Your Character

Each **Player** in the game, besides the **Gamesmaster**, takes on the role of a **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 **Abilities** to pick from.

ARCHETYPE

Archetypes represent loosely defined backgrounds. You can pick an **Archetype** from the suggested **Archetype** list or build your own **Archetype** instead from a set of **Background Options**.

ATTRIBUTES AND SKILLS

Spellwoven is an **Attribute** and **Skill** based 3d10 roll-under system. There are 30 **Skills** divided into six **Attributes**: **Acumen** (social), **Deftness** (physical speed and finesse), **Fortitude** (fighting, strength and endurance), **Subterfuge** (thievery, stealth), **Thought** (mental skills, spell-casting), and **Wanderlust** (travel, survival). **Attributes** are scored 1 to 3. **Skills** are scored from 1 to 6. Sum Attribute and Skill to obtain a final **Skill Rank** (used for rolling dice against).

EFFORT

Effort is a resource pool that **Players Characters** (only) have access to. You can choose to spend 1-3 points of Effort *before* rolling a Test against a target number (e.g. Skill, Soak, or similar). Each Effort one success. You *cannot spend more than three* Effort per roll in this way. Effort restores with sleep.

FATE

Fate is a more limited and more powerful resource. You can spend a **Fate** point at any time, before or after any roll 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...'* **Fate** *is not recovered.* It is a limited resource that can only be gained in unusual circumstances.

ESSENCE

Essence is a pool of points used 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 three defining events in your previous life. These might be experiences growing up or during adolescence. Each event should be described concisely. In game play you can re-roll any one failed **Skill Test** that is linked in some way, thematically, or narratively, to this life event. You need to explain how the event in your past informs the current situation. You then mark off the **Life Event** on your character sheet. You cannot re-use an already marked Life Event until you reach your next **Level**. Once you have marked off all Life Events, 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. So, at Level 1 you have 3 Life Events, at Level 2, you will have 4 Life Events and so on.

ABILITIES

Abilities are special abilities that are not accessible by all **Characters**. **Abilities** fall into three types: **Folk**, **Background** and **Discipline**. These are discussed in more detail on the next page.

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

Trilogy System uses a 3d10 roll-under dice mechanic where counting successes is used to determine degrees of success.

Resolution Mechanic

When a **Test of Skill** or any other task is in doubt a dice roll can be called for. Do this by rolling 3d10 against a threshold number. The threshold number is most often a total Skill Rank (Attribute + Skill).

Player Character Skill Ranks do not exceed 9

Roll over threshold = *no success*

Roll equal or under threshold = *+1 success*

Roll 1 = *Bonus +1 success*

The number of successes needed increases with the **Difficulty** of the task:

Easy...	**1 success needed**
Normal...	**2 successes needed**
Difficult...	**3 successes needed**
Very Difficult...	**4 successes needed**

Advantage & Disadvantage

Advantage and **Disadvantage** are applied to a single dice roll as circumstantial modifiers.

Roll at Advantage
roll 4d10 and pick 3 values as desired

Roll at 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 **Advantage** because it might be preferable to discard the *lowest* score rolled in order to secure a **Triplet**. On a roll of 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 situations, such as in combat, additional special rules apply.

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**.

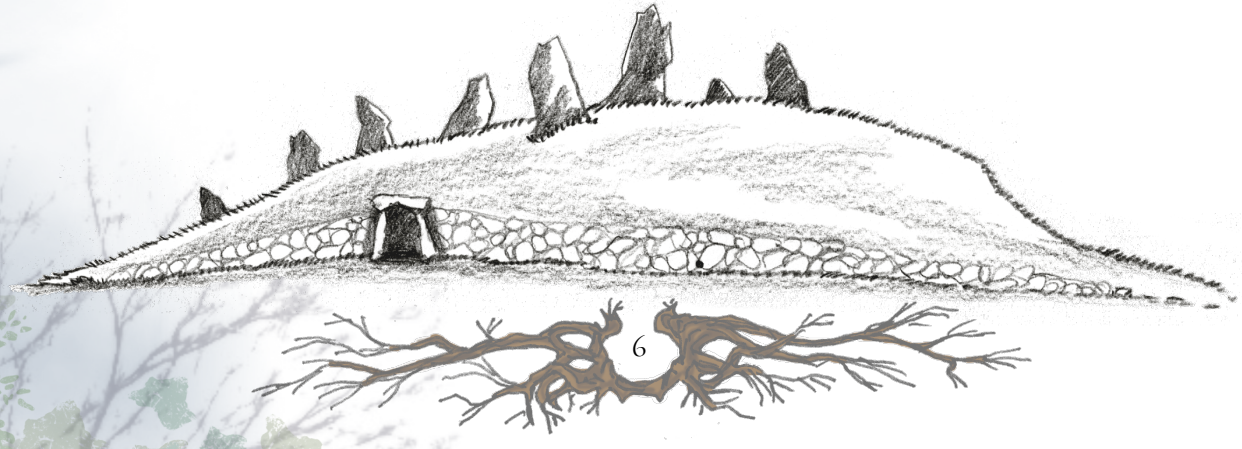
Some dice roll examples

Testing **Skill Rank 5**, here are some example rolls:

2, 5, 8	**=**	**2 succeses**
2, 2, 2	**=**	**Triplet success (3 successes)**
7, 7, 7	**=**	**Triplet fail (3 fails)**
1, 3, 5	**=**	**4 successes (+1 for a 1)**
1, 1, 1	**=**	**6 successes (+2 for 2x 1s)**

Expending Effort

Player Characters (but not monsters or nonplayer characters) have an **Effort Pool**. A Player can expend 1-3 **Effort** to gain 1-3 bonus success. The Player must declare (out loud) how much **Effort** they will spend *before rolling dice.*



Troll Dice

If you wish to explore the probabilities of success, you can use the following code at the free online *Troll Dice* dice roll simulator.

https://topps.diku.dk/~torbenm/troll.msp

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 1-9)

N:=3d10;

S:=4;

