SPELLWOVEN
STORY SHEETS

Spellwoven uses an additional and optional system of Story Sheets. The idea behind Story Sheets is to provide a framework in which a story arc can develop. In it's simplest form a story is a series of events that make you want to know what happens next. Looked at in another way, most stories in fantasy literature consist of a series of complexities, stemming from one or more root problems, that compile and make the life of the protagonists increasingly dangerous.

Story sheets can be used in Spellwoven to help keep track of stories that Characters are involved in, along with keeping track of the perils and rewards that a story might involve. Multiple stories can occur at once, and Characters might not initially know whether they are seeing a part of Story A or Story B when an important event occurs.

Stories and Events: *Stories* consist of a series of continuing and building complexities. The word *Event* is used for one-off threats or scenes that are not directly part of a larger tale. Characters might be involved in a larger story involving the treachery of a son and the downfall of a petty king, but they might while travelling cross-country also stumble into a Goblin Market. The market might be a dangerous, interesting place, but if it isn't part of the broader story, then it is an *Event* and has its own sheet as such. Unlike Stories, *Events* have a fixed *Tension.* In some *Events* there will be no risk of death, whilst in others, the *Event* may be highly deadly even while the greater Story is still at a *Low* and non-deadly level of *Tension.*

Prologues: Stories start with a Prologue. A Prologue is a one-page sheet on which is described the story hook and some background information. There is also a place at the bottom of a Prologue for Players to write their Character names and write down an Attachment to the Story.

Attachment: Each Character has an Attachment devised by the Players. Attachments are the reason that your Character is even involved in the story. Let's imagine that the Story Prologue involves some mysterious disappearances on the Lake of Lour. The Players might write down the following for their Characters.

Harrlugh	*His father is a fisherman who has vanished*
Andar	*He is a friend of Harrlugh*
Intarrine	*She is a magician secretly hired by the local lord to investigate*
Gors	*He saw a strange creature in the lake and no-body believes him*

Pay-off: Each Player is also allowed to nominate a Pay-off. This can relate directly to the Story, or it can be more general. At the end of any game in which the Tension (see below) increased by one or more rank, the Players are allowed to decide among themselves who contributed most to the story. Whichever Player is nominated, the Pay-off is invoked (usually at or near the beginning of the next game session). Pay-offs often work best if they are left a little bit open. They might look like this:

Harrlugh	*He finds his father (alive or dead?)*
Andar	*He discovers an innate skill for fighting (bonus to some skills?)*
Intarrine	*She finds a powerful (and useful) magic object*
Gors	*He discovers a major clue about the disappearances*

Players can also decide to decline to be involved deeply in a story by writing None under Attachment, but in this case they are not allowed a Pay-off either. As Pay-offs are used up, the Players are allowed to nominate a new Pay-off at the Gamesmaster's discretion.

Map: A map is useful for describing the area in which a story will take place. This will generally be an arbitrary area. It could be large or small depending on the story, but the key rule with maps is that the Players need to feel assured that all important story elements and events are going to be found within the map. Characters can abandon a story by leaving a map, but if this happens the Characters will be subject to lose of both Drama and Doom points at the Gamesmaster's discretion.

Drama: Every time the Tension is increased by a rank, everyone is allocated another Drama point. Drama points can be used to temporarily increase an Attribute by one or more points to a limit of +4. So, if you have an Attribute of 2 and want to spend 3 drama points, you can increase the Attribute to 5 for one Test of Skill.

Doom: These are metapoints used by Players during the game. Doom points are powerful. They can be used to undo a failed roll, avoid a killing blow or alter the outcome of any single event. However, they are only awarded at the successful completion of a Story. Even then, only one Doom point is usually handed out at the end of a full Story. It is best to use these points wisely.

Tension: Stories exist on a scale from Low, to Moderate to High Tension.

When the Story is in *Low* tension mode, Player Characters cannot die. Whenever a Player Character should die according to the rules, the Character is knocked unconscious instead. When the Story is in Moderate tension mode, Characters still cannot die, but they can be maimed. When a Character takes a wound that would normally be Mortal (i.e. result in death) the Wound is converted to a *Maiming* instead. *Maimings* are permanent wounds that are never healed. A Maiming will occupy a Wound slot permanently making a Character more susceptible to eventual death. *Maimings* can also carry skill penalties at the Gamesmaster's discretion. Only when the Story is in *High* tension mode can Player Characters die. The normal rules for injury and death are invoked.

