

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**. This is the number you need to **roll equal to or under** to score **one success** on a **d10** (ten-sided dice).

Attribute Test: Each **Skill** is linked to a relevant **Attribute**. Attributes are ranked 1 to 4. Attributes not tested or rolled against in the game. There is a set of **Innate Skills** that serve this function instead.

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 the relevant **Attribute**, but both can make a difference. Roll 3d10. **Skills** are usually ranked 1 to 9. Your **Skill Rank** is the **TN**. A natural roll of 1 scores two successes instead of one. Difficulty is typically 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. You can spend 1 **Effort** from your Effort Pool to add a number of successes equal to the relevant Attribute. Effort restores with a full night's sleep.

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** to add a number of 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 outcomes, 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 an '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. That said, 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. Occasionally a 4d10 (discard one result) is used for Advantage and Disadvantage,

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:

- **Innate:** Gain all INNATE Skills at Attribute +1
- **New Skill:** Costs 1 point (at Attribute +1)
- **+1 Rank:** Costs 1 point (to a limit of Rank 6)

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

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

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

Eight. 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 (and relevant Skills)
- 3pts.** Gain a Pathway (e.g. Magery, Herbalism)
- 3pts.** Increase Hale by 1 (and flows onto Wound Slots)
- 3pts.** Increase Evasion by 1
- 2 pts.** Increase a Pathway you already have to Rank 2.
- 1 pt.** Gain a new Skill at Rank = Attribute + 2
- 1 pt.** Increase a Skill you already have by 1 (this can increase a Skill to 7 or 8)
- 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 pool to improve your chances of success in Tests or Contests of Skill. Effort that is spent normally recovers with rest.

Effort = **Behest** + 2

Fate

Fate is used to change any one dice roll to any desired result. Fate does not recover. Start with **Three Fate**.

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 the relevant Attribute level**. Unless stated otherwise, new Characters can't have Skills exceeding Rank 6.

Gain all INNATE skills at Attr. + 1

You have 20 points to spend on Skills

1 pt = New Skill at Attr. + 1

**1 ps = Add +1 to a Skill you have
(to a limit of Rank 6)**

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.

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 is important for magical Pathways.

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

Evasion

Dodging a blow or attack. Used in combat situations.

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 may be tricky for people to understand at first. Here are examples showing how your sheet should look at different levels of **Hale**.

HALE = 6

Shallow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Deep	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Grievous	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Felling	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Mortal	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

HALE = 5

Shallow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>
Deep	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Grievous	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Felling	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Mortal	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

HALE = 4

Shallow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Deep	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Grievous	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Felling	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Mortal	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

HALE = 3

Shallow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Deep	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Grievous	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Felling	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Mortal	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

HALE = 2

Shallow	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Deep	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Grievous	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Felling	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Mortal	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

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), Travelling clothing (Wool, linen, sturdy).

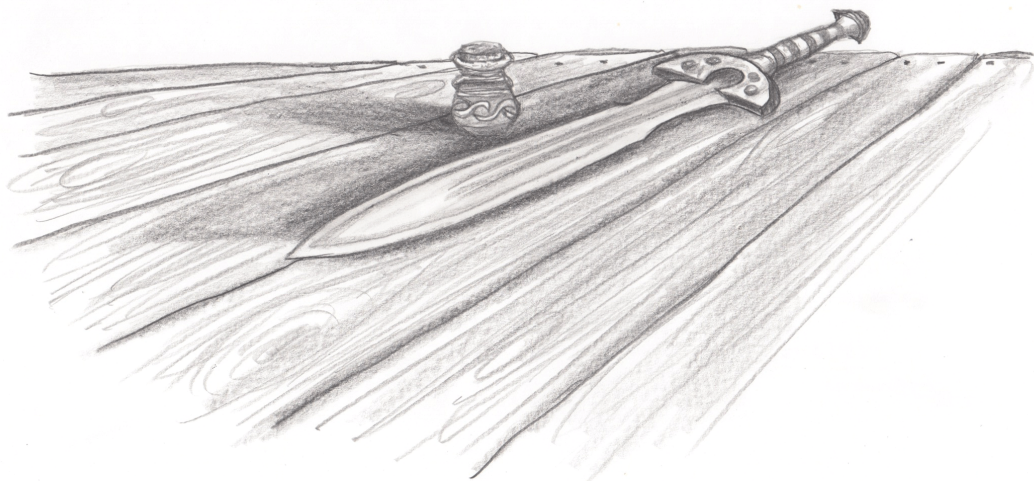
Expensive (pick 1)

- 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 (& Wounds)

3pts. Increase Evasion by 1

**2 pts. Increase a Pathway you already
have to Rank 2.**

1 pt. Gain a new Skill at Rank = Attr + 2

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

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

*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.

Special Items

These special or magical items are purchased with Background Points.

2 pts. Gain a *Tool of the Art* (e.g. wand, staff, ring, amulet) (Cast a Spell that you could normally cast without any Anma spend once per game session).

2 pts. Nominate One weapon you have as *Least Enchanted* (i.e. this is applied to a weapon you already have written down).

2 pts. Nominate One item as *Masterfully Crafted* (always roll at advantage for Skill Tests) (i.e. this is applied to an item you already have written down).

2 pts. Blackpowder weapon. You own a *Blackpowder Weapon* such as a blunderbuss, carbine or flintlock pistol.

