



SkillWeaver

(pocket)

Handbook

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This book is a Sample version of the SkillWeaver Handbook. If you like what you see, visit raisin505.com/skillweaver for more information on the full rulebook. Enjoy!

In each section, you will find a note that informs you what could be found within the full handbook. It can be found written like the following:

Full Handbook Includes:

Introduction

SkillWeaver is a tabletop roleplaying game that uses a d20 system for gameplay and a skill-tree system for character creation and customization.

This game was created with the intention of creating a custom character that uniquely fits how you enjoy playing the game. The inspiration for this system came from the frustration from being unable to use abilities from multiple subclasses within the same class while experiencing other systems. This would result in a sneaky thief rogue character being able to also become a wizard and barbarian, but unable to be an assassin, which has always bothered me in other systems.

This game does not include a Class system, and instead focuses on your character's Skills. You gain Skill Points as you level up and can spend those points in any of the 30+ available skills on your Character Sheet. These Skills are also quite flexible, and affect multiple aspects of playing the game. The more resources you spend in a Skill, the higher your Skill Checks, Saving Throws, and Mana will be, amongst other aspects of the game. Each Skill also has its own corresponding ability that allows you to spend resources (Mana) to do things such as deal more damage to enemies or dodge attacks easier, while others might give you the ability to cast spells, brew potions, or craft items.

Additionally, this game encourages homebrew content and makes it easy to implement your own creativity into the game. If you have an idea for an ability that isn't found within the pages of this book, talk with your DM to create a new Feat or Magic Item that works for how you envision your character working. And if you do so, share it online so others can use it or aid in balancing it so it works better with the resource economy in the game.

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How to Play

SkillWeaver is played in “Sessions”, where you and your group allot a certain time for you all to get together and play the game. During these sessions, each Player roleplays as their created character with the rest of their Party (group of other player characters). The actions taken by these characters alter the events that take place within the world that has been created and maintained by the Dungeon Master (DM). The DM does not determine how the story will play out, merely the events that are happening within the world and how the character’s choices (or lack of) will alter the event’s outcome.

To play Adventures in Erynia, you will need:

1) A copy of the SkillWeaver Handbook

2) A blank [Character Sheet](#) (printed or digital) with a way to actively write on/edit it

*Optional but recommended: A notebook for you to keep notes as you play so that you can keep track of characters you meet, important locations you explore, or valuable information you learn that might help later in your adventure

3) A set of RPG dice containing at least: 1d20, 1d12, 1d10, 1d8, 1d6, & 1d4

*you can also use a digital dice roller if your DM allows you to do so

4) A group of people to play with. I personally recommend 3-8 Players (not including your DM), but you can play with any number of people so long as your DM can make it work and allow it.

5) Someone to run the game as Dungeon Master. This person will serve as the narrator and rule-keeper to ensure that the players have a loose plot to follow (if they choose to) and the world for them to interact with. The most important role of the DM is to make sure everyone at the table has fun and that the game continues moving along.

*During the game, you might have a disagreement with your DM about unclear ruling/different interpretations, but ultimately the DM makes the final decision on how the ruling will be played for the rest of the session. If you would like to further discuss the specific ruling, write down the rule and talk to your DM after the session has ended. This ensures that the game keeps moving and you and the other Players can continue playing the game.

6) Somewhere to play the game. This can be a table at your local game store, your living room floor, or anywhere else that can accommodate your number of players for 2-5 hours (recommended). Ideally, you will want to have enough space for each player to have their character sheet, notebook, and space to roll their dice.

7) An open mind. This is the most important tool that you will need in order to play the game. You will be playing make-believe in an imaginary world with a made-up character. However, you will also be making real memories and affecting real-world relationships by playing this game. If you think this sounds dumb and will judge the other Players at your table, please do them a service and review the return policy wherever you acquired this book, they will have more fun without you there. If you think this sounds like a good time and you're ready to jump into the game, please proceed to the next section of this book ([Character Creation](#)) and have fun building your custom character!

Running the Game

If you are planning to be the DM for a SkillWeaver Campaign, this section is for you. If you only plan to play the game, feel free to skip ahead and create your character.

Step 1:

Determine the ideal number of players you wish to run the game for on a regular basis. Then add 1 or 2 more because people will get busy and miss sessions as the game goes on.

Step 2:

Determine (or create) the setting/world for your player characters to exist in. Whether you use a pre-existing world or create your own, you will not know every miniscule detail about the day-to-day lives of each NPC living in the world. However, it will be helpful to keep a notebook for your campaign, so you can keep track of what you tell your players and keep continuity and consistency throughout your adventure.

Step 3:

Have your players create their characters at whichever level you choose. If you want to start from the basics, they should start at Level 0. If you and your players have played SkillWeaver before, you can choose to have them start at a higher level, but you may lose some narrative for your characters to establish strong bonds and foundations with one another.

Step 3:

Once you have your Setting and Characters, you can establish a loose Plot for the events happening in your world. An important thing to remember is that your characters are not required to follow your intended story and your job is to ultimately make sure everyone at the table is having fun. In order to DM, you have to be willing to adjust and improvise as the game progresses. If your party chooses to ignore your missing person plot hook or wants to face the big bad at the start of the campaign... let them. Now it's your job to determine what happens next and how their actions impact the world around them. If the missing person stays missing... maybe they were an important noble and now a war breaks out while the party is out adventuring... maybe they were the only one with information about a dangerous cult hiding in the mountains, who now remain hidden to continue summoning demons. This doesn't mean that you have to throw away the plots that the party doesn't

follow either, just that now you can save these encounters for a later date. The missing noble could be an important hostage being held by the big bad at the end of the campaign. Maybe they allied with the big bad and want revenge on the world for not trying to rescue them. Your small demon cult that was hiding in the mountains has now infiltrated an important government council, influencing them to do their bidding for them. Don't plan the story page by page, plan the story chapter by chapter. And do so as the story progresses, as everything you planned for could be changed at a moment's notice.

When creating your chapters and plot hooks, it is recommended to plan in advance:

1. What is your intended goal for the party?
2. What does the party need in order to complete the goal?
3. Where do they need to go, how do they get there, and what creatures might they encounter there?
4. How much time do they have to complete it?
5. What happens if they don't complete it?
6. Who/What could help the party complete it? Why? Where are they?
7. Who/What would prevent them from completing it? Why? Where are they?

Character Creation

Step 1:

Choose a *Species* you want to play. When you do, apply the given *Starting Skill Point* to that respective *General Skill* (large pip).

Step 2:

Apply 8 Skill Points to any skills on your Character Sheet. To put points into a *Specialized Skill*, the corresponding *General Skill* must be purchased first.

Step 3:

Calculate your *Total Health Points*. Each character starts with 10 *Health Points*, 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 are about to 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)

Step 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*.

Step 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.

Step 6:

Choose your Starting Equipment. When you create your character, you gain coin depending on your character's quality of life and can use it to purchase your equipment (found in the [Equipment](#) section in this book). 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

Step 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.

Step 8:

Enjoy your new completed Level 0 Character!

If your DM decides to start at a level above 0, see below.

For Characters Starting Above Level 0:

Starting with your Level 0 Character, use the [Skills Per Level](#) table on page 15 to find the number of *Skill Points* that you gain per level. Then spend that number of points in any way (following *Prerequisite Rules*) you want to build your character.

Starting Copper Coins Per Level:

Levels 0–5: *Poor:* 2d20+10, *Average:* 4d20+15, *Wealthy:* 8d20+20

Levels 6–10: *Poor:* 3d20+10, *Average:* 6d20+15, *Wealthy:* 12d20+20

Levels 11–15: *Poor:* 4d20+10, *Average:* 8d20+15, *Wealthy:* 16d20+20

Levels 16–20: *Poor:* 6d20+10, *Moderate:* 12d20+15, *Wealthy:* 24d20+20

Personality Traits

When creating your character, it is also important to consider the character's personality and think about how you envision role-playing your character. Are they an impulsive yet creative thinker? Or are they calm and collected but have a weak spot for looking out for others? This section uses the real psychology model known as The Big 5, or OCEAN model.

Use the following section as a guide in how to build your character's personality:

Step 1: Choose 1 Personality Trait to be on the high end, that serves as a "main personality trait" that drives most of your character's decision making.

Step 2: Choose 1 to be on the low end, to serve as a "main personality flaw" that gives your character something to work on as the story unfolds.

Openness

This reflects how well your character reacts to change, their level of curiosity, and their creativity when it comes to problem solving. Someone who is high on the Openness scale is someone who is excited about adventure and encountering new things along the way.

High: Imaginative, Creative, New experiences

Low: Consistent, Cautious, Routines

Conscientiousness

This reflects your character's level of determination and organization. Someone who is high on the Conscientiousness scale would be someone who doesn't like veering from the path and whose main focus is accomplishing the goal at hand.

High: Organized, Responsible, Disciplined

Low: Careless, Impulsive, Easy-going

Extraversion

This reflects how much your character enjoys social interactions and their general energy levels when interacting with others. Someone who is high on the Extraversion scale is someone who enjoys social interaction and is typically not afraid to let others know what they are thinking.

High: Outgoing, Sociable, Energetic, Assertive

Low: Introverted, Reserved, Quiet, likes Solitude

Agreeableness

This reflects how well your character gets along with others. Someone high on the Agreeableness scale is usually very trusting, compassionate, and easily willing to cooperate with those around them.

High: Friendly, Compassionate, Cooperative, Empathetic

Low: Cold, Competitive, Suspicious, Detached

Neuroticism

This reflects how easy it is for your character to experience negative emotions. A character high on the Neuroticism scale is typically volatile under pressure and often anxious or stressed in dangerous situations.

High: Anxious, Moody, Emotionally Unstable, Prone to Stress

Low: Calm, Secure, Resilient, Emotionally Stable

Character Guides for Beginners

In this section you will find suggested skill guides for basic character builds, similar to how other systems provide class systems. For the best playing experience, it is recommended to build a custom character. For those new to tabletop role-playing games, the structure provided in this section might be helpful until you have a deeper understanding of the system.

If you choose to limit yourself to specific skills, use a marker to cross off the non-usable skills on your Character Sheet, as seen in the example on the following page.

Below you will find a list of Skills to keep accessible that allow for a traditional ttrpg Class System experience.

Chapter 1: Species

A Brief World History: Originally there were only 6 species on the Material Plane, then 4 more were introduced around 13,000 years later through interplanar portals. 3,000 years later, these portals were closed. Upon the destruction of these portals, the continent fractured and caused it to enter the Age of Arcana (lasting roughly from the years 0 AF to 2,000 AF). The Erynian years are measured by BF (Before Fracture) and AF (After Fracture), making the beginning of the current era at around 2,000 AF (2,000 years after The Fracture).

Base Species

These are the first species known to the Material Plane and have continued to thrive to the modern age; Available for any period in timeline.

Full Handbook Includes: Dwarf, Halfling, Human, Goblin, & Orc.

Species: Dwarf

Dwarves are typically a short and stout species, with a rich history of innovation and fortitude. The origin for almost all of the world's modern technology can be traced back to ancient Dwarvish tinkering. Ancient Dwarves survived the brutality of the primal monsters by building their civilizations within the hearts of mountains and in turn, had lots of stones, metals, and gems to research and build with.

