

## The Game, Flow and Story

The general expectation in *Spellwoven* is that the game flow and story should be favoured over rolling to resolve outcomes. Where a group is able to reasonably agree on the likely outcome, there should be no particular need to roll dice against skills or other traits. That is, most of the story will be narrated and acted out in an improvised sort of way, and rules come into play where it becomes obvious that the outcome of a situation is in doubt.

## Object of the Game

Although broadly speaking, any RPG can be used to (almost) any ends, it is likely that Players will start to focus on one or more of the following setting-related goals. Note that these are not explicit goals within Character Advancement, but rather, these are things that might be achieved within the setting:

- Found or substantially advance a lasting noble lineage.
- Obtain possession of one of the Swords of Power.
- Kill an Ageless, and thereby become Ageless.
- Rid the world of the Seething Malice (or at least limit its expanse or power).
- Find one of the Twelve Great Treasures of the Arcanists.
- Explore the ruins left behind by the Scarle.

There are other possibilities, although these are the more obvious goals to settle upon. These are all, to some degree or another, epic, *bildungsroman* style goals, and would involve a long growing towards power and experience. You will likely want to set a series of more modest in-setting goals after reading through the setting material in this book.

## The Gamemaster

One overarching rule in *Spellwoven* is that the Gamesmaster has final say on any rule disputes. The Gamesmaster is the player who is devising the story, playing the other supporting, or **Non-Player Characters**, ordering the universe and rolling dice for any creature, force of nature or person that has dealings with the Players. Rather than allow arguments about rules to spiral out of control, the Gamesmaster is also allowed to decide that his or her interpretation of a rule is final. A few other suggestions:

- If you are the Gamesmaster, take some time to read this book as thoroughly as you can.
- It is almost always better to plan out some detail around what the Characters will be engaged with during a session, but keep in mind that Players will ruin the best

laid plans. Allow for the possibility that Players will act in ways you didn't predict. Often it is better to sketch out a scenario, rather than intricately design it, so that when your players burn the royal palace to the ground (instead of helping the king, as you expected), you don't feel like too much effort has been wasted.

- I would generally advise against the Gamesmaster having a Character of their own in the game, or a 'pet' Non-Player Character. This usually leads to the Gamesmaster's Character being perceived as being favoured, which ruins the fun for everyone else.

## The Dice

*Spellwoven* uses ten-sided dice, also called d10s. You can obtain d10s from any games store or online. Often a d10 is numbered 1 to 0, and for *Spellwoven* you would read the 0 as a 10. You can find dice where the 0 is labelled 10 instead, if you find that helps. You'll also sometimes be asked to roll on a scale of 1 to 100. This is called a d100 or d%. Rather than buy a 100 sided dice (they do exist), it's easier to roll two d10s. Roll one d10 as the ones and one d10 as the tens. So, a roll of 3 and 6 would be 36. A roll of 0 and 1 would be 1. A roll of 00 would be 100. However, be careful to ensure you decide which is die the ones or tens before you roll. Using two different coloured dice can be helpful. Otherwise, you might find yourself unsure if you rolled a 29 or a 92.

## Getting Started

The following are some basic steps to getting started:

- The Gamesmaster (at least) should read this rulebook.
- Obtain the necessary dice, paper and pencils.
- Arrange a group of 3-6 players.
- The Gamesmaster should spend some time sketching out and devising a story, with goals, obstacles and potentially some mysteries, puzzles and potential plot twists. Remember that role-playing is open ended. The plan needs to have contingencies for players doing unexpected things. Which they will do.
- Each player other than the Gamesmaster creates a Character.
- You may wish to establish a purpose for the group to be together, and some relationships among the Characters. There is a short Chapter addressing this after Character Generation.
- Introduce the session, and set up the first quandary, obstacle or goal.



# The Rules Landscape

What follows is a brief one-page overview of the rules landscape. The below are summaries only. The information is repeated in more detail in the **Rules for the Game** chapter. *Spellwoven* uses a **'roll-under' resolution system**. **Target Number** is abbreviated to **TN** below. This is the number you need to roll equal to or under to score a success on a d10 (ten-sided dice).

**Attribute Test:** Attributes are innate measure of strength, intelligence, quickness and so on. They are scaled from 1 to 4. Attribute tests are used to quickly resolve a reactive or innate response. Roll 3d10. **Standard:** TN = relevant Attr. +4. **Hard:** TN = relevant Attr. One 'success' needed to pass. Spend 1 **Effort** to pass automatically.

