

Character Creation



What follows is a step-by-step guide to creating a new character for play in *Spellwoven*.

Character Concepts

Spellwoven is set in a roughly medieval, agrarian world. If you want to create a character that links tightly to setting, you should take some time to read the setting material. However, broadly speaking, any quasi-medieval character concept is likely to be workable. Here are some ideas in no particular order, although note that for many of the following to work for you, then **Pathways** must be purchased using **Background Points**.

- Sellsword or wandering knight-for-hire
- Retainer or servant in a noble household
- Kinsman in a noble household
- Sheriff or tax-collector
- Local folk-hero
- Recreant knight, robber or outlaw
- Thief or cutpurse
- Village witch or solitary wild magician
- Academic sorcerer or urbane magician
- Wandering monster-hunter (real or pretend)
- Bard or minstrel, juggler or other stage performer
- Forester, ranger, poacher or woodsman
- Herbalist, healer or curse-breaker
- Priest, priestess or other religious figure
- Merchant, trader, craftsman or tinker

Brief Description

Give your Character a name, age, gender and any other details you want to note down. Do this now or return to it at a later point. The basic rules are for playing humans.

Homeland

Pick a landscape where you grew up and know well from one of the following:

- **Coastal** covers small fishing villages, coastal sea-trading towns or remote islands.
- **City** includes sprawling capitals, fortified citadels or vast carven strongholds. Any sprawling place of massed people.
- **Noble House** includes any lordly or princely residence.
- **Rivers** includes river-lands, deltas, swamps and fens.
- **Rustic** includes green rolling hills, countryside, open woodlands, farmland and small farming communities.
- **Secludes** includes secretive royal courts, hidden havens, cloistered magical orders, or temples. Anywhere where a Character is cosseted from the world.
- **Wilderness** includes remote dark forests, tall mountains, snowy lands and tangled swamps.

Quick Reference

One. Fill in Name, Gender, Age, Appearance.

Two. Pick a Homeland from Coastal, City, Noble House, Rivers, Rustic, Secludes and Wilderness.

Three. All Attributes start with 1 rank. You have 5 ranks to spend in any way (i.e. you could allocate these evenly and have 2 per Attribute, or any other way that pleases you). Attributes cannot exceed Rank 4.

- **Behest:** Mental strength, used for magic
- **Fortitude:** Physical strength and endurance
- **Presence:** Social and emotional ability
- **Quickness:** Physical speed and agility
- **Wits:** Mental speed and agility

Four. Fill in **4 Effort**.

Five. Spend **20** points on Skills:

- **Rank 4:** Costs 1 point
- **Rank 5:** Costs 2 points
- **Rank 6:** Costs 3 points

Six. Pick one **Social** and one **Fighting** skill as **Weaknesses**. You cannot learn these skills.

Seven. Characters typically start without any **Influence** or **Obligation**. Write 3 into **Influence to spend**.

Eight. Pick **Belongings** from the list:

- 6 Sundry items
- 3 Common items
- 1 Expensive item

Nine. Fill in **Wealth = 5**. Pick from **Destitute**, **Poor**, or **Modest**.

Nine. Magical power (Anma), Renown, Health & Wounding

- **Anma** = Behest
- **Hale** = Fortitude +1
- **Evasion** = Quickness -1
- **Armour** = Based on armour worn
- **Shield** = Based on shield carried
- **Renown** = 0

Ten. You have **5 Background Points** to spend.

- 4pts.** Increase an Attribute rank by 1
- 3pts.** Gain a Pathway (e.g. Magery, Herbalism)
- 3pts.** Increase Hale by 1
- 3pts.** Increase Evasion by 1
- 2 pts.** Increase a Skill you already have by 1 (this can increase a Skill to 7 or 8)
- 1 pt.** Increase a Pathway you already have to Rank 2.
- 1 pt.** Gain a new Skill at Rank 4
- 1 pt.** One bonus Expensive item
- 1 pt.** Two bonus Common items
- 1 pt.** Three bonus Sundry items
- 3 pts.** Add 5 Anma
- 2 pts.** Add 3 Anma
- 1 pt.** Add 1 Anma



Attributes

Characters have five Attributes that represent areas of natural inborn talent. These are **Behest** (force of mind, willpower, used for magic), **Fortitude** (physical strength and endurance), **Presence** (allure, charm, social talent), **Quickness** (agility, speed and eye-hand coordination), and **Wits** (intellect and general awareness).

