spellwoven
One-Page Rules

character creation

Peoples: Pick from Man, Elf, Dwarf, Halfling or Half-Orc.
Elf +2 Lore, +1 Willpower
Dwarf +2 Fighting, +1 Vigilance
Halfling +2 Quickness, +1 Subterfuge
Half-Orc +2 Fighting, +1 Subterfuge
Man +2 Worldliness, +1 Fighting

Class Bonus: Pick one. **Where (X Sta.):** stamina cost invoked on use (Classes are restricted to races in brackets).
Armiger: +1 wound rank for one attack (1 Sta.)
Bard: Casts spells *and* +1 wound rank for 1 attack (2 Sta.).
Champion: Attack X times in a round, where X=*Quickness*. Reduce all wounds inflicted by 1 Rank (1 Sta.).
Crafter: Can make enchanted items with time and materials
Folk-Hero: Change a failed roll to a success (1 Sta.)
Guardian: Increase natural AR by 1 rank (passive).
Huntsman: Hide perfectly in wilderness (1 Sta.).
Loremaster: Character can cast spells.
Rogue: Automatically dodge an attack (1 Sta.).
Sneakthief: Hide perfectly in shadows or dark (1 Sta.).
Warden: Divert attack from another to you (1 Sta.).

Attributes
Allocate ranks that suit character. **0** Ordinary, **1** Exceptional, **2** Fabled, **3** Legendary
Mind: Intelligence, wisdom and wit
Power: Raw magical power
Presence: Social powers, charm, manipulation
Quickness: Agility, speed and dexterity
Sinew: Brute strength and endurance
Attribute Test: Roll a d20. Roll 3 or under to succeed (3 is the default difficulty. Adjust roll up or down based on attribute. **Contest:** *Winning success level = highest successful roll.* **For example:** *John's Character has Mind 1 (Excep.) and rolls a 4 on a d20. Because Mind = 1, John can adjust the score down to 3 and pass at a default level.*

Mythos: Add up your *Attribute* ranks to determine *Mythos*.
For example: *Ord. Mind (+0) + Ord. Pow. (+0) + Excep. Pres. (+1) + Fabled. Quick. (+2) + Ord. Sinew (+0) = Mythos of 3.*

Skills
All skills start at 3. Spread 6 points.
Archery (Q): Ranged combat
Charm (Pr): Social charisma and persuasiveness
Craft (M): Making things
Evade (Q): Dodging or parrying
Fighting (S): Close combat and battle
Fortitude (S): Strength and endurance
Lore (M): General knowledge
Magic (Po): Spellcasting, magical sensing etc
Ranging (M): Track, forage, hide in wilds
Sport (S): Climbing, horse riding, swimming and running.
Subterfuge (Q): Hide, sneak and traceless movement
Thievery (Q): Picking locks, disarming traps, pilfering
Vigilance (M): Awareness and perception
Willpower (M): Strength of mind and determination
Wit (Pr): Quickness of mind, social cunning
Worldliness (Pr): Urban skills, street-wise, haggle
Skill Test: As with Attribute Test, except applicable Skill Level becomes the level of difficulty (i.e. to attack in melee roll Sinew+Fighting, where Fighting=diff + compare success levels). **For example:** *John's Character has Sinew 1 (exceptional) + Fighting 10, and rolls a 6 on a d20. Because Sinew = 1, John adjusts the score up to 7. He still passes (7 < 10) but his success level is slightly higher.* **Difficulty:** *Apply penalty to Skill level.*

General
Health: Start with wound levels = 4 + *Sinew*
Stamina: (Sta.) Start with six levels
Wealth: Measured in silver pieces (sp). Set by Gamesmaster
Equipment: Purchased with starting Wealth. Equipment list provided by Gamesmaster
Doom: Start with 3 Doom. Doom is a meta-point used to change failed rolls to successes/avoid a killing blow/miraculously add some points to a Skill etc. Use of Doom is at Gamesmaster's discretion.

