once in Human shape to read. The effect lasts until you transform back into your natural form.

Faith in the Word

Reset: Twilight

Cost: 10

Prerequisite: Understanding the Word

Skill Points: 1 Craft

Notes: While in Human form, you understand the Faith and power in the Written Word. You may choose to call "Resist" to any one effect by Doubt, Confusion, or Madness, or you may spend 1 Craft and take Double the effect from any one healing received by Faith. Call "Imbue by Craft" when doing this. (For example, if you take a Heal 3 by Faith, you would spend 1 craft, call "Imbue by Craft" and instead take 6 points of Healing).

Civilized

Reset: Twilight

Cost: 10

Prerequisite: Animal Bond: Human

Skill Points: 1 Craft

Notes: You are not so easily given to your animal nature. You may call "resist" to any one effect by "Frenzy," even if that Frenzy is by Corruption, Nightmare, Insanity, Horror or Fairy/Fairy Magic. This cannot be used to resist an Anathema Frenzy, however.

Tales from the Cotting House Player's Guide

Part Two: Skills

12.08a Herbalism and Master Herbalism

How to Create Potions

Once cut, an herb doesn't last long - typically only a few weeks at the very most. To that end, it is to the best interest of an herbalist to create potions as soon as the required ingredients have been collected. To create a potion, the herbalist needs a greenhouse. Lucky for the residents of the Cottington community, the town merchant, Geoffrey Hamille, has one.

Herbalists should find Geoffrey in the Cotting House. He (or one of his very loyal employees) will take herbs and convert them to potions. The creation of a potion takes anywhere from fifteen minutes to a few hours. The herbalist should leave the herbs with Geoffrey and check back later.

Herbalists should be aware that neither Geoffrey nor his staff are herbalists themselves, and can only follow directions. In other words, they don't actually know what they are making, and they don't need to. **Note:** This is a game mechanic. Geoffrey and any NPC that fills his role in the creation of potions will not ask questions. Players are warned to be mindful of this, however. The NPCs can hear just fine, and if you say something that will give away the nature of your creation, they may become aware.

Rules Change: You no longer need to find Geoffrey and turn your ingredients in to receive your potions. PCs will now be given potion cards for potions they can create. To create a potion, you must now spend five minutes creating the potion. Attach the ingredients to the potion tag with a paperclip or other means. Once a potion has been used, please drop off the potion and ingredients at the box in the Cotting House. This allows us to track which potions were created/used, and to reuse the ingredients cards for treasure later.

How to Use the Master Use of a Potion

Through the understanding of her craft, a wood witch is able to tease better effects out of a potion. She holds the bottle in her hand, spends 1 Craft, and states: "Imbue by Craft". The potion is then administered to a target or handed to that target to drink. The potion must be imbibed within seconds, before any other action is taken, or the effect fades and the potion becomes normal again.

Note: This is a flavor rule. It is meant to promote a certain feel and to promote game balance. Please don't abuse it.

Recipe: Ailment Kit

Cost:	Free
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Common Clippings
Notes:	You can create an Ailment Kit, which holds the common medicines needed to treat simple ailments such as the common cold, headaches and the like. The Ailment kit is an in-game mechanic used to explain an out of game first aid kit. It has no in game effect. Anyone can have a first aid kit, even if they don't have this skill – this is just a mechanic.

Recipe: Glamboo Stick

Cost:	Free
Reset:	Instant
Prerequisite:	None
Restriction:	None
Skill Points:	None
Ingredients:	Glamboo
Notes:	You can use the flower a Glamboo plant to create a source of light.
Raw Use:	No skill is required in order to "activate" a Glamboo Stick and create light. It <i>is</i> an herbal recipe, however, so it is included here.

Recipe: Herbal Hand Warmers

Cost:	0
Reset:	Instant

Tales from the Cotting House Player's Guide

Part Two: Skills

Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings
Notes:	None
Prepared Use:	These small herbal packets radiate heat, which may be used to keep extremities warm in adverse weather.
Master Use:	None

Recipe: Acid Splash, Weak

Cost:	1
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Common Clippings, Fibergrass
Notes:	The weak acid splash is usually contained within a specially treated egg shell.
Prepared Use:	You can throw the Weak Acid Splash at a target. Throw the packet and call, "1 Damage by Poison."
Master use:	You can throw the Weak Acid Splash at a target. Throw the packet and call, "2 Damage by Poison."

Recipe: Acid Splash, Strong

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Fibergrass, Poison Bestos Vine
Notes:	The Strong Acid Splash is usually contained with a specially treated egg shell.
Prepared Use:	You can throw the Strong Acid Splash at a target. The call is: "2 Damage by Poison."
Master use:	You can throw the Strong Acid Splash at a target. The call is: "4 Damage by Poison."

Recipe: Agility Potion

Cost:	5
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Rare Clippings, Joe Bean
Notes:	Agility Potions are addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Reflex. This effect lasts until it is used, or until you rest."
Master Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 2 Reflex. This effect lasts until it is used, or until you rest."

Recipe: Blade Poison

Cost:	5
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Venom Sap
Notes:	You can distill the sap of some trees to create a blade poison.

Tales from the Cotting House Player's Guide

Part Two: Skills

Prepared Use: You receive a card that states, "If you have the herbalist skill, you may apply this poison to a blade. The next strike that lands does 1 more point of damage than normal, unless negated by a defense."

