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 Traits** 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 takes 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.