SwordWeave

PLAYER'S HANDBOOK



Invent someone. Build what they can do.
Discover what happens together.

Credits, rights and edition

SwordWeave by **Marius Ion**. Rules edition **v0.1 alpha**, digital publication 12 October 2026. Writing, design and technical preparation assisted by OpenAI tools under the creator's direction. The official source, current catalogue and corrections are at swordweave.quest. The three core books are free: swordweave.quest/books.

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If these books help your games, you can buy the creator a coffee. Support is optional. Reading, downloading, sharing permitted content and playing do not require payment.

Alpha status. This is a complete alpha publication, open to corrections and table feedback. One specific rule remains undecided: additional Vitality upkeep payments triggered by incoming damage, including its threshold and counter handling. It is visibly marked in the upkeep section. Other agreed upkeep requirements remain usable; this edition does not impose that unsettled numerical scheme.

A note from the creator / AI and this alpha

AI was used in creating the SwordWeave platform, these books and their artwork. I am not a programmer by trade. The system's design, and the platform's UI and UX, are my own. For implementation, AI was mostly a set of extra arms: a tool I could work with, like a hammer or a sword. It also reasoned through and solved programming problems; that contribution deserves acknowledgement.

For the book illustrations and heritage artwork, AI took the lead in art direction as well as creating the images. The aesthetic of the profile images was its proposal, and it clicked for me on the first try. I explored some alternatives, but kept returning to that first direction because I loved it. I want to give credit where it is due.

This alpha is a one-person project. I chose to get it into people's hands for feedback and play rather than spend many more months producing the books. I do not currently have the funds to hire artists. My hope for v1.0 is to involve more people across the system, platform, writing, design and artwork. For now, this is what I can make and share, with AI's help. Thank you for giving it a place at your table.

A WORLD YOU CAN WEAVE

SwordWeave by Marius Ion
Player's Handbook ▪ v0.1 alpha
Interwoven edition ▪ 17 October 2026

One framework, three companions



Player's Handbook

Learn through making a person, proposing a working and playing complete scenes.

Game Master's Guide

Prepare worlds and encounters; judge scope, consequences and creature construction.

System Reference Document

Look up the precise open mechanical framework and reusable base vocabulary.

All three are free at swordweave.quest/books. The website offers editable records and additional catalogue entries. This handbook contains the rules and worked examples needed to play with paper.

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Complete records, small notes and readable references keep the game moving.

SwordWeave is a construction-led tabletop roleplaying game. You invent a person, acquire understandable permissions and rules, and propose what they do in a world shared with friends. You do not need to choose a fixed class or buy a finished heritage to begin.

This book is the player-facing teaching guide. Read Begin a shared story and Make someone you want to play first. Then follow the play chapters as questions arise. The primitive reference and complete worked records provide the definitions you need offline. The free Game Master's Guide helps the person running the world; the System Reference Document states the same framework for lookup and reuse.

You need: people to play with, character records, a way to take notes, and dice or a roller capable of d20 and your actual output dice. The website is useful but not required. Agree the setting, character budget, equipment and expectations with your table.

Edition: v0.1 alpha. One numerical upkeep rule remains explicitly pending; its notice appears in the upkeep chapter. The rest of this book presents the current agreed framework. Examples illustrate their stated situations, not universal spell prices.



YOUR FIRST SESSION

Use a short conversation before buying the build. Leave room for the character to develop through play.

01 The adventure we want

What places, problems and themes invite us to play?

02 The boundaries we agree

What stays outside the game? How do we pause or change a scene?

03 The starting foundation

Starting level or character BU, separate equipment and relevant catalogue agreement.

04 The people at this table

Character purpose, party connection and a reason to begin together.

05 The record we will carry

Who keeps changes and how will we resume next session?



YOUR TABLE. YOUR FRAMEWORK.

Every character and every table can be unique. SwordWeave is a framework for your group's own game.

Start with the person you imagine. Make primitives, Effects and Capabilities that feel personal; the examples and Library are there to help you begin.

CORE TENETS / 01 TO 04

01 Actions have consequences.

Discuss the stakes together, with the DM appraising the attempt. There are no spell slots: ambitious actions can cost vitality, or bring other consequences agreed at your table.

02 Let the story lead.

SwordWeave is a framework for judgment and imagination. Use its numbers as guides. Have fun telling a story; pursue the perfect build when that is the game your table wants.

03 Tell it together.

Players and DM negotiate what happens, build on each other's ideas, and share the spotlight. The aim is a story you enjoy making together, full of moments worth remembering.

04 Rule of cool is king.

Give exciting ideas a chance. Talk through what makes the attempt possible, what it risks, and how you will resolve it. Then see where it takes the scene.



IMAGINE FREELY. CREATE TOGETHER.

Use these ideas when your group creates, makes a ruling or tries something nobody has written a rule for yet. Agree the game you want to play together.



CORE TENETS / 05 TO 08

05 Imagine freely.

The world lives in your shared imagination. Try the strange idea, invent the impossible place, and do the thing your group wants to explore.

06 Everything is a guideline.

Make SwordWeave yours. Bend the framework around your world and playstyle. Change a guideline whenever your group finds a way that serves its game better.

07 Balance is a lie.

No formula can promise balance for every world, character, and situation. Agree what feels fair and fun at your table, and adjust as you play.

08 Begin with a character idea.

Know what you want your character to do, then create primitives, capabilities, and effects for that concept. Authoring your own pieces can be easier than searching the whole community library for a unique idea.

01

Begin a shared story

Describe an intent, agree the stakes, and change the world together.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Describe an intent, agree the stakes, and change the world together.

1 Begin with a shared premise

Agree the adventure, starting foundation and subjects that stay outside the game. Anyone can pause a scene or ask for a change.

2 Say what you want

Describe the intended result. Ask about the surroundings before committing, then distinguish ordinary circumstances from extraordinary permission.

3 Agree the attempt

Confirm scope, uncertainty, stakes and consequences. A roll answers the actual agreed question; it is not the first step in every conversation.

4 Continue from the result

Record the relevant change. The next person acts in the world that now exists, including any promise, injury or altered route.



SwordWeave is a tabletop roleplaying game. Each player portrays a character: someone with a place in the world, things they can do and something they want. The Dungeon Master, also called the Game Master, describes the surroundings and portrays the other people and creatures you meet. Your choices and their consequences create the adventure together.

You can play around a table or meet online. Bring a character sheet, a way to roll dice and a way to record changes. The website can help build and track a character, but you can also play with a printed sheet and notes.



Agree what you are playing

Before making characters, talk about the adventure. Are you explorers trying to reach a lost city, troublesome apprentices, people defending their home, or something else? Agree what kinds of situations you want to explore and which subjects should stay outside the game. Anyone can ask to pause or change an uncomfortable scene.

Ask the DM which starting level or Build Unit budget to use, which existing creations fit the setting and whether equipment has a separate allowance. A simple beginning helps a new group learn; a higher starting budget gives a more developed character. The table chooses the starting point together.

Describe what you want to accomplish

The DM presents a situation. Describe your character's intent in ordinary words. You can ask what they see, hear or already know before committing to an attempt.

Example

DM

> *Smoke rises through the stairwell. From upstairs, you hear someone coughing. The staircase is beginning to collapse.*

MIRA

> *Where are the windows? Is there water nearby? I want to make a way for them to get out.*

An intent gives the conversation direction. You do not need a saved ability whose title describes the exact situation. Ordinary actions depend on the circumstances and your character's competence. Extraordinary workings use the permissions your character owns.

A **primitive** is a reusable rule or permission. A water-shaping character might own a domain permission for Water and a verb permission for changing its form. Those ingredients can support several ideas: draw water along a ledge, shape a barrier or redirect a stream. Each attempt still needs a workable scope and an agreed resolution.

Give exciting ideas a chance

Core rule — the Rule of Cool. Give an exciting idea a fair hearing. Talk through what makes it possible, what it risks and how it will resolve. The rules help everyone understand the attempt and its consequences.

The table can agree an unusual application or exception when it makes the scene coherent and engaging. State that agreement clearly. Being able to reach a window through a collapsing roof can depend on the route, timing and danger, even if a similar jump was easy elsewhere.

Mira's group might decide that a rushing channel of water can support a brief rescue. Holding it open could restrict her other workings, require continuous attention or leave her unable to shape water for a while afterward. The cost can be mechanical, narrative or both. **Vitality** damage is one possible consequence among many.



Agree the attempt before rolling

Work through these questions together:

1. **What is the intended result?** Name what you are trying to change or achieve.
2. **What makes it possible?** Check ordinary circumstances and any required permissions.
3. **What is the actual scope?** Describe the target, reach, output, timing and persistence.
4. **What is at stake?** Agree the difficulty, cost and relevant consequences, including what failure can mean.
5. **How will it resolve?** Decide whether it happens directly, needs a check or needs another suitable procedure.

You may accept those terms, narrow the attempt, spend more time or try another approach. Useful questions can prevent an unnecessary roll or reveal a better plan.



Example

MIRA

> *I want to pull water from the trough into a passage leading to the upstairs window.*

DM

> *Your Water and verb permissions support shaping the channel. Make it narrow enough for one person, and you can hold it while Sol helps them across. You will need to keep directing it; if you stop, it falls apart.*

MIRA

> *Could I leave it standing and go inside?*

DM

> *That is a different working. We can discuss a lasting structure, or you can keep this version small and maintained.*

Neither working needs to match a catalogue title. Their differences affect access, effort and consequences.

Read a die roll

Dice answer uncertain questions. A d20 is a twenty-sided die. 1d4 means one four-sided die; 4d10 means roll four ten-sided dice and add their results.

For an ordinary check, roll a d20 and add the relevant bonus. A **DC**, or Difficulty Class, is the number the total must meet or beat. The DM chooses a suitable check and establishes what the result means. Straightforward, uncontested actions may happen without a roll.

Your check generally includes the relevant current attribute, training where it applies and other applicable modifiers. The sheet can display their combined bonus. Add that displayed total once.

Example

The DM asks Sol to cross an unstable ledge with a displayed bonus of +5 against **DC 12**. Sol rolls 9. The total is 14, so the attempt succeeds under the agreed terms.

Sol does not add another proficiency bonus already included in that +5.

Default — advantage and disadvantage. Applicable sources stack according to their authored rules. Cancel opposing stacks one-for-one. Each remaining stack adds one resolution die: with two advantages, roll three dice and keep the highest; with two disadvantages, keep the lowest. If they cancel completely, roll one die. A particular primitive may state different stacking behavior.

Carry the result forward

Apply the agreed outcome and describe the changed scene. Spend resources, change current **Vitality** or record a consequence when needed. A consequence should say what it does and what ends it. "Exhausted voice: cannot maintain sung workings until recovered" tells the table more than an unexplained condition name.

Other characters act from that new situation. In combat, the group coordinates a shared round through **Council, Fast, Measured and Heavy**. The combat chapter explains that rhythm; ordinary conversation and exploration do not need to be forced into a combat round.

Recognize the kinds of guidance

Throughout this handbook, **Core rule** identifies the shared framework, and **Default** identifies the supplied procedure. **Authored rule** belongs to a particular primitive, item or working. **Optional guidance** offers a treatment your table can choose. An **Example** illustrates one situation, and an **App note** explains a digital control.

KEEP THE AGREEMENT CLEAR

Tables can agree variations. Keep the actual agreement clear, especially when someone is learning the game or joining an established group.



Ask the question that opens the scene

FIRST PLAY

Start from what everyone can perceive

The DM describes a worker stranded above a canal, a leaning stair, water in a trough, and a rope on the bank. You do not need to memorize the whole handbook to begin. Ask about the nearest sound support, the worker's condition, and the route between you. Evident information helps the table make choices. A roll is useful when its result answers meaningful uncertainty, not as a compulsory fee before every described object can enter your plan.

Say the result before the method

"I want the worker safely on the bank" gives the conversation a clear goal. "I roll **Mysticism**" does not yet tell anyone what is attempted. Now choose a method: support the stair with existing water, send a rope, bring a ladder, or persuade the worker to use another exit. These methods raise different access and risk questions. The DM and players can select a resolution only after the attempt is understandable. Your actual combined bonus is applied once if a check is needed.



Make room to revise

The player proposes holding a water path while leaving the bank to fetch the worker. The table points out that this particular maintained path requires continued direction. The player can stay and ask a companion to cross, propose a different lasting construction, or choose the rope route instead. Clarification is useful before commitment. It should not become a trap revealed only after the player has accepted a roll. The Rule of Cool gives an exciting idea a fair hearing while keeping its scope and consequences understandable.

Put it into play

Ask the question that opens the scene

Follow the changed situation

Suppose the stair breaks, but the secured rope keeps the rescuer from falling away. The next choice begins from that new position. Someone can steady the line, negotiate a greater effort, or guide the worker through a window. Do not keep rolling an unchanged sentence until the die finally cooperates. Apply the agreed result, record actual resources and consequences, then ask what is possible now. A scene becomes a shared story when each result changes the next decision, including results that do not deal damage.

A conversation with a first-time player

Player: *"I do not know which rule to use. I want to help the worker."*

Companion: *"What can you reach from the bank?"*

DM: *"The line and the sound post are beside you."*

Player: *"I secure the line and call for the worker to take it."*

The table can now discuss the actual attempt. The player has contributed without first reciting a family or tier. If the method needs extraordinary access, someone can help locate the relevant acquired rule. New players should be able to begin with a human description and learn the formal language through a situation that makes its purpose clear.

The same intent, a different relationship

Change the scene: the stranded worker refuses the party's help because the last rescue left them owing an impossible debt. The physical route can remain available while the social problem changes. The group might explain its offer, bring a trusted witness, or ask what would make assistance acceptable. **Influence** can support a meaningful attempt, but it does not automatically control the worker's choices. The rescue is still the objective. A useful plan may now require understanding why someone refuses rather than increasing output. This comparison shows how a single intent can invite different methods without becoming a compulsory sequence of combat actions.

The exercise: ask before selecting a roll

Choose an uncertain scene and write your intended result in one sentence. Then ask two questions about facts that would influence the method. For the rescue, "Is the post sound?" and "Can the worker take the rope?" are useful because their answers alter the plan. "What do I roll?" is useful only once the actual attempt is clear. Explain which uncertainty the eventual resolution will answer. If you cannot say, revise the question. The aim is not to avoid dice; it is to give the dice a meaningful job and help every participant understand what the result changes.

WHAT CHANGED?

Begin with a shared premise

Agree the adventure, starting foundation and subjects that stay outside the game. Anyone can pause a scene or ask for a change.

Say what you want

Describe the intended result. Ask about the surroundings before committing, then distinguish ordinary circumstances from extraordinary permission.



NEXT / YOUR FIRST SCENE

02

Your first scene

Follow a cooperative rescue before learning the entire reference.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Follow a cooperative rescue before learning the entire reference.

1 Read the place

A worker is trapped above a damaged stair. Water, a rope, an anchor and three companions offer different ways to help.

2 Find the extraordinary part

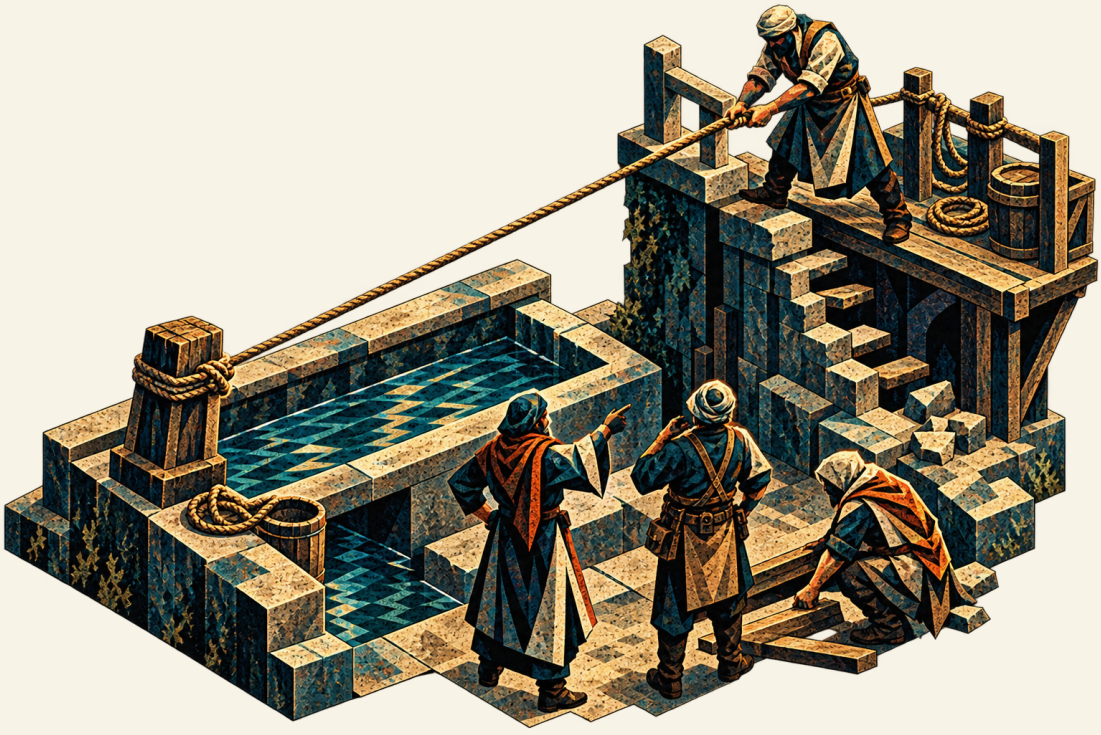
Guiding water uses owned permissions. Holding a rope, making a clear instruction and helping someone onto a landing also depend on ordinary circumstances.

3 Let support change the question

A companion can make a task safer or remove uncertainty. Supporting a person does not always mean adding a numerical bonus.

4 Review a narrower success

A changed plan can save the worker while leaving damaged stairs or aching hands to deal with afterward. The agreed outcome matters.





You can learn SwordWeave by playing one small situation. This chapter follows three players through a rescue, including their questions, a useful roll, an unsuccessful approach, and the record they carry forward. Read it as a conversation you can imitate. Its DCs and consequences belong to this example; they are not a universal rescue system.

The situation before the dice

The party reaches a mill above a canal. A worker is trapped on a balcony. A wooden support has cracked. There is a trough beside the road, a coil of rope, and a narrow maintenance stair. The balcony is 20 ft from the trough and 10 ft above the lower landing. Nobody is attacking the party. The urgency comes from the moving water and weakening building.

The DM gives those visible facts without requiring a check. The players know enough to make choices. They can ask about anything that would be evident to someone standing there: the rope's condition, the nearest window, the depth of the water, or whether the worker can move.

Mira, the water courier, can reshape existing water. Torren, a practical gatekeeper, has strong **Physical** approaches and training. Ilex, a records keeper, reads structures and speaks calmly to frightened people. Their complete builds appear in the next workshop. The scene is not designed to require all three special abilities. They can succeed through tools, cooperation, or a different plan.

At the table

DM

> *The support shifts. The worker is holding the balcony rail. What do you do?*

TORREN

> *Is the stair still connected to the balcony?*



DM

> *Yes. The lower half is intact. The upper section leans away from the wall.*

ILEX

> *Can the worker hear us?*

DM

> *If you speak loudly, yes.*

MIRA

> *I want to support the upper stair with water while Torren brings them down.*

Each question has changed the plan's reliability. None has spent an action merely because someone spoke. If speaking would itself create a risk in another scene, establish that risk there. Here the conversation supports a shared intent.

Identify the extraordinary part

Mira describes shaping the trough's existing water into a support. Water domain access identifies the subject; Verb II supports changing its form. Near permits the 20-ft reach. She is not creating water from nothing, permanently turning it into stone, or giving the worker a new sense.

The DM asks how the proposed support works. Mira wants a narrow moving channel to take some of the stair's weight while Torren braces it. That is more specific than "I fix the mill." It also leaves the ordinary rope, strong landing, and worker's cooperation relevant.

The table agrees that the water can assist a short rescue under these circumstances. The support is temporary: Mira must keep directing it. They choose a **Magical** check to establish it before another shift. Failure means the water arrives too late to brace the upper stair, which then becomes unusable; the worker still has the balcony rail and the rope remains an alternative. The



table has not agreed automatic death on a failed setup roll.

Mira can accept the attempt, narrow it further, or take the rope route instead. She accepts. Her combined **Magical** bonus is +6. A d20 result of 7 gives 13 against the agreed **DC 12**. The narrow support forms. Her acquired d8 output is not rolled: this construction is neither an attack nor a healing effect.

Let support change the next question

Torren moves to the landing. He does not need a second roll to notice the support Mira just created. He wants to climb the stairs and bring the worker down. The remaining uncertainty is whether he can keep the warped handrail and the worker steady while the water shakes the stairs.

The DM first asks what Torren uses. He anchors the rope on the intact lower post and gives the worker its free end. That preparation changes the possible failure. A slip can now leave them hanging from an anchored rope rather than falling immediately into the canal. Agree that change before the roll, not as a reward invented afterward.

The table selects **Prowess** for controlling the weight of the worker and rail. Torren has +7: **Physical 5** and **PB 2**. The agreed **DC** is 13. He rolls 4, totaling 11. He does not bring the worker safely down yet. The upper rail breaks. They remain supported by the rope and Mira's channel, but the stair route has changed.

Torren's player has options. He can hold position while Ilex directs the worker toward the window. He can propose greater exertion with a consequence. He can release the damaged rail and trust the rope. The failed roll has produced a new decision, rather than asking him to roll the same unchanged check until it works.

Propose a narrower success

Torren asks to pull the worker onto the landing immediately. The DM offers a bounded consequence: he can do it, but his shoulder will be strained, imposing the agreed restriction that he cannot carry another person until treated and rested. This is an example ruling, not a fixed injury penalty attached to every **Prowess** failure.

Torren asks whether bracing the rope against the post would reduce that cost. The DM agrees, but someone must guide the worker so the rope does not cut across a broken edge. Ilex can do that from the safe bank. Ilex has not acquired a "rescue instruction" primitive; ordinary communication is available.

The group chooses the supported version. Ilex explains the movement clearly, Torren draws the worker in, and Mira keeps the water directed. The remaining situation is secure enough that the DM does not require another roll. The worker reaches the landing. Torren has accepted a lesser consequence: aching hands, requiring clean dressings before precise rope work becomes comfortable again. They record its actual meaning together.

Record what survived the scene

The party's record now includes a rescued worker, a damaged stair, a rope that needs inspection, and Torren's agreed hand consequence. Mira releases the water support; that maintenance restriction ends. Her future Water access remains hers. A temporary support disappearing does not erase the acquisition that permitted it.

The worker promises to introduce them to the lock keeper. This is a relationship created in play. It is not automatic BU, a purchased capability, or a mandatory reward. The table can separately agree an advancement award if the rescue completes an important campaign objective.

Before proceeding, the players check current **Vitality** and any actually paid costs. This scene's consequences were restrictive and environmental; nobody invents a damage bill after the rescue. Torren's hands remain affected until the agreed care occurs. A new scene does not clear the record automatically.

Learn from a different approach

The same scene can play differently. Ilex might ask the worker to crawl through the window while Torren holds a ladder. Mira might divert the pressure below the mill instead of supporting the stair. The party could evacuate the lower landing and wait for specialists if it is safe to do so.

Those choices use the same core loop: establish the result, check what supports it, set the scope and stakes, resolve meaningful uncertainty, and record the changed situation. The DM does not need to protect the water solution. Players do not need to imitate this conversation word for word.

Try it with your group. Change one fact: the worker cannot hear; the trough is empty; the balcony is 50 ft away; or the rope anchor is unstable. Ask which part of the plan changes. A missing water supply matters to a permission for reshaping existing water. Greater distance matters to Near. Neither is solved simply by declaring more damage dice.

WHAT CHANGED?

Read the place

A worker is trapped above a damaged stair. Water, a rope, an anchor and three companions offer different ways to help.

Find the extraordinary part

Guiding water uses owned permissions. Holding a rope, making a clear instruction and helping someone onto a landing also depend on ordinary circumstances.



NEXT / READ THE RESCUE SCENE



YOUR FIRST SCENE

A PLACE WITH POSSIBILITIES

Before the dice: a worker is trapped above a damaged stair. Mira can see existing water. Torren has an ordinary rope and an anchor. Ilex can communicate a plan.



1 Existing water

A real source supports reshaping. Owning Water does not supply water in an empty trough.

2 A usable anchor

An ordinary rope can change the risk and the next question. A saved capability is not required for every useful action.

3 A person in danger

Agree the worker's location, reachable route and immediate rescue stakes before resolving the plan.

THREE VOICES. ONE RESCUE.

MIRA

I want to shape a narrow passage from this water to the balcony.

Read access and reach: Water I, Verb II and Near support the stated grounded-water proposal; the balcony is 20 ft away in this example.

TORREN

I brace the rope so the worker has something reliable to hold.

Ordinary preparation changes the circumstances. It can make the next attempt safer without becoming a new purchased primitive.

ILEX

I tell the worker exactly when to move and where to put their feet.

Communication coordinates the plan. It does not require extraordinary control of the worker's choices.

THE TABLE

Let us keep the passage narrow and maintained while the rope takes the weight.

Agree requirements, uncertainty and consequences before committing. When support makes the remaining task secure, another roll may be unnecessary.



The rope already in your hands

ORDINARY TOOLS

Look before inventing

A balcony support has cracked. A coil of rope lies beside a canal hook, and an intact post stands on the lower landing. Before proposing an extraordinary solution, ask what those objects can do. Can the rope reach? Can the post take a load? Can someone hear the stranded worker? These questions are ordinary interaction with a described place. The DM can give evident facts directly. A new capability purchase is not required before you may tie a rope or ask someone to take its free end.

Make the tool change the stakes

In this worked example, a player secures the rope before crossing the damaged stair. The group agrees that a slip could now leave the rescuer suspended rather than immediately falling into the canal. The rope has changed the practical situation. It has not automatically supplied advantage, a fixed bonus, or invulnerability. A suitable check can still resolve meaningful uncertainty, with the new stakes established before commitment. Another scene may have a rotten anchor or a rope that cannot support the load. Describe the actual preparation instead of treating rope as a universal exception.



Use extraordinary access where it helps

A water shaper supports the stair while the rescuer handles the rope. The support needs its real subject, behavior, reach, and continuing terms. The rope needs its actual length, anchor, and use. Neither contribution erases the other. If the water working ends, the rope can still matter. If the post breaks, owning Water does not silently replace it with an indestructible anchor. Combining ordinary tools and acquired access often produces a more understandable plan than a single broad claim to solve everything magically.

Put it into play

The rope already in your hands

Bring the useful record

On the equipment line, note what the object is, whether it is carried or equipped, its quantity, Load, final slot requirement, and any actual item rule. Keep **Item BU** separate from character purchases and ordinary market value. A tool without extraordinary ingredients can remain extremely useful. After the rescue, inspect the rope and recover the hook if possible. These are objects in the shared scene, not disappearing props. The party's next choice may depend on having a sound rope rather than a longer list of named powers.

A conversation about the anchor

Player: *"I loop the rope around that post before crossing."*

DM: *"The post is loose in its socket. You can see it move when you pull."*

Companion: *"There is a sound iron ring on the lower wall. Can we route the line through it instead?"*

Player: *"Yes, if it reaches."*

The table is now checking a practical method, not assigning a secret universal bonus to equipment. A visible weakness gives the players a chance to revise before committing. The new route still needs its actual geometry and use established. Preparation becomes rewarding because objects retain understandable properties instead of changing only after a failed roll.

The tool is missing next time

At a later crossing, the party has left its rope with workers at the first site. That earlier choice matters. It does not forbid the group from acting; they can borrow equipment, search for another route, improvise an available line if suitable, or use an eligible extraordinary method. The DM can explain the practical uncertainty of the alternative. Avoid treating the inventory as both unlimited when a tool would help and irrelevant when it was deliberately lent away. Record the promise to recover it. A missing tool can create a useful social or logistical scene without imposing a mandatory penalty that the rules never established.

The exercise: describe what the object changes

Choose a lantern, map, hook, or flask from the illustration. Give it an actual use in the rescue and say what changes as a result. A lantern can reveal the broken support, but does not provide unrestricted sight through walls. A map can identify a second approach, but does not prove that the route is still intact. A hook can give a line an anchor if the material and position permit it. The explanation should name a practical relationship. If your answer says only "gain a bonus," return to the scene and ask what the character is actually doing with the object.

Help changes the problem

PARTY COOPERATION

An objective with several useful edges

A loading machine holds a failing freight platform above a group of workers. In this example, the party wants everyone clear before the support gives way. One person can warn the workers, another secure a line, another inspect the load, and another negotiate with the machine. These are distinct contributions toward the same outcome. The group need not make four identical attacks, and the DM need not invent a universal help bonus. Start by finding what each contribution actually changes. A character with little relevant extraordinary access may still see a route that the others have overlooked.

Ask the other player what helps

Offering assistance is easier when it leaves the actor a meaningful choice. Say, "Would a secured rope make your crossing possible?" or "If I talk to the keeper, can you check the support?" The answer might reveal that something else is more urgent. Do not narrate a companion's acceptance, feeling, or success without their participation. A shared plan becomes clear when each person states their own contribution and the table understands its relationship to the objective. The group's colorful abilities can coexist with practical observations, trust, and ordinary equipment.



A conversation beneath the platform

Player: *"I want to bring the workers out, but I cannot hold the whole load."*

Companion: *"I can guide them along the clear wall. What keeps the passage open?"*

Third player: *"I will ask the machine to lower the freight toward the empty bay."*

DM: *"It needs a safe destination. Show me the route you are offering."*

The party now has questions to answer rather than a blanket promise of assistance. This example does not guarantee the machine's cooperation. Its actual understanding, obligations, circumstances, and the party's method determine how the conversation can be resolved.

Put it into play

Help changes the problem

A shared goal is not shared permission

The characters can share information, positions, and timing while retaining their own acquired rules. A companion's ability to locate someone through a wall does not automatically grant that sense to every other actor. Carrying a character's item does not necessarily confer its active benefits without the actual equipment conditions. Read what the proposed cooperation relies on. When a contribution makes a previously difficult task secure, the DM can acknowledge that changed situation. When uncertainty remains, resolve it intelligibly. Neither outcome needs a compulsory series of identical help checks.

When one part fails

Suppose the machine cannot lower the load because the bay is occupied. The evacuation route may still be useful. The line may still protect a worker who slips. The party can clear the bay, choose another destination, or change the goal to buying time. Do not erase successful contributions because the first complete plan failed. Conversely, do not claim that the completed warning also guarantees every worker escaped. Apply the actual result of each contribution. Shared objectives become more interesting when the group can see which parts worked and which changed the next decision.

The quiet character has something to do

Try this exercise: remove the party's strongest extraordinary working from the example. List three useful contributions that remain. Suitable answers might include identifying the empty bay, moving bystanders, securing a line, calling a foreman, or keeping an exit clear. Their usefulness depends on the described site. Now restore the working and ask how those contributions support it. The lesson is not that everyone must perform a special role. A cooperative party offers opportunities to participate, including observation, planning, and conversation, without making a shy player compete for the most dramatic ability name.

Compare protection and persuasion

If the machine refuses to lower the load, a character guarding the exit can still protect workers while another seeks the keeper. If the keeper approves the change, the physical route must still be usable. Neither contribution automatically solves the other. Explain the relationship between them in a short sentence: "Your agreement lets us try lowering it; my cleared passage lets people move when it lowers." This is a practical way to review a shared plan. It rewards different approaches without forcing the party to pretend that every useful action grants the same numerical assistance.

03

Make someone you want to play

A purpose becomes a foundation, a ledger and a playable person.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

A purpose becomes a foundation, a ledger and a playable person.

1 Choose a person first

Give the character a purpose and a connection to the party. A profession, lineage or ambition suggests useful purchases without prescribing a class.

2 Separate the foundation

Allocate the base Attributes, select actual training and know the progression budget. Keep current modified values separate from the original allocation.

3 Read the ledger

Count owned acquisitions once. Torren, Mira and Ilex each illustrate a different 24-BU build under a 25-BU foundation.

4 Check what the numbers promise

A combined bonus, selected **DC** and maximum **Vitality** answer different questions. Equipment accounting and actual **Item BU** remain separate.



Begin with a person and a purpose

Write a short concept: who the character is, something they can do and what draws them into the adventure. Their history can grow through play.

Mira is a curious courier who learned to shape water while travelling with a river caravan. Her teacher has disappeared. She wants to find them and keeps getting distracted by people who need help.

That concept suggests useful permissions and a reason to act. It does not require a fixed class or a prescribed sequence of abilities.

Choose the foundation

Your three attributes are **Physical**, **Mental** and **Magical**. Physical describes bodily approaches; Mental describes perception, thought and interaction; Magical describes extraordinary understanding and expression. Their numerical values are used directly in relevant checks and formulas.

Default — starting attributes. Allocate a total of 10 among the three base attributes, with each from −1 to +5. Later primitives can change the resulting values. Keep the base allocation distinct from those contributions.

A proficient attribute supports its associated practices and saves. Particular practice training can also be acquired through authored rules. Your choices should fit the concept; the foundation does not impose a class.

The ten practices are:



Attribute	Practices
Physical	Prowess, Finesse, Fieldcraft
Mental	Awareness, Reason, Knowledge, Influence
Magical	Mysticism, Communion, Intuition

You can attempt ordinary tasks without training. Training adds the applicable Proficiency Bonus; it is not permission to try the task at all. Relevant extraordinary permissions still matter.

Buy useful permissions

Build Units, abbreviated **BU**, are the purchase budget for reusable primitives. A default level 1 foundation has 25 BU. Agree a different starting level or budget with the DM when appropriate.

A character foundation needs owned verb and domain access in its character build. A **verb tier** establishes the kind of change you can attempt; a **domain** establishes the subject you can work with. Read their actual definitions. Equipment cannot substitute for those foundation requirements.

When the corresponding categories are absent, Touch range and 1d4 output are free baselines. Further reach and different output dice can be acquired through suitable primitives. Larger output, several targets or unusual selectivity can still change an attempt's pressure and cost.

Prices in the Library and builder are suggestions and authored choices. You may invent a primitive, choose a price and discuss it with the DM. Conditions, limits and stacking can justify different prices. The DM can accept the proposal or ask you to adjust it before using it at their table.

Example — Mira's purchases

Mira's player chooses base attributes **Physical 3**, **Mental 3** and **Magical 4**, with **Magical** as the proficient attribute. The player then builds this ledger using the current canonical entries:



Primitive	BU
Verb Access Tier II	8
Water through Domain Access Tier I	4
Near Range	4
d8 output permission	4
Knowledge proficiency	4
Total purchased	24
Unspent from 25	1

The scope of the Water domain and verb permission still governs her workings. Near reaches up to 30 ft. Owning d8 permits that die type; the chosen number of dice and the particular result are discussed when she describes an action.



MIRA / FOUR DIFFERENT NUMBERS

Proficiency Bonus

Level 1

PB = 2

Knowledge bonus

Mental 3 + training **PB 2**

3 + 2 = +5

Selected DC

Start 5 + **PB 2** + **Magical 4**

5 + 2 + 4 = 11

Baseline maximum Vitality

(10 + **PB 2**) × level 1

(10 + 2) × 1 = 12

These are baselines before relevant modifiers. Apply the current modified values and actual scope. A larger maximum does not itself heal current **Vitality**.



MIRA / DISTINCT BASELINE VALUES

2	PB
+5	KNOWLEDGE
11	SELECTED DC
12	MAXIMUM VITALITY

This ledger teaches the accounting. Your character's prices and rules need the same table agreement.

Organize your history and abilities

Lineage describes ancestry or species. **Upbringing** describes background and training. **Manifest** describes a role or current expression of the character. These heritages can organize primitives into a coherent foundation.

You can develop your own heritages, adapt an existing one or use several where the concept and table agreement support them. A heritage name alone grants no additional mechanics. Check the actual ingredients and count purchases appropriately.

An **effect** groups related outcomes or ingredients. A **capability** organizes a complete working or ready intent. Once you own its ingredients, describing another arrangement does not buy the same primitives again. A new arrangement still needs suitable permissions, scope and resolution.





Keep items separate

Items have their own **Item BU** accounting. Agree an equipment allowance with the DM rather than assuming it is included in the character's 25 BU.

Default — equipped slots. You have six universal equipment slots. An ordinary equipped item uses one; a two-handed item uses two. A particular item can have a higher agreed requirement, and primitives can extend your available slots. Size does not automatically multiply that requirement.

A small courier might be allowed to wield an unusually large sword with a three-slot requirement or another consequence. Describe the adjustment on that item so everyone knows how to apply it.

Load tracks what you carry and remains separate from equipped slots and **Item BU**. An unequipped item can still contribute Load.

Check that the character is ready

Before the first scene, make sure you can explain:

- Your character's purpose and how they connect to the party.
- Their base attributes, training and current check bonuses.
- The purchased verb and domain permissions that support their special actions.
- Purchased BU, unspent BU and separate equipment accounting.
- Current and maximum **Vitality**, equipped gear and any actual drawbacks.

Drawbacks are optional. Accept their real consequences before using any permitted mirror credit; a descriptive personality flaw does not automatically produce BU. Detailed mirroring and progression rules appear in the budget chapter.



App note. Quickbuild and complete creation both produce characters you can keep developing. A form may offer one slot for each heritage type as a convenience. That form does not replace the table's agreement about the character's concept.

These workshops show how a concept becomes a readable record. They use the default 25-BU level 1 foundation, a total of 10 base attributes, **PB 2**, and reference acquisition prices. Their unusual capabilities are explicitly authored examples. Review them with your own table before adopting them.

They are not classes. Nothing locks a gatekeeper into armor, a courier into water, or a records keeper into a career. Their purchases can develop in different directions. Keep the underlying ingredients when you reorganize a heritage; a title is not a second ledger.

Torren, the gatekeeper

Person first. Torren spent years keeping flood barriers working. He is physically strong, good at noticing what will fail, and reluctant to abandon someone behind a closed gate. His immediate goal is to deliver a warning to the next settlement. His connection to Mira is practical: her river knowledge helps him understand the warning's cause.

His base attributes are **Physical 5**, **Mental 4**, **Magical 1**. **Physical** is proficient. At level 1 that gives PB 2 to its three practices and its saving throw. Mental and Magical remain useful without training. He has not traded ordinary thinking for the right to lift things.

Acquisition	Bound rule	BU
Verb I	Direct physical/perceptual interactions and simple force within the owned subject	4
Metal domain I	Grounded metal is an eligible subject; no control of minds, all matter, or every Tier I domain	4
d8 output	Permit d8 output for an appropriate authored damage/healing expression	4
Awareness proficiency	Add **PB** to relevant **Awareness** checks; does not train every **Mental** practice	4
Steady Hands	Add +2 to **Finesse** checks to thread or tie a rope while both hands are free	4
Defensive Save Upgrade: **Mental**	Grant **PB** training to the **Mental** saving throw	4
Total	Six acquisitions; no mirror credit	24

The last two 4-BU entries are table-reviewed choices. Steady Hands is the authored example in the reference, not a universal price for every +2. The save-training grant applies to the saving throw, not to **Reason**, **Knowledge**, or **Influence**.

Derived record. Maximum Vitality 12; short-rest allowance 6; Physical-selected DC 12. Prowess, Finesse, and Fieldcraft are +7. Awareness is +6. Reason, Knowledge, and Influence are +4. Mysticism, Communion, and Intuition are +1. Physical save +7; Mental save +6; Magical save +1. When Steady Hands qualifies, the relevant Finesse check becomes +9; the ordinary Finesse line stays +7.

Gate Crew Upbringing organizes Awareness proficiency and Steady Hands: 8 BU already counted. **Iron Hand Manifest** organizes Verb I, Metal I, and d8: 12 BU already counted. Mental save training remains another acquisition. Torren can describe a lineage without assigning it mechanics; the absence of a purchased lineage does not leave his character incomplete.

Iron Knock, authored capability. At Touch, use eligible direct force through existing metal to strike a located target. Example expression: one attack using Physical training, +7, against the target's DC; on a hit, 1d8 Physical Metal damage. This direct expression does not reshape an entire gate, create metal, gain reach, or automatically disarm the recipient. The table appraises unusual output or extra recipients separately. It has no ongoing upkeep in this example.

Working gear. A Medium two-handed canal hook has Item BU 0, Load 2, and two equipped slots. A Medium rope bundle has Item BU 0, Load 2, and one slot when actively equipped. If the table treats a worn working coat as an equipped item, it has Item BU 0, Load 2, and one slot. These are three explicit ordinary item records, not grants of armor or damage reduction. Total Load 6;

equipped use four of six slots. Capacity is 40 + 5 × Physical 5 = 65. Tools have setting availability or prices separately from Item BU.

Three test uses. Iron Knock can strike a metal obstacle at contact under its actual rule. It cannot reach a guard 30 ft away using Touch alone. It does not quietly become Verb II reshaping when Torren wants to turn a lock into a key. The party can still use ordinary tools or ask for a bounded exception.

