

Rules Overview

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

Base Test: Base Traits are ranked 1 to 4. These are used for unskilled tests to resolve a single action (i.e. where a Character lacks a relevant **Skill**). Roll 3d10 using the **Base Trait** as **Target Number**. Natural 1s count for two successes. Sum up successes once rolled. **Difficulty** is either based on **Defence Traits** or set by the **Gamesmaster**. You can spend 1 **Effort** from your Effort Pool to add one success. Effort restores fully with a full night's sleep.

Defence Traits: Each **Base Trait** has a Defence value attached to it. These function as **Difficulty** if a Character is attacked. For example, to physically attack another Character you need to score a number of successes equal to or greater than their Quickness Defence. To insult or manipulate a Character socially, you need to beat their Presence Defence. Fortitude defends against environmental attacks (heat, cold). Mind defends against spiritual or psychic attacks.

Skill Test: A single **Skill Test** is used to resolve a single action by a **Character**. Your **Skill** level will be higher than the relevant **Base Trait**. **Skills** are usually ranked 2 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 one success. Effort restores fully with a full night's sleep.

Contest of Skill: If two Characters are taking opposing actions, you can pitch two **Skill Tests** against each other. Each Character performs a Skill Test as above. The Character who scores the most successes wins. Ties are draws.

Action Round: If a number of Characters are acting at cross-purposes, either in a generalised conflict, or where 'teams' are involved, then **Action Rounds** are used. An **Action Round** is an arbitrary period of time in which everyone involved is allowed one action. This is 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): In a **General Prolonged Conflict**, each side sets a winning goal at the start of the conflict. The Gamesmaster sets the number of **Victory Points** needed to win. Characters take Actions that move them closer to their goal, and count up successes as they go. Each success counts for one Victory Point. The side that reaches the required number of Victory Points first wins.

Prolonged Conflict (Combat): A **Combative Prolonged Conflict** functions the same way as a **General Prolonged Conflict** except that: **1)** instead of **Victory Points** accruing, **Wounds** are inflicted, and **2)** wounding can result in death, so that **3)** typically, a side wins by killing, disarming, capturing or chasing off the other side.

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. Threat tracks can move quickly (such as at the end of each Action Round) or slowly (once a week). This depends on the nature of the environmental threat, disease, poison or curse.



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

Name & 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 Base Traits start with 1 rank. You have 7 points to spend in any way (i.e. you could allocate these evenly and have 2 per Base Trait, or any other way that pleases you). Base Traits cannot exceed Rank 5.

- **Fortitude:** Physical strength and endurance
- **Mind:** Intellect, awareness, learning and willpower.
- **Presence:** Social and emotional ability
- **Quickness:** Physical speed and agility

Four. Defences: Base Trait value -2. Defences cannot drop below zero.

Five. Effort: Fill in **Fortitude + Mind**.

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

- **New Skill:** Costs 1 point (at Attribute +1)
- **+1 Rank:** Costs 1 point (to a limit of Rank 8)

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

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

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

Nine. Magical power (Essence), Health & Armour

- **Essence** = Mind x 2
- **Shallow Wound Slots** = Fortitude + 1
- **Each subsequent Wound Level** = Previous slot - 1
 - To a lower limit of one slot per Wound Level
- **Armour** = Based on armour worn
- **Shield** = Based on shield carried

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

- 4pts.** Increase an Base Trait rank by 1 (and relevant Skills)
- 3pts.** Gain a Pathway (e.g. Skullduggery, Herbalism)
- 3pts.** Increase all Wound Levels by 1 Slot (upper limit of 6)
- 2pts.** Increase any one Defence Value 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
- 1 pt.** +2 Essence
- 1 pt.** +1 Effort

Base Traits

Characters have four **Base Traits** that represent areas of natural inborn talent. These are **Fortitude** (physical strength and endurance), **Mind** (intellect, awareness, willpower, learning) **Presence** (allure, charm, social talent), and **Quickness** (agility, speed and eye-hand coordination).

All Base Traits start with 1 Rank
Distribute 7 additional Ranks
Cannot exceed Rank 5

Defences

Each Base Trait has a Defence value. This is used as a static Difficulty for other Characters who 'attack' you. Defence values cannot drop below zero.