All Attributes start with 1 rank. Distribute 5 additional ranks to Attributes. (Attributes cannot exceed Rank 4)

Effort

Effort is used as a resource to improve your chances of success in Tests or Contests of Skill.

Start with 4 Effort

Pathways

Pathways are purchased using **Background Points**. This is one of the last steps in Character creation. You can ignore Pathways for now.

Talents

Talents are based on **Pathways**. You can leave this blank for now. You will need to read relevant Pathway sections to determine any **Talents**.

Skills

Skills represent specific areas of training and learning. They are more narrowly defined than Attributes. A list of Skills and definitions is provided in the appendix to the Character Creation chapter. Unskilled tests default to Rank 3. Unless stated otherwise, new Characters can't have Skill exceeding Rank 6.

You have 20 points to spend on Skills

Skill at Rank 4 = 1 pt

Skill at Rank 5 = 2 pts

Skill at Rank 6 = 3 pts

Pick from the list appended to this chapter

Weaknesses

Pick one **Social Skill** and one **Fighting Skill** as weaknesses. You cannot learn these Skills and will be at a **disadvantage** if someone uses them against you.

Obligation & Influence

Obligation and **Influence** are used in relation to factions or important non-player individuals. Leave this blank for now. Characters start play with 3 **Influence to spend**.

Start with 3 to Influence to spend

Belongings

Choose equipment by picking from the item lists (over-page). You can pick the same item multiple times. Make sure you note down the **Menace** of any weapons you choose, and the **Soak** of any Armour or Shields. Default clothes, if none picked, are poor clothing and flimsy shoes.

Start with six Sundry items
Three Common items
One Expensive item

Other Character Notes

This is a space for making notes that are specific to your Character's **Talents** or any other abilities. You could also draw a sketch here, if you wanted. It will likely be otherwise blank for now.

Anma

Magical power used for spellworking.

Anma = Behest Rank

Hale

Diseases, poisons and curses can affect your **Hale**. Hale is also used to determine how many **Wound Slots** you have.

Hale = Fortitude Rank +1

Renown

This is a measure of how well known and regarded you are. New Characters have a **Renown** of zero.

Renown = 0

Evasion

This is your ability to dodge a blow or attack.

Evasion = Quickness -1

Wealth

Spellwoven uses a Wealth ranking system to track your gold and other valuables. If you wish to buy an item that is valued at equal to or less than your **Status**, then you can do so. If you want to buy an item that is more expensive than your **Status**, you lose **Wealth**. This is covered in more detail in the Rule of the Game chapter.

Wealth = 5 (fill in five squares)

Now pick a Status that aligns with your Character concept. Only three Statuses are available to new Characters.

Destitute: More or less penniless

Poor: You have a few coins to your name

Modest: You don't need to skip meals

Make sure to pick the practical day-to-day Status of your Character. If you are a runaway princess, then you don't have access to any royal Wealth, and will not have a high Status.

If your Character concept (reasonably) should be expected to have very high wealth, it is best to assume you are subsisting on an allowance, annuity or other piecemeal arrangement.

Wound Slots

Wound slots are filled in by blacking out the boxes that you **don't** have access to. You may wish to use a pencil, as these values can change over time. Also, note that you can buy an extra point of **Hale** before the end of Character Creation, so the slots you have now may increase before you begin play.

Shallow wound slots = Hale rank

Deep wound slots = Shallow minus one

Grievous wound slots = Deep minus one

Felling wound slots = Grievous minus one

Mortal wounds slots = one

Note that you can't have less than one Wound slot per category. So, if you have a Hale of two, you have Two Shallow Wound slots, one Deep, one Grievous, one Felling and one Mortal. Also, note that Glancing Wounds are not tracked and cause no lasting injury.

Armour Soak and Shields

These slots are filled in after selecting your equipment

Condition Notes

This is a space to fill in details about your Character's physical condition. This can be left blank for now.

Wound Slot Examples

Exactly how to fill in Wound Slots can be tricky for people to understand. Here are examples showing how your sheet should look at different levels of **Hale**.