Mira, the river courier

Mira's full record appears in Worked records. Here the important construction decision is restraint. Her concept suggests many abilities, but she begins with a small reusable vocabulary: Verb II, Water I, Near, d8, and **Knowledge** proficiency. She spends 24 BU and leaves one unspent.

Her attributes are **Physical 3**, **Mental 3**, **Magical 4**, with **Magical** proficient. Maximum Vitality 12; short-rest allowance 6; Magical-selected DC 11. Her Physical practices are +3. Mental practices are +3 except trained Knowledge +5. Magical practices are +6. Saves are Physical +3, Mental +3, Magical +6.

She arranges Water, Verb II, and Near into Guided Water, then River Hand. She can also define **Canal Impact**, a separate authored example using those same acquisitions plus d8: drive existing located water along an actual projected path up to 30 ft, attack +6 against DC, and deal 1d8 Magical Water damage on a hit. A projected path is affected by its actual obstruction; direct manifestation requires a separately supported delivery arrangement.

Both capabilities reuse the same acquisitions: River Hand uses Water, Verb II and Near, while Canal Impact also uses d8. Her ledger stays 24. She does not gain two Water purchases or two simultaneous outputs because Water appears in two capability descriptions. Whether she can maintain one channel while launching another working depends on their agreed requirements and actual scope; there is no universal one-concentration limit.



Choice she postpones. Mira wants to restore a drowned person's breath. d8 output is not a healing permission. Grounded Water I does not automatically manipulate life or reverse death. She can rescue through ordinary aid, acquire a reviewed relevant construction later, or ask the table for a clearly scoped exceptional possibility. A sympathetic title such as "River's Mercy" supplies no missing behavior.

Her useful weakness. Dry surroundings matter because her present workings reshape existing water. This is a consequence of their recorded scope, not a mirrored drawback that automatically refunds BU. She carries a flask and asks where water is available. A companion who notices resources can be more useful than another die type.

Ilex, the records keeper

Person first. Ilex restores damaged maps and mediates disputes about old boundaries. They want to discover why two villages possess incompatible copies of the same canal charter. They are curious, careful, and willing to put themselves between angry people. Their unusual skill helps read physical documents; it does not decide whose rights are just.

Attributes: **Physical 2**, **Mental 5**, **Magical 3**. **Mental** proficient. Their foundation has 25 BU. They acquire a narrow grounded subject instead of an abstract information domain: Paper I concerns existing paper as material. Reading secret memories or rewriting belief would need a different subject and behavior.



Acquisition	Bound rule	BU
Verb II	Reshape, redirect, combine, separate, transfer, or stabilize eligible existing states	8
Paper domain I	Grounded existing paper is an eligible subject; no control of all recorded knowledge	4
Mysticism proficiency	Add **PB** to **Mysticism** checks	4
Fieldcraft proficiency	Add **PB** to **Fieldcraft** checks	4
Steady Hands	Add +2 to **Finesse** checks to thread or tie a rope while both hands are free	4
Total	No mirror credit; 1 BU unspent	24

Maximum **Vitality** 12; allowance 6; **Mental**-selected **DC** 12. **Prowess** and ordinary Finesse are +2; Fieldcraft +4. Mental practices are all +7. Mysticism +5; Communion and Intuition +3. Physical save +2; Mental save +7; Magical save +3. Mysticism proficiency does not train the Magical saving throw.

Archive Upbringing groups Paper I, Verb II, and Mysticism proficiency: 16 existing BU. Fieldcraft and Steady Hands are individual acquisitions. Their lineage is descriptive. They can later build a Manifest for a new role without losing their archive training.

Dry the Record, authored capability. At Touch, reshape or stabilize existing paper so a soaked sheet can be handled without immediately tearing. State what material is present and which damage is reversible in the scene. The capability does not reconstruct words that no longer exist, authenticate a lie, reveal invisible ink through walls, or grant Near reach. Time, tools, and uncertainty remain relevant. The free d4 baseline is available for suitable output constructions but is not needed for this task.

Play connection. Ilex can notice repeated marks through Awareness, compare accounts through Reason, recall a charter through Knowledge, or negotiate through Influence. All four have +7 from Mental proficiency, but they answer different questions. A good comparison may make a conclusion secure with no roll. A persuasive argument cannot force a frightened villager to adopt a belief against all evidence.

Check the three ledgers together

Each character has 24 positive acquired BU, 1 ordinary BU left, no mirror credit, and separately recorded equipment. The party's default progression reference is 3 × 25 = **75 Party BU**, not 72 because three points are unspent. Spent acquisitions describe builds; Party BU represents their progression budgets for encounter comparison. Add actual resolved Item BU separately.



Torren and Mira can deal d8 output through their recorded expressions. Ilex can be useful without an extraordinary damage capability. Ordinary actions, resources, and relevant senses remain available to everyone. These records demonstrate a varied party rather than a mandatory frontline/healer/damage roster.

Before using them, ask each player to name one thing they can do, one limit, one relevant combined bonus, and one reason to cooperate. If someone cannot explain a capability, simplify its prose. A longer list is not automatically a better character.

Adapt a workshop without losing its accounting

Start with the desired change. Swapping Water for grounded Air changes Mira's subject, so rewrite the effect and tests; do not merely change the icon. Replacing **Knowledge** proficiency with a different 4-BU practice grant changes the affected checks while leaving the acquisition total unchanged. Replacing a 4-BU grant with a proposed 12-BU attribute increment changes the ledger and possibly the derived sheet.

A fork is a new authored definition. You can keep references to unchanged ingredients, record what you changed, and agree which version belongs to the character. Existing ownership does not imply a free unrelated upgrade simply because the new creation descended from an old one. Discuss replacement or retraining with the table; SwordWeave does not prescribe a universal fee.

A concept is wider than its first character record. You can express an armored duelist, a weather singer, or a tireless messenger without buying every association their titles suggest. These workshops adapt the earlier examples into three different level 2 characters. Each uses the 35-BU cumulative foundation, **PB 2**, baseline maximum **Vitality 24**, and ordinary short-rest allowance 12. They are examples to review, not prescribed careers.

The prices explicitly identified as proposed belong to these authored records. Canonical reference anchors remain useful, but they do not create a universal price for every sense, restriction, numerical bonus, or expertise grant. The purpose of each ledger is to show what was actually acquired.

Sella: protect a route rather than buy a class

Sella escorts workers across broken quarry paths. The player first describes "a stone duelist who guards people." They could write a long package containing armor, extra attacks, stone creation, ranged restraint, and healing. Instead, they ask what the next adventure actually needs: a reliable physical approach, a grounded subject, some reach, and training that helps notice danger.

The foundation is **Physical 5**, **Mental 3**, **Magical 2**, totaling 10, with **Physical** proficient. This is not Torren with a new portrait. Sella deliberately acquires more ordinary training and a smaller output die rather than Torren's rope bonus. Their ordinary weapon, clothes, and rope are recorded separately and grant no unstated defenses.



Ingredient	Complete bound contribution	BU
Verb I	Permit direct physical/perceptual interaction and simple force within the owned subject	4
Stone I	Grounded stone is the eligible subject; no access to every earth material or metaphorical resolve	4
d6 output	Permit d6 output in a suitable damage/healing expression; behavior and number of dice still need definition	2
Near	Permit eligible located workings up to 30 ft	4
Awareness proficiency	Apply **PB** to **Awareness** checks	4
Influence proficiency	Apply **PB** to **Influence** checks; no automatic control of another person	4
Knowledge proficiency	Apply **PB** to **Knowledge** checks	4
Mental save training	Apply **PB** to the **Mental** saving throw	4
Quarry Footing, proposed	Add +2 to **Finesse** checks to balance on exposed natural stone while both feet can contact it; no bonus on moving metal or rope	4
Positive total	Nine listed acquisitions	34
Ordinary budget left	35 − 34	1

Review the purchase before paying for it: **Physical** proficiency already trains **Fieldcraft**. Sella therefore chooses the separate **Influence** grant shown in the published ledger, giving her a useful new approach instead of buying training she already has.

That comparison is important: a neat ledger can still contain an unhelpful choice. Review mechanical contributions before treating a saved draft as finished. A duplicated training grant may support a container's independent reuse, but on this character it does not grant another training bonus. The player chooses a useful different purchase rather than declaring a refund mid-encounter.

Sella's **Physical** practices and save are +7. **Awareness**, **Knowledge**, and **Influence** are +5. Reason is +3. Magical practices and save are +2. The trained Mental save is +5. Their Physical-selected DC is 12. Qualifying Quarry Footing changes an ordinary +7 Finesse check to +9.

Their Medium capacity is 40 + 5 × 5 = 65 Load; equipped slots remain six.

Stone Tap, an authored expression. Apply a direct impulse to existing located stone within 30 ft. A normal harmful use can be one projected chip or moving stone edge: attack using Physical training, +7, against the target's DC, then 1d6 Physical Stone damage on a hit. The actual path matters. This definition does not grant reshaping a wall, turning flesh to stone, or striking a creature whose location is unknown.

Route Guard, a descriptive practice. Sella tests a path, marks a safe foothold, watches a loose slab, and offers a hand. This is an ordinary approach, not a free automatic shield aura. Their Finesse, Awareness, and Influence training support different uncertain parts. If they want a rule that automatically protects everyone within a radius, they must author its recipients, behavior, timing, and limits rather than rely on "guard" in their title.

Sella's player now has three useful tests: dislodge a visible loose stone, guide a frightened worker across a ledge, and try to stop a roof-wide collapse. The first uses their narrow access; the second uses ordinary cooperation and trained approaches; the third exposes missing scope and perhaps different verb permission. Larger d6 quantities alone cannot supply a structural repair rule.

Nami: make supernatural versatility readable

Nami plays a reed instrument that seems to answer the wind. The player wants a person who can divert smoke, lift curtains, carry sounds, and protect a crowded room. Those outcomes contain several distinct subjects and arrangements. The first purchase set concentrates on grounded existing air and a small-group structure, leaving supernatural communication and extraordinary protection for later review.

The attributes are **Physical 2**, **Mental 3**, **Magical 5**, totaling 10. **Magical** is proficient. Nami has baseline DC 12, Magical practices and save +7, Physical practices and save +2, and Mental practices +3 except acquired Awareness +5. Maximum Vitality is 24 and short-rest allowance 12. No special instrument resource pool exists unless the table later authors one.



Ingredient	Complete bound contribution	BU
Verb II	Permit changing eligible existing states: reshape, redirect, combine, separate, transfer, or stabilize	8
Air I	Grounded air is the eligible subject; no automatic control of thoughts, every sound, or weather systems at any scale	4
Near	Permit eligible located workings up to 30 ft	4
d8 output	Permit d8 for an appropriate defined damage/healing expression	4
Structure II	Permit basic spatial or multi-target arrangements, such as a small group, line, cone, radius, or field, within actual access	8
Awareness proficiency	Apply **PB** to **Awareness** checks	4
Positive total	Six acquisitions	32
Ordinary budget left	35 − 32	3

Clear a Window, authored capability. Redirect smoke-bearing existing air away from a located opening within 30 ft. Define the opening, outlet, and available air. A normal small use may be secure; an occupied burning building creates different stakes. Moving smoke does not automatically remove its heat, toxic contents from every room, or danger to people beyond the outlet.

Divide the Draft, authored capability. Use a basic line or field arrangement to direct existing air around several visible workstations in one small area. Structure II supplies an arrangement permission. It does not supply automatic enemy-only selection, a large hall regardless of its shape, silence, or immunity to flying debris. The player and DM discuss the actual recipients and flow before use.

Nami's instrument can help express the concept without secretly increasing its power. If an authored working requires continuous playing, identify whether that is a use condition or ongoing upkeep. If a working can also be performed by whistling, record that alternative. A picturesque instrument is not automatically an essential component; an essential component is a real restriction when agreed.

The player tests two arrangements side by side. Blowing dust off an unoccupied shelf uses a simple narrow flow. Clearing a corridor around six frightened people requires careful scope and consequences; the outlet may affect another room. They can reduce the ambition by clearing a single exit first. They need not add a compulsory dice roll to the first use merely to make it feel magical.



Nami cannot automatically heal through a breath because d8 is in the ledger. Nor can they selectively deafen enemies because they bought Air and Structure II. Those fantasies can inspire later creations, but their actual behavior and information/agency implications must be authored. The 3 unspent BU are a choice, not a defect to fill with an unclear benefit.

Eren: build a specialist who matters without blasting

Eren carries messages across disputed borders and repairs the cloth seals used to authenticate a dispatch. The player wants someone useful when the party needs passage, clues, and safe transport. They choose ordinary expertise and grounded material work rather than importing a magical truth detector. The difference creates interesting scenes: Eren can examine a seal expertly while still having to decide whether its sender is trustworthy.

The foundation is **Physical 3**, **Mental 5**, **Magical 2**, totaling 10, with **Mental** proficient. Eren has ordinary Mental checks +7, Mental save +7, Physical save +3, Magical save +2, and Mental-selected DC 12. Their purchased Fieldcraft and Communion each add applicable PB to a practice outside the proficient attribute. No additional saving throw is trained by those two practice purchases.



Ingredient	Complete bound contribution	BU
Verb II	Permit reshaping or stabilizing eligible existing states	8
Cloth I	Grounded cloth is the eligible subject; a written message's truth or a person's loyalty is outside this material domain	4
Near	Permit eligible located workings up to 30 ft	4
Fieldcraft proficiency	Apply **PB** to **Fieldcraft** checks	4
Communion proficiency	Apply **PB** to **Communion** checks using an actually available extraordinary connection; supplies no connection itself	4
Read the Route, proposed	Add +2 to **Knowledge** checks to interpret a physical route map the character can inspect; no bonus for unmapped danger or an unreadable image	4
Knowledge expertise, proposed	Use twice **PB** as **Knowledge** training instead of **PB**; do not add both training amounts	6
Positive total	Seven acquisitions	34
Ordinary budget left	35 − 34	1

The 6-BU expertise price is this workshop's proposal. It is not claimed as a universal catalogue price. Because **Mental** proficiency already trains **Knowledge**, expertise replaces that practice's **PB** 2 contribution with twice **PB**, 4. Knowledge becomes Mental 5 +4 = +9. A qualifying route-map check then adds Read the Route's +2, giving +11. Reason, Awareness, and Influence stay +7; the selected DC stays 12. Fieldcraft is +5, and Communion is +4.

Mend the Seal, authored capability. At an eligible located cloth seal within 30 ft, reshape or stabilize its existing material so it can be handled or fitted to the dispatch. The actual materials, missing pieces, and damage matter. This does not reconstruct words that no longer exist, reproduce an absent signature, or prove that the dispatch was authorized. If a repair risks altering evidence, discuss that risk before using it.

KNOWLEDGE / MENTAL + EXPERTISE

5 + 4 = +9

QUALIFYING ROUTE MAP / ADD THE AUTHORED +2

9 + 2 = +11

One service, several questions. Eren can notice a cut through Awareness, identify a common seal knot through Knowledge, infer a sequence from the damage through Reason, and ask a clerk for an explanation through Influence. The player does not roll all four in a compulsory sequence. They ask what remains uncertain and select a relevant approach. If the evidence is sufficient, a conclusion may need no roll.

Eren's equipment might include a courier case with a reviewed augmentation: "While the case is closed, its supported compartments hold these named fragile dispatches in place during ordinary walking." Its ordinary protection can come from the item's construction, while an extraordinary preservation rule needs its own authored definition and proposed **Item BU**. Neither version joins Eren's 34 character BU. A beautiful bag does not grant infinite capacity.

Try Eren in a scene without a damage roll: a frightened clerk denies passage because two seals conflict. Eren can inspect the records, preserve evidence, offer a verification route, and negotiate limited access. Their contribution matters because it changes the group's options. The party does not need a universal healer or attacker slot for Eren to deserve a place.

Carry only the promises you can explain

The three workshops begin at the same level and budget while supporting different choices. Sella spends 34, Nami 32, and Eren 34. All still have 35 progression BU for an encounter comparison, not their smaller spent totals. Their combined Party BU is 105 before any deliberate variation; their actual **Item BU** stays separate. No mirror credit has been used.

The point is not to search for the mathematically perfect mixture. It is to keep the first record readable, useful in likely scenes, and faithful to what the player wants. A concept can hold future ambitions without claiming their rules now. Keep a short "later" list beside the actual purchases. When advancement arrives, that list helps turn story into a deliberate next acquisition.



KNOW WHAT THE NUMBER MEANS

Mira's complete record uses one foundation and several different derived values. Each label answers a particular question.

BASE ATTRIBUTES

3 / 3 / 4

Physical, **Mental** and **Magical** total 10 before acquired changes. Use the current modified values in calculations.

PROGRESSION BUDGET

25 BU

The level-1 acquisition allowance. Mira spends 24 and retains 1; **Item BU** stays separate.

APPLICABLE TRAINING

PB 2

Magical proficiency applies to its actual scopes. Her separate **Knowledge** grant also provides **PB** there.

SELECTED DC

11

5 + **PB 2** + current **Magical 4**. This target is distinct from her three saving-throw bonuses.

VITALITY

12 / 12

Current / maximum. Damage changes current **Vitality**; a new maximum does not automatically heal.

REST ALLOWANCE

6 remaining

Half maximum rounded up, consumed only by actual short-rest healing until an agreed long rest refreshes it.

YOUR CHARACTER'S FOUNDATION

A readable character record preserves the difference between an original choice, a derived number and current state.

01 Person, purpose and connection

Who are you, what do you want, and why this party?

02 Base and current Attributes

Physical / **Mental** / **Magical**; record acquired changes separately.

03 Proficiency and combined bonuses

Proficient Attribute, individual training and eligible modifiers.

04 Budget and acquisitions

Progression BU, spent and unspent; separate **Item BU**.

05 Current resources

Current/maximum **Vitality**, short-rest allowance and continuing consequences.



FIND YOUR DC

Start with 5. Add **PB**, your selected current Attribute and applicable **DC** bonuses. Keep the chosen Attribute distinct from your three saving throws.

THE RULE

DC = 5 + PB + Attribute + bonuses

TRY IT WITH NUMBERS

5 + 2 + 4 + 0 = 11

Mira's selected DC is 11.

DC / Difficulty Class

The number an opposed roll needs to meet or beat. A scene's task **DC** can be set by the DM; it is not automatically this character formula.

PB / Proficiency Bonus

Mira's level-1 **PB** is 2. Her selected Attribute here is **Magical** 4. No extra **DC** bonus applies.



SEE THE CALCULATION

START

PB

MAGICAL

5 + 2 + 4 = 11

Eleven points altogether.
That is Mira's baseline **DC**.

FIND YOUR VITALITY

Add 10 to the current **PB**, then multiply by level. Apply actual maximum-**Vitality** rules afterward. Current **Vitality** is a separate record.

THE RULE

Baseline Vitality = (10 + PB) × level

TRY IT WITH NUMBERS

(10 + 2) × 1 = 12

Mira's baseline maximum is 12.

PB

Mira is level 1 with **PB** 2.

Baseline maximum

This is 12 before any acquired maximum-**Vitality** changes.

Current Vitality

Mira begins at 12/12. Increasing the maximum later does not itself restore missing points.

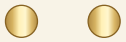


SEE THE CALCULATION

TEN BASE POINTS



TWO FROM PB



12 × 1 = 12

One level contributes twelve baseline points. Relevant modifiers can change the maximum.

Someone worth following

CONCEPT WORKSHOP

A want that leads into play

Begin with a person who wants something they cannot secure alone. In this example, Arda repairs canal gates and wants to find the teacher who left a warning inside a broken mechanism. She has a reason to travel, a useful trade, and a question she can bring to companions. Those details offer more than a title such as warrior or mage. They tell the table why she will examine a gate, protect a worker, or keep following a difficult lead after the first reward has been spent.

Three promises, not twenty powers

Write one ordinary competence, one extraordinary ambition, and one connection. Arda knows gate machinery, wants to direct existing water, and trusts a courier who carries news between the settlements. Ordinary competence gives the DM material for the world; applicable practices resolve meaningful uncertainty. The extraordinary ambition needs actual acquired permissions. The connection gives another player a place to contribute. A starting concept need not mechanically realize every future possibility. Keep later ambitions in a separate note, so a sentence about someday commanding a river does not become an unstated current power.



Choose what matters first

Ask what the opening adventure is likely to involve. A flooded workshop favors understanding currents, noticing failing supports, and helping people move. A political journey can make negotiation and evidence more urgent. These are priorities, not locked careers. Choose a foundation and purchases that let you participate in those scenes, then explain each actual rule. The character can remain recognizable when their methods grow. A new training grant need not replace the gatekeeper story; it may show what the gatekeeper learned from being listened to at a difficult meeting.

Put it into play

Someone worth following

Give the party an invitation

Offer a connection other players can accept or alter: you need their map, you repaired their home, or you both want the same missing person found. Do not write another character's feelings without asking. At the first table conversation, explain one thing Arda can contribute and one thing she cannot yet do. Someone may supply the missing sense, tools, or social approach. Cooperation begins as a shared opportunity, rather than a compulsory distribution of combat roles. A character becomes easier to play when their next useful choice is visible.

A conversation before choosing ingredients

Player: *"I want Arda to understand the gate and help people cross when it fails."*

DM: *"Does she command water already, or is that what she wants to learn?"*

Player: *"She can redirect existing water under her acquired rules. Creating it is outside the starting idea."*

Companion: *"Then my rope and route knowledge can help where there is no water."*

This example identifies a current contribution, a limit, and a connection. It does not demand a perfect catalogue choice before play. The table can now inspect the actual permissions and propose a manageable starting build, rather than trying to price every future scene the concept suggests.

The same person in a dry settlement

Change the opening adventure to a dry settlement with a damaged hoist. Arda's water working may be less immediately useful, but her trade, practical questions, connections, and other actual acquisitions remain relevant. She can examine the mechanism, ask workers about the failure, or help someone reach an ordinary tool. Do not invent water because the character's theme needs a starring moment. Equally, do not make her irrelevant merely because the most visible extraordinary method is unavailable. Ask what the person wants here and which ordinary or acquired contribution fits. A robust concept supplies reasons to participate beyond one favorable environment.

The exercise: a scene without your favorite power

Write a place where your favorite working cannot provide its usual result. Then describe one question your character would ask, one ordinary contribution, and one invitation to another party member. For Arda, a dry workshop could prompt "Who used this gate last?", inspection of a visible damaged hinge, and an offer to support someone while they examine the upper mechanism. Explain why each belongs to her rather than merely naming a generic action. The answer shows whether the concept gives a human something to play. If it does not, add a useful interest or connection before buying several more extraordinary permissions.



BUILD A WORKING YOU CAN EXPLAIN

04

Build a working you can explain

Primitives, effects, capabilities and heritages share one owned foundation.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Primitives, effects, capabilities and heritages share one owned foundation.

1 Name the intended result

Write the useful change in ordinary language. A memorable capability title helps you find it; actual ingredients establish what it does.

2 Arrange the ingredients

A primitive can be used directly or referenced through an Effect, Capability or Heritage. Containers do not create an additional purchase.

3 Write a condition someone can apply

Identify the subject, operation, timing and ending. A trigger supplies the stated response; it does not silently create another Main Intent.

4 Test three uses

Try a normal use, a stretched proposal and an outside-scope use. Use those tests to find missing permission or an unclear boundary.



You have a concept and a purchase ledger. Now turn those ingredients into things you can explain and use. You can use something from the Library, adapt it or build your own. All three approaches use the same construction rules.

Start with the intended result

Describe what you want in ordinary words before choosing a name or mechanical format. “Guide water from one vessel into another” gives the table something to judge. A title such as River Hand helps you find the working again, but its description and ingredients establish what it does.

Ask which parts of the result need extraordinary access. Moving an ordinary bucket can be an ordinary action. Shaping its contents from across a room requires the relevant permissions. A primitive can grant a permission, change a number or establish a particular rule; read its definition rather than relying on its icon or family name.

Read the main building blocks

The Market organizes base primitives into families. Begin with the following questions:



Question	Relevant foundations
What kind of change can I make?	Verb access
What can I work with?	Domain access
How is the working arranged or delivered?	Structure and targeting
How far does it reach?	Range
What output can I express?	Intensity and dice
How does it persist or respond?	Duration, triggers and particular authored rules
What changes on my sheet?	Attribute/practice grants, numerical modifiers, senses, mobility, defenses and other augmentations

These questions are a way to read a working, not a requirement to purchase one primitive from every family. Use your baselines and owned rules, then identify any additional permission the proposed result actually needs.

Default reference — access tiers. The base verb, domain and structure families use four access tiers with suggested anchors of 4, 8, 12 and 16 BU. Their meanings differ by family. Verb Tier II describes changing existing states; Domain Tier II describes a different breadth of subjects. Owning one does not grant the other.

Range and output use their own ladders. Near Range permits 30 ft with a current suggested cost of 4 BU. The d8 output permission also has a current suggested cost of 4 BU, but it grants a die type, not distance. A shared price does not make two primitives interchangeable. The reference tables collect these base definitions; authors and the table can agree different prices for their actual rules.

Make an effect, then a capability when useful

An **effect** groups related ingredients or outcomes so you can reuse them. A **capability** organizes a working, talent or ready intent. A capability can contain primitives directly and can also use effects. An effect need not be created as a separate card before every capability.

For each construction, record:

1. Its name and intended result.
2. The ingredients and what each contributes.
3. The recipient or target, scope and applicable conditions.
4. Any numerical change, output, trigger or duration it actually establishes.
5. Stacking, limits and ending conditions where they matter.
6. How it is proposed and resolved in play, including any agreed continuation requirement.

Keep a permanent acquired rule distinct from the temporary result of using it. Owning a water-shaping permission does not mean every water structure is permanent. Owning a die type does not automatically heal every injured target or establish resistance to incoming damage.

Worked construction — River Hand

Mira's player uses her Water domain and Verb Access Tier II to describe guiding and reshaping existing water. Near Range supports attempts up to 30 ft where she can locate the target. They organize these ingredients as an effect called Guided Water, then use it in a capability called River Hand.

The capability says what Mira can propose: redirect a stream or guide water between vessels within her access and reach. It does not promise that every quantity, route or situation succeeds without a check. At the table, they establish the actual volume, obstacles, timing and consequences.

Her d8 permission remains available for an appropriate damage or healing working; simply including it in a ledger does not turn moving water into an automatic attack or cure. She may compose another capability when she wants such a result.





Keep one purchase ledger

Organizing the same acquired ingredient in several effects, capabilities or heritages does not repurchase it. Count the underlying acquisitions, including any deliberately acquired additional occurrences. Read each rule's restrictions before deciding that several appearances create several contributions.

Mira already owns all five purchases in her 24-BU ledger. Guided Water and River Hand organize some of those ingredients; they do not increase her total to 48 BU or produce extra free copies of the rules. If she later acquires a new ingredient, record that acquisition and its cost.

Build a heritage around the person

A heritage connects mechanics to ancestry, experience or current expression. Choose **Lineage**, **Upbringing** or **Manifest** according to what the creation represents.

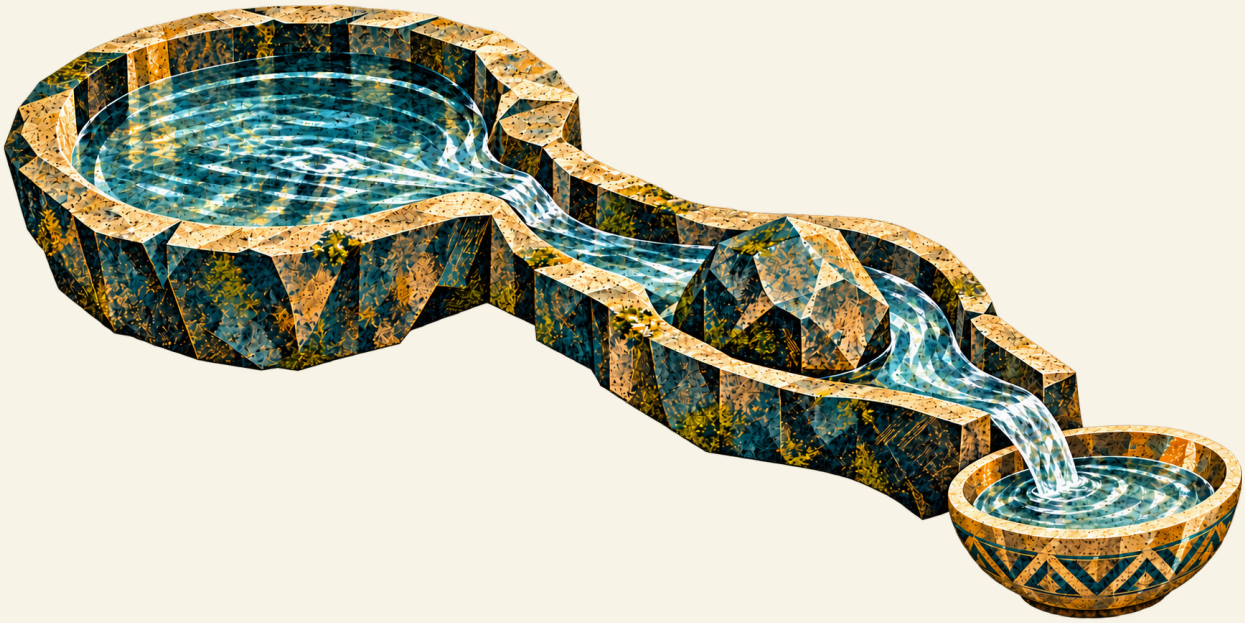
Include the rules and capabilities that support its description, and identify the actual acquisitions it contains.

Worked construction — River Caravan Upbringing

Mira's player groups Verb Access Tier II (8 BU), Water domain access (4 BU) and Knowledge proficiency (4 BU) into an upbringing inspired by her training: **16 BU** of acquired primitives. Near Range and d8 output remain other purchases: **4 + 4 BU**. The whole character still costs **24 BU**, leaving **1** from her 25-BU budget.

Another river-caravan character can choose different training and permissions. The heritage name does not make every member a water shaper or grant unlisted abilities.

You can adapt this upbringing or write a new one. A compelling biography can remain descriptive; mechanical benefits need their actual rules. Likewise, a descriptive flaw becomes a purchased drawback only through its agreed mechanical or narrative terms and the applicable mirror rules.



Write a new primitive when your idea needs one

First state the rule in readable language. Identify who receives it, what it permits or changes, when it applies, how it stacks and any limit. Propose a BU price and explain the scope or restrictions behind it. Review it with the DM before relying on it in a build.

A useful review asks whether two readers would apply the rule the same way. "See heat" needs a scope: what sense is granted, what it can distinguish, what blocks it and whether it locates a target well enough for a working. "Gain a bonus while wet" needs the affected check or metric, the amount, the meaning of wet and its stacking treatment.

You do not need a catalogue entry whose name exactly matches your concept. The base families provide vocabulary and examples for authoring. Their suggested prices help the conversation; the author and table settle the actual rule and price.

Agree consequences as part of the working

Consequences are part of play and can also be part of an authored rule. They can change numbers, restrict an action, consume a resource, affect the surroundings or create a narrative obligation. The same condition name can describe different consequences in different situations.

Before committing, agree what the consequence means and when it applies. A clear record includes:



Detail	Example of an agreed consequence
Source and affected subject	Mira maintains a difficult water channel.
Actual change	She must keep directing it and cannot use this same working for a second channel at the same time.
When it applies	While she continues maintaining this channel.
How it ends	Ending the working releases the restriction and the unsupported water falls away.
Recovery or follow-up	If the attempt causes another lasting consequence, record its own ending or recovery terms.

This is an example agreement, not a universal limit of one channel or one maintained capability. Other circumstances can support another scope, cost or continuation requirement.

If the agreed cost is **Vitality**, record the amount and timing. If it is lost access until a task is completed, record that task. A new round or rest does not erase a consequence whose stated ending has not occurred. Agree lasting injuries and other special recovery needs explicitly.

An attempt can have a small or negligible cost when the situation supports it. Ambition, urgency and danger affect the appraisal. **BU buys reusable mechanics; execution has its own agreed consequences.** Do not spend BU every time you use a purchased primitive unless a particular agreed rule establishes a different purchase or consumption arrangement.

Try the construction in a scene

Test more than its most favorable use. Ask what happens when the target is hidden, the proposed result is larger, the actor is interrupted or two rules contribute at once. Clarify missing terms before the construction becomes hard to apply during a tense scene.

Mira can guide nearby water in a calm room without assuming the same outcome for a flooded, collapsing stairwell. The latter adds moving obstacles, frightened people and urgency. Her access remains the foundation; the table appraises this attempt and agrees its resolution.

App note. The Library provides examples and the Atelier helps organize and inspect creations. Keep the actual ingredient definitions with an offline character record. A saved card is convenient, but the table's agreed rules and the character's acquisitions determine what is available.

Use this chapter when an idea does not fit a ready-made entry. You can begin with a sentence and turn it into a primitive, effect, capability, or heritage. Every layer should make the result easier to understand. You do not need a nested container merely to make the card look complete.

Choose the smallest useful record

"Add +2 to Finesse checks to thread or tie a rope while both hands are free" is one primitive. Its amount, recipient, check, and condition are clear. It does not need an effect and capability to become valid.

"Guide existing water around an obstacle within 30 ft" uses several acquired ingredients. An effect can gather its recurring arrangement. A capability can explain how the character applies it. A heritage can connect those permissions to the character's history. These layers organize the same purchases; they do not invent additional power.

Use a direct primitive when one readable grant is enough. Use an effect when a group of ingredients is repeatedly useful together. Use a capability when the table needs a complete working, trigger, or use. Use a heritage when the character's ancestry, experience, or current expression gives those mechanics context.



Separate five kinds of statement

Statement	What it establishes	What it does not establish
"Water is an eligible subject"	Bound domain permission	Every grounded domain; healing; automatic success
"Reshape existing states"	A kind of change within owned subject access	Infinite quantities; every causal rewrite
"Up to 30 ft"	Maximum permitted reach	Sight; passage through barriers; target knowledge
"Use d8 output"	Eligible output die type	A compulsory attack; dice count; extra recipients
"While singing"	A condition or continuation requirement	Automatic action economy; immunity to silence

When a sentence mixes several categories, split it into readable clauses. "Sing to all allies, reveal hidden enemies, and restore everyone" might combine targeting, information, healing, recipients, and persistence. Review each contribution, rather than assigning one broad word a package of powers.

Write a useful condition

A condition should be something the table can identify. "While blessed" requires a definition of blessed. "While touching the marked stone" provides a clear event, but you must still decide whether a glove counts and what happens if contact ends during execution.

Choose conditions because they express the concept and create understandable decisions. A fragile condition that nobody can verify becomes an argument. A condition that is always true contributes no practical restriction. Neither automatically establishes a fixed discount: price is an authored proposal.

Workshop example. A player writes "Gain +2 Awareness near water." The table asks what near means. They choose within 10 ft of an open body of water large enough to immerse a hand, while conscious and able to perceive it. The bonus applies to Awareness checks concerning changes in that water, not every Awareness check made beside a puddle. That is a narrower authored example; its price must be proposed and accepted separately.

The revised rule is easier to use. It also makes the player's desired scene clear. If they intended every observation beside water, they should say so and review that broader scope.

Choose an operation at the right level

An attribute bonus can affect its practices, trained save, selected **DC**, and other formulas that actually use the attribute. A bonus to one check affects that check only. A result floor constrains a result at its stated stage; it does not replace every contributing attribute. A grant establishes permission or training; repeating the same training grant does not stack **PB** endlessly.

Ask the author to show a before-and-after example. For Ilex, adding +1 **Mental** changes **Mental** from 5 to 6 if that grant is accepted within the actual limits. Their **Mental**-trained check total would become 8 before further modifiers. Adding +1 only to **Knowledge** leaves Reason, Awareness, Influence, and the selected DC unchanged. These are mechanically different proposals even if both have "clear thinking" in their names.

The app may support a precise numerical operation. Use it when it faithfully expresses the rule. If a rule is contextual, readable prose remains authoritative for the table. Automation should not fabricate an unconditional number for a conditional benefit.



Make stacking legible

The default is that applicable contributions stack unless their actual rules say otherwise. First check whether each source qualifies. Then check uniqueness, acquisition identity, and any authored cap. A primitive referenced twice in the same composition is not necessarily two acquired occurrences.

For probability bias, cancel opposing stacks and roll one extra resolution die per remaining stack. For static bonuses, apply the qualifying numerical contributions at their actual scope. For training, multiple grants of the same proficiency establish the same trained state rather than repeatedly adding **PB**. Those three behaviors should not be described with one vague "stacks" counter.

Example. Torren has trained Finesse +7. Steady Hands supplies +2 during qualifying rope work, giving +9. A second effect referencing the very same acquired Steady Hands does not add another +2. If he deliberately acquires an additional permitted occurrence, the table checks its actual stacking/uniqueness rule before applying it. A separate source of advantage changes the dice selected, not the +9 static bonus.



Test a trigger without inventing an extra action

"When an ally falls" defines an event. It does not, by itself, grant an unlimited free response. Write how the response interacts with the shared rhythm, available Reaction Slot, immediate scope, senses, and actual distance.

Example authored wording. "When a conscious ally within ordinary reach begins to fall, you may spend an available independent Reaction Slot to catch them with a free hand. Resolve the actual interference or weight through the table's chosen procedure." This is a readable immediate response. It gives no remote rescue, extra slot, or automatic success.

An author who wants an additional reaction must state that economy change separately. An author who wants a distant catch needs relevant reach and behavior. A powerful story image can be supported by a clear construction; it does not need to hide those decisions.

Give a transformation boundaries

"Become a wolf" leaves important questions unanswered. Which size, speed, senses, defenses, and capabilities change? What remains from the character? Is gear carried, merged, dropped, or unchanged? What ends the form? Which actual acquisitions supply the changes?

Write the form's readable record. If it is only a cosmetic change, say so. If it grants a movement mode or sense, identify its scope. Do not silently copy every rule from a creature with a similar appearance. A small photograph or portrait cannot define a build.

For a beginner, a narrow form can be easier: fur, posture, and voice change; existing attributes and equipment remain; no new attacks or senses are granted. The player can add reviewed mechanics later. This gives them a playable starting point without pretending the full fantasy is already encoded.

Turn the construction into a heritage

A **Lineage** can express inherited or bodily features. An **Upbringing** can express learned skills, customs, and work. A **Manifest** can express a present vocation, awakened gift, or self-defined role. These are organizing meanings, not rules that every benefit must fit exactly one biological category.

Suppose Ilex develops **Keepers of the Fold**, an upbringing of map restorers. It contains their existing Paper I, Verb II, and Mysticism proficiency. Its description explains careful copying and why they mistrust a clean map without a date. The upbringing costs 16 of the already recorded BU. It grants no automatic language list, legal authority, or new sense because its members keep archives.

Another character can adapt it with **Knowledge** training or a different subject. Name the changed ingredients and ledger. Stories connect the mechanics to a person; the mechanics explain what the story lets that person actually do.

The three-use review

Test a **normal use**, a **stretched use**, and an **outside-scope use**. A normal use demonstrates the working at its intended scale. A stretched use checks how the table will negotiate effort, recipients, time, and consequences. An outside-scope use reveals missing access rather than pricing it as more of the same.

For River Hand, pour a small stream from a nearby trough, redirect a flood across a street, then restore a drowned person's life. The first may be secure. The second raises serious scope and consequences. The third introduces a different behavior; more water or more d8s does not establish it.

Record ambiguities revealed by these tests. If a player and DM interpret the same clause differently, settle it before a tense scene. You do not need a universal answer for every possible future use. You need an intelligible rule and a reliable conversation for the next one.





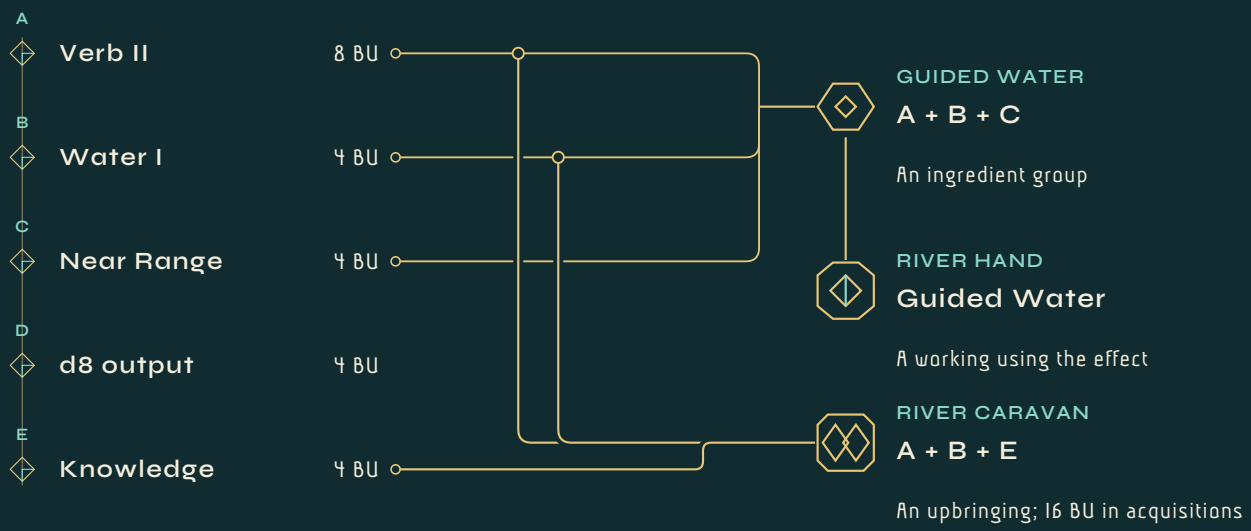
BUILD A WORKING YOU CAN EXPLAIN

SMALL RULES.
A READABLE WORKING.