Defence Value = Base Trait -2

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 = Fortitude + Mind

Pathways

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

Skills

Skills represent specific areas of training and learning. They are divided among Fighting, Mental, Prowess, Social, Subterfuge and Roving categories. Skills are more narrowly defined than Base Traits. A list of Skills and definitions is provided in the appendix to the Character Creation chapter. **Unskilled tests default to the relevant Base Trait level.** Unless stated otherwise, new Characters can't have Skills exceeding Rank 6.

You have 20 points to spend on Skills
1 pt = New Skill at Attr. + 1
1 pt = Add +1 to a Skill you have
(to a limit of Rank 8)

Pick from the appended Skill List.

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.

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**.

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

Essence

Magical power used for spellworking. Essence is important for magical **Pathways**.

Essence = Mind Trait x 2

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.

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 = Fortitude +1

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 Fortitude of One, 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 **Fortitude**.

FORTITUDE = 5

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

FORTITUDE = 4

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

FORTITUDE = 3

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

FORTITUDE = 2

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

FORTITUDE = 1

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, + 1d10 Farthings), 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 + 2d10 Farthings), 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).

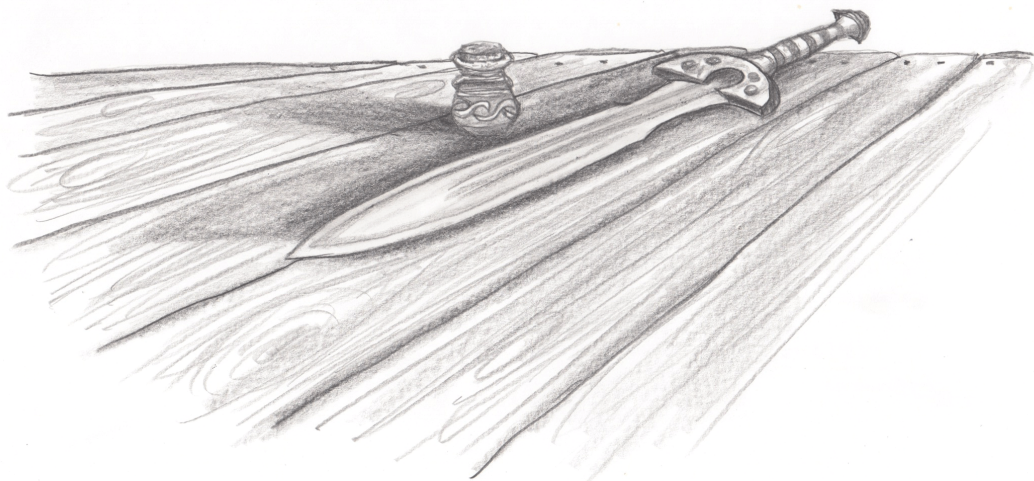
Expensive (pick 1)

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

Battle-axe (two handed), Bottle of perfume, Book (blank, metalbound), Boots (felt-lined 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 + 3d10 Farthings), **Crossbow** (includes quiver & 20 arrows), Fine tea set, Fur blanket (excellent quality), 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	□□■
--------	-----

Medium Shield

Shield	□□■
--------	-----

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 Base Trait rank by 1

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

3pts. Increase all Wound Slots by 1

2pts. Increase a Defence Trait by 1

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

1 pt. Gain a new Skill at Rank = Base + 1

**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

1 pt. Add 2 Essence

1 pt. Add 1 Effort

*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 30 Skill Points and 8 Background Points; **Very Experienced Characters** get 40 Skill Points and 12 Background Points; and **Veteran Characters** are allotted 50 Skill Points, 16 Background Points.

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): *This Tool of the Art Holds Three Essence that you can use to work magic. It recharges once per day.*

2 pts. Nominate One weapon you have as *Least Enchanted*: 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.

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.

Name & Description: 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 **Base Traits**, she allocates three Ranks to Quickness and two Ranks to Mind, and two Ranks on Presence. This gives her Fortitude ■, Mind ■■■, Presence ■■■, Quickness ■■■■.

Defences: The Base Traits -2 are, Fortitude 0, Mind 1, Presence 1, Quickness 2.

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

She then purchases the following at Base Trait +1:

[fighting] **Dirty Fighting** (Q) 5, **One-handed Slash** (Q) 5, **Thrown** (Q) 5.
[prowess] **Climb** (Q) 5, **Manoeuvre** (Q) 5, **Sprint** (Q) 5,
[social] **Falsehoods** (P) 4, **Ingenue** (P) 4.
[subterfuge] **Cutpurse** (Q) 5, **Device Breaking** (Q) 5,
Hide (Q) 5, **Sleight** (Q) 5, **Wary Steps** (Q) 5.