HALE = 6

Shallow	□□□□□□
Deep	□□□□□■
Grievous	□□□■ ■■
Felling	□□■ ■ ■■
Mortal	□■ ■ ■ ■■

HALE = 5

Shallow	□□□□□■
Deep	□□□□■ ■
Grievous	□□■ ■ ■■
Felling	□■ ■ ■ ■■
Mortal	□■ ■ ■ ■■

HALE = 4

Shallow	□□□□■ ■
Deep	□□□■ ■■
Grievous	□□■ ■ ■■
Felling	□■ ■ ■ ■■
Mortal	□■ ■ ■ ■■

HALE = 3

Shallow	□□□■ ■■
Deep	□□■ ■ ■■
Grievous	□■ ■ ■ ■■
Felling	□■ ■ ■ ■■
Mortal	□■ ■ ■ ■■

HALE = 2

Shallow	□□■ ■ ■■
Deep	□■ ■ ■ ■■
Grievous	□■ ■ ■ ■■
Felling	□■ ■ ■ ■■
Mortal	□■ ■ ■ ■■

Items to Hand

Sundry (pick 6)

- Weapons are bolded in red. Sundry weapons have Menace 3.
- You can spend two Sundry Picks to gain a Menace 4 weapon instead (e.g. a longknife, throwing axe etc).

Backpack, Bedroll, Belt & satchel, Blanket (wool), Boneworking tools, Candles (tallow, x6, 30mins each), Boots (hobnail), Cask of beer (small), Cask of wine (small), Chalk (white), Coinpurse (flimsy), Cloak (threadbare), Cooking pot (tin), **Cudgel**, **Dagger**, Fishing hand-net, Fishing rod & hooks, Flint & Steel, **Handaxe**, **Handstaff**, **Hunting bow** (includes quiver & 20 arrows), Ink & quills (sepia, oxblood), Leatherworking tools, **Quilted Tunic**, Ritual Object (religious or magic, no actual power, symbolic only), Rope (10m), Rough clothing (hemp, flimsy), **Sling**, Snares, **Spears** (throwing, x3), Stoneworking tools, Torches (x6, 30min each), Trail ration (for one week), Utensils (leather cup, wooden spoons, eating knife etc), Wooden stakes, Woodworking tools.

Common (pick 3)

- Weapons are bolded. Common weapons have Menace 5.
- You can spend two Common Picks to gain a Menace 6 weapon instead (e.g. a longsword, broadaxe, war hammer).

Book (blank, leatherbound), Boots (soft leather, good quality), Candles (beeswax, x6, 1hr each), Cauldron (small, copper), Clay lamp & oil, Coinpurse (leather, secure), Cloak (fair quality, plain or hooded), Healer's kit (bandages, basic salves etc), Herbalists tools (brewing pots, small herb press, shears etc), Iron stakes, Ivory comb, **Light helm**, **Mace** (one-handed), **Mattock-of-War**, Pipe & pipeweed (satchel, one week worth), **Quarterstaff**, **Shield (small)**, Spear (melee), **Shortsword**, **Skirmish bow** (includes quiver & 20 arrows), **Soft leather tunic**, Thief's tools (lockpicks, grease etc), Tools of the Art (wand etc, +1 Magical Talent when used for spellcasting), Travelling clothing (Wool, linen, sturdy).

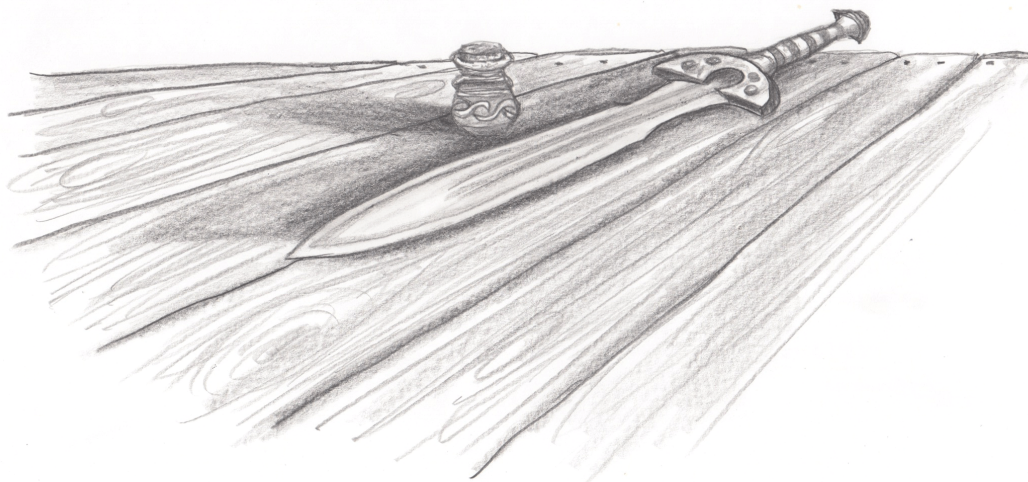
Expensive (pick 1)

- Weapons are bolded in red. Expensive weapons have Menace 7.