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** FATE **3**

Attributes

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

EFFORT **3**

PATHWAY **Skulduggery (Rank I)**

PATHWAY

PATHWAY

Innate Skills

Acumen (P)	4	Memory (W)	4
Awareness (W)	6	Reflexes (Q)	5
Brawling (F)	2	Strength (F)	2
Endure (F)	2	Volition (B)	2

Skills

Default unskilled = Relevant Attribute Rank

Cutpurse (Qu)	7
Manoeuvre (Qu)	5
Sprint (Qu)	5
One-handed Slash (Qu)	5
Falsehoods (Pr)	5
Wary Steps (Qu)	4
Pilfer (Qu)	4
Cleverness (Wt)	4
Thrown (Qu)	4
Pick Locks (Qu)	4
Ingenue (Pr)	3

Sagacity
Two-handed weapons

Weaknesses

Talents

Avoid Blow
Light Fingers

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

HALE

Renown

0

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 ●

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). She writes **3** next to **Fate**.

She then writes out the base ranks for Innate Skills. These are **Acumen 3, Awareness 4, Brawling 2, Endure 2, Initiative 4, Memory 4, Strength 2, Volition 2.**

She then purchases the following Skills at a rank equal to Attribute +1: **Cutpurse 4, Manoeuvre 4, Sprint 4, One-handed Slash 4, Falsehoods 3, Wary Steps 4, Pilfer 4, Cleverness 4, Thrown 4, Pick Locks 4** and **Ingenue 3**. This costs **11** points out of her total pool of **20**.

Catherine then adds +1 to **Acumen** (1 pt), +1 to **Awareness** (1 pt), +1 to **Initiative** (1 pt), +2 to **Cutpurse** (2 pts), +1 to **Manoeuvre** (1 pt), +1 to **Sprint** (1 pt), +1 to **One-handed Slash** (1 pt) and +1 to **Falsehoods** (1 pt). This sums 9 points, totally 20 Skill Points all up.

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.

Note that **Cutpurse is at Rank 7** and **Awareness is shown at Rank 6** because Jen's player uses two background points to further increase these two skills.

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 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 magical arts, so it probably doesn't matter a great deal 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 3 Background Points on a **Pathway** and **Talents**. She takes **Skulduggery** at Rank One and chooses the First Circle Talents **Avoid Blow** and **Light Fingers**. This leaves two points. Catherine decides to **add +1 to Cutpurse** (1 pt) and **Awareness** (1 pt).

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. **Innate skills are in red.**

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

Dirty Fighting (Quickness) Inflicts no injury, but causes *Disadvantage* if successful.

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

Acumen (Presence) Social insight, alertness to deception

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

Volition (Behest) Willpower and force of mind

PROWESS SKILLS

Climb (Quickness) Climbing walls, trees or anything else

Endure (Fortitude) Tirelessness and physical resistance

Initiative (Quickness) Speed of actions

Manoeuvre (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 SKILL

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 that 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 grant 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 the Spheres. Pick one of the following:

**Spring
Summer
Autumn
Winter
Shadow
Death**

Optional: Establish 6 Weaves of your 'Spell Map' before you start play (rolled randomly)



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 ■■■□□

Fate: 3 Effort: 3

Innate Skills

Acumen (Pre) 4 Awareness (Pre) 5
 Brawling (Fort) 5 Endure (Fort) 5
 Initiative (Quick) 5 Memory (Wit) 3
 Strength (Fort) 5 Volition (Behest) 2

Other Skills

Two-handed (Fort) 7
 One-handed Slash (Quick) 6
 Manoeuvre (Quick) 4
 Ride (Quick) 3
 Plain-speaking (Pres) 3

Weaknesses

Pole-arm (combat)
 Ingenue (social)

Pathways

Mastery-at-Arms (Rank 1)

Talents

Furious Blow (move)
 Goad (move)

Anma: 1 | Hale: 4 | Evasion: 1 | Renown: 0

Belongings

Greatsword (Menace 7), Medium Shield, Fur Blanket, 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

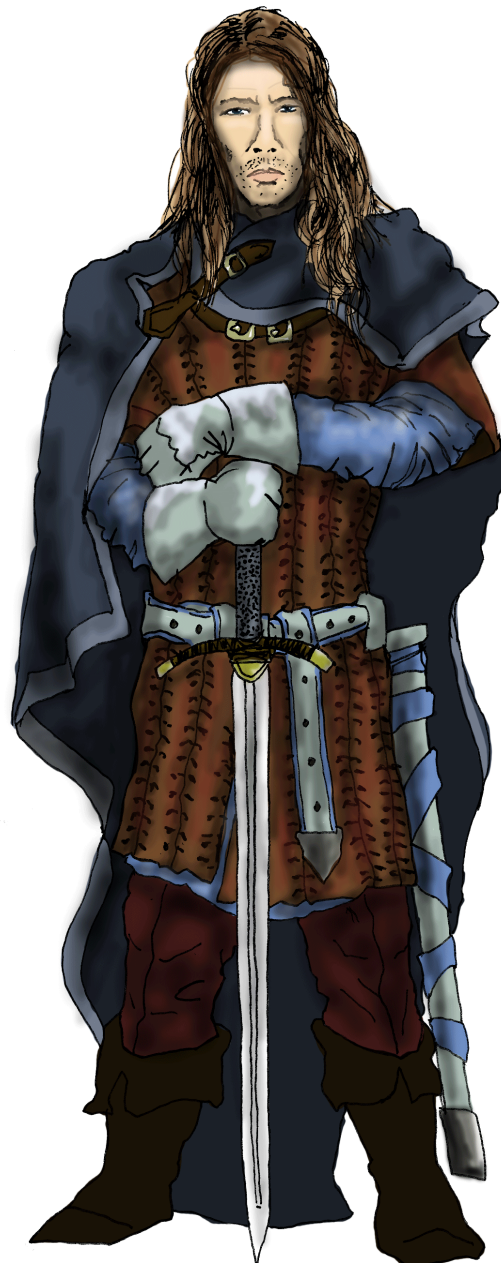
WOUNDS

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 ■■■■

Fate: 3

Effort: 3

Innate Skills

Acumen (Pre) 4	Awareness (Pre) 6
Brawling (Fort) 2	Endure (Fort) 2
Initiative (Quick) 5	Memory (Wit) 3
Strength (Fort) 2	Volition (Behest) 2