Each primitive supplies an actual permission or rule. Effects organize outcomes. Capabilities organize a ready working. A heritage can gather those acquisitions around a character's history.

ONE OWNED FOUNDATION

24 / 25 BU



Repeated references do not buy an acquisition again.

Capabilities may contain primitives directly. Heritages may organise different kinds of content.

Effect / Guided water

Guide existing water that Mira can locate within 30 ft. Agree the volume, route and continuing requirement before resolution. No output die is needed merely to move water.

Capability / Make a safe passage

A ready intent can reuse Guided water alongside ordinary ropes and help. These same owned acquisitions can appear in another arrangement without buying them again.

8 VERB II

Change existing states

4 WATER I

Work with grounded water

4 NEAR

Reach up to 30 ft

BUY ONCE. ARRANGE AGAIN.

Mira's owned ledger totals 24 BU. River Hand and Canal Impact reference those acquisitions in different arrangements. The records make the uses readable; they do not create duplicate purchases.

OWNED SOURCE	BU
Verb Access II	8
Water Domain I	4
Near Range	4
d8 Output	4
Knowledge Proficiency	4
Total acquired	24

River Hand

Reference Verb II, Water I and Near to guide existing water in the agreed maintained passage. No damage output is required for that result.

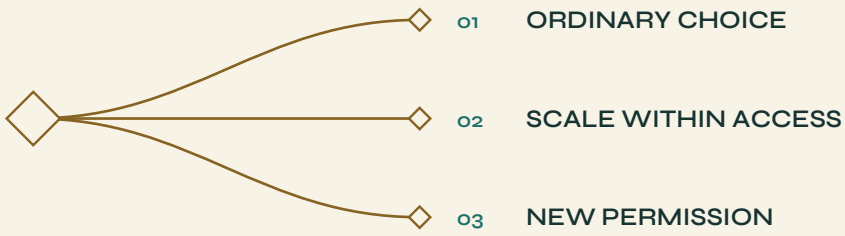
Canal Impact

Reference the same access and reach, plus d8, for the authored projected-water attack. Its attack, output and limits are stated separately. **Knowledge** remains available in its own scope.



CHANGE THE USE. KNOW WHAT CHANGES.

Begin with the result you want. Then separate an ordinary choice, a larger use of access you own, and a genuinely new permission. These are three different conversations.



01 Choose an ordinary approach

Tie a rope, take cover, ask for help, choose a route or pour water from a bucket. Ordinary actions use the situation and your character's competence. They do not require a special primitive merely because you describe them as an intent.

02 Turn a dial within actual access

Within actual access, propose more dice, a larger area, more recipients or a longer duration. By default, you do not buy a separate primitive for every setting of these dials. The table appraises the whole attempt and agrees its Strain, Cost, timing and limits.

03 Add access when the behavior changes

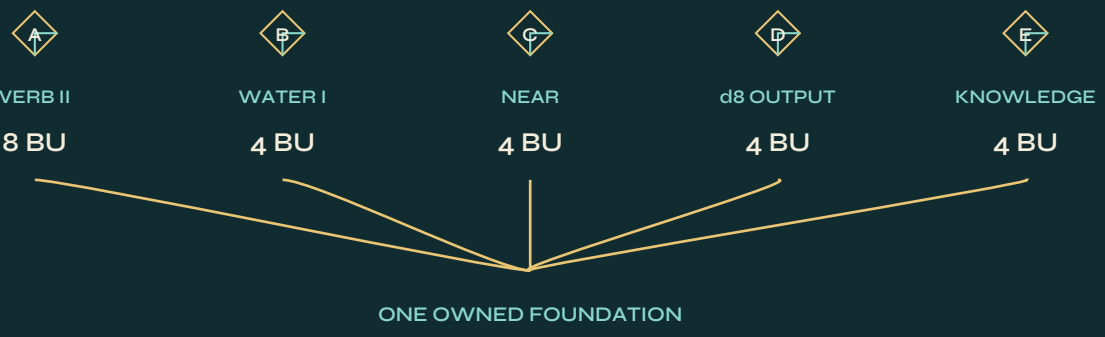
A new behavior, subject, reach or arrangement needs suitable access. Creating water differs from moving it; d8 output does not grant healing, another domain, Near Range or a new multi-target Structure by itself. Author or acquire the missing permission, or explicitly agree a table variation. A higher Cost alone does not supply it.

Three questions before committing

Ask together: What can I already do? What changes in this attempt? What consequence makes this use meaningful?

FIVE INGREDIENTS. MANY POSSIBILITIES.

Mira owns these five acquisitions once. Different arrangements can answer different problems. Their suggested prices illustrate this example; the actual rule and agreed price matter.



8 + 4 + 4 + 4 + 4 = 24 BU

24 ACQUIRED / 25 AVAILABLE / 1 UNSPENT

A + B + C

RIVER HAND

Guide existing water that Mira can locate within 30 ft away from a worker's footing. Agree volume, route and any continuing requirement. Moving water does not automatically roll damage.

A + B + C + D

CANAL IMPACT

Arrange the same access and reach with d8 output for a reviewed water impact. The die type does not decide how many dice, guarantee a hit or make the recipient immune to harm. Agree the actual use before resolution.

A + B + C

CUT A CHANNEL

Use the same access to lead existing water into a channel or through a gutter. It is another intended result, not another purchase of Water I. The environment may change the difficulty and consequences.

E / ORDINARY CHECK

READ THE WATERWAY

Read a current or recognize a canal mechanism through an appropriate **Knowledge** check. **Knowledge** proficiency supports the qualifying check; it is not required merely to describe a plan or take a look.

A Capability can reference primitives directly, or use an Effect that gathers them. An upbringing can tell their story. None is a compulsory pipeline. Referencing an acquisition again does not buy it again or multiply a simultaneous benefit.

ONE RULE. ANOTHER EXPRESSION.

When you acquire a mirrorable primitive, you can use its standard expression or its compatible mirror in play. Choose the expression that fits the working. Preserve its actual subject, scope, conditions and authored limits.

STANDARD EXPRESSION	COMPATIBLE MIRROR
+2 Finesse	-2 Finesse

Illustrative rule: add +2 to the recipient's **Finesse** check for delicate rope work while both hands are free. Its compatible mirror subtracts 2 from that same qualifying check. The reversal does not silently select a different recipient or affect every action.

Using a mirror inside a working

Inside an Effect or Capability, a mirror changes what the ingredient does. Choosing that expression does not charge for a second acquisition, change its BU cost, or generate credit each time it is used.

Accepting a personal drawback for credit

Character-build credit is a different agreement: an eligible mirrored acquisition supplies a real accepted personal drawback. Record that drawback and its scope; apply valid credit and the debt ceiling separately. A beneficial working elsewhere does not cancel the drawback.

The reversal must actually exist

A Set To rule has no automatic opposite. Respect non-mirrorable rules and opted-out modifiers. A descriptive mirror must make sense; its title alone does not define the reversal.

Alternate use is creative freedom. Drawback credit is acquisition accounting. Keep both readable.

ADD	SUBTRACT	MULTIPLY	DIVIDE
MINIMUM	MAXIMUM	GRANT	REVOKE

A heritage is a history you can use

HERITAGE WORKSHOP

Choose whose story it is

Consider a family of bridge couriers who remember each delivery through carved tokens. A player wants that upbringing for a living character; another imagines a tireless ancestral porter still protecting one unfinished parcel. Both images can be compelling. Neither image is a complete mechanical record. Ask which parts belong to ancestry, which come from learned work, and which represent the character's present role. Lineage, Upbringing, and Manifest give those meanings a place without requiring exactly one prescribed package of each.

Name the actual inheritance

In this example, the courier's upbringing organizes a bought practice proficiency, a narrow subject permission, and an eligible verb permission. Their readable definitions and prices remain in the purchase ledger. The upbringing also describes tokens, manners, and remembered roads. Those descriptive details enrich play without automatically granting every language, permanent endurance, or knowledge of all routes. If the player wants an actual exceptional memory or a special movement mode, author its subject, scope, limits, and proposed price openly. A tradition's name cannot supply a hidden mechanical package.



Let two people interpret it differently

One courier considers every delivery a sacred obligation. Another wants to expose the patron who misuses that tradition. The same acquired training can support both characters. A heritage need not dictate morality, profession, appearance, or a permanent destiny. Talk about how a player will inhabit it, and leave other members room to differ. When adapting a shared heritage, identify the changed ingredients and adopted version. Changing a paragraph about customs is different from replacing a bought permission with an unrelated new ability.

Put it into play

A heritage is a history you can use

Test it in a living scene

A porter blocks a damaged passage because a parcel must not be lost. The party can help fulfill the duty, offer a safer route, or examine who is supposed to receive it. This makes the heritage meaningful through choices. Do not assume the figure must fight because of its appearance, or that its pictured body provides unlisted defenses. For your own character, write one obligation they welcome and one they question. Review any actual drawback separately before claiming mirror credit. A story creates opportunities; accounting records eligible acquisitions.

A conversation about the family promise

Player: *"The couriers say no delivery is abandoned. I want that to matter."*

DM: *"Is it a value your character tries to honor, or an actual restriction you want to acquire?"*

Player: *"For now it is a value. I may choose differently when a delivery hurts someone."*

Companion: *"Then I can challenge the tradition without telling your character what they must feel."*

The table has separated history from a mechanical drawback. If the player later proposes an actual restriction, its terms and any eligible credit need review. The descriptive promise remains meaningful even when it does not change a number or remove access.

One tradition, a different mechanical expression

Another character from the same couriers is a maker of protective containers, not a water shaper. They can share customs, relatives, and remembered roads while purchasing different ingredients. A shared heritage may be adapted openly to reflect that difference. State which version or composition was adopted, what rules changed, and what price was agreed. Do not claim that the common name grants both characters every possible courier ability. A specific history can inspire many mechanically distinct people. This is useful when a group wants a coherent background without reducing everyone to copies of one mandatory ancestry package.

The exercise: history and current rule

Write three sentences about your heritage: a remembered custom, an actual acquired contribution, and a personal response to that custom. For a bridge courier, the custom might be carving a token for each delivery; the contribution might be a reviewed practice grant; the response might be refusing deliveries that endanger children. Explain which sentence changes the mechanical record. Only the actual acquired rule does so unless another explicit consequence has been agreed. The other sentences still create choices and relationships. This distinction lets heritage matter in the story without turning every attractive descriptive detail into an unpriced hidden benefit.

Build a working you can read aloud

NESTED ABILITIES

Begin with the ordinary sentence

A courier wants to guide existing water around a damaged support. Write that sentence first. Then identify the acquired ingredients that support it: the bound Water subject, a suitable verb, and any acquired reach or arrangement actually needed. The player may already own them. The useful question is what each contributes, not how many layers of containers a record can display. A simple readable primitive remains valid without first being wrapped in an effect and capability.

Use a layer for a reason

An effect can gather related ingredients that recur together. A capability can explain a complete working or ready intent. A heritage can connect these acquisitions to the courier's history. These layers should make a reader's job easier. For example, Guided Water identifies the recurring ingredients, and River Hand explains how they support directing a stream. A second capability can reuse those ingredients while describing another eligible expression. Its name does not automatically buy another occurrence, add a new behavior, or create another simultaneous action.



Separate permission from this use

The reusable record says what is available. The actual attempt says which water, which path, which recipient, and what pressure applies now. In a quiet room, transferring water between bowls may be secure. Around a failing bridge, the same access meets urgency, obstacles, and people who need to cross. Record a helpful normal example, but leave the table room to appraise a changed expression. An output die does not turn every rearrangement into an attack or healing effect.

Put it into play

Build a working you can read aloud

Read the whole chain once

Before play, ask someone else to read the capability and its ingredient definitions. Can they say what happens, how a target is located, what ends the result, and what remains outside its scope? If the answer requires chasing several titles that repeat the same vague sentence, simplify. Keep version references where they matter, while reproducing enough actual rules for paper play. The goal is a working a human can explain, not a decorative hierarchy whose most important clause is missing from every layer.

A conversation over the working card

Player: *"River Hand contains Guided Water, and Guided Water points to these acquired ingredients."*

Companion: *"What does it actually do now?"*

Player: *"I direct this existing flow around the damaged support, within the stated reach."*

Companion: *"Does it hold when you leave?"*

Player: *"Not under this version's continuing terms."*

The companion has tested an important practical boundary. The nested record should make that answer easy to find. It need not reproduce every heading in a catalogue, but it should preserve the actual definitions and recipient conditions on which this attempt depends. A clear capability is something another human can interrogate.

A second capability from the same ingredients

The player also writes a working for guiding water between vessels. It can refer to the same acquired subject and verb permissions while describing a different eligible use. Those references do not grant a second simultaneous Main Intent or another purchase credit. Read whether the arrangement needs anything additional and what one declared execution would involve. The new capability is useful because it makes a recurring task easier to explain. It should not claim that every familiar ingredient applies to every circumstance simply because the composition looks tidy. A reusable pattern remains anchored in the ingredients' real scope.

The exercise: remove a decorative layer

Choose a composition with several nested titles. Remove one layer temporarily and read the actual rules beneath it. Did you lose a genuine instruction, or only a repeated heading? If the instruction was genuine, give it an identifiable place in the record. If it was repeated decoration, simplify the path a reader follows. Then ask someone to explain one normal use and one changed use from the revised card. The answer should not rely on already knowing your character. This exercise improves paper play and conversation because the construction's essential behavior survives even when the surrounding interface is absent.

One purchase, several arrangements

ACQUISITION LEDGER

Count what was acquired

Suppose you acquire one domain permission and refer to it inside an effect, a capability, and an upbringing. There is still one owned acquisition in the purchase ledger. The containers organize it. They do not multiply its price or produce several additional automatic contributions. When you deliberately acquire another eligible occurrence, give that occurrence its own identity and review the actual stacking rules. Card count, paragraph count, and ownership count are not interchangeable.

Name the figures clearly

Keep progression allowance, positive acquired BU, ordinary unspent BU, available mirror credit, and actual debt used distinct. The debt ceiling is a limit, not free credit. A descriptive inconvenience is not automatically an eligible mirror. **Item BU** has its own ledger. Execution Cost is an agreed consequence of using a working, not a second purchase of all its ingredients. These distinctions let a player reorganize a character's story without accidentally doubling purchases or treating unused credit as ordinary spare budget.



Watch the repeated tool analogy

A rope can appear in your crossing plan, rescue plan, and campsite notes while remaining the same rope. If it breaks in one scene, the others do not each retain a free intact copy. Reused acquired permissions are not consumable rope, but the analogy helps you identify one underlying occurrence rather than three separate titles. Its active contribution follows the rule's scope and conditions. Two references to the same +2 clause do not automatically become +4.

Put it into play

One purchase, several arrangements

Audit a revised build

After changing a capability or moving content into a heritage, read the acquisition ledger again. Which actual ingredients were added, removed, or replaced? Which are references to what you already own? Have item mechanics slipped into the character ledger? Does an accepted personal drawback still apply to its actual recipient? Record the change openly with the table. A clearer composition can be valuable without changing the spent total at all, while a genuinely new ingredient needs an acquisition and its agreed accounting.

A conversation at the purchase ledger

Player: *"I have the same Water occurrence inside two capabilities. Do I count it twice?"*

DM: *"Not merely because it is referenced twice. Which actual occurrence did you acquire?"*

Player: *"This one, with the same definition and identity."*

Companion: *"Then each capability should point to that occurrence. A separate acquired modifier would need its own entry."*

The conversation is about ownership, not typography. Two attractive cards do not prove two purchases, just as one compressed card can contain several genuine acquisitions. The ledger makes the difference visible, letting the group reorganize the record without using container count as a budget calculation.

When there really are two sources

Compare two distinct acquired rules that both contribute to a practice under their actual conditions. They are not duplicates merely because their effects resemble each other; applicable sources stack by default unless their authored restrictions say otherwise. Check whether either is unique, conditional, or otherwise limited. A repeated reference to one occurrence remains different from two genuine eligible sources. Explain the contributing entries to the table before adding their results. The purpose is to count honestly, not assume that everything with a similar name is prohibited or that every repeated paragraph must produce another bonus.

The exercise: trace a reference

Choose one primitive in a capability and follow it to the purchase ledger. Write its identity, actual rule, agreed price, and every composition that refers to it. Now add a second capability that uses the same occurrence. The acquisition total should not change solely because of that new reference. Next imagine adding a genuinely new ingredient with a different rule. That addition needs its own acquisition and accounting. Explain both changes aloud. The exercise gives you a practical way to spot accidental double counting while preserving real stacking where the acquired definitions support it. Review any item source separately in its own ledger.



READ THE PRIMITIVE FAMILIES

05

Read the primitive families

Read permissions and limits before choosing a name or a price.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Read permissions and limits before choosing a name or a price.

1 Read the family's question

Verb, Domain and Structure establish different permissions. A tier in one family does not grant the matching tier in another.

2 Use the actual baseline

Touch and d4 apply when their corresponding categories are absent. Output permission does not determine every die count or supply new behavior.

3 Change the narrowest useful value

Training, a static bonus, a save rule and an Attribute change have different scopes. Read which quantity a primitive actually changes.

4 Treat prices as proposals

Canonical anchors help compare ideas. An author chooses a price and agrees it with the DM, including restrictions and stacking behavior.



FAMILIES GIVE WORDS. TIERS GIVE SCOPE.

This is the base construction language, not a catalogue of finished powers. A family describes a kind of rule; a tier describes a family-specific permission. Write the bound subject, recipients, conditions and limits of the actual primitive you acquire. You do not gain all the examples in a family by owning its name.

Default reference. The prices below are suggested acquisition anchors. Authors may propose other prices; the table can accept or revise them. Scaling an eligible use and acquiring new behavior are different decisions. A bigger payment does not supply missing access.



VERB ACCESS / SELECTED SCOPE EXAMPLES

TIER I	TIER II	TIER III	TIER IV
4 BU	8 BU	12 BU	16 BU
Direct interaction; simple creation, destruction or force	Reshape, redirect or stabilize eligible existing states	Reconfigure bounded systems or causal chains	Alter governing logic within an agreed scope

SUGGESTED ACQUISITION ANCHORS / READ EACH FAMILY'S ACTUAL PERMISSION

Three access families

Tier	Verb: what changes	Domain: what the change concerns	Structure: how it is arranged	Suggested BU
I	Direct physical or perceptual interaction; simple creation, destruction or force within the permission	Observable subjects: water, fire, air, earth, metal, stone and similar grounded domains	Direct application to self, touch, one point or one target	4
II	Change existing states or properties: reshape, redirect, combine, separate, transfer or stabilize	Physical and conceptual systems: life, growth, memory, emotion and bounded local space or time	Basic spatial or multi-target arrangements: small groups, lines, cones, radii or fields	8
III	Reconfigure internal systems, impose constraints or redirect bounded causal chains	Abstract and systemic subjects: consciousness, identity, information, symbolic systems or bounded causality	Adaptive arrangements: moving zones, branching chains, expansion or conditional patterns	12
IV	Alter governing logic or fundamental constraints within an agreed scope	Fundamental subjects: existence, reality, global causality or foundational laws	Systemic arrangements: scene-wide rules, priority, state-driven inclusion or exclusion	16

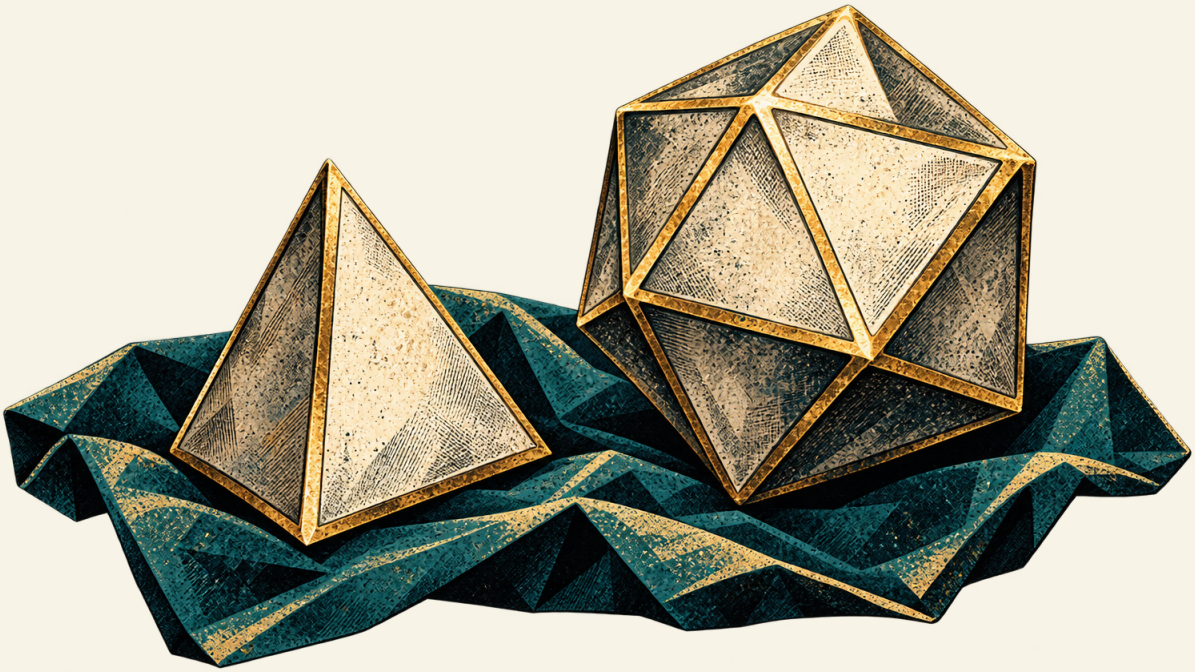
These are separate purchases. Verb II is not Domain II. Domain access must identify its subject: Water I permits working with grounded water; it does not grant every Tier I domain. A higher tier describes broader kinds of change, not automatic omniscience, infinite output or success. Read the actual rule when tiers overlap a particular idea.

Reach and output

Range permission	Reach	Suggested BU
Touch	Self, contact or ordinary melee reach where appropriate	0
Near	Up to 30 ft	4
Far	Up to 60 ft	8
Very Far	Up to 120 ft	12
Extreme	Continuous reach beyond Very Far, up to approximately 3 miles	24

Extreme has no inaccessible gap at 121–239 ft. Its upper scope can extend by DM agreement. Range never supplies knowledge of a target: locate a specific target through an applicable sense, or use a genuinely authored alternative targeting method.

Output die permission	Suggested BU
d4 baseline	0
d6	2
d8	4
d10	8
d12	16
d20	32



An output permission establishes a die type for an appropriate damage or healing construction. It is not an automatic attack, heal, number of dice, number of recipients or delivery method. Appraise those details for the actual use. A character without an acquired range or output category uses the Touch and Id4 baselines.

Resolution and expression families

Range Scaling grants the permitted distance. Specify the maximum reach and any boundary or targeting condition. Increasing reach does not remove obstacles, concealment or the need to locate a particular target.

Speed and Quickening changes execution speed or timing. Identify which working can act faster and under what conditions. It does not silently remove a real dependency: an action cannot use a bridge before someone has created it.

Duration and Persistence establishes how long a result remains. Say whether it is instantaneous, has a fixed duration, follows an ending event or needs continuation. Duration alone grants neither automatic upkeep nor immunity to interference.

Semantic State Tags establishes a named state or qualifying property. Define what the state changes, who qualifies and how it ends. “Invisible,” “frozen” or “blessed” is not a complete rule by itself; it imports no package from another game.

Targeting Arrays and Dimensional Sizing establishes eligible arrangements, selectivity and spatial relationships. Define who can be included or excluded, the shape or target rule and relevant limits. Proposed actual area and recipients still enter appraisal; a field is not automatically harmless to allies.

Intensity and Damage Dice establishes output dice or numerical intensity. Specify damage/healing behavior, source and domain where relevant. Increasing dice



count expresses scale; it does not automatically add an unrelated behavior or permission.

Character foundation families

Vitality Extension changes maximum Vitality or another explicit Vitality rule. Record the operation and scope. Maximum Vitality and current Vitality are separate: increasing the maximum does not itself heal the difference.

Practice and Character Core Progression establishes attribute increases, training, expertise, PB or related core contributions. A named practice's proficiency adds PB where applicable; expertise uses twice PB if granted. Repeating the same training grant does not repeatedly add PB. Current base attribute contributes in full to each of its practices.

MAXIMUM IS NOT HEALING

12/12 → 12/14

Maximum rises from 12 to 14. Current **Vitality** stays 12. Increasing the maximum does not itself heal the difference.

ADD TRAINING ONCE

3 + 2 = +5

Attribute 3 plus **PB 2** gives a trained check bonus of +5. Repeating the same training grant does not add **PB** again.

EXPERTISE USES TWICE PB

3 + (2 × 2) = +7

If expertise is granted, use twice **PB** instead of ordinary **PB**. With Attribute 3 and **PB 2**, the combined check bonus is +7.

Reference primitive	Actual rule	Suggested BU
Attribute Increment	Add +1 to a chosen attribute, subject to its agreed tier or authored limits	12
Practice Proficiency	Grant proficiency in one named practice	4
Defensive Save Upgrade	Apply PB training to the selected saving-throw scope	4

Universal Mathematical Modifiers applies an operation to an identified quantity. Add, Subtract, Multiply, Divide, Minimum, Maximum, Set To, Grant and Revoke have distinct meanings. Specify whether the target is an attribute, a check, an attack, a save, maximum Vitality, speed or another quantity. A minimum result for one check is not a minimum value for its parent attribute.

Advantage and Probability Bias changes resolution dice or an explicitly named probability rule. Define its scope and stacking. By default, cancel opposing stacks one-for-one; N remaining stacks use N + 1 resolution dice, keeping the highest for advantage or lowest for disadvantage. A static roll bonus is separate.

Perception and Detection Qualifiers establishes what can be noticed or distinguished. Define the subject, conditions and resolution. Detecting a trace of magic does not automatically identify its maker, read their mind or precisely locate them.

Sensory Arrays and Informational Horizons establishes sensory channels and their boundaries: ordinary vision, granted blindsight, tremorsense or another authored sense. Specify reach, obstacles, information and limits. A sense may establish target location without revealing every fact about the target.

Spatial Mobility and Kinematic Locomotion grants a movement mode or changes its speed. Flight permission and flying speed are distinct details: record both. Ordinary swimming and climbing use half walking speed, rounded up; flight and burrowing need suitable access. Track movement across the whole round.

Structural Defenses and Passive Mitigations establishes resistance, vulnerability, immunity or another covered mitigation. State whether it applies to a source, a domain, a condition or a combination. Damage resistance halves matching damage, rounded up. Vulnerability doubles it; immunity negates covered damage. Damage immunity alone does not block every associated condition.

System and reality families

These families help authors express unusual workings precisely. They are not compulsory extra layers for simple actions. No universal four-tier cost ladder is supplied for every family: record and price the actual permission.

Runtime Trigger Hooks establishes an event that can activate a rule. Define the event, eligible observer/recipient, response and limitations. A trigger does not grant an extra action or Reaction Slot by itself; state how the response uses the action rhythm.

Kinetic and Spatial Control changes force, motion, position or spatial relationships. Define what can move, along what path and against which opposition. Restraining a target, redirecting a projectile and teleporting are different behaviors; their access cannot be inferred from the general family label.

Agency and Information Overrides changes decisions, communication, perception or information. State the actual intrusion, its recipients, resolution and ending conditions. Agree boundaries with the people playing. A suggestion is not automatically unrestricted control, and altered information is not unrestricted knowledge.

Structural Metamorphosis changes form, material or internal organization. Specify what persists, what changes and how the transformation ends. A cosmetic change need not grant another creature's attacks, equipment, defenses or action economy.



Action Economy Alterations changes the available intents, reactions or permitted timing. State the additional opportunity and any restrictions. An action-economy grant is not implied by a grand title, large size or high BU.

Capability Evaluation, Resource Strain, and Dial Management establishes a specific evaluation, resource or scaling rule. Describe what the quantity measures, how it is spent or refreshed and its relationship to a working. BU is acquisition accounting; Cost is execution pressure. Neither is automatically a mana pool or a roll bonus.

Temporal Ordering, Durations, and Stasis changes ordering, time relationships or suspension. Identify whose actions or effects are affected, the permitted interval and the ending terms. Specify how this interacts with Council and the tracks; avoid an undefined instruction to "take another turn."

Boss Action Economy and Encounter Rhythms supports an explicitly authored creature rhythm. Record extra intents, reactions, triggers or opportunities, and make them legible before they resolve. "Boss" alone grants nothing. The shared rhythm remains Council then Fast then Measured then Heavy unless the table deliberately agrees an exception.

Additional families

Size Tier and Scale establishes size or an explicit scaling change. Define its actual effects. Size affects baseline movement and carrying capacity, but does not automatically multiply final equipped-slot requirements or grant damage dice.

Sheet Augment changes a specified sheet quantity or available capacity. State the field, operation, scope and limit. A grant of extra equipment slots changes slots; it does not automatically increase carrying capacity or Item BU.

Heritage Augment adds or changes a specific heritage rule, ingredient or limitation. Lineage, Upbringing and Manifest are narrative containers, not a requirement to choose exactly one of each or a universal class progression.

Item Augment adds or changes a stated item permission, modification, capacity or requirement. Specify whether it applies while carried, equipped or actively used. Item mechanics stay in the separate Item BU ledger; a container or item title does not waive Load or slot requirements.

Write a primitive people can read

Use this compact record: **name; readable rule; target/recipient; operation or permission; value/subject; conditions; stacking/uniqueness; ending terms; suggested BU; provenance/version**. Descriptive rules are valid; numerical automation is useful where the behavior is genuinely numerical.

Example: Steady Hands. "Add +2 to Finesse checks to thread or tie a rope while both hands are free." The recipient is self; the operation is Add; the value is 2; the check and condition are explicit. It does not improve every Physical action. An author might propose 4 BU; that example price requires table agreement, rather than becoming a new canonical tariff.

Test a normal use, an ambitious use and a use outside the scope. For Steady Hands: securing a quiet mooring qualifies; tying a rope in a storm qualifies but the storm still matters; lifting a gate does not qualify. An understandable limit makes both play and review easier.

STEADY HANDS / CHECK THE SCOPE

+2 to Finesse

To thread or tie a rope while both hands are free.

Quiet mooring	Qualifies
Rope in a storm	Qualifies; the storm still matters
Lifting a gate	Does not qualify

Example price: 4 BU, subject to table agreement.

A reference tells you what a family means. A lesson asks you to choose between two constructions that sound similar but behave differently. Use these comparisons while reading a creation or writing one. The examples do not create a compulsory recipe with one purchase from every family. They show where a missing distinction can change play.

Lesson: choose the kind of change before its scale

A character wants to open an iron-bound door. One approach is an ordinary key. Another is direct force through existing metal. Another reshapes a hinge. Another makes the door forget it is a barrier. Those are different proposals, not merely increasingly expensive versions of the same attack.



Verb I can support direct interaction or simple force within the owned subject. Verb II can support altering eligible existing states or properties. Broader reconfiguration or fundamental changes require reading the actual higher-tier permission. A large output does not quietly turn direct force into rewriting a governing law. Conversely, turning a small hinge can involve a change of state without needing enormous force.

Domain names also need their bound meaning. Grounded Metal I is a material subject. "Authority over the gate" is an abstract relationship, not every benefit implied by the word metal in a ceremonial badge. A gatekeeper might have both subjects, but buying one is not buying the other. Write the subject in the ledger rather than relying on a poetic title.

Try the distinction. Ask what a failed attempt would leave behind. A failed forced opening might damage the lock. A failed reshaping might leave a hinge distorted. A failed negotiation might leave the door perfectly intact and the keeper unwilling to help. Different proposed changes support different stakes.

Lesson: an arrangement is not a subject

Nami knows Air I and Verb II. Adding Structure II at the reference 8-BU anchor permits basic spatial or multi-target arrangements within those actual permissions. A small field that directs existing air can now be discussed coherently. It does not give Nami Water, knowledge of hidden creatures, or a rule that distinguishes allies from enemies without an actual selection arrangement.

Compare a **line**, a **zone**, and a **named group**. A line follows a spatial path and can encounter whoever is

there. A zone describes a bounded place. A named-group rule describes eligibility, which requires knowing what makes a member qualify. All can be useful, but their words determine different risks. "Everybody who needs help" is not a mechanically self-explanatory group.

For a simple single-target use, a separate high structure acquisition may be unnecessary. The free self/touch baseline and the actual access can support narrow workings. Do not buy a grand arrangement because a composer has an empty field. Identify which proposed behavior calls for it.

Review question. If two people exchange positions inside the field, does the rule follow the location or the person? If the author cannot answer, clarify the arrangement before the first urgent use. That one question can expose a moving-zone rule hidden inside an apparently stationary radius.



Lesson: reach and a route solve different problems

Near grants up to 30 ft. It tells you a maximum eligible distance, not whether a projectile can pass through a closed shutter. A projected working travels through its actual path; a direct manifestation has its own supported delivery. Both still need legitimate targeting.

Imagine a visible hand above a wall at 25 ft. A traveling bolt must contend with the actual cover. A supported direct manifestation can act at a located hand without importing those intervening projected-cover penalties. Now change the scene: the hand lowers and the person moves behind an opaque wall. Near still exists, but ordinary sight no longer supplies their current location.

A farther range acquisition changes one of those facts. It cannot fix the unknown target or a blocked projectile path by itself. A suitable sense, another route, or an explicitly authored targeting exception changes different facts. This is why "give the beam more range" is often the wrong answer to a concealment problem.

Useful notation. On a paper capability, write separate lines for maximum reach, target-location method, and delivery. "30 ft; located through ordinary sight; projected through space" is more useful than "ranged." It gives the table three terms to check instead of one ambiguous label.

Lesson: output permission is not an output promise

The d8 reference purchase permits that die type for a suitable damage or healing construction. It does not guarantee a particular number of dice, automatically

provide healing, or make every use harmful. The chosen expression still states its behavior, source, domain, recipients, and actual pressure.

A Water Impact can deal 1d8 on a hit. If the player wants 3d8 against several people, discuss the larger output and arrangement. That discussion does not necessarily require buying the d8 permission three times. Nor does it mean 3d8 is effortless because the character owns the die type. Access and execution appraisal answer different questions.

Compare two actually rolled examples: one d8 produces 6; two d4s produce 1 and 4, totaling 5. Those numbers are damage output only if the construction says so and its resolution succeeds. They are not attack totals, Strain grades, or acquisition costs. Keeping different dice roles separate prevents an output permission from becoming an unexplained universal bonus.

Question before rolling. "Does this number decide whether I hit, or what happens after I hit?" Ask it whenever a new player reaches for a die. A d20 check and a d8 output can both occur in an attack, but they do different jobs. A secure water transfer can occur without either.



Lesson: improve the sheet at the narrowest useful level

A +1 attribute grant and a +1 bonus to a particular check are not interchangeable. The attribute can contribute to several practices, an eligible save, the chosen **DC**, and formulas that actually use it. The narrow bonus applies only to its stated field and condition. Decide which behavior you intend before choosing an operation.

Eren's **Mental** 5 and **Knowledge** expertise produce +9. Their conditional route-reading rule raises a qualifying **Knowledge** check to +11. An unrelated **Reason** check remains +7. If they instead acquired an accepted +1 Mental increment, those Mental-derived numbers would change according to the current formulas. That broader effect justifies a different review than a map-specific +2.



A Minimum rule needs a stage. "Treat the final total of a qualifying **Knowledge** check as at least 10" constrains the final check. It does not raise **Knowledge**'s displayed bonus to +10 or the **Mental** attribute to 10. A result of 7 becomes 10 under that exact authored floor; a result of 16 remains 16. An author can choose another stage, but must identify it.

Training is a grant, not a pile of repeated additions. Two references to one proficiency do not add **PB** twice. Expertise uses twice **PB** when actually granted. A separate numerical bonus can stack at its actual scope under the default stacking rule. Do not label all three "another training point." Their different operations matter.

Lesson: distinguish durable capacity from current state

At level 2 with **PB** 2, baseline maximum **Vitality** is 24. Suppose an accepted authored rule adds 5 to maximum **Vitality**, making 29. A character currently at 20 remains at 20 unless a real healing rule or agreed adjustment changes current **Vitality**. "More room for Vitality" and "recover Vitality now" are different statements.

The ordinary fresh short-rest allowance based on maximum 29 is 29 divided by 2, rounded up, or 15. That identifies the baseline for a fresh allowance; it does not mean changing a build repeatedly refreshes an already partly used pool. Retain the actual recovery record and discuss a legitimate adjustment when the maximum changes. The agreed long-rest procedure refreshes the pool.

Other capacities need the same precision. An extra equipment slot does not increase Load capacity. A higher Load capacity does not supply a new item or

increase its **Item BU**. A resource maximum is not necessarily its current amount. "Expand" is a theme; the field being expanded is the rule.

Use a before-and-after pair. Show maximum, current, and remaining recovery on separate lines. A reviewer can then see whether the proposed rule changes one value or several. This is clearer than a single Vitality number that sometimes means health and sometimes means capacity.

Lesson: give mobility a mode and a boundary

A Small character's ordinary walking Speed is 25 ft. Default swimming and climbing use half base speed rounded up, giving 13 ft. A proposed rule adding 10 ft specifically to walking can make their walking allowance 35 ft; it should say whether it also alters other modes. Do not silently rewrite every mode when the wording names only one.

A flight permission needs an actual flying speed and limits. "Can fly" leaves carrying, altitude, continuation, and landing questions to settle. You need not supply a universal aviation system, but you should know enough to handle the next scene. If the character must keep both hands free, carrying a person can threaten that condition. If wind affects them, say how the table assesses it.

Burrowing is not automatically phasing. A rule that moves through loose soil does not establish passage through a metal vault. Teleportation is another movement behavior with different targeting and destination needs. A great destination description does not supply knowledge of a hidden landing place.

Track the mode actually used within the whole-round allowance. If a complicated mode switch makes the accounting unclear, settle the particular route with the DM before moving. Do not claim a complete fresh walking allowance and a complete fresh flying allowance simply because both speeds appear on the sheet.



Lesson: know what a defense covers

A resistance can identify a source, a domain, or an actual combination. Those distinctions determine whether it applies. A defense against **Magical** Cold need not cover **Physical** Cold. A defense against all Cold is broader. Read the complete qualifier rather than only the word "resistant."

An execution in this example deals 7 **Physical** Cold and 5 **Magical** Cold as separately defined portions. **Magical**-only resistance changes the latter portion to 5 divided by 2, rounded up = 3. Total **Vitality** loss is 7 +3 = 10. It does not halve the full 12 merely because both portions came from the same named capability. Another construction might define a mixed instance differently; establish that identity before defenses.

Damage immunity negates covered damage, not every associated problem. A character immune to the heat's damage can still lose their ordinary paper map in a fire if no actual protection covers it. A numb hand can prevent feeling pain without preventing an injury. A defense should identify what is protected and what is outside its scope.

Authoring test. Present one matching instance and one neighboring nonmatching instance. If the author intends both to be covered, broaden the rule openly and review its price. If they intend only one, keep the qualifier visible. This makes a defensive creation useful at the table rather than a debate about its title.

Lesson: ask a sense what information it provides

A sense should say what can be detected, at what reach, through which obstacles, and under what conditions. "Hear footsteps through a shared stone floor" can establish a particular kind of information. It is not automatically knowledge of the walker's name, thoughts, carried objects, or exact condition.

For an authored example, a player proposes: "While standing on exposed stone, distinguish the location of a moving human-sized creature contacting that same continuous surface within 30 ft; airborne creatures and gaps in the surface do not qualify." This can help locate a target, subject to actual resolution. Its proposed price is reviewed separately. It is not granted free by acquiring Stone I.

The DM describes what the information means in the scene. An uncertain noise might require interpretation. A stationary target may not qualify at all. The sense can remain useful without becoming an answer to every mystery. An informational horizon is valuable precisely because the group knows where it ends.

Detection qualifiers can be narrower than sensory channels. Recognizing a magical trace does not necessarily locate its source now. Reading a material's temperature does not necessarily see a person's outline behind it. Decide whether the creation gives a warning, a location, an identity, or another kind of information.

Lesson: state changes need an end as well as a name

Suppose a capability places a target in a state called **ice-bound**. Does that reduce Speed, prevent movement, impose disadvantage, or merely coat clothing in ice? Who can remove it, through what action, and under which circumstances? The label itself answers none of those questions.

