

# SKILLWEAVER

The logo for Skillweaver features the word "SKILLWEAVER" in a stylized, gold-colored, serif font with a drop shadow. The letter "W" is particularly large and ornate, with a sharp, pointed top. Below the "W" is a decorative, gold-colored emblem consisting of a central diamond shape with two curved lines extending downwards, resembling a stylized 'V' or a woven pattern.

PREVIEW EDITION

A CLASSLESS TABLETOP ROLEPLAYING GAME  
CREATED BY TYLER DRAISIN @RAISIN505



# PART I - INTRODUCTION

## WHAT IS SKILLWEAVER?

### DESCRIPTION

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SkillWeaver is a d20 tabletop roleplaying game system that focuses heavily on providing flexibility and customization for both players and DMs.

### WHEN WAS SKILLWEAVER CREATED?

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SkillWeaver's creation initially began in 2023 and went through heavy playtesting and changes until the core system was finalized in 2025.

### WHY WAS SKILLWEAVER CREATED?

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SkillWeaver was developed to solve various flaws found in many other major TTRPGs. The largest of these issues being with the typical class systems, making it either impossible or detrimental to play with multiple subclasses within a shared class (such as a rogue being unable to be a thief and an assassin, but can easily add levels of other unrelated classes like wizard). Additionally, the typical class system can often feel restrictive by determining what skills you are good at instead of you deciding.

In SkillWeaver, there are no classes, and instead of gaining experience points (xp), you gain Skill Points. You can put these towards any skills of your choice, allowing you the freedom and flexibility to build the character you want without class restrictions.

Additionally, many other systems have little to no rules on supplementary systems such as animal companions, home sanctuaries, custom weapons, and often don't include crafting systems to create potions and various non-magic and magic items. Rules and mechanics for everything stated above are included and clearly defined within the SkillWeaver Core Rulebook.

# PART II - CORE SYSTEM

## SKILLS & MANA

### SKILLS

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The heart of the entire SkillWeaver system is the Skills. Your character has 8 General Skills; being Physicality, Precision, Nature, Knowledge, Influence, Awareness, Weapons, and Armor. These General Skills each have 4 specialized skills and a corresponding mana pool.

The specialized skills have individual Modifiers that you use when rolling to attempt skill checks, such as strength or stealth. The total of these Modifiers result in a Mana Pool for each general skill grouping.

### MANA

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Mana is your character's primary resource when using their special Abilities. Each specialized skill has its own Mana Ability. This is an ability exclusive to that skill that can be increased by spending mana from its corresponding pool. For example, the Mana Ability for Strength allows you to shove creatures further, while Stealth allows you to deal more damage while Hidden. These replace the typical abilities gained in other systems by leveling up within classes.

Another use for mana is to increase your skill checks. If you have to make an important roll, you can spend Mana to add an additional bonus to your roll, increasing your odds of success in pivotal story moments. This allows players more control over their character's narrative, without taking away the luck of the dice.

# PART III - MECHANICS

## SUPPLEMENTARY SYSTEMS

### SPELLCASTING

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Magic is a core component in most TTRPGs, and SkillWeaver is no exception. In SkillWeaver, almost all spells are flexible, and the level that you choose to cast them at determines things such as damage, range, and affected area.

To cast spells, you spend the associated mana, of an amount equal to the spell level. Your ability to cast spells and the maximum level you can cast them at is determined by whether or not you decide to invest your skill points into the Arcana, Faith, or Geomancy skills. The number of spells your character can learn are also determined by these skill modifiers, in addition to additional skill points being required for learning individual spells or optional upgrades such as increased range or accuracy.

### CUSTOM WEAPONS

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All weapons in the SkillWeaver system are created and customized by the player when purchasing the weapon. Using strictly your character's coin currency, you can determine the heaviness of the weapon, and add additional upgrades such as increased damage, range, or additional abilities such as the ability to perform a parry to divert attacks.

### EC & AC

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Whenever a creature makes an attack, they roll an Attack Roll against the target's Evasion Class. This determines whether or not the attack lands. It can be increased by increasing your character's Acrobatics skill, or decreased by wearing armor. If the attack roll is higher than the target's EC, it hits. That same attack roll is then compared to the target's Armor Class, which can only be increased by wearing armor and investing in the respective Armor skill. If the attack roll is higher than the target's AC, full damage is dealt. But if its lower, that damage is reduced.

### SPECIES

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SkillWeaver's core rulebook includes 19 different playable species, each with their own unique abilities. Additionally, the core rulebook includes rules on half-species, to allow players to mix and match mechanics from 2 different species. This also allows players to make a custom species, mechanically using features from existing species but thematically being something entirely new.