Other Skills

Ranged (Quick)	7
Manoeuvre (Quick)	6
One-Handed Slash (Quick)	6
Set Snares (Wit)	5
Track (Wit)	5
Affable (Pres)	5
Wayfaring (Wit)	3

Weaknesses

Brawling
Badgering

Pathways & Talents

None

Anma: 1 | Hale: 2 | Evasion: 3 | Renown: 0

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

■■■
■■■
■■■
■■■
■■■
Shield ■■■



Norae Eliquinata

Magesse of the Raven

Norae Eliquinata, Magesse of the Raven, 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 ■■■■□

Fate: 3 Effort: 5

Innate Skills

Acumen (Pre)	4	Awareness (Pre)	5
Brawling (Fort)	2	Endure (Fort)	2
Initiative (Quick)	2	Memory (Wit)	5
Strength (Fort)	2	Volition (Behest)	4

Other Skills

Magical talent (Behest)	7
Read & Write (Wits)	6
Lore (Wits)	6
Barbed Wit (Pres)	5
Veiling (Pres)	5

Weaknesses

One-handed Bludgeon
 Plain-speaking

Pathways

Spellweaving (Rank 1)

Spellweaving

Shadow: Weft, Tangle and Knot

Anma: 11 | Hale: 2 | Evasion: 0 | Renown: 0

Belongings

Noble clothing (velvet, silk), Book (blank, leatherbound), Boots (soft leather, good quality), Candles (beeswax x6), Belt & sachel, Dagger (Menace 3), Ink & quills (sepia, oxblood), Wand of the Art (once per session cast a spell for no Anma cost), Chalk (white).

Wealth ■■■■■■□□□□ Status: Modest

History

High Nobility

WOUNDS		ARMOUR
Shallow	□□■■■■■	■■■
Deep	□■■■■■	■■■
Grievous	□■■■■■	■■■
Felling	□■■■■■	■■■
Mortal	□■■■■■	■■■
		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	■□□□

Fate: 3 Effort: 3

Innate Skills

Acumen (Pre)	3	Awareness (Pre)	5
Brawling (Fort)	5	Endure (Fort)	5
Initiative (Quick)	4	Memory (Wit)	5
Strength (Fort)	5	Volition (Behest)	2

Other Skills

Lore (Wit)	8
Affable (Pres)	6
One-handed bludgeon (Fort)	6
Read & Write (Wit)	4
Wayfinding (Wit)	4

Weaknesses

Falsehoods
Pole-arm

Pathways

Herbalism (Rank 1)

Talents

Brew Potion, Secret Marks

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

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

FATE

Attributes

- Behest
- Fortitude
- Presence
- Quickness
- Wits

EFFORT

PATHWAY

PATHWAY

PATHWAY

Innate Skills

- | | |
|---------------|----------------|
| Acumen (P) | Initiative (Q) |
| Awareness (W) | Memory (M) |
| Brawling (F) | Strength (F) |
| Endure (F) | Volition (B) |

Skills

Default unskilled = Relevant Attribute Rank

Weaknesses

Talents

Belongings

Other Character Notes

ANMA

HALE

Renown

WEALTH

STATUS

WOUNDS

- SHALLOW
- DEEP
- GRIEVOUS
- FELLING
- MORTAL

ARMOUR SOAK

-
-
-
-
-

SHIELD

EVASION

THREAT CONDITIONS
(poisons, disease, curses etc)

Threat Track

I

2

3

4

5

6

7

8

9

10

11

Other Folks

Modular Folks

At the Gamesmaster's discretion, Player Characters can be folks other than human. If you decide to allow this as an option, you'll need to allocate everyone in the group more **Background Points**, as non-human folks are purchased with Background Points.

Start with 10 Background Points (instead of 5)

These can be used to purchase a non-human Character, or make a human Character who has more impressive Attributes, Skills or Talents. It's up to the Player's choice.

Beforehand

The Gamesmaster creates a number of optional Player Folks before the game starts. These are then presented to the Players as choices. Obviously, a Player and Gamesmaster can negotiate if the Player wishes to play a non-human folk that is not standard in the game, but this needs to be agreed upon.

Characteristics

Each non-human folk is made up of a set of **Characteristics**. Some Characteristics cost Background Points. Some add a Background point. However, the number of Background points Players have to work with cannot exceed 10. That is, if you build a creature entirely out of disadvantageous Characteristics, Players are still stuck at 10 Background Points. Some Characteristics cost zero, because they carry both advantages and disadvantages. Typically, a 'negative' Characteristic cannot be bought off with more Background Points, although this is something that can be negotiated between a Player and Gamesmaster.

Balance

Because of the point set-up (where Characteristics cost or grant only one point), it is trivially easy to create a 'powerful' folk. This is intentional. The system is supposed to provide the possibility of a spectrum of potential power. It is up to the Gamesmaster to decide what level of balance is required for their game. Players should be allowed plenty of time to assess the available folks ahead of time and choices should be fair. That is, if a noticeably more powerful folk is available, then it needs to be available to everyone in the game.

Characteristics List

Below are some Characteristics that you can make use of.

Ancient of Days (Costs 1) You are very long lived, so much so that you have already accumulated much lore and skill. You start with 40 Skill Points instead of the usual 20. If you do not take *Arrogance*, then this trait Costs 2. If you do take *Arrogance*, then *Arrogance* Costs 0 instead of granting +1 points.

Aptitude (Costs 1) Pick a Pathway. If you take that Pathway (it must be paid for using other Background Points), then you start at Rank 2 instead of Rank 1.

Arrogance (Gain 1) The folk are arrogant in their dealings with other peoples. They are at Disadvantage when interacting socially with anyone who is not of their own kin.

Astounding Nose (Costs 1) You can smell as well as a dog. This may require a lot of narrative imagination on the part of the Gamesmaster, so be sure to confer with them first.