Battle-axe (two handed), Bottle of perfume, Book (blank, metalbound), Boots (felted leather, excellent quality), Box of spices, Brass storm-lamp & oil, **Chainmail tunic**, Cloak (fur-trimmed, excellent quality, plain or hooded), Coinpurse (fancy, with small lock and key), **Crossbow** (includes quiver & 20 arrows), Fine tea set, Fur blanket, Ink & quills (rare colours: lapis, ivory black, vermilion, purple etc), **Greatsword** (two-handed), **Longbow** (includes quiver & 20 arrows), **Mace** (two-handed), **Morning-Star** (two-handed), Mirror (handheld, fine quality), Noble clothing (velvet, silk), Quality dining set, **Shield (medium)**, Smithy tools.

Armour is bolded in black.

Note that these are only Items to Hand. That is, these are things you have readily to hand. You might have more possessions, but they are not immediately to hand at the start of the game, and you don't carry them about with you when travelling.



Weapons

Make sure to write down the **Menace** of any weapons you select. The larger the **Menace**, the more likely the weapon is to do injury.

Armour & Shields

Armour contributes to **Soak**. Soak determines how much injury Armour or Shields can withstand.

Soak is cumulative, however, these values cannot exceed the natural limits shown on your Character Sheet.

- i.e. you can't have more than three **Soak** slots for a given **Wound** level.

Soaks for starting armour are provided in the next column. You need to black out any soak slots that you don't have access to. However, keep in mind that you might pick up some additional armour in the game, so it may be best to use pencil to lightly shade these out rather than ink.

STARTING ARMOUR

When starting, your Character can have a **Quilted Tunic**, **Soft Leather Tunic**, **Chainmail Tunic** depending on your equipment picks. You might also have a **Light Helm**, **Small Shield** or **Medium Shield**. Note that shields can only be used with one-handed weapons.

Your Character can wear armour on top of other armour as long as the Gamesmaster agrees to the arrangement. For instance, a **Quilted Tunic** could be reasonably worn under either a **Soft Leather Tunic** or a **Chainmail Tunic**. However, wearing **Chainmail** over **Leather** is less viable. Some guidance is provided later in the rules. In lists, armour that can reasonably be worn under other armour (such as a Quilted Tunic) is bracketed (under-armour). Armour that can be worn over other armour (such as a Heavy Fur Cloak) is bracketed (over-armour). All other armour is considered 'primary' and can't be piled atop one another. The same is true of all other peripheral armour pieces. You cannot wear two helmets, for example, but you could wear a helmet, gauntlets and greaves.

Quilted Tunic

Shallow	□□■
Deep	□■□
Grievous	■□■
Felling	■□■
Mortal	■□■

Soft Leather Tunic

Shallow	□□■
Deep	□■□
Grievous	□■□
Felling	■□■
Mortal	■□■

Chainmail Tunic

Shallow	□□■
Deep	□□■
Grievous	□■□
Felling	□■□
Mortal	■□■

Light Helm

Shallow	■□■
Deep	■□■
Grievous	■□■
Felling	□■□
Mortal	□■□

Shields can be used to catch a blow to any Wound Level at the discretion of the Player. A Shield can be quite the life-saver...

Small Shield

Shield	□■□
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Medium Shield

Shield	□□■
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Remember that multiple layers of armour combine, but top out at **three soaks per level**. A Character wearing a Quilted Tunic under Chainmail, and carrying a Small Shield would have armour slots like this:

Shallow	□□□	(2+2)
Deep	□□□	(1+2)
Grievous	□■□	(0+1)
Felling	□■□	(0+1)
Mortal	■□■	(0+0)
Shield	□■□	

Background Points

Characters have **five** Background Points to spend. These allow you to gain some one-off bonuses or access to areas of specialised training. The below list outlines costs for various bonuses. Bonuses can be purchased multiple times where applicable. See the appended **Skills List** and **Pathways** for details regarding Skills and Pathways.