(count S>= N) + (count 1= N)
```

Percentage chances of success are shown below for increasing levels of Skill. Skill levels are in the left-hand column. Percentage chances of obtaining 1 or more successes, 2 or more successes (etc) are shown in the remaining columns.

Skill	1 or more	2 or more	3 or more	4 or more
1	27%	2%	-	-
2	49%	30%	8%	3%
3	66%	36%	13%	4%
4	78%	46%	19%	6%
5	88%	58%	26%	8%
6	94%	70%	35%	10%
7	97%	81%	46%	14%
8	99%	91%	60%	18%
9	99.9%	98%	78%	22%



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. 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.*

Folk

Spellwoven allows you to play **Humans**, but also other **Folk**. The standard Folk are **Aelfan** (Elves), **Dwerrow** (Dwarves), **Eotens**, **Hobbledehoys** (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 Abilities

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**.

Quick Reference

One. Fill in Name, Gender, Age and Level 1.

Two. Pick a **Homeland** from Coasts, City, Rivers, Rustic, Secludes and Wilderness.

Three. Pick a **Folk** from Aelfan, Dwerrow, Eoten, Hobbledehoy, Human, Mara, Puckrel and Russet.

Four. Pick three **Folk Abilities**
- *Note down any Folk bonuses to Attributes*
- *Note down your Folk Abilities under Abilities*
- *Note down any Skill bonuses from Abilities*

Five. Pick an **Archetype** (or spend 4 pts on **Background Options**).
- *Record relevant Abilities and other bonuses.*

Six. All **Attributes** start at 1. Distribute **4 pips** to **Attributes**, split any way.
- *Attributes cannot exceed Rank 3*

Six. All **Skills** start at zero. Distribute **20 pips** to **Skills**, split any way.
- *New Characters can not exceed 2 pips per Skill (i.e. limited to Rank 5 total) (unless stated elsewhere)*

Seven. Derive Skill Ranks.
- *Skill Rank = Attr. Pips + Skill pips.*

Eight. Pick gear from the list:
- 6 Sundry / 3 Common / 1 Expensive

Fill in arms and armour as per item list values.

Eight. Fill in some details.
- **Fate** = 3 (+ any personal bonuses)
- **Effort** = 15 (+ any personal bonuses)
- **Essence** = 3 + Volition (+ any personal bonuses)
- **Wealth** = 2 (+ any personal bonuses)

Nine. Wound track details.
- **Bruised slots** = *Fortitude* - 1
- **Dodge** = *Deftness* -1 (to a lower limit of 1)
- (natural) **Injury Soak** = *Fortitude* + 1
- **Annoyed slots** = *Thought* - 1
- **Focus** = *Thought* -1 (to a lower limit of 1)
- (natural) **Stress Soak** = *Thought* + 1
- **Roused slots** = *Fortitude* - 1
- **Endure** = *Fortitude* -1 (to a lower limit of 1)
- (natural) **Fatigue Soak** = *Fortitude* + 1

Add Armour protection to Natural Injury Soak to obtain Modified Injury Soak. Total Soak (i.e. Natural + Armour) cannot exceed your Mettle Rank. Record Automatic Soak if you armour has this.

Ten. Life Events.
- Invent a core or formative personal life event and summarise it in the space provided.

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Abilities & Disciplines

Abilities are a key type of **Character** trait. These are special capabilities or talents that are not accessible by all **Characters**. Abilities fall into three categories.

Folk Abilities

Abilities that are only accessible for a given **Folk**. For instance, seeing in low light for an Elf, or carving stone with remarkable speed for a Dwarf.

Background Abilities

Abilities that come from your previous life history, experience or training. Pre-built **Archetypes** provide access to specific **Background Options**. Background Options often have an associated Ability. Some Background Options provide access to a **Discipline**, rather than a single Ability.

Discipline Abilities

Some Abilities are organised within spheres of study and training. These over-arching categories are called **Disciplines**.

Mastery-at-Arms

Encompasses Abilities related to fighting and combat.

Skulduggery

Encompasses Abilities related to movement, manoeuvring and thievery.

Magical Disciplines

Magical Disciplines are split between **Spellweaving** and **Spellcrafting** Disciplines.

Spellweaving

There are three **Spellweaving** Disciplines: **Magery** (conjuring, illusions, manipulation of the elements and forces), **Theurgy** (healing, breaking curses and protection), and **Sorcery** (curses, necromancy, commanding evil spirits). Spellweaving relies on building spells out of **Requirements** (narrative in-game actions) and **Effects** (magical effects).

Spellcrafting

There are three **Spellcrafting** Disciplines. These are **Herb-Craft** (collecting and using herbs), **Rune-Craft** (carving magical runes) and **Relic-Craft** (making magical artefacts). The **Spellcrafting** Disciplines also use a system of **Requirements** and **Effects**.

Folk

Pick a Folk from **Aelfan**, **Dwerrow**, **Eoten**, **Hobbledehoy**, **Human**, **Mara**, **Puckrel** and **Russet**. Folk are allocated two **Attribute** bonuses. Add these to your Attributes.

Each Attribute bonus is +1.
Add these to your Character.

After adding your Attribute Bonuses, you need to pick Folk Abilities from the lists provided.

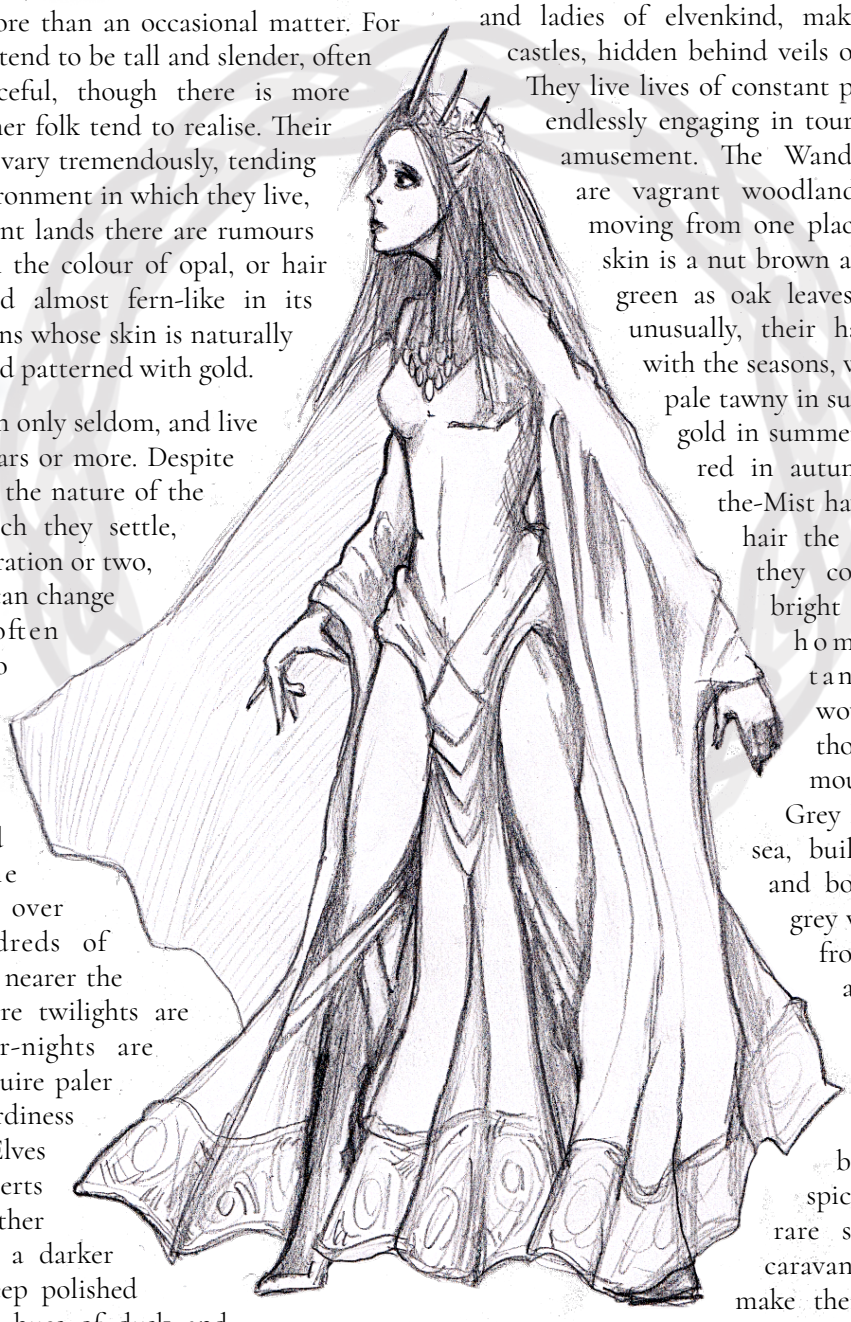
Pick 3 Folk Abilities.

Folk	First	Second
Aelfan	Deftness	Thought
Dwerrow	Fortitude	Thought
Eoten	Fortitude	Fortitude
Hobbledehoy	Acumen	Deftness
Human	Acumen	Wanderlust
Mara	Acumen	Subterfuge
Puckrel	Subterfuge	Thought
Russet	Deftness	Subterfuge



Aelfan

The Fair Folk. The Elfin Ones. The Auvish-Kind. The Summerblood. Elves are called by many names, and dwell across the lands in their recluses and secludes. They are long-lived, clever in the arts of making charmed things, and in the craft of working spells. Often more interested in their own affairs than the goings on of the wider world, elves will trade, host and visit other folk, but tend not to seek out such interactions as more than an occasional matter. For appearance, Elves tend to be tall and slender, often willowy and graceful, though there is more variation than other folk tend to realise. Their skin and hair can vary tremendously, tending to reflect the environment in which they live, and in some distant lands there are rumours of elves with skin the colour of opal, or hair that is green and almost fern-like in its appearance, or clans whose skin is naturally as dark as ebon and patterned with gold.



Elves have children only seldom, and live for a thousand years or more. Despite this, they take on the nature of the landscape in which they settle, and within a generation or two, their appearance can change dramatically, often coming to resemble local communities of mankind-folk who might have lived in and adapted to the same landscape over dozens or hundreds of generations. Elves nearer the snowy lands where twilights are long and winter-nights are deep come to acquire paler skin and a sturdiness against the cold. Elves who settle in deserts or jungles soon gather about themselves a darker complexion of deep polished wood shades and hues of dusk and black. Diverse populations of elves therefore exist. The Folk-of-the-Pines dwell in snowy uplands, among firs and pinewoods. Their skin is the same white as snow, and their eyes and hair are the hue of polished obsidian. The Wild-of-Shadow make their homes in weird towns under grassy hills, supported by pillars of marble. Here, they dance and sing uncanny songs, and are known to steal human children to make their servants. Roses with a rich, pungency crawl about the entryways and paths, and have the power to put to sleep any trespassers upon Wild-of-Shadow lands. They Roan People live in palaces cut from red stone in the dry savannahs. Their skin is the same brick red as the outcrops of stone, and their eyes are the same gold as the intricate jewellery they wear over billowing silks. The Grand and Gracious Folk consider themselves lords and ladies of elvenkind, making homes in tall castles, hidden behind veils of illusion and mist. They live lives of constant pageant and festival, endlessly engaging in tourneys and trysts for amusement. The Wanderers-in-the-Woods are vagrant woodland wanderers, ever moving from one place to another Their skin is a nut brown and their eyes are as green as oak leaves in summer. Most unusually, their hair changes colour with the seasons, white in winter, to a pale tawny in summer, deep shining gold in summer and then a bright red in autumn. The People-of-the-Mist have bone white skin, hair the colour of fire and they cover themselves in bright red tattoos. Their homes are weird, tangled fortresses woven from vines and thorns at the top of mountain peaks. The Grey Folk live beside the sea, build towns of spires and boats of a wondrous grey wood that they mill from sacred groves of a secret tree. In desert lands, the Opaline Ones lounge in their water-gardens beside oases, trading spices, date-wine and rare silks with passing caravans. The Huntsfolk make their home in jungle canopies, far above the ground. They ride great tamed cats as mounts and the songs of their hunts are eerie and beautiful. Their skin is so dark a black and their eyes so deep a grey that from a distance, they can be mistaken for living shadows, and thus are sometimes call the Shadows-Among-Leaves by humanfolk of their acquaintance.

Arcane of Elder Days: Gain +3 Essence.

Archer's Talent: +1 to *Archery*.

Clear sight: You are never tricked by any illusion.

Distil Light: You know how to capture light and distil it into natural, clean water (river, lake, rain, sea). If kept in a bowl, vial or other vessel, the water will give off that same light, whether it be the red flicker of firelight, silvery moonlight. or the glow of the sun. It takes you six hours of careful focused work to create a cupful of light-shedding water. If the water leaves your presence, the light dwindles over a month. Otherwise, it retains its light indefinitely.

Elf-wight: Gain the **Relic-Craft Ability**. *Lore* +1.

Fleet: You are lithe and quick of foot. Add +1 to *Gracefulness* and +1 to *Quickness*.

Friend to Tree and Leaf: Treefolk, plant elementals, moss demons, wood weirds and the like respond to you with friendliness. However, if you contribute to killing a wood spirit or treefolk, this ability is lost.

Glimmer-Weaving: You know how to weave cloth out of insubstantial things, such as moonlight, cobwebs, shadows, smoke, or rays of sunrise. The cloth has the same appearance and properties as what it was woven from: shadow cloth will conceal in darkness, cloth made from starlight will glimmer and sparkle, cloth made from firelight will glow softly and keep a wearer warm. If takes you six hours of work to pluck and weave enough threads to make cloth enough about the size of a cloak. The process involves using your hands, no tools are needed.

Gloaming eyes: You can see perfectly under natural low light (moonlight, starlight). However, in firelight, magical or supernatural light (corpse candles etc), or complete darkness is as poor as any human.

Graceful of Magic: Gain **Spellweaving** and the **Elvish Grace Requirement**. You can cast spells using *Gracefulness* instead of *Volition*. +1 *Gracefulness*.

Keen of ear and eye: You can see and hear with supernatural acuity. Add +1 to *Alertness*. Handle other benefits narratively.

Leaves of Raiment: You can weave foliage, leaves or bark into a thick substance equivalent to leather. Once made, the substance will not decay and retains the appearance of the leaves used. For example, if you use autumn leaves, you will have a leather-like substance that appears to be made out of stitched together autumn leaves. The materials has the same properties as leather and can be used to make boots, belts or armour, etc. It takes six hours to make enough leaf-leather for a pair or boots or a tunic of armour. Although making the leather requires only your hands, the process of stitching it into an item of clothing requires leather-working skills and tools.

Memories in the blood: Some Aelfan-kind retain memories of their ancestors in an echoing sort of way. Once a game session you can recall memories of long ago lives and test one Skill as if it were Rank 9.

Songs of the Fair Folk: When you sing a song all friends and companions who listen to it regain 3 lost Effort, including yourself. It takes three minutes to fully sing a song, or, if used during Action Rounds, three rounds of Actions. You can take no other actions while singing except moving and defending.

Spells in Flower Form: You know how to capture a spell as it is being cast and form it into a delicate crystalline flower. The flower contains the spell, which can be cast upon crushing he flower. You can only capture spells that are being cast in your presence, and only from a person who is willing to allow you to capture the spell (or yourself). You cannot capture more spells than you have *Volition*.

Subtle of Hues and Shades: You can vanish among shadows, foliage or other obstructions with surprising, almost uncanny ease. Add +1 to *Stealth*.

Strange flesh and manifestations: Some Aelfan-kind have strange colours of eye, skin and hair, and a few clans even have features that are leaf-like, snow-like or wood-grained. You might have eyes that are entirely sky blue with no pupil, skin the colour of fawn dapples, hair of a ferny green appearance or even the small horns of a hart. Use your *Homeland* re-roll twice per game session instead of once.

Uncanny beauty: You are unearthly beautiful, with shimmering light and eerie radiances about you. Other folk will find it hard not to stare at you, and there is a chance that aggressors may avoid you out of fear that you are some potent spirit in the guise of an elf. Add +1 to *Gracefulness*.

Unfearing of Death: You are immune to any fear effects of undead and ghaists. Additionally, undead are naturally wary of you, and will attack only if forced or desperate.

Versed in Old Lore: You are wise in the old and learned days of yore, old legends and myths. Once a session you can ask the Gamesmaster a leading question about some old piece of lore, such as, "What did the *Old Book of Green Hallows* say about the weakness of this forest dragon?" The Gamesmaster provides an answer that becomes true (even if it wasn't a moment ago, even if you just made up the book). Add +1 to to *Lore*.

Dwerrow

Sturdy and resolute, the Dwerrow-Folk are given to the love of making things by hand, good cheer and trade, Dwarves are oft-sought for their crafts and oft-valued by neighbours for their trade. Dwarves tend to be about a third-to-half the height of Mankind-Folk, heftily built and hairy. Both men and women dwarves have beards, though the latter are sometimes thinner in their facial hair. This had led outsiders to sometimes think that there are no woman-dwarves at all, a misconception that dwarves will sometimes encourage to elevate an air of the uncanny, or perhaps just for their own amusement.