This costs **13** points out of her total pool of **20**. This leaves **7** points to spend.

[fighting] **Dirty Fighting** (Q) 5 (+1), **One-handed Slash** (Q) 5 (+1), **Thrown** (Q) 5.
[prowess] **Climb** (Q) 5, **Manoeuvre** (Q) 5 (+1), **Sprint** (Q) 5,
[social] **Falsehoods** (P) 4 (+2), **Ingenue** (P) 4.
[subterfuge] **Cutpurse** (Q) 5 (+2), **Device Breaking** (Q) 5,
Hide (Q) 5, **Sleight** (Q) 5, **Wary Steps** (Q) 5.

Providing a total of:

[fighting] **Dirty Fighting** (Q) 6, **One-handed Slash** (Q) 6,
Thrown (Q) 5.
[prowess] **Climb** (Q) 5, **Manoeuvre** (Q) 6, **Sprint** (Q) 5,
[social] **Falsehoods** (P) 6, **Ingenue** (P) 4.
[subterfuge] **Cutpurse** (Q) 7, **Device Breaking** (Q) 5,
Hide (Q) 5, **Sleight** (Q) 5, **Wary Steps** (Q) 5.

Note that Judgement and Vigilance are purchased later using Background Points.

Weaknesses: When considering **Weaknesses**, Catherine decides that Jan is a sucker for people who sounds wise, so picks **Wise Airs** 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.

Belongings: Catharine looks through the items list and picks [**Sundry**, 6 picks] blanket (wool), coinpurse (flimsy +d10 Farthings), dagger (weapon, Menace 3), rough clothing, utensils, [**Common**, 3 picks] clay lamp & oil, hooded cloak, thief's tools, and [**Expensive**, 1 pick] felt-lined leather boots. Because of her poor background, Catherine decides that the felted leather boots are definitely stolen.

Essence: Jan has Mind 3, so has **Essence** 6 (Mind x2).

Armour & Shield: 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.

Wound Slots: Jan has Fortitude ■. This gives her Two Shallow Wound Slots. Catharine fills out the Wound Slots like so:

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

Background Points: 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 looks at the sheet and realises that she hasn't taken any Mental Skills and decides to take **Vigilance** (Mind +1) (1 Background Point) and **Judgement** (Mind +1) (1 Background Point).

There's nothing magical to write down, so Catharine leaves the Notes on **Magic Section** blank. She also has no **Threat Conditions** at the start of play, so the **Threat Track** is left blank too.

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

SPELLWOVEN

CHARACTER NAME & DESCRIPTION

NIMBLE JAN

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.
Has lived on the streets since then.

HOMELAND

City

Base Traits

Fortitude	■ □ □ □ □	Defences	0
Mind	■ ■ ■ □ □		1
Presence	■ ■ ■ □ □		1
Quickness	■ ■ ■ ■ □		2

EFFORT

4

PATHWAY

Skulduggery (Rank I)

PATHWAY

PATHWAY

Fighting Skills

Dirty Fighting (Q)	6
One-handed Slash (Q)	6
Thrown (Q)	5

Fighting Weakness **Two-handed weapons**

Mental Skills

Judgement (M)	4
Vigilance (M)	4

Prowess Skills

Climb (Q)	5
Manoeuvre (Q)	6
Sprint (Q)	5

Social Skills

Falsehoods (P)	6
Ingenué (P)	4

Social Weakness **Wise Aids**

Subterfuge Skills

Cutpurse (Q)	7
Device Breaking (Q)	5
Hide (Q)	5
Sleight of Hand (Q)	5
Wary Steps (Q)	5

Roving Skills

Talents

Avoid Blow
Light Fingers

Notes on Magic

ESSENCE

6

Belongings & Character Notes

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

WOUNDS

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

ARMOUR SOAK

■ ■ ■ ■
■ ■ ■ ■
■ ■ ■ ■
■ ■ ■ ■

ARMOUR WORN

None

SHIELD

■ ■

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:

1 pt = Base Trait +1

1 pt = +1 Skill Rank

FIGHTING SKILLS

- Brawling** (Fortitude) Unarmed fighting and wrestling
- Dirty Fighting** (Quickness) Inflicts no injury, but causes *Disadvantage* until end of current Round 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