### CRAFTING

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The core rulebook also includes rules on Crafting items, Enchanting them into magic items, and rules for Brewing your own potions. Tinkering & Alchemy are both specialized skills that you can invest in on your character sheet, and there are various tools you can choose to invest in, one of which being Enchanting Tools.

### INVENTORY

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Each character has a limited number of items they can carry, which can be increased by investing in your Endurance skill, by wearing a backpack, or by having a companion help you carry things.

### COMPANIONS & SANCTUARIES

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The Core Rulebook also contains complete rules for both Companion and Sanctuary systems. Instead of investing skill points towards your skills, you can decide to invest in having an Animal Companion join you on your travels, or to invest in a sanctuary or "home base" for your character to safely rest or store additional inventory.

# PART IV - CHARACTER CREATION

## HOW TO CREATE A CHARACTER

### STEP BY STEP

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1. Choose a species you want to play. When you do, apply the given Starting Skill Point to that respective General Skill.

2. Then apply 9 additional Skill Points to any skills on your Character Sheet. Reminder: to put points into a Specialized Skill, the corresponding General Skill must be purchased first.

3. Calculate your Total Health Points. Each character starts with 10 Health Points at level 1 and 1 health die, then for each point spent in Health Dice, roll the associated number of Health Dice (of the type associated with your Species). The number of dice rolled is determined by the number found above each heart-shaped pip. You also gain 1 Health Die each time you level. Whenever you roll Health Dice, you can choose beforehand to take the dice's average instead (d4 avg = 3, d6 avg = 4, d8 avg = 5, d10 avg = 6, d12 avg = 7, d20 avg = 11).

4. Calculate Skill Modifiers. A Skill's Modifier is equal to the number of points that you have spent in a Specialized Skill. Having a General Skill automatically applies +1 to each of its corresponding Specialized Skill Modifiers.

5. Calculate your Total Mana Pools. This is found by adding your Modifiers for each corresponding Specialized Skill. This means that at most, your character can have up to 40 Mana in a Mana Pool, depending on how you spend your Skill Points when progressing through the game.

6. Choose your Starting Equipment. When you create your character, you gain coins depending on your character's quality of life and can use it to purchase your equipment (found in the Equipment section in this book). You gain 3 inventory slots automatically, 8 additional slots if you purchase a backpack, and gain a number of additional slots equal to your endurance modifier. All characters use Standard quality of life by default unless your DM allows you to choose otherwise after reviewing your character's backstory. Starting Copper Coins: Poor: 2d20+10, Standard: 4d20+15, Wealthy: 8d20+20

7. Write down your Evasion Class and Armor Class. Your Base Evasion Class and Base Armor Class are both equal to 8, unless stated otherwise when wearing certain types of Armor, found in the Equipment section of this book. Also write down your Initiative score, which is the sum of your Total Precision Mana and your Total Awareness.

8. Work with your DM to create a custom feat (or select an existing one) to give your character a special feature that makes them more unique. Homebrew is encouraged, however at any point while playing through the game, your DM can determine your custom feat to be unbalanced. If this happens, the DM can choose to pause the feat or continue to allow its use for the remainder of the session. Work with your DM sometime before the start of the next session to modify the feat in an agreed upon manner.

Enjoy your new completed Level 1 Character!

### CHARACTER SHEET

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The following 5 pages contain the complete character sheet, however depending on how you choose to play, only the first 2 pages are strictly necessary to play the game and the remaining pages are helpful for a complete experience.