4pts. Increase an Attribute rank by 1

**3pts. Gain a Pathway at Rank 1.
(e.g. Spellweaving, Herbalism)**

3pts. Increase Hale by 1

3pts. Increase Evasion by 1

**2 pts. Increase a Skill you already have by
1 (this can increase a Skill to a limit of 8)**

1 pt. Gain a new Skill at Rank 4

**1 pt. Increase a Pathway you already have
to Rank 2.**

1 pt. One bonus Expensive item

1 pt. Two bonus Common items

1 pt. Three bonus Sundry items

3 pts. Add 5 Anma

2 pts. Add 3 Anma

1 pts. Add 1 Anma

*If you opt to take a Pathway, see the Appended Pathway List
after the example of Character Creation.*

Veteran Characters

The rules given are for novice Characters, just starting out in the world. For an **Experienced Character** allocate 14 Skill Points and 8 Background Points; **Very Experienced Characters** get 21 Skill Points and 12 Background Points; and Veteran Characters are allotted 28 Skill Points, 16 Background Points. No increase in Items to Hand is built-in, as the expectation is that a Character will gain additional items via Background Points instead.

Example of Character Creation

Catherine is creating a character. She has spoken to her Gamesmaster about what sort of setting and story to expect. The story is going to start in a ramshackle poor district of a port town. Catherine decides to create a Character who is a pick-pocket in and around the docks. She opts for a female character, aged about sixteen or seventeen, and names her Nimble Jan.

Catherine decides that Jan has never had a lot to do with boats, so lists her Homeland as **City**. For attributes, she allocates two ranks to Quickness and two ranks to Wits, and places her final rank on Presence. This gives her Behest ■, Fortitude ■, Presence ■■, Quickness ■■■, and Wits ■■■.

Catherine writes down 4 in the circle next to **Effort** (the rectangle is for keeping track of how much Effort has been spent).

For Skills, Catherine picks **Falsehoods** (Social), **Cutpurse** (Subterfuge), **Sprint** (Prowess), **Evade** (Fighting), **Awareness** (Mental), **One-handed Slash** (Fighting), **Wary Steps** (Subterfuge), **Pilfer** (Subterfuge), **Acuity** (Mental), **Brawling** (Fighting), **Thrown** (Fighting), and **Ingenue** (Social).

She allocates points as follows **Falsehoods** Rank 6 (3 pts), **Cutpurse** Rank 6 (3 pts), **Sprint** Rank 5 (2 pts), **Manoeuvre** Rank 5 (2 pts), **Awareness** Rank 5 (2 pts), **One-handed Slash** Rank 5 (2 pt), **Wary Steps** Rank 4 (1 pt), **Pilfer** Rank 4 (1 pt), **Cleverness** Rank 4 (1 pt), **Brawling** Rank 4 (1 pt), **Thrown** Rank 4 (1 pt) and **Ingenue** Rank 4 (1 pt). This sums to 20 points spent total.

When considering **Weaknesses**, Catherine decides that Jan is a sucker for people who sounds wise, so picks **Sagacity** for her Social Weakness. She decides that Jan has no real experience with heavy weapons and finds them frightening, so picks **Two-handed** as a combat weakness.

Catherine doesn't think Jan will have been formally trained in any way, so opts not to take any **Pathways** (leaving this blank). As **Talents** can only be obtained via Pathways this is left blank also. She would rather keep points to spend on influencing non-player characters or factions in the game, so also leaves her **Influence & Obligation** blank and writes 3 into **Influence to Spend**.

She looks through the items list and picks blanket (wool), coinpurse (flimsy), dagger (weapon, Menace 3), rough clothing, utensils, clay lamp & oil, hooded cloak, thief's tools and felted leather boots. Because of her poor background, Catherine decides that the

felted leather boots are probably stolen. Catherine would rather save Influence for non-player characters that Jan might meet in the game, so she writes down 3 next to **Influence to spend**.

Catherine decides that realistically, Jan is probably **Destitute**. She then fills in **five squares** of the **Wealth** track.

Jan has a **Behest** of 1, so Catherine writes 1 in the circle for **Anna**. This is very low, but Catherine doesn't expect Jen to be learning magic arts so it probably doesn't matter for the Character.