- Courage** (Mind) Resistance to fear
- Healing** (Mind) First aid, doctoring and medical lore
- Intellect** (Mind) General intelligence, problem solving
- Judgement** (Mind) Reading situations, alertness to lies
- Read & Write** (Mind) Literacy in one language
- Lore** (Mind) General knowledge
- Volition** (Mind) Willpower and force of mind
- Vigilance** (Mind) Alertness to danger or anything odd

PROWESS SKILLS

- Climb** (Quickness) Climbing walls, trees or anything else
- Endure** (Fortitude) Tirelessness and physical resistance
- 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

- Affability** (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
- Imperiousness** (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
- Violence** (Presence) Thuggish or threatening words
- Veiled Hints** (Presence) Quiet sly hints, for good or ill
- Wise Airs** (Presence) Tones of wisdom, whether fake or real

SUBTERFUGE SKILLS

- Contortion** (Quickness) Squeezing through tight spaces
- Cutpurse** (Quickness) Pickpocketing and stealing purses
- Device breaking** (Quickness) Lock picking, disarm traps
- Hide** (Quickness) Hiding in general
- Sleight of Hand** (Quickness) Shop-lifting, card tricks
- Wary steps** (Quickness) Silent and soft to avoid detection

ROVING SKILLS

- Boatmanship** (Mind) Sailing and rowing
- Forage** (Mind) Finding food in the wilderness
- Set snares** (Mind) Setting snares for small game
- Traceless Passing** (Quickness) Leaving no footprints
- Track** (Mind) Tracking an animal or person
- Wayfinding** (Mind) 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**.

Lore is important for Folk Magic

Folk Magic requires the use of Essence

HERBALISM

This **Pathway** is needed to gather, recognise and use herbs in remedies, potions or poisonous concoctions. Characters start at **Rank 1**.

Lore is important for Herbalism

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)**

Lore is important for Sigildry

Sigildry requires the use of Essence

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 that you pick a **Season**. Choose from:

Spring
Summer
Autumn
Winter

Spellweaving requires the use of Essence

Volition is important for Spellweaving



Damin Fel Drake

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

Base Traits

Fortitude	■ ■ ■ ■ □	Defence	2
Mind	■ ■ □ □ □		0
Presence	■ ■ □ □ □		0
Quickness	■ ■ ■ □ □		1

Effort: 6 Essence: 4

Skills

Two-handed (Fort)	7
Brawling (Fort)	6
One-handed Slash (Quick)	6
Manoeuvre (Quick)	5
Ride (Quick)	5
Courage (Mind)	4
Judgement (Mind)	4
Vigilance (Mind)	4
Plain Speaking (Pres)	4

Weaknesses

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

Pathways

Mastery-at-Arms (Rank 1)

Talents

- Furious Blow (interrupt)
- Goad (interrupt)

Background Points

Spent in this way:

- 3 pts: Master-at-Arms (Rank 1)
- 1 pt: Medium Shield
- 1 pt: Fur Blanket

Belongings

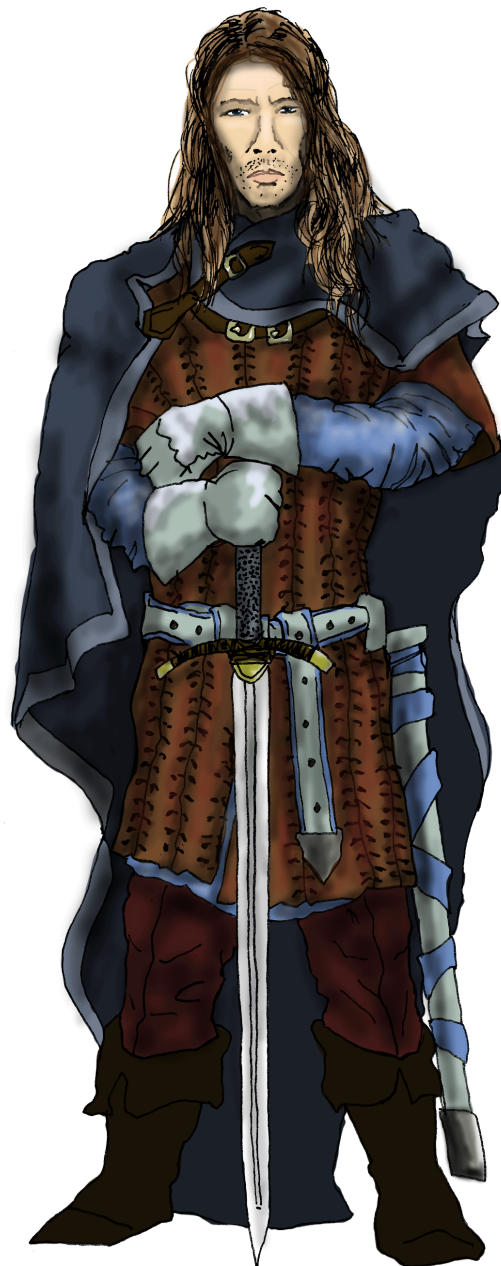
Greatsword (Menace 7), Medium Shield, Fur Blanket, Cloak (fair quality), Travelling Clothing, Soft leather tunic, Bedroll, Belt & satchel, Boots (hobnail), Coinpurse (flimsy, + 1d10 Farthings), Trail rations (x1), Utensils.