PLAYER NAME: \_\_\_\_\_  
CHARACTER NAME: \_\_\_\_\_



APPEARANCE: \_\_\_\_\_

MOTIVATIONS/INTERESTS: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

TOTAL SKILL POINTS: \_\_\_\_\_ CHARACTER LEVEL: \_\_\_\_\_ SPECIES: \_\_\_\_\_

SIZE: \_\_\_\_\_ MOVEMENT SPEED: \_\_\_\_\_ FT INSPIRED BY: \_\_\_\_\_

HEALTH DICE

DICE TYPE: D \_\_\_\_\_

+2 +2 +2 +3 +2 +2 +2 +2 +3  
♥♥♥♥♥♥♥♥♥♥

CURRENT: \_\_\_\_\_

TOTAL: \_\_\_\_\_

HEALTH POINTS

CURRENT: \_\_\_\_\_

TOTAL: \_\_\_\_\_

DEFENSE

EVASION CLASS: \_\_\_\_\_

ARMOR CLASS: \_\_\_\_\_

INITIATIVE: \_\_\_\_\_

LUCK



MORTALITY

DEATH SAVING THROWS

SUCCESSES ♦♦♦♥

FAILURES ♦♦♦☠

EXHAUSTION

♦♦♦♦♦♦♦♦♦♦☠

SAVING THROWS

PHYSICAL  
+ \_\_\_\_\_

MENTAL  
+ \_\_\_\_\_

SOCIAL  
+ \_\_\_\_\_

GENERAL SKILLS

PHYSICALITY

Grid of 100 diamonds for Physicality

PRECISION

Grid of 100 diamonds for Precision

NATURE

Grid of 100 diamonds for Nature

KNOWLEDGE

Grid of 100 diamonds for Knowledge

INFLUENCE

Grid of 100 diamonds for Influence

AWARENESS

Grid of 100 diamonds for Awareness

SPECIALIZED SKILLS

STRENGTH  
ENDURANCE  
CONSTITUTION  
STAMINA

STEALTH  
SLEIGHT OF HAND  
ACROBATICS  
FOCUS

SURVIVAL  
MEDICINE  
ALCHEMY  
GEOMANCY

ARCANA  
HISTORY  
OCCULT  
TINKERING

PERSUASION  
DECEPTION  
INTIMIDATION  
INSPIRATION

INVESTIGATION  
PERCEPTION  
INSIGHT  
FAITH

MANA POOLS

+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_

CURRENT / TOTAL

+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_

CURRENT / TOTAL

+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_

CURRENT / TOTAL

+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_

CURRENT / TOTAL

+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_

CURRENT / TOTAL

+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_  
+ \_\_\_\_\_

CURRENT / TOTAL

EQUIPMENT SKILLS

WEAPONS

CURRENT / TOTAL

Grid of 100 diamonds for Weapons

LIGHT  
MEDIUM  
HEAVY  
RANGED

ARMOR

CURRENT / TOTAL

Grid of 100 diamonds for Armor

LIGHT  
MEDIUM  
HEAVY  
SHIELDS

TOOLS



Grid of 100 diamonds for Tools

- 1. \_\_\_\_\_
- 2. \_\_\_\_\_
- 3. \_\_\_\_\_
- 4. \_\_\_\_\_

LANGUAGES KNOWN = \_\_\_\_\_

LANGUAGES: \_\_\_\_\_

# COMPANION BOND

- BOND 1 - BASE COMPANION  
 BOND 2 - +1 BONUS TO 1 SPECIALIZED SKILL OF YOUR CHOICE & CAN NOW BE RIDDEN AS A MOUNT IF AT LEAST 1 SIZE LARGER THAN YOU.  
 BOND 3 - +1 BONUS REPLACED BY +2. CAN TRANSPORT SMALL WRITTEN MESSAGES WITHIN 1 DAY'S TRAVEL. WILL RETURN TO YOU IN 24 HOURS.  
 BOND 4 - +2 BONUS REPLACED BY +3. CAN TRANSPORT SMALL WRITTEN MESSAGES WITHIN 1 WEEK'S TRAVEL. WILL REMAIN AT DESTINATION UNTIL PICKED UP.
-  2X MOVEMENT SPEED  
 2ND MOVEMENT SPEED TYPE: \_\_\_\_\_ (FLY, BURROW, SWIM, OR CLIMB)

|            |                                                                                               |                                                                                         |                                                                                          |                                                                                         |
|------------|-----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| SIZE:      |  TINY (BASE) |  SMALL |  MEDIUM |  LARGE |
| SPEED:     | 20 FT                                                                                         | 25 FT                                                                                   | 30 FT                                                                                    | 30 FT                                                                                   |
| SIZE DICE: | 1D4                                                                                           | 1D6                                                                                     | 1D8                                                                                      | 1D10                                                                                    |

HEALTH DICE:      D 1 SIZE DIE X BOND      HEALTH POINTS:      /      HP  
 ATTACK MODIFIER: +      (BOND)      ATTACK DAMAGE:      (1 SIZE DIE X BOND)  
 SAVING THROWS: +      (BOND))      EC & AC:      (4 X BOND)

## INVENTORY - ITEMIZED SLOTS

● \_\_\_\_\_ COST: CC  
 ● \_\_\_\_\_ COST: CC  
 ● \_\_\_\_\_ COST: CC

### ENDURANCE SLOTS (EQUAL TO MODIFIER)

O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC

### BACKPACK +8 SLOTS

O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC  
 O \_\_\_\_\_ CC

### ADDITIONAL SLOTS CARRIED BY COMPANION

TINY COMPANION +1: O \_\_\_\_\_ CC  
 SMALL COMPANION +2: O \_\_\_\_\_ CC  
                                   O \_\_\_\_\_ CC  
 MEDIUM/LARGE COMPANION +3: O \_\_\_\_\_ CC  
                                   O \_\_\_\_\_ CC  
                                   O \_\_\_\_\_ CC

