

## ARCHETYPES

**Archetypes** represent roles in a story. The warrior, the trickster and the magician are **Archetypes**. Players might be familiar with **Classes** from (many) other games. **Archetypes** in *Spellwoven* differ from **Classes** in two ways. First, **Archetypes** do not have a strong affect on the Character's progression during play. An **Archetype** is more about defining how a Character starts out rather than how they progress. Second, **Archetypes** are built from **Background Options**. This means that a Player can forgo picking an **Archetype** entirely and invent their own personal history by using **Background Options** instead.

Either

Pick an Archetype

or

Spend 4 points on Background Options

## FOLK-HERO

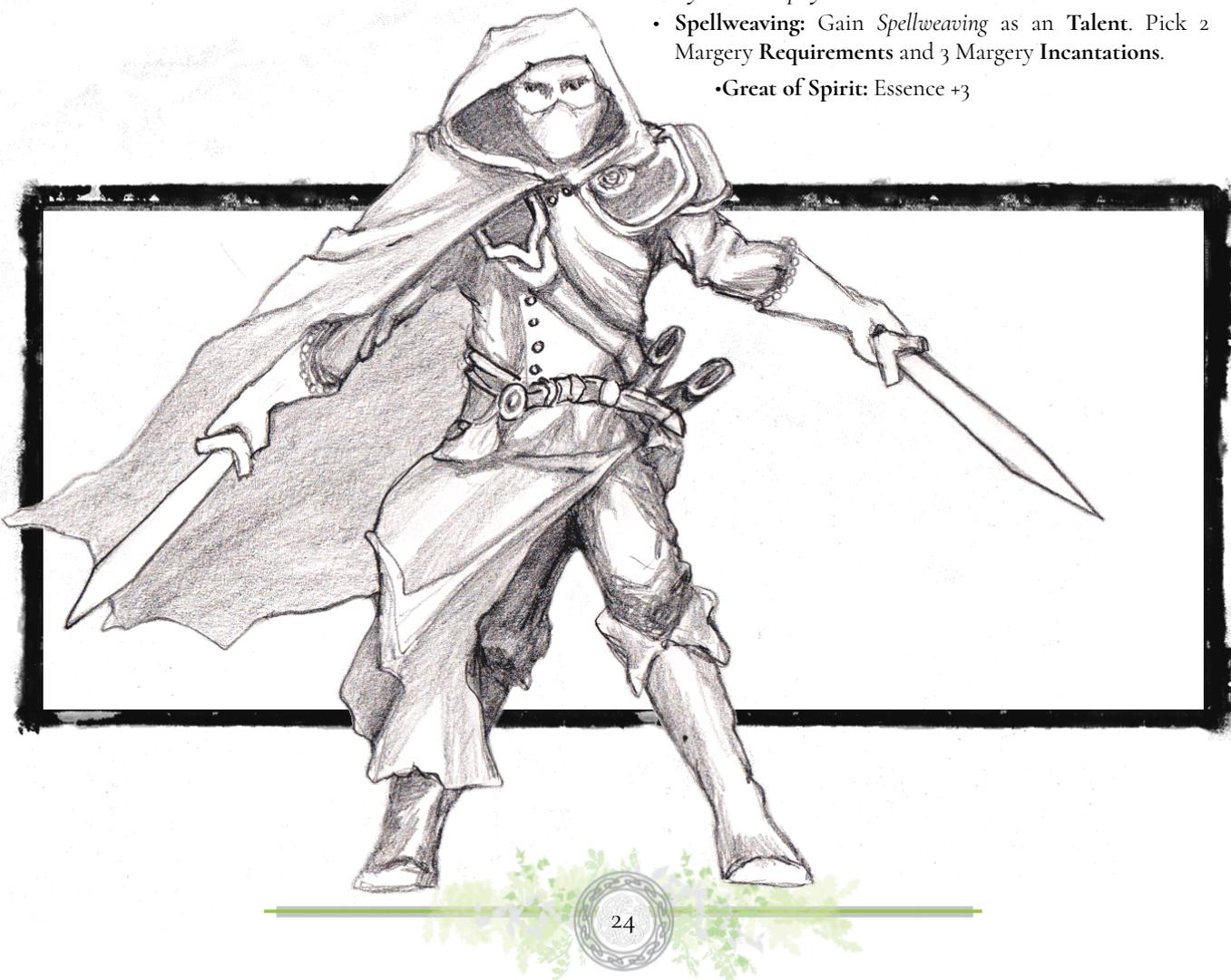
*The hooded lurker in green, with bow and staff defending the weak. The wanderer with a sword and a penchant for slaying local monsters. The happy-go-lucky bard, a spinner of yarns and tales and bringer of good cheer. A broadly skilled champion of the common folk, celebrated in their exploits and generosity.*