Problem: The Story *Problem* is the key problem that must be solved to resolve the story successfully. This is described on the story sheet.

Complication: A Complication is an event or change in the story that makes things more difficult. When a Complication is added to the Story, the Story *Tension* increases by one rank. *Tension* can also increase at Gamemaster's discretion if the Players suffer a terrible set-back or defeat.

Master and Player Sheets: The Gamemaster has a Master Story sheet for each story on which all of the complexities and surprises are described. The Players are given an incomplete Story Sheet at the beginning of the story. As Complexities are introduced, the Players list them on their Story Sheet until eventually both sheets have the same information.

What follows are some mock-ups for a Story, *The Fell Prince*. There are also two Events included, each of which might occur during the Story, or might not.

Map for the story: *The Fell Prince*
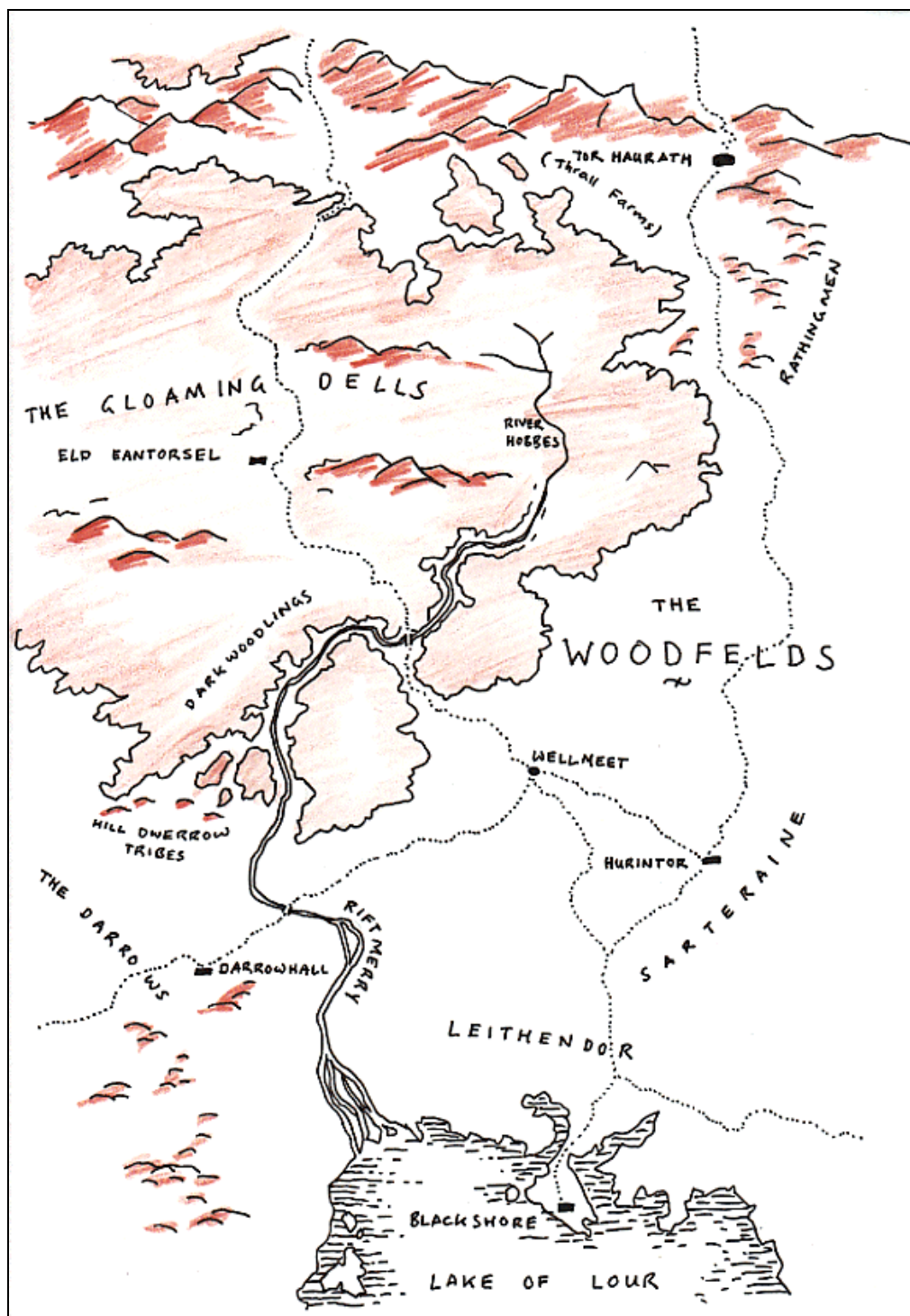
PROLOGUE