Dwarves wandered far and wide in the early ages of the world. They settled in such far-flung and sometimes isolated communities that their clans have come to develop distinct cultures and joys in the crafting of objects and materials. The Eorthen-Duerch live mostly in northern climes, and have taken to a great love of mining, the working o stone, jewels and metals from the earth. Their strongholds are of built deep in the roots of mountains, and when they wander among humanfolk, they prefer to take to the customs of the lands in which they trade or work. These are the most common the Dwarven-Folk, but by no means the only clan of dwarves. Close relatives to the old Eorthen-Duerch, the Iron Dwerger make their homes in hillforts, and are as given to farming cattle as they are to crafting. They work chiefly in iron and bronze, but also have a talent for the working of bone. They especially seek the bone of charmed creatures to work with, and will trade great treasures of gold in exchange for the leg bone or skull of a beast as full of potency as a dragon. Russet-Dweorh make their home in woodlands, wear chiefly red, ochre and gold colours, and have bright red hair. They work most delightedly in wood, using charms and crafts to grow living oak trees into fortresses and towns, and making swords and armour as hard as steel from polished wood, and wooden pots as tempered against fire as anything made of copper. The Makers-of-Mazes live on sunlit islands amidst cerulean seas. They work in clay, and build intricate maze-like towns of clay fired to the strength of stone and decorated with brilliant glazes of blue, white, and indigo. Their weapons and armour are ceramic too, and often intricately decorated with incised patterns and beautiful glaze-work. Fen-Dwery are weavers of willow, wattle, daub and reeds. Their towns are masses of living woven willows in the depths of fens, and they raise walls of wattle and daub of such remarkable charmed strength that they can make towers and fortresses. But most striking are their works in reeds: the thatch roofing of a Fen-Dwery house will be crafted into weird, twisting spirals, exaggerated sweeps and sharp peaks that seem to defy gravity. They make also swift, sharp-prowed boats of reeds that resist flame and seem uncannily invulnerable to sinking. The Poison-Dwine are thin, pale, wretched looking creatures who work not in metal, stone or wood, but almost entirely with poisons, potions, herbs and similar concoctions. Their towns are always hidden, and they use weird arts to grow fungus and toadstools to huge size, carving out homes and towered strongholds. In the deserts, the Sand-Durgan live, burnt of skin, ruddy of skin to browns and blacks, and with stiff, hard beards. They have perfected a secret art of moulding sand into a kind of charmed, hardened sandstone, from which they build shady tows and sprawling enclosed gardens dotted with beautifully carven fountains. For Sand-Durgan have an uncanny knack of finding water. They can sink a well in the most unlikely of places, and bring up torrents of clean, clear spring water: a talent for which they are much valued by neighbouring Humanfolk and Elvenkind alike. In hot, dense jungles, the Fere-of-the-Glooms dwell, making cities of a lustrous black limestone, and working chief of all with hardwoods of fiery, wondrous colours and gemstones of rare beauty and wondrous size. The Fere-of-the-Glooms love most of all rubies, and have discovered an art that allows them to coat objects in a shimmering lacquer of ruby, and so too art that permit the merging smaller stones into perfectly formed larger stones. Rumours abound of treasured, heirloom swords and axes with steel-hard ruby blades.



Accustomed to Darkness: You have spent so long in darkness that you can navigate by air currents, changes in temperatures and echoes. You can navigate nearby obstacles when blind, but cannot 'see' over a distance.

Adamant coating: You know how to boil diamonds (or other gemstones) down and make a decorative enamel that can be applied to any surface.

Craft-cunning: Any object you make of your own hand is treated as **Least Enchanted**. Manufacturing an item takes the normal skill, time, materials etc.

Dwarf-Wight: You gain the **Relic-Craft Ability** for free. Add +1 to *Lore*.

Dwerrow Safe-holds: Once a game you can choose to 'notice' a secret door leading to a dwarven safe-hold. Safe-holds vary from an empty room with a couple beds and limited supplies to a small working village (at GM determination). Only dwerrow can open hidden dwarf doors. Safe-holds welcome all dwerrow.

Enduring Wakefulness: You can stay awake for days on end, performing endless labours. Refresh your **Fatigue** to full at dawn every day regardless of whether you have slept or rested. You can continue this for nine days, but must sleep on the ninth night..

Eyes of Gloom: You see perfectly in low light, whether the light is cast by candle, weirds or stars. However, you are still blinded by total darkness.

Gold of War: You know how to treat and cure gold so that it turns harder than the best steel. Anything made from Gold of War is treated as if it is **Least Enchanted**. It takes about six hours to cure enough gold to make a dagger. If you prefer, you can pick a different metal that is not hard enough for weaponry, tools or armour (e.g. silver, copper, lead etc).

Nose for gold: You can smell gold from about a hundred paces away and can find gold by scent over this distance. This would allow you to find buried gold by smell alone, for example. If you prefer, this can be switched for a different precious commodity that you can smell, rubies, silk, silver etc.

Keen eye for artfulness: You can immediate tell if an item is enchanted. On a successful *Test of Lore* (Difficulty set by Gamesmaster) you can determine a magical item's basic properties. This requires ten minutes of uninterrupted study. Add +1 to *Lore*.

Preserving Jar: You know how to rune-cut and treat an ordinary sealable jar into a minor magical jar that will perfectly preserve anything kept inside it forever. Treat the jar as **Least Enchanted**. It takes about 10 minutes to transform an ordinary jar in this way.

Preternatural Sculpting: Pick a substance: iron, copper, stone, wood, gold, bone, silver etc. Using your hands alone, you can work the substance into a state similar to clay, then rework it into a shape you desire. The substance then air-dries to the consistency, hardness and durability of good steel in a day. It takes about six hours to rework enough of the substance to make a dagger, key, cup or similar. Several days of work would be needed to make a sword, weeks for a suit of armour.

Redoubtable: You are unusually sturdy and strong. Add +1 to *Mettle* and +1 to *Might*. You *Quickness* cannot exceed your *Mettle* or *Might* (whichever is higher). Add an additional +1 to natural **Injury Soak** and **Fatigue Soak**.

Scent Illusion: You can smell illusions. You might not know *precisely* where the illusion is, but you will be aware that an illusion is present somewhere.

Softening Cauldron: You know how to rune-cut and mark a cauldron so that any hard object placed in it and boiled will soften to the consistency of clay and acquire the same properties as **Preternatural Sculpting**. You can only have one Softening Cauldron at a time, and the cauldron is not useful for anyone else. It takes about six hours of boiling to soften enough substance to make a dagger, goblet, bowl etc.

Stonebutter Knife: You know how to cure, rune-cut and treat a small knife (no longer than a thumb) so that it will cut through stone as easily as if it were butter. The knife is tied to you personally. It is useless for anyone else. You can only have one Stonebutter knife at a time. If you like, you can pick a different substance (i.e. Woodbutter Knife, Steelbutter Knife), but you can only make one *type* of knife. The knife is too small to be useful in a fight.

Talent for Stone-working: You can work stone effortlessly and about three times as fast as a normal person. No test of skill is needed to cut and rework stone into perfect blocks, fit them together or perfectly carve out a sculpture or tunnel. However, the usual tools are still required.

Threads of Silver and Steel: You can spin any metal into a soft thread that can be used to weave cloth. The cloth will be light and easily worn, but provide the same protection as if the item of clothing were made of chainmail. You can spin metal that has been otherwise magically altered. For example, you can spin gold hardened via **Gold of War**.

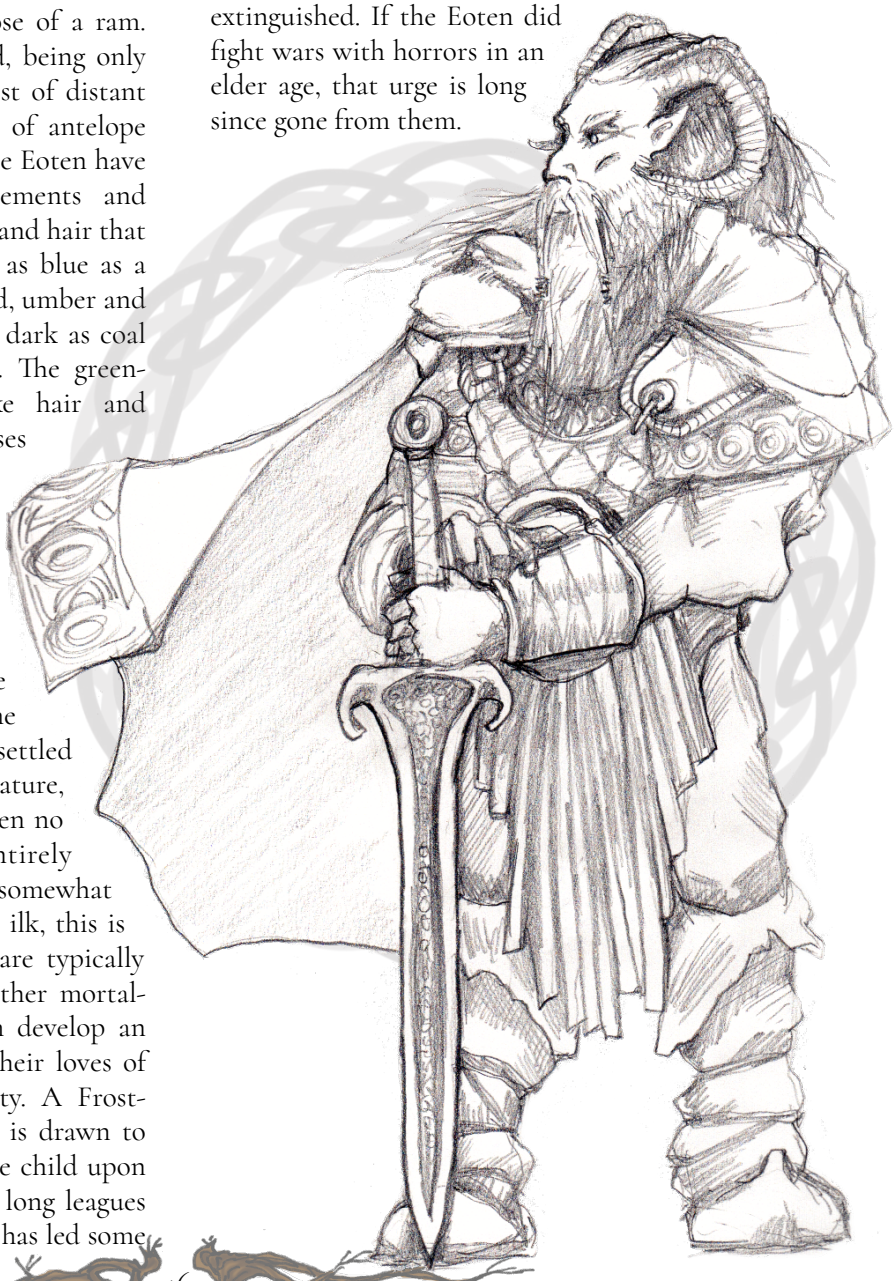
Tunnel-kenning: You can never get lost underground. It doesn't matter how complicated a maze or mass of tunnels, you will always be able to retrace your steps.

EOTEN

The great, tall Eoten consider themselves to be the most ancient of the name-givers of the world. They claim to recall an age before even dragons awakened into the world, and tell tales of a time when they were more gods than mortal, and fought wars with beings of cosmic potency that had come down from the stars. The truth in the tales is difficult to discern. Certainly, the Eoten are unlike any other of the mortal folks. They are flesh deep down, but their skin, hair and outward appearance can be all but elemental in appearance. Eoten of the frosts, fires, stone, clays, sands, rivers, briny oceans and deep woodlands all walk the earth.

The shortest Eoten stand about six foot when full grown to adulthood, and the folk can reach heights of seven or eight feet. They tend to have hard, angular features, and aquiline noses, and most of this folk sport two curved horns, much like those of a ram. Sometimes the horns are less developed, being only nubs or small curves. Rumours also exist of distant far-flung tribes whose horns are those of antelope rather than goats. The varied tribes of the Eoten have taken after their various natural elements and aspects. Frost-Eoten have glittering skin and hair that can be as snowy as a winter storm, or as blue as a clear cold sky. Fire-Eoten have hair of red, umber and blazing copper, and skin that can be as dark as coal or as shimmering as a bronze brazier. The green-skinned Summer-Eoten sport leaf-like hair and sometimes grow apple-blossoms or masses of ivy-like foliage about their heads and faces. The Sand-Eoten possess skin of yellow-ochre and hair that is as bristly and stiff as desert bushes. Brine-Eoten settle themselves nearby the sea, and build great boats of weird and wondrous designs. Their hair is the colour of sea-foam and their skin is the hue of stormy light chasing over an unsettled ocean. Regardless of their aspected nature, Eoten prefer to live in small groups, often no more than a family, sometimes entirely solitary. Although Eoten appear to be somewhat more likely to birth a child of the same ilk, this is by no means consistent. The children are typically more in the appearance and flesh of other mortal-kind until they come of age, and then develop an appearance and aspect that suits best their loves of the natural world and their personality. A Frost-Eoten mother might birth a child who is drawn to the deserts and warm climes, so that the child upon adulthood must bid farewell and travel long leagues to find their own home. This peculiarity has led some scholars to conjecture that the Eoten are either cursed by a mutable kind of magic, or perhaps made some bargain millennia ago with a god or demon in exchange for a bloodline of ever-changing and ever-shifting magic. Whether true or not, the Eoten themselves will not be drawn, and most will respond to overly curious questions in this direction with a blunt, if polite refusal.

For the Eoten are nothing if not honourable and rigid in their ways, their demeanour and emotions. They are as unbending as nature itself, and just as given to calm indifference to the plight of others. In war, Eoten would make a powerful ally, but convincing an Eoten-Lord or Lady sitting high in a mountain castle of the importance of marching to war against some evil or another is all be impossible. Certainly, Eoten will fight when threatened. But any desire to form alliances, or seize for themselves conquests seems to be long-extinguished. If the Eoten did fight wars with horrors in an elder age, that urge is long since gone from them.



Arcane of Elder Days: Gain +3 Essence.

Aspected: You are aspected with a natural element or force of nature. The most common are frost, stone, fire, summer (vegetation), storms (sky, winds) and water. Your features resemble the element in some way, perhaps glistening like frost, or having a muddy, murky look of river water, fiery hair and coppery skin, or there might be scrolls of ivy leaves growing all through your hair. Natural spirits and weirds of that element react with friendliness to you. If you are a Frost-Eoten, winter and cold spirits will react pleasantly to you. If you are a Summer-Eoten, then any vegetation spirit or weird, including wood-weirds, tree-folk or moss-spirits will react positively. Finally, you are completely immune to natural damage from your element. This does not extend to magical or unnatural damage. A Fire-Eoten cannot be burned by a normal fire but could be consumed by dragon-fire as surely as the next person.

Dangerous to kill: Upon death, something happens that is a threat to those nearby. Perhaps you are able to inflict a death curse on your killer, or dark magic spills out of you, or you resurrect as a vengeful ghost. This power runs in the blood, and it is likely known by others that your family line is dangerous to murder, although not everyone will be aware of this, and creatures or monsters with animal intelligence would not comprehend the risk. The knowledge, may however change the interactions of some aggressors. Negotiate the exact effect with your Gamesmaster.

Echo of Ancient Bloodlines: Somewhere in your ancient bloodline an ancestor had children by a god or goddess. Gods and goddesses view you as an equal to be treated with, rather than as a plaything.

Eoten-wight: You gain the **Relic-Craft Ability** for free. Add +1 to **Lore**.

Fists like rocks: If you use *Brawling* to attack, treat your fists as +2 Menace weapons.

Hulking: Spread an additional 3 pts on *Fortitude Skills*, split any way. All **Fortitude Skills can exceed 3 pips** as a new Character. Instead of 3d10, roll 4d10 for Injury Soak, and count all successes as soaks. Your *Quickness Skill* cannot be higher than your *Might*.

Intimidating: Whether or not you are actually dangerous, you look extremely dangerous, and other folks will likely think twice before getting into a fight with you. You are not necessarily ugly, just dangerous looking. You might in fact have a lethal wild beauty about you, for example. This is handled narratively by the Gamesmaster. Add +1 to *Threaten*.

Monstrous: You are ugly and bestial, heavy-browed, perhaps thick-limbed like a tree, or gangly like a spider. Others are likely to react on first glimpse as if you are a monster come wandering out of the dark and foul places of the earth, regardless of your intentions. This can work both to your advantage and disadvantage. The outcome is handled narratively, game-to-game. However, also gain +1 to *Threaten*. **Monstrous** cannot be taken if you already have **Wondrous Beauty**.

Natural armour: You have a hard skin of frost-like ice, stone, or bark. Add one to your **Injury Soak** (natural).