Master use: You receive a card that states, "If you have the herbalist skill you can apply this poison to a blade. The next strike that lands does 2 more points of damage than normal, unless negated by a defense."

Recipe: Cure Disease Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None
Ingredients: Uncommon Clippings, Sickle Vine
Notes: You can create a potion that will cure most common disease effects.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Cure Disease by Poison."
Master Use: None.

Recipe: Cure (Specific) Disease Potion

Cost: 3 per specific cure
Reset: Instant
Prerequisite: Master Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Rare Clippings, Sickle Vine, (Varies)
Notes: You can create a potion that will cure one specific uncommon disease effect. For each uncommon disease effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known diseases to be "common".
Prepared Use: None.
Master Use: Varies.

Recipe: Cure Poison Potion

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None
Ingredients: Common Clippings, White Fir
Notes: You can create a potion that will cure most other common poison effects.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Cure Poison by Poison."
Master Use: None.

Recipe: Cure (Specific) Poison Potion

Cost: 3 per specific cure
Reset: Instant
Prerequisite: Master Herbalist
Restriction: None
Skill Points: None
Ingredients: Uncommon Clippings, White Fir, (Varies)
Notes: You can create a potion that will cure one specific uncommon poison effect. For each uncommon poison effect, there is a specific recipe that must be learned, although not all of these recipes have been discovered. No potions of this sort may be known at the start of game, and there is no list available of such potions. Consider all known poisons to be "common".
Prepared Use: None.

Tales from the Cotting House Player's Guide

Part Two: Skills

Master Use: Varies.

Recipe: Dream Potion

Cost: 4
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Purple Lotus, Black Lotus
Notes: You can create a potion that will allow the target to experience clear and vivid dreams.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you experience strange and confusing dreams. These dreams leave you tired but without clear memory of what they were about."
Master Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will experience vivid dreams. These may or may not have meaning. Instructions may follow."

Recipe: Dreamless Slumber Potion

Cost: 4
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: 1 Craft
Ingredients: Uncommon Clippings, Black Lotus, Purple Lotus
Notes: You can create a potion that will limit the target's ability to dream.
Prepared Use: None.
Master Use: You receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. During your next sleep (lasting at least four hours) you will not dream."

Recipe: Healing Salve

Cost: 3
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Common Clippings, Silvermint Leaf
Notes: You can mix a Healing Salve.
Prepared Use: You will receive a card that states, "If you have the First Aid or the Herbalist skill, you may apply this salve to a target and call: Heal 2 by Poison." The healing salve is consumed in this process.
Master Use: You can hold a Healing Salve, expend 1 Craft and call: Imbue by Craft. You may then apply the salve (touch a packet to your target) and call: Heal 4 by Craft. The healing salve is consumed in this process.

Recipe: Health Potion

Cost: 5
Reset: Instant
Prerequisite: Herbalist
Restriction: None
Skill Points: None or 1 Craft
Ingredients: Uncommon Clippings, Silvermint Leaf, Tufnut
Notes: You can brew a Potion of Health.
Prepared Use: You receive a card that states, "If you drink this potion you take the effect: Grant 1 Protection by Craft. This effect lasts until you rest."
Master Use: You receive a card that states, "If you drink this potion you take the effect: Grant 2 Protection by Craft. This effect lasts until you rest."

Tales from the Cotting House Player's Guide

Part Two: Skills

Recipe: Love Potion

Cost:	1
Reset:	Instant
Prerequisite:	Master Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Uncommon Clippings, Fool's Tongue
Notes:	None.
Prepared Use:	This potion is extremely difficult to mix. If an herbalist other than a master attempts to do so, they receive a card that states, "If you drink this potion you take the effect: Inflict by Poison. You must babble for five minutes, after which, you grow ill with nausea and remain ill until you are able to rest."
Master Use:	You receive a card that states: "If you drink this potion you take the effect: Inflict by Poison. You have sudden and powerful feelings of romantic attraction toward the first person of the appropriate sex that you see. This is a roleplaying choice - you can ignore it (call: Resist!) or accept it. Do what you'd most enjoy."
Note:	Use of this potion is against the King's Laws.

Recipe: Magic Potion

Cost:	5
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	1 Craft
Ingredients:	Rare Clippings, Trope Weed
Notes:	Magic Potions are addicting. Players must admit to imbibing the potion in their PEL.
Prepared Use:	None
Master Use:	You receive a card that states, "If you drink this potion you take the effect: Grant Ability by Poison: Grant 1 Magic Power. This effect lasts until it is used, or until you rest. In your PEL you must admit to taking this potion."

Recipe: Paralyze Splash

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist, Thrown Weapon
Restriction:	None
Skill Points:	None
Ingredients:	Uncommon Clippings, Sticky Goo
Notes:	The Paralyze Splash is usually contained with a specially treated egg shell.
Prepared Use:	None
Master Use:	You can throw the Paralyze Splash at a target. The call is: "Paralyze by Poison."

Recipe: Resist Cold Potion

Cost:	3
Reset:	Instant
Prerequisite:	Herbalist
Restriction:	None
Skill Points:	None or 1 Craft
Ingredients:	Uncommon Clippings, Springvart, Cottonglove
Notes:	You can create a potion that will protect against the effects of freezing.
Prepared Use:	You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Shield Cold." This effect lasts until it is used, or until you rest.
Master Use:	You receive a card that states: If you drink this potion you take the effect: "Grant Defense by Poison: Resist Cold." This effect lasts until it is used, or until you rest.

Recipe: Resist Disease Potion