Beastbider (Costs 1) You must have **Speaks with Beats** to take Beastbider. You may spend a point of Effort to give a command to any one creature of the same type that you can speak with. This includes unnatural versions of the creature, though you need to win a Contest of Volition if commanding a magical or supernatural being. The creature will do its best to follow your instructions, but will not put its life at risk, or injure itself to do so.

Blackpowder (Costs 1) Your folk either have access to or can make blackpowder and associated weapons. In the standard setting these weapons include blunderbusses, carbines, flintlock pistols, clay-pot grenades etc. You start with one blackpower weapon of your choice.

Blood is Poison (Gain 1) If blood from an animal or person spills on your bare skin, you suffer 3d10(5) damage every round until it is washed off. You cannot eat raw flesh, but cooked flesh is tolerable (if unpleasant).

Burrowers (Costs 1) Your folk naturally live in holes and can move a surprising amount of dirt in a short time. It takes you about 5 min to burrow through 5 m of solid earth. You can excavate a burrow to spend the night in within about an hour. You might use usual natural features (such as heavy paws),

but if you do not (i.e. if you need a shovel or other digging implement), then this Characteristic costs 0 instead of 1.

Catlike Agility (Costs 1) Although Tests of Manoeuvre may still be required, you can jump, leap and fall much farther than a normal human (typically up to 10m) and can land or balance on surfaces that no human would ever be able to (such as a swaying tree-branch or large running animal).

Considered Inferior (Gain 1) Some other people, or perhaps multiple peoples, consider you to be inferior or primitive in some way. You might also be considered a dying race, or may have lost most of your ancestral lands. You will be met with condescending, mistrustful or patronising attitudes.

Dangerous to kill (Costs 1) Upon death, something happens that is a threat to those nearby. Perhaps your folk are able to inflict a death curse on your killer, or dark magic spills out of you, or you resurrect as a vengeful ghost. In any instance, it is known that your folk are dangerous to murder.

Despised (Gain 1) Someone or something hates you so much that it will hunt and kill your folk on sight.

Discomforted by Armour (Gain 1) Your folk cannot stand heavy armour. You cannot wear any armour heavier than leather. Cannot be taken with **Who Needs Clothing?** If you already have Who Needs Clothing, then you can't wear any armour, so being discomforted by armour is moot.

Disinclined to fight (Gain 1) Your folk generally prefer to resort to violence only as a last measure. You are not naive, and will defend yourself if threatened, but you don't jump at a fight.

Dusk Sight (Costs 1) You can see perfectly in low light, but not in complete darkness.

Effortful (Costs 1) Add +3 to Effort.

Fascination of Creatures (Costs 0) Pick a normal, natural species of animal. This species is fascinated by the folk in question and will follow them about, approach and even run alongside when travelling. This Characteristic does not allow you to talk to the creatures, or command them, though they

will be noticeably friendly, and may even bring 'gifts' inasmuch as they are able.

Fade into Shadows (Costs 1) You can hide in shadows and dim light almost as if they were solid objects. It costs you no Effort to add your Attribute bonus when hiding in dark places.

Fear (Costs 1) Regardless of your actual intents, you give off an aura of fear. Anyone who has not had extensive dealings with your folk before will refuse to come close and may react to you as if you are some sort of monster.

Flight (Costs 1) You have wings and can fly, though this doesn't mean that you are necessarily good at it. Add 'Flight' as a Skill based on Quickness +1. You must take either *Small* or *Very Small* in addition to *Flight*. It costs 1 Effort for every 10 mins of flight past the first 10 mins.

Fortunate (Costs 1) Add +3 to Fate. Unlike everyone else, your Fate regenerates slowly at a rate of 1 point between game sessions. However, you cannot exceed your initial starting pool.

Grubs and Bugs (Costs 1) Your natural diet is mostly insects, grubs and worms. You can eat them raw or cooked, and prefer them to more human-like food. Your folk may even find it repulsive or immoral to kill and eat large animals.

Hasteful Climbing (Costs 1) Your folk can climb anything with handholds approximately as quickly and easily as a monkey would. This means that you can climb most objects as easily as a human would walk along the ground. You may still have to test your Climb Skill, but only under extraordinarily difficult circumstances.

Hold breath (Costs 1) You can safely hold your breath for up to 30 mins.

Hulking (Costs 1) Your **Fortitude** can be increased to 8. Gain a +1 bonus to Fortitude. Quickness cannot be higher than 3. Your **Hale** can be as high as 9, which means that Wound Slots can be more numerous than is standard in a



human. Also, your armour slots top out at 4 instead of 3. You will have difficulty entering standard doorways or small buildings. You cannot ride a horse. If you take *Hulking* you also gain *Inhuman Appearance* (but don't gain any points). If you want to take *Hulking* without *Inhuman Appearance*, then *Hulking* costs 3.

Inhuman Appearance (Gain 1)

The folk look animal-like, or are in other ways inhuman in appearance. They are at Disadvantage when interacting socially with humans, unless the humans are already well-acquainted (i.e. villagers local to your lands might not view you as quite so strange).

Intimidating (Costs 1) Whether or not your folk are actually dangerous, you look dangerous and other folks will probably think twice before getting into a fight with you.

Iron Guts (Costs 1) You can safely eat more or less anything that resembles food, no matter how rotten or otherwise noxious. Any poison you ingest is also reduced in severity at the Gamesmaster's discretion.

Leaves will do (Costs 1) Although you can eat other more 'typical' food, you can subsist entirely from wild leaves, including grass and shrubs. You can eat anything (more or less) that a goat could. This means that as long as you are in an area of vegetation you don't have to carry food with you.

Magical (Costs 1) Gain +5 Anma.