Sense the Unearthly: You are able to sense the presence of otherworldly beings, cosmic horrors, weird gods from outside of time, or entities that came out of the void at the dawn of time. In short, anything that is not natural and native to the living world pricks your senses, no matter how disguised or hidden it is. This sense extends to at least 300 m, but you might even get an slight uncomfortable feeling from a powerful entity that is kilometres away. However, you are not necessarily able to pinpoint the otherworldly thing. The Gamesmaster may ask for a *Test of Judgement*.

Stillness: You can stand, sit or lie uncannily still. So much so that even someone close at hand might mistake you for an unusual statue, or at the very least assume you might be dead. You show no sign of breathing or even blinking when in this state. If you spend an hour in **Stillness**, regain 6 Essence. This ability can be used only once per 24 hrs.

Wondrous Beauty: You are unnaturally and eerily beautiful. 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. Or they may obsess over you and want to possess you. It will depend somewhat on the situation and the character. **Wondrous Beauty** cannot be taken if you already have **Monstrous**.

Well met by chance: You are so ancient and so widely travelled that you have met vast numbers of people and creatures. Once a game session you can say 'We've met before' with regards to a person, creature, god, spirit or monster. You then explain how you met, and what you did together that now means this particular man, woman, god or monster will have a positive memory of you. You are so old that this can be applied to an ancient things: a dragon that has been asleep for two hundred years, a slumbering god or a wandering Aelfan Queen.

Hobbledehoy

Something of a distant kindred to Human-folk, the Hobbledehoys are a small folk of meadow, woodland, river-bank and glade. They are subtle, quiet and tending to mind their own business. They love best their own corners of the world where they tend to gardens or forage in pleasant wilds. Hobbledehoy who live close-at-hand to Human townships sometimes adapt to the presence of the big folk, but they are not fighters or warriors as a rule, and just as often have been pushed out of fertile lands, or even enslaved or slaughtered by the more savage of the human clans and cultures.

Aside from a quiet capacity to vanish, pass unnoticed, the strength of the Hobbledehoy resides in quite a different place. They are more than any other folk of name-giver, talented in an affable friendliness. Dwerrow and Aelfan find Hobbledehoys quite charming, and will often act to defend them from threats. Eoten, who are not at all given to a love of unexpected guests will accept a passing Hobbledehoy as a house-guest, sometimes for days or weeks, especially if otherwise bored or lonely. Even creatures known for their viciousness and cruel, cold predatory natures, such as dragons, are surprisingly inclined to talk to a Hobbledehoy, rather than eat one. For the Hobbledehoy give off an air of complete and unassuming lack of threat or ill-will. And they themselves, for their part, are surprisingly unafraid of the powerful, the dangerous and the malign. A stout Hobbledehoy can quite calmly discuss the weather with a demon of the air, where a great champion of Human ilk, or even a warrior-wizard of the charmed Aelfan-folk might quaver, wonder and and pause.



For their appearance, Hobbledehoys are nearly as diverse as Human-folk. Although Hobbledehoys are longer lived than Humans (coming of age close to forty and often living past one hundred), they are still quicker in their lives than other folk, and so have tended to settle into and adapt to local conditions over a few generations. More or less any appearance that can be found in Human-folk, is likely to exist somewhere in some remote or far-flung Hobbledehoy clan. There are additionally some Hobbledehoys, whose appearance is peculiar enough to seem somewhat inhuman. In the far north, the Tanglewood Folk have skin that is soft grey and eyes that are as black as chips of obsidian. Around the Human middle-kingdoms of the dry, dusty lands of coasts and islands, the Wood-Gleaners collect olives, from which they make rare oils for trade, but have also an appearance that is the gold of olive oil, with bronze hair and rust-coloured eyes. But, for the most part, Hobbledehoys look closer in appearance to nearby Human clans and families. In the Savannahs, the Growers-of-Lotus have a dark brown, almost black skin tone, though their hair can be white or pale grey. The Meadow-Folk are pale of skin, and generally dark of hair and eye. The Bytheways tend to have red hair and green eyes, often freckled upon milky skin. The Dobbes are a town-dwelling tribe, whose skin is a little more tanned than might otherwise be expect, a touch more leathery, and whose hair tends to a coal-like sheen. However, none of these tendencies towards an appearance are very strongly set among this folk. Hobbledehoys, though mostly sedentary, sometimes develop an urge to travel, and vagrants can wander long distances, sometimes settling remarkably far from their place of birth. They intermarry with close neighbours or distant cousins equally happily. The folk tends not to be much inclined to warfare, inter-family disputes or grudges, so that they have an overall accepting view of wanderers from far off lands chancing by and deciding to settle nearby.

For the most part, Hobbledehoys prefer a quiet life, cheerfulness, friendship and good company. They tend to have a scrupulous sort of homespun honesty and morality, so that whilst other folks, especially Humans, do recognise the quiet stealthy nature of these people, and have sometimes tried to press Hobbeldehoys into service as sneak-thieves, spies, military scouts or even assassins, Hobbedehoys are so are extremely disinclined to perform any such task that they typically prove not very useful in such endeavours. If forced, a Hobbeldehoy will most likely go along with the demands for appearance's sake only, only to slip away unseen at the first opportunity.

Alert to danger: You have an uncanny awareness of danger. You are *always* allowed to Test you *Alertness* before ambushes, attacks, or unexpected threats, such as landslides or tree-falls. This is true even if no one else is allowed a *Test of Alertness* to notice the danger. Remind the Gamesmaster of this, if they forget. Add +1 to *Alertness*.

Burrowers: Your folk naturally live in holes and can move a surprising amount of dirt in a short time. If 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. However, you do need a shovel, trowel, mattock or other digging implement.

Charmed Life: You have an unnatural luck about you. Add +3 **Fate** and +6 **Effort**. Whenever you spend a **Fate Point** roll a d10. If you roll a natural 1-3, instead of losing a Fate Point, you gain a **Fate Point**.

Charming Ways and Airs: You are unusually deft with charm and friendly words. Add +1 to *Persuasion*. Add +1 to *Soothe*.

Clever fingers: You are especially good with your fingers and hands, when it comes to light deft work. Roll at **Advantage** whenever doing fine work with your fingers.

Countryfolk Wiles: Always roll at **Advantage** when you Test a Skill to hide, sneak, pass without leaving footprints, or move silently when in woodlands, countryside or wilds.

Deep pockets: You tend to pick up random things along the way. Once a game session you can declare that you do happen to have any pocket-sized object on your person, regardless of how improbable or rare. The ability does not extend to magical objects (including healing herbs, etc), unique items or named objects, such as the ancestral signet ring of a king or a particular key you need to get through a particular door. Rather, it allows you to say 'Oh, I happen to have a jeweller's hammer', or 'I just so happen to have a pouch full of interesting river pebbles', or 'Oh, I picked up an acorn just yesterday'.

Deft with darts and arrows: Add +1 to *Archery*. If you throw a stone or similar (using *Affray*), you do so at **Advantage**. This can be used in a fight, but also when attempting to knock something down from a tree or shelf etc. If you throw an object to cause a distraction, make a *Quickness* test at **Advantage** (if required).

Good cheer: You are always in a good mood, and those around you are cheered by your companionable airs. once a game session you can spend a few minutes talking to those around you, giving them some encouragement. All friends who listen gain up to 3 lost **Effort** (not exceeding their original score).

Friend to All: Hobbledehoys are unusual in a desire to seek out amicable relations with other folks, even potentially extending to quite strange beasts. Whenever you are using an **Acumen** (social) **Skill** in a friendly way (i.e. not tricksy, aggressive or manipulative) you gain a +1 bonus success.

Pocketful of Pipeweed: You have an apparently unending and everlasting pocket of pipeweed and a pipe that goes with it. These items are unremovable from your Character. They cannot be swept away in a river. Even if thoroughly searched, you will still somehow have hold of these items. Once a game session you can take ten minutes to smoke a pipe and regain 3 lost Effort.

Quick exit: You can leave a fight without granting anyone a free attack against you. Leaving a fight still requires that you take an action to do so.

Remarkable Cook: You have an uncanny ability to turn even the most dismal ingredients into a wonderful meal. It takes the usual amount of time to make the meal. Everyone who eats their fill regains one lost **Health**, **Distress**, **Fatigue** and **Effort**.

Seemingly Harmless: You look so harmless that creatures or Non-Player Characters will always choose to attack anyone else first (assuming there is a reasonable choice). This won't stop a creature or character attacking you back if you engage them in close combat, but, for example if you and your human friend both attack the same monster, the monster will preference attacking your friend.

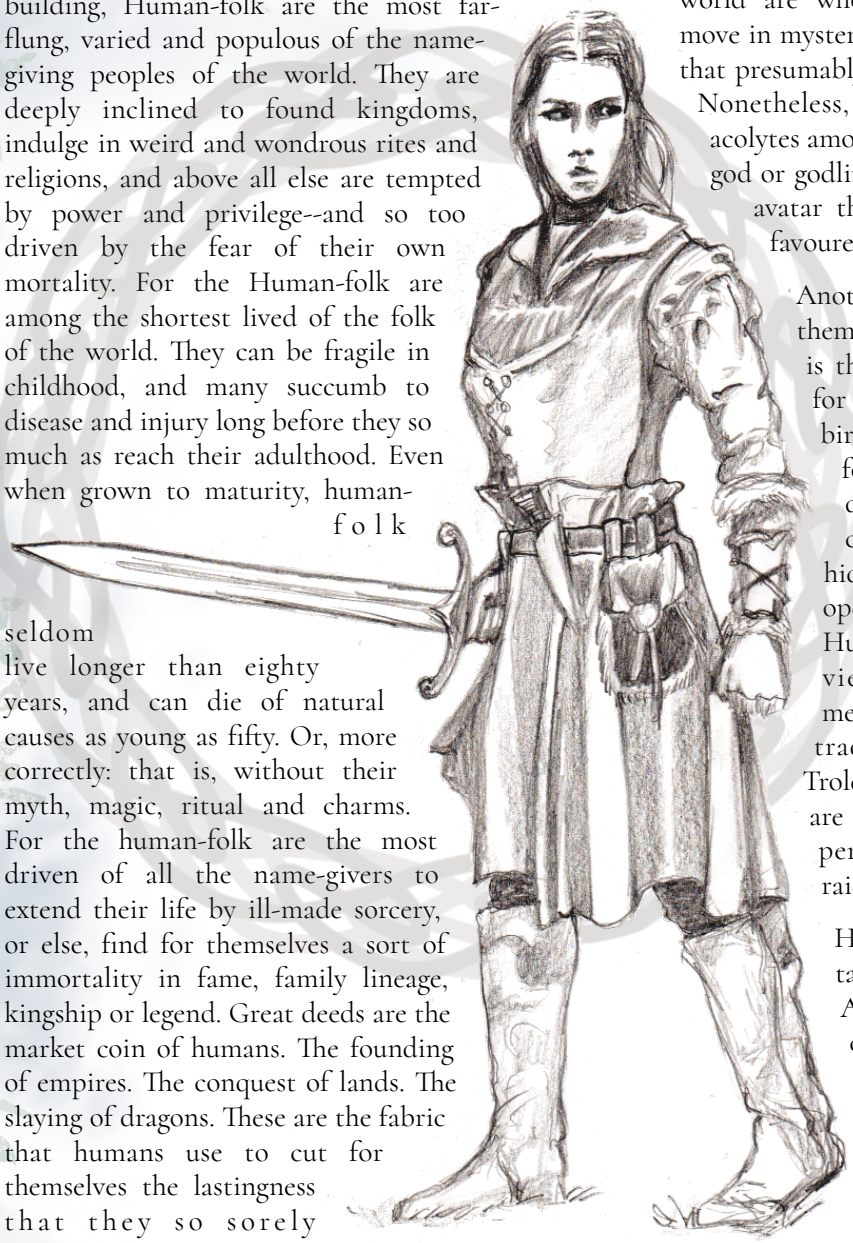
Small and Quick: Add +1 to *Quickness*. Your *Mettle* and *Might* cannot exceed your *Quickness*. Add +1 to **Dodge** (difficult to hit, as *per* **Injury**). Your natural **Injury Soak** cannot exceed 1.

Strange old dust-collector: You have inherited an object handed down out of time immemorial. Hobbledehoys often keep such things kicking around the house, or passing them around in endless circles of gift-giving. Your Character doesn't (yet) know what the object is or its uses, but you can spend **10 points** via the **Relic-Craft** system to create it. Discovering its uses is explored in-game and narratively.

Surprising Grit: You have a surprising capacity to keep on going in the face of hardship. Add +1 to *Mettle* and +1 to **Fatigue Soak** and **Endure (Fatigue)**.

Human

Tall of stature, explorers and adventurers, wanderers given to ritual, desiring of power, and nation-building, Human-folk are the most far-flung, varied and populous of the name-giving peoples of the world. They are deeply inclined to found kingdoms, indulge in weird and wondrous rites and religions, and above all else are tempted by power and privilege--and so too driven by the fear of their own mortality. For the Human-folk are among the shortest lived of the folk of the world. They can be fragile in childhood, and many succumb to disease and injury long before they so much as reach their adulthood. Even when grown to maturity, human-folk seldom live longer than eighty years, and can die of natural causes as young as fifty. Or, more correctly: that is, without their myth, magic, ritual and charms. For the human-folk are the most driven of all the name-givers to extend their life by ill-made sorcery, or else, find for themselves a sort of immortality in fame, family lineage, kingship or legend. Great deeds are the market coin of humans. The founding of empires. The conquest of lands. The slaying of dragons. These are the fabric that humans use to cut for themselves the lastingness that they so sorely otherwise lack.



For these reasons, human-folk have a mortal fire lacking from most other folk, and have tended to spread, settle and expand their nations where others occupy a more carefully enclosed life, bounded in more closely kept realms and domains. Thus the humans live out their brief existence warring, feuding, searching and seeking, ever-restless and seldom if ever satisfied.

In concert with their desire to achieve some sort of everlasting life in this world, Humans are far more inclined to worship spirits, demons and gods. As such, the unknowable entities that dwell in the darkness between stars and on the other side of dawn or dusk are themselves drawn to Human-folk when they do desire followers or cultists for their own cryptic purposes. For the gods of this world and the more alien gods of the strange spaces beyond the world are wholly weird and unfathomable. They move in mysterious circles, and seek perplexing goals that presumably are of importance to cosmic beings. Nonetheless, they find ample adherents and acolytes among Human-folk, and it is rare that any god or godling would take on a personification or avatar that is not human. For these are the favoured people of the powers that be.

Another aspect of Human-folk that sets them somewhat apart from other peoples is their tendency to seek out other folk, for company and trade, and a skill with birds and beasts. More so than any other folk, Humans actively trade across vast distance, and will commit great caravans to seek out Dwerrow-holds or hidden Aelfan-realms that might be open to an exchange of coin and goods. Humans are so cosmopolitan in their views on trade, that some more mercantile cultures will even establish trade with creatures like Boggarts, Troldes, and Goblin-folk, creatures whom are shunned by others due to (real or perceived) proclivities for violence, raiding, savagery or treachery.

Humans are also unusually apt in the taming and domestication of beasts. Although other folk do domesticate creatures, and some have bred their animals into strange and remarkable creatures, Elven snow-white hounds or riding elk, or Dwerrow chariot-boars for example, it is Humans who are are unique in their attempts to domesticate a sheer diversity of beasts and birds. Great otters for fishing, hyaenas as guard-animals, cave-lions, and even the smaller sorts of wurms and dragons, these have all been the subject of attempted domestication, sometimes successfully, sometimes not.

At the end of things, the mortal human fire has seen this folk spread far and wide. Quick to breed, quick to die, Humans would never have seemed like the sort to occupy the whole of the world, and yet so it has come to be.

Always curious: You are always watchful, enquiring and attentive. Add +1 to *Alertness*, *Judgement* and *Search*.