With a **Fortitude** of 1, Catherine writes 2 (1 plus 1) in the box for **Hale**.

A **Quickness** of 3, equates with Evasion 2 (3 minus 1).

Jen doesn't have either armour or a shield, so Catherine doesn't need to worry about this. She can ignore the boxes or shade them out.

She has a **Hale** of Two (Fortitude +1). As Jen starts the game uninjured, she fills out the Wound Slots like so:

Shallow	□ □ ■ ■ ■ ■ ■
Deep	□ ■ ■ ■ ■ ■ ■
Grievous	□ ■ ■ ■ ■ ■ ■
Felling	□ ■ ■ ■ ■ ■ ■
Mortal	□ ■ ■ ■ ■ ■ ■

Catherine decides to spend her Background Points on Skills. She spends 1 points to gain **Pick Locks** at Rank 4. She spends 2 points to increase **Manoeuvre** to **Rank 6**, and 2 points to increase **Pilfer** to **Rank 5**.

Catherine doesn't have anything to write under **Character Notes** right, now, so she does a quick sketch of Jan instead.

With that, we're done and the Nimble Jan is ready for the game. Nimble Jan's Character Sheet is shown on the next page.

Appended Skill List



The following is a skill list for characters in *Spellwoven*. A **Skill** is included where there is a reasonable chance that the ability will need to be tested during gameplay with a result that will have immediate serious implications. If you want a particular **Skill** that is not listed, talk to your Gamesmaster about adding it.

Start with 20 points to spend on Skills:

Rank 4 = 1 pt

Rank 5 = 2 pts

Rank 6 = 3 pts

FIGHTING SKILLS

Brawling (Fortitude) Unarmed fighting and wrestling
One-handed bludgeon (Might) Clubs and maces
One-handed hack (Fortitude) Axes and mattocks
One-handed slash (Quickness) Daggers and swords
Pole-arm (Quickness) Staves, spears and halberds
Ranged (Quickness) Bows and slings
Thrown (Quickness) Throwing axes, knives and spears
Two-handed (Fortitude) Two handed swords, maces axes

MENTAL SKILLS

Awareness (Wits) Alertness to danger or anything odd
Cleverness (Wits) Solving riddles, puzzles & quandaries
Courage (Presence) Ability to resist fear
Healing (Wits) First aid, doctoring and medical lore
Lore (Wits) General and worldly knowledge
Magical Talent (Behest) Mental discipline and force of will
Memory (Wits) Remembering the trivial and important
Read & Write (Wits) Literacy in one language

PROWESS SKILLS

Climb (Quickness) Climbing walls, trees or anything else
Endure (Fortitude) Tirelessness and physical reliance
Initiative (Quickness) Speed of actions
Maneuverer (Quickness) Dodging, acrobatics, jumping
Ride (Quickness) Riding a mount
Sprint (Quickness) Running and jumping
Strength (Fortitude) Lifting, breaking or smashing
Swim (Fortitude) Swimming in water

SOCIAL SKILLS

Affable (Presence) Friendly, light-hearted and agreeable
Badgering (Presence) Tenacious and somewhat relentless
Barbed wit (Presence) Clever, if not always complementary, humour
Brooding (Presence) Melancholic and dark humour
Imperious (Presence) Expecting of acquiescence
Ingenue (Presence) Innocence, either pretended or real
Falsehoods (Presence) Lies, trickery and scams
Plain-speaking (Presence) Stating it how it is, unadorned
Sagacity (Presence) Tones of wisdom, pretended or real
Violence (Presence) Thuggish or threatening words
Veiling (Presence) Dropping quiet hints, for good or ill

SUBTERFUGE SKILLS

Contortion (Quickness) Squeezing through tight spaces
Cutpurse (Quickness) Pickpocketing and stealing purses
Disarm traps (Quickness) Rendering a trap harmless
Hide (Quickness) Hiding in general
Pick locks (Quickness) Unlocking or locking with a lockpick
Pilfer (Quickness) Stealing from shops and stalls
Wary steps (Quickness) Silent and soft to avoid detection

ROVING SKILLS

Boatmanship (Wits) Sailing and rowing
Forage (Wits) Finding food in the wilderness
Set snares (Wits) Setting snares for small game
Stillness (Quickness) Remaining unnoticed in wilds
Traceless Passing (Quickness) Leaving no footprints
Track (Wits) Tracking an animal or person
Wayfinding (Wits) Navigation by maps and stars