Meat eater (Gain 1) Your folk are carnivorous, or at least, in as much as matters. You might be able to choke down the odd piece of bread, or swallow herbs for medicine, but if you don't get a meal of flesh each day, you will sicken.

Mythical (Costs 0) Your people are reclusive and secretive. Most other folks don't believe that you really exist.

Natural armour (Costs 1) Add three slots of natural armour anywhere you like to armour slots. If these are 'damaged' they heal naturally at a rate of one slot per week.

Individuals of the same folk always have the same natural armour slots.

Naturally blessed (Costs 1) Pick an Attribute. Add +1 to the Attribute. The Attribute can exceed 4. All Characters of the same Folk will be blessed in the name Attribute. That is, all Elves might be blessed in Quickness, whereas all Dwarves might be blessed in Fortitude.

Natural Poison (Costs 1) You must also have *Natural Weapon* to take *Natural Poison*. On a successful wound inflicted with your Natural Weapon, of at least Deep or greater, you inflict a poison with a final effect specific to your folk (death, blindness, sleep) and a Threat Level of your Fortitude+1. It is a 'fast acting poison' (tested every 5 mins).

Natural Weapon (Costs 1) The folk have a natural weapon of some sort (claws, teeth, spiked tail) that can be used to attack using Brawling. It has 3d10(Fortitude+2) Menace.

Not dangerous to look at (Costs 1) You give the appearance of not being very dangerous. Perhaps you are small, or perhaps even just 'cute' in appearance. Other folks will not treat you as a physical threat, and will likely leave you until last in a fight. You can take this Characteristic for free if you are also *Small* or *Very Small*.

Once enslaved (Gain 1) Someone or something considers your folk to be their rightful property and will take actions to return you to their service, forcibly if needed.

Pelt (Cost 0) Your folk have a coat or fur or hair. This can mitigate a need for clothing or add some protection in cold weather. Test Endure at Advantage when resisting cold. The downside is that some folks think your pelt makes for a rather nice fur.

Proclivity (Gain 1) You have a fondness and weakness for a particular thing. This might be physical, like gold, or gems, or good food, books, or a narcotic (such as pipe-weed), or less tangible, such as a story, a clever riddle, or song or a bit of lore you don't know. If you are bribed with the proclivity, or are offered payment with the proclivity, you find it hard to say no, even if it is a bad deal. Merchants and traders know this about your folk and may try to take advantage (test of Volition to resist, usually at normal). You also find it hard to resist taking the item, even if it is obviously part of a trap

(such as food sitting inside an obvious net, or a single gold coin sitting on a table in an otherwise empty tomb) (test of Volition to resist, usually at normal). You can have more than one proclivity, but you cannot gain more than 2 points from combined proclivities total (i.e. if you have a fondness for good food, and song, and pipe-weed, you still only gain 2 points).

Remarkable hearing (Costs 1) Your folk can hear as well as a dog, rabbit or deer.

Scamper (Costs 1) You can run on all fours when necessary. You can move about twice as fast as a normal running human when doing so.

Shifting Appearance (Costs 1) Your folk can shift their appearance to look like someone else. Treat this as a skill based on Wits (i.e. write the Skill 'Shifting Appearance' under your Skills list at Wits +1).

Skilled Craftfolk (Costs 1) You can take as many starting Sundry items as you want, 9 Common Items and 3 Expensive items. You can nominate one item to be *masterfully crafted* (always roll at advantage for Skill Tests when using it).

Skin-changer (Costs 2) Your folk have the ability to change into a normal, natural animal form no larger than a bear. 1) Your clothing does not change with you. 2) You have all the abilities of the animal. 3) You can be killed in animal form, just as easily as the animal in question. 4) You must make a Test of Volition (normal difficulty) to change (costs 1 Effort). You must also make a Test of Volition (normal difficulty) to not change into an animal form when you become angry (no Effort cost).

Small (Costs 0) Your Fortitude is limited to 2. You cannot wear more than 5 slots of armour. You cannot use a normal weapon with more than 6 Menace. Your Quickness can exceed 4. Add +1 to Quickness. Cannot be taken together with *Naturally Blessed*. Small Characters also have no Shallow Wound ranks (blank these out on your sheet).

Speaks with Beasts (Costs 1) Pick a normal animal species (raven, sparrow, bear, wolf). You can talk with this species, and it may do as you ask if you need help (though a test of social skill, or some negotiation or payment may still be required). This Characteristic costs 3 points if you are

friends with *all* beasts, rather than just one species. The animal is about as intelligent and inclined as you might expect, so that sparrows are flighty and don't remember much other than their last meal, whereas a badger might have a longer memory, but it might be quite focused on where the best earthworms are, and quite difficult to convince to do anything it doesn't want to.

Supernatural Honey (Gain 1) There is a type of powerful supernatural being that finds your folks especially delicious.

Swimmer (Cost 1) You can move effortlessly through the water, as quick and easily as an otter. Gain the Swim Skill at Fortitude +4. You may still need to test the 'Swim' skill, but only for extremely unusual situations, such as swimming against a whirlpool or avoiding being pulled over a waterfall. Otherwise, you can swim just as easily as walking.

Quiet (Costs 1) You are naturally silent when moving and leave few traces behind. It costs you no Effort to add an Attribute bonus when either attempting to move silently or cover your tracks.

Quite good at it (Costs 1) Pick a non-fighting / non-social Skill. You always test this **Skill at Advantage**. If you wish to pick a Fighting or Social skill, then this costs 3 points instead. (Can be selected multiple times).

Repute for Dishonesty (Gain 1) Your folk are widely considered to be dishonest, cheats and thieves, regardless of whether you actually are any of these things.

Resistant (Cost 1) Pick one: Fire/heat, cold, concussion (blunt shock), electricity, poison, laceration (cutting), piercing (arrows/spears), or disease. If you would normally take a wound from this source, test your Strength (normal). If you succeed, the wound is reduced to Shallow. If the Wound was already Shallow, then you take no wound.