An example definition might read: "The target's feet are held to this patch of visible ice; while the attachment remains, they cannot walk away without breaking it or receiving help. Hands and speech remain available. The table resolves an attempt to break or melt the



attachment using actual access and opposition. It ends when that attachment is removed." This is a restrictive record, not a imported frozen-condition package.

A fixed duration could be added, but it would be another explicit detail. Upkeep could be added, but duration does not automatically imply it. The attachment might last as ordinary material after a working ends if that result is actually established; another version might vanish when maintenance stops. Choose the version you mean.

This precision protects everyone. The affected player can choose useful actions instead of discovering that a familiar word secretly removed them all. The creator can price the actual limitation rather than a vague label. The DM can handle interference without inventing a new end condition under pressure.

Lesson: triggers and quickening do not erase dependencies

A trigger names an event. Quickening changes eligible timing. An action-economy grant supplies an actual additional opportunity. They can interact, but none is an automatic synonym for the others. "When the gate opens, strike" may use a reserved reaction or a clearly defined intent. It does not create unlimited free attacks whenever someone jiggles the latch.

A quickened bridge cannot be used before it exists. If its construction depends on an ally moving a support, that dependency remains even when a timing rule normally makes it faster. The table can agree a different construction or explicit exception; do not pretend that a label rewrites the scene's order by itself.

Temporal ordering and stasis deserve the same attention. "Suspend this falling object until the end of Heavy" identifies a subject and an ending. It does not give the caster three turns, refresh everyone's

movement, or stop the whole world unless the actual rule says those things. Read exactly what is suspended and what continues.

Against an unusual opponent, ask which extra opportunities are actually shown or established. A creature described as a boss may have authored extra intents or triggers. Its title alone grants none. As a player, understand the visible rhythm so you can make choices; you need not memorize a compulsory boss subsystem.



Lesson: change a form without copying an entire creature

A player wants Eren to turn into a small moth. The concept suggests flight, small size, different senses, delicate limbs, and a way to carry or lose gear. Those are separate mechanical implications. A form can be cosmetic, a set of explicit grants, or another carefully scoped transformation. Decide which it is.

If the transformation genuinely changes size, apply its actual defined effects and agreed scope. If it grants flight, identify flight speed and limits. If it removes hands, decide which ordinary tasks become unavailable. If equipment remains unchanged, describe how it is carried; if it falls away, keep the items in the scene. A transformation should not silently heal the character or produce a free copy of their possessions.

Agency and information changes also need clear terms. A person who appears as a moth is not automatically believed to be one by every observer. A convincing disguise can depend on position, behavior, evidence, and checks. Supernatural alteration of another person's recognition or decision is a different behavior, with different boundaries.

Start with one reliable promise. An initial form might only change appearance while retaining the same numbers. Another might grant a narrow actual flight mode with clear limitations. Both can be satisfying. A short complete record is usually easier to learn than a dramatic form whose missing mechanics must be invented every time it appears.

Lesson: a custom resource needs a real procedure

SwordWeave does not require a separate mana pool. An author can create a resource when it helps a particular concept, but must explain what gains it, what spends it,

its limit, and its relationship to the action rhythm. Do not use a new counter merely to conceal an unresolved consequence.

For example, a character might propose a reviewed rule involving prepared wax seals: each relevant use physically consumes one named seal; preparing replacements requires specified materials and an agreed opportunity. That can be an intelligible resource requirement. It does not make every seal an automatic BU purchase, and a full pouch does not automatically grant extra reactions.

Distinguish the reusable acquisition from the consumable state. Acquiring the rule permits eligible use; the sheet or notes track the actual seals present. Item mechanics, ordinary material availability, and execution consequences still need their proper accounting. An elaborate counter is optional authoring, not a hidden requirement for all supernatural characters.

When a resource becomes tiresome, discuss revising it between scenes. Preserve the meaningful decisions and simplify bookkeeping that contributes nothing. The table can agree changes; do not delete a real limitation after benefiting from its accepted price without explaining the new record.



Enough permission for the next idea

ACCESS WORKSHOP

Do not shop for an entire universe

A player wants to get a companion through a blocked doorway. Start with that intended result rather than purchasing every family whose name seems relevant. Can the obstruction be moved with tools? Can the occupant be persuaded? Is there another route? Ordinary circumstances may support the task. If the plan needs an extraordinary change, identify its actual subject and behavior. A character's required owned positive verb and domain access establishes a foundation, not a promise that every imagined solution is already available.

Read the bound subject

Grounded Water concerns that subject. It does not give the meanings of every Tier I domain because its reference price matches theirs. A permission involving a threshold might describe an ordinary door, a spatial boundary, or a symbolic entry condition; those are different authored rules. Inspect the actual definition. The seedling in this example protects a particular entry. Its illustration tells you what you can see, while its actual record determines any exceptional behavior. A dramatic silhouette cannot fill a missing permission.



Distinguish a stretch from a different action

Redirecting more of an existing stream can increase scale and pressure within a suitable permission. Restoring a dead person introduces a different behavior; adding water or output dice alone does not establish it. Likewise, forcing a hinge, reshaping it, and rewriting who is allowed through are different changes. Higher payment does not automatically purchase that difference during execution. You may acquire a reviewed new rule or ask for an explicit contextual exception, but make the new agreement clear before relying on it.

Put it into play

Enough permission for the next idea

Keep a useful boundary note

For a frequent working, write one normal use, one ambitious use, and one outside-scope use. A doorway guide might find a visible safe route, attempt a difficult crossing with consequences, and fail to explain passage through an unknown sealed wall. These tests help the table recognize what has actually been acquired. The purpose is to support future improvisation, not freeze the character into three buttons. A readable boundary tells you which new question to ask when a surprising scene arrives.

A conversation at the protected entry

Player: *"Can my permission move the threshold aside?"*

DM: *"Which subject does your actual domain cover?"*

Player: *"Grounded Water. I imagined the guardian's doorway as a kind of flow."*

DM: *"That image is evocative, but it does not make this stone doorway water. You could work with the channel beside it."*

The player may propose a route through the channel, speak with the guardian, or review a different acquired rule. This example separates metaphor from permission without dismissing the idea's spirit. A vivid description can introduce a plan; the actual subject and behavior establish what that plan can change.

When the object belongs to the domain

Compare a doorway blocked by a sheet of existing water. Now Water is genuinely relevant, but the verb, arrangement, reach, and opposition still matter. The player should describe whether they want to redirect, hold apart, remove, or transform it. Those are not interchangeable because the subject matches. If an acquired permission covers the proposed change, appraise this particular expression. If it does not, discuss an ordinary route or a reviewed extension honestly. The distinction protects a useful narrow foundation while allowing surprising applications wherever its real rule fits, rather than treating every boundary as a refusal to improvise.

The exercise: change one ingredient

Take your frequent working and replace only its subject: water becomes stone, a visible object becomes a person's belief, or a known path becomes an unknown destination. Which replacement fits the acquired definition, and which introduces a different permission? Explain the result from the actual text. A shared tier or suggested price is not proof of equivalence. Next restore the original subject and increase only its eligible scale. That change may need a different appraisal and consequence, but it does not necessarily ask for a new kind of behavior. The comparison teaches you to name what truly changed in an ambitious proposal.

WHAT CHANGED?

Read the family's question

Verb, Domain and Structure establish different permissions. A tier in one family does not grant the matching tier in another.

Use the actual baseline

Touch and d4 apply when their corresponding categories are absent. Output permission does not determine every die count or supply new behavior.



NEXT / RESOLVE UNCERTAINTY

06

Resolve uncertainty

Choose the actual question, apply the combined bonus and carry the result forward.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Choose the actual question, apply the combined bonus and carry the result forward.

1 Choose the question

Use a Practice whose approach fits the actual task. Training helps an applicable attempt; it is not permission to attempt ordinary work.

2 Read the combined bonus

Add the current Attribute, applicable training and eligible modifiers once. Expertise replaces the training contribution with twice PB.

3 Cancel the bias

Advantage and disadvantage cancel one-for-one. Each remaining stack adds one resolution die, keeping the appropriate highest or lowest result.

4 Apply the agreed outcome

A check, attack, save, contest and timing clash do different jobs. Success changes the scene only in the way the procedure and stakes establish.



You do not roll because you named a practice. You roll when the result is uncertain and the difference matters. Explain how you approach the problem. The DM and players establish the relevant attribute or practice, the opposition or **DC**, and what the possible outcomes mean.

Default check: roll d20 + the relevant current attribute + applicable training + applicable modifiers. Meet or beat the agreed DC. Use the attribute's actual value; Physical 3 contributes +3, not a converted score modifier.

If your sheet already shows a combined practice bonus, add that bonus once. Mira's trained **Knowledge** is **Mental 3 + PB 2 = +5**. A roll of 9 gives 14. Against **DC 12**, that succeeds. Adding Mental and PB again would incorrectly give 19.

KNOWLEDGE / MENTAL + TRAINING

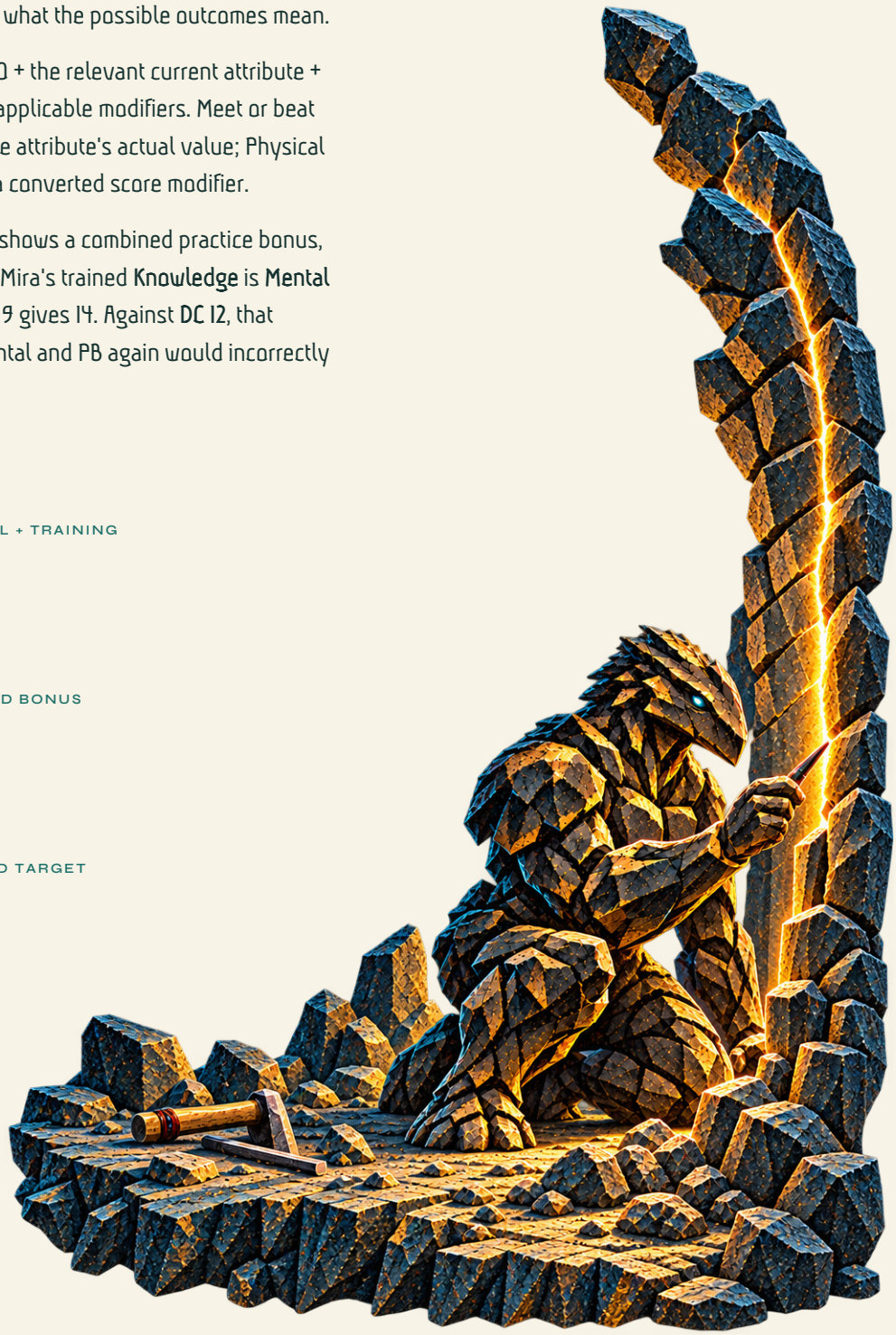
3 + 2 = +5

ROLL / DIE + COMBINED BONUS

9 + 5 = 14

COMPARE / TOTAL AND TARGET

14 > 12



Ten practices, many approaches

Attribute	Practice	Ways it might matter
Physical	Prowess	Force, exertion or holding a contested position.
Physical	Finesse	Precise movement, careful manipulation or concealment through movement.
Physical	Fieldcraft	Practical survival, handling hazards or stabilizing an injured companion.
Mental	Awareness	Noticing relevant details or following a visible development.
Mental	Reason	Analysis, deduction or understanding a mechanism.
Mental	Knowledge	Recalling learned information or applying a familiar discipline.
Mental	Influence	Persuading, negotiating or expressing a credible threat.
Magical	Mysticism	Understanding or applying extraordinary workings.
Magical	Communion	Relating to or communicating through an appropriate extraordinary connection.
Magical	Intuition	Interpreting an extraordinary impression or choosing through granted insight.

These are examples of approaches, not exhaustive permission lists. Ordinary attempts remain available without training. Extraordinary results require their actual access. A social check does not automatically give control over another character's decisions.

Default. Proficiency adds PB where applicable. Expertise uses twice PB when granted. A repeated grant of the same training does not itself add another PB. A separate explicit numerical bonus follows its own conditions and stacking rules.

PB starts at 2. Its baseline is 2 + the number of completed four-level groups after level 1, before active modifiers. The explicit round-down is part of this formula; the ordinary rounding rule elsewhere is upward.

Attacks, saves and your DC

Default attack. Roll d20 + the relevant current attribute + applicable PB training + attack modifiers against the target's DC. Meet or beat it to hit, then resolve the actual damage or effect separately. A miss does not deal the hit's damage unless a specific rule says otherwise. Use the displayed combined attack bonus once.

Default save. A recipient resisting a save-based capability rolls d20 + the relevant current attribute + applicable saving-throw training + save modifiers against the user's DC. The actual capability/source determines the appropriate Physical, Mental or Magical save and the outcome of success/failure. The chosen proficient attribute grants PB to its own saving throw; other saves do not gain that PB automatically. An additional training grant can establish it at its stated scope.

Example. An attack roll of 11 with +6 gives 17 against DC 15: it hits. If the chosen construction instead calls for a save, the recipient rolls that save against the user's DC; it is not a second automatic roll after the hit.

An attack tests whether an attempted attack succeeds. A saving throw tests an actor's resistance to an effect. Your working's actual delivery and the table's resolution determine which is appropriate; using a capability does not demand both an attack and a saving throw by default.

Default. Your selected-attribute DC is 5 + current PB + the chosen eligible current modified attribute + direct DC modifiers. Mira's Magical 4 and PB 2 give DC 11. Physical, Mental and Magical saving throws remain separate values. They do not imply three different character DCs. Use the relevant save and its actual granted training or modifiers.



Read authored result floors, ceilings and fixed-result rules at their stated scope. A minimum check result does not raise the attribute itself. An attribute increase can instead affect every derived number based on it. Do not add an automatic natural-20 success, natural-1 failure or critical-damage multiplier unless the table or an authored rule has established one.

Advantage can stack

Default. Apply the sources' conditions and uniqueness rules, then cancel advantage and disadvantage one-for-one. Each remaining stack adds one resolution die. Roll N + 1 dice for N net stacks: keep the highest for advantage and the lowest for disadvantage. With none remaining, roll one die. Add the applicable static bonus once after selecting the die.

Examples. Two advantages and one disadvantage leave one advantage: roll 2d20, highest. Two advantages without opposition give 3d20, highest. Two disadvantages give 3d20, lowest. Stacking does not bypass a primitive that expressly forbids repeated contributions.

A BONUS YOU CAN USE

Add your relevant current Attribute, applicable training and any eligible modifier. A sheet's combined bonus already contains these contributions. Add it once.

THE RULE

Bonus = Attribute + training + modifiers

TRY IT WITH NUMBERS

3 + 2 + 0 = 5

Mira's Knowledge bonus is +5.

Attribute

Mira uses **Mental 3** for **Knowledge**.

Training

She acquired **Knowledge** proficiency, so applicable training is **PB 2**.

A complete check

A d20 result of 9 plus this +5 bonus gives 14. Against agreed **DC 12**, it succeeds.



Choose the question, then the practice

PRACTICE IN A SCENE

Four approaches to one machine

A maintenance unit keeps trying to dismantle a cart because its old work order calls the load salvage. In this example, a character can notice which parts it reaches for, analyze its route, remember an obsolete marking, or persuade the depot keeper to suspend the order. These are different intended contributions. **Awareness**, **Reason**, **Knowledge**, and **Influence** describe useful approaches, but naming a practice does not itself create a result. Tell the table which uncertainty you want to resolve.

Ordinary competence remains available

You may examine a marking without being trained in every relevant practice. Proficiency adds the applicable **PB**; it is not permission to attempt ordinary thinking. Extraordinary results still need their actual access. A person with excellent **Reason** does not automatically read the machine's hidden memories. Someone trained in **Influence** does not gain mind control. A practical character can help by holding a cover open, finding a witness, or protecting the cart while another person pursues a different question.



Use the displayed total once

The default check uses the current relevant attribute, applicable training, and modifiers. If your record already shows their combined practice bonus, add that total once to the selected resolution die. A conditional numerical bonus needs its actual condition; advantage changes which die is selected under the stacking rule. Expertise uses twice **PB** where granted. Repeated proficiency grants do not repeatedly add training. These contributions can all have places in a scene, but they must not be folded into one unexplained number twice.

Put it into play

Choose the question, then the practice

Let an answer change the task

The characters discover that the work order names a different cart. Their next choice is whether to show the correct marking, fetch the keeper, or move the threatened load. They do not need to win every practice in succession before the discovery becomes real. If a result leaves uncertainty, say what is still unknown. If the evidence makes a conclusion secure, the DM can resolve it directly. Practices help you engage with a changing situation; they are not a compulsory sequence of checks before interaction is allowed.

A conversation that changes the practice

Player: *"I use Reason to make the unit accept my order."*

DM: *"What are you showing it?"*

Player: *"I compare the cart number with its work order."*

DM: *"Then you are analyzing a mismatch. If you want to persuade the keeper afterward, describe that as a separate contribution."*

The distinction does not force a prescribed chain of rolls. It clarifies the question being answered now. The discovered mismatch might make the keeper's choice secure, or leave a real disagreement. Practices follow the attempt's meaning, so the player can choose a method before the table selects applicable training and resolution.

Bias changes selection, not the combined total

In a separate worked example, three applicable advantage sources and one disadvantage source cancel to two remaining advantage stacks. Roll three resolution dice and keep the highest, then apply the relevant combined bonus once. Do not add that bonus to a selected die and again as a separate practice contribution. With opposing net disadvantage, keep the lowest instead; with no net stack, use one die. Each source still needs its actual condition and stacking eligibility. A decorative label saying "careful" does not automatically become another advantage source. Read the record that genuinely grants the contribution.

The exercise: the method after the clue

The unit recognizes the mismatch but still needs authorization to stop. Write two possible next methods. One might fetch the keeper who can change its instructions; another might physically protect the cart while a companion examines the control. Explain what each method seeks to establish and what it does not. The first does not automatically control the keeper's decision; the second does not silently confer command of the unit's internal workings. A useful answer names an actual contribution and the remaining uncertainty. The exercise keeps practice choices grounded in a changing situation rather than treating a favorable total as permission to demand any result.

Knowledge does not mean omniscience

EVIDENCE AND INTERPRETATION

A witness has a position

In this example, a civic construct guards a sealed account of a dispute. One person says a gate was opened deliberately; another says it broke during repairs. Ask what the witness actually perceived, what the record contains, and who supplied each statement. Knowing what someone said is different from knowing whether it was true. A successful examination can reveal an intact seal or an alteration without establishing every fact of the original event. Information is useful because of its scope, not because it replaces all uncertainty.

Ask for the useful piece

A player says, “Can I discover which account describes the hinge we found?” That question connects observation to a concrete contradiction. The table can examine the written descriptions and the damaged object. Another player might ask whether a speaker recognizes a missing tool. Those approaches can call on different practices and sources of evidence. Do not demand a generic truth roll that swallows the whole scene. A specific question helps the DM describe both what is established and what remains open to investigation.



Keep player knowledge in its place

You may remember that a pictured guardian appears elsewhere in the catalogue. Your character still knows what the scene, acquired knowledge, and applicable senses establish. A familiar illustration does not expose private motives, a hidden record, or the exact rules of an unfamiliar occurrence. Equally, do not pretend to forget information the character legitimately learned. Keep a brief note of the clue and how it was obtained. This makes later deduction feel like the group using its work rather than guessing the DM’s preferred answer.

Put it into play

Knowledge does not mean omniscience

Let exceptional methods be exceptional

If someone wants to read a memory, perceive deception, or speak with the past, inspect the actual working. State whose information it reaches, what evidence it produces, and what limitations apply. A high practice total does not silently add any of those permissions. A narrow extraordinary result can coexist with an unresolved broader question. The witness may establish which words were spoken while leaving coercion or misunderstanding for the party to examine. Resist turning an interesting method into a promise of universal certainty.

Carry the conclusion forward

After comparing the accounts, the party finds that both witnesses describe different gates. The dispute now concerns who moved the warning sign. Record that conclusion and choose the next lead. If the evidence instead remains mixed, decide what action is worth taking with that uncertainty. You can seek another witness, take precautions, or postpone judgment. The point of gathering knowledge is to make better choices. An answer should enter the shared situation; it need not become a demand for more checks before anyone may act.

A conversation about what is proved

Player: *"The witness says the repairer spoke those words. Does that prove the gate was deliberately opened?"*

DM: *"It establishes the statement it recorded. The statement's explanation still needs evidence."*

Companion: *"Then I compare it to the broken hinge instead of treating the witness as an all-knowing judge."*

The table has preserved a useful discovery without expanding it into omniscience. The same distinction can apply to an extraordinary record if its actual rule provides a statement rather than a guaranteed true account. Ask what the method establishes and carry that forward honestly. A limited answer can still change who the party questions next.

The witness was facing another way

Change the example: the witness heard the repairer but did not see the gate. That observation may support a timeline while leaving the physical event unresolved. The party can compare sounds, damage, another account, or the repair records. Do not pretend the missing view exists because the witness looks authoritative. For an exercise, explain how one clue supports two different interpretations. A broken hinge might result from deliberate force or an overloaded mechanism. Name another piece of evidence that would distinguish them. The explanation demonstrates reasoning from actual information, not extracting a preferred conclusion from a sufficiently high result.

WHAT CHANGED?

Choose the question

Use a Practice whose approach fits the actual task. Training helps an applicable attempt; it is not permission to attempt ordinary work.

Read the combined bonus

Add the current Attribute, applicable training and eligible modifiers once. Expertise replaces the training contribution with twice PB.



NEXT / LOCATE, REACH AND DELIVER



LOCATE, REACH AND DELIVER

07

Locate, reach and deliver

Establish where the target is and how this working can reach it.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Establish where the target is and how this working can reach it.

1 Locate the target

Sight is one method. A suitable granted sense can also establish location; information about a creature is not always its present position.

2 Check the reach

Near, Far, Very Far and Extreme establish practical distance permission. More reach does not grant a new sense or target lock.

3 Follow the delivery

A projected path can be obstructed. A supported manifestation uses its own arrangement and limits. Describe the actual method.

4 Be honest about an area

You may propose a known place when a specific target is unlocated. An area is not a guarantee that the desired creature is inside it.





How an attack reaches a target

Projected vectors travel through space: arrows, beams or thrown blasts. Minor obstruction imposes −2 accuracy; ordinary half cover −4; total cover blocks the trajectory. Decide from the actual angle and path.

A direct manifestation appears at its target and ignores those intervening projected-cover penalties. It still needs a legitimate sensory location or authored targeting method. A wall does not become permission to locate an unseen foe. A visible head above cover may be reachable by a direct manifestation while the same barrier interferes with a traveling bolt.

The shutter: located does not mean reachable

Sella sees a guard through a narrow opening 25 ft away. They can locate the guard's shoulder. Their Stone Tap is projected, and a shutter crosses its path. If the opening amounts to ordinary half cover in this agreed scene, the projected accuracy penalty is −4. With a +7 attack bonus and a die result of 12, the total is 12 +7 −4 = 15. Against an agreed target **DC 16**, it misses.

If the obstruction is minor instead, the −2 adjustment gives 17, which hits **DC 16**. The difference is the actual cover, not a random extra penalty applied because the working is supernatural. With total cover blocking the path, a projected strike cannot pass through by default. An attack bonus does not buy a trajectory through a solid shutter.

Now close the shutter and move the guard out of view. The original sighting is not permanent tracking. A supported alternate sense can establish a current location if its rule applies. A supported direct manifestation can change the delivery problem, but does not automatically fix the location problem. Keep those two questions separate.



The blind corner: an area is an honest uncertainty

Mira hears movement behind a low corner, but the table has not established a precise specific target location. She can propose redirecting existing water into a known stretch of passage. A suitable arrangement and owned access can support that attempt. She must describe the area and its effects, rather than pretend she named a creature through the wall.

The DM can say what Mira knows about the passage and what she cannot know. There may be nobody in the chosen area by the time the flow arrives. There may be a friend there. Selecting a known location can be valid without guaranteeing that the desired recipient occupies it. Resolve uncertainty from the actual timing and circumstances.

A player can choose a safer aim: close the route rather than harm an unknown occupant, call out before acting, or wait for a clearer signal. The choice belongs to the player after the stakes are intelligible. An area working is not a loophole for infallible targeting.

The shared floor: a sense can be enough

A character has the authored stone-contact sense described in the family lesson. They stand on the same continuous exposed floor as a moving creature within 30 ft. The sense identifies the current location under its rule even though a screen blocks ordinary sight. A specific-target proposal can therefore be possible.

The player still needs eligible behavior, reach, and delivery. A projected stone chip can be blocked by the screen even though the location is known. A supported direct manifestation could have another route. If the target leaps off the floor, the contact condition changes. The sense is not ordinary sight, but it is an applicable way to locate a target when its terms are satisfied.



Record what the sense actually supplies. The player knows a moving creature's location, not necessarily whether it is the missing merchant. That uncertainty can matter in deciding whether to attack or speak.

The ally-only field: selection must mean something

Nami wants a field that clears smoke around allies but leaves enemies coughing. Air and Structure II support grounded air and basic arrangements, not automatic allegiance detection. Ask how the field selects its recipients. It might follow visible named companions, protect marked stations, or clear one safe corridor through which anyone can move.

Each alternative changes the scene. Named companions can move apart; marked stations can be occupied by opponents; a clear corridor can help anyone who reaches it. A more selective information-driven rule can be authored if desired, but its behavior must be explicit and reviewed. The word ally should not silently become a perfect moral sensor.

This also helps communication. If the protected corridor is visible, companions can use it deliberately. If a zone follows a person, the others know when leaving that person changes protection. The rule creates understandable choices instead of invisible favoritism.



LOCATE, REACH AND DELIVER

WHERE? HOW FAR? BY WHAT ROUTE?

1 Locate

You see a figure in a lit window. A granted floor sense might instead locate movement through a shared surface. Read what the sense actually establishes.

2 Reach

A target 25 ft away fits Near. A target 50 ft away exceeds Near, even if you can see it. Distance permission is independent of location.

3 Deliver

A projected path can meet a closed shutter. A different, actually acquired delivery arrangement may have different limits. Name the method before assuming it works.

Change one answer

Close the shutter. Move the figure. Remove the shared floor. Each change threatens a different part of the proposal. Asking these separately makes the ruling understandable.



A GUESS IS STILL A CHOICE



A located creature

A relevant sense gives a present location. Check range, actual delivery and recipient rules next. Knowing a name or history is not necessarily knowing where someone is now.

A known spot

You can propose an area beside a blind corner. State its real location and supported size. The desired creature may be absent, and other eligible recipients may be there.

An authored exception

A scrying method or broad weather working can establish a special procedure. Its actual acquired rule supplies the exception; Extreme range alone does not.

An agreement worth recording

Write what you know, what you are guessing and what the result would mean. An honest uncertain plan can be exciting without pretending it is a guaranteed target lock.

LOCATE. REACH. DELIVER.

Use the three questions separately. An answer to one does not automatically answer the other two.

01 Target or known area

How do I know where it is? What does my actual sense establish?

02 Distance

Which acquired reach or baseline applies?

03 Delivery method

Trace the projected path or name the supported manifestation.

04 Recipients

Who is actually included and how is that selection supported?

05 Uncertainty and outcome

What happens if the desired target is not there or the route changes?



Sense a location, not a whole biography

SENSES AND TARGETS

The sound beneath the boards

A creature moves beyond a wall, and the party hears the floor creak. In this example, ordinary hearing gives a direction and a reason to be cautious; the table must decide whether it locates the particular target accurately enough for the proposed action. A granted contact sense may establish more, within its actual scope. Do not replace that reading with the creature's name or an assumption that all unusual senses behave alike. Ask which surface is involved, what information reaches the character, and what remains uncertain.

Read the sense as a rule

Vision, blindsight, tremorsense, and other authored methods can provide legitimate target location. They differ in medium, reach, conditions, and the information they convey. Read the particular grant rather than borrowing a definition from another game. The hollowbark listener's rooted posture is a useful picture of contact with a place, but the picture cannot extend a rule through every wall or floor. Exceptional perception should be explained in a sentence another player can use: what is sensed, where, and under what conditions.



Location is one part of targeting

Suppose a granted sense establishes that a person stands behind the partition. That answers the location question. The working still needs its actual subject, behavior, reach, and delivery method. A projected effect can meet the partition as an obstacle; a properly granted direct manifestation follows its own targeting terms. Neither method acquires mind reading because a location is known. Keep the separate questions visible. A permission to affect a known person is not permission to know their identity, intentions, equipment, or every condition they carry.

Put it into play

Sense a location, not a whole biography

Ask what changed

The target climbs from the contacted floor onto a suspended platform. The party should reassess what the sense can establish now. A remembered location may be useful evidence, but it need not remain exact after movement. Another player can watch an exit, listen, illuminate the room, or negotiate access to the space. These ordinary contributions matter because perception is situated. Avoid treating the initial successful location as a permanent lock unless the acquired rule actually provides that continuing information. The scene may now support a different plan.

Give uncertainty a place

If the sense does not locate the target, propose a known area or spot where an action could reasonably be attempted. Explain what success would change and what the uncertainty means. An area does not guarantee a hidden person is inside it. The DM can resolve the unknown circumstance without granting invented knowledge to the character. Write the actual sensory condition beside the working on paper. When the target changes position or the medium disappears, everyone can recognize which question must be reopened.

A conversation about the contacted surface

Player: *"My granted sense uses contact with the floor. Can it locate someone in this room?"*

DM: *"Read the stated medium and reach. The person on the landing is connected through the stone; the suspended platform presents another question."*

Player: *"Then I can target the located person with a suitable working, but I do not claim a location on the platform."*

The table applies the actual grant rather than accepting or rejecting every contact sense as one package. The player can now ask a companion to observe the platform. Different methods provide complementary information without silently giving all characters the same exceptional perception.

The exercise: say what the sense cannot reveal

Choose one acquired sense and write a successful observation in plain language. Then identify something that observation does not establish: a motive, a private name, the contents of a sealed bag, or an unrelated event elsewhere. Explain the difference using the actual rule. A target location can be enough for a particular working without supplying a complete biography. Now change the medium or position and review the sense again. If your example assumes the answer survives every change, check whether the grant truly says so. A strong sensory permission has meaningful scope; it does not need to answer every possible question to be useful.

A hidden creature still needs a location

CONCEALMENT WORKSHOP

A trail is not a target

In this example, a silent cat has crossed a ruined observatory. The party finds disturbed dust and a strand of fur near a broken window. Those clues establish a passage, not a guaranteed present location. A player can follow the signs, watch the exits, or ask what cover interrupts the view. The DM need not hide every visible fact behind a check. Useful description gives players places to investigate. Keep the distinction between evidence of past movement and perception of the creature now.

Make the search understandable

"I look for the creature" becomes clearer when the player names a position and method. From the doorway, can they see under the desk? Will moving the lantern illuminate the balcony or reveal the searcher? Does a companion cover the stair? The table can appraise uncertainty and consequences from those details. Concealment does not always mean a special rule called invisibility, and an unusual appearance does not establish either. Read the creature's actual abilities if an exceptional concealment effect matters to the scene.



Preserve what the clue gives you

A fresh sound comes from the upper landing. It might locate a creature sufficiently for a particular attempt, or it might leave only a likely region. Establish that before committing. A player may have an applicable sense that changes the answer, while another only has ordinary hearing. The group can share observations without granting each observer the same sense. Describing what you noticed lets companions choose their own legitimate methods. Information can make cooperation easier without becoming an automatic shared targeting permission.

Put it into play

A hidden creature still needs a location

Aim at a known place when appropriate

The player chooses to disturb the visible curtain rather than claim a precise unseen target behind it. This is an attempt at a known object or area. It still needs the actual working's access and scope. The curtain may move while the creature has already left, or it may reveal someone who was there. State what the effect does to that place, not what you hope it proves. The scene's result can provide new information, but wishing for a hidden recipient does not put one inside the area.

Use the result, including a quiet result

The party finds a safe route to the balcony and discovers the cat guarding an injured companion. Their next choice can be to withdraw, offer space, investigate the injury, or risk a closer approach. Successful searching need not end in attack. If nothing is found, the party still knows which places it checked and what precautions it took. Record those facts. Repeating an identical search endlessly should not replace deciding whether to widen the search, wait, or pursue a different objective.



A conversation beside the curtain

Player: *"I think the cat is behind the curtain, so I target it there."*

DM: *"You have evidence it went that way, but no current location. Can your method affect the known curtain or area?"*

Player: *"I can disturb the curtain itself. That may reveal what is there."*

Companion: *"I watch the side passage while you do."*

The group now has a clear method and a way to use any new information. It has not assumed that the hidden creature stayed put. If the curtain moves and nothing is visible, the watched exit and earlier clues still matter to the next decision.

The exercise: three different kinds of confidence

Compare seeing a creature at a window, finding fresh prints near that window, and knowing that the creature usually sleeps there. The first can establish a current sensory location if the relevant conditions permit. The second is evidence of movement. The third is prior information about a habit. Neither of the latter automatically supplies a present targeting lock. Describe a useful action from each situation. Observing a known opening, following a trail, or questioning someone about the habit can all move the scene forward. The answer should preserve what is genuinely known while giving the character an intelligible way to act.

A known target still needs a route

DELIVERY AND OBSTACLES

Four questions at the doorway

A surveyor stands across a cluttered chamber. You can see it through a narrow gap. In this example, begin with four questions: can you locate the particular target, does your acquired rule permit the intended change, does the reach cover it, and can this delivery method operate through the situation? A clear yes to sight is useful. It does not settle the other questions. Keep an obstacle in the description long enough for its practical effect to be appraised instead of letting a dramatic ability name erase it.

Follow the projected path

A projected working travels along an actual delivery path. Pillars, screens, people, and openings can therefore matter. The table applies the relevant authored scope and cover treatment to the proposed path. A player can seek a different angle, remove an obstacle, or ask a companion to change the scene. Do not assume that acquiring a larger range bypasses the obstruction. Range permits reach; it does not turn a projected delivery into direct manifestation or make an unknown recipient visible through everything between you.

FOUR QUESTIONS / ONE TARGET

1. **Locate the particular target**
   Can you identify this recipient?
2. **Permit the intended change**
   Does your acquired rule allow it?
3. **Reach covers it**
   Is the recipient within your reach?
4. **Delivery can operate here**
   Can this method work through the situation?

SIGHT ANSWERS ONE QUESTION.

The other three still matter.

Read direct manifestation carefully

A properly granted direct manifestation does not use projected cover penalties merely because an object lies between actor and target. It still needs a legitimate targeting method and the actual permission to produce its result. “I do it directly” cannot rewrite a working whose delivery was acquired differently. Ask where the effect begins, what it changes, and how that recipient is identified. An authored exception can be exciting, but its source and limits must be available to the table before someone relies on it.

Put it into play

A known target still needs a route

Changing position is real work

The player moves toward a second opening while another holds the surveyor's attention. Track the actor's remaining movement across the whole round. Arriving at a new phase does not refill it. If the proposed move exceeds the remaining allowance, use an appropriate acquired extension or agree a contextual consequence before committing. The new angle may improve the path while exposing the mover. That is a meaningful tactical decision because both parts of the scene remain true. Movement should change circumstances, not merely repaint an attack bonus.

Describe the final attempt

"From this opening, I can see the surveyor's frame and project the working through the clear gap" is a playable description. Resolve whatever meaningful uncertainty remains with the established check, defense, or agreed method. If the target moves or the screen falls, reassess the relevant part of the plan. On paper, a quick sketch of actor, obstacle, opening, and recipient is often enough. It records the shared geometry without requiring a precise tactical map for every discussion or importing another game's cover rules.

A conversation about the gap

Player: *"I can see the frame through the opening. My effect is projected."*

DM: *"Show the path from your position. The screen covers most of that line."*

Player: *"I move toward the second opening, using what movement remains."*

Companion: *"I can warn you if the surveyor turns."*

The table can now appraise the actual path and any meaningful interference. This example does not guarantee that the new angle is clear or that watching grants a mechanical bonus. It keeps each contribution specific. If the player instead has a direct manifestation, read that method honestly rather than relabeling the projected effect after encountering an inconvenient screen.

The exercise: four answers on one sketch

Draw an actor, a located recipient, and a wall between them. Write the acquired behavior, reach, and delivery beside the drawing. Can you explain the attempt without assuming that one answer settles all the others? A visible recipient can still lie outside reach. A recipient within reach can remain unknown. A located target can be blocked from a projected trajectory while an actual direct manifestation uses different delivery terms. The sketch is successful when those distinctions are clear. It need not import precise grid movement or another game's cover categories to make the party's proposed method understandable.

An area is a real place

RECIPIENTS AND SELECTIVITY

Name what occupies the space

A damaged landing holds a worker, a rescuer, a broken stair, and loose boards. In this example, the player wants to influence an area around them. Describe the actual place before resolving the working. Which parts are inside its acquired shape? Which subjects can the rule affect? Where do its effects originate? A named area is not an abstract pile of enemies. Its contents can include companions, objects, bystanders, and empty space, each of which matters according to the actual rule.

An area does not invent a behavior

A player who can move existing water may arrange water through a permitted area. That permission does not automatically heal everyone within it, extinguish every kind of hazard, or distinguish friends by loyalty. Those outcomes require their actual subject and behavior. Output, reach, shape, duration, and selectivity describe different parts of an expression. Read the ingredients that establish each needed part. A larger delivery can distribute an eligible result; it cannot manufacture a missing verb or convert a harmful effect into a beneficial one.



Ask who is meant to be affected

The player wants to clear water around the stranded worker while leaving the support under the rescuer intact. The table examines whether this arrangement fits the actual working. If selective control is not available, a less ambitious route may solve the problem: guide a smaller flow, move the rescuer first, or use tools around the support. State the desired exclusions before commitment. A friendly character should not be secretly exempted after resolution just because the effect's name sounded protective. The record and agreed expression determine the recipients.

Put it into play

An area is a real place

Keep each effect legible

A capability may contain several effects, but nesting them does not silently give each a free independent action or an unrelated recipient. Explain how the declared working coheres and what each part changes. A real use may need more information than its short title. The party can still make an elegant combined plan; elegance comes from understandable dependencies. If two parts need different subjects or targeting methods, show them. If a condition ends one part, do not assume that all other consequences also disappear unless their rules say so.

Learn from the changed space

The player chooses to drain the landing before anyone crosses. The revealed boards show that another support is broken. This new information changes the rescue route. Alternatively, an attempted flow can leave a slippery surface or move debris toward the bank under the agreed consequences. Record the actual scene rather than only a success label. When an area working ends, ask what was temporary, what physically changed, and what still needs cleanup. The distinction makes later choices understandable without introducing a universal automatic aftermath rule.

A conversation about the exclusion

Player: *"I want the flow to move the debris, but not the rescuer."*

DM: *"Which part of your actual rule provides that arrangement?"*

Player: *"It controls existing water; it does not directly move every subject in the area. I will guide the flow away from the rope instead."*

Companion: *"Then I keep the worker on the dry section."*

The proposed selectivity has become a concrete route rather than an automatic exemption for friends. The table still appraises the actual volume, obstacles, and risk. The example illustrates asking which part of the effect can genuinely be shaped, not requiring every area working to be hazardous.

