

YOUR CHARACTER

Each **Player** in the game besides the **Gamesmaster** takes on the role of a core **Player Character**. These **Characters** are the key *dramatis personae* of the story, the world and the game. The following is an overview of some of the key components of a Player Character.

FOLK

Player Characters can be **Humans** or other **Folk**. Each **Folk** has its own set of **Talents** to pick from.

ARCHETYPE

Archetypes are loosely defined callings, classes or types. You can pick an **Archetype** from the suggested **Archetype** list, but as **Archetypes** are themselves built from a selection of **Talents**, you can build your own **Archetype** instead. If you want to build your own **Archetype**, discuss this with your **Gamesmaster** ahead of time to ensure what you are envisioning will work in the game.

ATTRIBUTES AND SKILLS

Spellwoven is an **Attribute** and **Skill** based system. There are 30 **Skills** divided into six **Attributes**: **Acumen** (social), **Deftness** (archery, manoeuvre, running, climbing etc), **Fortitude** (fighting, strength and endurance), **Intellect** (mental skills, spell-casting), **Roving** (travel, survival), and **Subterfuge** (thievery, stealth). **Attributes** are scored 1 to 3. **Skills** are scored from 1 to 6. A final **Skill Rank** (the value used for rolling dice against) is obtained by summing the relevant **Attribute** and **Skill** scores.

FORTUNE

Fortune is a 'meta-resource' that **Players** have access to, but is not available to **Non-player Characters** or creatures. You can choose to spend one or more points of **Fortune** before rolling a **Skill Test**. Each **Fortune** you spend adds one success. **Fortune** restores between sessions. As a game session goes on, a **Character's** pool of **Fortune** will diminish, which tends to lead to an elevation in tension.

FATE

Fate is a more limited and more powerful meta-resource. You can spend a point of **Fate** at any time, before or after any roll (not just **Skill**) made by any character or creature or player, to change the outcome of that roll to what you want instead. The **Player** effectively gets to say, 'no, it didn't happen like that: actually it happened like this...'

Note that **Fate** is not recovered. It is a limited resource that can only be gained through **Gamesmaster** fiat.

For example, you might be rewarded with a point of **Fate** by a grateful god, spirit or other powerful entity, or gain **Fate** as a result of some other mythic event. **Fate**, in effect, allows **Players** to save themselves, or others, from otherwise certain death. It should not be used lightly.

ESSENCE

Essence is a pool of points that is used as a meta-resource purely for spellcasting and magic. Casting a spell diminishes your **Essence Pool**. **Essence** restores with sleep.

JOURNEY: LIFE EVENTS & LEVELS

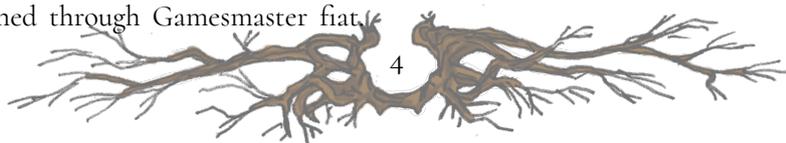
Spellwoven uses a system of life events to capture **Character Advancement**. For new **Characters**, at Level 1, you need to decide on a defining event in your previous life. This might be an experience growing up or during adolescence. During game play you can re-roll any one **Skill Test** that is linked in some way, thematically, or narratively, to this life event. You then tick off the **Life Event** on your character sheet. You cannot re-roll based on the **Life Event** until you reach your next **Level**. Once you have ticked off all **Life Events** (keeping in mind at **Level One**, this is a single life event), then you advance a level. At the end of the session, you write down a new important and special **Life Event** taken from your **Character's** experiences and adventures since the last time you advanced a **Level**.

TALENTS

Talents are special abilities that are not accessible by all **Characters**. For example, **Folk** have access to **Folk Talents** that are particular to them. Some **Talents** require rolling of dice, whereas others are handled narratively. For instance, the **Aelfan Talent**, *Gloaming Eyes*, will generally allow an **Elf** to see in near total darkness, and requires no dice tests to use. As a counter example, **Spellweaving** is a **Talent** needed for the casting of spells, and requires testing the **Volition Skill** to use.

HIT LADDERS

Spellwoven uses three 'ladders' to track physical and mental status. Each ladder has an associated 'difficulty to hit': that is, the difficulty needed to cause damage. Each also has a 'soak': an amount of damage negated from a 'hit'. The ladders are **Injury** (physical wounds), **Distress** (stress, trauma, panic, fear), and **Fatigue** (exhaustion and tiredness).



QUICK RULES

T Trilogy System uses a base 3d10 roll-under dice mechanic. Small dice pool roll-under resolutions systems generate normal distribution of successes. Trilogy skews the distribution to the right by doubling successes for natural ones.

RESOLUTION MECHANIC

When a test of skill or any other task is in doubt a dice roll can be called for. A resolution test is made by rolling 3d10 under a threshold number. The threshold number will typically be a Skill, although the same resolution is used across the whole system.

Skills do not normally exceed 9

Roll over threshold number
no success

Roll equal to or under threshold number
+1 success

Roll 1
Bonus +1 success

In most circumstances only one success is needed to pass a test. This is the **Normal** difficulty. Most creatures, for example, require only one success to strike them successfully in a fight. Additional points of success can be required for more challenge.