A Note on Social Skills

Note any Social Skill can be used to effect any social outcome as long as the Gamesmaster agrees. You can think of these as different methods for achieving the same thing. This means that Social Skills are close to being a form of flavour for a Character. However, this isn't absolutely the case. A successful use of Badgering might result in the target Character quite disliking you, even if they do what you ask. Furthermore, the effects of failure can be quite different. A failed attempt to use Plain-Speaking might result in quite a different response compared to a failed attempt to use Violence. This requires some common sense narration by the Gamesmaster.

Appended Pathway List



The following is a Pathway list for characters in *Spellwoven*. If you pick a Pathway you will need to review the relevant Pathway chapter. **Pathways** are grouped with **Histories** under the umbrella term **Traits**.

FOLK MAGIC

This **Pathway** is to work the sort of small, modest magic used by village witches or cunning-men. Characters start at **Rank 1**.

**Folk Magic is tested against
Behest + Magical Talent**

Note: Folk Magic requires the use of Anma

HERBALISM

This **Pathway** is needed to gather, recognise and use herbs in remedies, potions or poisonous concoctions. Characters start at **Rank 1**. New characters get to randomly roll 3 times on any one environment table for herbs (ignore 'nothing' rolls, and roll again). Treat these as 1 month preserved.

**Herbalism is tested against
Wits + Lore**

MASTERY-AT-ARMS

This **Pathway** is needed to gain access to combat **Talents**. Characters start at **Rank 1**.

**Choose two Talents from the First Circle
Mastery-at-Arms list**

SIGILDRY

This **Pathway** is needed to gain access to magical runes. Characters start at **Rank 1**. New Characters know two **Runes** from a single **Sphere of Sigildry** (plus the three default runes, 'and', 'or' and 'then').

**Choose two Runes from one Sphere
('and', 'or' and 'then' known by default)**

Tested against Wits + Read & Write

Note: Sigildry requires the use of Anma

SKULDUGGERY

This **Pathway** is needed to gain access to subterfuge and thievery **Talents**. Characters start at **Rank 1**.

**Choose two Talents from the First Circle
Skulduggery list**

SPELLWEAVING

This **Pathway** is needed to learn and cast the magical spells of a wizard or enchantress. Characters start at **Rank 1**. Spells require **Weaves** and **Spheres**. The exact **Weaves** you pick don't have a mechanistic effect. Choose two **Weaves** that you like the sound of:

**Braid
Knot
Loop
Tangle
Weft**

Note: Spellweaving requires the use of Anma

You also need to pick one **Spellweaving Sphere** for Spellweaving. Spheres determine the sort of magic you can perform. It will be worth looking over the magical effects associated with them. Pick one of the following:

**Autumn
Winter
Spring
Summer
Day
Twilight
Darkness**

**Spellweaving is tested against
Behest + Magical Talent**



Mara the Poacher

Mara the Poacher was born to a poor family who eke a living woodcutting and herding swine in a local lord's oak forest. Mara supplements the house's meagre income with poached grouse and deer. Although the lord suspects her of thieving, she supplies a pheasant to the table of an influential Temple Prelate each week, and this connection has kept her safe.

Homeland Rustic

Attributes

Behest	■□□□
Fortitude	■□□□
Presence	■□□□
Quickness	■□□□
Wits	■□□□

Effort: 4

Skills

Ranged (Quick)	7
Manoeuvre (Quick)	5
One-Handed Slash (Quick)	4
Set Snares (Wit)	4
Track (Wit)	4
Affable (Pres)	4
Awareness (Wit)	4

Weaknesses

Brawling
Badgering

Pathways

None

Talents

None

Anma: 1 / Hale: 2 / Evasion: 4
Renown: 0

Influence & Obligation

Influence to Spend: 3

Items to Hand

Longbow (20 arrows, Menace 7), Boots (soft leather, good quality), Cloak (fair quality), Travelling clothing (Wool, linen, sturdy), Belt & satchel, Cooking pot (tin), Dagger (Menace 3), Quilt armour, Snares, Utensils.