Stands out (Gain 1) You are not going to be very good at hiding because of some aspect of your physical form. Always roll at Disadvantage when attempting to hide.

Talent for Illusions (Costs 1) You can conjure small (hand-held sized) illusions that last about 10 min if they leave your person, and/or they can be maintained by concentration, including conjuring light to see by. It costs 1 Effort to add any one of these features: appearance, touch

(including heaviness), smell, taste, sound. It costs 2 less Effort to lay the illusion on something already in existence. So, it would cost 4 Effort to create a convincing meat pie out of nothing (appearance, touch, taste, smell), but it would cost 2 Effort to make a toadstool *look, taste and feel* like a meat pie.

Transmutability (Costs 1) The folk can shift their form very slightly. This allows them to take a point from Fortitude or Quickness and temporarily swap it to the other Attribute. The change takes about 30 seconds and reverts after a few minutes. It costs 1 Effort to make the change.

Wise in the Wilds (Costs 1) Pick one: Caves, Deserts, Hills Seas and Coastlines, Snowy lands, Swamps, Rivers, Mountains, or Woods. When you are in the chosen environment you can opt to make any relevant outdoor related Skill test at Advantage once per game session. You may need to explain why a given skill test is relevant to your background.

Unable to climb (Gain 1) Something about your physical form makes it impossible for you to learn how to climb (such as tree, or wall). A folk with the shape of a centaur, for example, might be **Unable to climb**.

Unable to run (Gain 1) Something about your physical form means that you cannot move as fast as a person running. At best you can achieve a quick amble or slow jog.

Unable to swim (Gain 1) Something about your physical form makes it impossible for you to learn how to swim. You are likely to be afraid of deep water as a result.

Uncanny Craft (Costs 1) Your folk have the ability to take any one particular insubstantial material (e.g. spiderweb, or fog, or moonlight, or darkness) and craft with it. You still need the appropriate craft skills, and other materials may be needed (like thread or tools), and the process takes time. Objects created have the appearance of the material and may retain some limited aspects of the properties (e.g. a sword made of fire may be warm to touch, glowing and flickering, but won't burn on touch). These items are treated as *Least Enchanted*.

Unnatural Beauty (Costs 1) You are unnaturally and eerily beautiful. However, this can work both to your advantage and disadvantage. Strangers will stop and stare,

and may react positively. Or, they may find you unearthly and frightening. It will depend on the stranger.

Unusually good vessel (Gain 1) Spirits, demons or ghosts find your folks unusually easy to possess, and they can turn you into an unusually powerful possessed vessel. It is very difficult to cast out a spirit once it has possessed you.

Unworldly (Gain 1) You are an isolated folk with little knowledge about the world. Whenever using *Lore* to check for knowledge about the world, you test at Disadvantage.

Valuable (Gain 1) Something about your folk is valuable, but you need to be killed to obtain the thing in question: it might be that you have a gemstone for a heart, or that your horns are remedies against poison. You may have to work to hide your true identity.

Vanishing (Costs 1) You can hide quickly and remarkably well as long as there is cover. It costs you no Effort to add your Attribute bonus when hiding as long as you actually have somewhere to hide.

Very Small (Gain 1) Your Fortitude is limited to 1. You cannot wear more than 3 slots of armour. You cannot use a normal weapon with more than 3 Menace. Your Quickness can exceed 4. Add +2 to Quickness. Cannot be taken together with *Naturally Blessed*. Very Small Characters also have no Shallow or Deep Wound ranks (blank these out on your sheet).

Violent Repute (Gain 1) Either because of appearance (perhaps unfairly) or prior experience, you have a reputation for being dangerous to deal with. Presence cannot exceed 2. No Social Skill can exceed 6.

Well Known to be Goodly (Costs 0) Other folks will respond positively. However, if you do not act in a way that matches your folk's reputation, then other folks will react negatively out of a sense of being betrayed by their own preconceived notions (whether true or not).

Whiskers (Costs 1) You have whiskers, and can use them to feel air currents and move about in complete darkness, much like a cat.

Who needs clothing? (Gain 1) Your folk do not need clothing and find clothing uncomfortable. You will still wear

belts and straps to carry bags, but you do not wear clothing (including armour).

Without Homeland (Gain 1) For whatever reason, your homeland has been lost and you are a wandering folk.

Without Magic (Gain 1) You have no ability to learn magical arts and cannot cast magical spells, write runes or similar. (Herbalism is still permitted).

Without Talent or Interest (Gain 1) Pick three skills. You cannot learn these skills. They are always tested at *Unskilled* (i.e. with rank equal to the relevant Attribute).

Boggoth

Called also Boggorel, Mandaboglings, Bogothlings, these small hairy creatures haunt dark forests where they make houses out of polished timber, rock crystal and spiderwebs. They are friendly with and have a magical affinity for spiders. Their homes are often crawling with spiders, and tales tell that Boggoth can speak with, and even command spiders or use them as spies. So it is said, Boggoth can harvest spider-silk, from which they weave ensnaring nets and enchanted, gossamer fabrics.

At least around the face, both the male and female Boggoth are quite hairy, though the female of this kith only sometimes sport profuse beards. The folk tend to live alone or in small family units and keep largely to themselves. Some trade with humanfolk is sought out, mostly exchanging food or good ale for their weird fabrics made of shimmering silks.

BACKGROUND POINTS 9: Beastbider (Costs 1) [spiders], Catlike Agility (Costs 1), Fade into Shadows (Costs 1), Fascination of Creatures (Costs 0) [spiders], Fear (Costs 1), Hasteful Climbing (Costs 1), Uncanny Craft (Costs 1) [spiderweb], Skilled Craftfolk (Costs 1), Small (Costs 0), Speaks with Beasts (Costs 1) [spiders], Magical (Costs 1)

"One hopes that thou hast not stepped on a spider of late."