In the green and forested lands called the Woodfelds there is a shadow and a trouble looming. Strange rumours are flitting daily out of the north. The Prince of Tor Haurath is gathering sellswords. The Prince of Tor Haurath has brought to his service a Shadowmancer of the Frostfalls. The Prince of Tor Haurath is massing his armies. It is not clear what, if anything, these rumours mean, but it is clear that something is happening in the north.

The Prince of Tor Haurath is a lord of the hillfolk men, the Rathmen. His name is Kaelarant of the Haurcrags. The mark of his house is a ghost fox in white on a grey-black field.

The Gloam Elves of Eld Eantorsel are oblivious to any threat and antagonistic to outsiders.

The human Spear-Lords who rule The Darrows, Sarteraine and Leithendor are suspicious of each other and concerned with their own petty raids across borders. These spear-lords nominally owe fealty to the King in Henge Gate to the east, but the throne is a long way off and there are few if any kingsmen in the Woodfelds.

Characters   Attachments

_____

_____

_____

_____

_____

Characters   Pay-offs

_____

_____

_____

_____

_____

STORY SHEET

Master or Player Copy: *Master*   Story or Event: *Story*

Name: *The Fell Prince*

Problem: *The Fell Prince, Kaelarant, is amassing an army and seeking an ancient sword of dark enchantment. He plans to over-run all of the Woodfelds.*

---

1. Complication: *Rathmen raiders are burning and pillaging the north of the lands. Wellmeet, a small town, has been attacked and razed.*

2. Complication: *Orgaor the Covetous, a great fire drake, has been chased from his lair by Kaelarant's Rathmen. The firedrake is wandering and devouring people & stock.*

3. Complication: *Kaelarant has found the Sword of Mhugulrhuk, ancient warlock. However, this dark enchanted sword is haunted by the wraith of Mhugulrhuk. Eventually Kaelarant will become possessed by Mhugulrhuk shade.*

4. Complication: *The Elvenkind of the Gloaming Dells are oblivious to danger and are refusing to co-operate with humans or other peoples. They may even capture and waylay messengers.*

5. Complication: *The Hobbe villages along the river Riftmerry have been over-run by Rathmen. Refugees are entering Hurintor, a human town. This is causing problems.*

6. Complication: *Eld Eantorsel, great woodland citadel of the Elves is besieged. The Elves can help no-one now, and cannot hold long against their attackers either.*

7. Complication: *Eld Eantorsel has fallen. The Elves are scattered and lost in their woods.*

8. Complication: *The mad hermit Hurumptup the Skewhiff knows the secret of how to destroy the Sword of Mhugulrhuk. He is incoherent and erratic but great is wisdom.*

9. Complication: *The Sword of Mhugulrhuk can only be destroyed in dragonfire. The Hill Dwerrow Tribes know how to capture and 'bottle' dragonfire.*

10. Complication: *A trivial insult had escalated ongoing bickering between Darrowhall (The Darrows) and Blackshore (Leithendor). Instead of sending armies north to meet the Rathmen and Kaelrant, the two Spear-Lords are fighting each other.*

11. Complication: *Kaelrant has succumbed to the power of the dark enchanted sword. His mind has been over-thrown by the shade of the warlock Mhugulrhuk. He is now a living dead thing, half alive, half wraith. The dark magics of the warlock are at his fingers, and his mind is mad from pain.*

TENSION			
Low	X	X	O	*Player Characters cannot die*
Moderate	O	O	O	*Player Characters can be maimed*
High	O	O	O	*Player Characters can die*

Notes: This story starts at Rank 2 (low Tension).
Complications will not necessarily occur in order.