Beasts of Good Company: Domestic companion animals, including cats, dogs and horses always respond to you with friendliness. However, you lose this ability if you mistreat, abuse, hurt or kill such a domestic animal. This limitation doesn't extend to everyday farm stock, but, rather if you kill a pet or companion animal. But this would include livestock kept as a pet, such as a child's pet lamb.

Bold: You have courage beyond the mettle of most. Add +1 to *Volition*. Add +1 to your **Distress Soak** and +1 to **Focus (Distress)**.

Changeful Nature: Humans are always mutable and shifting in their interests and desires. At the end of any game session you can remove **two ranks** from any Skill and add **one rank** to a different Skill instead.

Quick to negotiate: Human-folk are among the most inclined to trade and negotiate widely and with open intentions. Add +1 to *Persuasion* and +1 to *Judgement*.

Doughty: You are tall of stature and strong of limb. Add +1 to *Might* and +1 to *Mettle*.

By Luck and by Chance: Add +3 to Effort.

Fascination of Creatures: Pick a normal, natural species of animal. This species is fascinated by you and will follow you about, approach and even run or fly alongside you. 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.

Folk Magic: You know the small rituals and charms that folk-witches use. You can spend one **Essence** to (1) temporarily repel or ward off an evil spirit, demon or undead, (2) moderately speed up or slow down a natural process (ripening crops, giving birth, preventing rot, healing), (3) impose **Advantage** or **Disadvantage** on one Character's next action, or (4) break a *Weak* or *Moderate Curse*. Performing a **Folk Magic** ritual takes one **Action** and works by line of sight. Gamesmaster discretion determines the potency of any effect. Any necessary Skill Tests are based on *Volition*. On the whole, **Folk Magic** is relative weak, but not without consequence.

Lure of the Road: Whenever your visit or arrive at a significant landmark location (famous town, battle site, monument, castle etc) that you've never visited before, roll a d10. If you roll a 1, gain 1 Fate point.

Mortal fire: You have in you the fire of those who know their time on this world is short. Once a Game session you can restore 6 lost **Effort** (not exceeding your original **Effort** pool).

Otherkin Blood: Somewhere in your family tree is a bloodline from one of the other folk. You may pick any Player folk (except Russets, who cannot breed with Humans) and choose one Ability from that Folk instead of from the Human list. For example, if you have Elf ancestry, you can take any one **Folk Ability** from the Aelfan Folk Abilities list. This Ability cannot be taken more than once.

Remarkable Skill: Add +3 to a Skill of your choice. You cannot take *Remarkable Skill* more than once.

Rituals in the blood: Add +1 to *Volition*. Add +1 to *Essence*. You can take the **Spellweaving Background Option** for 2 pts. instead of 3 pts. Assuming you take **Spellweaving**, instead of starting with 2 **Requirements** and 3 **Incantations**, you start with 4 **Requirements** and 2 **Incantations**.

Second sight: You can see spirits, ghosts and other invisible things. This ability does not allow you to see through illusions, *except* where the illusion specifically causes invisibility.

Speaks with Beasts: 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). Note that the animal's intelligence and personality will vary a bit by species. Sparrows are flighty and don't remember much other than their last meal. A badger might have a longer memory, but might be quite focused on where the best earthworms are to be found, and disinclined to do anything it doesn't want to do. A bear might be lazy and hungry, but also a little curious. An otter would be playful, quick and jarring in its rapidly shifting focus.

Versatility: You have a cunning capacity for lateral thought. Once a Game session you can substitute one Skill roll with another by explaining how and why you are able to substitute this different Skill. The Gamesmaster should encourage inventive uses of alternative Skills in this way.

Warrior Creed: Add 3 ranks to *Archery*, *Affray* and/or *Brawling*, split any way.

Mara

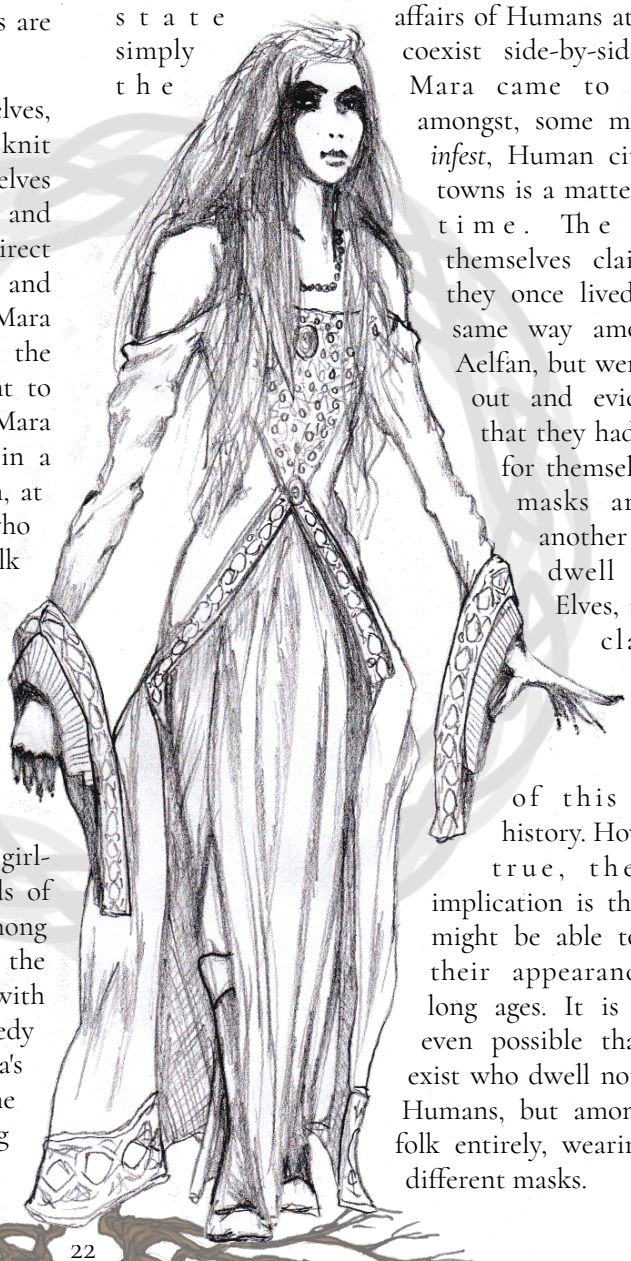
Quiet, careful, secretive and eerie, the Mara are a folk apart. Although most Mara can pass for Human, they are so distinct and weird as to be considered by some to be monsters or otherwise stories told by firelight. Deathly and quiet, subtle and artful, what greater thing is there to fear in the night but for the folk of the night themselves?

Mara have the overall appearance of Human-folk, but tend to be taller, thinner and more languid in their movements and speech. There are often subtle clues about them, hinting that they might not be what they appear. Their skin might be a shade too pale, or too golden, or too deep a hue of midnight black. Their limbs and fingers are sometimes just slightly too long, or their faces just slightly too drawn in a piteous, beautiful way. Their fingernails are often more like claws, on close examination. So much so, that some Mara, whose nails are as curved and hard as talons, are forced to wear gloves. Their voices are always musical, soft and lulling.

Mara do not make villages or cities for themselves, but live amongst Human-folk in loosely knit secretive communities. They surround themselves with servants and factotums wherever possible, and do their best to blend in and avoid too much direct contact with a populace whose superstitions and fears are like to be a Mara's downfall. For the Mara are natural magicians of the darkness and the dreaming. Night spirits and the dead are wont to view Mara as friends or allies. Much about the Mara is uncanny, and when revealed or uncovered in a town or city, they are of treated with suspicion, at best, or outright hostility. Frequently, a Mara, who is otherwise living peaceably amongst Human-folk finds themselves revealed by some petty priest or hex-monger, and is forced to flee in the night, taking what few possessions they can.

Although both male and female Mara exist, the males being properly called Marr, the Mara-Lady is by far more common than the Mara-Man. Mara fall pregnant only with difficulty, and give birth rarely, with a tendency to birth girl-babes. The long life of Mara, at least hundreds of years, rumoured to be perhaps even longer among some lineages, is all that keeps the folk alive in the world. As such, they move through the world with utmost care. The death of a single Mara is a tragedy for the entire population. Indeed, word of a Mara's death will spread far and wide through the secretive community. Lamentations and keening in grief might be heard on dark nights for hundreds of leagues, here and there, in isolated lonely places nearby cities. For the Mara do come together regularly to meet, to grieve, to negotiate, to exchange rumours or trade in secrets or magical arts. These covens always meet in secret outside of any major area of populace, in the nearby woods or wilds. Covens are governed with great formality and social expectation. Among these is the understanding that a Mara moving into or through an area ruled by a particular coven will seek out the coven and ask permission. Permission is almost always granted, but nonetheless, the politeness and respectfulness of the matter remains of keen importance. Mara recognise one-another on sight, so that a wanderer will quickly be approached when entering a coven-land.

Whether the Mara have any ultimate goals beyond their own survival for another century is a secret known only to themselves. Some covens do interfere with Human politics, or gently nudge a human king, queen or lord towards one path or another. Some seem to take no interest in the religious or state affairs of Humans at all, but simply coexist side-by-side. How the Mara came to live in amongst, some might say *infest*, Human cities and towns is a matter lost to time. The Mara themselves claim that they once lived in the same way among the Aelfan, but were found out and evicted, so that they had to find for themselves new masks and find another folk to dwell among. Elves, if asked, claim to know nothing of this secret history. However, if true, then the implication is that Mara might be able to adjust their appearance over long ages. It is perhaps even possible that Mara exist who dwell not among Humans, but among other folk entirely, wearing quite different masks.



Aura of Fear: You give off a palpable aura of fear. Anyone who has not had extensive dealings with your folk before might refuse to come close or (in extremes) react to you as if you are a monster. You can modify the aura somewhat, but it never entirely goes away. The best you can do is subdue it down to a mild sense of unsettled worry. If you elevate the aura in order to try and cause fear and panic, treat this as an attack on Stress to all Characters or creatures (even friends) within 10 paces (about 10 m), using *Volition* as the base Skill. Resolve any attacks as if you were using a stress-inflicting 'weapon' at +1 Menace.

Bloodstealer's Kiss: You can only use this on a person who is willing or unconscious. By kissing a person on the lips you can heal one Injury level by inflicting an Injury level. The subject of the kiss will have a bloody mouth and lips after the kiss. After one level of injury, the subject will become conscious (or aware of the danger, if they kissed you voluntarily). Inflicting another level of injury requires winning a *Contest of Volition* (**Thought**) and costs you one Fatigue Level. If you fail, the kiss is ended and the subject gains freedom of action.

Claws: Your fingernails count as +1 Menace **Least Enchanted** weapons. Use *Brawling* to attack.

Dark Sight: You can 'see' perfectly in complete darkness by perceiving the sheen of the spirit world glowing over the surface of things. The effect is of an unpleasant greenish luminescence emanating from everything. Also permits you to see ghosts, spirits etc.

Enrapture: By making eye contact, spending 3 **Essence**, and then winning a contest of your *Gracefulness* against *Volition* (**Thought**) you can mesmerise or fascinate a single person or creature by line of sight. As long as you maintain eye-contact the unfortunate mesmerised creature or character cannot move, take actions or defend themselves. They are stuck breathing shallowly, knowing they are helpless. You can move slowly maintaining eye-contact, but you cannot attack or make sudden actions. However, there is nothing to stop a companion plunging a dagger into the mesmerised victim.

Fade into Shadows: You can hide in shadows and dim light almost as if they were solid objects. Always roll at **Advantage** when hiding in shadows or darkness.

Dance of the Pallid Folk: You can restore 3d10(*Gracefulness*) **Essence** by engaging in a slow, silent, elegant dance with at least one other Mara. This **Ability** does not work with any dancers other than Mara. The dancing takes about thirty minutes and causes any non-Mara who witnesses it to feel a sense of unease and mild creeping dread.

Peaceful be the Dead: Most feral or wild ghosts and the undead react to you with peacefulness, typically ignoring you, or wandering away. They are not 'friendly' exactly, but will not threaten you unless you threaten them. Undead under the sway of a necromancer, bound by a spell, or mastered by a dark spirit can still be compelled to attack you.

Nightmares: You can choose to send out horrible nightmares that afflict all people sleeping within a hundred meters of you. Anyone afflicted by these Nightmares will fail to heal Injury or recover from Stress or Fatigue, regardless of how long they rest.

Spinning Shadows: You can spin or otherwise draw out by hand shadows and darkness, making a fine thread that can be woven into garments as fine as silk. The shadow-silk is cool to touch and is of a shifting grey-black-silver hue. Touching the cloth will make non-Mara feel a weird absence of any feelings of attachment or love, but also substantially elevates sensations of physical pleasure. The effect can be obtained from shadow-silk clothing or bed sheets.

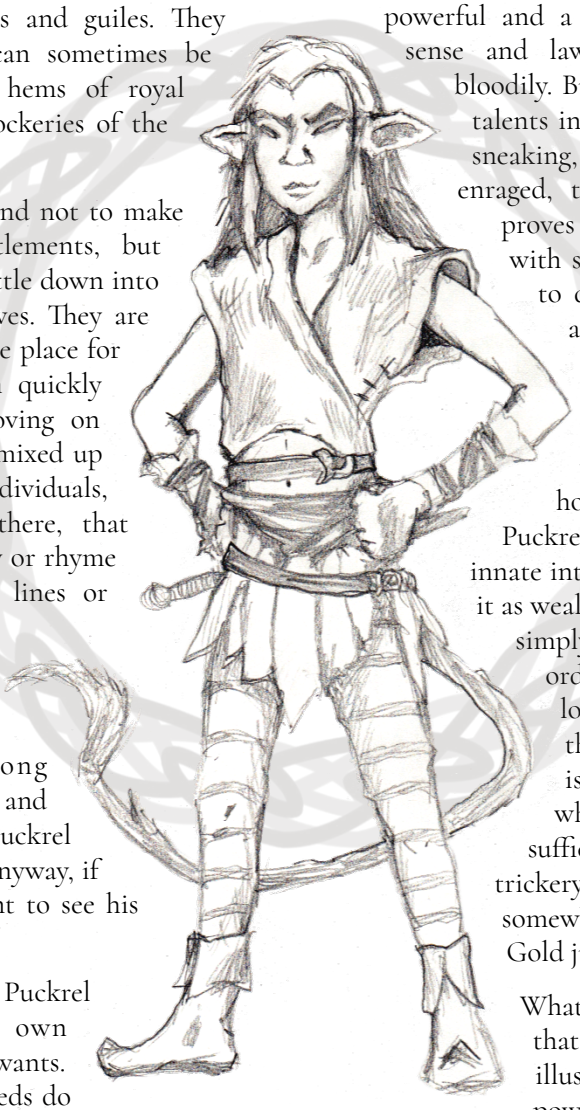
Trespass upon Dreams: When you go to sleep, you can leave your body and move into the mind of anyone else who is asleep within 100 meters. When moving between bodies you see only an expanse of darkness with glowing flickering white spheres representing the minds of sleepers. Anyone who is awake will be seen as a fiery yellow-orange ball that might move about in space but cannot be entered. When entering someone's sleep you can experience their dreams (in secret, lurking, if you like) or you can talk to them. You don't have control over their dreams, and cannot force nightmares or similar. Additionally, when moving around, you occupy a abstracted world and cannot use this ability to spy on the living, waking world.

Transmutability: You can shift your form very slightly. Moment to moment, this effect is rather mild, but if you decide to change your appearance over the course of a week, you can make yourself look like an entirely different person.

Wandering Nightganger: Choose an animal, such as a wolf, raven, owl or similar. At night you can leave your body in the form of a spirit-animal of your type. As a spirit animal you are invisible to the waking (unless they have **Second Sight** or similar), can pass through walls, listen and spy. You can move at about the pace of a slow run and can rove any distance feasible at that pace while asleep. You cannot inflict injury in this form, but can be hurt by magic or enchantment. Injuries suffered appear on your real body.

Puckrel

A slight folk, tending to be a little shorter than a Human, a little taller than a Dwarf, with something of an elfin air about them. Puckrel might once have been related to the Aelfan folk, but if that were so, they have long since sundered and gone their own way. An aspect of the Puckrel that is unusual, is that they vary quite tremendously in their physical shape, not just in terms of skin and hair and eyes, but in the very make-up of their bodies. Some have tails, some do not. Some have ears like a rabbit or donkey, others have ears quite like a Human-folk or Elf. Some have eyes that are glittering, narrow and silver. Others have eyes that like those of a cat or owl. There is a weird transmutability about the Puckrel, and perhaps this is not surprising. For the Puckrel are a folk with natural inclinations towards illusion, and a sense of humour that always runs into the absurd and tricksterish. Puckrel love above all else schemes and plots, deceits, clever games and guiles. They seldom seek power, but can sometimes be found lurking about the hems of royal robes, making jests and mockeries of the grand and the regal.