**Test of Skill:** A single **Test of Skill** is used to resolve a single proactive action by a Character. Your **Skill** level will be more important than your **Attribute**, but both can make a difference. Roll 3d10. **Skills** are ranked 1 to 9. Your **Skill Rank** is the **TN**. A natural roll of 1 scores two successes instead of one. Difficulty is 1, 2, 3 or 4 successes required to pass. Rules for skill levels beyond 9 are provided, but see the **Rules for the Game Chapter** for details. Spend 1 **Effort** = Add successes equal to relevant Attribute.

**Contest of Skill:** If two Characters are taking opposing actions, and you want to resolve who is successful, you can pitch two **Skill Tests** against each other. In this **Contest**, the roll with the most successes wins. There is no static difficulty. The Gamesmaster narrates results in a way that makes in-game sense, including draws. Spend 1 **Effort** = Add successes equal to relevant Attribute.

**Action Round:** If a number of Characters are acting at cross-purposes, either in a generalised conflict, or where 'teams' are involved, then you may wish to use an **Action Round**. An **Action Round** is an arbitrary period of time in which everyone involved is allowed one action. This is simply to maintain fairness at the table.

**Prolonged Conflicts:** A Prolonged Conflict occurs when you decide that the only way to resolve a situation is to use a succession of **Action Rounds**. There are two rule-sets for Prolonged Conflicts in *Spellwoven*: **General Conflicts** and **Combat Rules**.

**Prolonged Conflicts (General):** *Spellwoven* has a set of rules that allow you to resolve any prolonged conflict. Examples might include a chase through city streets, an argument in a royal court, a wrestling match or a ball game. The system assumes there are 'teams' or 'sides'. Sides build up victory points, and then spend these on desirable effects, such as removing an opposing Character from the conflict, or blocking one of the other team's actions. Part of the suspense derives from choosing how to spend (or save) victory points secretly at the end of each **Action Round**. You might choose an option that the other team anticipates and blocks with their own point spend. In theory at least, armed combat can also be resolved using the **General Prolonged Conflict** rules, but this tends to result in a fairly 'abstract' battle. Some player groups will like this, some will not. Thus, there are also dedicated combat rules. Note also that **Social Conflicts** are treated as a case of **Prolonged Conflicts**, but **Influence** and **Obligation** may need to be accounted for. **Social Conflicts** are otherwise the same as other cases of **Prolonged Conflict**.

**Prolonged Conflict (Combat):** A set of rules dedicated to resolve armed battles and skirmishes. The rules are intended for small scale fights where everyone involved is allowed an action each round. If you want to resolve a large massed battle involving armies, the **General Prolonged Conflict** rules will be more suitable. In general, most other subsystems assume you will opt to use the **Combat Rules** for armed fights. For example, magical descriptions will include how to decide wounding, which is a component of combat. That said, the **Generalised Resolution Mechanic** can be used as a fallback.

**Threat Tracks:** Threat Tracks are used for **Character versus Nature** situations. Examples include poisons, diseases, inflections, exposure to cold or heat, but also magical curses. You might only test your personal battle against a slow acting disease or curse once a week, and move the **Threat Track** accordingly. As such, Threat Tracks tend to be something that is going on in the background. It would involve book-keeping, but in principal you could run a **Threat Track** against hypothermia during a fight that is happening in a snow-storm. At the end of each **Action Round**, everyone involved would have to check if they are moving closer to freezing to death whilst trying to kill each other in the snow.



## For the System Monkeys

The core resolution mechanic is a 'small dice pool and roll-under' system. So long as the dice pools remain small, then a granular normal distribution of successes results. The system will break if too many dice are added to the pool. For this reason, Skill Tests in *Spellwoven* are (more or less) always based on 3d10.

This type of system is one of the 'standard' systems described at John Kim's rather excellent tabletop RPG site, although it isn't as commonly used as some other 'standard' systems.

In *Spellwoven*, the system is modified to create a longer upper tail of successes (by allowing natural ones to count twice).

For the curious, I've provided some Trolldice code to allow you to check the distributions:

### Troll Dice Code

```
\ Spellwoven Core Resolution  
  
\ Change N to alter the number of  
dice (typically set at 3d10)  
  
\ Change S to alter the Skill Rank  
(typically 3-9)  
  
N:=3d10;  
  
S:=4;  
  
(count S> N) + (count 1= N)
```

This code is reproduced in the **Rules of the Game** chapter for ease of reference.

# 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 + Magical Talent
- **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.

$$\text{Effort} = \text{Behest} + 2$$

## 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 + Magical Talent**

## 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**

## Évasion

Dodging a blow or attack. Used in combat.