The exercise: recipients before results

Sketch a small space with a companion, a bystander, an object, and the intended target. Select a working your character actually owns and state what it would change in that space. Which recipients are covered by its subject and arrangement? Which are excluded by an actual rule or practical route? Do not answer only "enemies." Explain how the effect identifies them, if it really does. Now move the bystander and ask whether the attempt must change. The exercise teaches you to preserve the working's actual recipients while discussing a vivid scene, rather than adding invisible exclusions after resolution because the outcome became awkward.

WHAT CHANGED?

Locate the target

Sight is one method. A suitable granted sense can also establish location; information about a creature is not always its present position.

Check the reach

Near, Far, Very Far and Extreme establish practical distance permission. More reach does not grant a new sense or target lock.



NEXT / ACT TOGETHER IN A ROUND

08

Act together in a round

Council, Fast, Measured and Heavy connect intentions without initiative.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Council, Fast, Measured and Heavy connect intentions without initiative.

1 Council connects the plan

State Main Intents, dependencies and continuing requirements. Let companions revise the plan before resolving the shared tracks.

2 Tracks follow dependencies

Fast resolves Complexity 0–1, Measured 2–3 and Heavy 4+. Extra power and a later track do not themselves grant more actions.

3 Watch timing separately

A Reaction Clash resolves opposing timing. It does not itself spend the independent Reaction Slot, which still needs a valid trigger and immediate scope.

4 Carry the whole round

Spend one movement allowance across tracks and valid reactions. Record changed positions, **Vitality** and continuing consequences before the next Council.



A combat round is a shared problem. Your party can coordinate a plan, resolve simpler actions before dependent ones and respond when the situation changes. SwordWeave uses **Council then Fast then Measured then Heavy**. There is no default initiative roll or imported bonus-action sequence.

Council: make the plan understandable

Describe one coherent Main Intent. Coordinate with your allies and establish which actions depend on another result. The DM describes what the opposition is visibly attempting. Check access, timing, scope and stakes before commitment.



Default tracks: Fast resolves Complexity 0–1; Measured resolves 2–3; Heavy resolves 4+. Complexity concerns timing dependencies, not a ranking of damage or power. A straightforward powerful strike need not become Heavy merely because it has large output. Agree a rushed or altered timing with its actual access and consequences.

Track where the round leaves everyone. When a path collapses in Fast, an action planned for Heavy must use the changed route rather than an imaginary unchanged battlefield.

Clashes and contests

Use a **Reaction Clash** when opposing intents meet within a track and arriving first matters. Roll d20 + relevant attribute + PB if trained, with applicable rules. The higher result acts first. On a tie, the GM resolves simultaneously or follows the stronger fictional position.

Use an **Active Contest** when efforts directly oppose: holding a door against someone forcing it open, or slipping past a watchful opponent. Agree a suitable approach for each side. Use the relevant combined practice bonus once where a practice applies. The higher result wins the immediate struggle.

Losing timing does not automatically erase your Main Intent. If a guard rings a bell before you seize their arm, the alarm has sounded; seizing the arm may still be possible. If your plan has become impossible, pivot: redirect it, reduce the scope or accept another sensible consequence before resolution.

One independent reaction

Default. You have one Reaction Slot each round, reset at Council. A reaction needs a clear event you can perceive and an available response you can perform. Its default scope is immediate, Complexity 0–1, and self/touch or



one target. Relevant access and position still matter. A larger response needs a specific permission or explicit table ruling.

Pause the triggering event, resolve the reaction, then continue. A reaction can occur before or after your Main Intent. It does not automatically cancel the event it responds to.

Example. Neri catches an ally slipping beside them. Being nearby and able to catch them establishes the opportunity. Saving everyone falling across a distant broken bridge is a different scope; spending a Reaction Slot alone does not grant that rescue.

Move across the round

Default. Your Speed is movement available across the whole round. Spend some or all, divide it among tracks or valid reactions, and include it in an intent or move independently where the situation permits. Beginning a later track or using a reaction does not give a fresh allowance.

Example. Speed 30 ft supports moving 10 ft in Fast and 20 ft in Heavy. Moving farther needs an appropriate speed primitive or an agreed Cost/consequence. Actual routes, interference and hazards still apply; reach is not permission to pass through a wall.

Size	Walking Speed	Default swimming/climbing
Tiny	15 ft	8 ft
Small	25 ft	13 ft
Medium	30 ft	15 ft
Large	40 ft	20 ft
Huge	60 ft	30 ft
Gargantuan	90 ft	45 ft

Swimming/climbing default to half base speed rounded up. Authored rules can change these values. Flight and burrowing require their relevant grants.

A bridge round

Example. Mira will restrain a guard's alarm arm; Sol will build a supported path across a gap; Neri will move an injured friend once the path exists. At Council they agree access, movement, timing and what failure risks. The guard reaches for the bell while another opponent attacks the support.

In Fast, Mira clashes with the guard. Suppose the guard wins timing: the bell rings, and Mira can still try to restrain them if possible. Damage to the support changes Sol's construction. In Measured, Sol completes a smaller path at the agreed continuing cost. Neri uses that path in the agreed order. A nearby slip can create a valid reaction opportunity; a more elaborate dependent attempt resolves in Heavy.

Before the next Council, record damage, costs, current positions, continuing requirements and unresolved consequences. The party crossed, but pursuers now know where to look. Success at the crossing did not erase the alarm.

Optional guidance: surprise. There is no universal surprise subsystem. A table might let prepared enemies complete a round before surprised participants respond. The circumstances or an agreed d20 check may change that treatment. An ambush does not automatically entitle every enemy to a free round.

A short example can make a die roll clear without showing how the rest of the table works. This chapter follows a longer encounter. You will see plans survive a bad result, movement split across tracks, a reaction change a situation, and a victory that means more than defeating an opponent. The numbers belong to these example records. The DCs, timing judgments, and consequences belong to this particular table.

The players use Torren, Mira, and Ilex from Three people, three starting builds. All are Medium, level 1, and begin at 12 **Vitality**. Torren has **Physical**-trained practices +7 and **DC** 12. Mira has **Magical**-trained practices +6 and DC 11. Ilex has Mental-trained practices +7 and DC 12. Each has 30 ft of walking movement across



a round and one independent Reaction Slot. Nobody has acquired extra action economy.

Put the problem where everyone can understand it

The party reaches a sluice beside a narrow dry bank. A damaged barge is drifting toward the gate. Opening the sluice carelessly will protect the barge but wash out a spawning bed. Keeping it closed will crush the barge against the gate. A Canal Watcher, the creature described in Worked records, protects the bed and warns people away from the wheel. A worker is trying to keep a rope attached to an anchor post.

For this example, the useful positions lie along the same bank. The party starts at the 0-ft mark. The wheel is at 30 ft, the anchor at 35 ft, and the Watcher initially at 40 ft. Ilex can see the worker's old charter; Mira can see water beside the wheel. Beyond the anchor, a secure landing at 50 ft can receive people from the barge. These positions are a simple teaching sketch. The table agrees actual routes rather than treating every distance as an unobstructed straight line.

The DM explains the visible pressure: the barge is getting closer, the wheel can be turned, and the Watcher points toward eggs in the shallow water. The players do not need to roll to receive the premise. They ask whether the wheel's ordinary latch works, whether the worker can hear, and whether water exists on the safe side of the bed. The latch works but cannot hold against a full surge; the worker can hear; a smaller side channel can take some water.

There are several possible goals. The party could drive the Watcher away, preserve the spawning bed, rescue the crew without opening the gate, or negotiate a controlled diversion. They choose to open a safe channel, get the barge through, and avoid harming the bed. That goal helps them judge their actions. Reducing an enemy's **Vitality** is not a required measure of success.



First Council: connect the intentions

Torren wants to reach the wheel and control its opening. Mira wants to redirect existing water through the side channel so Torren is not fighting the full pressure. Ilex wants to get close enough to read the charter and show the Watcher that the workers are using a permitted route. Their intentions support one another but do not become one character's action.

Mira's Water I, Verb II, and Near Range support reshaping located existing water within 30 ft. The table describes a narrow diversion, not control of the whole river. It must be established before Torren opens the wheel fully. The agreed ongoing requirement is that Mira keep one hand directed toward this channel and refrain from a second Water working until she releases it. This particular limit expresses this attempt's concentration and support. It is not a universal SwordWeave concentration rule.

Torren can walk to the wheel and turn a mechanism using ordinary tools and **Prowess**. He does not need a special "sluice turning" purchase. Ilex can read and speak through ordinary access. Paper I does not automatically tell Ilex whether the charter's claim is legally valid; their evidence and reasoning must establish that separately.

The table puts the Watcher's straightforward Water Impact in Fast. Mira's setup and Torren's dependent opening resolve in Measured, in that order. Ilex's read-and-explain intent resolves in Heavy after the outcome of the opening is evident. This placement is an example appraisal of dependencies, not a permanent rule that reading always takes Heavy or that water is always Measured.

Listen to the plan

TORREN

> *I move to the wheel and open it only after Mira has the channel ready.*



MIRA

> *I move far enough to see the side channel properly, then shape that smaller flow. I accept the hand requirement.*

ILEX

> *I approach the worker without crossing the wheel. I want to find the clause about the spawning bed and explain what we are trying to preserve.*

DM

> *The Watcher sees Torren approaching the wheel. It gathers water to strike him. You can still revise your plan before we begin.*

The opposition's visible intent is useful information. It does not reveal every possible hidden fact or promise that the Watcher cannot change its response later. Torren accepts the risk. His player knows his current and maximum **Vitality** before committing.

First Fast: danger arrives before the setup

Torren moves 10 ft along the dry bank. Mira moves 10 ft to a better viewing point. Ilex moves 10 ft toward the worker. Each has used only part of their own allowance. They have not received an extra Main Intent for making that movement.

The Watcher at 40 ft now has Torren, at 10 ft, exactly 30 ft away. Its Near reach is sufficient. It can locate him and has an unobstructed projected path. Its Water Impact uses attack +3 against Torren's **DC 12**. The DM rolls 10, for 13: a hit. The example 1d8 output rolls 5. Torren has no matching acquired resistance, so he loses 5 **Vitality**, falling from 12 to 7.

A hit does not automatically consume Torren's reaction, cancel his intent, or move him. This Water Impact did not include a knockback rule. His player records 7/12 and continues. He could propose a valid response if a relevant opportunity existed, but he does not spend the slot simply to reroll a hit he dislikes.



Mira's water channel has not resolved yet. The party cannot retrospectively claim that it intercepted the attack. Nor does Torren's injury automatically stop Mira's uncompleted work. Timing asks what exists now, who is actually affected, and what requirements are threatened.

First Measured: resolve the dependencies in order

Mira shapes the smaller side channel. They agreed a **Magical** check against **DC 12**, with failure meaning she cannot establish a safe diversion in time. Her combined bonus is +6. She rolls 8, for 14. The water takes the smaller route, and the maintenance requirement begins. No damage die is needed for this result.

Torren spends his remaining 20 ft to reach the wheel at 30 ft. His total movement for the round is now 10 + 20 = 30 ft. He has none remaining unless another real permission or agreed consequence provides it. Arriving at Measured does not refresh his Speed.

He opens the latch and controls the wheel against the reduced pressure. **Prowess** is +7. Against the agreed **DC 13**, a roll of 6 gives 13, meeting the target. The gate begins to open. The table applies the success they agreed: enough controlled flow for the barge's next approach, with Torren holding the wheel until it can be braced.

His success does not mean the spawning bed is invulnerable or the whole encounter is finished. The worker's rope remains strained. The barge must still be guided. Mira remains committed to her channel. All those facts can matter in the next round.

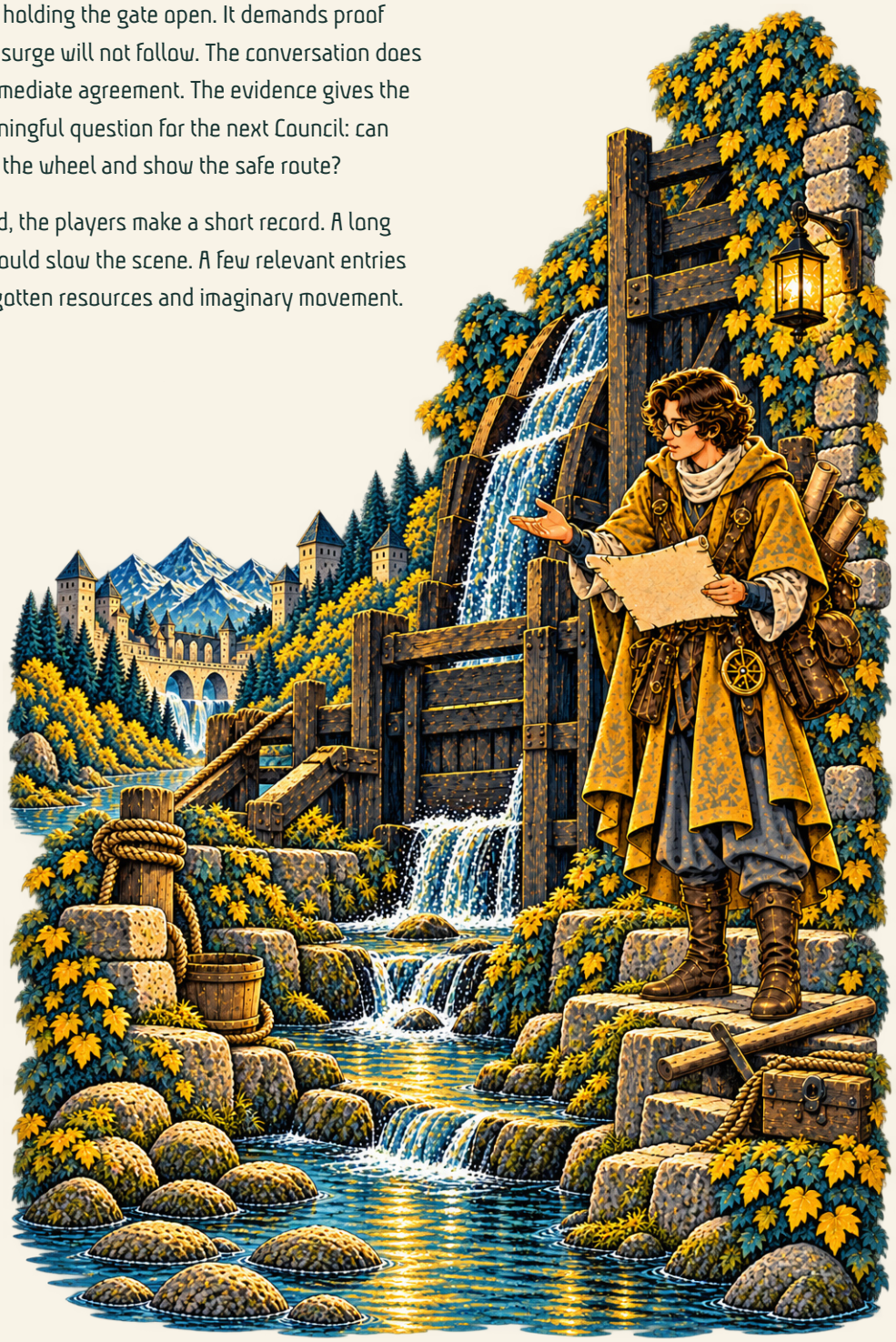
First Heavy: evidence can change an opponent

Ilex moves another 10 ft, reaching 20 ft and using 20 total. They are close enough to hear and read the worker's held document. The document visibly includes a spawning-bed clause and a sketch of the side

channel. The DM does not call for a check merely to read legible words under these circumstances.

Ilex explains that the party is preserving the shallow flow rather than draining it. The Watcher hears them but sees Torren holding the gate open. It demands proof that the full surge will not follow. The conversation does not force immediate agreement. The evidence gives the party a meaningful question for the next Council: can they secure the wheel and show the safe route?

At round end, the players make a short record. A long transcript would slow the scene. A few relevant entries prevent forgotten resources and imaginary movement.



Actor	Position along bank	Movement spent this round	Current Vitality	Continuing state
Torren	30 ft, wheel	30 ft	7/12	Holding wheel; reaction unused
Mira	10 ft, viewing point	10 ft	12/12	Directing one channel; reaction unused
Ilex	20 ft, charter	20 ft	12/12	Has identified the relevant clause; reaction unused
Watcher	40 ft	No movement in this example	13/13	Warns against an uncontrolled surge

The Watcher's **Vitality** has not changed because nobody attacked it. Its attitude may change through the party's evidence and actions. A creature's social response is not automatically locked to whether it has lost a particular percentage of health.

Second Council: make a plan from the changed scene

Movement and the independent Reaction Slot refresh for a new round. Current **Vitality** does not. Torren is still at 7/12. Mira's continuing requirement is reviewed at the agreed Council point. She can fulfill it now; this example has no additional **Vitality** payment. The pending damage-triggered upkeep scheme is not used.

Torren proposes fitting a brace between the wheel and anchor. Mira will release the original diversion only after the wheel is secured, then redirect a dangerous local surge away from the rope. Ilex will demonstrate the charter's flow plan. The worker is at the anchor, five feet beyond Torren.

The Watcher still fears a full release. It proposes a quick flow against the anchor to test whether the rope and wheel are secure. Torren wants to get his brace in place first. Their opposing efforts meet in Fast, so the table uses a Reaction Clash to settle which relevant event arrives first. That clash is a timing procedure. It does not spend Torren's independent Reaction Slot merely because "reaction" appears in its name.

Torren's whole intent is securing the wheel; moving and placing the brace are parts of it. Mira's new diversion depends on that brace and therefore follows in Measured. Ilex's explanation follows the demonstration in Heavy. The table checks that each dependency has an actual source and is not just a way to claim several unrelated intents.

Second Fast: a lost clash leaves choices

Torren moves 5 ft to the anchor at 35 ft. The worker is immediately beside him. Torren's timing roll is d20 +7; a 7 gives 14. The Watcher's **Magical**-trained roll is +3; a 13



gives 16. The flow reaches the anchor before the brace is fully seated.

Acting first, the Watcher redirects a small unopposed flow against the unsecured anchor line. The table judges that narrow flow secure under its actual access; the clash did not automatically turn an attack into a hit. The rope pulls the worker off balance. This is the previously stated risk of this construction and position, not an automatic effect of every Water attack or irresistible control of a person. The table has already established the worker's position, the rope, and Torren's free hand.

Torren spends his available independent Reaction Slot to catch the worker. He can perceive the fall, reach them, and perform an immediate one-person catch. Under these circumstances the DM treats the catch as secure and resolves it without another roll. If the worker were too heavy, out of reach, or falling through a hazard, another procedure or consequence could be needed.

Torren catches the worker but cannot seat the brace in that same instant while carrying their weight. He places them on the dry bank, then continues his original wheel-securing intent in the later order the table agrees. Losing the clash changed timing and introduced a rescue; it did not automatically delete every possibility of completing his plan.

Second Measured: pivot without pretending nothing happened

Torren moves 5 ft back to the wheel, for 10 ft used this round. He seats the brace while Mira's original channel still reduces the pressure. The worker has released the rope and is safe beside the anchor. With the altered load and intact brace, the table judges the securing task reliable. They do not require another roll solely because a clash already occurred.



Mira can now release her first working. That ends its hand-and-single-working requirement. She redirects the newly surging water through the safe outlet, using the same owned Water, Verb 11, and Near ingredients. The relevant water at 35 ft is 25 ft from her position at 10 ft. She can locate it. The table reviews this new expression and agrees its scope before resolving.

The example new working settles once the gate and terrain establish a stable path. It does not need continuing direction after completion. That is a specific result supported and accepted at this table, not a rule that every water channel is self-sustaining. A different current could require ongoing maintenance or make the route impossible.

The wheel is braced; the bed retains its protective flow; the rope is no longer dragging the worker. The situation has changed enough that Ilex's planned proof now exists. Had Torren failed to secure the wheel, Ilex would have needed another offer, not an explanation describing a brace that was absent.

Second Heavy: resolve the offer that actually exists

Ilex moves 10 ft from the 20-ft point to the wheel at 30 ft, using 10 of their refreshed allowance. They read the sketch and relate it to the visible channel. The remaining uncertainty is whether the frightened Watcher accepts the demonstration before striking again. They agree an **Influence** check against **DC 13** for a bounded result: the Watcher permits this crossing while the bed's flow remains safe. It will not become a servant, reveal all river secrets, or abandon its purpose.

Ilex rolls 7 and adds their +7 combined **Influence** bonus, for 14. The Watcher accepts the crossing and lowers its gathered water. A successful check can establish a limited agreement. It does not override the other participant's agency beyond the terms of an actual agency-changing rule.

The party records that condition alongside the secured wheel. If the bed later dries, the Watcher can respond to that new fact. This is not a hidden punishment for

making a good roll; it is part of the expressly agreed permission to cross.

Third Council: recognize that the problem has changed

The Watcher is no longer attacking, but the drifting barge still needs a safe landing. The table continues the shared rhythm for the urgent rescue. They could also leave combat structure once the scene no longer benefits from it. Council and tracks are tools for coordinating pressure, not a demand to keep rolling through a peaceful conversation.



Torren wants to take the freed rope to the landing at 50 ft. He is at 30 ft, so the route uses 20 ft. Ilex plans to reach 45 ft and guide the crew toward the rope. Mira moves to 30 ft so water beside the barge, presently 25 ft farther along the route, remains within her Near reach. These are individual coherent intents, with movement accounted for across the round.

Torren's reaction is available again this round. Mira and Ilex also have theirs. Resetting those slots does not heal Torren, restore a short-rest allowance, or clear an injury. Each resource has its own procedure.

Third Fast and Measured: the right person can respond

Ilex walks 15 ft from the wheel at 30 ft to the 45-ft point. Torren walks 20 ft to the landing in Measured. Mira walks 20 ft from 10 to 30 ft, using 20 of her round allowance, then guides water so the crew can approach the rope safely.

A crew member slips beside the barge at the 55-ft point. Ilex is ten feet away. Spending a Reaction Slot alone cannot extend their ordinary hand reach across that gap. They can call a warning, but a physical catch needs another actual opportunity.

Mira sees the crew member and the water around them. From 30 ft, the relevant point is 25 ft away. Her owned access can support a narrow immediate water response aimed at one located person. The table agrees the proposed catch is within immediate Complexity 0–1 and her actual access, then resolves it through her available reaction. She is not maintaining the old single-working-restricted channel anymore; its release matters.

They agree a consequence before commitment: the water keeps the crew member at the rope long enough to grab it, but washes a packet of ordinary supplies

overboard. This is an example environmental cost, not a compulsory tariff for every watery rescue. Mira accepts. The person reaches the rope; the packet is lost; her Reaction Slot is used.

End with the actual victory

By Heavy, the crew can follow the secured line to the landing. The Watcher maintains the safe current as part of its agreed cooperation, not because Ilex purchased control of it. The barge passes the gate without destroying the spawning bed. Nobody needs to reduce the Watcher to zero to complete the encounter.

Torren remains at 7/12. No healing occurred during the rescue. When the group later earns an agreed short rest, his ordinary allowance is 6, assuming it has not previously been spent. He needs 5 to reach 12/12, so actual healing consumes 5 and leaves 1. The lost supplies remain lost after that rest. The damaged barge still needs repair. The agreement with the Watcher can matter when the party returns.

This was one possible encounter. A failed **Influence** result could have left the Watcher demanding a different proof. An unusable brace could have pushed the party toward evacuation. A party without Water access could have used barriers, tow lines, local help, or a different offer. The chapter demonstrates readable decisions, not a required solution sequence.

Take useful lessons from the transcript

Notice what did not have to happen. Every character did not roll every track. Every action did not deal damage. The party did not acquire a new primitive whenever a description changed. The DM did not turn every check failure into the same consequence. A clash, a reaction, an ordinary action, and a negotiation answered different questions.

When your own scene feels confusing, ask which question is unresolved. Do you need to establish access, timing, opposition, a path, a consequence, or the updated position? Name that question first. Choosing a familiar die procedure before knowing its purpose can create more confusion than it resolves.



WHAT CHANGED?

Council connects the plan

State Main Intents, dependencies and continuing requirements. Let companions revise the plan before resolving the shared tracks.

Tracks follow dependencies

Fast resolves Complexity 0–1, Measured 2–3 and Heavy 4+. Extra power and a later track do not themselves grant more actions.



NEXT / ACT TOGETHER IN A ROUND

THIRTY FEET. ONE ROUND.

Torren's Medium walking Speed is 30 ft. In the first sluice round, he spends it in two parts. The allowance belongs to the whole round.

Read the bar as one 30 ft allowance for the whole round. The amount beside each track tells you what happens there; the filled cells show what remains afterward. Each cell is 5 ft.

COUNCIL

30 ft

AVAILABLE / NONE SPENT YET



State the wheel-securing intent. Agree how the water diversion supports the route.

FAST

10 ft

SPENT HERE / 20 FT LEFT

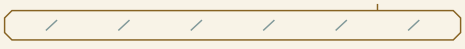


Walk along the dry bank; 20 ft remain. The Watcher's water attack reaches him here.

MEASURED

20 ft

SPENT HERE / 0 FT LEFT

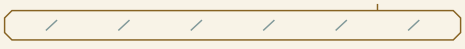


Reach the wheel at 30 ft. The full movement allowance is now used.

HEAVY

0 ft

AVAILABLE / NO NEW MOVEMENT



A later track does not refresh Speed. Resolve other actual dependencies from the changed position.

Filled = still available. Slashed = already spent.

Want to move farther? Ask before moving. A suitable primitive can extend Speed. The DM may also permit extra movement through an agreed consequence, a rule-of-cool ruling or another explicit table agreement. Record what the exception permits; another track does not itself refill the allowance.

TIMING IS NOT AN EXTRA ACTION

Reaction Clash

Opposing timing meets. The table uses the actual timing procedure to establish which relevant event arrives first. Losing the clash changes the situation; it does not automatically erase every remaining possibility.

Independent Reaction Slot

A valid immediate response still needs a trigger, available slot, eligible access and the required scope. Merely rolling a Reaction Clash does not spend this slot.

Torren's second round

The Watcher's flow reaches the rope before the brace is secure. Torren can perceive and reach the falling worker. He spends his independent reaction to catch them under the agreed immediate scope.

Carry the changed situation

Torren has caught a person and delayed the brace. He continues from those facts; the table cannot retrospectively claim the brace existed before the flow.



ONE SHARED ROUND

Use one line for each fact that changes a later decision. Advancing a phase does not apply damage or expire effects by itself.

01 **Council / round number**

Intent, target, dependencies and continuing requirements.

02 **Fast / Complexity 0–1**

What arrives now? Record the actual changed scene.

03 **Measured / Complexity 2–3**

Which earlier result makes this possible?

04 **Heavy / Complexity 4+**

Resolve the remaining dependencies.

05 **Carry forward**

Movement spent, reaction used, **Vitality** and consequences that continue.



Plan before the collision

AN ANNOTATED ROUND

The scene before Council

A rooftop challenger stands between the party and a banner that identifies a stolen shipment. In this worked example, the party wants the banner and a safe way down; defeating the challenger is one possible means. Describe the roof, its exits, loose tiles, and the challenger's demands. Establish who can perceive whom and which extraordinary rules matter. The group should understand the objective before declaring intents. This avoids a familiar mistake: everyone starts attacking, and only later discovers that an ordinary negotiation or a different route could have served the original purpose.

Council makes promises visible

At Council, one player proposes distracting the challenger with a wager while another retrieves the banner and a third checks the descent. Discuss actual dependencies and likely consequences. Each character declares one coherent Main Intent; a longer description does not purchase several unrelated actions. Complexity comes from the work and dependencies of the attempt, not simply from how impressive it sounds. The table appraises the relevant Fast, Measured, or Heavy track. These example declarations do not establish fixed phase assignments for every conversation, climb, or extraordinary ability.



Fast is not a fresh turn

In this example's agreed appraisal, the first direct exchange and preparatory movement happen in Fast. The challenger answers the wager, revealing that someone else has paid for the banner's return. The information can affect later choices. Track any movement already spent against the character's allowance for the entire round. Fast does not provide a new independent allowance or erase a continuing consequence. Nor must every participant manufacture a separate Fast action. A character whose intent depends on later work remains part of the shared scene while earlier results establish what happens next.

Put it into play

Plan before the collision

Measured and Heavy follow the situation

The banner retriever's attempt resolves in Measured under the table's appraisal, while the more involved work securing a descent resolves in Heavy. If the earlier exchange persuaded the challenger to permit retrieval, the Measured situation differs from the one first feared. If the challenger cuts off the route, the group must acknowledge that interference instead of completing a script unchanged. Apply the actual agreed resolution to each attempt. Tracks organize dependencies and shared timing; they are not a promise that every declared outcome occurs regardless of the scene around it.

A conversation when the plan changes

DM: *"The challenger offers the banner if you recover the cargo from below."*

Player: *"My intent was to distract them while we took it. Can I accept instead?"*

Companion: *"I can still finish the line; we may need it for the cargo."*

The table can clarify the revised situation and commitments. This does not establish a universal free-intent replacement rule. It shows why declarations should be understandable enough to discuss interference and changed agreements. Do not treat improvisation as secretly obtaining several additional actions, or treat a reasonable clarification as grounds to ignore the fiction.

What the next Council needs

After Heavy, record where everyone is, which intents resolved, remaining consequences, active workings, and the banner's actual status. Begin the next Council from that result. Reaction availability and round movement follow their proper refresh timing; lasting restrictions keep their stated conditions. A short recap can be spoken: "We have the banner, the challenger wants help, and the descent line is ready." If the party did not secure the banner, say that just as clearly. The rhythm becomes useful when it carries a changed situation forward, without requiring initiative rolls or four separate personal turns per character.

The exercise: one intent through the rhythm

Write one objective for the rooftop scene, then describe the dependencies needed to pursue it. Ask the table to appraise their placement in the rhythm. Do not fill four boxes with four unrelated actions merely because there are four named phases. In the example, retrieving the banner can depend on a permitted approach and a safe route away; those details help explain timing and interference. The answer should preserve the coherent goal while showing what an earlier result can change. If your description contains another independent objective, identify it openly rather than hiding it as a decorative clause.

Spend the reaction on an opportunity

REACTIVE PLAY

An interruption you can describe

A companion's foothold breaks above a canal. In this example, another character wants to respond before the fall carries them out of reach. A reaction begins with a perceived opportunity or threat and an intelligible immediate response. "I react" alone does not explain the attempt. Say what the actor notices, what they do, and which actual method makes it possible. The winged medic in the illustration evokes a rescue, but its presence is not a general permission for every character to fly, stop a fall, or heal someone at a distance.

The slot is not the ability

A character's independent Reaction Slot permits reactive participation under the rhythm. It does not supply the ingredients of an extraordinary result. Grabbing an available line, warning someone, and producing a special descent effect rely on different circumstances or permissions. Read the actual working and its immediate scope. A reaction also needs to fit the event the actor can perceive. Knowing afterwards that a companion fell is different from being positioned and aware enough to intervene. Establish those details before resolving success instead of turning the slot into an unlimited exception to every access rule.



A short table exchange

Player: *"I see the tile break. I throw the end of the rope I am holding."*

DM: *"The line can reach that position. You are trying to give them something to catch before they fall past it."*

Companion: *"I reach for it."*

The table now has a concrete shared attempt and can resolve meaningful uncertainty. A different player might propose an acquired descent working with its own scope and consequences. These are alternative methods, not two automatic successes. The receiving character's actual position and capacity remain part of the scene rather than a guarantee hidden inside the rescue's name.

Put it into play

Spend the reaction on an opportunity

Keep the rest of the round honest

Mark the Reaction Slot when it is spent. It refreshes at Council, not whenever another dramatic event occurs or a new track begins. Movement used in the reaction still belongs to the round's ordinary movement allowance unless an actual rule provides otherwise. A declared Main Intent and a reactive opportunity can interact; appraise their real dependencies and interference at the table. Do not quietly finish an impossible earlier plan merely because its card remains on the sheet. Reacting can create a useful tradeoff without demanding an invented universal cancellation rule.

Now the actor cannot see the fall

Change the example: the rescuer is inside a workshop and hears a crash but cannot identify the falling person's location. The character may shout a warning, move to see, or act on a known place with an appropriate method. They cannot simply claim the same precise rescue as before unless an applicable sense or actual working establishes it. Compare another change: the rope was already secured around a support. That preparation may protect the falling person without requiring the same new reaction. The actual scene determines which opportunity exists.

An exercise in immediate scope

Which proposal is clearest: stop the fall, erase every injury the companion has, or toss the available line? The last already names an ordinary method. The first can become clear by naming a suitable acquired working and its exact recipient. The second combines a rescue with a broader unrelated promise unless the character genuinely has the relevant scope. The answer is not that reactions must be mundane or small. A remarkable response can be valid; it needs a perceived trigger, legitimate access, an intelligible immediate purpose, and an actual remaining opportunity to matter.

Check immediate scope before the roll

The normal reactive scope is an immediate Complexity 0–1 response affecting self/touch or one target. Read it alongside any actual granted exception. An elaborate sequence that first locates a hidden person, constructs a route, moves the whole party, and heals several recipients should not be compressed into an ordinary reaction because the moment is urgent. Separate what is immediately possible from what requires a new intent or further work. The rescue can still be remarkable; its immediate purpose, available slot, trigger, access, and eligible scope must be intelligible before the resolution is chosen.

WHAT CHANGED?

Council connects the plan

State Main Intents, dependencies and continuing requirements. Let companions revise the plan before resolving the shared tracks.

Tracks follow dependencies

Fast resolves Complexity 0–1, Measured 2–3 and Heavy 4+. Extra power and a later track do not themselves grant more actions.



NEXT / PAY A CONSEQUENCE; MAINTAIN A WORKING

09

Pay a consequence; maintain a working

Agree what changes, when it applies and what brings it to an end.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Agree what changes, when it applies and what brings it to an end.

1 Appraise the actual attempt

Scale, impact, dependencies and circumstances guide the conversation. Strain is contextual guidance, not a universal damage bill.

2 Give the consequence a shape

A cost may change a number, impose a restriction, demand a task, alter the environment or create an obligation. Name its actual subject.

3 Maintain what was agreed

Each maintained Capability has one upkeep track even when it contains several Effects. Several continuing Capabilities accumulate their actual requirements.

4 Keep the alpha boundary visible

Additional **Vitality** repayment triggered by incoming damage remains undecided. Ordinary agreed continuation and other consequences remain usable.





Owned access establishes what you can propose. The particular attempt establishes how much pressure it creates. d10 output and Very Far reach do not make four dice against a distant crowd as effortless as one die at Touch range. Describe the chosen output, recipients, area, distance, duration and timing; the table appraises the whole result.

Scale, impact and complexity

Scale asks how much is affected. Impact asks how strongly the result changes it. Complexity asks how the working's parts depend on each other. Environment, opposition, available support and urgency matter too.

Raising dice count, area, targets or duration does not require a separate acquisition for every dial by default. It can increase Strain and Cost. Adding a new behavior, such as healing allies inside an enemy-harming blast, may require additional access and a different construction. Neither a bigger die nor a higher payment silently grants the behavior.

Core rule. Locate a specific target through a relevant sense. Vision, granted blindsight, tremorsense or another suitable method can establish its location. Range alone does not reveal it. Without that location, propose targeting a known spot or area and resolve uncertainty; the desired creature might not be there.

An authored working can establish another targeting method, including scrying, broad weather control or any qualifying target within a stated range. Agree its actual scope and exceptions. Extreme reach can extend by DM agreement, but extra distance does not supply knowledge of the target.

Agree a Cost before committing

Strain is a 0–6 appraisal guide, from effortless through light effort, noticeable strain, heavy burden, dangerous instability, critical risk and catastrophic consequence. A grade is not an automatic **Vitality** bill or a fixed chance of success.

Cost can be **Vitality**, a resource, a numerical penalty, exposure, a restriction, environmental change or a narrative consequence. It may be negligible. Agree what applies, when it applies and what failure means. Interruption has no universal refund rule.

Example. Heating a wet lock can scorch a tool or exhaust the actor. Setting a roof ablaze can spread fire into neighboring homes. Smaller scope, help or more time can change the proposed stakes. Ask for those alternatives before accepting a cost you did not intend.

Optional guidance: CV. A table can compare evaluated construction values. If minimum composition value B is 12 and the selected use A is 30, the scaling increase is A − B = 18; total CV is 30. These illustrate arithmetic, not a universal spell price. CV is not added to a roll and is not acquisition BU paid again. Numerical comparison supports appraisal; it does not capture every difference in environment or behavior.

When a working resolves, how long its result lasts, and what sustains it are three separate questions. Track answers the first, duration the second, upkeep the third. A fixed duration does not automatically require active maintenance.



Example. A flame can flash and end, remain for two rounds without further effort, or last while the actor sustains it. Write which construction applies. Continuing a working can spread its pressure over time; there is no compulsory numerical discount from doing so.

Ongoing consequences

Agree the maintenance requirement, its payment point within the shared rhythm and what happens if it cannot be met. Council is a useful agreed continuation point. A 4-**Vitality** requirement paid this round can be due again next round while the working continues. A loss of access until a task is completed instead lasts according to that ending condition. New rounds do not silently remove it.

Default. One maintained capability has one execution, one Strain appraisal and one upkeep track, even if it contains multiple effects. You may maintain several capabilities; their actual requirements accumulate. There is no default single-concentration limit.

A hit does not universally stop a working. Singing continuously may be threatened by silence. Burning incense may be threatened by losing the incense. An unconscious actor cannot continue a task they can no longer perform. Determine interference from the actual requirement, position, timing and consequence.





Alpha rule pending / Vitality upkeep

The creator has deferred the additional repayment threshold and damage-counter/reset/excess policy. This edition does not impose that scheme. Agree any temporary table treatment explicitly; ordinary continuation requirements remain usable. This notice does not alter upkeep paid through other mechanical, restrictive or narrative consequences.

Interfere with unfinished work

Describe a real way to interfere and establish the opportunity before the action resolves. Reach the actor, break an essential support, disrupt a required circle or use a suitable countering working. A reaction also needs its available slot and valid scope. Resolve the relevant attack, save, clash or contest; apply the agreed failure, partial result or continued execution.

Example. A gate needs an intact chalk circle. Scattering it before completion can threaten the actual construction. Missing the attempt does not stop the gate. Hitting its maker need not stop it if no agreed requirement is disrupted. Once an instant flash has resolved, its execution can no longer be interrupted retroactively; a resulting ongoing effect may still be disrupted through relevant access.

Record a mechanical consequence

Example: trembling hands. After forcing a difficult mechanism, Torren accepts −2 to Finesse checks requiring delicate hand work until he receives care and completes an agreed short rest. The record identifies the recipient, exact check scope, amount, and ending condition.

The penalty does not reduce **Physical**, **Prowess**, movement, or every attack unless the actual agreement says so. Steady Hands can still qualify for rope work; its

+2 and the consequence's −2 cancel numerically on a check to which both apply. That arithmetic does not mean the injury has ended. Keep the consequence until its recovery condition is met.

If the DM wants an injury that prevents the activity entirely, use an explicit restriction instead. A numerical penalty and a prohibition are different rules. Do not discover the prohibition only after adding the dice.

Record a restriction

Example: keep the song going. A maintained passage remains open while a singer with acquired passage permissions sings a continuous phrase and can hear its echo. They cannot speak another sentence without breaking that requirement. The table agrees the continuation point and the consequence of stopping: the passage closes safely at the next stated instant, leaving occupants on their current side.

This is a specific authored example, not a rule that every sung working has the same closure timing. Losing the echo can disrupt it because the requirement says so. Taking a wound is not universally enough. If the character is incapacitated and cannot sing, they cannot fulfill the task.

Write what others can observe. Companions can notice the song faltering and plan around the closing passage. The requirement becomes a playable part of the scene rather than a private surprise.

Record lost access

Example: exhausted current. Mira accepts that her Water reshaping access will be unavailable after an unusually demanding diversion until she spends quiet time at a natural moving stream, as agreed before the attempt. The consequence identifies which permission is blocked and what restores it.

Her acquired primitive remains in her ledger. She does not lose its ownership or receive automatic BU back. Other acquisitions and ordinary actions remain available within their own scope. A short or long rest clears the restriction only if the agreed ending actually includes that rest.

This type of consequence can be exciting when the player accepts it knowingly and still has useful choices. It can be frustrating when broad access loss is imposed without discussion. Ask what duration and recovery make the cost intelligible before accepting it.

Record an environmental change

Example: the diverted storehouse. A successful flood diversion protects the workers but sends water through a storage building. The consequence is damage to the building and supplies, plus the people affected by that damage. It is not necessarily a penalty on Mira's check bonus.

Healing her **Vitality** does not dry the storehouse. A rest does not erase responsibility. The party can help repair it, make restitution, dispute who authorized the diversion, or deal with the lost supplies. Those are future choices created by the result.

An environmental consequence should be visible enough to understand. Before commitment, the DM points out the available outlet and what lies beyond it. A player can choose another route or accept the cost. Hidden facts may still exist, but do not use them to conceal every meaningful stake.

Record a narrative obligation

Example: a borrowed key. The lock keeper loans a restricted key in exchange for returning it before the evening inspection and helping them explain the

unauthorized opening. The obligation has people, timing, and possible responses. It grants no automatic negative number on the sheet.