Much like Mara, Puckrel tend not to make their own towns or settlements, but unlike Mara, they do not settle down into a place to live out their lives. They are ever-itinerant, staying in one place for a few years at most, then quickly becoming restless, and moving on elsewhere. They are such a mixed up wandering collection of individuals, moving about here and there, that there seems little in the way or rhyme or reason to their family lines or clans, if such even exist. Indeed, Puckrel seem to put so little stock in family, that a father will seldom wait around long enough to see a child born, and in any instance, a mother Puckrel would likely chase him off anyway, if for some reason he *did* want to see his child grow up.

For the thing that drives Puckrel above all else is their own idiosyncratic desires and wants. Such strongly individual needs do not mesh well with having others about. There is a self-centredness about Puckrel that is not malign or greedy, but rather is utterly devoid of any sense that there should be obligation to other persons. As a result, most Puckrel live out their lives as eccentrics, collectors and hobbyists of the strangest sorts, moving from one wild whim to another, week-to-week or month-to-month.

A Puckrel might decide that he or she would like to collect gemstone rings, for no better reason than it seems like an interesting and fun collection to own. Though should they actually manage to collect more than half-a-dozen, they are just as likely to lose interest and leave the rings in the bowl of some lucky, if confused, street-beggar. A Puckrel might similarly get it into their head that they wish to have tea with a dragon, or seduce an Aelfan-Queen, or become an expert perfume-maker, book-binder or maker of clockwork singing birds. They are driven around by whims that seldom come to anything of lasting importance.

A life such as this, full of an inborn mockery for the powerful and a resolute disregard for common sense and laws, *ought* to end quickly and bloodily. But the Puckrel possess such great talents in the arts of trickery, illusion and sneaking, that no sooner is some potentate enraged, than the the offending Puckrel proves to be as slippery to catch as a fish with starlight for scales. This tendency to deceive and trick their way into and out of trouble makes them a little uncaring about worldly treasures and worldly woes alike. The world's treasuries, vault-keepers and guardians of hoards ought to live in fear of Puckrel--but the Puckrel have so little innate interest in gold for the sake of using it as wealth that they are as likely as not to simply pass by a pile of treasure in order to pick up an interesting looking snail shell instead. The thing to understand, is that if one is able to get (more or less) whatever one wants through a sufficient application of illusion and trickery, the desire to amass wealth is somewhat cast into pale inconsequence. Gold just seems rather pointless.

What could one purchase with gold that might not be purchased with the illusion of gold, after all? Wealth and power matter very little in the end, if you think about it. Assuming you can make what you think about, also come into existence.

Charmed Life: You have an unnatural luck about you. Add +3 to **Fate** and **Effort**. Whenever you spend a **Fate Point** roll a d10. If you roll a natural 1-3, instead of losing a Fate Point, you gain a **Fate Point**.

Clear sight: You are never tricked by any illusion.

Clever fingers: You are especially good with your fingers and hands, when it comes to light, delicate work. Roll at **Advantage** whenever doing fine work with your fingers.

Illusory Arts: You can conjure small (hand-held sized) illusions that last about 10 min if they leave your person, or can be maintained indefinitely by your touch. This includes conjuring light to see by. It costs **1 Essence** to add any one of these features: (1) visual appearance (including shedding light), (2) touch (including heaviness), (3) smell, (4) taste, (5) sound. It costs 1 less **Essence** (overall) lay the illusion on something already in existence. So, it would cost 4 **Essence** to create a convincing meat pie out of nothing (appearance, touch, taste, smell), but it would cost 3 **Essence** to make a toadstool look, taste and feel like a meat pie.

Mimicry: The ability to perfectly mimic voices, bird calls, animal or monster growls, or other noises, including the ability to throw one's voice.

Quick exit: You can leave a fight without granting anyone a free attack against you. Leaving a fight still requires that you take an action to do so.

Riddle Me This: You can place a W*eak Curse* on a person by posing them a weirdly intriguing but insolvable riddle. The riddle will prey on their mind, drawing their thoughts, occupying their waking moments, but all potential answers will be unsatisfactory. The experience becomes increasingly annoying and agitating until the target becomes increasingly willing to do anything to learn the answer to the riddle. The curse cannot be broken by other people attempting the answer the riddle, though it will break if you provide the answer. However, as this is a form of curse, it can also be lifted by any power or ability that lifts curses, such as the *Break Curse Incantation*.

Seemings: You can make yourself appear to look like any other person you have met by investing (not spending) a point of **Essence**. However, your voice does not change and if someone touches you, they will realise that you feel wrong and don't 'fit' the shape of your appearance. If you are injured or you take back the investing point of Essence, the effect also ends.

Sense Secrets: You get a prickling sensation if someone near at hand is carrying an important secret in their thoughts. This isn't the same as being able to sense lying. You would have the same sensation if someone were to pass you on the street. The secret has to be of timely, real and serious importance to someone to trigger this sensation: you don't experience the sensation with old secrets no one cares about or the petty make-believe secrets of children and youths. If the secret is also something that would be to your benefit to know, you get a very strong itching feeling of desire to find out what it is.

Small and Quick: Add +1 to *Quickness*. Your *Mettle* and *Might* cannot exceed your *Quickness*. Add +1 to **Dodge** (difficult to hit, as *per* **Injury**). Your natural **Injury Soak** cannot exceed 1.

Talent for Illusions: Note that this **Folk Ability** is only useful if you take the **Spellweaving Ability**. Instead of the usual cost, any *Incantation* that counts as a form of illusion never costs more than 1 **Essence** to include in a spell, regardless of its cost given in the rules (speak with your Gamesmaster if unsure what counts as an Illusion).

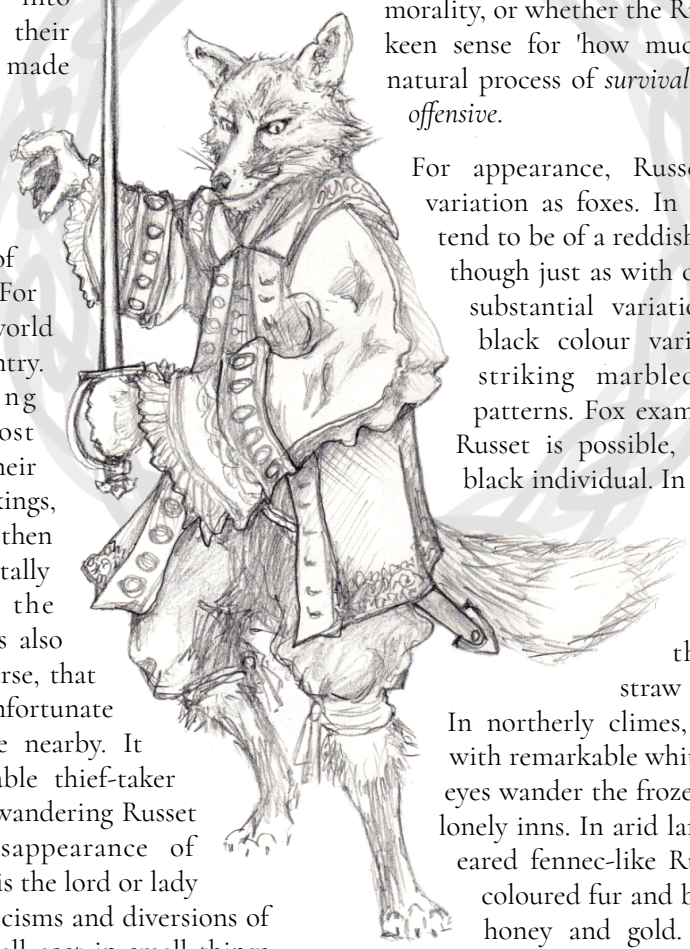
Too Clever for Lies: You know immediately if someone is knowingly trying to lie or mislead in your presence. This won't alert you if someone is speaking what they *think* is the truth, even if it is not actually so. But any conscious attempt to deceive will always come to your attention. The only exception is if another Puckrel also has **Too Clever for Lies**. In that case, you cannot easily tell if they are lying, and they cannot easily tell if you are lying.

Unseen to the Sorcerous: Magical servants, living artefacts, constructs, scrying powers, or far-seeing arts cannot see you or find you (however, note that this list *excludes undead*, which can see you). You are immune to any spell that could be cast 'by name' (that is a spell that could be cast at a distance if the caster knows your name). You don't trigger magical traps or **Rune-Craft** runes. Magicians and the like can see you normally, with their own mortal eyes, but no magical art can ever find you or spy on you.

Vanishing: You can **invest 10 Essence** and expend one **Fatigue Level** to turn invisible. You still make sound when moving or talking, and can be smelled easily enough by any creature with a keen nose, such as a dog. The vanishing lasts until you take back the **Essence**. If you fall asleep or unconscious, or are injured, the effect is also lost and the **Essence** returns automatically.

Russet

Called also Reynards in the vineyard lands, and Vulpines in and amongst the great and ancient civilisations of the Middle Sea, the Russet look something like a large red fox, standing up on their hind legs. Russet stand about the same height as a Hobbeldehoy: somewhere about the same as a human child of ten or eleven. They are swift, brash, cunning, quick to laugh, full of wit—often making for good company—and they are as fearless as any creature that has ever walked the great wide world. The Russet fear no king, nor magician, nor monster, nor god. They claim themselves to be the chosen people of a long since vanished trickster godling with an impossible to pronounce name: describing themselves as a folk who were once mere beasts, but were blessed with graces and speech... their paws made into clever stubby fingers, and their once inarticulate tongues made clever with words and fripperies.



The most striking thing about the Russet is their sheer relentless philosophy of reckless and joyful abandon. For the Russet, the whole of the world is a carefree, romp and pageantry. They delight in dressing themselves up in the most ludicrous finery, blustering their way into the presence of kings, queen and emperors, and then disappearing... just coincidentally at the same time that the silverware and three chickens also happen disappear. But of course, that has nothing to do with any unfortunate Russet that happened to be nearby. It would indeed be a remarkable thief-taker who could ever prove that a wandering Russet was responsible for a disappearance of anything. And besides, many is the lord or lady who considers the japes, witticisms and diversions of a Russet to be worth the small cost in small things that vanish. For though it is widely known and accepted that to trust a Russet is foolishness, the Russet are extraordinarily good in their charms and guiles. There is nothing like a Russet to enliven a ball or alleviate boredom in a dull court. The Russet themselves consider it a matter of professional pride to remain not just above suspicion on any matter of disappearances, but also too much fun to arrest. One matter that helps in this is that Russet do tend to be very careful in their thefts. They assess. They think. They plan. They leave something alone if even a tiny bit suspicious. Most Russet will refrain from stealing anything of deep and irreplaceable value. A few chickens? *Certainly.* A silver goblet? *Naturally, as long as there are a few others left in the cabinet.* The king's crown? *No. Absolutely not.* A magician's spellbook? *I'm not an idiot.*

The same applies to their japes and jests. They will push to a point, but no more. They will do their best to deduce who in a court is out of favour, and it will be that unfortunate individual who is now the butt of their pranks and witty asides. But, the moment a person is roused to genuine anger, a Russet will apologise and cease their foolishness. They are nothing if not exacting in walking an acceptable line. It is difficult to say whether this tendency to push only up to a point reflects any sort of genuine morality, or whether the Russet have developed a keen sense for 'how much is enough' via the natural process of *survival of the least grotesquely offensive.*

For appearance, Russet follow the same variation as foxes. In temperate areas, they tend to be of a reddish or orange coloration, though just as with common foxes there is substantial variation. White, grey and black colour variants exist, including striking marbled and intermediate patterns. Fox example, a grey and white Russet is possible, or so too a red and black individual. In the pine forests of the north and east, thick-furred Silver Russets live carefree in the gloom, padding the dry pine-needle straw in the moonlit hours. In northerly climes, arctic Snow Russets with remarkable white fur and liquid black eyes wander the frozen climes and frequent lonely inns. In arid lands, there dwell large-eared fennec-like Russets with sandstone coloured fur and bright watchful eyes of honey and gold. Farther south, there exist ochre-hued Russets with huge back ears and splashes of mask-like black pigment across their faces and muzzles.

Most Russet can move as easily on all fours as they can walking on their hind legs, though not much quicker, or slower, either way. Exceptions though exist. Some Russet can run on all-fours as quick as a long-legged rabbit-chasing hound, or climb a tree with their pawlike hands more quickly than any cat.

Apologies are golden: Your skill in apologising is next to divine. Narratively, folks find it hard not to forgive you. Always roll at **Advantage** when apologising for a misdeed, if required.

Astounding Nose: You can smell as keenly as a dog. This may require some narrative imagination on the part of the Gamesmaster, so be sure to confer first.

Barbed banter: Add +1 to *Wit*. Your wit is so pointed and barbed you can use it to inflict **Stress**, even in the middle of a fight. This only affects beasts or creatures capable of feeling stress (some undead or magical constructs have no **Stress Score**), and additionally, the character or creature must be able to understand you. Treat your attacks as if you were using a +2 Menace stress weapon. If you force an opponent to 'Defeated' the outcome is narrated by the Gamesmaster, but could include fleeing in a stomping mad fury, dissolving in tears or otherwise breaking down from the insults. In effect, you inflict a nervous breakdown. Importantly, the breakdown does not permit the opponent to become more dangerous. An opponent won't ever be pushed into a bloodthirsty rage, for example.

Benighted Sight: You can see perfectly in the night, even under a moonless darkness, or in any other low light, but not in complete darkness.

Brash braggart: You have a knack for convincing others that you are vastly more dangerous and skilled in fighting than you are. The Gamesamster should allow you to convince people of your dangerousness with relative ease. If a Skill Test is required, use *Persuasion* at **Advantage**. Gain +1 *Persuasion*.

Chains cannot hold you: Barring locking you in an air-tight iron box, it is more or less impossible to cage, fetter, chain or bind you. You can slip bindings with complete ease and can squeeze through gaps in bars, or open gaol cell doors without any trouble. You are so good at escaping cells or slipping off bindings that you will sometimes forget yourself and slip out of a cell to go ask the gaoler something, then remember you are supposed to be gaoled and go back to the cell. Although your skill at opening locked doors is particularly focused on gaol doors, you also roll at **Advantage** if picking other locks via *Thievery*.

En Garde: As long as you are armed with something (a broken chair leg will do) you can take up a defensive posture and automatically parry and deflect all attacks aimed at you that can reasonably be parried. You can take no other actions except talking. If you do take an action, you cannot recommence **En Garde** during the current fight.