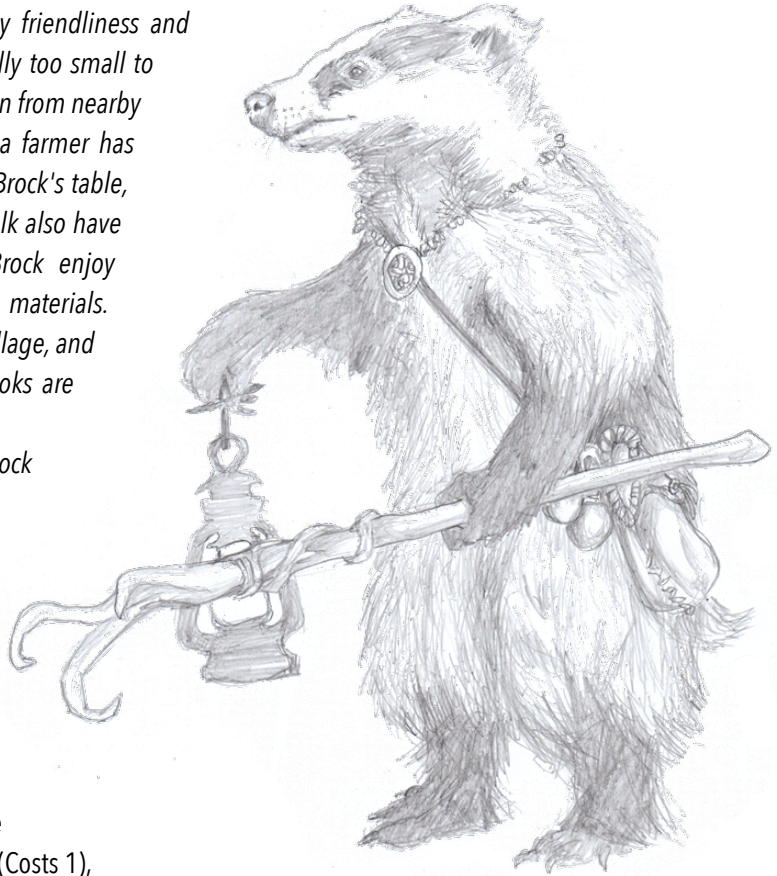
Brock

A folk of small badger-like people. The Brock live in loose communities of comfortable underground houses. Each village is called a 'sett', and have names like Burrowsett, Greensett, or Settlong. The houses within a sett tend to be connected by tunnels so that travel overground, especially in winter, isn't needed.

The Brock have a reputation for grumbly friendliness and hospitality, though their houses are usually too small to admit a full grown human. Human children from nearby hamlets are not unwelcome, and many a farmer has fond memories of being a littleun at the Brock's table, eating wild honey and carrot mash. The folk also have a reputation for wisdom, and many Brock enjoy collecting all manner of books and old materials. Library houses, which are owned by the village, and are used exclusively to hold overflow books are not unheard of.

Perhaps in their connection to old lore, Brock often also show a proficiency in magic, in particular Folk Magic, though Brock have been know to learn all manner of arts of spell and bone.

"Actually," grumbled the Brock, "I think you'll find it is both a magic staff and backscratcher."



BACKGROUND POINTS 9: Aptitude

(Costs 1) [Folk Magic], Astounding Nose (Costs 1), Burrowers (Costs 1), Dusk Sight (Costs 1), Grubs and Bugs (Costs 1), Inhuman Appearance (Gain 1), Magical (Costs 1), Not dangerous to look at (Costs 1), Pelt (Costs 0), Remarkable hearing (Costs 1), Small (Costs 0), Quite good at it (Costs 1) [Lore], Unable to Run (Gain 1), Whiskers (Costs 1), Who needs clothing? (Gain 1)

Glanthorn

A strange, uncanny folk, the Glanthon look much like a human, except that their faces and ears have a deer-like cast to them, and both men and woman of this folk are crowned with antlers. Unlike either deer or people, the Glanthon have sharp teeth and must eat a diet of meat to survive.

Some scholars have suggested that the Glanthon are descendants of a cursed human clan. Some old folktales seem to support this. The supposed tale is that long ago the Glanthon ancestors took such delight in hunts, and grew so bored with ordinary prey, that they hunted for sport a creature that they very much ought have left alone. The hunt ended with the creature cursing the hunters and their bloodline forever.