- **Storied History:** Gain a freebie defining *Life Event* called *Storied History*. Treat this as a *Life Event* as per normal except that *Storied History* can apply to any situation or action. *Storied History* does not need to be used in order to advance a level.
- **Broadly skilled:** Allocate one bonus Skill point to one Skill of your choice in each Skill Group (i.e. six +1 bonuses total, but only one per group).
- **Great of Luck (1 pt)** Gain a bonus of +3 **Fortune**.
- **Training (x1):** Bonus 3 Points to spend on a *Skill Group* of your choice.

## MAGIAN

*The vagabond traveller in lilac robes with a staff in hand. The lady in green and gold, with flowers of spun silver at her hem, skilled in whispering to trees and wood-weirds. The shadow-mage, who can call forth and sculpts darkness itself. A wizard or wizardess in the tradition of conjuring forces and flames, ruling elemental powers, and holding sway over the physical world.*

- **Spellweaving:** Gain *Spellweaving* as an **Talent**. Pick 2 **Margery Requirements** and 3 **Margery Incantations**.
- **Great of Spirit:** Essence +3



## KNIGHT

The knight errant, seeking out adventures and foes worthy of their mettle. The travelling tourney knight, making a purse of coins from winnings. The loyal retainer of a king or queen, sent forth to do their bidding. The knight is a noble, heavily armed warrior.

- **Arms and Armour:** Gain a **Heavy Shield** (3 soak slots), **Heavy Weapon** of your choice (Menace +3) and **Heavy Armour** (e.g. chainmail: Injury Soak +4, Dodge -1, Automatic Soak 1).
- **Coin:** Add +3 to Wealth.
- **Focused Skill (1 pt)** Add +3 to the *Affray Skill*.

## RANGER

A walker of the borderlands, keeping an eye out for trouble. A tough and hardy scout, foraging into wild and dangerous lands. A silent watcher in the woods, keeping their hand upon a sheathed sword until it is needed. The forester and wayfarer, expert in surviving in the wilderness, armed with bow, or spear, or sword.

- **Training (x1)** Bonus 3 pts on *Wanderlust Skills*.
- **Knack:** Always roll *Survival* at Advantage.
- **Knack:** Always roll *Archery* at Advantage.

## SAGE

The lore-master, squint-eyed, carrying heaps of scrolls, maps, books and relics on their back. The scratcher of runes in the dust and upon wood and old iron. A keen-eyed hunter for rare herbs and poisons in the wild places of the world. A Sage gains their particular capabilities from a knowledge of the world and its secrets, powers and hidden potencies.

- **Training (x2)** Bonus 6 pts on *Thought Skills*.

Pick either **Lore-crafting** or **Herbals** or **Grammarye** or **Sigildry**:

- **Grammarye:** Gain *Grammarye* as a **Talent**. This is the ability to cast any spell (i.e. *Magery*, *Theurgy* or *Sorcery*) from written sources (spellbooks, scrolls etc) by incanting aloud. However, you cannot invent new spells or learn spells by direct tutelage. You always need a recorded source to cast from. Casting otherwise is handled as normal.

OR

- **Herbals:** Gain *Herbals* as **Talent**.

OR

- **Lore-crafting:** Gain *Lore-crafting* as a **Talent**. This allows Characters to craft magical artefacts.

OR

- **Sigildry:** Gain *Sigildry* as a **Talent**.



## SILVERTONGUE

The laconic wit about the court. The inveigler, manipulator and master at pulling strings. A whisperer of veiled hints and subtle threats, always watching and quietly moving pieces about a board. The Silvertongue is the schemer, plotter and master of the social world.

