

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, x6, 30mins each), 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 & 20 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 (10m, *bulky*), Rough clothing (outfit, dress robes etc) (hemp, flimsy), **Sling**, (ranged, Menace +1), Snares, **Spears** (x3, light for throwing, Menace +1), Stoneworking tools, Torches (x6, 30min each), Trail ration (for one week), Utensils (leather cup, wooden spoons, eating knife etc), Wooden stakes, Woodworking tools.

COMMON (PICK 3)

Weapons = 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 & 20 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).

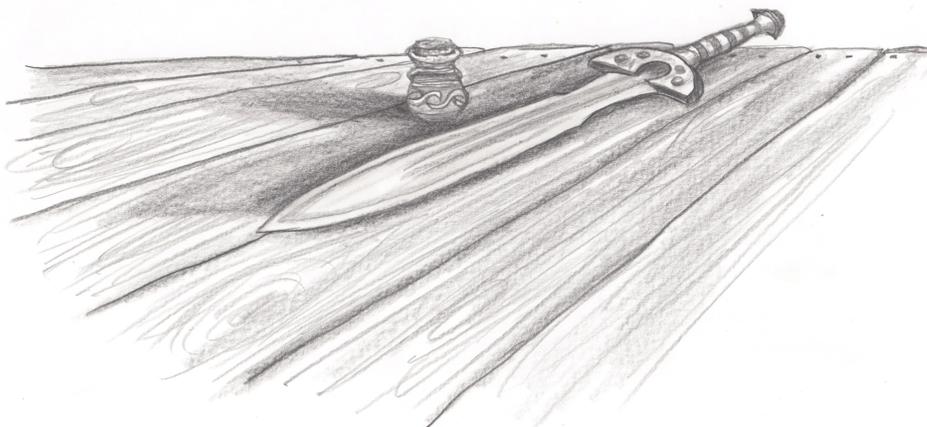
EXPENSIVE (PICK 1)

Weapons = bold red, Armour = bold black

Battle-axe (*bulky*, Menace +3), Bottles of rare perfume (x3), Book (blank, metalbound), Boots (felt-lined leather, excellent quality), Boxes of rare spice (x3), 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.



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.