If the party keeps the key, the situation changes: trust is damaged, the keeper needs an explanation, and access may close. The DM portrays those results from the actual motives and facts. A consequence can be serious without requiring an imported condition called "wanted."

Such obligations are not automatic mirrored drawbacks. Mirror credit concerns eligible reversed acquisitions with accepted scope. An agreement made in a scene is not a universal source of free character budget.



Several consequences can coexist

Mira may maintain a channel, carry a Water restriction that begins after releasing it, and owe repairs for a flooded storehouse. Track each cause and ending separately. Ending the channel releases its active-maintenance requirement; it does not silently end the later restriction or the repair obligation.

For several maintained capabilities, requirements accumulate. One capability containing several effects has one upkeep track. Do not count every nested effect as a separate ongoing bill unless the actual construction makes them independent capabilities or explicitly establishes another requirement.

At Council, ask which agreed requirements recur now. In exploration, use their actual intervals or events. Upkeep may be material, restrictive, numerical, or narrative. It need not be damage, and it need not be identical every time if its agreed terms depend on the situation.

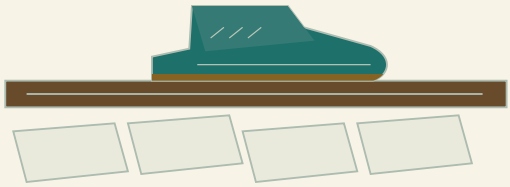
Ask to revise an unclear record

If a consequence has no ending, ask what was intended. If its scope is too broad to apply consistently, propose readable terms. The purpose is to make the continuing situation playable, not to win an argument by exploiting a missing word.

Revisit an agreement between scenes when possible. A record can change with the table's consent. Do not silently erase a drawback because the session ended, and do not expand a narrow cost after someone already accepted it.

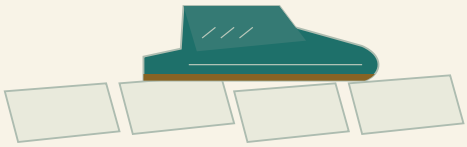
THE CONDITION CHANGES THE CONTRIBUTION

Plank over stone



CONDITIONAL +2 DOES NOT APPLY

Exposed stone



9 + 7 + 2 = 18

ONE OWNED SOURCE

Steady Hands

+2

→ Upbringing

→ Capability

TWO REFERENCES DO NOT BUY THE SOURCE AGAIN

The conditional bonus: eligibility comes first

Quarry Footing adds +2 to qualifying **Finesse** checks on exposed natural stone while both feet can contact it. Sella stands on a wooden plank fixed over stone. Their ordinary **Finesse** bonus is +7. Because the described contact condition is absent, the conditional +2 does not apply. It does not matter that stone is nearby or that the scene takes place in a quarry.

If Sella steps off the plank onto exposed stone and the task concerns balancing under the defined condition, the bonus can apply. A die result of 9 then gives 9 +7 +2 = 18. This is a transparent application of the record, not the DM arbitrarily switching off a purchased benefit.

A player who wanted the broader "anywhere in a quarry" condition should propose that broader rule. Do not repeatedly stretch a narrow accepted condition until its price and wording no longer reflect its use. A consistent boundary makes it easier to bargain for a legitimate future improvement.

The two badges: source identity is not card count

A character owns one acquired Steady Hands and references it inside both an upbringing and a capability. The two containers can appear as two cards, but the underlying acquisition remains one. During qualifying rope work, it adds its one +2 contribution. The record does not gain another +2 merely because both card titles are visible.

Now suppose the character deliberately acquires a second occurrence from a distinct accepted source. The default stacking rule permits applicable contributions unless an authored uniqueness or limit changes it, but the table must inspect both actual rules. A "once per recipient" limitation can prevent doubling. A clearly permitted independent numerical contribution can apply. The acquisition ledger and the stacking terms answer that question; layout does not.

Probability bias is counted separately. If those actual sources each grant a permitted advantage, they contribute bias stacks rather than static +2s. Two advantages and one disadvantage leave one net advantage. Roll two d20s and keep the higher, then add the static bonus once. Never turn an advantage stack into an unexplained +2 because another rule uses that number.

The interrupted song: interfere with the requirement

Nami authors a maintained flow that requires continuous playing. An opponent tries to break the instrument. The relevant question is whether the attempt succeeds and prevents the actual requirement from being fulfilled at the relevant point. Resolve the attack, contest, or other appropriate procedure from the actual situation.

A missed strike does not break the instrument. A wound to Nami does not universally end the song. A successful silencing effect could matter if it prevents the required playing. A held note that the table has explicitly allowed as sufficient can still satisfy its term; another record could require an uninterrupted melody. Read the actual requirement.

This is ordinary interference with a specific ongoing working. It does not settle the pending numerical incoming-damage repayment scheme for **Vitality** upkeep. Keep that scheme visibly unresolved. You can run maintained songs, tools, restrictions, and agreed continuation costs without inventing its final threshold policy.



The visible mark: declare when a condition starts

A primitive says “gain a bonus against marked targets.” That sentence still needs a procedure for the mark: who applies it, what counts as marked, when it begins, how it can be detected, and when it ends. An ordinary painted mark and a supernatural state can have different applications.

For an example, the table agrees that a physical chalk symbol on clothing qualifies only while visible and intact. Applying it requires actually reaching the clothing and resolving resistance if the recipient opposes. A target cannot be assumed marked merely because the player's intention was to mark them. Once it is washed away, the condition ends.

A marker in an app is useful bookkeeping after the qualifying fact exists. Clicking it is not an automatic tabletop success against resistance. Conversely, an agreed successful mark remains real even if the person tracking the sheet has not yet clicked its counter. Play establishes the state; tools record it.

A CONSEQUENCE WITH AN END

Make the record specific enough that another person can apply it. Several consequences may coexist; each keeps its own conditions.

01 Source and subject

Who or what changes? Name the working or event.

02 Actual change

Number, restriction, lost access, task, environmental change or obligation.

03 Timing

When does it begin, apply again or need maintenance?

04 Ending and recovery

What event, action or agreed recovery ends it?

05 Follow-up

Which facts continue even after the working or injury ends?



Negotiate the consequence you mean

COST CONVERSATION

Make an offer the table can examine

In this example, a water shaper wants to hold a damaged crossing while companions evacuate a worker. Say what happens, how long help is needed, and what pressure makes the attempt demanding. The DM and player can discuss an execution consequence before the attempt is committed. It might involve **Vitality**, continued direction, lost access until an agreed condition, a task, or a narrative complication. Do not assume that every extraordinary use owes the same kind of payment. The interesting choice begins with understanding what is at stake.



Separate purchase from execution

The character already acquired the ingredients. Their BU prices describe that acquisition and were reviewed for the campaign. Execution Cost describes this use in this situation. It is not a new purchase of every nested ingredient. Conversely, offering a larger execution payment does not automatically acquire an unrelated new permission. If the player needs a different behavior, identify it honestly. The table can review a new authored ingredient or agree a clear contextual exception, rather than hiding an expanded power inside a vague promise to pay more.

Compare two possible burdens

The player offers to remain at the bank directing the support until everyone crosses. A companion worries that this will prevent the shaper from rescuing someone upstream. The alternative offer is a more forceful expression with a different agreed consequence. These are example negotiations, not fixed prices. Ask which option preserves the desired scene and gives the player a meaningful choice. A restriction should specify what is restricted, when it applies, and how it ends. A narrative complication should have a comprehensible relationship to the attempt.

Put it into play

Negotiate the consequence you mean

Agree what persistence requires

If the working is maintained, record its continuation terms and the agreed maintenance point. Council is a useful shared point in the round rhythm. One capability's multiple effects do not automatically become several independent upkeep tracks, while several maintained capabilities carry their respective agreed requirements. Damage-triggered additional repayment for **Vitality**-only upkeep remains an unresolved alpha question. Do not fill that gap with an automatic counter policy. The table can use clearly agreed continuation consequences without pretending that the pending numerical scheme is settled.

Respect the chosen outcome

After agreement, resolve the attempt and apply its actual result. If the player accepts a temporary loss of access, a new round does not erase it unless that was the stated ending condition. If the scene no longer needs the working, decide whether ending it avoids future maintenance and which established consequences remain. Write a brief record in plain words. The best negotiated consequence is one the player remembers and the table can administer, rather than an impressive paragraph that nobody can explain when the next choice arrives.

A conversation about an unwanted payment

DM: *"Holding the channel under this pressure would require a continuing restriction."*

Player: *"I do not want to lose the working for the rest of the journey. Could I remain directing it until the crossing ends instead?"*

DM: *"That fits this proposal if you stay in position."*

Companion: *"I can take the worker while you hold the route."*

This is a negotiated example, not a formula for exchangeable prices. The player has identified which consequence they do not want and proposed a method that changes the pressure. The table can accept, revise, or explain why it does not fit. A meaningful offer makes the intended commitment visible before the action is resolved.

A second scene needs a second appraisal

Compare the same working used to move water between bowls in a calm workshop. The rescue's urgency, people, and failing support are absent. Its exact consequence need not automatically follow every trivial use forever. Conversely, a more dangerous crossing does not guarantee the calm result simply because the capability is unchanged. Read any actual fixed cost in the rule, then appraise the contextual terms honestly. For an exercise, name one changed circumstance that would matter and explain why. More time, better support, a different recipient, or reduced scope can change the proposal without providing an unrelated new permission.

Keep one thing going

CONTINUING WORKINGS

The promise after the first moment

In this example, a character keeps water away from a camp beneath a leaking ledge. The initial success is only part of the useful result. Everyone needs to know whether the working continues by itself, requires the character's direction, has an authored duration, or depends on an ongoing consequence. These possibilities are different. A water channel dug with ordinary tools can remain after the digger walks away; a maintained arrangement may not. Describe the actual method before treating all continuing results as one universal form of concentration. A capability's record gives the conversation its starting point.

One coherent record

Write the capability, the active result, its recipient or place, the next maintenance point, and the condition that ends it. Several effects inside the capability should remain legible, but they do not automatically become separate upkeep tracks simply because the record has several headings. Another maintained capability has its own agreed continuation requirements. The party needs to recognize which working they are relying on. If someone says "the shelter is protected," ask whether that means water diverted, heat retained, a barrier held, or several actual results. A single appealing name can otherwise conceal missing terms.



A conversation at Council

Player: *"I keep the flow outside our bedding while we prepare to move."*

DM: *"Your agreed continuation requires directing it at Council. Will you maintain it this round?"*

Player: *"Yes. I stay beside the channel. Can someone carry my pack?"*

Companion: *"I will, while I check the route."*

This example uses terms the table already accepted; it does not establish a universal payment. The decision gives the other characters a concrete contribution. Council makes continuation visible before new intents depend on it, rather than leaving a silent assumption buried in yesterday's description of the capability.

Put it into play

Keep one thing going

Do not confuse ending with undoing

When the character ends the flow, temporary control stops according to its rule. The wet ground, displaced debris, and channel already dug remain whatever the actual scene establishes. An accepted exhaustion, lost access, or other consequence uses its own ending condition; it does not vanish because the capability is no longer active. Likewise, a persistent independent result need not demand upkeep simply because it lasts. Separate the working, its physical aftermath, and the actor's consequences. This is especially helpful when another character wants to take over an ordinary task instead of inheriting an extraordinary permission.

The ledge breaks

Compare a changed situation. The first camp has a narrow leak; the second suffers a collapse that sends a new stream through the shelter. The existing record has not automatically expanded to solve the new problem. Ask whether its subject, scale, place, and control still cover the proposed result. The character can maintain the original protection while companions evacuate, attempt an eligible stronger expression with newly agreed consequences, or end it and choose another method. Damage alone does not invoke a settled universal **Vitality** repayment policy: that alpha detail remains pending. The changed situation demands a described choice.

A paper test before the next scene

Cover the capability's prose and read only your continuation note. Can another player tell what remains active, what you must do next, and when they should stop relying on it? If the note says only "upkeep," it is incomplete. Rewrite it in ordinary words using the actual agreement. Now imagine the actor moves, rests, becomes unable to act, or chooses another intent. Read the relevant rule for each condition rather than inventing the same answer for all four. A compact record succeeds when it preserves the specific continuing promise with little effort at the table.

Choose what deserves a reminder

A useful continuation reminder names the next decision, not every sentence of the capability. "At Council, decide whether to keep directing the channel from this position" tells the player what to do. "Active" alone does not. If the continuing term is a resource requirement, record the real resource and timing. If it is an obligation, record its completion condition. Compare these notes with the actual rule before the next scene. The reminder should shorten the conversation while preserving the specific requirement; it must not turn distinct forms of upkeep into one invented universal bill.

A failed plan can leave a better question

CHANGED SITUATIONS

Apply the agreed result

In this worked example, the party tries to reach a stranded worker across a damaged stair. The table has agreed that a failed crossing could break a loose section while a secured line protects the rescuer from an immediate uncontrolled fall. After resolution, the stair gives way and the line catches. The worker remains stranded. These facts are the new scene. Do not compress them into "nothing happens" or quietly convert them into a different penalty after the roll. The consequence should make sense in relation to the described method and the earlier agreement.

Keep the useful work

The line was secured before the crossing and remains attached under this example's circumstances. A companion has already identified a sound post, and the warning has brought help to the bank. Those contributions do not vanish merely because the final objective was not yet achieved. Equally, preparation does not guarantee every later task. The rope can be damaged, a post can fail, or someone can remain beyond reach if the actual result establishes that. Record what is true now. Specific aftermath gives players more to work with than a single success-or-failure label.



A conversation from the line

Player: *"I am hanging below the landing. Can I see the window on its underside?"*

DM: *"Yes. The broken stair has exposed it."*

Companion: *"I can hold the line while you ask the worker to open it."*

Player: *"Then I try to reach that opening."*

This exchange does not refund resources or guarantee the new attempt. It follows a changed route that the first plan revealed. The party can appraise reach, support, uncertainty, and consequences again. Their next decision is different because the earlier result changed the place, not because they asked to roll the same sentence until it worked.

Put it into play

A failed plan can leave a better question

When repetition really is a choice

Some tasks allow another attempt: time passes, the method is adjusted, the obstacle remains, and the consequences of trying again are understood. Other results remove the opportunity, reveal that the method cannot work, or demand a different approach. Ask which situation applies. A failed effort to persuade someone may leave new information or damaged trust rather than an unlimited invitation to repeat the same demand. A failed search can narrow the places checked. A broken stair cannot be treated as intact on the next roll just because the character has a favorable total.

Use ambition without hiding a new power

The player now proposes shaping water to lift the rescuer toward the exposed window. Check the actual subject and behavior rather than declaring that failure permits anything cinematic. The Rule of Cool supports discussing an engaging response. If the existing permission fits, appraise this expression and its consequences. If it does not, say what is missing and consider an ordinary route or an explicit contextual agreement. A new consequence may support greater eligible effort; it does not silently buy unrelated access. The scene stays imaginative when those boundaries are understandable.

The exercise: write an aftermath

Choose a task from your own character: negotiating safe passage, repairing a gate, climbing a wall, or locating a missing object. Write a plausible result in which the goal is not achieved but something changes usefully. Then write the next question that result invites. An explanation such as “the gate stays closed, but we discover the hinge was replaced yesterday; who supplied it?” is stronger than “try again.” The answer need not always be favorable. It should be specific enough to carry consequences and decisions forward, with the player still able to understand the shared situation.

A partial result is a specific result

A table may agree that an attempt can produce an intermediate outcome, but the phrase “partial success” is not enough by itself. Say what changed: the worker reaches the landing but the supplies remain above, the stair is braced only while someone holds it, or the route is revealed without being secured. Record the actual consequence and any continuing requirement. The new scene should give the players a meaningful next choice. Do not use an appealing label to conceal an invented result that contradicts the method or the stakes everyone accepted.

WHAT CHANGED?

Appraise the actual attempt

Scale, impact, dependencies and circumstances guide the conversation. Strain is contextual guidance, not a universal damage bill.

Give the consequence a shape

A cost may change a number, impose a restriction, demand a task, alter the environment or create an obligation. Name its actual subject.



NEXT / SURVIVE, RESCUE AND RECOVER

10

Survive, rescue and recover

Protect someone in danger and keep recovery separate from other consequences.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Protect someone in danger and keep recovery separate from other consequences.

1 Resolve the covered damage

Identify source and domain before applying an eligible defense. Matching resistance halves with upward rounding; vulnerability doubles; immunity prevents.

2 Rescue promptly

Collapse creates contextual rescue stakes. Stabilization stops dying without automatically healing or waking; healing above zero normally wakes unless another consequence prevents it.

3 Spend actual recovery

Short rests share a finite allowance between completed long rests. Restore only missing **Vitality** and keep the unused allowance for later.

4 Agree what rest earns

A short pause or overnight rest is judged by its circumstances. Long-rest healing is separate, and injuries or obligations keep their stated recovery terms.



A NAME NEEDS A MEANING.

A condition name is a useful shorthand, not a hidden universal rule. Read the primitive, Effect or Capability that causes it, or agree the consequence from the present situation.

01 Read an authored condition

An authored poison might impose a specified penalty, block a particular recovery or make a task risky. State who it affects, its actual effect and how it ends. “Poisoned” does not automatically import another game’s condition package.

02 Judge a situation at the table

Being knocked prone, blinded by smoke or tangled in a fallen sail can instead be settled from the scene. Explain what the character can perceive or attempt, what changes and what removes the obstacle. An existing authored rule still applies within its scope.

03 Make the consequence usable

Keep a short record: recipient; actual change; qualifying situation; timing; ending condition. If a number and a restriction are both intended, say both.

A record you can actually apply

Example: Torren has trembling hands after forcing a mechanism. The agreed consequence is −2 to **Finesse** checks requiring delicate hand work, until care and an agreed short rest. It does not reduce **Physical**, movement or every attack.

A qualifying +2 can cancel the numerical penalty on one check without ending the consequence. Keep the condition until its actual ending terms are met.



WHAT CHANGED WHAT IT AFFECTS HOW IT ENDS



Vitality measures health, stamina and exertion. There is no universal separate mana pool or spell-slot track. Player baseline maximum Vitality is **(10 + current PB) × level**, then active maximum-Vitality rules. Current Vitality is a separate value; raising the maximum does not itself grant healing.

Damage has a source and domain

Physical, **Magical** and Psychic describe execution sources; fire, cold or another domain describes identity. **Mental** is an attribute, not an interchangeable name for Psychic source. Read the actual defense's source/domain scope.

Default. Resistance halves covered damage, rounded up; vulnerability doubles it; immunity negates damage within its stated scope. Multiple resistances do not quarter damage by default. Applicable resistance and vulnerability on the same instance cancel. Damage immunity does not automatically negate every associated consequence.

Example. Nine Magical Fire damage becomes 5 with matching resistance, 18 with matching vulnerability, or 9 when both apply. A mixed execution dealing 6 Physical Fire and 8 Magical Fire loses only 4 from its Magical portion under Magical-only resistance: total loss is 10. Establish whether mixed domains split one output or produce separate instances before applying defenses.

Apply the final damage as Vitality loss. Healing restores Vitality within the current maximum. **App note.** Manual damage fields do not automatically apply typed defenses; resolve them first.

Collapse is a rescue problem

Default. At zero Vitality, collapse leaves the character unconscious and incapacitated. The GM establishes contextual rescue stakes. Roughly a minute is guidance, not ten guaranteed safe rounds. Severe wounds or a hostile environment can shorten the opportunity.



Allies can dedicate an action track to **Fieldcraft** stabilization or a suitable creative use of owned primitives. The table agrees access, resolution and cost; there is no universal stabilization **DC**. Successful stabilization halts the rescue countdown. It does not itself restore **Vitality** or wake the character. Healing above zero ends the dying state and restores consciousness unless another consequence prevents it. A stabilized character can recover through assisted rest; an actively dying character needs rescue first.

Massive damage. A single execution dealing at least twice maximum Vitality, or taking current Vitality to −maximum Vitality, can cause immediate death under the massive-damage rule. Establish lethal stakes before resolution. Use final damage after defenses and the current value before the hit; a sheet storing zero must not hide the overrun.

Example. Maximum 13, current 4 and final damage 17 gives 4 − 17 = −13. This reaches the negative-maximum boundary even though the blow is below 26. A blow of 26 reaches twice maximum independently. The contextual collapse rescue clock does not reverse an outright lethal result.

Recovery is agreed, not automatic

A short rest is a pause, perhaps 15 or 30 minutes. A long rest is overnight sleep or an equivalent meaningful recovery period, not a mandatory eight-hour timer. DM and players agree whether the circumstances earn either rest's effects. Elapsed time alone does not apply them.

Default. Short rests share a finite allowance of half maximum Vitality rounded up between completed long rests. Only actual points restored consume it. Retain unused points for later agreed short rests. A completed long rest normally restores Vitality to maximum and refreshes that allowance; its healing is not charged against the short-rest pool.

Example: maximum 13	Actual recovery	Short-rest allowance left
Begin after a long rest	–	13 divided by 2, rounded up = 7
At 10/13, agree a short rest	3, reaching 13/13	4
Later at 9/13, agree another short rest	4, reaching 13/13	0
Complete the next long rest	Normal full recovery	7, refreshed

The DM can adjust recovery by agreement. After poor sleep the table might allow 70% rather than full restoration; apply ordinary upward rounding when the chosen calculation needs it. A completed long rest still refreshes the short-rest allowance. Record the agreed amount rather than quietly assuming every rest is equally restorative.

Injuries, curses, access restrictions and other lasting consequences keep their own recovery requirements. Healing a burned character's **Vitality** does not automatically repair the destroyed map, remove a specific injury or satisfy an obligation. State what remains and how it can change.

Use your remaining recovery

Maximum **Vitality 13** gives an ordinary short-rest allowance of 13 divided by 2, rounded up = 7. At 10/13, restore only the missing 3, leaving 4. Later, at 9/13, the remaining 4 can bring you to full. A third short rest cannot restore more from this exhausted pool unless an agreed rule or adjustment provides it. Being able to pause does not refill the allowance.

An agreed completed long rest normally heals to maximum and refreshes the pool to 7. Its healing is not charged against the short-rest allowance. Overnight recovery can be partial by agreement, but time alone does not apply it. Keep the actual restoration and the refresh decision explicit.

Short-rest healing is not permission to revive someone still actively dying without rescue. Stabilize through the chosen procedure first. Stabilization stops the countdown without granting consciousness or **Vitality**. Healing above zero normally wakes them unless another consequence prevents it.



APPLY THE MATCHING DEFENSE

First identify the damage portion covered by the actual defense. Resistance halves that portion and rounds up. Other portions keep their own treatment.

THE RULE

Covered loss = damage ÷ 2, rounded up

TRY IT WITH NUMBERS

17 ÷ 2 = 8½ → 9

Resistance leaves 9 covered damage.

Scope first

Resistance to **Magical** Cold does not automatically cover **Physical** Cold.

Opposing defenses

Matching resistance and vulnerability cancel. Multiple matching resistances do not quarter damage by default.

Separate consequences

A destroyed map or an acquired restriction is not erased merely by changing the **Vitality** loss.

SEE THE CALCULATION

HALF OF SEVENTEEN



8½ Eight whole points and half of one more.



9 Round the loss up to nine whole points.

ROUND UP WITH CONFIDENCE

When a rule says round up, take the next whole point. If the result is already whole, keep it.

THE RULE

Allowance = half maximum Vitality, rounded up

TRY IT WITH NUMBERS

13 ÷ 2 = 6½ → 7

Heal 3 now. Keep 4 for later.

Allowance

An agreed short-rest pool begins at 7 for maximum Vitality 13.

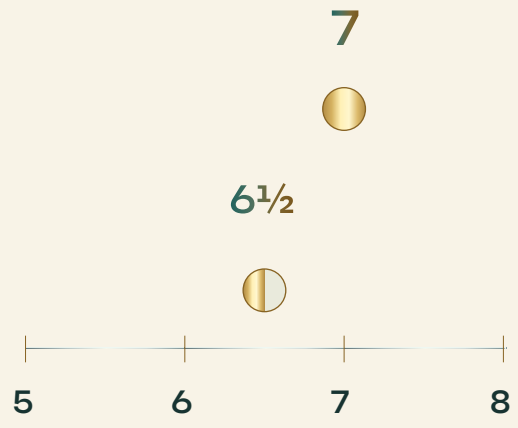
Actual healing

At 10/13, restore only the missing 3. The pool keeps 4 for later short rests.

The next long rest

Agreed long-rest healing is separate. Completing it refreshes the short-rest allowance.

SEE THE CALCULATION



Between six and seven? Take seven.
Already whole? Keep it.

WHAT CHANGED?

Resolve the covered damage

Identify source and domain before applying an eligible defense. Matching resistance halves with upward rounding; vulnerability doubles; immunity prevents.

Rescue promptly

Collapse creates contextual rescue stakes. Stabilization stops dying without automatically healing or waking; healing above zero normally wakes unless another consequence prevents it.



NEXT / SURVIVE, RESCUE AND RECOVER



SURVIVE, RESCUE AND RECOVER

A POOL YOU CAN KEEP TRACK OF

Maximum **Vitality 13** supplies a default short-rest allowance of 7. Only points actually restored leave that pool.

BEGIN AFTER AN AGREED LONG REST

13 / 13

VITALITY BEFORE



Restore 0. Allowance remaining: 7.

FIRST AGREED SHORT REST

10 / 13

VITALITY BEFORE



Restore 3. Allowance remaining: 4.

LATER AGREED SHORT REST

9 / 13

VITALITY BEFORE



Restore 4. Allowance remaining: 0.

The spent markers are a record, not seven new points at every pause. The next agreed completed long rest refreshes the allowance; its healing is separate.

KEEP THE UNUSED POINTS

Write maximum **Vitality** and the agreed allowance. Record only actual short-rest restoration. Keep injuries and other ending conditions on their own lines.

REST / EVENT	BEFORE	RESTORED	POOL LEFT
Example short rest	10 / 13	**3**	**4**
----------	--------	--------	--------
----------	--------	--------	--------
----------	--------	--------	--------
----------	--------	--------	--------
----------	--------	--------	--------
----------	--------	--------	--------
----------	--------	--------	--------
----------	--------	--------	--------

Agreed completed long rest / new allowance: _____

Other consequences and their recovery: _____

Rest is recovery you agree

REST AND RECOVERY

A pause in a real place

The party reaches a sheltered ledge after the crossing. In this example, someone needs recovery, someone watches the route, and the group still has a delivery to finish. Ask what kind of rest the circumstances support. A short rest is a meaningful pause; a long rest is overnight sleep or equivalent recovery, not a compulsory eight-hour timer. DM and players agree whether the effects apply. Simply announcing a duration does not make danger, discomfort, or continuing obligations irrelevant. The useful question is what recovery this actual pause earns.



Only the points restored are spent

Short rests share a finite recovery allowance between completed long rests. Its normal amount is half maximum **Vitality**, rounded upward. Only actual **Vitality** restored consumes that allowance. In the worked example, maximum **Vitality** is 13, so the allowance is 7. The character begins the pause at 10/13. Restoring 3 reaches the maximum and leaves 4 for later agreed short rests. The unused points are not discarded because the character became full. Nor are they extra **Vitality** stored above the maximum. They remain available recovery, recorded separately from current Vitality.

A conversation at the shelter

Player: *"I need only three points to reach my maximum. I record four short-rest recovery left."*

DM: *"The ledge is sheltered enough for the agreed pause, while your companion watches."*

Companion: *"I will keep an eye on the stair, then we can switch."*

The example establishes a particular recovery agreement; it does not say every lookout arrangement guarantees rest. If continuing a working prevents the actor from resting under its actual requirements, discuss that openly. Another person can help with ordinary shelter or watch without automatically inheriting the actor's extraordinary maintenance.

Put it into play

Rest is recovery you agree

The second pause uses the same allowance

After later damage, the character is at 9/13. A second agreed short rest can restore the remaining 4 and reach 13/13, leaving no short-rest recovery in the pool. A third short rest does not automatically create a new allowance. It can still be a useful pause for conversation, preparation, or other agreed purposes. A table adjustment remains available, but should be explicit. The normal rule tracks actual recovery across the interval, rather than granting a fresh half-maximum heal whenever someone says they rest again.

Long rest has its own recovery

A completed long rest normally restores **Vitality** to the maximum and refreshes the short-rest allowance. Its healing is not charged against the old short-rest pool. Poor sleep or difficult conditions can support a table-agreed partial result. Establish the amount and meaning clearly, applying ordinary upward rounding when a chosen calculation needs it. Do not surprise a player with a secret adjustment after the fact. The completed long rest and its recovery terms are the relevant event; elapsed hours alone do not settle the agreement. Record the resulting current **Vitality** and refreshed allowance separately.

What rest does not silently erase

A ruined map remains ruined. A lost-access consequence may require a task. An injury may have its own recovery condition. Healing **Vitality** does not automatically satisfy any of those rules. Read what remains and ask which practical help is available. The party might seek a workshop, make an apology, or arrange assisted recovery. If someone is actively dying, rescue comes before treating a pause as ordinary rest. A stabilized person can recover through assisted rest under the appropriate circumstances, but stabilization itself supplies neither healing nor consciousness.

The exercise: three honest entries

On paper, keep current/maximum **Vitality**, short-rest allowance remaining, and lasting consequences on separate lines. For the worked example, begin with 10/13 and allowance 7; after the first pause write 13/13 and allowance 4. After the later injury write 9/13 and allowance 4; after recovery write 13/13 and allowance 0. Explain the entries aloud. The important distinction is between a present resource and permission to recover it later. At the next agreed completed long rest, update recovery according to that agreement and refresh the normal allowance without charging its healing to the exhausted short-rest pool.

Rescue before bookkeeping

COLLAPSE AND STABILIZATION

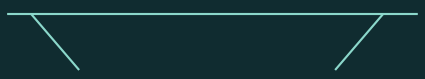
Begin with the danger

A companion collapses on a broken landing. In this worked example, the party must reach them while keeping the landing from failing further. At zero **Vitality**, collapse leaves the character unconscious and incapacitated under the normal rule. The DM establishes contextual rescue stakes. Do not assume a guaranteed sequence of safe rounds while everyone searches a sheet. Ask where the person is, what immediate hazard remains, who can reach them, and what an assisting character can actually do. A short description of those facts makes the next decision clearer than announcing only a resource value.

Divide the urgent work

One companion can protect a route, another can keep an attacker away, another can reach the injured person, and another can attempt stabilization. These are related but different results. Moving someone out of water can remove an immediate hazard without automatically restoring **Vitality** or halting every dying consequence. Successful stabilization stops the rescue countdown, but it does not heal or wake the character. Actual healing above zero ends the dying state and restores consciousness unless another consequence prevents it. The group should know which result it is attempting before resolving the action.

1 Secure the route



2 Reach the companion



3 Attempt stabilization



A conversation on the landing

Player: *"I cross the secure section and try to stabilize them."*

DM: *"The broken rail leaves a clear route if the support holds. What are the others doing?"*

Companion: *"I keep the line taut so they can work safely."*

Third player: *"I watch the upper doorway."*

The table appraises the actual **Fieldcraft** attempt or a suitable creative use of owned primitives, its timing, uncertainty, and Cost. There is no universal stabilization **DC** to invent here. The example shows ordinary help making the rescue intelligible, while leaving each attempt's real resolution to the table.

Put it into play

Rescue before bookkeeping

Healing still needs the actual working

A player who can control water or produce an output die does not automatically gain healing. A rescuer using an extraordinary method must have the subject and behavior that establish that result, as well as legitimate targeting and reach. A restorative name on an item should be read just as carefully. Each rescuer's abilities are defined by their own record. If the character lacks suitable healing access, stabilization and practical protection can still be valuable. Do not dismiss those methods simply because they do not immediately refill the injured person's **Vitality**.

Compare an assisted recovery

After stabilization, the party takes the companion to shelter. They can arrange assisted rest under the agreed recovery rules. That differs from attempting to rest while someone remains actively dying. Establish what the stabilized person needs, what consequences persist, and which recovery the circumstances support. Restoring **Vitality** may wake them while another injury still limits movement. A safe room may remove exposure while leaving an access restriction unchanged. Read those terms separately. This makes recovery a sequence of understandable conditions rather than a single word that silently solves every possible harm.

Do not hide an outright lethal result

The massive-damage rule and explicitly established lethal stakes remain relevant. A sheet that displays zero cannot be used to ignore a lethal overrun in the resolved damage. The contextual opportunity to rescue a collapsed character does not reverse an outright lethal result. Establish such stakes before resolution and apply the actual final damage after relevant defenses. This distinction belongs in preparation for dangerous play, not as a surprise discovered when a player asks for help. The table can discuss desired tone and boundaries while retaining the system's real consequences.

The exercise: what changed?

Read these four results separately: the injured person is moved away from the edge; stabilization succeeds; healing raises **Vitality** above zero; an agreed completed rest restores further **Vitality**. Explain each result without substituting one for another. Moving changes location and immediate exposure. Stabilization halts the rescue countdown. Healing can end the dying state and restore consciousness, subject to other consequences. Rest uses its agreed recovery and allowance rules. The answer preserves the rescue's actual stages. A party that can state them plainly is better equipped to coordinate help without wasting the scene on confused resource bookkeeping.

11

Carry useful equipment

Slots, carried Load and **Item BU** answer different questions.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Slots, carried Load and **Item BU** answer different questions.

1 Carry the real item

Write what the object ordinarily does and which extraordinary mechanics it contains. Its name does not add undocumented behavior.

2 Keep three accounts

Item BU prices mechanical acquisitions. Equipped slots measure available use. Load measures carried burden, including unequipped gear.

3 Read the slot requirement

Six universal base slots; ordinary equipped items use one and two-handed items use two. Higher authored requirements and slot grants need actual rules.

4 Know what capacity means

Size supplies a base capacity, current **Physical** contributes, and relevant capacity rules modify it. Use the item's actual Load; Tiny uses its stated pouch rule.



Carrying capacity and Load

An item can be an ordinary tool, a carrier for capabilities or a source of active modifications. Record what it actually provides, what must be equipped, its **Item BU**, Load and slot requirement. Describing a sword as enormous does not by itself write all those rules.

Default. You have six universal equipment slots. An ordinary equipped item uses one, a two-handed item uses two. A primitive can extend your slots. An agreed unusual item may require more or impose another consequence: a small character using an oversized sword might accept a 3–4-slot requirement. Size alone is not an automatic slot multiplier.

Load measures carrying; slots measure use. Equipped items still contribute Load. Capacity is size base + 5 × current **Physical** + applicable capacity bonuses. Load above capacity is encumbered; agree the resulting penalties or complications.

LOAD

What you carry

EQUIPPED SLOTS

What is currently in use

ITEM BU

The mechanics an item provides



Size	Base capacity	Ordinary Load per item
Tiny	10	Pouch rule: up to 1,000 tiny items = 1 Load
Small	20	1
Medium	40	2
Large	80	4
Huge	160	8
Gargantuan	320	16

One pouch holds up to 1,000 tiny items and contributes 1 Load. A backpack organizes contents; changing capacity requires an actual rule. Use an item's explicit Load rule where granted. Keep purchase price or treasure value separate from **Item BU** and Load.

A complete ordinary item

Canal hook. A Medium two-handed pole with a hook used to draw a rope closer or brace a light object. It has no extraordinary ingredient: Item BU 0, Load 2, final equipped requirement 2 slots. A carried spare still adds Load but uses no equipped slot. Its length gives no automatic Near Range permission for extraordinary workings.

Mira can carry and equip one hook: 2 of 55 Load and 2 of 6 equipped slots. Two hooks contribute 4 Load; equipping both requires 4 slots. Ordinary price and availability are setting decisions, not BU. A backpack organizes them without increasing capacity by default.

Example authored augmentation. "While this hook is equipped and braced on a stable support, add +2 to Prowess checks to hold a gate open." Record a proposed Item BU price, such as 4, for review. The condition and check are exact; it neither increases Physical nor helps every attack. The hook's two slots and Load 2 remain unless another explicit rule changes them. The augmented hook is a different item record, not a free benefit in the ordinary hook above.



CARRY WHAT YOU RECORD

Begin with the capacity for your size. Add five times current **Physical**, then apply actual capacity bonuses. Compare the total Load of carried items.

THE RULE

Capacity = size base + 5 × Physical + bonuses

TRY IT WITH NUMBERS

40 + 5 × 3 + 0 = 55

Mira's carrying capacity is 55 Load.

Size base

Mira is Medium: base capacity 40.

Current Physical

Her current **Physical** is 3. Its capacity contribution is 15.

Load is separate

An ordinary Medium item has 2 Load in this reference. Equipped slots and **Item BU** remain separate records.



Carry the things you actually have

EQUIPMENT IN USE

A caravan asks a practical question

A damaged axle stops a caravan outside shelter. In this example, a repair automaton can help according to its actual record, but the party still needs to know which parts and tools are available. Start with the object's condition and the desired result. Is the plan to repair it, support it until help arrives, transfer the cargo, or continue on foot? Each method asks different questions. Owning an impressive item does not prove it contains every tool, while ordinary equipment can solve a problem without extraordinary ingredients.

Carried is not equipped

The equipment record distinguishes what is carried from what is currently in use. Equipped items contribute their actual active rules and slot requirements; carried unequipped objects still contribute Load. A tool can remain available to retrieve without already providing every equipped benefit. The default uses six universal equipped slots, with ordinary items using one and two-handed items two unless an actual rule establishes something else. A particular permitted item can require more, and primitives can extend the available slots. Size alone does not multiply every requirement. Read the final authored record instead of inferring it from the illustration.



ACTUAL TOOLS; ACTUAL RECORD

Three figures, three questions

Item BU accounts for the mechanics acquired through equipment. Ordinary value concerns trade or the campaign's economy. Load measures carried burden. These figures can differ greatly: a mundane component may be valuable and awkward without granting an extraordinary rule, while a small device may contain important mechanics. Keep them in separate columns. Moving equipment between characters changes who carries and can use it under its actual terms; it does not erase its existence. A backpack organizes the load but does not automatically increase capacity or make its contents disappear from the record.

Put it into play

Carry the things you actually have

A conversation beside the wheel

Player: *"I have the brace in my pack. I take it out and support the axle."*

Companion: *"I can hold the cart while the patchwright works."*

DM: *"The support gives it a stable place to repair, but the damaged pin must still be replaced."*

Player: *"Do we have a spare, or can we salvage one from the empty wagon?"*

The discussion stays concrete. The brace changes the task; it is not a universal repair bonus. The automaton's actual capacity and the available materials determine which part of the proposed result is possible.

An extraordinary item has actual conditions

If the brace carries a capability, read what activates it, who receives the result, and whether equipping or another condition is required. The item's subject and behavior do not become the wielder's owned positive foundation permissions merely because it is in their pack. An item may provide a granted use under its own rule while the character's acquisition ledger remains distinct. Apply its actual stacking treatment. Two references to the same item benefit in different notes are not two separate equipped objects. A short readable item card should preserve these distinctions rather than only advertise a powerful name.

Compare leaving the cart behind

The party decides to carry the medicine and abandon the broken cart temporarily. Recalculate the actual carried burden and record what remains at the site. The empty cart's condition can matter when they return. If someone carries another character's equipment, make that transfer clear instead of granting both characters simultaneous possession. The group can share objects efficiently, but its record should follow the shared fiction. Any encumbrance consequences use the actual capacity and agreed treatment. A logistical choice should be understandable before the party commits, not an unexplained penalty discovered much later.

The exercise: inspect one item

Choose an item your character often uses. Write what it is, who currently holds it, whether it is equipped, its final slot requirement, Load, **Item BU**, and actual granted rules. Then imagine lending it to a companion. Which entries change, and which remain properties of the object? The holder and equipped state can change; the object's authored mechanics do not automatically rewrite themselves. This exercise is useful even for a mundane rope. A reliable small inventory lets tools enter play naturally, without turning every practical task into a search through decorative descriptions.

WHAT CHANGED?

Carry the real item

Write what the object ordinarily does and which extraordinary mechanics it contains. Its name does not add undocumented behavior.

Keep three accounts

Item BU prices mechanical acquisitions. Equipped slots measure available use. Load measures carried burden, including unequipped gear.



NEXT / ADVENTURE BEYOND A FIGHT

12

Adventure beyond a fight

Follow evidence, make an offer and find a way through a changing place.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Follow evidence, make an offer and find a way through a changing place.

1 Look for an actual clue

Distinguish visible evidence, learned knowledge and extraordinary information. A clue can open a new approach without forcing another roll.

2 Make an offer

People have interests and limits. A credible bargain can produce a bounded agreement rather than permanent control or allegiance.

3 Travel through decisions

Choose a route, prepare tools and react to changed circumstances. A map, a sense or flight solves its own part of the journey.

4 Recognize the victory

A repaired crossing, safe witness, preserved spawning bed or useful relationship can be the outcome. Record what makes later scenes different.



SwordWeave's construction tools should expand your choices in conversation, investigation, travel, and work. A character who cannot deal spectacular damage can still carry an adventure. Start by asking what the situation needs and what your character can contribute.