**Évasion = 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	□■ ■ ■ ■ ■



# Belongings

## 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).

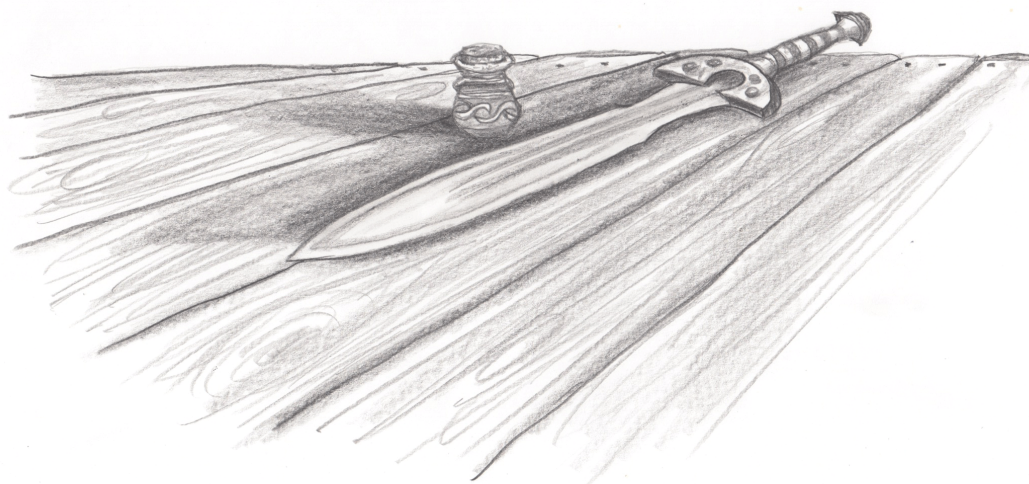
## Expensive (pick 1)

- 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 3 (Behest + 2) 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 **Anma**. 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.

# SPELLWOVEN

**Nimble Jan**

CHARACTER NAME

Pickpocket and street urchin.  
About 16 or 17. Jan herself doesn't know.  
Doesn't know anything about her parents.  
Raised by an aunt who died when she was nine.

BRIEF DESCRIPTION

HOMELAND **City**

## Attributes

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

**4**

EFFORT

PATHWAY

PATHWAY

PATHWAY

## Talents

## Skills

Default unskilled = Relevant Attribute Rank

Falsehoods (Pr) 6  
Cutpurse (Qu) 6  
Manoeuvre (Qu) 6  
Sprint (Qu) 5  
Awareness (Wt) 5  
One-handed Slash (Qu) 5  
Pilfer (Qu) 5  
Ingenuer (Pr) 4  
Way Steps (Qu) 4  
Cleverness (Wt) 4  
Brawling (Ft) 4  
Thrown (Qu) 4  
Pick Locks 4

**Sagacity**  
Two-handed weapons

Weaknesses

## Obligation & Influence

obl. ■■■■■■ ■■■■■■ infl.  
obl. ■■■■■■ ■■■■■■ infl.  
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obl. ■■■■■■ ■■■■■■ infl.

Influence to spend **3**

## Belongings

Blanket (wool), belt & satchel, coinpurse (flimsy),  
dagger (3 menace), rough clothing, utensils,  
clay lamp & oil, hooded cloak, thief's tools and felted leather boots

## Other Character Notes



ANMA

**1**

HALE

**2**

Renown

WEALTH

■■■■■■■■■■■■■■■■■■■■

STATUS **Destitute**

## WOUNDS

SHALLOW ■■ ■■■■■■  
DEEP ■ ■■■■■■  
GRIEVOUS ■ ■■■■■■  
FELLING ■ ■■■■■■  
MORTAL ■ ■■■■■■

## ARMOUR SOAK

■■■■■  
■■■■■  
■■■■■  
■■■■■  
■■■■■  
SHIELD ■■■■

EVASION **2**

THREAT CONDITIONS  
(poisons, disease, curses etc)

## Threat Track

● 1 2 3 4 5 6 7 8 9 10 11 ●



# 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 three **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:

**Dreaming  
Spring  
Summer  
Autumn  
Winter  
Death**

**The Skill *Magical Talent* is important for  
Spellweaving**





# Damin Feldrake

Third and youngest son of a very minor noble house, Damin set out to seek his fame and fortune in the world about a year ago, but thus far has only found rather dull work guarding wagon caravans on wilderland roads.