- **Connections:** Gain *Connections* as an **Talent**. You have a wide network of social connections. Whenever you are seeking out information, canvassing rumours or doing anything that relies on a social network, roll relevant skills at **Advantage**.
- **Training (x2):** Bonus 6 pts to spend on *Acumen Skills*.

## THIEF

A sneak-thief, well skilled in breaking and entering the mansions of the rich and the lairs of hoarding beasts alike. A street-wanderer, picker of pockets and pilferer about town. A specialist in taking what other have, but perhaps do not fully appreciate enough to justify their continued ownership.

- **Training (x2):** Bonus 6 pts on *Subterfuge Skills*.
- **Guileful Talents:** Gain points equal to your highest *Subterfuge Skill* to spend on **Guileful Talents**.

## THEURGIST

The white-robed breaker of curses and bringer of protections and wards. The healer and the curer of ailments. The investigator of rumours about dark rituals, shadowy things and bleak cults. A Theurgist is a primarily protective worker of magic, with some focus also on the putting to rest the dead and evil spirits.

- Gain *Spellweaving* as an **Talent**. Pick 2 *Theurgy Requirements* and 3 *Theurgy Incantations*.
- **Healing arts:** On a successful *Test of Lore*, you can heal one **Injury Level**. It takes 30 minutes of careful ministrations to heal an

**Injury Level** in this way. You cannot heal more than one **Injury Level** per person over a 24 hr span of time in this way.

## SORCERER

The warlock conjuring evil spirits out of the abyssal places of the otherworld. The necromancer raising the dead. The bringer of curses and afflictions. The witching-mage, bleak and shadowy. Sorcerers are given to the unkind arts of magic, the raising of the dead, mastering of unclean spirits and casting of curses.

- **Spellweaving:** Gain *Theurgy* as an *Ability*. Pick 2 *Theurgy Requirements* and 3 *Theurgy Incantations*.
- **Felltalk:** You can fluently converse with evil spirits, demons, undead or the like.

## WAIF

The youngest daughter who has gone forth to seek her fortune in the world. The lost prince, with no particular skills beyond a friendly countenance and a rosy disposition. The innocent youth, unafraid of the world.

- **Innocence (1 pt)** You give off an air of innocence and harmlessness. In a fight, opponents will always opt to attack or engage with someone else before attacking you. This won't stop an enemy from attacking you if you attack first, but if there is any choice, enemies will pick someone else first. Your *Affray Brawling* and *Archery* cannot exceed 5. You cannot spend **Fortune** on *Affray*, *Brawling* or *Archery*.

- **Knack:** Always roll *Talk Down* at *Advantage*.

- **Training (x1)** Bonus 3 Points on *Acumen Skills*.

## WARRIOR

The man-at-arms, armed and armoured, in service to a liege lord. The mercenary, wandering from battlefield to battlefield. The barbarian adventurer, and sinewy, hefting axe and shield.

- **Armed (x1)** Gain a **Heavy Shield** (3 soak slots), **Heavy Weapon** of your choice (Menace +3).

- **Training (x1)** Bonus 3 pts on *Fortitude Skills*.

- **Expertise in Affray:** Whenever you spend *Fortune* on *Affray* you gain 2 bonus *Successes* instead of 1.



## BACKGROUND OPTIONS

**Background Options** are used to provide specialised skills and some personal history for a **Character**. The basic **Archetypes** have been built using **Background Options**. Consult with your Gamesmaster if you would rather build a Character using **Background Options** rather than picking an **Archetype**. **Characters** do not get to take additional **Background Options** if they already have an **Archetype**.

### To build your own Archetype: Gain 4 pts to spend on Background Options

**Armed (1 pt)** Gain a **Heavy Shield** (3 soak slots), **Heavy Weapon** of your choice (Menace +3).

**Armed and Armoured (2 pts)** Gain a **Heavy Shield** (3 soak slots), **Heavy Weapon** of your choice (Menace +3) and **Heavy Armour** (e.g. chainmail: Injury Soak +4, Dodge -1, Automatic Soak 1).

**Broadly skilled (1 pt)** Allocate one bonus point to one **Skill** of your choice in each **Skill Group** (i.e. six +1 bonuses total, but only one per group).

**Coin (1 pt)** Add +3 to Wealth.

**Connections (2 pts)** Gain **Connections** as an **Talent**. You have a wide network of social connections. Whenever you are seeking out information, canvassing rumours or doing anything that relies on a social network, roll relevant skills at **Advantage**.