Size: Small

Movement Speed: 25ft

Health Dice: d10

Starting Skill Point: +1 Knowledge or Physicality

Special Ability: Automatically gains the *Darkvision* feat.

Species: Human

Humans are the most common species found in the world today. Their ability to learn and change over the generations has allowed the species to evolve with the times. Humans are typically skilled in some sort of trade, while learning from those around them who are different.

Size: Small or Medium

Movement Speed: 25ft or 30ft

Health Dice: d8

Starting Skill Point: +1 Influence

Special Ability: +4 Starting Skill Points to any skills of your choice.

Species: Orc

Similar to Goblins, Orcs share a similar history of discrimination due to their greenish skin color and large tusks. This has resulted in the Orcs being one of the only Goblin allies over the years, coming to each other's aid when attacked. While Goblins are small and nimble, Orcs are typically big and strong, allowing them to be the muscle for their small allies. They often live in their own isolated communities, but sometimes do coexist with Goblins and combine the communities. Similar to Goblins, some cities have Goblins integrated into their society, but are still unfortunately seen as a less intelligent species by many across the world.

Size: Medium

Movement Speed: 30ft

Health Dice: d12

Starting Skill Point: +1 Physicality

Special Ability: Once per Long rest, you can choose to auto-crit on any one melee attack after you successfully roll to hit.

Rift Species

These species entered into the Material Plane from the Otherworld about 13,000 years after the Base Species, but came through the Erynian Rifts before The Fracture; Available for any point in the timeline after the creation of the portals (roughly the year: 3000 BF).

Full Handbook Includes: Centaur, Changeling, Elf, Faerie, Gnome, & Satyr.

Species: Elf

Elves are the most common species found in the Otherworld, equating to the Fae version of humans. They live in ornate forest villages, often with structures in trees and detailed decorative carvings. Elves are typically extremely well spoken, and elegantly resolve their community's internal issues. They are also commonly found in the Material Plane, having seamlessly integrated themselves into society over the years.

Size: Medium

Movement Speed: 30ft

Health Dice: d8

Starting Skill Point: +1 Nature or Influence

Special Ability: +2 bonus to Social Saving Throws

Species: Gnome

Gnomes are a small and curious species that originates from the Otherworld. This Fae species holds a curiosity so strong that they often find themselves crafting and researching new and exciting inventions. While the Dwarves are known for more utilitarian items such as armor, weapons, and carriages, the Gnomes are known for their advancements in alchemy and arcane magic. This connection with nature and magic has allowed the species to have a unique connection with tiny animals that roam the natural world. Gnomes have also been able to integrate into Material Plane societies, often finding themselves within intellectual circles. Those who choose not to live within the cities, often live in small forest communities with other Gnomes and their tiny woodland creature friends.

Size: Small

Movement Speed: 25ft

Health Dice: d6

Starting Skill Point: +1 Nature or Knowledge

Special Ability: Can communicate with tiny animals

Descendant Species

These species were created by generational evolution over time or from the newly discovered Arcane magic after the Fracture; Available for any point in the timeline following The Age of Arcana (Roughly the year: 2000 AF).

Full Handbook Includes: Bestial, Dragonborn, Wildling, Giantkin, Humanoid Construct, Kobold, Nephilim, & Spiritborn

Species: Dragonborn (+ Dragon Creature Type)

Dragonborn are the direct descendants of the original Dragons. Dragonborn are commonly found within large cities and are often respected by other races due to their powerful and intimidating presence. Within the Dragonborn community however, there is a complicated and messy hierarchy, that is determined by the location and history. Due to there being 3 categories of Dragons (Chromatic, Metallic, and Gem), and each category has 5 different types, there are 15 different Dragonborn subspecies. Across the world, you might find some cities with all Gem Dragonborn at the top, you might find some that has all lightning Dragonborn at the top, etc. This results in complicated relationships amongst Dragonborn communities and individuals. In addition to being a Humanoid, Dragonborn are also mechanically considered Dragons.

Size: Medium

Movement Speed: 30ft

Health Dice: d10

Starting Skill Point: +1 Physicality or Influence

Special Ability: Natural Breath Attack (see rules below)

Dragonborn Breath Attack:

On your turn, you can spend 2 Actions and a number of (Physicality) mana (equal to half of your level) and exhale an elemental breath affecting an area (as seen on the table below).

All creatures within the affected area must make a Physical Saving Throw (DC = 8 + your *Constitution Modifier*) or take 1d8 damage per your Character Level if they fail. A creature that succeeds on the saving throw takes half damage instead. The Damage Type is dependent on your Draconic Ancestry;

Red/Iron/Ruby = Fire in a 20ft Cone

White/Silver/Diamond = Cold in a 20ft Cone

Blue/Gold/Sapphire = Lightning in a 40ft Line

Purple/Lead/Amethyst = Poison in a 20ft Cone

Green/Copper/Emerald = Acid in a 40ft Line

Chapter 2: Skills

Prerequisite Rules

On your *Character Sheet*, you will see large pips for *General Skills* (Physicality, Precision, Awareness, Knowledge, Influence, Nature, Weapons, Armor, and Tools) and their respective *Specialized Skills* connected to them on the right. Before you can spend a point in a *Specialized Skill* (such as *Stealth*), you must first spend 1 point in the corresponding *General Skill* (*Precision*) in order to set a base point for the tree. These *General Skills* give you a +1 to all corresponding *Specialized Skill Modifiers*, and each additional point spent on a *Specialized Skill* increases that *Modifier* by 1.

Skill Points Per Level

| Player Level | Added Skill Points | Total Skill Points |
|--------------|--------------------|--------------------|
| 0 | +8 | 8 |
| 1 | +5 | 13 |
| 2 | +5 | 18 |
| 3 | +5 | 23 |
| 4 | +5 | 28 |
| 5 | +5 | 33 |
| 6 | +5 | 38 |
| 7 | +5 | 43 |
| 8 | +5 | 48 |
| 9 | +5 | 53 |
| 10 | +5 | 58 |
| 11 | +5 | 63 |
| 12 | +5 | 68 |
| 13 | +5 | 73 |
| 14 | +5 | 78 |
| 15 | +5 | 83 |
| 16 | +5 | 88 |
| 17 | +5 | 93 |
| 18 | +5 | 98 |
| 19 | +5 | 103 |
| 20 | +5 | 108 |

General Skills

Physicality – How athletic you are

Precision – How agile you are

Awareness – How perceptive you are

Knowledge – How smart you are

Influence – How charismatic you are

Nature – How resourceful you are

Weapons – How skilled you are with weaponry

Armor – How comfortable you are wearing armor

Specialized Skills

Each bubble on your Character Sheet is labeled with a number to the right of the tree. These are your *Modifiers* for each respective skill. This is the number that you add to your d20 roll when attempting all *Attack Rolls*, *Skill Checks*, and *Saving Throws* while playing the game.

Additionally, each *Specialized Skill* has a corresponding effect relating to your level of expertise, and sometimes allows you to spend *Mana* to aid you or your allies in battle.

Physicality

Full Handbook Includes: Strength, Constitution, Endurance, & Stamina

Strength – This skill represents how physically strong you are, and is used when attempting physical acts such as moving heavy objects and grappling other creatures.

- **Mana Ability:** Whenever you successfully take the Shove Action, you can expend any number of Physicality Mana (up to your Strength Modifier) and shove the creature an additional 5ft per mana spent.

Constitution – This skill represents how well your body fights off harsh environments and toxins, and is used for skills that involve a strong willpower, such as attempting to resist damages, and other harmful effects.

- **Mana Ability:** Whenever you take damage, you can expend any amount of Physicality Mana (up to your Constitution Modifier) and prevent taking that amount of damage.

Precision

Full Handbook Includes: Stealth, Sleight of Hand, Acrobatics, & Focus

Stealth – This skill represents how good you are at hiding from others. It's used when attempting to complete a task while going unnoticed. This could be anything from sneaking past a dragon to steal its treasure, to slipping into a crowded street to escape from a thief. Successful Stealth Checks do not make you invisible.

- **Mana Ability:** Whenever you hit a creature with a Light or Ranged Weapon Attack while Hidden, you can spend any number of Precision Mana (up to your Stealth Modifier) and deal additional damage equal to twice the mana spent.

Acrobatics – This skill represents how coordinated and agile you are with your movement. It's used when attempting to complete a physical task that requires a bit of precision to successfully pull off. This could be anything from jumping across rooftops to dodging a sword being swung in your direction. You can jump a number of feet equal to your Acrobatics modifier.

- **Mana Ability:** When you are hit with an Attack Roll, you can expend 1 Precision Mana to increase your Evasion Class to attempt to avoid the attack. To find the amount that your Evasion Class increases by, you must roll a die determined by your Acrobatics Modifier (+4 = 1d4, +6 = 1d6, +8 = 1d8, +10 = 1d10) and temporarily add the result of the roll to your Evasion Class.

Awareness

Full Handbook Includes: Investigation, Perception, Insight, Faith

Perception – This skill represents how much you notice at first glance. It's used when looking across someone/something to see if it might be worth *investigating*. This could be anything from looking for a specific person/item in a crowd, to trying to catch a glimpse of what keeps rustling in the bushes next to the path.

- **Mana Ability:** Whenever you or an ally that you can see attempts a Saving Throw, you can expend Awareness Mana to grant a bonus to the roll. The bonus and Mana cost corresponds to your Perception Modifier (Requires 1 Mana: +4 = 1d4, +6 = 1d6. Requires 2 Mana: +8 = 1d8, +10 = 1d10). You can use this ability on any number of allies at the same time, but you must pay the mana cost for each creature affected. Additionally, a creature can only be affected by 1 of these bonuses at a time, however if multiple players provide the same target this bonus, the target can roll each bonus separately and use the highest roll.

Faith – This skill represents how much you know about religions and their practices, in addition to how well you can channel that magic into casting Divine Magic. It's used when attempting to build a relationship with a deity and put your knowledge of religion to good use. This could for anything from healing the wounded as a Cleric, or smiting unholy beings as a Paladin.

- **Mana Ability:** Having a Faith Modifier of +2 or higher allows you to cast Divine Spells. For full [Spellcasting Rules](#), please refer to the corresponding chapter in this book.

Knowledge

Full Handbook Includes: Arcana, History, Occult, & Tinkering

Arcana – This skill represents how much you know about magic and how skilled you are at channeling it into casting Arcane Magic. It's used when attempting to put that information to use, such as analyzing a particular magical item or trying to figure out more about an arcane sigil that you find.

- **Mana Ability:** Having an Arcana Modifier of +2 or higher allows you to cast Arcane Spells. For full [Spellcasting Rules](#), please refer to the corresponding chapter in this book.

Occult – This skill represents how much you know about the supernatural, mystical arts, and creating hexes and curses. It's used when attempting to put that information to use, for situations such as determining metaphysical properties of material components or the rarity of Soul Gems.

- **Mana Ability:** Having an Occult Modifier of +2 or higher allows you to gain Dark Gifts. For full Dark Gift Rules, please refer to the corresponding chapter in this book. Additionally, having an Occult Modifier of +2 or higher allows you to create Curses. For full rules on [Curses](#), please refer to the corresponding chapter in the full SkillWeaver Handbook.

Influence

Full Handbook Includes: Persuasion, Deception, Intimidation, & Inspiration.