Foxlike Agility: Although *Tests of Quickness* or *Acrobatics* might still be required (under some very difficult circumstances), you can jump, leap and fall much farther than other folk (up to 10 m) and can land or balance on surfaces that no human or even an elf would ever be able to surmount (such as a thin, swaying tree-branch).

Guileful: Add 4 bonus ranks to **Subterfuge Skills**, split any way.

Hasteful Climbing: Your 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 sometimes have to test your *Acrobatics Skill* to climb but only under extraordinarily difficult circumstances.

Read the room: You are usually astute at reading a room or crowd and quickly identifying who likes or dislike whom, and the overall mood and tolerance for shenanigans. You are also allowed an almost prescient-seeming *Test of Judgment* at **Advantage** whenever someone might be about to lose their temper or rise to anger in response to something you are doing. As long as you stop doing the annoying thing, any potential anger is dissipated.

Remarkable hearing: You can hear as well as a dog, rabbit or deer. This is handled narratively most of the time in a game, but also always roll at **Advantage** if listening with *Alertness*.

Riposte: You have an agile capacity to return a blow when struck. As long as you are armed, if you suffer an **Injury** due to an attack in combat, you get to roll a d10. If you roll 1-3, you automatically deal 1 level of **Injury** in return. This riposte **Injury** cannot be soaked or otherwise averted.

Scamper: You can run on all fours when necessary. You can move about twice as fast as a normal running human when doing so, or approximately as quick as a fast dog. Add +1 to *Quickness*.

Small and Quick: Add +1 to *Quickness*. Your *Mettle* and *Might* cannot exceed your *Quickness*. Add +1 to **Dodge** (difficult to hit, as *per* **Injury**). Your natural **Injury Soak** cannot exceed 1.

Utterly fearless: You are not afraid of anything. Ever. Even potent magical or undead fear effects have no power over you.

Whiskers: You have whiskers, and know how to use them. You can feel air currents and move about in complete darkness, much like a cat, or... well, a fox for that matter.

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.

Pick an Archetype

Adventurer

A warrior-priest? A sorcerer-thief? A woods witch? A paladin, most holy and avowed to good deeds? A druid of the high cold pines and snows? A merchant-adventurer, trading in rate spices, salt and perfumes? There are many potential Archetypes that are not pre-built. Take this Archetype if you want to build your own Archetype.

- **Build-your-own:** Gain **4 points** to spend on Background Options of your choice.

Folk-hero

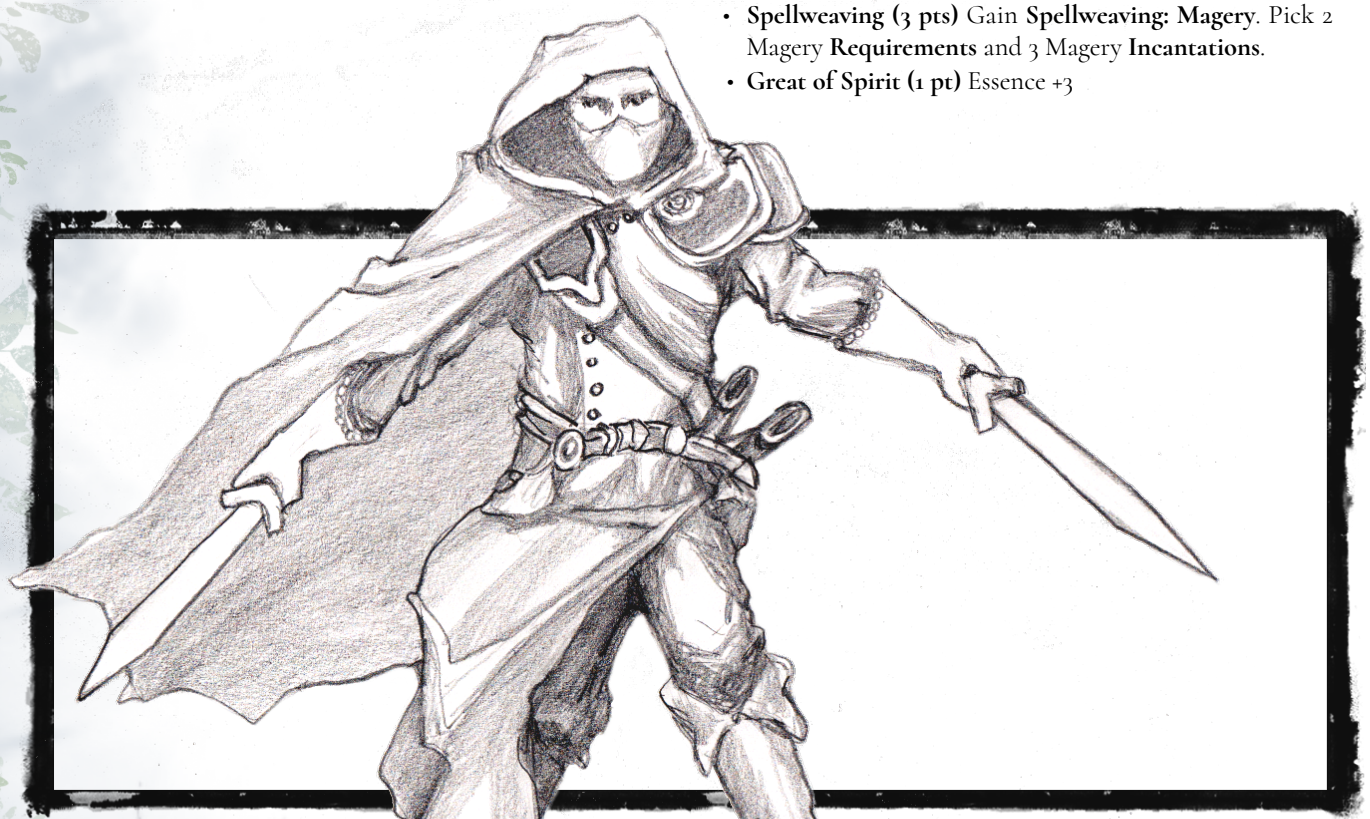
The hooded lurker in green, with bow and staff defending the weak. The wanderer with a sword and a penchant for slaying local monsters. The happy-go-lucky bard, a spinner of yarns and tales and bringer of good cheer. A broadly skilled champion of the common folk, celebrated in their exploits and generosity.

- **Storied History (1 pt)** Gain a freebee 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 (1 pt)** 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 **Effort**.
- **Training (x1) (1 pt)** 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 (3 pts)** Gain **Spellweaving: Magery**. Pick 2 Magery **Requirements** and 3 Magery **Incantations**.
- **Great of Spirit (1 pt)** 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 (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).
- **Coin (1 pt)** 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, foraying 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 and wary.

- **Training (x1) (1 pt)** 3 pts on *Wanderlust Skills*.
- **Knack (1 pt) Effort spend** = Test *Survival* at *Advantage* (in addition to the usual bonus).
- **Knack (1 pt) Effort spend** = Test *Archery* at *Advantage* (in addition to the usual bonus).

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's secrets, powers and potencies.

- **Training (x2) (2 pts)** Bonus 6 pts on *Thought Skills*.

Pick *either* **Grammarye** or **Herb-Craft** or **Relic-Craft** or **Rune-Craft**:

- **Grammarye (2 pts)** Gain *Grammarye* as an **Ability** (**Grammarye** is *not* a **Discipline**). *Grammarye* 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 is otherwise handled as per normal. Note that because only Rote Spells can be written down, these will have a pre-set **Essence** cost and **Effects**.

OR

- **Herb-Craft (2 pts)** Gain **Herb-craft** as a **Discipline**..

OR

- **Relic-Craft (2 pts)** Gain **Relic-Craft** as a **Discipline**.

OR

- **Rune-Craft (2 pts)** Gain **Rune-Craft** as a **Discipline**.



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 (2 pts)** Gain *Connections* as an Ability. You have a wide network of social connections. Whenever you are seeking out information, canvasing rumours, seeking a friend at a hard time, looking for a refuge in a town, or doing anything that relies on a social network, roll all relevant skills at **Advantage**.
- **Training (x2) (2 pts)** Bonus 6 pts to spend on *Acumen Skills*.

Thief

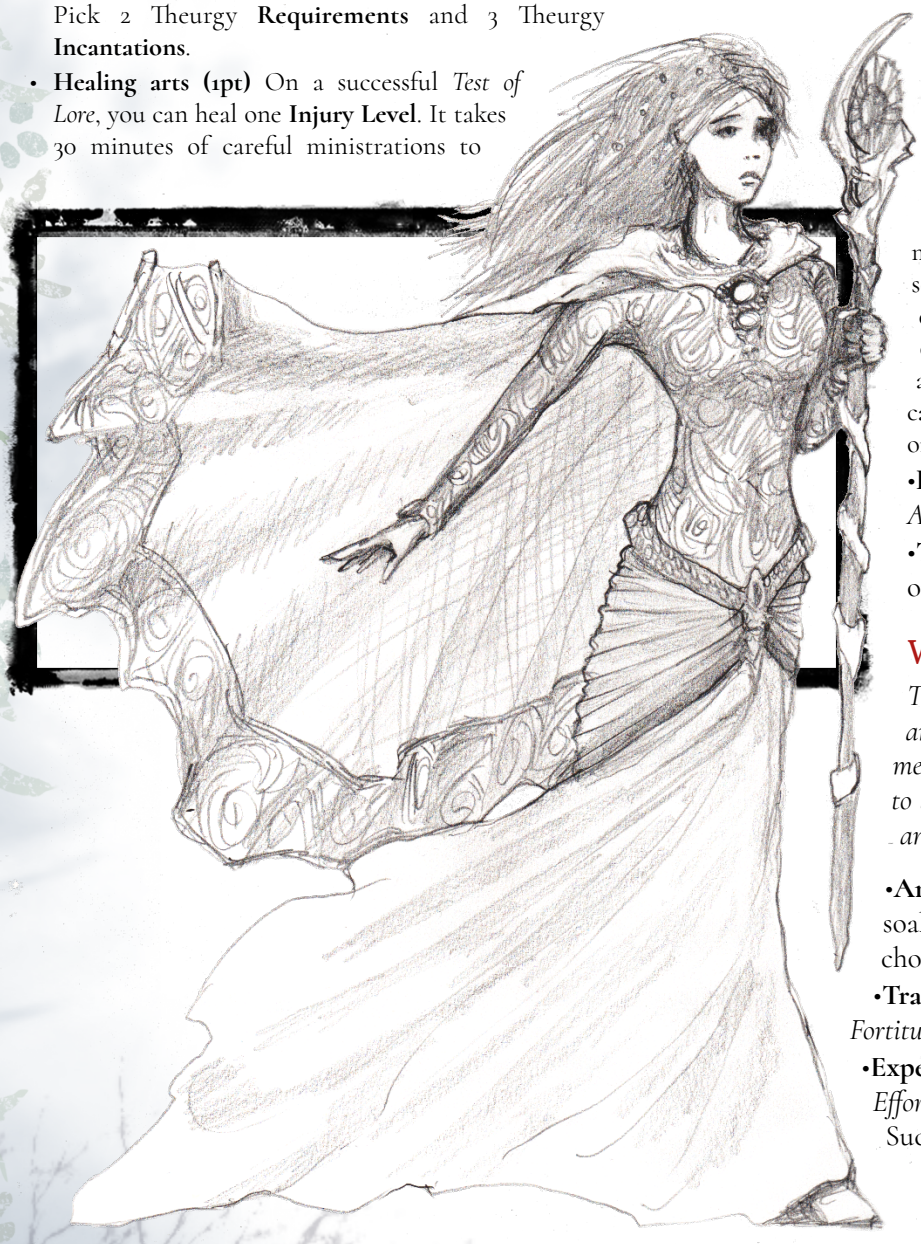
A sneak-thief, well skilled in breaking and entering the mansions of the rich and the lairs of hoarding beasts alike. A street-wanderer, picker of pockets and pilferer about town. A specialist in taking what other have, but perhaps do not fully appreciate enough to justify their continued ownership.

- **Training (x2) (2 pts)** 6 pts on *Subterfuge Skills.*
- **Skulduggery (2 pts)** Gain **Skulduggery Discipline**.

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.

- **Spellweaving (3 pts)** Gain **Theurgy** as an **Discipline**. Pick 2 Theurgy **Requirements** and 3 Theurgy **Incantations**.
- **Healing arts (1pt)** 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 (3 pts)** Gain **Sorcery** as an **Discipline**. Pick 2 Theurgy **Requirements** and 3 Theurgy **Incantations**.
- **Felltalk (1 pt)** You can fluently converse with evil spirits, demons, undead or the like.

Waif

The youngest daughter who has gone forth to seek her Effort 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, you can spend **1 Effort** to make an enemy decide to attack someone else, or take an entirely different non-combat action instead of attacking you. Your *Affray Brawling* and *Archery* cannot exceed 5. You cannot spend **Effort** on *Affray*, *Brawling* or *Archery*.

•**Knack (1 pt)** Always roll *Soothe* at *Advantage.*

•**Training (x1) (1 pt)** 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 (1 pt)** Gain a **Heavy Shield** (3 soak slots), **Heavy Weapon** of your choice (Menace +3).

•**Training (x1) (1 pt)** Bonus 3 pts on *Fortitude Skills.*

•**Expertise (2 pts)** Whenever you spend *Effort* on *Affray* you gain 2 bonus Successes instead of 1.

Background Options

Background Options provide specialised skills and some personal history for a **Character**.

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

Armed (1 pts) 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).

Avowed: You have made a sacrosanct vow. This might be to 'never turn down a request for help', or 'always show mercy to the defeated', or similar. Confer with your **Gamesmaster** on you particular vow. Whenever you take an action to obey your vow, gain 3 **Effort**. Whenever you break your vow lose all remaining **Effort**.

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** & +2 **Expensive Gear** picks.

Connections (2 pts) Gain *Connections* as an Ability. You have a wide network of social connections. Whenever seeking information, canvasing rumours, seeking a friend in a pinch, or a refuge in a town, or doing anything that relies on a social network, roll relevant skills at **Advantage**.

Dabbler (2 pts) 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 *Effort* on this skill, you gain 2 bonus Successes instead of 1.

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 will of another.

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

Grammarye (2 pts) Gain *Grammarye* as an **Ability** (**Grammarye** is *not* a **Discipline**). *Grammarye* 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 is otherwise handled as per normal. Note that because only Rote Spells can be written down, these will have a pre-set **Essence** cost and **Effects**.

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

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

Skulduggery (2 pts) Gain **Skulduggery** as a **Discipline**. See the section on **Skulduggery** (see pXX) 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.

Herb-Craft (2 pts) Gain the **Herb-Craft** Discipline. The art of hunting for charmed herbs, worts and poisons, and their use. Note that the *Lore Skill* is key to **Herb-Craft** (see pXX).

Innocence (1 pt) You give off an air of innocence and harmlessness. In a fight, you can spend **1 Effort** to force an enemy decide to attack someone else, or take an entirely different non-combat action instead of attacking you. You need to declare this when the Gamesmaster declares that an enemy is about to attack you. The Gamesmaster decides what the enemy will decide to do instead. Your *Affray* *Brawling* and *Archery* cannot exceed 5. You cannot spend **Effort** on *Affray*, *Brawling* or *Archery*.

Knack (1 pt) Pick a single *Skill* (i.e. not a *Skill Group*). Roll this *Skill* at **Advantage** when you spend **Effort** on it. This is *in addition* to any successes you gain from **Effort**.

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

Relic-Craft (2 pts) Gain the **Relic-Craft** Discipline. Crafting and forging artefacts. Note that the *Lore Skill* is key to **Relic-Craft** (see pXX).

Rune-Craft (2 pts) Gain the **Rune-Craft** Discipline. The reading, carving and imbuing of magical runes. Note that the *Lore Skill* is key to **Rune-Craft** (see pXX).

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.

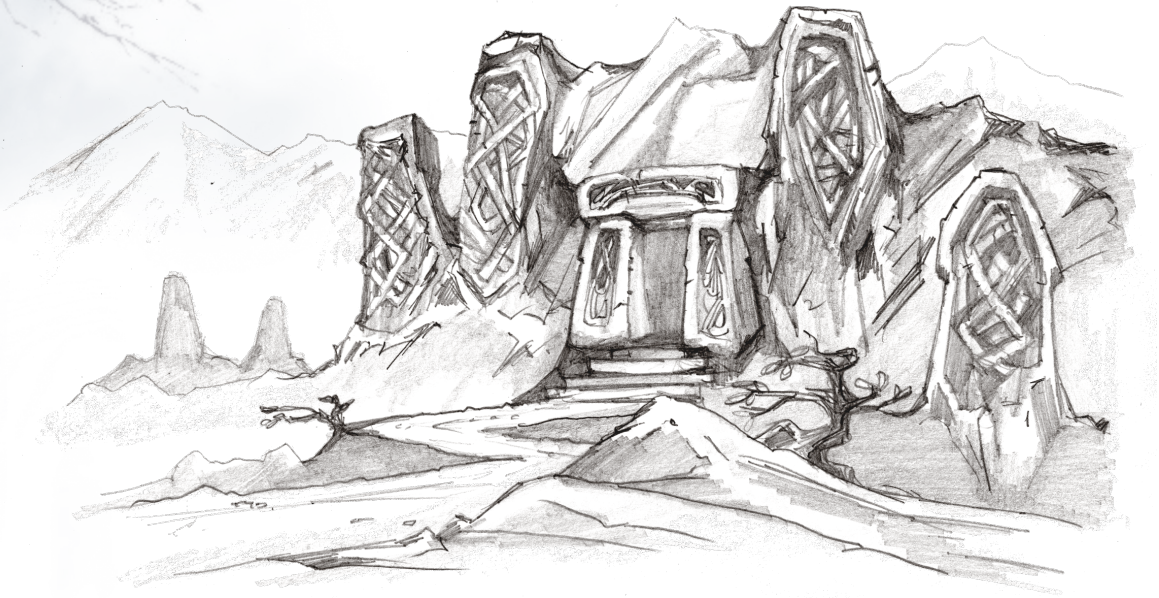
Slayer (2 pts) Pick a creature or monster type (e.g. dragon-kind, goblin-folk, troll-folk, undead). When fighting this type of creature you always roll **Soak** at Advantage (roll 4d10 and pick the four rolls you want). Additionally, when you spend a point of **Effort** on a fighting skill (*Affray*,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

Storied History (1 pts) Gain a *Defining Event* called *Storied History*. Treat this as a *Defining Event* as per normal, except that *Storied History* can apply to any situation or action. You do not need to use Sotired History to advance a **Level**.

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* **Theurgy** *or* **Sorcery** as a **Discipline** (see pXX).

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.



Attributes

Attributes represent general inborn abilities across six spheres:

- Acumen: Social and interpersonal skills.
- Deftness: Dexterity and movement skills.
- Fortitude: Melee, strength and endurance skills.
- Intellect: Learnedness and mental reasoning skills.
- Roving: Travel and worldly skills.
- Subterfuge: Deception and thievery skills.

Attributes are scaled 1-3
All Attributes Start at Rank 1
Add 3 pips to Attributes, split any way

The 'pips' are the circles on the Character Sheet next to each Attribute (or Skill). Fill these in by colouring them in. You cannot lose pips, so using pen is fine.

Skills

Skills are organised thematically. Each **Skill** has a defined set of actions associated with it, although exact **Skill** uses remain at the Gamesmaster's discretion. Additionally, there is some intentional overlap among **Skills**, with the goal of providing some distinctness of character style.

Skill Groups

Skills are arranged into Groupings. These are **Acumen** (social), **Deftness** (general dexterity and movement tasks), **Fortitude** (strength and stamina), **Intellect** (reasoning and memory), **Prowess** (fighting) and **Subterfuge** (sneaking and thievery).

Allocate 15 pips to Skills, split any way
No starting Character Skill can exceed 2 pips
(unless otherwise stated elsewhere)

Skill Ranks

To arrive at a **Skill Rank** sum up the **Attribute pips** and **Skill pips**. For example, if you have *Deftness* 2 and *Archery* 1, then your *Archery Rank* is 2+1 = 3. If you have *Fortitude* 2 and *Brawling* 0, then your *Brawling Rank* is 2+0 = 2.

Attribute pips + Skill pips = Skill Rank
Fill in all Skill Ranks in the boxes provided

NPCs and Creatures

The **Skill Groups** are used for non-player characters and monsters in place of filling out a whole set of **Skills**. This is to reduce bookkeeping for the Gamesmaster. That is, a non-player character might have **Acumen** 2, **Deftness** 4, **Fortitude** 5, **Intellect** 4, **Prowess** 5 and **Subterfuge** 1 rather than having all the component **Skills** ranked with scores.

Broadly, any relevant **Skill** that needs to be tested is tested against the **Skill Group** for non-player characters and monsters. A recreant knight attacking with a sword, would use **Fortitude**. Sometimes 'breakout skills' are listed for a Non-Player Character, but this is on a character-by-character basis as per the requirements of the story. For example, a peasant outlaw might have **Deftness** 3, but **Archery** 7 as breakout skills. Mostly this NPC would test movement skills at 3, but when using a bow, their skill sits at the higher rank.

Acumen Skills

Social acumen and interpersonal skills.

Judgement: Reading a room, assessing whether someone is lying, using emotional insight to perceive someone's motivations.

Persuasion: Persuading a person of a something though charisma, argument, bribery, or appealing to common sense. This is a non-aggressive skill, and even if it fails the attempt will not leave any negative impressions. *Persuasion* takes longer than *Trickery*, but doesn't carry the same negative implications if the attempt fails.

Soothe: Calming down someone who is agitated, panicked or angered. Emotionally regulating someone else. Convincing a person or monster to talk rather than fight.

Trickery: Lying, deception, using distraction to mislead another person, draw attention to yourself or throw attention on someone else. *Trickery* can work quicker than *Persuasion*, but will result in a more negative reaction if the attempt fails or the tricked Character uncovers the deception later.

Wit: Barbed wit, humorous asides, funny observations. Can be used to make the target unsettled or self-conscious, but also to appeal to another's sense of humour. However, note that (mostly) comedy needs a victim. A target might well be deeply offended by your wit, even if everyone else sees the funny side.

Deftness Skills

Moving, dexterity and manoeuvring skills.

Archery: Using bows or slings.

Acrobatics: Jumping, leaping, climbing, tumbling, contortion and balance on precarious footings.

Gracefulness: Beauty, poise, precise bodily control and elegance of movement. Used for dancing, but also as a way to impress, awe or draw attention.

Riding: Riding or managing a mount.

Quickness: Raw speed, sprinting, and acuity of eye-hand coordination.

Fortitude Skills

Strength and stamina skills.