## Homeland

Noble House

## Attributes

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

Effort: 3

## Skills

**Two-handed (Fort)** 6  
**One-handed Slash (Quick)** 4  
**Manoeuvre (Quick)** 4  
**Awareness (Wit)** 4  
**Ride (Quick)** 4  
**Plain-speaking (Pres)** 4

## Weaknesses

**Pole-arm (combat)**  
**Ingenue (social)**

## Pathways

**Mastery-at-Arms (Rank 1)**

## Talents

**Furious Blow (move)**  
**Goad (move)**

**Anma: 1**  
**Hale: 4**  
**Evade: 1**  
**Renown: 0**

## Influence & Obligation

**Influence to Spend: 3**

## Belongings

Greatsword (Menace 7), Cloak (fair quality), Travelling Clothing, Soft leather tunic, Bedroll, Belt & satchel, Boots (hobnail), Coinpurse (Leather, secure), Trail rations (x1), Utensils.

**Wealth** ■■■■■■■■■■ **Status:** Poor

## History

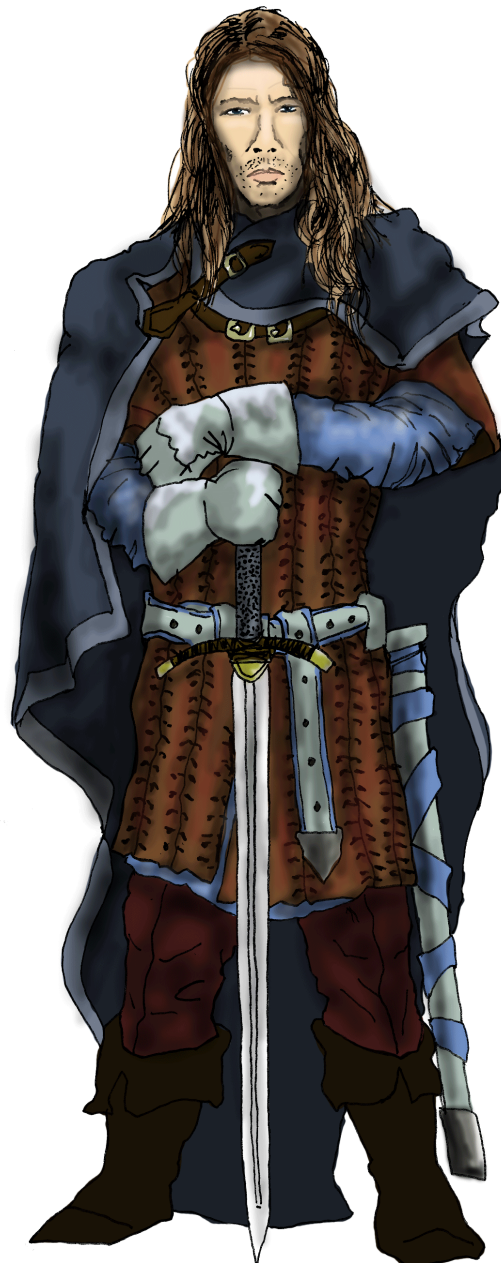
Minor Noblesse

### WOUNDS

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

### ARMOUR

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



# 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: 3

## 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  
Evade: 2  
Renown: 0

## Influence Obligation

Influence to Spend: 3

## Belongings

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: 5

### 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

Dreaming: Weft, Tangle and Knot

Anma: 9  
 Hale: 2  
 Evade: 0  
 Renown: 0

### Influence & Obligation

Influence to Spend: 3

### Belongings

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: 3

### 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  
Evade: 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	■□□
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# SPELLWOVEN

CHARACTER NAME

BRIEF DESCRIPTION

HOMELAND

## Attributes

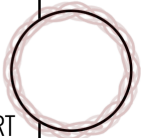
Behest

Fortitude

Presence

Quickness

Wits

EFFORT 

PATHWAY

PATHWAY

PATHWAY

## Talents

## Skills

Default unskilled = Relevant Attribute Rank

Weaknesses

## Obligation & Influence

_____	obl. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> infl. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Influence to spend

## Belongings

## Other Character Notes

ANMA 

HALE 

Renown

WEALTH

STATUS

## WOUNDS

SHALLOW

DEEP

GRIEVOUS

FELLING

MORTAL

## ARMOUR SOAK

SHIELD

WILLPOWER (B)

ENDURANCE (F)

ASSURANCE (P)

EVASION (Q)

ASTUTENESS (W)

## Threat Track

1

2

3

4

5

6

7

8

9

10

11