Wealth ■■■■■□□□□□

Status: Poor

WOUNDS

Shallow	□□□□□■
Deep	□□□□□■
Grievous	□□□□□■
Felling	□□□□□■
Mortal	□□□□□■

ARMOUR

	□□■
	□□■
	■□■
	■□■
	■□■



Norae Eliquinata

Magesse of the Raven

Norae Eliquinata was born to one of the great families of magicians who hold demesnes in the vast port city of Greymengorse. Recent machinations among the noble houses of magi have seen House Eliquinata retreat from certain ancestral rights and long standing holdings. A situation Norae wishes to put to rights.

Homeland

Noble House

Attributes

Behest ■■■■□
 Fortitude ■■■■□
 Presence ■■■■□
 Quickness ■■■■□
 Wits ■■■■□

Effort: 4

Skills

Magical talent (Will) 5
 Read & Write (Wits) 4
 Lore (Wits) 4
 Barbed Wit (Pres) 4
 Veiling (Pres) 4

Weaknesses

One-handed Bludgeon
 Plain-speaking

Pathways

Spellweaving (Rank 1)

Spellweaving

Twilight: Weft and Knot

Anma: 4 / Hale: 2 / Evasion: 2
 Renown: 0

Influence & Obligation

Influence to Spend: 3

Items to Hand

Noble clothing (velvet, silk), Book (blank, leatherbound), Boots (soft leather, good quality), Candles (beeswax x6), Belt & satchel, Dagger (Menace 3), Ink & quills (sepia, oxblood), Wand of the Art (Ritual Object, symbolic only), Chalk (white).

Wealth ■■■■■■■■■■ Status: Modest

History

High Nobility

WOUNDS

Shallow □□■■■■■
 Deep □■■■■■
 Grievous □■■■■■
 Felling □■■■■■
 Mortal □■■■■■

ARMOUR

■■■
 ■■■
 ■■■
 ■■■
 ■■■
 ■■■
 Shield ■■■



Vetris Elb Wortfinder

Vetris Elb is a finder of worts and herbs. He ranges far into wild lands and woods, up airy mountains and foggy moors in search of such simples as he needs for his craft. When he does run into trouble, his trusty iron-bound cudgel has always seen him through safely.

Homeland Wilderness

Attributes

Behest ■■■■
Fortitude ■■■■
Presence ■■■■
Quickness ■■■■
Wits ■■■■

Effort: 4

Skills

Lore (Wit) 6
Affable (Pres) 5
One-handed bludgeon (Fort) 4
Read & Write (Wit) 4
Wayfinding 4
Strength 3

Weaknesses

Falsehoods
Pole-arm

Pathways

Herbalism (Rank 1)

Talents

Brew Potion
Secret Marks

Anma: 1 / Hale: 5 / Evasion: 0
Renown: 0

Influence & Obligation

Influence to Spend: 3

Belongings

Coinpurse (30 silvers), Book (blank, leatherbound), Mace (one-handed) (Menace 5), Travelling clothing (Wool, linen, sturdy), Bedroll, Belt & satchel, Cloak (threadbare), Cooking Flint & steel, Pot (tin), Ink & quills (sepia, oxblood)

Herbs: Dellflower (1 dose), Chantelwort (2 doses), Gall Withy (5 doses).

Wealth ■■■■■■□□□□

Status: Modest

WOUNDS

Shallow □□□□■
 Deep □□□□■
 Grievous □□□□■
 Felling □□■□■
 Mortal □■□■□■

ARMOUR

 ■ ■ ■
 ■ ■ ■
 ■ ■ ■
 ■ ■ ■
 ■ ■ ■
 ■ ■ ■
 Shield ■ ■ ■



SPELLWOVEN

CHARACTER NAME

BRIEF DESCRIPTION

HOMELAND

Attributes

- Behest
- Fortitude
- Presence
- Quickness
- Wits

EFFORT

PATHWAY



PATHWAY



PATHWAY



Talents

Skills

Default unskilled = Relevant Attribute Rank

Weaknesses

Obligation & Influence

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Influence to spend

Items to Hand

Other Character Notes

ANMA

HALE

Renown

WEALTH

STATUS

EVASION

Condition Notes

WOUNDS

- SHALLOW
- DEEP
- GRIEVOUS
- FELLING
- MORTAL

ARMOUR SOAK

-
-
-
-
-

SHIELD

Threat Track

● 1 2 3 4 5 6 7 8 9 10 11 ●