Affray: Fighting with melee weapons. Affray is used as an attacking skill when attempting to injure an opponent with a weapon. Thrown weapons (daggers, hand-axes, spears) also fall under *Affray*.

Brawling: Unarmed fighting and using impromptu weapons. Brawling can also be used to subdue an opponent, rather than injure them.

Mettle: Health, endurance and capacity to do physical work or labour over a long time. Used for resisting environmental extremes (cold, heat, shock, etc), physical pain, sleep deprivation and discomfit, but also poisons, drugs and alcohol. Used for drinking contests and staying awake through the night. Also used for swimming from one place to another without drowning.

Might: Raw physical power, breaking doors or chests, carrying heavy objects, labouring, maintaining a grip, anchoring yourself to a point. Feats of strength in general.

Threaten: Physically intimidating someone or something. Threaten can be used to cause an opponent to hesitate or flee. The skill is physical, so can be used on things of animal intelligence as well as people.

Thought Skills

Mental, memory and reasoning skills.

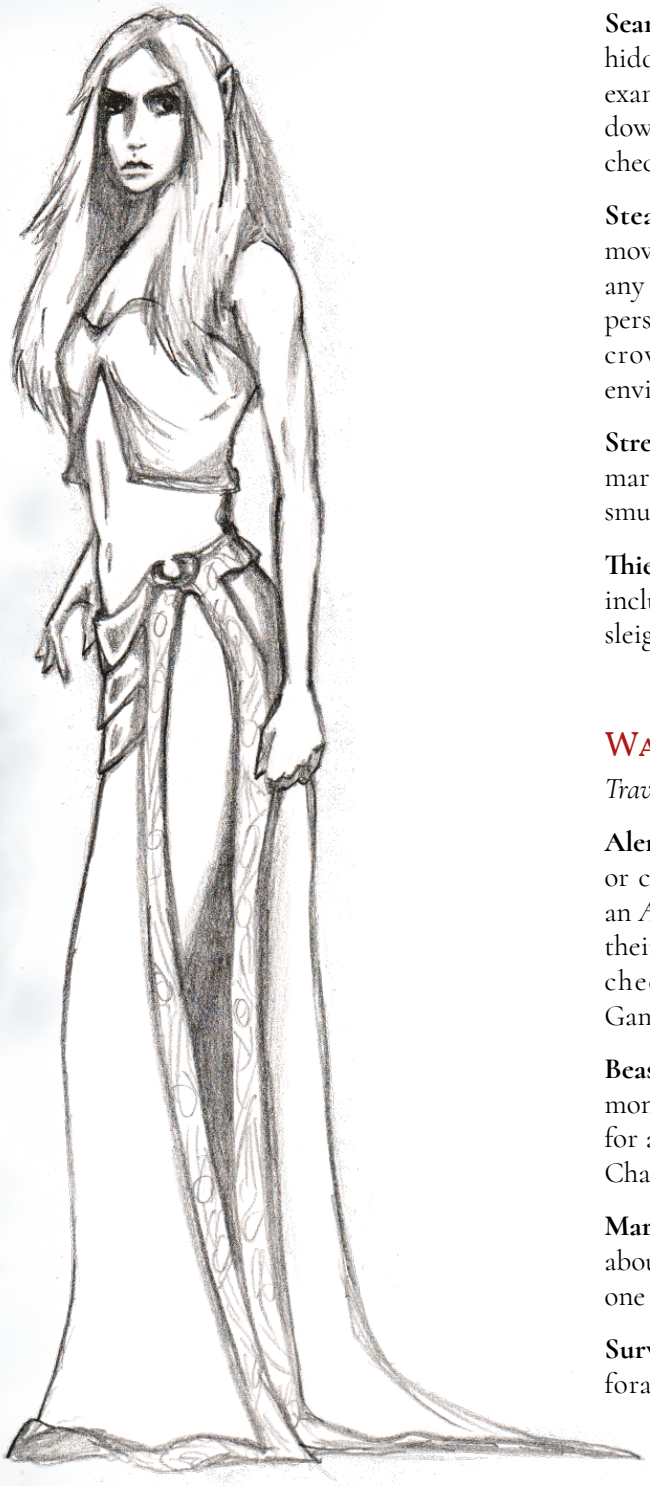
Artistry: All creative skills including painting, sculpture or embroidery, but also songs and telling a good tale. Physical forgeries and forging a document also falls under *Artistry*.

Investigation: Gathering or searching for information or knowledge. Investigation is social, book-based or deductive.

Lore: General knowledge, including matters concerning both the natural and preternatural worlds. **Lore** is the Skill used for **Relic-Craft**, **Herb-Craft**, and **Rune-Craft** if you have these Abilities. Your lore might be book learning or hearth-wisdom. Negotiate literacy with your Gamesmaster. A Character should be literate if their background justifies this.

Reasoning: Problem solving and logical thinking.

Volition: Willpower and force of will. Used for spell-casting. Both **Grammarye** and **Spellweaving** use this Skill. *Volition* adds to your *Stress Soak*.



Subterfuge Skills

Sneaking, thieving and skullduggery skills.

Disguise: Dressing up yourself or someone (or even something) else in a disguise. This skill includes playacting and pretending to fit the disguise, if needed.

Search: Searching a physical space for anything hidden or concealed. *Search* is physical and active, for example, tossing a room, or running your hands down a wall looking for gaps or hinges. A *Search* check is typically initiated by the Player..

Stealth: Hiding, sneaking, cautious and quiet movements, or moving by stealth and concealment in any environment. Includes shadowing or tailing a person, as well as 'fading away', disappearing into a crowd, or hiding in plain sight in a busy environment.

Streetwise: Urban savvy skills, knowing about black markets, thieves dens and the haunts of thugs and smugglers.

Thievery: All skills specific to thievery and burglary, including picking locks, pilfering, picking pockets, sleight of hands, street chicanery, disarming traps etc.

Wanderlust Skills

Travel and wayfaring skills.

Alertness: General awareness and alertness to danger or changes in the environment. A Player can ask for an *Alertness* check if they are suspicious of danger but their Character hasn't noticed it yet. An *Alternates* check can otherwise be called for by the Gamesmaster where relevant.

Beast Ken: Knowledge about animals, creatures and monsters and their proclivities and weaknesses. Used for animal handling and husbandry, if relevant to the Character's background.

Markets: Haggling, negotiating prices, knowledge about markets and where to find merchants who deal one a particular good or another.

Survival: All outdoor survival skills, including foraging, building shelters, fires and hunting, including tracking.

Wayfinding: Navigation and cartography, but also a general knowledge about the lay of the land, towns, cities and nations.

Hit Tracks

Injury, Stress and Fatigue

Spellwoven uses 'hit tracks' to track **Injury** (wounding in fighting, traps, environmental harm), **Stress** (fear, duress, confusion, psychical assaults), and **Fatigue** (physical exhaustion). Most creatures and monsters only deal damage physically (Injury), but some can deal damage to **Stress** or **Fatigue**. For example, an undead ghaist might deal supernatural fear damage to **Stress**. A suffocating shapeless mass, like a Boneless, might deal damage to **Fatigue** by enveloping and overwhelming a victim. In principle, it is possible to die from any hit track, though death from **Stress** and **Fatigue** is less common than death from **Injury**.

Bonus Levels

Spending on your **Fortitude** and **Thought**, you might have bonus hit levels. The bonus levels are **Bruised (Injury)**, **Annoyed (Stress)** and **Roused (Fatigue)**. These are relatively minor levels of damage that are quickly recovered from.

Bruised levels = Fortitude - 1
Annoyed levels = Thought - 1
Roused = Fortitude -1

to a lower limit of zero

This means that if you have **Fortitude 1**, then you have no bonus levels of **Bruised** or **Roused**. Likewise, if you have **Thought 1**, then you have no bonus levels of **Annoyed**.

Fill in the circles in the hit track to indicate the bonus levels that do have

Remember to add any bonuses levels you might have from Folk Abilities

All Characters have access to all other hit levels unless stated otherwise. For comparison, most non-player Characters will have hit track levels in the range of 5 to 8, where 5 would be someone quite frail or sickly, and 8 would be quite sturdy.

Dodge, Focus and Endure

Dodge (Injury), **Focus (Stress)** and **Endure (Fatigue)** are static difficulties (target numbers) that other Characters and creatures need to meet or exceed on a *Skill Test* to hurt you. If you have a **Dodge** of 1, then other Characters need one or more successes to strike you physically. If you have a **Focus** of 2, then other Characters need two or more successes on a mental attack to cause **Stress**, and so on. Most Player Characters have **Dodge**, **Focus** and **Endure** at 1 or 2. It is uncommon for Characters to have a value of 3, and above three is extremely rare.

The only caveat is that unlike **Bonus Levels** and **Soak** (which can both be zero), **Dodge**, **Focus** and **Endure** have a lower limit of 1 for Player Characters.

Dodge = Fortitude - 1
Focus = Thought - 1
Endure = Fortitude -1

to a lower limit of 1

Natural Soak

Each hit track has an accompanying chance of soaking points of damage. **Soak** functions the same as a *Skill Test*. Once damage has been established, the target checks their **Soak**. That is, roll 3d10 against the Soak value, with roll equal to or under the Soak number counting as a success, and natural ones counting twice. Each success soaks one damage (ie.e. reduces the damage by that amount).

Injury Soak = Fortitude + 1
Stress Soak = Thought + 1
Fatigue Soak = Fortitude + 1

Modified Soak

Soak can be modified by armour (in the case of Injury Soak) or magical items (any Soak can be modified in this way). Modified Soak is arrived at by summing **Natural Soak** and any **Protection** from armour or items. Armour is discussed in more detail in the **Gear** section (over page)

Gear

Sundry (pick 6)

Weapons = bold red, Armour = bold black

Backpack (bonus +3 *Bulk* slots), Bedroll (*bulky*), Belt & satchel, Blanket (wool), Boneworking tools, Candles (tallow), Boots (hobnail), Cask of beer (small, *bulky*), Cask of wine (small, *bulky*), Chalk (white), Coinpurse (flimsy, +1 *Wealth*), Cloak (threadbare), Cooking pot (tin), **Cudgel** (Menace +1), **Dagger** (Menace +1), Fishing hand-net, Fishing rod & hooks, Flint & Steel, **Handaxe** (Menace +1), **Handstaff** (Menace +1), **Hunting bow** (ranged, includes quiver & arrows, Menace +1), Ink & quills (sepia, oxblood), Leatherworking tools, Jars (x3, sealable, clay), **Quilted Tunic** (*bulky*, very light armour: Injury *Soak* +1, no penalty to *Dodge*, no auto-soak), Ritual Object (symbolic only, no actual power), Rope (20m, *bulky*), Rough clothing (outfit, dress robes etc) (hemp, flimsy), **Sling**, (ranged, Menace +1), Snares, **Spear** (light, Menace +1), Stoneworking tools, Torches (bundle), Trail ration (for one week), Utensils (leather cup, wooden spoons, eating knife etc), Wooden stakes, Woodworking tools.

Common (pick 3)

Weapons = bold red, Armour = bold black

Axe-of-War (*bulky*, Menace +2), Book (blank, leatherbound), Boots (soft leather, good quality), Candles (beeswax, x6, 1hr each), Cauldron (small, copper or iron), Clay lamp & oil, Coinpurse (leather, secure +3 *Wealth*), Cloak (fair quality, plain or hooded), Healer's kit (bandages, basic salves etc), Herbalists tools (small copper brewing pot or kettle, small herb press, shears etc), Iron stakes, Ivory comb, Jars (x3, sealable, quality glass), **Mace** (*bulky*, Menace +2), Pipe & pipeweed (satchel, one week worth), **Quarterstaff** (*bulky*, Menace +2), **Scale Armour** (Injury *Soak* +3, *Dodge* -1), **Shield** (*bulky*, small, 1 pip), **Spear** (*bulky*, Menace +2), **Shortsword** (*bulky*, Menace +2), **Skirmish bow** (*bulky*, ranged, includes quiver & arrows, Menace +2), **Soft leathers** (*bulky*, light armour: Injury *Soak* +2, no penalty to *Dodge*, no auto-soak), Staff (decorated and polished, wooden, suitable for a wizard), Thief's tools (lockpicks, grease etc), Travelling clothing (outfit, dress robes etc) (Wool, linen, sturdy), Woollen blanket (*bulky*, good quality, lanolin repels water).

Expensive (pick 1)

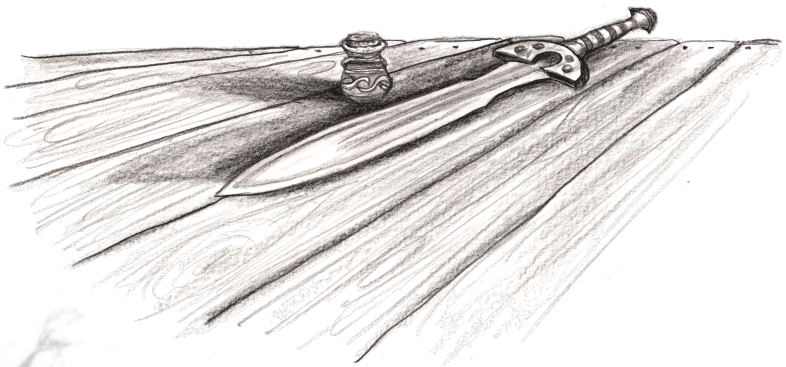
Weapons = bold red, Armour = bold black

Battle-axe (*bulky*, Menace +3), Bottles of rare perfume, Book (blank, metalbound), Boots (felt-lined leather, excellent quality), Box of rare spices, Brass storm-lamp & oil, Cauldron (large, copper or iron), **Chainmail** (*bulky*, medium armour: Injury Soak +3, no penalty to *Dodge*, no auto-soak), Cloak (fur-trimmed, excellent quality, plain or hooded), Coinpurse (fancy, with small lock and key +5 *Wealth*), **Crossbow** (*bulky*, ranged, includes quiver & 20 arrows, Menace +3), Fine tea set, Fur blanket (*bulky*, excellent quality), Healing potions (x3, heals 2 Injury levels but requires 30 mins rest to work), Ink & quills (rare colours: lapis, ivory black, vermillion, purple etc), **Longword** (*bulky*, Menace +3), **Longbow** (*bulky*, ranged, includes quiver & 20 arrows, Menace +3), **Mace** (*bulky*, Menace +3), **Morning-Star** (*bulky*, Menace +3), Mirror (handheld, fine quality), Noble clothing (outfit, dress robes etc) (velvet, silk), Quality dining set, **Shield** (*bulky*, medium, 2 pips), Smithy tools.

Any item can be taken two or more times, if so desired.

Any item can be substituted for something reasonably equivalent at the Gamesmaster's approval.

Assume consumables (arrows, torches etc) are being replaced at the rate of use except where narratively important.



Arms and Armour

You will need to write down some bonuses from arms and armour if you have taken these as part of your gear or acquired them via **Background Options**.

Weapons and damage

When attacking, skill test successes are added together to check if you hit and to calculate damage. To arrive injury inflicted, the total number of successes is added to a weapon's **Menace**, but only *after* checking the natural (raw, unmodified) roll against **Evasion**. That is, weapons add a static bonus to *damage* but *do not* make you more likely to hit.

Some example **Menace** bonuses:

Light weapon (e.g. dagger)	**+1**
Medium weapon (e.g. short sword)	**+2**
Heavy weapon (e.g. longsword)	**+3**
Very Heavy weapon (e.g. great sword)	**+4**

Armour

Armour has three components. An *Automatic Soak* (typically a low number, either 1 or 2), a *Protection* bonus, and a penalty to *Dodge*.

AUTOMATIC SOAK	
Very Light Armour (e.g. quilted cloth)	**-**
Light armour (e.g. leathers)	**-**
Medium armour (e.g. chainmail)	**-**
Heavy armour (e.g. chain and plate)	**1**
Very Heavy armour (e.g. full plate)	**2**

PROTECTION	
Very Light Armour (e.g. quilted cloth)	**+1**
Light armour (e.g. leathers)	**+2**
Medium armour (e.g. chainmail)	**+3**
Heavy armour (e.g. chain and plate)	**+4**
Very Heavy armour (e.g. full plate)	**+5**

PENALTY TO DODGE	
Very Light Armour (e.g. quilted cloth)	**-**
Light armour (e.g. leathers)	**-**
Medium armour (e.g. chainmail)	**-**
Heavy armour (e.g. chain and plate)	**-1**
Very Heavy armour (e.g. full plate)	**-2**

Write the *Automatic Soak* into the bottommost **Injury Soak** box. Add your **Natural Soak** to your armour **Protection** to obtain **Modified Soak** (middle box). Make an adjustment to your **Dodge**, if needed.

Encumbrance

Spellwoven uses a simplified system to track how much a Character can carry. Some items, including *all* armour, *all* shields and any weapon that is *Medium (+2 Menace) or heavier*, are 'bulky'.

- Sum up *bulky* items to calculate **Bulk**
- Ten non-bulky items count as one point of **Bulk**
- You cannot carry more **Bulk** than you have *Mettle*

Clothing (cloak, outfit, shoes) is not considered *bulky* if worn. However, a full set of clothing will become *bulky* if carried instead. Carrying weight over you **Bulk** might be possible over short distances, but *Tests of Mettle* and/or *Might* will be required to move more than about ten or twenty paces.

Wealth

Portable **Wealth** is Ranked 1-9 You can have **Wealth** stored elsewhere, but you can't carry more than 9 **Wealth** (**Wealth** does *not* add to **Bulk**: it is assumed you can carry some treasure in addition your **Bulk** limit).

To purchase an item compare the item's **Value** with your **Wealth**. If the Value is equal or less than your **Wealth**, you can buy it without adjusting **Wealth**.

If the Value is above your **Wealth** roll a number of d10s equal to the difference between **Value** and **Wealth**. Each *failure* (counting 10s twice) is the **Cost** to your **Wealth** to buy the item. You can decide not to buy the item at this point. You cannot buy the item if the **Cost** exceeds your **Wealth**.

HAGGLING

Instead of rolling against **Wealth**, you can roll the **Value** against your *Trade Skill*. Again, count failures to determine the cost to **Wealth**.

TREASURE

Treasure also has a **Value**, but the *entire* **Treasure Value** is rolled in d10s, and this pool can be split up among Characters. Once you have split a **Treasure**, roll a d10 for each point of **Value** against your **Wealth** (but not *Haggle*). Any failure (counting 10s twice) adds a point of **Wealth** (topping out at 9).

When testing **Treasure Value**, the idea is that you are looking through your share of loot for anything valuable. Maybe you've found a small stash of copper coins and trinkets worth **Value 2** You roll 2d10 against your **Wealth** of 8 and get two 10s. In a situation like this, narratively speaking, you have found something unexpected... maybe an uncut diamond hidden in amongst the baubles and glass jewellery.

Example characters to fill in

Damin Feldrake



Alianora Longstride



Eliquinoa, Magess of Shadows



Quizzicus Wortfinder