Normal...	1 success needed
Difficult...	2 successes needed
Very Difficult...	3 successes needed

ADVANTAGE & DISADVANTAGE

Advantage and **Disadvantage** are usually imposed subjectively by the **Gamesmaster** on a single dice roll. These are general circumstantial modifiers. In other words, something about the situation is special, such that the roll should reasonably be adjusted for success. In some situations, special skills or abilities might generate **Advantage**. The **Gamesmaster** needs to state that a character or creature is at **Advantage** or **Disadvantage** before the roll is made.

Advantage
roll 4d10 and pick 3 values as desired

Disadvantage
roll 4d10 and take the highest three values

ROLLING A TRIPLET

Rolling a **Triplet** occurs when all three dice show the same result. This is relevant to determining **Advantage**, because it might be preferable to discard the *lowest* score rolled in order to secure a **Triplet**. That is, if a Player rolled 2, 4, 4, 4, it might be better to take the dice scores 4, 4, 4 and discard the 2.

TRIPLET SUCCESS

When a Triplet is scored during play and the roll succeeds, the number of successes needed is disregarded, and the roll is considered an **Extraordinary Success**. The **Gamesmaster** then narrates the outcome as such. In some rules subsystems, additional special rules apply to **Triplets**. For example, when rolling attacks in a fight, a **Triplet** ignores the opponent's armour and adds damage.

TRIPLET FAILURE

The opposite of a **Triplet Success**. This occurs when all three dice show the same number and they are above the roll threshold. This is an **Extraordinary Failure**, and is narrated by the **Gamesmaster**.

SOME DICE ROLL EXAMPLES

Testing a **Skill of Rank 5**, here are some example rolls that might occur:

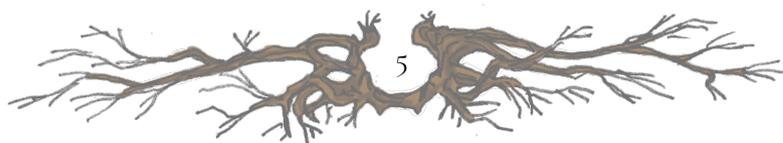
2, 3, 5	=	3 successes
2, 2, 2	=	Triplet success (3 successes)
5, 5, 5	=	Triplet success (3 successes)
1, 3, 5	=	4 successes (+1 for a 1)
1, 1, 5	=	5 successes (+2 for 2x 1s)
1, 1, 1	=	6 successes (+2 for 2x 1s)
6, 6, 6	=	Triplet failure

EXPENDING FORTUNE

Player Characters (but not monsters or nonplayer characters) have an **Fortune Pool**. A Player can expend one **Fortune** to gain one bonus success on any **Test of Skill**. More than one **Fortune** can be spent in this way. The Player must declare (out loud) how much **Fortune** they will spend *before rolling dice* for a **Skill Test**. **Fortune** recovers between game sessions.

EXPENDING FATE

Player Characters (but not monsters or nonplayer characters) have **Fate Pool**. A Player can expend one **Fate** to change the outcome of any roll at the table in immediate response to the roll. The Player narrates the outcome. Fate does is a highly limited pool and does not recover. New Fate points can be gained via **Character Advancement** or (rarely) through narrative fiat at **Gamesmaster** discretion.



BUILDING YOUR CHARACTER

Each of the adventuring **Players** at the table controls one core **Character**. Before play, you need to create your **Character**, stepping through a set of building steps. Some rules allow Players to also control minor or secondary **Characters** called **Companions**, but these minor **Characters** are dealt with in the next chapter. What follows is a step-by-step guide to creating a new character for play in *Spellwoven*.

ENVISION A CHARACTER

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. Once you have a Character concept, it is sensible also to read ahead and ensure that you pick the correct options to satisfy your vision.

- *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*
- *Warlock, sorcerer or necromancer*
- *Treasure hunter or merchant adventurer*

Name, Gender, Age

You will need to give your **Character** a name, age, gender, along with any other details you want to note down. You can do this now or return to these details at a later point. Some people like to name their Character first. Some like to decide on a name after all the other details and options are settled down.

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 is a city.*
- *Rivers includes river-lands, deltas, swamps and fens.*
- *Rustic includes green rolling hills, countryside, open woodlands, farmland and small farming communities.*
- *Secludes includes 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.*

Once a Game you can choose to re-roll a single **Skill Test** based on your **Homeland**. You need to explain why the Skill was an important part of growing up. Also note that you cannot re-roll a re-roll.

FOLK

Spellwoven allows you to play **Humans**, but also other **Folk**. The standard Folk are **Aelfan** (Elves), **Dwerrow** (Dwarves), **Eotens**, **Hobbledehoy**s (Halflings), **Humans**, **Mara**, **Puckrel** and **Russet**. The older spellings of 'Aelfan', 'Dwerrow' and the dialectic 'Hobbledehoy' (from the English fairies, hobs) are used for flavour. Players can and should call these by the more standard, modern English names if so desired. The **Folk** are described in detail in the next few pages, along with their Folk Options.

Pick a Folk
Choose three Folk Talents

OF CLANS AND NATIONS

Folk have spread, settled and wandered over such large expanses that nations, clans, bloodlines and kindreds have established. The diversity of bloodlines will tend to mean that any number of variations on a theme should be considered playable. You can pick a bloodline, nation or clan from those described here, in which case list it as your **Kinfolk**. Alternatively, you can discuss making up an entirely novel **Kinfolk** with your **Gamesmaster**.