Intimidation – This skill represents how good you are at scaring others so they will believe what you are telling them, or at least be too afraid to ask further questions. This could be anything from blackmailing an illegal merchant for lower prices, to trying to scare off a creature that has attacked your party.

- **Mana Ability:** On your turn, you can expend any number of Influence Mana (up to your Intimidation Modifier) and 1 Action to attempt to *Frighten* 1 creature that can see or hear you. When you do so, they must succeed on a Social Saving Throw (DC = 10 + the mana spent) or become *Frightened* of you until the start of your next turn.

Inspiration – This skill represents how talented you are when inspiring others and giving them some uplifting motivation.

- **Mana Ability:** Whenever you or an ally that you can see attempts a Skill Check, you can expend Influence Mana to grant a bonus to the roll. The bonus and Mana cost corresponds to your Inspiration Modifier (Requires 1 Mana: +4 = 1d4, +6 = 1d6. Requires 2 Mana: +8 = 1d8, +10 = 1d10). You can use this ability on any number of allies at the same time, but you must pay the mana cost for each creature affected. Additionally, a creature can only use 1 of these bonuses at a time, however if multiple players provide the same target this bonus, the target can roll each bonus separately and use the highest roll. This bonus can be used on any 1 Skill Check that the target attempts before the start of your next turn.

Nature

Full Handbook Includes: Survival, Medicine, Alchemy, & Geomancy.

Medicine - This skill represents how much you know about non-magical healing and how well you can apply that knowledge. It's used when aiding yourself and others without the use of magical means. This could be anything from stabilizing a dying creature, to knowing the difference between herbs used for healing and poison.

- **Mana Ability:** As an Action, you can expend any amount of Nature Mana (up to half of your Medicine Modifier rounded down) and heal health points to a target creature you can touch. The amount of dice rolled to heal is equal to the amount of mana spent, and the type of die is determined by your Medicine Modifier (+4 = 1d4, +6 = 1d6, +8 = 1d8, +10 = 1d10).

Geomancy - This skill represents your knowledge and experience pertaining to the natural magic found within the realm and how well you can channel it to cast Primal Magic.

- **Mana Ability:** Having a Geomancy Modifier of +2 or higher allows you to cast Primal Spells. For full [Spellcasting Rules](#), please refer to the corresponding chapter in this book.

Equipment Skills

When you gain skill points, you can choose to spend them on Equipment Skills and improve how well you can use weapons and armor.

Weapons

Full Handbook Includes: Light, Medium, Heavy, Ranged, & Firearms

All types of weaponry can be found within the following categories. When making an Attack Roll while using a weapon, you add your *Modifier* to hit.

Medium – Average weapons most commonly available in shops, such as shortswords and quarterstaves

Ranged – Weapons that can shoot ammunition and hit a target at range (excluding firearms), such as bows and slings

- **Mana Ability (All Weapons):** Whenever you hit with an Attack Roll using a Weapon, you can expend 1 Weapon Mana and deal additional damage to the target. The amount of additional damage rolled is associated with your associated Weapon's Modifier (+4 = 1d4, +6 = 1d6, +8 = 1d8, +10 = 1d10).

Armor

Full Handbook Includes: Light, Medium, & Heavy

Your character's *Armor Class* is calculated by adding your Armor Skill Modifier to the *Base Armor* of the equipment you are wearing. The higher modifier you have to your Armor Skill, the less damage you will take when hit by an attack.

Medium – Moderately affecting your *Evasion*, medium armor provides a solid balance for those on the front lines such as most martial builds.

- **Mana Ability (All Armor):**

Misc. Skills

Full Handbook Includes: Health & Languages

Health – Whenever you improve your *Health Dice* skill by filling in a heart-shaped pip, check the number above the newly earned pip. Immediately roll that number of *Health Dice* (type of die is associated with your character's *Species*) and add it to your *Total Health Points* on your *Character Sheet*. This determines how much damage you can take before falling unconscious.

Languages – At Level 0, every character knows the Common language. As you progress through the game, you can choose to put a skill point in your Languages and gain the ability to fluently speak, read, and write in another language. You can choose from the following: Orc, Dwarvish, Goblin, Elvish, Sylvan (Otherworld), Giant, Draconic, Celestial, Demonic, Primordial (Elemental).

Skill Accolade

At any point, a DM can reward a player with an Accolade for anything they wish, typically for good roleplay or an overly creative solution to a problem. As a player, you can return an Accolade to your DM and reroll any Skill Check, Attack Roll, or Saving Throw of your choice.

Chapter 3: Mana

Full Handbook Includes: Mana Pools, Spending Mana, Mana Conversion, & Becoming and Expert

Mana Pools

On the right side of your *Character Sheet*, you will find a series of boxes labeled *Mana Pools*. Each of these boxes has a section for your *Current* and *Total Mana*.

Your *Total Mana* is equal to the sum of all of your *Modifiers* for the corresponding skills. For example, your *Total Precision Mana* is equal to your *Stealth Modifier* + your *Acrobatics Modifier*.

Spending Mana

You'll notice the *Current Mana* section of each *Mana Pool*, this is so you can keep track of your *Mana* as you spend it in a variety of ways. *Mana* is your primary resource in this game, and allows you to strategize how to allocate your energy within the world. You can either spend it on the Skill's associated Mana Ability, or by improving your Skill Checks.

Skill Checks

One of the most common ways to spend your *Mana* is by exerting your energy to improve your *Skill Checks*. Before you roll a *Skill Check* using a *Specialized Skill*, you can choose to spend the corresponding *Mana* in exchange for rolling an additional die that gets added to the result to your *Skill Check*'s d20 roll. The size of the die is dependent on your *Modifier* for that particular skill. If you have a +4 in a skill, you add 1d4 to your roll. If you have +6, you add 1d6. If you have +8 or +10, you add 1d8 or 1d10 respectively.

It costs 1 *Mana* to improve a *Skill Check* by 1d4 or 1d6, and 2 *Mana* to improve it by 1d8 or 1d10. When spending your mana this way, you must choose to spend 1 or 2 *Mana* before the roll and must roll the highest available die associated with your mana spent.

Spending *Mana* this way can be done both during and outside of combat encounters.

Converting Mana

On your turn, you can forgo your movement speed for the turn and use 2 actions to perform a Mana Conversion Ritual. When you do so, choose 1 of your Mana Pools to drain. This will result in the Mana Pool being fully emptied until the Current equals 0. Then choose a Mana Pool to convert it into, and add half of the total amount drained into the newly chosen Mana Pool's Current. If the Current amount is now higher than that Pool's total, decrease the Current so it is equal to the Total and the overflow is lost. Your Current Mana can never be higher than that Pool's Total.

Chapter 4: Combat

Initiative: Your *Initiative* on your character sheet determines your turn order in combat. Creatures with a higher initiative go earlier in combat. If an ally has a turn before or after one of their allies, both players can choose to combine their turn and intertwine their order of actions and movement.

Combat begins when the DM determines that the 1st hostile or time-sensitive action has taken place, and ends when the DM determines there are no longer any hostile creatures or the time-sensitive event has concluded.

On your turn: You can move up to a number of feet equal to your movement speed, and use up to 2 Actions. In the Full Handbook, you have a limited number of turns before you are required to spend 1 mana per Action or gain Exhaustion.

Actions

Single-Actions:

Full Handbook Includes: Attack, Cast Spell, Attempt Skill Check, Dash, Dodge, Grapple, Escape, Shove, Help, Interact, Hide, Taunt, & Ready Action.

Attack: As 1 Action, you make 1 Melee or Ranged Weapon Attack by rolling a d20 and adding your weapon's modifier to see if you hit and if so, how much damage you deal to the target. Unarmed attacks use your Strength or Sleight of Hand modifier to hit and deal 1 bludgeoning damage on a hit. If you are Flanking (attacking with an ally while you are exactly opposite of each other with the target in between), you have advantage on the attack roll.

Cast Spell: As 1 Action, you can cast 1 Spell up to Level 5

Attempt Skill Check: As 1 Action, you can attempt any Specialized Skill Check (ex: (Awareness) Insight check to figure out enemy's intention, (Influence) Persuasion check to convince the enemy to let you go, (Nature) Survival check to figure out if the plants in the area are dangerous to touch, etc.). The DC for these checks are determined by your DM and you can only attempt each Specialized Skill once per turn.

Shove: As 1 Action, you make an (Physicality) Strength Check against 1 target creature within reach. If your roll is higher than the target's Evasion Class, the target is pushed back 10 feet from you. This action does not allow you to shove a larger creature (than your size) into the air.

Help: As 1 Action, you can grant 1 ally (within your reach) a +3 bonus to their next Attack Roll or Skill Check.

Ready Action: As 1 Action during combat, you name an Action and a Trigger. If the trigger occurs before your next turn, you can use your Reaction to perform said Action. Spells can only be readied up to Level 5, as level 6+ spells require 2 Actions. If your Reaction does not trigger, you still lose the readied action, reaction, and half of the spell's mana (rounded up) cost.

Double-Actions:

Full Handbook Includes: Focused Attack, Cast Higher Spell, Disengage, Give Potion, & Mana Conversion

Cast Higher Spell: As 2 Actions, you can cast 1 Spell at a Level or 6 or higher

Disengage: As 2 Actions, you can choose to disengage from battle, preventing all Opportunity Attacks if you move outside another creature's range until the end of your turn.

Mana Conversion: As 2 Actions, you can drain all of your *Current Mana* from one *Mana Pool* (reducing it to 0) and add half (rounded down) of the amount of mana drained to the *Current Mana* for another *Mana Pool* (of your choice). Any amount of mana that is restored beyond that pool's *Total* is lost, as one pool's *Current Mana* can never be higher than its *Total*.

Reactions:

On other creature's turns: You have 1 *Reaction* per turn of combat. You regain this *Reaction* at the start of your next turn. If multiple characters attempt *Reactions* at the same time, they go in order from highest initiative to lowest

Full Handbook Includes: Opportunity Attack, Cast Spell (reaction), & Protect Ally

Opportunity Attack: When a creature leaves your melee range, you can choose to use your reaction and attempt 1 Melee Weapon Attack, Shove, or Grapple against the target creature. During this opportunity attack, you cannot spend any mana to increase the number of attacks, however you may spend mana to boost your attack's damage or accuracy with Mana Abilities.

Cast Spell: You can cast 1 spell at any (applicable) level, so long as it has the casting time of 1 *Reaction*.

Damage Types:

In Erynia, every time a creature loses health points, it is caused by at least 1 of the 13 types of damage depending on the source. In general, almost all non-magical damage caused by creatures is dealt in either Bludgeoning, Slashing, or Piercing. There are also damage types associated with the elements commonly found in nature. These types are Fire, Cold, Lightning, Thunder, Poison, and Acid. Additionally, some rarer types of damage are typically only caused by magic or unnatural means. These damage types are Necrotic, Radiant, Force, and Psychic.

Defense

Full Handbook Includes: Evasion Class, Armor Class, Damage Resistance, & Cover

Evasion Class (How hard it is for an enemy to hit you): If an Attack Roll equals less than the target's Evasion Class, the Attack misses completely, and the target takes 0 damage. If the Attack Roll equals higher than the target's Evasion Class, the Attack roll is then compared to the target's Armor Class.