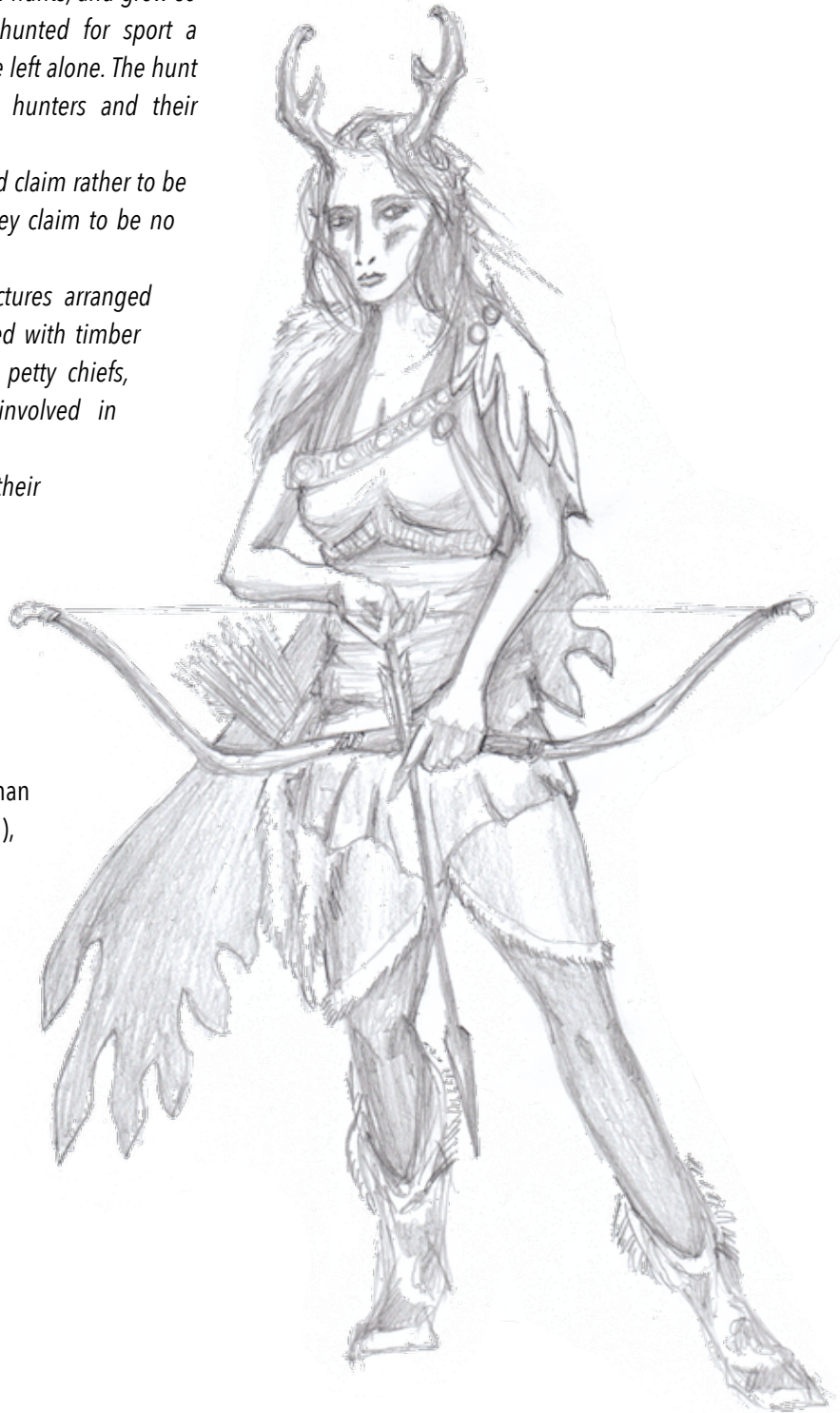
The Glanthon themselves deny this, and claim rather to be the original inhabitants of the land. They claim to be no more human than a Brock or Russet.

The Glanthon live in loose clan structures arranged around villages and longhouses fortified with timber and embankments. They are ruled by petty chiefs, kings and queens, and are often involved in skirmishes with one another.

Largely keeping to themselves, in their occasional dealings with humanfolk, the Glanthon can quite dismissive, and often come across as haughty.

BACKGROUND POINTS 3: Arrogance (Gain 1), Dusk Sight (Costs 1), Inhuman Appearance (Gain 1), Meat eater (Gain 1), Naturally blessed (Costs 1) [Quickness], Remarkable hearing (Costs 1), Quite good at it (Costs 1) (x3) [Initiative] [Manoeuvre] [Track]

She was unimpressed. "The question you need to consider, is whether or not you can run faster than an arrow."





The Russet twitched his whiskers. "I think I smell a pheasant."

Russet

Relaxed, humourous fox-people with a penchant for good food, fresh caught game and plenty of pear cider. Russet have a reputation as poachers, but engage in theft no more or less than most people. They cultivate little and take most of their food directly from the wild woods: fat wild geese or pheasants, blackberries, feral pears or plums, wild carrots, watercress and the like. Russet live in small towns along the edges of woods or a little way into woodland. Their homes are a mixture of timber and brick built above burrows that are tunnelled around tree roots. The roots themselves are often painted or lightly carved.

BACKGROUND POINTS 7: Astounding Nose (Costs 1), Blackpowder (Costs 1), Dusk Sight (Costs 1), Inhuman Appearance (Gain 1), Not dangerous to look at (Costs 1), Pelt (Cost 0), Proclivity (Gain 1) [Good food and drink], Scamper (Costs 1), Small (Costs 0), Quiet (Costs 1), Quite good at it (Costs 1) [Forage], Repute for Dishonesty (Gain 1), Whiskers (Costs 1).

Woolsaw

Woolsaw look much like humanfolk, but are much larger of size, averaging seven to nine feet when adults. They are much thicker limbed, with heavy brows and wild, wooly hair. The males tend to sport big, woolly beards, and older female Woolsaw can also develop beards, though the hair will tend to be a bit lighter.

Woolsaw have a reputation for friendliness, good cheer and a desire to enjoy good food and company above all else. They are hard working, frequently hold feasts to which all are invited, and as a result are often much-liked by neighbouring humanfolk.

Although Woolsaw are not naive, and will defend themselves if threatened, they've a cultural tendency to prefer talk over fighting and will only resort to physical conflict as a last resort. This has earned them something of a reputation as 'gentle giants', which is somewhat true in general, but can't be applied uncritically to every last Woolsaw.

Woolsaw villages tend to look like scaled up versions of nearby human dwellings, and the Woolsaw are known to copy human trends and fashions. However, they produce children at a much slower rate than humans so tend to live in quite small communities. It would be unusual to find a Woolsaw settlement of more than a dozen houses.

BACKGROUND POINTS 3: Disinclined to fight (Gain 1), Effortful (Costs 1), Hulking (Costs 1), Intimidating (Costs 1), Naturally blessed (Costs 1) [Fortitude], Proclivity (Gain 1) [Good food and company], Resistant (Cost 1) [concussion], Stands Out (Gain 1), Well Known to be Goodly (Costs 0)

"Hullo, barkeep. How are you? No, just me today. Eight pints please."