**Dabbler (1 pt)** A minor spell caster. Gain access to either **Magery** or **Theurgy** or **Sorcery**. However, you know only 1 **Requirement** and 1 **Incantation**.

**Expertise (2 pts)** Pick a **Skill** (i.e. *Trickery*, *Affray*, *Stealth* etc). Whenever you spend **Fortune** on this skill, you gain 2 bonus Successes instead of 1.

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**Felltalk (1 pt)** You can fluently converse with evil spirits, demons, undead or the like. Such entities will not necessarily be friendly, but are usually willing to listen to you unless driven by madness or the dominion of another, greater will.

**Focused Skill (1 pt)** Add +3 to any one **Skill**.

**Grammartye (2 pts)** Gain **Grammartye** as a **Talent**. This is the ability to cast any spell (i.e. *Magery*, *Theurgy* or *Sorcery*) from written sources (spellbooks, scrolls etc) by incanting aloud. However, you cannot invent new spells or learn spells by direct tutelage. You always need a recorded source to cast from. Casting otherwise is handled as normal.

**Great of Spirit (1 pt)** Gain a bonus of +3 **Essence**.

**Great of Luck (1 pt)** Gain a bonus of +3 **Fortune**.

**Guileful Talents (2 pts)** Gain **Guileful Talents**. See the section on **Guileful Talents** for details.

**Healing arts (1 pt)** On a successful *Test of Lore*, you can heal one **Injury Level**. It takes 30 minutes of careful ministrations to heal an **Injury Level** in this way. You cannot heal more than one **Injury Level** per person over a 24 hr span of time in this way.

**Herbals (2 pts)** Gain **Herbals** as a **Talent**. The art of hunting for charmed herbs, worts and poisons. Note that the *Lore Skill* is key to **Herbals**.

**Innocence (1 pt)** You give off an air of innocence and harmlessness. In a fight, opponents will always opt to attack or engage with someone else before attacking you. This won't stop an enemy from attacking you if you attack them, but if there is any choice they will pick someone else first. *Affray Brawling* and *Archery* cannot exceed 5. You cannot spend **Fortune** on *Affray*, *Brawling* or *Archery*.

**Knack (1 pt)** Pick a single **Skill** (i.e. not a **Skill Group**). Always roll this **Skill** at **Advantage**.

**Lore-crafting (2 pts)** The skill of crafting and forging enchanted artefacts. See the **Lore-crafting** section for details. Note that the *Lore Skill* is key to this **Talent**.

**Mastery-at-Arms (2 pts)** Gain **Mastery-at-Arms**. See the section on **Mastery-at-Arms** for details.

**Sense Malignancy (1 pt)** By closing your eyes and concentrating you can sense whether unnatural malice or evil in the form of undead, evil spirits or demons might be nearby. You can sense these entities from about 300 m, and roughly know the direction in which it lies.

**Sigildry (2 pts)** Gain **Sigildry** as a **Talent**. The reading, carving and imbuing of magical runes. Note that the *Lore Skill* is key to **Sigildry**.

**Slayer (2 pts)** Pick a creature or monster type (e.g. dragon-kind, goblin-folk, troll-folk, undead). When fighting this type of creature you always roll **Soak** at **Advantage** (roll 4d10 and pick the four rolls you want). Additionally, when you spend a point of **Fortune** on a fighting skill (*Affray*, *Archery*, *Brawling*) when fighting this monster type, you gain two bonus successes instead of one.

**Storied History (1 pts)** Gain a freebie *Defining Event* called *Uncanny Luck*. Treat this as a *Defining Event* as per normal except that *Uncanny Luck* can apply to any situation or action.

**Training (1 pt)** Bonus 3 Points to spend on one **Skill Group** (i.e. **Acumen**, **Deftness**, **Fortitude** etc). This can be applied no more than twice to a given **Skill Group**.

**Spellweaving (3 pts)** Gain either **Magery** or **Theury** or **Sorcery** as an **Ability**.

**Wurmtalk (1 pt)** You can fluently talk with dragons, drakes, draig, wurms and the like. Draconic creatures will tend to be more willing to listen to you than they might normally be for mortal-folk, but they are not necessarily friendly.