Your Character's Evasion Class is the sum of your *Base Evasion* (8 unless wearing specific [Armor Equipment](#)) + your (Precision) Acrobatics Skill Modifier (Maximum +10).

Armor Class (How much damage you take when hit): If an Attack Roll equals less than the target's Armor Class, the target is able to resist some of the damage dealt to them. If an attack roll equals more than the target's Armor Class, that attack bypasses the target's armor and deals full damage to the target.

Your Character's Armor Class is the sum of your *Base Armor* (8 unless wearing specific [Armor Equipment](#)) + your respective (Equipment) Armor Skill Modifier (Maximum +10).

- **Damage Reduction:** When you resist damage from an attack, you subtract an amount of damage equal to half your armor class (rounded down) from the total damage dealt.

Saving Throws

You may be required to attempt a Saving Throw when in harm's way and trying to avoid or reduce the amount which you are affected. For example, your DM may ask for a Physical Saving Throw when you are inside an area being hit with a dragon breathing fire, or a Social Saving Throw when trying to fight off being charmed by a Fae creature. Your Saving Throw Total is calculated by adding each shield-shaped pip that you have filled in when increasing your Specialized Skills. Physical Saving Throws are the total shield-shaped pips in all Physicality and Precision Specialized Skills, Mental Saving Throws are associated with all Nature and Knowledge skills, and Social Saving Throws are associated with all Influence and Awareness skills.

Physical – Physical Saving Throws are usually called for when your character is trying to fight off or avoid physical threats to your body. This can be a number of things such as area of effect damage, resisting poisons, dodging hidden traps, and more.

Mental – Mental Saving Throws are usually called for when your character is trying to ward off certain afflictions and conditions to cause harm to you without attacking you physically. This can be a number of things such as trying to avoid becoming afflicted with Vampirism, or ward off enemies from magically getting in your head.

Social – Social Saving Throws are usually called for when your character is trying to maintain their autonomy and fight off charms and potions trying to take that away. This could be a number of things such as a potion trying to force you to speak the truth, a spell trying to turn you against your allies, or a giant monster trying to strike immense fear into you.

Death Saving Throws – Death Saving Throws are a unique type of saving throw that are only called upon once you hit 0 Current Health Points. Once you lose all of your health, your soul begins to leave your body. At the end of each turn, if you have 0 Current Health Points, roll your favorite (even numbered) die of choice. Each time you attempt a Death Saving Throw, fill in 1 Exhaustion pip regardless of the result. If you roll an even number, then fill in 1 success pip next to Death Saving Throws on your Character Sheet. If you roll an odd number, fill in 1 failure pip instead. If you take damage while making Death Saving Throws, you roll your next Death Saving Throw with 2 dice, failing if either are odd. If you reach 3 successes before 3 failures, you remain unconscious but no longer have to make any more death saving throws while in this condition. You remain this way for the next 8 hours unless you regain any Health Points, in which case you regain consciousness. If you reach 3 failures before 3 successes, your character is considered dead, unable to be healed as your soul leaves your body. You remain this way for the rest of eternity unless you are resurrected by specific and rare magical means.

Save DC – If another creature makes a Saving Throw against an effect that you cause, that Save DC is equal to 5 + your Character's Total Level.

Player Character Deaths

When a Player Character has reached 3 failed Death Saving Throws before 3 successful ones, they are officially declared as dead. When this happens, the creature that killed them can attempt to claim the player character's [Soul Gem](#).

After 1 minute, if your character's Soul Gem goes unclaimed by their killer, then their Soul is instantly transported to The Veil. Once they arrive in The Veil, you can choose to "Move On" and go towards the light. This results in their soul being instantly transported to The Underworld, where their soul stays for eternity. Souls in The Underworld are considered "At Peace" and are unable and unwilling to be resurrected by any means.

Creatures can only be resurrected if their Soul is contained within a Soul Gem (on the Material Plane and if the resurrectioner is in control of it) or if their Soul is in The Veil.

Alternatively, you can choose to stay in The Veil instead of moving on and remain in this in-between plane. At 3am each morning, every soul in The Veil must attempt a Mental Saving Throw to try and remain sane. The DC for this Saving Throw is 10 + the number of days spent in The Veil. If your name hasn't been spoken out loud in the last 24 hours, you have disadvantage on this Saving Throw. If you succeed, nothing happens. If you fail 3 checks in a row, your soul becomes a Vengeful Spirit. After becoming a Vengeful Spirit, you lose control of the character and they become an emotionless Spirit creature until your unfinished business on the material plane gets resolved or their physical remains are burned to dust. After 3 days, your character's soul can choose to move on at any point unless they become a Vengeful Spirit.

While in The Veil, you can view the material plane, but cannot interact with anything on it. Additionally, anything/anyone on the material plane cannot see or interact with you. In The Veil, you phase through everything in the Material Plane, except for anything made of iron. If struck by iron, you automatically fail your next Mental Saving Throw to remain sane.

If a creature has a Near Death Experience (fails 2 Death Saving Throws in a row before being healed and brought back to life), they must roll a d100. On a 1, the creature becomes a Spiritborn and loses any prior Special Ability granted to them by their Species, gaining the Spiritborn Special Ability instead.

Chapter 5: Spellcasting

Spell Classification

Utility

Utility spells are used to manipulate matter to help you and your allies. While some might allow it, these spells are not intended to be used in harmful ways against your enemies.

Attack

Attack spells are typically used to use magic in ways that cause harm to your enemies. These spells usually require a Spell Attack Roll or the affected creature(s) to attempt a Saving Throw.

Summon

Summon spells are used when conjuring items or creatures to your plane. Work with your DM when creating/summoning a creature stat block. Summoned creatures do not drop Loot or Soul Gems.

Spellcasting Rules

Having a Modifier of +2 (or higher) in Faith, Arcana, or Geomancy grants you the ability to cast Divine, Arcane, or Primal Spells respectively.

The highest level that you can cast these spells is equal to 1 less than your Skill Modifier (of the respective Specialized Skill). For example, an Arcana Modifier of +6 means you can cast Arcane spells up to level 5. All spell descriptions are assumed to be level 1 unless specified.

Spells Level 1–5: Unless stated otherwise, all spells require 1 Action to cast, in addition to 1 mana per level of the spell.

Spells Level 6+: Spells cast at Level 6 or higher require 2 Actions to cast, in addition to 2 mana per level of the spell

Mana Pools: The Mana Pool required to cast your Spells corresponds to the Specialized Skill in which you gained your Spellcasting.

Spell Save DC: If a spell requires a creature to make a Physical, Mental, or Social Saving Throw, they must roll a d20 and add their respective Saving Throw modifier. If the total of that Saving Throw is less than 10+ half the caster's Total Level (rounded down), they fail the Saving Throw. If the total of that Saving Throw is greater than (or equal to) 10+ half the caster's Total Level (rounded down), they succeed on the Saving Throw. When forced to attempt a Saving Throw, any creature can choose to automatically fail their roll if they wish.

Spell Attack Rolls: If a spell requires you to make a Spell Attack Roll, you must roll a d20 and add your Specialized Skill Modifier being used to cast. This Attack Roll is the number used when comparing to the target's Evasion Class and Armor Class to determine if the spell hits and how much damage is dealt if so.

Spell Duration: All spells are considered either *Instant* or *Concentration*. The effects of *Instant* spells occur immediately and end once the casting is completed. The effects of *Concentration* spells occur over the course of a duration, and end at the start of your turn following the completed duration.

Concentration on Spells: All spells with a *Duration* are considered spells that require *Concentration* for the duration. You can concentrate on up to 2 different *Concentration Spells* at a time. If you take damage while concentrating on a spell, you must make a *Focus Skill Check* against half of the damage (round down) taken to prevent losing concentration. If your *Focus* check is less than half of the damage taken, or you fall unconscious, you lose *Concentration* and the spell ends immediately. If you are concentrating on 2 spells at the same time, you only make 1 *Focus Skill Check* and you do so with disadvantage, losing both spells if you fail.

Arcane Spells

Specialized Skill: Arcana

Arcane magic stems from the study of the world's magical ley lines and is often used to help you and your allies in tricky situations.

Full Handbook Includes: Alarm, Animate Dead, Animate Object, Arcane Armor, Arcane Blast, Arcane Bolt, Arcane Grasp, Arcane Lock, Arcane Missiles, Blind/Deafen, Blur, Charm Person, Comprehend Languages, Counterspell, Create Illusion, Darkness, Dispel Magic, Duplicate Self, Enlarge/Reduce, Fabricate, Flicker, Fly, Fog Cloud, Force Field, Grease, Haste, Hold Creature, Identify, Invisibility, Light, Locate Creature/Object, Mending, Message, Mind Read, Planar Binding, Pocket Dimension, Reverse Gravity, Scry, Slow, Slow Fall, Spellscale, Spritwalk, Summon Fiend/Celestial, Summon Spirit, Telekinesis, Teleport, Thought Strand

Arcane Armor

Utility, Action, Concentration

Range: Self

Description: While you are not wearing armor, you can create a layer of *Arcane Armor* around yourself, increasing your unarmored Armor Class for 1 hour. Your unarmored Armor Class increases by 1 for each level of the spell.

Arcane Blast

Attack, Action, Instant

Range: 60ft

Attack Saving Throw: Physical

Description: You throw a ball of arcane energy to a point that you can see, exploding on impact and dealing damage to all creatures within an affected area if they fail a Physical Saving Throw. If they succeed, they take half damage instead. The affected area has a 5ft radius per level of the spell and deals 1d6 Force, Psychic, or Thunder (your choice) damage per level.

Arcane Bolt

Attack, Action, Instant

Range: 60ft

Description: You shoot a bolt of arcane energy targeting a creature that you can see, dealing Force damage on a successful Spell Attack Roll. On a hit, you deal 1d8 Force, Psychic, or Thunder (your choice) damage per level of the spell.

Arcane Grasp

Attack, Action, Instant

Range: Touch

Description: Using a melee spell attack, you send a shock of arcane energy through 1 creature you can touch, dealing 1d8 Force, Psychic, or Thunder (your choice) damage per level of the spell, after a successful Spell Attack Roll. If you are grappled by (or grappling) the target creature, you automatically succeed to hit and your Attack Roll bypasses Armor Class.

Arcane Missiles

Attack, Action, Instant

Range: 60ft

Description: As an action, you shoot out a number of *Arcane Missiles* that automatically hit (over target's EC and AC) a number of creature(s) that you can see. Each missile deals 1d4 force, Psychic, or Thunder (your choice) damage to a single target creature. You can choose to target 1 creature with all of the *Missiles*, or spread them amongst multiple targets. You shoot a total number of missiles equal to the level of the spell.

Blind/Deafen

Attack, Action, Concentration

Range: 60ft

Attack Saving Throw: Mental

Description: You cause 1 creature (that you can see) to attempt a Mental Saving Throw to prevent being *Blinded* for 1 round per level of the spell. At the end of each of their turns, the target may attempt the saving throw again with disadvantage. If the target succeeds, the spell ends.

Blur

Utility, Action, Concentration

Range: Touch

Description: You can touch 1 creature and create an illusory haze around them, causing all Attack Rolls to have disadvantage against the target for 1 round per level of the spell.