Investigate through evidence

Distinguish what you can see from what you infer. A broken seal is a visible fact if you can inspect it. Who broke it can be uncertain. A check should answer a specific question: find a trace before it washes away, recognize a tool mark, or connect two accounts under time pressure.

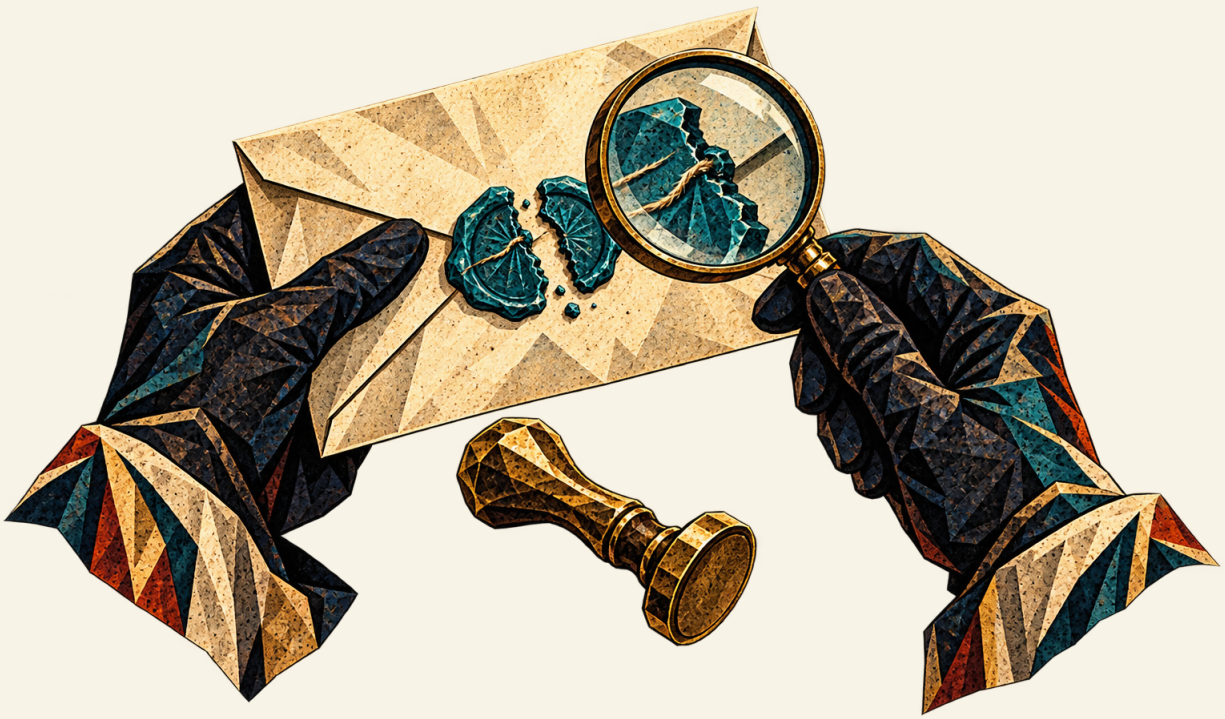
Ask where the information might come from. People, documents, materials, and granted senses can supply different evidence. A magical impression can establish something its rule actually detects; it does not automatically become a complete account of the past.

Share discoveries with the party. A useful clue may let someone else act. If you fail one approach, try a different source or revise the question. Do not assume every failed check means the answer is forever unavailable, and do not assume repeating the same words gives endless safe attempts.

Negotiate with a person

Listen for what the other participant wants and can afford. Offer something relevant. A Watcher protecting a spawning bed may accept a flow plan that preserves it. A worker who needs immediate safety may care little about an elegant explanation of water mechanics.

Your **Influence** bonus helps resolve uncertainty in an actual approach. It does not replace the offer, erase another person's motives, or grant supernatural control. If a capability changes agency, read its exceptional behavior and agreed boundaries explicitly.





A successful negotiation can be a limited agreement. "We will open this route for one crossing if you repair the bank" is different from permanent allegiance. Record the terms. This avoids treating every good roll as a universal relationship upgrade.

Travel through a changing place

Ask what route offers, what it risks, and what the group knows. Distance, terrain, time, weather, and supplies can matter. Your table may use a travel procedure, but its ration costs, intervals, and weather rolls are campaign choices rather than hidden core rules.

Contribute through an approach: scout, read a map, negotiate passage, maintain equipment, or protect a route with a suitable working. Extraordinary mobility changes some obstacles while leaving others. Flight does not automatically find a hidden destination, carry the whole party, or protect companions from weather.

Tell the DM which uncertainty you want to engage with. A player interested in exploration may enjoy route choices. A group trying to reach the next scene quickly can summarize secure travel. The same rules support both when the table's intent is clear.

Work with ordinary tools

A ladder, lever, rope, cart, or reliable witness can solve a problem without BU. Their availability, material, strength, and use still matter. Ordinary permission is not a guarantee that a tool accomplishes an impossible task.

Torren can brace a gate with a hook. Ilex can copy a map by hand. Mira can carry water in a bucket. Their extraordinary acquisitions add possibilities; they do not revoke everyday competence. A saved capability name is not required before a player can propose an ordinary action.

Example. To move a heavy crate, the party uses rollers and a rope rather than buying telekinesis. The DM may ask for a check if the floor is unstable or time is short. If

there is ample time and no meaningful uncertainty, they move it. The rolls serve the actual question, not a tax on creativity.

Share the spotlight deliberately

After explaining your approach, look for a place another player can contribute. A water channel needs a guide; a negotiation needs credible terms; a map needs someone who recognizes the terrain. Do not invent a compulsory team bonus. Let actual help change access, circumstances, stakes, or the chosen resolution when it makes sense.

You can also choose to step aside. Another character's specialist scene does not need your competing check. Ask a useful question, carry a consequence, or make their route safer. Your contribution can change the fiction without appearing as a large number on the sheet.

A noncombat scene can have clear stakes, meaningful uncertainty, consequences, and teamwork. It does not need to imitate damage reduction with differently named counters. This chapter follows Sella, Nami, and Eren through a day of investigation, passage, and practical work. Its procedures are examples of the shared framework rather than a new downtime subsystem.

Begin with a decision rather than a compulsory check

The party needs to deliver medicine across a disputed bridge before evening. Two offices disagree about who controls the route. One courier seal is cut; another dispatch claims the bridge is closed. The weather is worsening. Nobody knows whether the closure is a safety measure or a political excuse.

The DM describes what is immediately evident: the visible broken seal, the two offices, and the sound of work on the far bank. The players choose what to learn first. They do not have to perform a perception roll before being allowed to notice the scene's stated facts.

Eren asks to inspect the dispatch without repairing it. Preserving evidence matters here. Sella looks for workers who actually used the bridge that morning. Nami checks where the medicine can be sheltered from wind and rain. All three choices can be useful, and each player knows the proposed purpose.

Separate material repair from authentication

Eren's Cloth I and Verb II can support stabilizing an existing seal. They cannot automatically prove who tied it or whether its dispatch is true. Eren sets the physical pieces on a clean surface and asks whether repairing them would hide the cut. The DM agrees that the tear is legible now but could become harder to interpret if merged without documentation.

Eren copies the visible condition and asks for a witness before using the material working. That ordinary preparation changes later evidence. It does not require buying a forensic primitive to take notes. They choose not to claim a supernatural answer the current build does not supply.

A clerk recognizes the official knot. Eren's trained and expert **Knowledge** can help understand the knot's use, but their conditional Read the Route +2 does not qualify: this is a seal, not a physical route map. With **Knowledge +9**, a roll of 5 totals 14 against the agreed **DC 13**. They identify an unusual repair thread used at the riverside office. That is a specific clue, not proof that every clerk there is lying.

Let a clue open a new approach

Sella speaks with a worker who crossed at dawn. The worker reports a damaged plank and says a repair crew was sent. Sella asks where the damage lies and whether the crew has returned. Those questions clarify the route. Their **Knowledge** training might help interpret a familiar construction detail, while **Influence** might matter if the worker is reluctant to give a statement publicly.

The worker is willing to explain privately. Under these circumstances, the DM does not require a roll for every sentence. Sella offers to accompany them to the disputed office rather than turn a successful conversation into a universal coercion effect. The witness can still decline a risky public confrontation.



Meanwhile, Nami diverts rain from the sheltered table using located existing air, within the actual narrow scope the table accepts. This protects the legible record from further soaking, but sends the runoff beside a neighbor's doorway. Nami asks about the outlet first and moves the table to a better location. An extraordinary use can be minor and secure while its practical route still matters.

Make an offer a person could accept

The riverside clerk fears authorizing a crossing that injures someone. Eren offers a limited solution: the party will inspect the route with a worker, cross only if the damaged section can be bypassed, and bring a written report back. The intended outcome is temporary permission under those terms, not permanent control of the office.

They agree an **Influence** check at +7 against **DC 13**. Eren rolls 4, totaling 11. The clerk does not authorize the party alone. The failure changes the offer: a repair foreman must accompany them or inspect first. This is the example's pre-agreed limited refusal; it is not a rule that every social failure produces a helpful alternative.

The players can accept the escort, negotiate another guarantee, find a lawful different route, or choose an unauthorized crossing with its understood risks. Eren does not repeat the identical check until the die is higher. The unresolved issue is the clerk's confidence and authority, so a changed offer is more relevant than a changed performance of the same words.



Read a map for the problem it can answer

The foreman provides a physical route map. Eren can inspect it, so Read the Route qualifies. Their **Knowledge** expertise +9 and conditional +2 give +11. A die result of 5 totals 16 against **DC 14** for identifying a service path around the damaged span. That map-based conclusion is within the check's stated question.

It does not establish that the service path is still intact today. The party has a route to examine, not certainty about every current hazard. Sella compares the map's bridge supports to the foreman's report. Nami asks whether the service tunnel has an outlet suitable for air circulation. The party carries different evidence into the next decision.

A map can solve one uncertainty and create a better next question. This is satisfying investigation: information gives the players choices. It need not reveal the entire adventure at once, and it need not withhold an obvious fact until three separate checks have been paid.

Use travel tools without importing a secret schedule

The service route is short but slippery. The group chooses a slower supported crossing with rope and a foreman rather than rushing across the damaged span. The table describes the likely time and risk before commitment. There is no universal ration deduction or fixed travel interval imposed by this chapter.

Sella can use Quarry Footing on a qualifying exposed natural-stone balance check. On a timber platform, the conditional bonus does not qualify. The player can choose a stone route if it is actually available, but cannot relabel wood as stone for the bonus. Their ordinary **Finesse** remains useful either way.

Nami can redirect a narrow obstructing draft, but does not automatically grant the whole party flight or protection from every weather consequence. Eren can

preserve a cloth dispatch, but not a glass medicine vial merely because it travels in the same bag. Ordinary padding, careful handling, and the actual container are relevant tools.

Decide which uncertainty deserves a roll

The group reaches a place where a damaged support can be inspected from safety. The foreman knows the construction and points out the usable bracket. With time, tools, and no immediate interference, fitting a temporary handrail can be secure. The DM need not add a check solely because the party has a strong **Prowess** bonus.

The uncertain part is whether a hanging medicine crate can be moved before the next gust. The players propose lowering it to the protected path using a braced rope. They discuss the possible loss of a vial and how to reduce that risk. A suitable **Prowess** or **Finesse** procedure then answers the actual question of controlling the movement under pressure.

A check is useful because success and failure lead to different circumstances. If the route were calm and they had ample time, the same physical job could resolve without a roll. Different circumstances can change the procedure without changing a character's owned access.

Record success that does not look like treasure

The medicine arrives, the foreman writes a report, and the offices agree to mark the damaged span clearly. The party has kept a promise and gained a witness. That can matter next time they need passage. The DM portrays the actual relationship, not a universal reputation bonus supplied by this chapter.

The group can separately agree a BU award for the campaign milestone. Ordinary money, supplies, and favors remain setting rewards with their own meaning. Do not convert every friendly exchange into a hidden



acquisition price. A grateful person is not a free capability you can activate without regard to their situation.

The players make three short notes: what they delivered, whose promise they made, and which damaged route remains unsafe. Their characters' **Vitality** may be unchanged because this day did not require damage. Any accepted restrictive or environmental consequences still use their actual ending terms.

Bring this approach to a different genre

Replace the medicine with a data archive, the bridge with an orbital docking route, and the foreman with a station inspector. The central questions remain: what do you know, what can you actually affect, what route is possible, and what terms could a person accept? A futuristic title does not grant new mechanical behavior automatically.

Replace the route with a court ceremony. Ordinary influence and evidence can matter; an actual information or agency override is a distinct extraordinary proposal. Replace the dispatch with an ancient living tree. The relevant material or conceptual subject can change; Cloth I does not become Life access merely because the paper looks organic.

SwordWeave lets a table author the ingredients suitable to its world. The framework does not require every genre to be translated into a fixed list of fantasy classes. Preserve readable permissions and stakes while allowing the images, motives, and ordinary resources to change.



Cross without winning a fight

NONCOMBAT OBJECTIVES

Name the goal in the place

A herd blocks the safest ford. In this example, the party needs to reach a settlement before supplies run short. Their goal is crossing, not necessarily killing the animals. Ask about the banks, currents, herd movement, young animals, and other possible routes. The DM can describe evident behavior. Players can watch, wait, communicate, distract, guide, or alter their own route according to the actual circumstances and permissions. A creature's BU and combat record help when those mechanics matter; they do not turn every encounter into a challenge that must end with its defeat.

Look for what the other side protects

The grazers keep returning toward their young and leave a narrow retreat route behind them. That observation suggests a useful approach: give them space rather than crowd the vulnerable part of the herd. It does not grant automatic animal obedience or a universal bonus. The group still needs a method that works in this place. A player with applicable knowledge may interpret behavior; another can inspect the water; another can ensure nobody approaches from behind. Meaningful uncertainty can be resolved with the appropriate practice or other agreed method after the intended contribution is clear.



A conversation on the bank

Player: *"We want to cross without separating the young. Can we wait until the adults move?"*

DM: *"They are unsettled because your carts block their route back to the meadow."*

Companion: *"I move our lead cart away from that path."*

Player: *"Then I watch for the gap they leave."*

These ordinary decisions alter the situation without inventing a new power. The herd may settle or the passage may remain risky under the actual result. The conversation works because the party respects an observable purpose and describes practical changes, rather than demanding an undefined roll to make the animals friendly.

Put it into play

Cross without winning a fight

Exceptional solutions have actual subjects

A character might offer a suitable working to redirect water, produce a harmless distraction, or communicate in a granted way. Read exactly what it permits. Owning a broad-sounding nature theme does not automatically command every living creature or rewrite its motives. A distraction can attract attention without controlling what the animal does next. A route shaped through the water still needs to accommodate the people and supplies using it. If the effect involves recipients or a continuing result, establish those terms before companions depend on it. Useful extraordinary access often supports an ordinary plan.

Compare the night crossing

Now change the situation: darkness obscures the far bank and the current has risen. Waiting for the same opening may no longer be enough. The group needs legitimate perception of the route, a sound means of crossing, and a plan for the supplies. A clever daytime solution should not erase new uncertainty. Nor does the changed scene require a fight. The party might shelter, investigate another route, seek local guidance, or negotiate consequences for a demanding attempt. Compare those options against the objective and what the characters actually know, not a compulsory difficulty label.

What counts as progress

The party crosses only the essential medicine and sends someone to find help for the remaining carts. They have not completed the entire journey, but the most urgent need is served. Record who crossed, what remains, and which obligations follow. Other groups might safely wait and lose time, or find a longer route. These can all be meaningful outcomes. For a practice exercise, state the ford scene without mentioning attacks. List three outcomes the party would welcome and one consequence it would accept. That list gives the table more useful directions than a single instruction to clear the encounter.

Take the creatures out of the exercise

Imagine the same ford obstructed by fallen timber instead of a herd. Observation, route selection, cargo handling, time, and the party's actual access still matter. Now restore the animals and name what changes: motives, movement, young to protect, and possible responses to the party. This comparison helps distinguish a living encounter from a static barrier. The answer should not reduce animals to obedient obstacles or compulsory opponents. A useful encounter gives the party a purpose in a place and lets the creatures' actual behavior affect how that purpose can be pursued.

Follow evidence through a place

INVESTIGATION IN PLAY

A question the site can answer

Someone has altered a warning on a ruined crossing. In this example, a monument attendant remembers repairs and visitors within its actual capabilities. The party wants to know which warning travelers would have seen. Start with that question. The stone, its position, damaged lettering, and nearby tracks may all contain evidence. A mystery becomes easier to investigate when players can name what they are looking for and what a discovery would change. They need not guess the title of a hidden clue or make a generic investigation roll before the place becomes available.

Observation before interpretation

A character notices fresh cuts beneath old weathering. That observation differs from concluding who made them or why. Another recognizes a mason's mark; another compares the warning to a traveler's account. Keep those contributions distinct. The DM can establish evident details directly and resolve meaningful uncertainty where it remains. A known clue should not disappear because another character fails a different check. Write it in plain language with its source: "Fresh marks under the replaced warning, observed at the crossing." This small habit keeps the group's later reasoning anchored in information it actually has.



The attendant knows something particular

Ask the attendant what it can genuinely recall or perceive. Its age and carved appearance are evocative, but neither grants complete access to every historical event. If the party uses an extraordinary working to read a trace, inspect the actual subject, behavior, scope, and available information. A record of a repair might identify a visitor without revealing their motive. Treat that boundary as an invitation to another lead. Narrow information is valuable when it answers a clear question; it does not need to solve the whole story to justify the method.

Put it into play

Follow evidence through a place

A conversation over the lettering

Player: *"Can the attendant tell whether the warning changed before the last caravan passed?"*

DM: *"It remembers the repair, but not every departure. What can you compare?"*

Companion: *"The caravan gave us a copied inscription. I put it beside the stone."*

Player: *"Then we can establish whether they saw the old wording."*

This exchange combines a witness and an ordinary object. The comparison can be secure or uncertain according to the actual records. The players are not promised that a successful check makes their favorite suspect guilty. They are making the next decision better informed.

Two routes from the same discovery

The copied warning differs from the stone. One group follows the mason's mark toward a workshop. Another goes to the caravan to warn it about the route. Both use the discovery, but they serve different priorities. The first seeks responsibility; the second protects travelers. A scene should let those priorities matter. The DM can describe what each route costs in time, exposure, or obligation without inventing a fixed penalty. A player should know the likely tradeoff before choosing. Information opens decisions; it should not always funnel every party into the same next roll.

When the record is incomplete

Change the example: the copied inscription is torn, and the attendant's account stops before the repair finished. The group can still establish some facts while leaving others unknown. Ask which conclusion is supported and which needs more evidence. A character may choose precautions without certainty. Protecting the caravan does not require first proving a suspect's motive. Avoid filling a gap with an unlisted supernatural ability or declaring that nothing can be done until the entire mystery is solved. Partial knowledge can be enough to justify a useful and consequential next step.

The exercise: three lines of evidence

Choose a familiar place from your campaign and write an observation, an interpretation, and a next question. For the crossing: "new cuts below old weathering"; "the warning may have been altered after installation"; "who worked here since the caravan left?" The explanation matters: the interpretation follows from a clue but is not identical to it. A different cause might fit. Your next question tests that uncertainty instead of merely restating suspicion. Keep the three lines with the party notes. They make discussion accessible to someone who missed the original scene and help prevent a remembered theory becoming a false established fact.

A bargain is not control

NEGOTIATION AND AGENCY

Say what you are offering

A lesser contract spirit disputes a promise that keeps a workshop closed. In this example, the party wants access to a trapped courier without destroying evidence of the agreement. Ask what the spirit claims, what the written terms say, and who is able to change them. A player can offer a new arrangement, uncover a misunderstanding, or challenge an interpretation. This is a negotiation with a purpose. "I roll **Influence**" does not yet describe what the other side is being asked to accept or why acceptance would make sense to it.

Give the other side a reason

A credible offer connects to something the other party values. The courier can preserve the damaged document, the workshop owner can complete an unfinished delivery, or the group can investigate who replaced a seal. These are example offers, not universal prices. Ask what each side can actually promise. A player cannot guarantee a distant official's decision without the means to secure it. The spirit need not accept simply because a character has a strong bonus. Applicable resolution addresses meaningful uncertainty in an intelligible attempt, while the actual situation and scope remain relevant.



ASK WHAT THE SPIRIT CLAIMS

Words need shared meanings

Before committing to an unusual bargain, clarify the important terms in plain language. Does access mean entering the room, taking the courier away, or removing every protected object? Who must perform the promised task, and when is the obligation fulfilled? This supports a fair dramatic agreement rather than a puzzle built from unstated vocabulary. If a spirit is deliberately literal, make that behavior part of the scene. Players can enjoy careful wording without being expected to foresee a secret definition for every ordinary word. A consequence should be understandable enough to choose.

Put it into play

A bargain is not control

A conversation about the seal

Player: *"We will preserve your record while we take the courier to safety."*

DM: *"The spirit says removing the courier breaks the named obligation. It will permit a witness to examine the changed seal."*

Companion: *"Then I ask to inspect it here, with the courier present."*

The goal has shifted from immediate extraction toward testing the claim. This is not automatically a failed scene. The offer has revealed a useful boundary. The party can proceed, seek another route, or accept a different obligation after its terms are clear. A character's personality can shape the offer without replacing its actual content.

Influence does not erase another person

An ordinary social check is not a universal command over someone's choices, and it should not dictate another player character's feelings without that player's participation. Extraordinary compulsion needs its actual acquired rule, recipient, reach, and limits. A title such as commanding presence cannot provide every such outcome. Even a valid supernatural result should be applied according to what it really changes. If it causes one permitted response, do not silently expand that into lifelong loyalty, shared beliefs, or permission to rewrite all later decisions. Keep the character's actual access visible.

Compare the promise you cannot keep

Now the party proposes retrieving a missing object but knows that it has already been destroyed. That changes the truth and risk of the offer. They may negotiate a substitute, reveal the loss, or make a deceptive attempt with intelligible stakes. The DM should not treat all three methods as identical. A successful lie can change what someone believes without making the promised object exist. The party's future obligation and the possibility of discovery remain whatever the actual result establishes. Social play becomes useful when its consequences continue into later decisions.

Leave with a playable agreement

Write the final agreement as a short record: the parties, allowed action, obligation, completion condition, and any retained uncertainty. Read it aloud so everyone can correct a misunderstanding. This is especially important when the promise restricts a character's access or creates a continuing consequence. For an exercise, remove all dramatic titles from the contract scene and explain what each party wants. If the bargain still makes sense, the scene has a strong foundation. If it becomes meaningless, clarify the actual interests before adding more elaborate language or extraordinary effects.

Make travel a shared choice

JOURNEYS AND PREPARATION

Why this route matters

A messenger carries a replacement part toward a settlement whose gate is failing. In this example, the party can take a narrow direct route, a safer long road, or a ferry whose operator must be found. Each choice should be described in terms the characters can understand. They may know the road's condition, have a map, or need more information. There is no need to import a mandatory travel sequence or fixed daily encounter count. Begin with the journey's purpose and the uncertainty that makes choosing a route interesting.

Divide the questions, not the spotlight

One character asks about terrain, another about supplies, another about people who know the road, and another about the messenger's deadline. These contributions may use practices, ordinary conversation, or actual extraordinary methods. They need not become separate obligatory rolls every time the party moves. Ask what information is already established and which remaining uncertainty affects the choice. A practical contribution can be as small as noticing that the load will not fit through a passage. Make room for players who prefer a short useful statement instead of a long performance.



A conversation over the map

Player: *"The direct route saves time, but can the cart cross its bridge?"*

DM: *"Your map marks a foot crossing. The courier has only used it without a cart."*

Companion: *"We can carry the essential part and send the cart around with help."*

Player: *"Then our problem is protecting the smaller load, not widening the bridge."*

This example changes the method without inventing an ability. The group should still establish what is carried, who takes which route, and how they will reconnect. Splitting tasks can create new responsibilities rather than automatically solving every logistical concern.

Put it into play

Make travel a shared choice

Extraordinary travel is an actual working

If a character proposes flight, rapid movement, a shaped path, or another exceptional method, inspect the real recipients and scope. Carrying the actor does not necessarily carry an entire party, cart, and cargo. A sustained route may need continuing direction or agreed maintenance. An extended range does not automatically locate a distant safe destination. Ask what the character knows about the place and what the method actually requires. A clear ability can make travel wonderfully different without becoming an unlimited answer to every obstacle and every hidden destination.

Keep the cargo in the story

The replacement part is not merely a quest label. Who holds it? Is it fragile, bulky, protected from water, or visible to people seeking it? Record its actual Load and any rule that matters. **Item BU** is not ordinary purchase price, and a narrative value does not create a mechanical power. The courier can explain how the part fits the gate without granting the party every workshop skill. Treat the object and its delivery as real circumstances. A safe crossing that abandons the cargo may not serve the journey's purpose.

Compare a changed forecast

Now the party hears that the ferry has stopped because of rising water. The previous route choice can be reconsidered using new information. A character may investigate, negotiate assistance, reduce the load, or accept a delay. The DM can explain the likely consequence of waiting without imposing an unannounced fixed deadline penalty. If urgency is part of the agreement, keep it visible. The players should not be punished for lacking information their characters could reasonably obtain. A journey works well when preparation and new observations both affect the decisions that follow.

What you bring into the next scene

At arrival, note the cargo's condition, people separated from the party, promises made along the road, and resources genuinely consumed. These facts can make the settlement scene richer. For an exercise, describe the same journey from three priorities: fastest arrival, lowest exposure, and preserving every supply. None is automatically correct. Explain which route serves each priority and what it risks under the known circumstances. This helps players recognize that travel choices belong to their characters' values as well as their strongest numbers. A successful arrival can still leave an interesting obligation to fulfill.



GROW FROM WHAT HAPPENED

13

Grow from what happened

Spend with a purpose; preserve the actual drawback behind mirror credit.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Spend with a purpose; preserve the actual drawback behind mirror credit.

1 Use the cumulative budget

A level's table already includes progression. Existing acquisitions stay in the ledger; do not add a proficiency-bracket adjustment a second time.

2 Recalculate the changed foundation

A new **PB** can affect applicable training, selected **DC** and maximum **Vitality**. Changing the maximum is not automatic healing.

3 Accept an actual mirror

Eligible credit requires a real reversed rule and table agreement. Potential credit, actual used debt and ordinary remaining BU are distinct.

4 Grow from a remembered scene

Choose a purchase that supports something the character wants to do. Preserve what companions rely on when rewriting the record.



Spend, develop and mirror deliberately

BU acquires mechanics. **Item BU** remains separate. Unspent acquisition budget can support a new primitive during play with table agreement; spending it does not undo progression. The DM and players agree rewards and pacing rather than follow a compulsory XP or per-session schedule.

Default progression reference. The literal cumulative table through level 21 includes its bracket spikes already. Do not add them again.

Level	Cumulative BU	Baseline PB	Baseline maximum Vitality
1	25	2	12
2	35	2	24
3	45	2	36
4	55	2	48
5	69	3	65
6	79	3	78
7	89	3	91
8	99	3	104
9	117	4	126
10	127	4	140
11	137	4	154
12	147	4	168

Level	Cumulative BU	Baseline PB	Baseline maximum Vitality
13	169	5	195
14	179	5	210
15	189	5	225
16	199	5	240
17	225	6	272
18	235	6	288
19	245	6	304
20	255	6	320
21	286	7	357

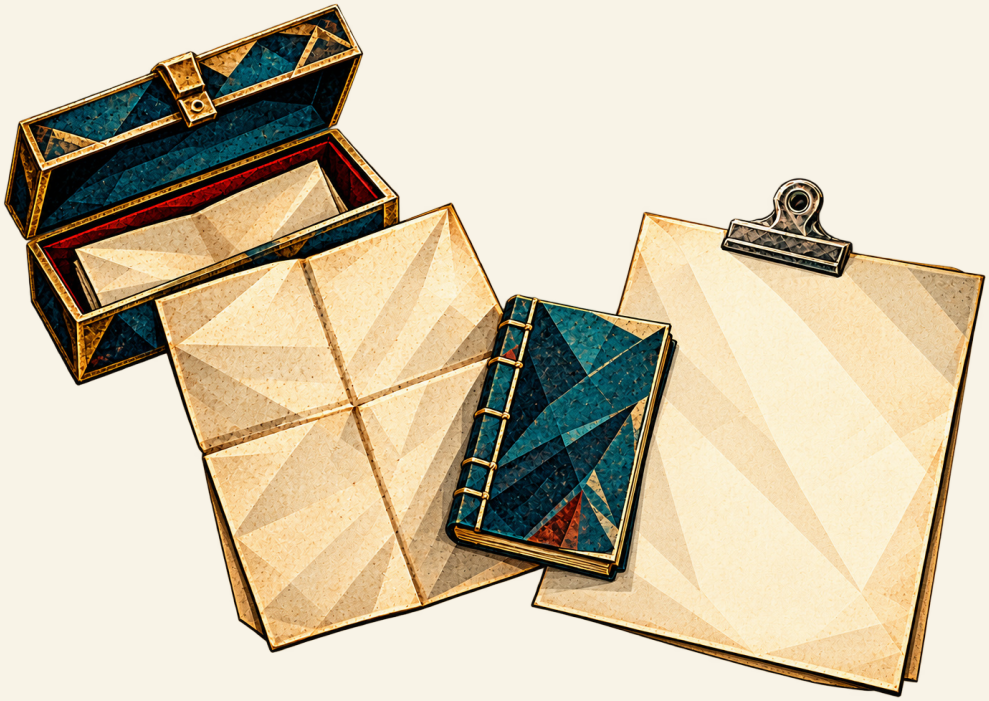
Active **PB/Vitality** modifiers change derived values. The explicit level-21 BU value is retained as supplied; replacing the table with a simplified +10 formula would lose its adjustment.

Mirroring reverses a compatible rule within its actual scope: add/subtract, min/max, multiply/divide and grant/revoke have supported opposites. A Set To rule has no automatic opposite. Accepted personal drawbacks still apply when a mirrored ingredient supplies credit; a descriptive reversal must also make sense.

Default debt ceiling: 4 × (level divided by 4, rounded up): 4 BU at levels 1–4, 8 at 5–8, 12 at 9–12 and so on. Ordinary unspent budget, available mirror credit and actual debt used are different figures. A ceiling is not a mandatory drawback purchase or automatic extra encounter budget. Review eligibility, acquisitions and the drawback's scope before applying credit.

Creation fills ordinary budget first, then eligible drawback credit, then any remaining overflow. Going beyond ordinary allowance requires DM agreement; creation cannot exceed the next-level ceiling or permitted drawback debt. The digital sheet's later warnings do not substitute for that agreement.

Growth is both new mechanics and a changing person. BU rewards are agreed by the table; there is no compulsory per-session schedule. A friendship, discovery, responsibility, or reputation can change a character even before a ledger changes.



Spend a reward with a purpose

Ask which new ability supports the experiences you want next. A courier who keeps finding hidden routes might want a sense, different reach, or improved training. A gatekeeper who becomes a mediator might develop **Mental** approaches. A records keeper might build a mobile workshop rather than a stronger attack.

Read the proposed ingredient, its cost, conditions, and dependencies. Check whether it duplicates a purchase you already own, grants a new behavior, or simply reorganizes existing acquisitions. Record the actual new acquisition once.

Do not erase advancement by spending its purchase budget. Progression totals and the unspent ledger answer different questions. When starting above level 1 or crossing a threshold, use the literal cumulative table and current formulas rather than reconstructing it from memory.

Rework a character transparently

You can discover that a construction is difficult to use or no longer fits the character. Discuss changing it with the DM. SwordWeave does not impose a universal retraining interval, fee, or free replacement rule. Your table can agree how to preserve the story and accounting.

Make a copy of the old record, identify replaced acquisitions, and resolve the resulting sheet. If the character uses a shared or published version, keep the version change intelligible. A private edit does not rewrite every other person's adopted character.

Current **Vitality**, consequences, and ongoing workings are gameplay state. A build change is not automatic healing or cancellation. Agree any legitimate state adjustment when the new maximum or access changes.



Use mirrors as real drawbacks

A mirrored acquisition must be eligible, understandable, and actually applied. The debt ceiling limits how much accepted drawback credit can be used; it does not create that credit automatically. Negative prose must have a real subject and ending or scope.

If you reverse a personal flight grant into lost flight, granting an ally flight elsewhere does not remove your own drawback. If a rule is conditional, the reversed rule follows its actual eligible scope. Set To does not have an automatic opposite. Your table can reject a reversal that is not coherent even when the UI can display a negative number.

Ask what decisions the drawback will create. A clearly bounded drawback can enrich the character. A loophole designed never to apply can leave the ledger misleading. Record positive spent, available credit, actual debt used, and ordinary unspent BU separately.

Arrive at the next session ready

Review current and maximum **Vitality**, remaining short-rest recovery, consequences and their endings, ongoing capabilities and continuation points, gear, and any purchases made since the last session. Keep the last meaningful position or goal in your notes.

Ask what the party wants to pursue. A short recap of unresolved choices often helps more than a complete transcript. If you cannot attend, agree what happens to your character and who, if anyone, may operate their sheet. Viewing a shared digital record does not itself give editing permission.

A developing character has several totals that can increase at different times. Keep progression, positive acquisitions, ordinary unspent BU, mirror credit, **Item BU**, and current gameplay state intelligible. You do not need a complicated spreadsheet. You need a record that explains what changed and why.



A reward can change the foundation before the purchases

Mira begins at level 1 with 25 progression BU, 24 positive spent, and 1 ordinary BU unspent. Suppose the table awards 10 BU for completing an agreed campaign milestone. Her cumulative progression becomes 35, the level 2 reference threshold. She now has 35 − 24 = 11 ordinary acquisition BU available before making another purchase.

PB remains 2 at level 2. Baseline maximum **Vitality** becomes (10 +2) ×2 = 24. Her attributes and training are unchanged, so her +6 **Magical** practices and **DC 11** remain the same. Higher level does not automatically add +1 to every check. Her current Vitality changes only through actual healing or an agreed state adjustment, not simply because the maximum increased.

Mira then acquires Structure II for the reference 8 BU, with its actual arrangement permission. Positive spent becomes 32. Ordinary unspent becomes 3. Her progression is still 35, not 27 because she spent 8. She can now discuss suitable basic spatial or multi-target arrangements within her other owned access. She has not acquired a new domain or unlimited recipients.

Moment	Progression BU	Positive acquired BU	Ordinary unspent BU
Before the award	25	24	1
After the 10-BU award	35	24	11
After the 8-BU acquisition	35	32	3

A new capability using Structure II and her existing Water ingredients is organization of those actual purchases. It does not add the old 20-BU ingredient group to the ledger again. Write the new expression so the table understands how the arrangement differs from River Hand.

A proficiency bracket changes several formulas

Consider a later character at the level 8 reference threshold of 99 cumulative BU. Baseline **PB** is 3 and baseline maximum **Vitality** is (10 +3) ×8 = 104. On reaching the literal level 9 threshold, 117 BU, **PB** becomes 4 and baseline maximum **Vitality** becomes (10 +4) ×9 = 126.

For a current chosen attribute of 4 and no direct **DC** modifiers, selected **DC** changes from 5 +3 +4 = 12 to 5 +4 +4 = 13. A practice trained with **PB** changes from attribute 4 +3 = +7 to 4 +4 = +8. Expertise changes its training contribution from twice 3 to twice 4. An untrained practice does not gain **PB** merely because the bracket increased.

Review actual modified **PB** before applying those formulas. A primitive that changes **PB** can affect other derived values. A primitive that changes only one practice has a narrower effect. When the app resolves a new build, inspect the same distinctions rather than copying a remembered level-9 row over all current numbers.

The threshold table already includes its bracket adjustments. Going from 99 to 117 is an 18-BU increase, not 10 plus a second copy of a spike already inside 117. If your campaign uses another progression arrangement, label that variation clearly so new players do not mistake it for the reference.

A mirror offers credit only with a real rule

A mirror is a compatible reversal of an eligible acquired rule. It is not an invitation to write an inconvenience no one will apply. A reversal should state who receives it, what changes, when it qualifies, and whether another authored limit prevents it from being mirrored.

Suppose a level 2 character proposes an eligible personal numerical drawback priced for 4 credit, with the table's agreement. Their ordinary budget is 35. Their debt ceiling is 4 × (2 divided by 4, rounded up) = 4. If their positive acquisitions total 37, the overflow beyond ordinary budget is 2. Two of the accepted 4 credit are actually used to cover that overflow. The remaining 2 are unused potential credit, not ordinary unspent BU.

Figure	This example
Ordinary progression allowance	35
Positive acquisitions	37
Ordinary budget remaining	0
Valid mirror credit available	4
Credit actually needed and used	2
Credit not used by this build	2
Level 2 debt ceiling	4

The positive acquisitions are also below the next-level creation ceiling of 45. The table explicitly approves exceeding the ordinary allowance. Having compatible credit does not bypass that conversation. A ceiling tells you a maximum accepted debt; it does not generate four credit from an empty drawback list.

Now change positive spent to 34 while leaving the accepted drawback record the same. There is 1 ordinary BU unspent, and no debt is needed to cover overflow. Do not announce "five ordinary BU left" by adding unused potential credit to that one point. Keep the figures labeled. The actual drawback still needs its established treatment if it remains part of the character; unused credit is not a license to ignore the authored rule.

Reversing a number is not reversing its subject

An Add operation can reverse to Subtract within the same eligible scope. A personal grant can reverse to a personal revoke where the rule supports it. The reversal does not change "self" into "someone else," erase a condition, or choose a new affected quantity merely because that would be convenient.

If a drawback restricts your own flight, granting flight to an ally does not repay it. If a drawback applies to your delicate rope work while your hands are occupied, a beneficial effect on another recipient does not cancel it. Evaluate that recipient's rules separately. Default stacking concerns applicable contributions on their actual subjects.

Minimum and Maximum, Multiply and Divide, and Grant and Revoke have supported opposite operations, but a coherent reversal still matters. Set To has no automatic mirror. A rule setting a quantity to 3 does not tell you what an "opposite 3" should mean. Do not infer a universal negative number when the source supplies none.

An authored descriptive drawback can be legitimate without a simple automated field. Explain it clearly and review its eligibility and credit. “Sometimes I am unlucky” is too unclear to apply. “This permission is unavailable while the named condition holds” is more concrete, but the condition and credit still need agreement. The table is judging an actual limitation, not rewarding the length of its prose.

Rewrite without losing the history of play

At level 2, Mira might decide she prefers better navigation to multi-target arrangements. Her table can agree to replace the 8-BU Structure II acquisition with two 4-BU practice grants. That is an example of negotiated retraining, not a universal right to exchange any purchase at any moment. Record the accepted new acquisitions and remove obsolete references from the active build.

Keep an earlier version or a short change note. If a shared heritage includes the former ingredient, decide whether the character still references that old version or adopts a new one. A published fork changes a definition; it does not automatically update every adopter's sheet or every pinned creature in an encounter.

Also keep gameplay state distinct from the rewritten structure. A burned hand, spent recovery allowance, or outstanding promise does not disappear because a capability card moved to another container. If a build change affects a maximum or removes a needed ongoing permission, discuss the legitimate state transition rather than silently treating edit mode as a rest.

AGREED RETRAINING EXAMPLE

EARLIER RECORD	REVISED RECORD
Structure II 8 BU	Two practice grants 4 + 4 = 8 BU

CARRY THE CURRENT STATE

- Current Vitality
- Remaining recovery
- Consequences

Choose advancement from a remembered scene

Ask what you actually wished you could do. Did an unknown target defeat your plan? A relevant sense may help more than a larger die. Did the party need another person to negotiate? Training or an information tool may help. Did you run out of movement? A mobility rule might change the next chase. Did an overly complicated capability slow you down? Clearer writing may be the best improvement and require no acquisition at all.

Growth can also change your motives. Eren might stop carrying messages for a dishonest patron. Nami might learn why a melody is forbidden in a village. Sella might choose negotiation before force after an escort goes wrong. Those changes give mechanics a purpose without demanding that every relationship become a priced primitive.



Keep one short next-step list: a likely acquisition, a question for the DM, and a story choice. It helps you arrive at the next session ready to act. You can change that list as the campaign surprises you.

Progress beyond level 21

Progression does not stop at level 20. Retain the published cumulative threshold at level 21, 286 BU. After that, add 10 each level and the subsequent four-level bracket spikes: +24 at level 25, +28 at 29, +32 at 33, continuing in that pattern. These are additions to the ordinary +10 at those levels. PB still follows 2 + the number of completed four-level groups after level 1.

SELECTED DERIVED EXAMPLES

Level	Cumulative BU	PB
21	286	7
25	350	8
29	418	9
33	490	10
37	566	11

Selected examples, not new awards. Each cumulative total already includes its bracket increases.