### WEIGHTLESS ITEMS

|           |           |
|-----------|-----------|
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |
| O _____ X | O _____ X |

CREATURE: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_  
 RARITY: \_\_\_\_\_

CREATURE: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_  
 RARITY: \_\_\_\_\_

CREATURE: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_  
 RARITY: \_\_\_\_\_

## CURRENCY



### COINS

COPPER    X  
 SILVER    X  
 GOLD    X  
 PLATINUM    X  
 QTY

## AMMUNITION

### STANDARD

ARROWS    X  
 BOLTS    X  
 DARTS    X  
 BULLETS    X  
 OTHER    X  
 QTY

### SILVERED

ARROWS    X  
 BOLTS    X  
 DARTS    X  
 BULLETS    X  
 OTHER    X  
 QTY

## SOUL GEMS

CREATURE: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_  
 RARITY: \_\_\_\_\_

CREATURE: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_  
 RARITY: \_\_\_\_\_

CREATURE: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_  
 RARITY: \_\_\_\_\_

CREATURE: \_\_\_\_\_  
 CREATURE TYPE: \_\_\_\_\_  
 LEVEL: \_\_\_\_\_  
 RARITY: \_\_\_\_\_





## CRAFTING - TINKERING MODIFIER: +

INTENDED ITEM: \_\_\_\_\_ COMPLEXITY: \_\_\_\_\_ TIME SPENT: \_\_\_\_\_ / \_\_\_\_\_ HOURS

ITEM DESCRIPTION: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS USED: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

INTENDED ITEM: \_\_\_\_\_ COMPLEXITY: \_\_\_\_\_ TIME SPENT: \_\_\_\_\_ / \_\_\_\_\_ HOURS

ITEM DESCRIPTION: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS USED: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

INTENDED ITEM: \_\_\_\_\_ COMPLEXITY: \_\_\_\_\_ TIME SPENT: \_\_\_\_\_ / \_\_\_\_\_ HOURS

ITEM DESCRIPTION: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS USED: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

INTENDED ITEM: \_\_\_\_\_ COMPLEXITY: \_\_\_\_\_ TIME SPENT: \_\_\_\_\_ / \_\_\_\_\_ HOURS

ITEM DESCRIPTION: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS USED: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

INTENDED ITEM: \_\_\_\_\_ COMPLEXITY: \_\_\_\_\_ TIME SPENT: \_\_\_\_\_ / \_\_\_\_\_ HOURS

ITEM DESCRIPTION: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS USED: \_\_\_\_\_

MATERIAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

## ENCHANTING - ENCHANTING TOOLS MODIFIER: +

MAGIC ITEM: \_\_\_\_\_ RARITY: \_\_\_\_\_ TIME NEEDED: \_\_\_\_\_ HOURS

DESCRIPTION: \_\_\_\_\_

MAGICAL COMPONENTS/ COINS ACQUIRED: \_\_\_\_\_

MAGICAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

MAGIC ITEM: \_\_\_\_\_ RARITY: \_\_\_\_\_ TIME NEEDED: \_\_\_\_\_ HOURS

DESCRIPTION: \_\_\_\_\_

MAGICAL COMPONENTS/ COINS ACQUIRED: \_\_\_\_\_

MAGICAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

MAGIC ITEM: \_\_\_\_\_ RARITY: \_\_\_\_\_ TIME NEEDED: \_\_\_\_\_ HOURS

DESCRIPTION: \_\_\_\_\_

MAGICAL COMPONENTS/ COINS ACQUIRED: \_\_\_\_\_

MAGICAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

## BREWING - ALCHEMY MODIFIER: +

INTENDED POTION: \_\_\_\_\_ POTENCY: \_\_\_\_\_ QUANTITY: \_\_\_\_\_

POTION DESCRIPTION: \_\_\_\_\_

ALCHEMICAL COMPONENTS/ COINS ACQUIRED: \_\_\_\_\_

ALCHEMICAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

INTENDED POTION: \_\_\_\_\_ POTENCY: \_\_\_\_\_ QUANTITY: \_\_\_\_\_

POTION DESCRIPTION: \_\_\_\_\_

ALCHEMICAL COMPONENTS/ COINS ACQUIRED: \_\_\_\_\_

ALCHEMICAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

INTENDED POTION: \_\_\_\_\_ POTENCY: \_\_\_\_\_ QUANTITY: \_\_\_\_\_

POTION DESCRIPTION: \_\_\_\_\_

ALCHEMICAL COMPONENTS/ COINS ACQUIRED: \_\_\_\_\_

ALCHEMICAL COMPONENTS/ COINS STILL NEEDED: \_\_\_\_\_