Charm Person

Attack, Action, Concentration

Range: 60ft

Attack Saving Throw: Social

Description: 1 creature (that you can see) must succeed on a *Social Saving Throw* to avoid being *Charmed* by you for 1 round per level of the spell. The creature can reattempt the *Social Saving Throw* at the end of each of their turns but has disadvantage on these rolls.

Counterspell

Utility, Reaction, Instant

Range: 60ft

Description: As a reaction, you can negate 1 target spell (that you can see cast) at a Level equal to or lower than the level you cast this spell.

Dispel Magic

Utility, Action, Instant

Range: Touch

Description: You can touch 1 magic item or any creature affected by a spell. To end a spell effect, you must cast this spell at a level equal to or higher than the spell affecting it. To dispel the magic from a magic item or metaphysical component, you must cast this spell at a level equal to or higher than the item's rarity as listed below. The magic item loses its magical properties for a number of minutes equal to the spell's level

Level 1 Rarity: Metaphysical Component

Level 2 Rarity: Common

Level 3 Rarity: Uncommon

Level 4 Rarity: Rare

Level 5 Rarity: Very Rare

Level 6 Rarity: Legendary

Level 7 Rarity: Artifact

Fabricate

Summon, Action, Instant

Description: You create a non-magical item out of thin air. The object must be small enough to fit inside of a 1ft cube, cannot be consumed, and cannot exceed a Copper Coin cost of twice the spell's level.

Fly

Utility, Action, Concentration

Range: Touch

Description: As an action, you give 1 creature a flying speed equal to their movement speed for a number of rounds equal to this spell's level.

At Higher Levels: When cast at level 6 or above, the spell lasts 1 minute for each spell level.

Fog Cloud

Utility, Action, Concentration

Range: 60ft

Description: An area that you can see (up to a 10ft radius) becomes heavily obscured for all creatures in the area, causing all creatures that rely on sight or smell to become *Blinded* while in the area. If cast indoors, the spell lasts for a number of rounds equal to the level of the spell. The Fog Cloud lasts for half as many rounds (rounded down, minimum 1) if cast outdoors, or immediately if hit by a strong enough wind.

Haste

Utility, Action, Concentration

Range: Touch

Description: As an action, you give 1 willing ally an additional action per turn, for a number of rounds equal to the spell's level. A creature affected by this spell also has their movement speed increased by 5ft per level of the spell. At the end of each affected creature's turn, the creature gains 1 point of exhaustion if they used 3 actions or their additional movement speed during that turn.

Invisibility

Utility, Action, Concentration

Range: Touch

Description: You turn 1 creature *Invisible* for a number of rounds equal to the spell's level.

Mending

Utility, Action, Instant

Range: Touch

Description: You can touch a (non-magical) object and magically repair it to its original condition. The item must be worth less than (or equal to) 10 Copper Coins and fit within a 1ft cube. For each additional spell level, the CC capability and size capability are doubled. This spell can also be used to heal humanoid constructs, regaining them 1d6 health points per level of the spell.

Pocket Dimension

Utility, Action, Instant

Range: Touch

Description: You can touch an object or willing creature and teleport it into a personal extradimensional space. The size of the object or creature that you can teleport to or from the pocket dimension must fit in a 1ft cube per level of the spell cast. This pocket dimension is a part of the Aether, and could be physically accessed if its entryway is found in the vast, dark plane. Otherwise, this pocket dimension can only be accessed by you when you cast this spell. The size of the space that is accessible to you is a 5ft cube, multiplied by your Arcana Modifier. Creatures can breathe while in this interdimensional space.

Scry

Utility, Action, Concentration

Description: You can view a 10ft radius around 1 creature, object, or place that you have familiarity with for a number of minutes equal to the spell level. The creature or place you are scrying on must be within 100ft of you for each level of the spell.

At Higher Levels: When cast at level 6 or above, the range of the spell increases.

Level 6 Range: 10 miles

Level 7 Range: 50 miles

Level 8 Range: Same Plane of Existence

Level 9 Range: Any Plane of Existence

Slow Fall

Utility, Reaction, Instant

Range: 60ft

Description: As a reaction, you can reduce 1d10 damage that you take from falling. For each spell level, you can decrease the fall damage taken by an additional 1d10 bludgeoning and can target 1 additional creature that you can see.

Telekinesis

Utility, Action, Concentration

Range: 60ft

Description: You can lift and move 1 object (that you can see within range) by using your mind, so long as it weighs no more than 5 lbs and could fit within a 5ft cube. For each additional spell level, the weight capability is doubled and the size capability is increased by an additional foot on each side. While maintaining Concentration, you can use 1 Action to move the object up to 30ft. This spell ends after a number of minutes equal to the Spell's Level.

Teleport

Utility, Action, Instant

Description: You can teleport up to 5 ft from you, to an unoccupied space that you can see. For each additional spell level, the range doubles and allows you to teleport with 1 additional willing creature (that you can touch).

At Higher Levels: When cast at level 6 or higher, you no longer need to see the space you wish to teleport to, so long as you are familiar with it and it is within the spell's expanded range

Level 6 Range: 300ft

Level 7 Range: 1 mile

Level 8 Range: Same Plane of Existence

Level 9 Range: Any Plane of Existence that you have traveled to in the past

Divine Spellcasting

Specialized Skill: Faith

Divine magic stems from the faith and belief one has in the gods and is often used to heal and protect those you care about. If you choose to worship a particular deity, that deity might reward your following with a tiny fraction of their immense divine power. If your character decides to use their divine magic in ways that do not align with your deity, your divine spellcasting might not work and your DM can allow you to use your action(s) differently instead. If your DM allows, you may swap Radiant for another damage type only if it better fits your deity's domain. Additionally, your DM might allow you to add an Arcane or Primal spell to the Divine spell list if it fits your deity.

Full Handbook Includes: Bane, Bless, Detect Evil, Detect Good, Divine Accuracy, Divine Retribution, Divine Spear, Healing Touch, Holy Protection, Holy Weapon, Honesty, Pennant Touch, Restoration, Smite, Spiritual Weapon, Unholy Cleanse, Unveil, Vocal Vitality

Bane

Utility, Action, Concentration

Range: Touch

Description: You touch a creature and all Ability Checks, Attack Rolls, and Saving Throws subtract 1d4 from their final roll for a number of rounds equal to the spell's level.

At Higher Levels: When cast at level 6 and above, this spell lasts for a number of minutes equal to the spell's level.

Bless

Utility, Action, Concentration

Range: Touch

Description: You touch a creature and all Ability Checks, Attack Rolls, and Saving Throws add an additional 1d4 to their final roll for a number of rounds equal to the spell's level.

At Higher Levels: When cast at level 6 and above, this spell lasts for a number of minutes equal to the spell's level.

Divine Retribution

Attack, Reaction, Instant

Range: 60ft

Description: If you take damage from an attack made by a creature that you can see, you can make a Spell Attack Roll against the creature. If you hit, you deal 1d6 radiant or necrotic (your choice) damage to the creature per level of the spell.

Healing Touch

Utility, Action, Instant

Range: Touch

Description: You touch a creature and they regain a number of Health Points equal to 1d8 per level of the spell.

Holy Protection

Utility, Action, Concentration

Range: Touch

Description: You can touch 1 creature and grant them a +2 bonus to their *Armor Class* for a number of rounds equal to the spell's level.

At Higher Levels: When cast at level 6 or above, this spell lasts a number of minutes equal to the spell level.

Holy Weapon

Attack, Action, Concentration

Range: Touch

Description: You touch 1 non-magical weapon that you own, and the weapon becomes magical for a number of rounds equal to the spell's level. While magical this way, this weapon deals radiant or necrotic (your choice) damage instead of any other types.

Restoration

Utility, Action, Instant

Range: Touch

Description: You touch a creature and instantly allow them to re-attempt 1 saving throw to end 1 of the following conditions affecting them: Blinded, Deafened, Diseased, Stunned, Poisoned, Frightened, Petrified, or Cursed. The creature gains a bonus to the saving throw equal to the spell's level. You can only cast this spell on a creature if the spell's level is equal to or higher than the creature's level.

At Higher Levels: When cast at level 6 and above, this spell can be cast on creatures of a level equal to or lower than twice the spell's level.

Smite

Attack, Action, Concentration

Range: Self

Description: Until the start of your next turn, the next weapon attack that you hit deals an additional 1d10 radiant or necrotic (your choice) damage per level of the spell.

Vocal Vitality

Utility, Action, Instant

Description: You speak to a creature and they regain a number of Health Points equal to 1d4 per level of the spell. The range of the spell is equal to 10ft per level of the spell.

Primal Spellcasting

Specialized Skill: Geomancy

Primal Magic stems from your connection to the natural magic found within the plane and is used in conjunction with the world's elements to further your chances of wilderness survival.

Full Handbook Includes: Beast Within, Bloom, Control Element, Create/Destroy Element, Elemental Blast, Elemental Bolt, Ground Flight, Hunt, Ignite, Leap, Natural Armor, Rootwalk, Sending Stone, Shapechange, Sleep, Speak with Animals, Speak with Nature, Stride, Summon Elemental, Summon Fae, Swim, Volley, Water Breathing, Wither

Beast Within

Attack, Action, Concentration

Range: Touch

Description: You touch 1 creature who grows an unarmed weapon such as claws, fang, talon, etc. for a number of rounds equal to the spell's level. This attack deals magical piercing, slashing, or bludgeoning damage (your choice when casting the spell) and all attacks made this way have an attack roll modifier equal to the spell's level. On a hit, this attack deals 1d8. While maintaining Concentration, when you hit with this attack, you can spend up to 8 additional Nature Mana to deal an additional 1d6 per amount of Mana spent.

Control Element (fire, water, air, earth)

Utility/Attack, Action, Concentration

Attack Saving Throw: Physical

Description: For a number of rounds equal to the spell's level, you can use 1 action to control all of the chosen non-magical element within a radius centered on yourself. The size of the radius is 5ft per level of the spell. You can also use the element to attempt to grapple, blind, or deafen a target creature by forcing them to make a Physical Saving Throw against your Spell Save DC. Alternatively, you can use a *Spell Attack Action* to deal 1d10 suffocation, cold, fire, (magical) bludgeoning, piercing, or slashing damage so long as it would make sense with your chosen element (DM Discretion). While maintaining Concentration, when you hit with this attack, you can spend up to 8 additional Nature Mana to deal an additional 1d4 per amount of Mana spent.

Create/Destroy Element

Utility, Action, Instant

Range: 60ft

Description: When casting the spell, choose fire, water, air, or earth and you can choose to create or destroy the chosen element within an area. The size of the area is a number of 5ft cubes equal to the level of the spell.

Hunt

Utility, Action, Concentration

Range: 60ft

Description: You mark 1 creature within range that you can see. For a number of hours equal to the spell's level, you magically know the direction of the creature and have advantage on any (Nature) Survival checks made to track it. In addition, once per turn when you hit the creature with an Attack, you deal an additional 1d6 damage per level of the spell. If you see the target drop to 0 Health Points before the spell ends, you can use your reaction to move your mark and target a different creature that you can see within range (the duration does not reset when moved to a new creature).

Leap

Utility, Action, Concentration

Range: Touch

Description: You touch 1 creature and they can jump an additional 5ft per level of the spell, for a number of rounds equal to the spell's level.