STORY SHEET

Master or Player Copy: *Player Copy*   Story or Event: *Story*

Name: *The Fell Prince*

Problem: *The Fell Prince, Kaelarant, is amassing an army and seeking an ancient sword of dark enchantment. He plans to over-run all of the Woodfelds.*

1. Complication:

2. Complication:

3. Complication:

4. Complication:

5. Complication:

6. Complication:

7. Complication:

8. Complication:

9. Complication:

10. Complication:

11. Complication:

TENSION				
Low	X	X	O	*Player Characters cannot die*
Moderate	O	O	O	*Player Characters can be maimed*
High	O	O	O	*Player Characters can die*

Notes: This story starts at Rank 2 (low Tension).
Complications will not necessarily occur in order.

STORY SHEET

Master or Player Copy: *Master*   Story or Event: *Event*

| Name: *Ambush by Rathmen* |
| Problem: *The Characters are attacked by a warband of Rathmen.* |

1. Complication:
The Rathmen are spies for the Fell Prince. If any get away, more will return.

2. Complication:

3. Complication:

4. Complication:

TENSION				
Low	X	X	X	*Player Characters cannot die*
Moderate	X	O	O	*Player Characters can be maimed*
High	O	O	O	*Player Characters can die*

Notes: This Event is fixed at Rank 4 (Moderate Tension)

STORY SHEET

Master or Player Copy: *Master*   Story or Event: *Event*

| Name: *Ambush by Rathmen* |
| Problem: *The Characters are attacked by a warband of Rathmen.* |

1. Complication:
The Rathmen are spies for the Fell Prince. If any get away, more will return.

2. Complication:
The Rathmen have a Hill Troll with them.

3. Complication:
The Rathmen have archers hidden in the trees.

4. Complication:

TENSION				
Low	X	X	X	*Player Characters cannot die*
Moderate	X	X	X	*Player Characters can be maimed*
High	X	O	O	*Player Characters can die*

Notes: This Event is fixed at Rank 7 (High Tension)

PROLOGUE

8

Characters   Attachments

Characters   Pay-offs

STORY SHEET

Master or Player Copy: Story or Event:

Name:

Problem:

1. Complication:

2. Complication:

3. Complication:

4. Complication:

5. Complication:

6. Complication:

7. Complication:

8. Complication:

9. Complication:

10. Complication:

11. Complication:

12. Complication:

13. Complication:

14. Complication:

15. Complication:

TENSION				
Low	O	O	O	*Player Characters cannot die*
Moderate	O	O	O	*Player Characters can be maimed*
High	O	O	O	*Player Characters can die*

Notes:

STORY SHEET

Master or Player Copy: Story or Event:

Name:

Problem:

1. Complication:

2. Complication:

3. Complication:

4. Complication:

TENSION				
Low	O	O	O	*Player Characters cannot die*
Moderate	O	O	O	*Player Characters can be maimed*
High	O	O	O	*Player Characters can die*

Notes:

STORY SHEET

Master or Player Copy: Story or Event:

Name:

Problem:

1. Complication:

2. Complication:

3. Complication:

4. Complication:

TENSION				
Low	O	O	O	*Player Characters cannot die*
Moderate	O	X	X	*Player Characters can be maimed*
High	O	O	O	*Player Characters can die*

Notes:

NON-PLAYER CHARACTER SHEETS

Name				**Attr.**	**Skill**
Faction			Mind		
Defining	Personality trait:		Power		
	Physical feature:		Presence		
	Personal possessions:		Quickness		
			Sinew		

Health	Wounds
O	
O	
O	
O	
O	
O	

Stamina	Fatigue
O	
O	
O	
O	
O	
O	

Attacks	Wound	Worth
Armour rank:		

Block Blows

Notes

Name				**Attr.**	**Skill**
Faction			Mind		
Defining	Personality trait:		Power		
	Physical feature:		Presence		
	Personal possessions:		Quickness		
			Sinew		

Health	Wounds
O	
O	
O	
O	
O	
O	

Stamina	Fatigue
O	
O	
O	
O	
O	
O	

Attacks	Wound	Worth
Armour rank:		

Block Blows

Notes