skill advancement

Each time you fail a skill test note an Experience Dash next to the skill. One *Exp Dash* per game session per skill only. Skill advances when you have Exp = 5 + *Mythos*. Then, return skill Exp to zero and start over.

combat

Round: Arbitrary period when all characters take one action.
Actions: One free action per Round. Extra action: 1 Sta.
Order: Roll d20+Quickness. Highest first, etc. Re-roll ties.
Close combat: Roll Sinew+Fighting.
Ranged combat: Roll Quickness+Archery
Helping & hindering: Roll die and if successful you can add or subtract your success level to another Character's roll.
Evade an attack: Hinder attack using Quickness+Evade.
Wound: Damage dealt by a weapon: Minor, Severe, Grave.
Weapons: Start with two weapons that suit your character.

Weapon	Wound	Penalty
Small e.g. dagger, hunting bow	Minor	*No pen.*
Large e.g. sword, longbow	Severe	-1 all skills
Two-Handed e.g. two-handed sword	Grave	-2 all skills
N/A	Mortal	Death

Weapon Worth:	Armour Rank:
1 Unarmed	1 Unarmoured
2 Ordinary	2 Ordinary
3 Uncommon	3 Uncommon
4 Rare	4 Rare
5 Exceptional	5 Exceptional
6 Lesser Enchanted	6 Lesser Enchanted
7 Greater Enchanted	7 Greater Enchanted

Worth = Armour: No change. **Worth < Armour:** Wound -1 rank. **Worth > Armour:** Wound +1 rank.

injury and death

Wounding: Characters have limited *Health* slots. When a wound is taken, write the *Wound* Rank + penalties next to the first slot. Second wound = second slot etc. Incapacitated = 5 wounds. Death = 6 *Wounds*.
Disease: 1 *Wound* per day until cured.
Poison: 1 *Wound* per ten minutes/hour/day (etc) until cured.
Cursed: Cursed *Wounds* do not heal
Falling: 1 *Wound* for 1st 10 m, 2 next 10 m, 4 next 10 m etc.
Drowning: After minutes=3+*Sinew*, 1 *Wound*/round
Fire: 1 *Wound*/round
Exhaustion: Collapse from exhaustion at zero *Stamina*.
Death: Death at Six *Wounds* or a *Mortal Wound*.

healing

- *One week of bedrest:* all wounds heal 1 rank
- *One week of moderate activity:* worst wound heals 1 rank
- Recover one *Stamina* per hour of rest

magic

Power+Magic can be used to sense other powers or magical items, dominate lesser creatures or cast spells. Spells are freeform. *Lesser* spells have no effect on the game plot or story (e.g. a minor attack in battle, lighting candles, minor illusions. *Greater* spells have some effect (e.g. killing a minor opponent, creating a bridge over a river, minor healing). *Elder* spells have significant effects on plot (e.g. killing many minor opponents or one major enemy, misdirecting an army using mists, breaking open a fortress).
Casting: *Power+Magic.* Always within line of sight.
Difficulty: Lesser -0, Greater -1, Elder -3 to *Magic* skill
Cost: *Loremasters*: Lesser 0, Greater 1, Elder 3 (Sta.)
Cost: *Bards*: Lesser 1, Greater 2 (Sta.)
Cost: *Other*: Lesser 2 (Sta.) (*requires special explanation*)
Resisting: Enchantments (mind-control) or illusions (trickery) can be resisted. Test *Mind+Willpower* to resist.
Armour: Does not defend against magical attacks
Theme: Pick a theme (e.g. Air and Storms / Birds and Beasts / Ice and Snow / Darkness and Shadows / Earth, Tree and Leaf / Fire, Smoke and Light / Water and Rains). When you describe a spell so that it matches your theme: reduce *Cost* by 1 (cannot drop below zero).

Inspired by and format based on Adventure *by Joe Pruitt*