Natural Armor

Utility, Action, Concentration

Range: Self

Description: While you are not wearing armor, you can use an Action to cause your skin to harden (like tree bark, scales, stone, etc), increasing your unarmored Armor Class to 18 for a number of rounds equal to the spell's level. You can not wear armor or increase your Armor Class by other means while affected by this spell.

Rootwalk

Utility, Action, Instant

Description: Until the end of your turn, you and a number of companions (up to the spell's level) can walk through the trunk of a tree and emerge from a different tree that you can see within range. The range of the spell is 10ft per spell level.

At Higher Levels: When cast at level 6 or higher, you no longer need to see the tree you wish to emerge from, so long as you are familiar with it and it is within the spell's expanded range.

Level 6 Range: 300ft

Level 7 Range: 1 mile

Level 8 Range: Same Plane of Existence

Level 9 Range: Any Plane of Existence

Shapechange

Utility, Action, Concentration

Range: Touch

Description: As 1 Action, you touch a willing creature and their shape transforms into that of a Tiny, Small, Medium, Large, or Huge Animal. The level of this new Animal form's stats are equal to half of the creature's actual level and it lasts for a number of minutes equal to the spell's level or until they are reduced to 0 health points. In this Animal form, the creature loses all stats and abilities on their Character Sheet except for their Exhaustion, Death Saving Throws, and Damage taken. All of the creature's objects are magically combined into their new form while this spell is active.

Speak with Animals

Utility, Action, Concentration

Range: 30ft

Description: For a number of rounds equal to the spell's level, you can speak with all animals within a 30ft of you. For the duration, all animals of a level equal to or lower than the spell's level can understand you, and you can understand them. They are not under your control, but you gain an additional bonus equal to the spell's level to add to your Animal Handling skill checks for the spell's duration. Additionally, you can now attempt any Influence skill check on the affected animals.

Stride

Utility, Action, Concentration

Range: Touch

Description: You touch 1 creature and their movement speed is increased by 5ft per level of the spell, for a number of rounds equal to the spell's level.

Swim

Utility, Action, Concentration

Range: Touch

Description: You touch 1 creature and they gain a swim speed equal to their movement speed, for a number of minutes equal to the spell's level.

At Higher Levels: When cast at Level 6 or higher, this spell lasts a number of hours equal to the spell's level.

Water Breathing

Utility, Action, Concentration

Range: Touch

Description: You touch a number of creatures (equal to the level of the spell) who can breathe underwater for a number of minutes equal to the level of the spell.

At Higher Levels: When cast at Level 6 or higher, this spell lasts a number of hours equal to the spell's level.

Dark Gifts

Specialized Skill: Occult

Dark Gifts are given to those who practice dark magic and specialize in the Occult. You gain 1 Dark Gift when you have a +2 Occult Modifier, another when you have a +6 modifier, and another when you have a +10.

Full Handbook Includes: Abyssal Aegis, Beckoning Familiar, Mind's Eye, Sanguine Exchange, Shadowmancy, Shadowsight, Shroud of Thorns, Tainted Cure

Mind's Eye

You gain the ability to hold concentration on up to 3 spells at a time. If you are holding concentration on 3 spells at once, all focus checks made to hold concentration are made with a -10 modifier, and a failure results in losing concentration on all 3 spells.

Sanguine Exchange

You gain the forbidden knowledge on utilizing your own lifeforce (blood) and mana interchangeably. Using 1 Action, you can spend a number of mana (up to your Occult Modifier) and regain half that many Health Points (rounded down). Alternatively, you can use 1 Action and lose a number of Health Points (up to your Occult Modifier) and regain half that much mana (rounded down) in 1 Mana Pool of your choice.

Shadowsight

You gain the ability to see through all forms of darkness, for a number of feet equal to 10 times your Occult Modifier.

Tainted Cure

Whenever you roll Health Dice to recover Health Points during a Short Rest, you forgo rolling a number of dice equal to your Occult Modifier and gain their maximum amount of health instead.

Chapter 6: Equipment

Currency and Economy

Copper Coins (CC)

Copper Coins are the most common currency across the world and the economy uses a Copper standard. Copper is used primarily by common folk, and therefore most traders. To put it in a sense of perspective, 1 Copper Coin in SkillWeaver is equal to about 1 dollar in real life. For reference, a cheap ale at a tavern would typically cost about 2 Copper Coins.

Silver Coins (SC)

In SkillWeaver, 1 Silver Coin is equal to 10 Copper Coins, making it similar to that of a 10 dollar bill. For reference, a nice warm meal at an inn would typically cost 10 Coins (10 Copper or 1 Silver).

Gold Coins (GC)

In SkillWeaver, Gold Coins are typically the currency of the elite. 1 Gold Coin is equal to 10 Silver Coins, representing that similar to a 100 dollar bill. If something is worth 5 Gold Coins, it is similar to that being worth 500 dollars in real life. In practicality, it is typically only used for expensive goods and services, and most people only carry a couple of them on their person at a time (if any). In the world, 1 Gold Coin could cover the cost of food for an entire week, or for a single bottle of expensive liquor depending on how you choose to spend it.

Platinum Coins (PC)

In SkillWeaver, Platinum Coins are often only used for very expensive purchases such as extremely rare magic items, land, or property. 1 Platinum Coin is equal to 10 Gold Coins, or 1,000 Copper Coins. These coins are extremely rare to see, and can often only be acquired by the wealthiest of banks or highest of nobility.

Spending Coins / Coin Cost

Most businesses and traders across the world accept Copper, Silver, and Gold Coins. If a trader says that the cost of their product is "35 Coins", this could be paid with 3 Silver Coins + 5 Copper Coins, with 35 Copper Coins, or any other combination equating to 35. The term "Coin", "Coins", or "Coin Cost" is universally referring to its Copper value unless stated otherwise.

Adventuring Items

All items in SkillWeaver are considered Adventuring Items. In the tables below, you will find various items commonly found throughout most adventuring journeys, in addition to raw materials for crafting, and each item's respective value in Copper Coins (CC). These CC values are intended to be a standard guideline for DMs, but prices can fluctuate drastically depending on the location, trader, or any other various reasons that could affect your ability to purchase.

Full Handbook Includes: Raw Materials - Meats, Wood and Metals, Stones, Gems and Crystals, Clothing, and more Adventuring Items

Other Adventuring Items & Copper Costs

| Item/Service | Cost | Size |
|---------------------|------|----------------|
| Warm Meal | 10 | Plate & Ale |
| Ale | 2 | Pint |
| Ration | 5 | 1 Meal |
| Inn Stay | 25 | 1 Night, 1 Bed |
| Rope | 1 | 1 ft |
| Torch | 3 | 2 hour use |
| Backpack | 20 | +12 slots |
| Bedroll | 10 | 1 person |
| Tent | 25 | 2 person |
| Fishing Rod | 50 | - |
| Fishing Bait | 1 | 3 Uses |
| Empty Potion Bottle | 1 | 1 time use |
| Candle | 1 | 1 hour use |
| Adventuring Clothes | 60 | Outfit |

Weapons

Calculating To Hit (Attack Roll): When you roll to see if you hit with your weapon, add your (Equipment) Weapon Skill Modifier that corresponds to the *Weapon Type* which you are wielding (as seen in the table below). Unarmed Melee attacks have a *Modifier* equal to half of your *Character Level* (rounded down, minimum 1). If your weapon attack roll results in a 20 on the die, the attack is a Critical Hit and the damage you deal on this attack is doubled, in addition to automatically bypassing EC and AC.

Calculating Damage: If your Attack Roll is greater than (or equal to) the target's Evasion Class, roll the dice corresponding to your *Weapon Damage* (found in the table below) and add your corresponding Weapon Skill Modifier (the same one you used in your Attack Roll). Unarmed Melee attacks deal 1 damage.

Step 1: Select your *Weapon Type*

Full Handbook Includes: Light, Medium, Heavy, or Ranged

When buying your weapon, choose 1 of the following types; *Medium or Ranged*. Each weapon type has a base coin cost, base damage amount, and 1 automatically applied *Weapon Property*.

Step 2: Select your Damage Type

When purchasing your weapon, you must also choose your Weapon's default damage type, deciding if it deals *Bludgeoning*, *Slashing*, or *Piercing* damage (choose 1). For *Ranged Weapons*, you must select either *Bludgeoning* or *Piercing*, and must also select one of the following types of ammunition required; *Arrows*, *Bolts*, *Blowdarts*, or *Misc.* (DM Discretion). In most places, 20 Copper Coins can buy 20 Arrows, 20 Bolts, 10 Blowdarts, or 5 Bullets.

(Optional) Step 3: Purchase Additional Weapon Properties

When purchasing your weapon, you can also choose to purchase additional *Weapon Properties* to enhance your weapon. Each weapon is limited to a maximum of 5 total *Weapon Properties*. Unless stated otherwise, each *Property* can only be applied once per *Weapon*, and applicable duplicate *Properties* count towards your maximum as 2 if applied twice. A weapon's total *Value* is equal to its default cost plus its cumulative costs of all *Properties*. Once your weapon is created, adding additional *Properties* costs twice the Coin Cost listed and can only be added at a professional forge with a successful DC 25 Blacksmithing Tools Check.

Weapon Types

Full Handbook Includes: Light, Medium, Heavy, Ranged, and Firearms

Medium Melee Weapon

Base Cost: 25 coins

Base Damage: 1d6 or 1d8

Weapon Property: *Versatile* – You can choose to hold this weapon with 1 hand or 2 when attacking, dealing 1d6 if using 1 hand, or dealing 1d8 if using 2.

Ranged Weapon

Base Cost: 25 coins

Base Damage: 1d8

Weapon Property: *Loading* – Requires you to expend 1 *Attack* to load this weapon (requiring ammunition and a free hand) before rolling each *Attack Roll*.

Weapon Properties

Full Handbook Includes: Damage Upgrade, Additional Damage Type, Throwable, Reach, Hilt, Long, Short, Pole, Drive, Draw, Durable, Silvered, & Range Upgrade.

Damage Upgrade

Cost: +20 coins

Description: Increases a *Medium Weapon* from 1d6/1d8 to 1d8/1d10 or a *Ranged Weapon* from 1d8 to 1d10.

Reach (Medium and Heavy Only)

Cost: +10 coins

Description: You can use this weapon to attack creatures that are up to 10ft away from you. When you do so, you can add an additional 1d4 damage (of the same type as the weapon) when you hit.

Long

Cost: +10 coins

Description: You can use this weapon to attempt to *Trip* a creature using your Action or Reaction.

Trip: Whenever a creature moves out of this weapon's melee range, you can use your *Reaction* and attempt to knock them prone instead of dealing damage. When you do so, make an *Attack Roll* using this weapon. If the total roll is higher than the target's *Evasion Class*, they are knocked prone and must spend half of their movement to stand back up. Alternatively, you can attempt to *Trip* a target creature within range on your turn, by spending 1 *Action*.

Silvered

Cost: +100 coins

Description: This weapon is coated/imbued in silver, and considered magical for the purpose of overcoming resistances to non-magical weapons.

Range Upgrade (Ranged Only)

Cost: +20 coins

Description: Increases this weapon's range from 60ft to 120ft.