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

Base Traits

Fortitude	■ ■ □ □ □	Defence	0
Mind	■ ■ □ □ □		0
Presence	■ ■ ■ □ □		1
Quickness	■ ■ ■ ■ □		2

Effort: 6

Essence: 4

Skills

Ranged (Quick)	8
Manoeuvre (Quick)	7
Vigilance (Mind)	7
One-Handed Slash (Quick)	6
Affable (Pres)	5
Set Snares (Mind)	4
Track (Mind)	4
Wayfaring (Mind)	4

Weaknesses

Brawling
Badgering

Pathways & Talents

None

Background Points

Spent in this way:

- 1 pt: +1 Effort
- 1 pt: +1 Effort
- 1 pt: +1 Ranged
- 1 pt: +1 Manoeuvre
- 1 pt: +1 Vigilance

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.

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

Base Traits

Fortitude	■□□□□	Defence	0
Mind	■□□□□		2
Presence	■□□□□		2
Quickness	■□□□□		0

Effort: 5

Essence: 8

Skills

Volition (Mind)	7
Read & Write (Mind)	7
Judgement (Mind)	7
Vigilance (Mind)	5
Lore (Mind)	7
Intellect (Mind)	6
Barbed Wit (Pres)	5
Veiled Hints (Pres)	6
One-handed Slash (Quick)	4

Weaknesses

One-handed Bludgeon
Plain-speaking

Pathways

Spellweaving (Rank 1)
Season: Winter

Background Points

Spent in this way:

- 3 pts: Spellweaving (Rank 1)
- 2 pts: Tool of the Art (Wand)

Belongings

Noble clothing (velvet, silk), Book (blank, leatherbound), Boots (soft leather, good quality), Coinpurse (Leather, secure + 2d10 Farthings), Belt & satchel, Candles (tallow, x6, 30mins each), Dagger (Menace 3), Flint & Steel, Ink & quills (sepia, oxblood), Chalk (white), Utensils, Wand of the Art (stores 3 Essence for use).

WOUNDS

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

ARMOUR

	■□□■
	■□□■
	■□□■
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	■□□■
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

Base Traits

Fortitude	■ ■ ■ ■ □	Defence	2
Mind	■ ■ ■ ■ □		2
Presence	■ ■ □ □ □		0
Quickness	■ □ □ □ □		0

Effort: 9

Essence: 8

Skills

Lore (Mind)	8
Affable (Pres)	7
One-handed bludgeon (Fort)	6
Read & Write (Mind)	4
Forage (Mind)	4
Vigilance (Mind)	4
Wayfinding (Mind)	4

Weaknesses

Falsehoods
Pole-arm

Pathways

Herbalism (Rank 1)

Talents

Find Herbs (action), Brew Potion (action), Secret Marks (action)

Background Points

Spent in this way:

- 3 pts: Herbalism (Rank 1)
- 1 pt: +1 Effort
- 1 pt: +1 to Affable Skill

Belongings

Coinpurse (fancy, with small lock and key + 3d10 Farthings), Book (blank, leatherbound), Mace (one-handed) (Menace 5), Travelling clothing (Wool, linen, sturdy), Belt & satchel, Cloak (threadbare), Cooking pot (tin), Flint & steel, Ink & quills (sepia, oxblood), Utensils.

WOUNDS

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

ARMOUR

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	■ ■ ■
	■ ■ ■
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	■ ■ ■
Shield	■ ■ ■