FROM LEVEL 29 TO 33

418 + 40 + 32 = 490 BU

LEVEL 33 PB / EIGHT FOUR-LEVEL GROUPS

PB = 2 + 8 = 10

Level	Cumulative BU	Baseline PB	Baseline maximum Vitality
22	296	7	374
23	306	7	391
24	316	7	408
25	350	8	450
26	360	8	468
29	418	9	551

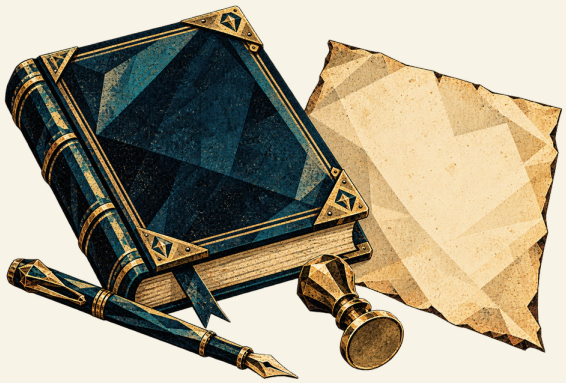
Do not add a spike again to an already cumulative table value. Active **PB** and **Vitality** modifiers can change the resolved sheet.

Mirror credit without erasing the drawback

Example, not a mandatory build. A level 1 character has 25 BU and spends 27 on positive acquisitions. An accepted eligible personal drawback supplies 2 credit, giving 25 net spent and 2 actual used debt. The level 1 debt ceiling is 4. The positive build is also below the next-level creation ceiling of 35. Review the drawback's actual rule and obtain the DM's agreement to exceed the ordinary allowance.

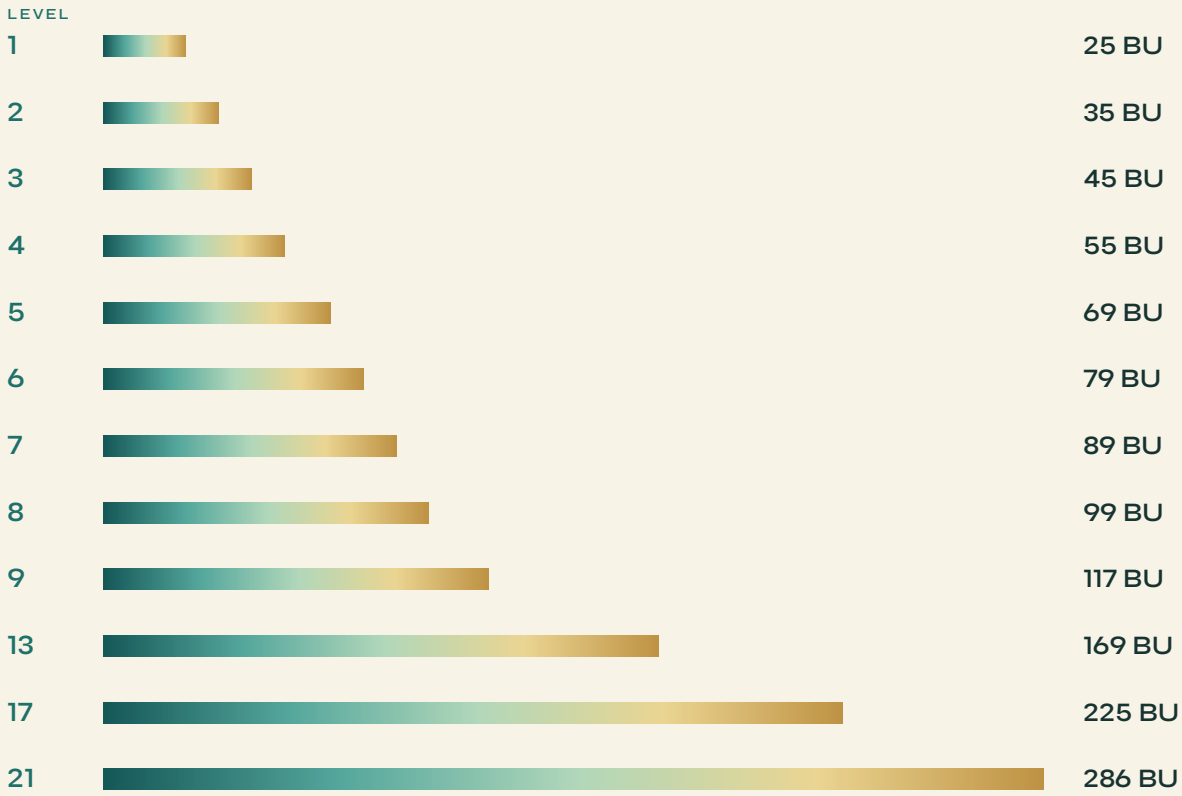
Having a ceiling of 4 does not mean the character automatically receives 4 credit. A character spending 23 has 2 ordinary BU remaining, even if the sheet also shows potential mirror headroom. A character proposing 31 positive BU with only 2 valid credit remains 29 net spent: another 4 is not covered merely because a ceiling exists. Overflow still needs explicit agreement and must respect both applicable limits.

Compatible pairs are Add/Subtract, Multiply/Divide, Minimum/Maximum and Grant/Revoke. Set To has no automatic opposite. A personal drawback that revokes flight remains on that person; separately proposing flight for an ally does not repay or suppress it. A narrow condition or non-mirrorable rule must be respected.



GROWTH STAYS IN ONE LEDGER

CUMULATIVE BUDGET / NOT A NEW PAYMENT



EXAMPLE / REAL CREDIT, REAL DEBT

27 - 2 = 25

27 positive BU; 2 agreed credit.
25 net spent; 2 used debt.

GROW WITHOUT DOUBLE COUNTING

Use the current cumulative progression budget. Count each positive acquisition once; valid mirror credit follows its own debt limits. Keep **Item BU** separate.

THE RULE

Unspent BU = budget - net acquisitions

TRY IT WITH NUMBERS

35 - 34 = 1

Sella has 1 ordinary BU unspent.

Budget

Sella's level-2 cumulative budget is 35 BU.

Net acquisitions

Her published example spends 34 and uses no mirror credit.

Progression is not a refund

A new level changes the foundation. Existing acquisitions remain in the same ledger.



Grow from the scene you remember

ADVANCEMENT AND REVISION

A reason to learn something

A character returns from the bridge rescue remembering a limit: they could guide the water but could not locate someone beyond the wall. In this example, the player wants that experience to influence future acquisitions. They might pursue an appropriate sense, train a useful practice, improve a known working, or learn to prepare better ordinary tools. Advancement does not require abandoning the character's identity for a prescribed career. Ask which recurring problem the character now cares about and what actual rule or practical habit would make their next contribution more understandable.

Budget and purchases are different records

The progression reference gives a cumulative acquisition allowance. The purchase ledger records what the character has actually acquired. Do not add a cumulative table value to the previous allowance as if it were an increment, and do not count spent BU as a new second progression total. Ordinary unspent BU, valid mirror credit, and actual debt used remain distinct. **Item BU** stays separate. The DM and players agree rewards and pacing; there is no compulsory per-session schedule that must be invented to make a campaign function. State which progression reference and agreement the table uses.



A conversation after the rescue

Player: *"I want to learn a sense that could locate someone behind a partition."*

DM: *"Describe the information and medium you want. What blocks it?"*

Player: *"I imagine contact through a continuous surface, not reading thoughts or seeing all equipment."*

Companion: *"Then we can compare it with the existing contact-sense examples."*

The proposed acquisition is still reviewed for its actual scope and price. The scene supplies a reason to learn, not automatic permission. A narrow intelligible grant can serve the concept more reliably than a powerful title whose limits nobody can explain.

Put it into play

Grow from the scene you remember

Reorganizing is not repurchasing

The player gives an existing working a clearer capability name and moves its references into a heritage reflecting new responsibilities. If no actual acquisition changed, the underlying purchase count does not multiply. If the new record adds a sense, numerical bonus, or other genuine rule, record that addition and its agreed accounting. Keep a note of the adopted version where it matters. Rewriting a biography can alter what the character values without granting extra mechanics; replacing an ingredient can alter mechanics without requiring the entire biography to disappear. Review the two kinds of change separately.

A drawback must remain a real choice

A player may propose an eligible personal drawback with mirror credit. Read its actual consequence, recipient, condition, and ending terms. A descriptive dislike does not automatically produce budget. A debt ceiling limits what may be used; it is not free credit. Reusing the drawback inside several compositions does not erase it or create unlimited new credit. An ally's benefit does not remove a restriction on the character who accepted it. These distinctions help the group assess whether the drawback will genuinely appear in play. If it will not, revise the proposal instead of treating accounting as a substitute for agreement.

The sheet grows, but does not heal itself

When advancement changes derived values, review the actual current attributes, applicable training, defenses, and maximum **Vitality**. Raising maximum **Vitality** does not automatically restore current **Vitality**. An explicit bonus has its own conditions; a proficiency grant does not become another copy of **PB** merely because the character already has training. If a new acquisition introduces advantage, use the net-stack rule rather than folding it into an unexplained numerical modifier. A short before-and-after review catches practical misunderstandings while preserving the useful history of how the character learned.

The exercise: choose one next lesson

Name a scene your character recently struggled with. Write the desired improvement, an existing or proposed ingredient that genuinely supports it, and one limit that remains afterward. For the bridge rescuer, a contact sense may improve location through its stated medium while leaving reach, delivery, and healing unchanged. Explain a future use and a use outside its scope. Then check the purchase ledger and table agreement. The answer should connect story, actual permission, and accounting. You do not need to solve every future problem at once; one well-understood acquisition can make the next adventure feel different.

WHAT CHANGED?

Use the cumulative budget

A level's table already includes progression. Existing acquisitions stay in the ledger; do not add a proficiency-bracket adjustment a second time.

Recalculate the changed foundation

A new **PB** can affect applicable training, selected **DC** and maximum **Vitality**. Changing the maximum is not automatic healing.



A higher maximum does not refill current **Vitality**.

NEXT / RECORDS YOU CAN TAKE TO THE TABLE



RECORDS YOU CAN TAKE TO THE TABLE

14

Records you can take to the table

Complete records, small notes and readable references keep the game moving.



MAKE A PERSON. MAKE A CHOICE. MAKE A DIFFERENCE.

THE QUESTIONS THAT MATTER

Complete records, small notes and readable references keep the game moving.

1 Read a complete character

Mira's record distinguishes base Attributes, current bonuses, acquisitions, resources and ready workings. Use it as an example, not a mandatory build.

2 Understand a creature record

The Canal Watcher uses a creature budget and its own foundation. Players need readable abilities and boundaries rather than a new class table.

3 Keep small records

A ready intent, a round line and a consequence line can carry what matters. Retain actual state instead of reconstructing it from memory.

4 Check your understanding

Work through the exercises and compare the stated answers. If an agreement changes, write the new rule clearly for the next session.





Mira: a complete starting character

Concept. Mira grew up repairing canal boats. She wants to reopen the abandoned trade route and discover why the river no longer follows its old course. She knows the work of water better than court etiquette and needs companions who can help her reach the old locks.

Field	Starting record
Foundation	Level 1; 25 character BU; Medium size
Base attributes	**Physical 3**, **Mental 3**, **Magical 4**: total 10
Proficient attribute	**Magical**; baseline **PB 2**
Extra training	**Knowledge** proficiency
Vitality	Maximum 12; current 12

Field	Starting record
Short-rest allowance	6 remaining until a completed long rest refreshes it
DC	5 + 2 + 4 = 11, using **Magical**
Movement	Walking 30 ft per round; ordinary swim/climb 15 ft
Equipment	Six equipped slots; capacity 40 + 5 × 3 = 55 Load
Acquisition	24 spent; 1 unspent; no mirrored credit

Her practices use the full parent attribute. **Prowess**, **Finesse** and **Fieldcraft** are +3; **Awareness**, Reason and Influence +3; Knowledge +5; Mysticism, Communion and Intuition +6. Those are combined check bonuses, not numbers to which the same attribute and PB are added again. Saving throws are separate: +3 Physical, +3 Mental and +6 Magical. The chosen proficient Magical attribute supplies PB to its saving throw as well as its practices; further grants and direct modifiers follow their actual scope.



MIRA / COMBINED BONUSES

Practice or save	Bonus
Prowess / **Finesse** / **Fieldcraft**	+3
Awareness / Reason / Influence	+3
Knowledge	+5
Mysticism / Communion / Intuition	+6
Physical save	+3
Mental save	+3
Magical save	+6

Read these as complete bonuses. Do not add the Attribute or PB again.

KNOWLEDGE

Mental 3 + PB 2 = +5

MAGICAL PRACTICES / SAVE

Magical 4 + PB 2 = +6

Acquired primitive	Bound definition	BU
Verb Access II	Permission to change existing states/properties within owned domain access: reshape, redirect, combine, separate, transfer or stabilize	8
Water Domain I	Grounded water is an eligible subject; no permission to control every grounded domain or abstract meaning of water	4
Near Range	Permit eligible workings up to 30 ft; use actual target location and path	4
d8 Output	Permit d8 output in an appropriate damage/healing construction; no automatic number of dice or new behavior	4
Knowledge Proficiency	Add **PB** to applicable **Knowledge** checks where that training is not already supplied	4

River Caravan Upbringing organizes Verb II, Water I and Knowledge proficiency: 16 BU of the existing ledger. It describes canal work, communal repairs and the habit of asking where a current will go. It does not add a second charge for those acquisitions.

Guided Water, an effect. References Verb II, Water I and Near Range. It permits guiding or reshaping existing grounded water that Mira can locate within 30 ft. Define the actual volume, route and opposition for the attempted use. It supplies neither an invisible-target lock nor unconditional control of every flow.

River Hand, a capability. Uses Guided Water to redirect streams or transfer water between vessels. Ordinary small tasks can need no roll or meaningful Cost. A surging canal may require resolution, more time, help or agreed consequences. Duration and upkeep are agreed for the actual working. The d8 acquisition can support a separately defined water impact; River Hand's description alone is not a healing power.

Sample use. Mira diverts a narrow stream from a worker's legs. The table agrees that reshaping the existing water is within access; the worker is visible and 20 ft away. They choose a Magical check under current conditions, DC 12, before commitment. With Magical proficiency her combined bonus is +6. A roll of 7 gives 13. The diversion succeeds with the pre-agreed restriction: she keeps directing this channel until the worker crosses. There is no second purchase of Water I and no automatic d8 damage.

Read a creature: Canal Watcher

Purpose. A river spirit guards a spawning bed beside a damaged sluice. It wants a safe flow, not slaughter. It warns anyone disturbing the gate and can negotiate if someone demonstrates a workable diversion.

Field	Complete example record
Chosen creature budget	25 BU; 20 acquired/spent; 5 remaining; no mirror credit
Foundation	Rank I; attribute points 3; **Physical 2**, **Mental 0**, **Magical I**
Training	Proficient **Magical**; **PB 2**
Practices	**Prowess**/**Finesse**/**Fieldcraft +2**; **Awareness**/Reason/Knowledge/Influence +0; Mysticism/Communion/Intuition +3
Save bonuses	**Physical +2**; **Mental +0**; **Magical +3** from the proficient attribute; no extra save-training grant
DC	5 + **PB 2** + chosen **Magical I** = 8
Vitality	Maximum/current 13/13; unused short-rest allowance 7 if agreed rests apply
Size and mobility	Small; walking 25 ft; ordinary swim/climb 13 ft
Senses	Ordinary sight and hearing; no granted sense through walls
Items	None: **Item BU 0**; six equipment slots; carrying capacity 20 + 5 × 2 = 30

The baseline follows Rank is I for a 25-BU creature; attribute points are 3; **PB** is 2; **Vitality 25** divided by 2, rounded up = 13. It uses the same fully stated Verb II, Water I, Near Range and d8 definitions as Mira, totaling 20 BU. It has no **Knowledge** proficiency purchase.

Turn the Current. A capability referencing Guided Water's Verb II, Water I and Near Range ingredients. Redirect or reshape existing located water within 30 ft. State the actual path, volume, recipients and opposition before resolving. This does not automatically move a creature against its will; contest or another agreed resolution can be needed.

Water Impact. Uses those ingredients and d8 output to drive existing water into one located target within 30 ft. **Example normal expression:** Id8 Magical Water damage, projected through the actual path. At this table it uses an attack check with Magical training, +3, against the target's DC; it does not also demand a save by default. Appraise changed volume, recipients, timing or effort separately. This sample expression grants no healing, resistance or extra actions.

Behavior and tells. The Watcher points toward the spawning bed before attacking. It prefers turning the current to injuring people. It retreats or talks when the threat to the bed ends. A dry bank deprives it of useful



existing water; its unused BU does not grant water creation, armor or teleportation.

In the digital creature editor, practice-allocation slices may be recorded as **Physical Prowess 2/Finesse 0/Fieldcraft 0**; Magical Mysticism 1/Communion 0/Intuition 0; Mental all 0. Those allocations satisfy its base ledger; the displayed checks still use the relevant full current attribute and applicable training, as listed above.

At the table: a quick reference

1. State an intent. Confirm ordinary circumstances and extraordinary access.
2. Locate the target or establish an authored alternative. Declare actual reach, recipients, output and duration.
3. Agree uncertainty, stakes, Cost and its timing. Revise the attempt if needed.
4. Resolve the chosen check, contest, clash, attack or save; apply bias and modifiers once.
5. Record changed positions, current **Vitality**, movement used, reactions, consequences and ongoing requirements.



Remember	Default or procedure
A check	d20 + current attribute + applicable training + modifiers
Trained / expert	**PB** / twice **PB** where actually granted
Bias	Cancel opposing stacks; N net stacks means N + 1 dice, keep appropriate extreme
Shared round	Council then Fast (0–1) then Measured (2–3) then Heavy (4+)
Reaction	One independent slot per round; valid trigger, immediate Complexity 0–1, self/touch or one target
Movement	One round allowance; split among tracks/reactions as the situation permits
Continuing work	One upkeep track per maintained capability; requirements of several capabilities accumulate
Damage defenses	Matching resistance half rounded up; vulnerability double; immunity zero
Collapse	Rescue promptly; stabilization stops dying but does not heal or wake
Short rest	Finite allowance half maximum **Vitality**, rounded up; consume actual healing, carry unused recovery
Long rest	Agreed overnight recovery; normally full healing, refresh short-rest allowance
Purchases	Count acquisitions once; character BU, **Item BU** and execution Cost remain separate

Your record is a tool for making decisions together. It should tell you what you can propose, which number to add once, what you have already spent, and what still matters from earlier play. Ornate names can make it memorable, but clear clauses make it usable.

Write one ready intent on a small card

Keep the intended result above the ingredients. Then write the terms you repeatedly need. A player should be able to read the card aloud without explaining their whole nested build every time. Keep the complete ingredient definitions nearby for difficult questions.

Card line	What to record
Intended result	The change you want to produce, in ordinary words
Eligible subject	Actual bound domain or ordinary object/person
Permission	Actual verb or other behavior grant
Targeting	How you locate a specific target or choose a known area
Delivery and reach	Actual route/method and maximum permitted distance
Normal expression	A reviewed useful example, not a guarantee of every scale
Resolution	The appropriate combined bonus or recipient's save for that expression
Continuing terms	Duration, actual maintenance, and ending if relevant
Scope reminder	One important thing the working does not establish

For River Hand, a normal expression can be moving a small located stream through an available path. Its scope reminder might be "does not revive the dead or reveal an unknown target." A normal example helps a beginner begin; it should not imprison future eligible creativity. New actual scope is appraised when proposed.

Keep a round line rather than a second character sheet

Record the facts likely to change this round: position, movement spent, Main Intent, independent reaction availability, current **Vitality**, ongoing requirements, and new consequences. Put persistent purchases on the character record, not in the round line. This keeps the temporary state short.

At the next Council, refresh the ordinary movement allowance and Reaction Slot, review the actual continuing requirements, and begin the next plan. Do not automatically erase consequences or heal. An app's phase control supports those decisions; advancing the marker is not a hidden instruction to apply damage or end every effect.

If you make a mistake, state it plainly. "I counted ten feet twice; I am actually at the wheel, not the landing" lets the table repair the situation. Quietly moving a token to the preferred destination creates a harder problem than an honest correction.



Give a consequence its own readable line

Use cause, actual change, affected subject, start, and ending. Add a numerical value only when the consequence is numerical. “Cannot maintain sung workings until the named throat care and agreed rest” can be clearer than a row of invented penalty icons. “Owes the lock keeper a report before evening” can be a complete narrative obligation.

When an ending occurs, mark the consequence resolved rather than deleting its history if the cause may matter later. A healed hand and a repaired relationship are different outcomes. The group can keep a simple shared note without turning every obligation into a new compulsory subsystem.

Finish the session in five minutes

Before stopping, record where the party is, what they are trying next, current **Vitality** and remaining short-rest recovery, active consequences and workings, and any new acquisitions or gear. Identify one unresolved rule question separately from the accepted events. A question is not automatically a retroactive veto of everything that happened.

If the sheet is shared, agree who can change gameplay state while someone is absent. Viewing a character or linking its budget to an encounter does not itself authorize editing. If you use paper, agree which record is current; if you use digital synchronization, resolve a conflict before overwriting another person's update.

The next session can begin with a short recap: “We preserved the bed, rescued the crew, and owe repairs for the lost packet.” That is enough to restore the meaningful choices. Your character's detailed ingredient library remains available whenever a new idea needs it.

Do I need a class or a complete heritage?

No. Start with a concept and actual acquired permissions. Lineage, Upbringing, and Manifest organize content. A descriptive identity is valid without a compulsory mechanical package. The foundation still needs its required owned positive verb and domain access; read those actual purchases.

Can I invent a working during play?

Yes, when your owned ingredients and the ordinary circumstances support it. Explain the result, scope, targeting, timing, and consequences. A new arrangement is not automatically a new purchase. A genuinely missing behavior or ingredient needs acquisition, another source, or an explicitly agreed exception.



Must I roll for using a capability?

No. Roll for meaningful uncertainty using the chosen procedure. A safe, secure small task may resolve directly. An attack expression may use an attack; a resisted expression may use a save. They are not both mandatory merely because the record is called a capability.

Is every consequence damage?

No. Damage, restrictions, resources, environmental changes, obligations, and loss of access can all matter. Write the actual change and ending. Strain grades guide appraisal; they are not a universal **Vitality** invoice.

Does more BU mean more actions?

No. Budget does not grant extra Main Intents or reactions. Additional economy must be explicitly authored and agreed. “Boss,” “master,” “legendary,” or “advanced” is a descriptive title until its actual rule supplies an opportunity.

Can I affect someone I cannot see?

Locate a specific target through an applicable sense, which can be something other than ordinary sight. Otherwise, propose a known area or spot and accept uncertainty about who is there. Authored alternative



methods can establish exceptions. Reach alone does not provide a targeting lock.

Does a long rest solve every problem?

No. The table agrees whether it earns its recovery effects. **Vitality** recovery and the short-rest pool follow their agreed procedure. Other consequences use their own ending conditions. Sleep does not automatically repair a map, satisfy a debt, or restore access withheld until a specific task.

Can we change a default?

Yes, by clear table agreement. Label the variation and explain its scope. Keep shared expectations consistent. Do not surprise a player with a new rule after they committed under the old one. When publishing a compatible variant, identify the changes rather than presenting them as unchanged core rules.

Use these exercises alone, with a friend, or before a first session. They test distinctions rather than memorizing a catalogue. Read the situation, make your own answer, then compare it with the explanation. An answer about table agreement can be correct without selecting a compulsory **DC**.

Exercise: choose the combined bonus

A character has **Mental 4**, **PB 3**, and **Knowledge** proficiency. The sheet displays **Knowledge +7**. The player rolls 8 against DC 14. What total applies? What if a separately accepted map-specific +2 qualifies?

Answer. Add the displayed +7 once: 8 +7 = 15, meeting DC 14. Do not add Mental and PB again. If the distinct +2 genuinely applies and was not already included in the displayed total, the result is 17. The conditional modifier's eligibility is a separate question from the practice's training.



Exercise: cancel the bias before rolling

A qualifying check has two advantage stacks and three disadvantage stacks. Its static combined bonus is +9. What dice are rolled, which are selected, and how many times is +9 added?

Answer. Two opposing pairs cancel. One disadvantage stack remains, so roll 2d20 and keep the lower. Add +9 once. If the dice show 17 and 6, the selected result is 6 and the total is 15. Five named sources do not mean rolling six dice after cancellation; calculate the net first.

Exercise: inspect a missing permission

A character owns Water I, Verb II, Near, and d8 output. They propose restoring a drowned person's life with three d8s. Which part of the proposal needs another explanation?

Answer. The healing or revival behavior and its eligible subject need actual access or an explicit agreed exception. Grounded Water and d8 do not establish life restoration. More dice do not supply it. Ordinary rescue remains possible, and suitable future ingredients can be authored, but the current ledger does not silently grant the result.

Exercise: pay for acquisitions only once

One 4-BU domain acquisition is referenced in an effect, two capabilities, and an upbringing. No additional occurrence was acquired. How many BU does this underlying domain add to the character's positive ledger?

Answer. Four. The containers reference one acquisition. They do not produce four purchases totaling 16 or four automatic simultaneous contributions. Any other acquired ingredients are counted separately. The

description and ownership identity matter more than the number of cards showing the icon.

Exercise: keep equipment outside the character ledger

A level 2 character has 35 progression BU and 34 positive character acquisitions. Their equipped tool contains a reviewed 4-Item-BU augmentation. What are the relevant acquisition totals and ordinary character budget left?

Answer. Character progression remains 35; positive character spent is 34; ordinary character BU left is 1. The tool's Item BU is 4 in its separate ledger. The tool can affect the resolved sheet under its actual equipped rule, but its accounting is not added to the 34 or subtracted from the character's one unspent point.

Exercise: check slots and carrying separately

A character has six equipped slots. They propose equipping an ordinary one-slot item, a two-handed two-slot item, and an unusually permitted four-slot item. Is the slot requirement met? Does being under Load capacity answer that question?

Answer. The equipped requirement is 1 +2 +4 = 7, exceeding six. They need another real slot grant, a different equipped selection, or a changed item rule accepted by the table. Being under Load capacity does not provide the missing slot. Unequipping one item can solve the slot issue while its carried Load remains.

Exercise: follow movement through tracks

A Medium character with Speed 30 ft walks 10 ft in Fast and 15 ft in Measured. They want to move another 10 ft during a valid Heavy-track reaction. What remains available ordinarily?

Answer. They have spent 25 ft and have 5 ft left. A reaction does not refresh Speed. Moving the full further 10 requires an appropriate additional permission or an agreed consequence. The response must also meet reaction access, trigger, and immediate-scope requirements; leftover movement alone does not make every reaction valid.

Exercise: distinguish a target from a guessed area

A character knows a corridor is 20 ft away but cannot locate the person hiding there. They have a suitable area arrangement and actual access for a nonselective flow. Can they propose acting on the corridor? Does that guarantee they hit the hidden person?

Answer. They can propose the known area within actual access and agreed scope. It does not guarantee the person is inside or remains there. A specific-target working needs legitimate location or an authored alternative method. The area may also affect other eligible occupants, so discuss its actual recipients and consequences.

Exercise: calculate covered damage

An agreed instance deals 17 **Magical** Fire damage. The target has matching resistance. What damage remains? Now add matching vulnerability on that same instance.

Answer. Resistance alone gives 17 divided by 2, rounded up = 9. Matching resistance and vulnerability cancel, leaving 17. Multiple resistances do not quarter it by default. These are damage results; an associated restriction or destroyed object needs its own actual rule and scope.



Exercise: preserve the rest allowance

A character's maximum **Vitality** is 13 and their fresh ordinary short-rest allowance is 7. At 11/13, an agreed short rest restores them to full. Later they reach 8/13 and earn another short rest. How much can each rest restore, and what remains afterward?

Answer. The first restores 2 and leaves 5. The second can restore 5, reaching 13, and leaves 0. Only actual healing consumes the allowance. Another short pause does not refresh it. An agreed completed long rest normally heals and refreshes the allowance; its healing is independent of this pool.

Exercise: inspect used debt

A level 2 character has ordinary allowance 35, positive acquired BU 37, and 4 valid accepted mirror credit. Their debt ceiling is 4. How much credit is used to cover ordinary overflow, and how much remains unused?

Answer. The positive overflow is 37 − 35 = 2. Two credit are used; two remain unused potential credit. Ordinary unspent BU is 0. The positive total is below the next-level creation ceiling of 45, and the table must still approve exceeding the ordinary allowance. Four valid credit are not the same as four actual used debt.

Exercise: read an ongoing requirement

A capability contains three effects and requires continuous singing. Its player takes a small wound while maintaining it. How many upkeep tracks does this one capability normally have? Does the wound automatically end it or establish a new numerical repayment?

Answer. One maintained capability has one upkeep track, even with three effects. Determine whether the wound actually prevents the singing requirement; a hit does not universally end a working. The damage-triggered Vitality repayment scheme remains



pending in this alpha and must not be invented from this exercise. Other actual consequences still apply at their agreed points.

Exercise: distinguish stabilization from recovery

An ally at zero **Vitality** is successfully stabilized through an agreed procedure. Are they automatically awake at one **Vitality**? What if suitable healing subsequently restores 2?

Answer. Stabilization halts the rescue countdown but does not grant Vitality or consciousness. Suitable healing above zero ends the dying state and normally restores consciousness unless another actual consequence prevents it. A lingering injury can remain even when the ally is awake. Treat each state by its own rule.

Exercise: check the next proficiency bracket

A character moves from the level 8 threshold of 99 BU to level 9 at 117. Their chosen current attribute is 4 and there are no direct modifiers. What are the new **PB**, selected **DC**, and baseline maximum **Vitality**? Does current **Vitality** automatically become that maximum?

Answer. PB is 4. DC is 5 +4 +4 = 13. Baseline maximum Vitality is (10 +4) ×9 = 126. The cumulative threshold already contains its adjustment. Current Vitality does not automatically refill; actual healing or an agreed state adjustment must establish it.

FIRST THE QUESTION. THEN THE NUMBER.

These examples answer three different questions. Read the situation first, perform the calculation, then record the named result. A number in one ledger does not refresh another.

01 How much damage remains?

17 ÷ 2 = 8½

ROUND UP: 9 DAMAGE

One instance deals 17 **Magical** Fire damage and matching resistance applies. Halve the covered damage, then round a partial point up. The target takes 9 damage. If matching vulnerability also applies, the two cancel and the damage remains 17.

02 How much recovery is left?

7 − 2 − 5 = 0

0 SHORT-REST POINTS LEFT

Maximum **Vitality 13** gives a fresh default short-rest allowance of 7. An agreed rest at 11/13 restores 2 and leaves 5. A later agreed rest at 8/13 restores those 5 and leaves 0. Only actual healing spends the pool.

03 How much accepted credit is used?

37 − 35 = 2

2 USED / 2 VALID CREDIT UNUSED

At level 2, ordinary allowance 35 and positive acquisitions 37 leave 2 overflow. With 4 valid accepted mirror credit and the applicable limits met, 2 credit are used and 2 remain unused. Ordinary unspent BU is 0; the table must still approve the overflow.

Round a covered damage result. Spend only actual short-rest healing. Cover accepted acquisition overflow. These calculations do different jobs.

KEEP THE RHYTHM. CARRY THE STORY.

Council is the shared planning point. Fast, Measured and Heavy are resolution tracks in the same round. The diagram shows when things happen; it is not a formula or an initiative ladder.



COUNCIL

Describe intents, clarify stakes and agree the relevant track. Refresh the round markers that actually refresh here. Review continuing requirements at their agreed payment point.

FAST

Resolve Fast intentions in the changed situation. A conflict over which opposing event arrives first can call for the actual Clash procedure.

MEASURED

Resolve Measured intentions with what has already happened in view. Movement already spent still counts against this round's allowance.

HEAVY

Resolve Heavy intentions and carry the outcome forward. A valid immediate response still needs its actual scope and any required Reaction Slot.

At the next Council, refresh only the appropriate round resources. Current **Vitality**, spent short-rest recovery and lasting consequences do not reset merely because the rhythm begins again.

An ongoing working follows its own agreed upkeep. This alpha does not impose the unresolved additional incoming-damage **Vitality** repayment scheme.

A WORKING YOU CAN READ ALOUD

Keep this ready intent understandable. Another arrangement of the same owned acquisitions does not require buying them again.

01 Intended result

The change I want to make.

02 Actual acquisitions

Verb, Domain, Structure or other rules needed; reference the owned ledger.

03 Scope and delivery

Target, actual reach, route, recipients and output.

04 Resolution and Cost

Procedure, stakes and consequences agreed before commitment.

05 Continuation and ending

Maintenance, trigger or duration; what ends or interrupts it.



YOUR EQUIPMENT RECORD

These fields describe existing equipment rules. A name, an icon or a valuable material does not add an unstated mechanical ability.

01 Ordinary object and use

What is it and what does it normally do?

02 Acquired item mechanics

Actual ingredients and **Item BU**, kept separate from the character ledger.

03 Equipped requirement

One slot ordinary; two for two-handed; record a different agreed requirement.

04 Carried Load

Actual per-item Load and quantity; includes unequipped gear.

05 Limits and condition

Delivery, eligible bearer, repair, charges or any other actual rule.



FINISH A SESSION IN FIVE MINUTES

Resume from the actual situation. A saved sheet and a short shared note should agree on the changes that matter.

01 Where we are and what we want

Position, immediate objective and next decision.

02 Current resources

Vitality, actual recovery remaining, used items and relevant continuing state.

03 Consequences that remain

Cause, subject, timing and exact ending or recovery.

04 Changed ledger

New acquisitions, rewrites and the table's agreement; retain used debt.

05 What companions need to know

A promise, changed permission or planned action the group depends on.



Play with paper, not a second app

ACCESSIBLE TABLE RECORDS

Keep the information a human needs

You can play without the platform open. In this example, the party takes paper records to a table with limited space. The useful character page holds current values, applicable check totals, owned permissions, important equipment, and active consequences. Supporting pages preserve actual ingredient definitions and version notes where needed. A list of impressive names alone is not enough to explain a working. Conversely, printing every public catalogue entry is unnecessary. Choose the content the character actually uses and make it available in a form its player can comfortably read.



Three records prevent confusion

Separate the enduring character record, the purchase ledger, and the scene state. The character record explains actual rules and current derived values. The ledger identifies acquisitions and separate **Item BU** accounting. Scene state tracks current **Vitality**, movement used, Reaction Slot availability, active workings, and consequences. These can fit on one sheet or several, depending on the reader. Their separation is conceptual, not a compulsory page count. Erasing a spent reaction should not accidentally delete an acquired rule; renaming a capability should not erase a consequence still affecting the character.

A conversation before play

Player: *"My working card has the ingredient definitions on the back. Here is the normal use, and here is the targeting limit."*

Companion: *"Can I read that limit aloud when we plan?"*

Player: *"Yes. My scene note tracks whether it is currently maintained."*

The table has enough information to discuss a future use. This example does not require every player to perform a speech or expose private character notes. It shows how a short readable record can support cooperation. A player may prefer a quiet written description, a spoken summary, or another comfortable way of sharing the necessary facts.

Put it into play

Play with paper, not a second app

Show position without a compulsory map

For a complicated crossing, sketch the bank, landing, line, and known recipients. Label what blocks sight or delivery and which support is secure. For a conversation, a short list of people and promises may be more useful than a battle map. Use the representation that explains the actual uncertainty. A rough drawing need not introduce precise grid mechanics the table has not adopted. If someone cannot see the diagram, describe the relevant relationships aloud. The shared scene is the important result; the drawing is a tool to help everyone understand it.

Make changing state easy to change

Use a pencil, tokens, separate cards, or another familiar method for temporary state. A token can show a spent Reaction Slot; a short note can show the next upkeep point and ending condition. Spell out the token's meaning rather than expecting everyone to recognize a color. Keep current and maximum **Vitality** distinct, alongside the short-rest recovery still available. Write actual ending conditions for lasting consequences. A new Council clears the appropriate round markers, not every persistent restriction. This prevents a tidy table from becoming a mechanically misleading table.

Adjust the presentation to the player

Someone may need larger text, stronger contrast, more room between lines, or a spoken explanation. Someone else may prefer a compact card with details on a second sheet. These changes need not remove rules or change the character. Avoid using decorative script for long instructions or relying on an illustration to convey a necessary limit. Read an important agreement aloud if that helps, and let the player verify the record. Accessible play comes from making the actual information available without demanding the same reading speed, memory, or style of performance from every person.

The exercise: hand over one working

Give a companion the record of one frequently used capability without explaining it first. Ask them to identify the subject, behavior, targeting method, reach, continuing terms, and actual consequence. If they cannot find an answer, improve the record or include the missing ingredient definition. Do not ask them to guess from the artwork or title. Next, show the separate purchase entry and explain which references point to that same acquisition. The exercise succeeds when another human can apply the real working in a changed scene. A beautiful record is most useful when its beauty makes those answers easier to find.

Glossary

Acquisition: an owned occurrence of a primitive, recorded in its ledger. References to it in several compositions are not extra purchases.

Attribute: Physical, Mental or Magical; use its current numerical value directly.

BU, Build Units: the acquisition measure. It is not automatically money, a spell resource or an encounter difficulty rating.

Capability: a working or talent organized from actual primitives, effects and readable rules.

Clash: a timing resolution when opposing intents meet; distinct from a contest of effort.

Complexity: the dependencies of an action, used in placing it in the shared rhythm; distinct from power or Strain.

Consequence: an actual change with a cause, applicable timing and ending/recovery terms.

Cost: the agreed pressure or consequence of an attempted execution; may be mechanical, restrictive, environmental or narrative.

Council: the coordination/continuation point at the beginning of a shared round.

DC: a difficulty target; a character's selected-attribute DC is distinct from their three saving throws.

Domain: the subject that an extraordinary permission can affect.

Effect: a reusable grouping of ingredients or outcomes; it is not an automatic new purchase.

Heritage: Lineage, Upbringing or Manifest: a narrative organization of actual acquired content.

Intent: the outcome an actor wants, stated before the resolution procedure is chosen.

Item BU: the separate acquisition accounting for equipment mechanics.

Load: carried burden; distinct from equipped slots, Item BU and ordinary value.

Mirror: an eligible reversed rule with actual scope and an accepted drawback; not an unrestricted cancellation trick.

PB: proficiency bonus. Apply applicable training once; expertise uses twice PB when granted.

Practice: an approach to a check associated with an attribute; ordinary attempts do not require training.

Primitive: a reusable permission or rule, with its own recipients, conditions and accounting.

Reaction: an immediate eligible response through an available independent slot and actual trigger.

Strain: contextual appraisal of how an attempt pushes the actor and situation, graded 0–6 as guidance.

Structure: the permitted arrangement of a working; it supplies no unrelated domain or verb access.

Template / play copy: a reusable creature definition / one independent creature's state in play.

Track: Fast, Measured or Heavy resolution timing in a shared round.

Upkeep: an agreed ongoing requirement of a maintained working; not necessarily damage.

Verb: the kind of change an extraordinary permission allows.

Vitality: current capacity to remain in action; its maximum and current value are separate.

RETURN TO THE RULE

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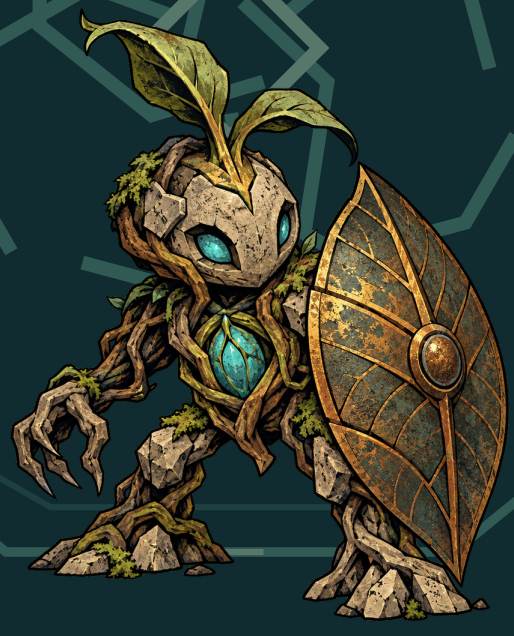
THE NEXT IDEA IS YOURS.

A primitive is a rule you can understand. A character is someone you can imagine. An adventure begins when people make a choice together.

Keep the current edition nearby

The Library and free books live at swordweave.quest. Follow the current definitions, agree changes at your table and tell us where the alpha needs clearer teaching.

The additional incoming-damage **Vitality** upkeep threshold remains pending. Its notice is in chapter 9. Ordinary continuation requirements remain usable.



FREE TO READ. OPEN RULES. OPTIONAL SUPPORT.

MAKE WHAT ONLY YOUR TABLE CAN MAKE.

The examples are a beginning. Make primitives, Effects, Capabilities, heritages, items and characters that feel personal. Rework a seed, combine familiar ingredients in a new way, or write something your table has never seen.

SwordWeave offers a framework for your table's own game. Every character and every table can be unique. Agree variations together, explain the actual rules you will use and keep the agreement clear for everyone who joins.

Use what helps you begin. Then create what only your table could make.



A FRAMEWORK FOR YOUR IMAGINATION.