Armor

Evasion Class (EC): Your Character's Evasion Class is the sum of your *Base Evasion* + your *Acrobatics Skill Modifier* (Maximum +10).

Armor Class (AC): Your Character's Armor Class is the sum of your *Base Armor* + your respective (Equipment) *Armor Skill Modifier* (Maximum +10).

Damage Reduction: When you resist damage from an attack, you subtract an amount of damage equal to half your armor class (rounded down) from the total damage dealt.

| Armor Skill Armor Type | Base AC | Base EC | Cost (CC) |
|---------------------------|------------|------------|--------------|
| Unarmored | | | |
| No Armor | 8 | 8 | - |
| Shield | +2 | - | - |
| Medium | | | |
| Hide | 11 | 7 | 15 |
| Half-Plate | 12 | 6 | 25 |
| Ringmail | 13 | 5 | 35 |

Full Handbook Includes: Light, Medium, & Heavy

Equipment Durability

By default, all *Weapons* and *Armor* are considered *Standard* durability. During combat, you may encounter the unlikely scenario of your equipment becoming *Damaged* or even *Destroyed*.

- When a *Standard* piece of equipment becomes *Damaged*, it remains that way until it is repaired by spending 10 minutes and making a successful DC 10 check with [Blacksmithing Tools](#) or with a successful use of the [Mending Spell](#).
- If you continue to use a *Damaged* piece of equipment and it becomes *Damaged* again, the item then becomes *Destroyed*.
- A *Destroyed* piece of equipment cannot be repaired, does 0 damage, grants no benefits to your AC, and is worth 0 coins (even in raw materials).

Weapon Durability:

A non-magical weapon becomes damaged if you roll a natural 1 (1 on the d20) on any *Attack Roll* made with the weapon, or if you deal an amount of damage equal to your *Total Skill Points* (or 30, whichever is higher) on any single *Attack*. A *Misfire* with a *Firearm* also causes that *Firearm* to become *Damaged*.

- If your Weapon becomes *Damaged*: All *Attack Rolls* (with the *Damaged* weapon) are made with a -5 bonus to hit, deal half damage, and is worth half its coin cost until repaired.

Armor Durability:

Non-magical armor becomes damaged if you are hit with a natural 20 (20 on the d20) that deals an amount of damage higher than your AC (before reduction), or if you take damage equal to at least half of your *Maximum Health Points* from a single hit/source. Armor can only become *Damaged* if the damage dealt comes in the form of *Bludgeoning*, *Piercing*, *Slashing*, *Acid*, *Fire*, *Force*, *Radiant*, or *Lightning*.

- If your Armor becomes *Damaged*: Its *Base Armor* becomes 6 and is worth half of its coin cost until it is repaired. Armor can be repaired with Blacksmith's Tools and 10 minutes, or by the use of a *Mending* spell (1 action).

Magic Items

Below are some existing Magic Items to use and create while playing SkillWeaver, however it is encouraged to use your creativity and make items of your own, using these as examples. If you are creating a custom Magic Item, be sure to work with your DM to determine a good Rarity for the item. Additionally, your DM can alter the abilities of any custom magic items to make them stronger or weaker if they become unbalanced during gameplay.

Common Magic Items

Full Handbook Includes: +1 Armor, +1 Weapon, +1 Skill Modifier (Wearable), Common Item of Spell Effect, Common Weapon of Damage, Common Wearable of Protection, Common Spell (Type) Staff, Pouch of Infinite Storage.

+1 Armor

While wearing this armor, you gain an additional +1 to your Armor Class.

+1 Weapon

All attacks made using this weapon are made with an additional +1 bonus to hit. Additionally, all successful attacks deal an additional 1 damage of the weapon's type.

Common Item of (Spell Effect)

While wielding/wearing this item, you gain the ability to cast 1 Spell (determined by the Enchantment) at level 1 without spending any mana. Casting the spell still requires the same amount of Actions (or Reactions), and can be casted this way up to 3 times per day.

Common Wearable of Protection

While attuned to (and wearing) this item, you gain a +1 to your Physical, Mental, or Social Saving Throws (determined by the Enchantment).

Uncommon Magic Items

Full Handbook Includes: +2 Armor, +2 Weapon, +2 Skill Modifier (Wearable), Eyes of Midnight, Sack of Infinite Storage, Uncommon Item of Spell Effect, Uncommon Spell Shackles, Uncommon Spell (Type) Staff, Uncommon Weapon of Damage, Uncommon Wearable of Protection.

+2 Armor

While wearing this armor, you gain an additional +2 to your Armor Class.

+2 Weapon

All attacks made using this weapon are made with an additional +2 bonus to hit. Additionally, all successful attacks deal an additional 2 damage of the weapon's type.

+2 Skill Modifier Wearable

While wearing this item, you gain an additional +2 bonus to all Skill Checks made using the Skill determined by the Enchantment. This bonus does not affect your Mana Pool, nor any other stats (such as Evasion Class).

Sack of Infinite Storage

This backpack-sized sack can hold any amount of non-magical items, so long as they can fit through the 12 inch by 12 inch opening. To retrieve items from within, you simply think of the object and reach into the sack. This sack always weighs about 15 pounds.

Uncommon Item of (Spell Effect)

While wielding/wearing this item, you gain the ability to cast the Spell (determined by the Enchantment) at level 2 without spending any mana. Casting the spell still requires the same amount of Actions (or Reactions), and can be casted this way up to 3 times per day.

Uncommon Wearable of Protection

While attuned to (and wearing) this item, you gain a +2 to your Physical, Mental, or Social Saving Throws (determined by the Enchantment).

Rare Magic Items

Full Handbook Includes: +3 Armor, +3 Weapon, +3 Skill Modifier (Wearable), Pocket Wagon, Rare Item of Spell Effect, Rare Spell Shackles, Rare Spell (Type) Staff, Rare Weapon of Damage, Rare Wearable of Protection, Trunk of Infinite Storage, Waterwings, Wings of Flight.

Pocket Wagon

Once per day, while attuned to this small figurine carriage you can use 2 Actions to place it on the ground and cause it to grow into a full sized wagon. This 4-wheeled wagon drives itself under your command and has 2 illusionary horses that appear to pull the wagon. They can be deemed illusions by a successful DC 15 Investigation check. You can grow the size of the wagon up to 20 feet long, 10 feet wide, and 15 feet tall.

Rare Spell Shackles

When placed on a creature, these shackles prevent the creature from casting all spells up to 9th Level. These shackles can only be removed by the same creature who placed them or if that creature dies.

Trunk of Infinite Storage

This large chest can hold any amount of non-magical items, so long as they can fit through the 2 foot by 3 foot opening. To retrieve items from within, you simply think of the object and reach into the sack. This trunk always weighs about 100 pounds.

Waterwings

While wearing this item, you gain a swim speed equal to your movement speed and gain the ability to breathe underwater (in addition to air).

Wings of Flight

While wearing this item, you gain a fly speed equal to your movement speed.

Legendary Magic Items

Full Handbook Includes: +4 Armor, +4 Weapon, +4 Skill Modifier (Wearable), Legendary Item of Spell Effect, Legendary Spell Shackles, Legendary Spell (Type) Staff, Legendary Weapon of Damage, Legendary Wearable of Protection, Mike's Magical Hideaway.

+4 Armor

While wearing this armor, you gain an additional +4 to your Armor Class.

+4 Weapon

All attacks made using this weapon are made with an additional +4 bonus to hit. Additionally, all successful attacks deal an additional 4 damage of the weapon's type.

Legendary Spell Shackles

When placed on a creature, these shackles prevent the creature from casting all spells up to 9th Level or from spending any Mana on Mana Abilities. These shackles can only be removed by the same creature who placed them or if that creature dies.

Legendary (Spell Type) Staff

While attuned to (and wielding) this staff, your Spell Save DC for all Arcane, Divine, or Primal (determined by the Enchantment) spells is increased by 1. Additionally, if you roll a 1 on any associated spell's damage dice, you can re-roll those dice and must use the new result.

Legendary Weapon of (Damage)

All successful attacks made with this weapon deal an additional 1d10 damage of a damage type determined by the Enchantment.

Artifacts

Full Handbook Includes: +5 Armor, +5 Weapon, +5 Skill Modifier (Wearable), Artifact of Spell Effect, Artifact Spell (Type) Staff, Artifact Weapon of Damage, Artifact Wearable of Protection.

+5 Skill Modifier Wearable

While wearing this item, you gain an additional +5 bonus to all Skill Checks made using the Skill determined by the Enchantment. This bonus does not affect your Mana Pool, nor any other stats (such as Evasion Class).

Artifact (Spell Type) Staff

While attuned to (and wielding) this staff, your Spell Save DC for all Arcane, Divine, or Primal (determined by the Enchantment) spells is increased by 1. Additionally, if you roll a 1 on any associated spell's damage dice, you can re-roll those dice and must use the new result.

Artifact Wearable of Protection

While attuned to (and wearing) this item, you gain a +5 to your Physical, Mental, or Social Saving Throws (determined by the Enchantment).

Chapter 7: Crafting, Enchanting, & Brewing

Crafting

Crafting is the ability to use items and Material Components to create new items. These items are non-magical and vary in their Complexity. Items can only be crafted during Short or Long Rests, and each Long Rest you can work up to 2 hours.

Full Handbook Includes: Full Crafting Rules

Enchanting

Enchanting is the specialized practice of taking mundane non-magical items and imbuing them with magical properties, transforming them into Magic Items. Each enchantment requires you to have a minimum Enchanting Tools Modifier, a number of Magical Essence, a Soul Gem, and spend a certain amount of time creating the enchantment.

Full Handbook Includes: Full Enchanting Rules

Brewing

Potions are non-magical consumable items that require 1 action to drink or 2 actions to feed to another character. All potions are 1-time use.

Full Handbook Includes: Full Brewing Rules and Potions lists

Basic Potion of Healing – User regains 1d4+1 *Health Points*

Basic Poison of Harming – User takes 1d4 *Poison Damage*

Greater Potion of Invisibility – User becomes invisible for 10 minutes

Greater Curse of Certain Death – When afflicted, the creature must attempt a DC 10 *Physical Saving Throw*. If they fail, they are unable to regain *Health Points* by any means for 1 hour.

Soul Gems

Whenever a creature dies, a large glowing gemstone appears inside the center of the corpse. This gem can only be seen by the creature who killed it, who has up to 1 minute after death to claim the Soul Gem or not. If a Soul Gem is claimed, then the dead creature's soul remains in the gem and becomes the owner's property until they themselves perish.

After killing a creature, you can claim the creature's Soul Gem if they are of an equal or lower level creature than you. If the creature is a higher level, then you must attempt an Occult Skill Check with a DC of 10 + the creature's level + the creature's Faith/Divine Spellcasting Modifier (if applicable). This check can also be attempted once per day (per Soul Gem) to determine the rarity of a Soul Gem. To claim the gem after a successful Occult check, you must then reach through the lifeless body's form and pull out the gem. This process leaves no trace on you nor the corpse, and from the outside looks as if you have reached through a ghost and pulled out a gemstone.

If a Soul Gem goes unclaimed or gets shattered, the gem fades out of existence and the creature's soul is instantly transported from to its fated destination.

