Your Character

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

FOLK

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

ARCHETYPE

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

ATTRIBUTES AND SKILLS

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

DEGREES OF FAILURE

In some instances, you need to count degrees of failure rather than success. In these situations, you count each d10 that rolls over the target threshold, with a natural 10 counting as two fails.

FORTUNE

Fortune is a 'meta-resource' that **Players** have access to, but is not available to **Non-player Characters** or creatures. You can choose to spend one or more points of **Fortune** *before* rolling a **d10 Test** against a target number (e.g. **Skill**, **Soak**, or similar). Each **Fortune** you spend adds one success. You *cannot spend more than three* **Fortune** per roll in this way. **Fortune** restores between sessions. As a game session goes on, a Character's pool of **Fortune** will gradually diminish, which tends to result in heightened tension.

FATE

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

Note that **Fate** *is not recovered*. It is a limited resource that can only be gained through Gamesmaster fiat. For example, you might be rewarded with a point of **Fate** by a grateful god, spirit or other powerful entity, or gain Fate as a result of some other mythic event. **Fate**, in effect, allows Players to save themselves, or others, from otherwise certain death. It should not be used lightly.

ESSENCE

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

JOURNEY: LIFE EVENTS & LEVELS

Spellwoven uses a system of life events to capture **Character Advancement**. For new Characters, at Level 1, you need to decide on three defining events in your previous life. These might be an experience growing up or during adolescence. Each event should be described concisely, in one or two sentences. During 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-roll based on a 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 One you have three **Life Events,** at Level Two, four **Life Events** and so on.

TALENTS

Talents are special abilities that are not accessible by all **Characters**. **Talents** fall into **Folk**, **Background** and **Discipline** types. 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).
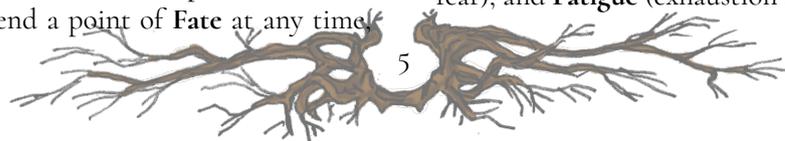
Talents & Disciplines

Talents are a key type of **Character** trait. These are special abilities that are not accessible by all **Characters**. Talents fall into three categories.

Folk Talents

Talents 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 Talents

Talents that come from your previous life history, experience or training. Pre-built **Archetypes** (similar to 'classes' in other games) provide access to specific **Background Options**. **Background Options** sometimes have an associated **Talent**. For example, the **Background Option** *Coin* increases your wealth. There is no **Talent** associated with *Coin*. On the other hand, the Background Option *Spellweaving* allows you to access a *Talent* that permits the casting of spells. You don't have to take a pre-built **Archetype**. You can build your own from the list of **Background Options** provided.

Discipline Talents

Some talents are organised within spheres of study and training. These over-arching categories are called **Disciplines**. You can learn any number of **Disciplines** or none at all. **Characters** also get to pick a new **Discipline** at Level 5. There are six base **Disciplines**. One encompasses spell casting, three are related to crafts, one encompasses fighting, and one is related to thievery and stealth.

Mastery-at-Arms

This **Discipline** permits access to **Mastery-at-Arms Talents**. These **Talents** are special actions that can be taken during a fight. For example **Furious Blow** is an action that allows a **Character** to automatically inflict 3 Injury levels rather than roll for an attack as per usual.

Skulduggery

This **Discipline** allows a **Character** to learn **Skulduggery Talents**. These represent thievery, stealth, agility and movement related special actions. For example, *Catfall*, allow you to fall up to 10 m unharmed and without needing to make any Skill Tests.

Spellweaving

Spellweaving allows a **Character** to cast magic spells by accessing one of three **Disciplines**: **Magery** (conjuring, magical forces, illusions), **Theurgy** (protection and healing), and **Sorcery** (curses, necromancy). Spells cost an amount of **Essence** to cast. Each **Spell** is constructed from **Requirements** and **Effects** (called *Incantations* for spells). **Effects** grant a magical effect (such as conjuring light) and cost **Essence**, whereas **Requirements** reduce **Essence** cost but entail a narrative requirement, such as performing a long ritual, using a wand, or chanting loudly. Any number of **Effects** and **Requirements** can be compiled into the same spell as long as the **Spellweaver** has 1) learned the specific **Requirements** and **Effects**, and 2) has enough **Essence** to cast the spell. The three **Disciplines** of magic share the same list of **Requirements**, but have different **Effects**. Characters cannot study and learn more than one magical **Discipline**. That is, you can be a mage or a theurgist or a sorcerer, but not a mage *and* sorcerer or a theurgist *and* mage.

The Maker Disciplines

There are three craft **Disciplines**. These are **Herbals** (collecting and using herbs), **Sigildry** (carving runes) and **Lore-crafting** (making magical artefacts). The **Craft** Disciplines also rely on **Requirements** and **Effects**. The effects are termed **Herbal Effects**, **Runic Effects** and **Crafting Effects**, respectively. These function the same way that Spellweaving Effects work: they trigger a special power or effect whilst costing **Essence**. **Maker Disciplines** are grouped together because *they share a single list of* **Requirements**. For example, *Made by Moonlight* (perform the craft under natural moonlight) could be used for brewing a potion (**Herbals**), or scratching a rune into a door to lock it shut (**Sigildry**) or forging a magical dagger (**Lore-crafting**). If you know a given **Requirement** from one **Maker Discipline**, it can be applied to *any* of the other two **Maker Disciplines**. This makes the learning of multiple **Maker Disciplines** quite advantageous.
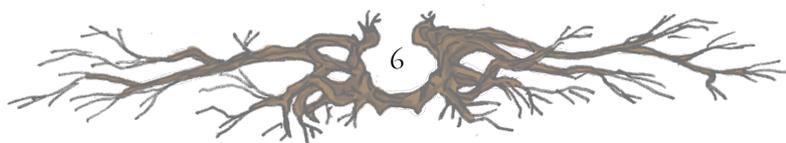
Quick Rules

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

Resolution Mechanic

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

Skills do not normally exceed 9

Roll over threshold number
no success

Roll equal to or under threshold number
+1 success

Roll 1
Bonus +1 success

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

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

Advantage & Disadvantage

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

Advantage
roll 4d10 and pick 3 values as desired

Disadvantage
roll 4d10 and take the highest three values

Rolling a Triplet

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

Triplet Success

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

Triplet Failure

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

Some dice roll examples

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

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

Expending Fortune

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

Expending Fate

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