Soul Gems are also often traded amongst otherworldly creatures as currency, resulting in some souls being trapped in their gems for near eternity as they get passed from owner to owner. The Soul Gem retains the deceased creature's Level, Rarity and Creature Type.

A creature can also willingly give away their own Soul Gem while alive, but the creature becomes an empty emotionless shell of themselves until death, when their soul immediately enters the gem with a faint glow no matter its current physical location.

These gems can also be used to Enchant items and imbue them with a metaphysical property associated with the creature (such as fire from a hellhound soul gem or strength from a giant's soul gem).

Artisan Tools

Artisan Tools grant you unique features when you pick up a hobby/profession. Some tools can be used in other ways that are not listed in their *Description*, but must be applicable to the situation and approved by your DM beforehand.

Full Handbook Includes: Alchemist Supplies, Enchanting Tools, Lockpicking Tools, Tinkering Tools, Brewing Supplies, Carpentry Tools, Cartography Tools, Cooking Supplies, Disguise Kit, Forgery Kit, Herbalism Kit, Jewelry Tools, Leatherworking Tools, Artist Supplies, Musical Instruments, Blacksmithing Tools, Tailoring Tools, & Optional Rule: Selling Crafted Items.

Lockpicking Tools

Cost: 15 CC

Description: As an Action, you can use *Lockpicking Tools* to attempt to open a chest, door, or any other lock with a keyhole. When doing so, you must attempt a *Lockpicking* skill check against a DC set by your DM. Before rolling, you can choose to use 2 Actions instead and add your *Sleight of Hand Modifier* to the roll as well. You add your *Lockpicking Tools Modifier* to each *Lockpicking* skill check. If you roll a 1 on the die when making this attempt, your *Lockpicking Tools* break and must be replaced/repurchased.

Tinkering Tools

Cost: 5 CC

Description: You can subtract your Tinkering Tools Modifier from the number of total hours required when crafting mechanical items. See the Crafting section in the SkillWeaver Handbook for full rules on Crafting. Additionally, you can use your *Tinkering Tools* to heal Humanoid Constructs, see the Species section in the SkillWeaver Handbook for more rules.

Herbalism Kit

Cost: 10 CC

Description: You can add your *Herbalism Kit Modifier* when attempting a *Survival* check to identify plants, or when attempting a *Medicine* check to use herbs to treat a wound, illness, or poisoning. In addition, you can attempt a DC 15 *Herbalism Kit Check* (as an Action) to create an *Herbal Antitoxin* using 2sp worth of materials (unused *Remedies* expire at the end of your next Long Rest). When a creature ingests this *Herbal Antitoxin* using 1 Action, they are immediately cured from the *Poisoned* or *Diseased* condition (if afflicted). If ingested by a creature unaffected by *Poison* or *Disease*, they gain a number of *Health Points* equal to your *Herbalism Kit Modifier* instead.

Musical Instruments

Cost: 15 CC

Description: When spending your first *Skill Point* in *Musical Instruments*, you must choose what type of instrument you will be learning. You can take this tool multiple times to gain different *Modifiers* for additional instruments, but can only perform with each instrument (for coin) once per day. When attempting a public performance for coin, you can roll 1d20 and add your respective *Musical Instrument Modifier* to the roll. The outcome of this roll determines the level of success and the amount of Copper Coin that you earn from doing so. 0–5: 1d4 CC, 6–11: 2d8 CC, 12–16: 2d10 CC, 17+: 2d20 CC.

Chapter 8: Feats

Feats provide an additional place to spend your Skill Points and allow you to gain new *Features* unattainable elsewhere. In order to obtain a *Feat*, you must satisfy the *Prerequisite Requirement* with your other skills, in addition to spending the required *Skill Points* for its *Cost*. Instead of spending *Skill Points* immediately on skills, you can decide to bank these and put them towards a certain *Feat*. When banking *Skill Points* this way, you must declare which feat they will be spent on at the time of banking. Once you have collected the required number of points, you immediately gain the benefits of the feat, which last with your character indefinitely (unless specified otherwise).

Full Handbook Includes: Darkvision, Beast Master, Aquatic, War Mage, Sentinel, Gunslinger, Woodsman, Skirmisher,

Beast Master OOO

Prerequisite: +7 Persuasion or Intimidation Modifier

Skill Point Cost: 3*

Feature: You obtain a companion animal (of your choice) that follows your commands and acts on your turn. Commanding this creature requires 1 Action. The Animal's level is equal to your Character Level. If your *Animal Companion* is in imminent danger (DM Discretion) and you do not heal it or command it to safety, it will attempt to flee. If your *Animal Companion* drops to 0hp or flees, you lose this feat and must spend the *Skill Point Cost* again to regain it.

***Additional Cost:** If your *Animal Companion* has a Swim Speed in addition to a Walking Speed, this feat costs 4 *Skill Points*. If it has a Fly Speed, this feat costs 5 *Skill Points*. *Animal Companions* are unable to have both a Swim and Fly speed, you may only choose 1.

War Mage OOO

Prerequisite: At least 8 Mana in Awareness, Knowledge, or Nature

Skill Point Cost: 3

Feature: You can now use your *Spell Attack Modifier* instead of your Equipment Skill modifier when attempting a Weapon Attack (that you have at least +3 to hit with).

Woodsman OOO

Prerequisite: +3 Carpenters Tools Modifier

Skill Point Cost: 3

Feature: At the start of a Long Rest, you gain the ability to set up a 10ftx10ft temporary structure when camping in the *Wilderness*. When you do so, you may roll a d20 and add your *Carpentry Tools Modifier*. On a result of 10 or higher, you and your allies (within the structure) can add your *Carpentry Tools Modifier* to all *Saving Throws* made against natural weather effects and all *Stealth* checks (made while in the structure) for the duration of the Long Rest. The structure crumbles if it takes more than 10 points of damage, or 12 hours after construction.

Skirmisher OOO

Prerequisite: +5 Acrobatics Modifier

Skill Point Cost: 3

Feature: You can now *Disengage* using only 1 Action instead of 2.

Chapter 9: Conditions

Hostile Conditions

Blinded: A *Blinded* creature has no sense of sight until the condition is ended. If the *Blinded* creature can hear, it can still make attacks (that don't require sight) but with disadvantage.

Charmed: A *Charmed* creature cannot attack the creature that caused the effect and must use its next turn carrying out any actions asked by the charmer. These actions cannot cause harm to the *Frightened* creature, or use any of the *Charmed* creature's Mana.

Cursed: A creature is considered *Cursed* if under the effect of a *Curse*. If cured of the *Cursed* condition, the effect of the curse ends early.

Deafened: A *Deafened* creature has no sense of hearing and has disadvantage on all *Precision Skill Checks* until the condition is ended.

Diseased: A *Diseased* creature is unable to spend any Mana on Skill Checks until the creature is cured of its disease.

Frightened: A *Frightened* creature makes all Attack Rolls against the creature that caused the effect with Disadvantage (Roll 2d20 and take the lower result) until it is no longer frightened. It also moves at half speed when moving towards the frightening creature. The frightening creature also has Advantage on all Persuasion checks made against the *Frightened* creature.

Grounded: A *Grounded* creature has a *Flying Speed* of 0 until the condition is ended. If a creature is flying, it immediately starts falling (up to 600ft per turn). A creature that is brought to the ground immediately takes fall damage (1d10 bludgeoning damage for every 10 feet that it fell).

Incapacitated: An *Incapacitated* creature cannot take any *Actions* or *Reactions*, has a movement speed of 0, and cannot move any part of their body until the condition is ended.

Petrified: A *Petrified* creature is immediately turned into a stone statue, maintains its Current Health Points, has a movement speed of 0, cannot move any part of their body, and has no Actions or Reactions until this condition ends. The *Petrified* creature retains the Creature classification, is not considered an Object, and the creature maintains consciousness while turned to stone but is unable to speak (even through telepathy). If any part of the statue is broken off, it is only able to be reattached by the spell *Mending*. If the condition ends while any part is broken off, that part is unable to be reattached by any means and the creature appears as if the missing part was never there. The statue's Current Health Points is frozen wherever it was at when inflicted by the condition, cannot be healed, and the creature dies if reduced to 0 current Health Points, disintegrating into a pile of dust.

Poisoned: A *Poisoned* creature has disadvantage on all *Awareness* and *Influence Skill Checks* until the condition ends.

Restrained: A *Restrained* creature has a movement speed of 0, all *Attack Rolls* made against the *Restrained* creature are made with *Advantage*, and the *Restrained* creature has disadvantage on all *Physical Saving Throws* until the condition is ended.

Stunned: A *Stunned* creature has only 1 Action per turn, cannot make any Reactions, and has disadvantage on all *Physical Saving Throws* until the condition is ended.

Passive Conditions

Asleep: An *Asleep* creature has a *Passive Perception* equal to their *Perception Modifier* and is considered *Incapacitated* and *Prone* until they take damage or another creature uses 2 Actions to wake the creature.

Exhausted: If a creature has at least 1 point of *Exhaustion*, they are considered *Exhausted*. For each point of *Exhaustion*, all *Attack Rolls*, *Skill Checks*, and *Saving Throws* have their results reduced by a number equal to your points of *Exhaustion*. If you have 10 or more points of *Exhaustion*, you immediately drop to 0 Health Points and automatically fail your first Death Saving Throw.

Hidden: Whenever you successfully perform the *Hide Action*, you are considered *Hidden* from all affected creatures. Whenever you move over half your movement speed (on a single turn) or make a successful *Weapon Attack*, or *Cast a Spell*, you are no longer *Hidden* and must re-attempt the *Hide Action* if you wish to hide again. Alternatively, any creature can attempt a *Perception* or *Investigation* check against your *Passive Stealth* (10 + your *Stealth Modifier*) to search for you, making you no longer *Hidden* from them on a success (until you attempt to *Hide* again. While *Hidden*, your location is unknown to all creatures, you have advantage on your next attack, and cannot be targeted by an attack until you lose the condition.

Invisible: An *Invisible* creature has advantage on all *Stealth* checks made to attempt to hide from creatures (that use sight to see them) and allows them to *Hide* without cover. Being *Invisible* makes you unable to be seen but does not make you silent.

Prone: A *Prone* creature can crawl with a 10ft *Movement Speed*, has *Disadvantage* on all *Melee Weapon Attack Rolls*, *Disadvantage* on all *Physical Saving Throws*, and *Advantage* on all *Stealth Checks* and *Firearm Weapon Attacks*. Additionally, *Melee Attack Rolls* against the *Prone* creature are made with *Advantage*, and *Ranged Attack Rolls* are made against them with *Disadvantage*. A creature can spend 10ft of *Movement Speed* to go from standing to *Prone* or vice-versa.

Chapter 10: Bestiary

Creature Types

Every creature found within the world of Erynia can be classified as one of the following 13 Creature Types, typically determined by their origin, nature, or rarity.

Full Handbook Includes: Animals, Celestials, Dragons, Elementals, Fae, Fiends, Giants, Humanoids, Monstrosities, Oozes, Plants, Spirits, & Undead.

Animals

Typical Rarity: Common

Damage Vulnerability: Any

Primary Skill: Stealth, Acrobatics, or any Physicality Skill

The Animal Creature Type includes all traditional beasts commonly found in nature within the Material Plane. Either by natural evolution in remote landscapes or by magical means, these Animals can be scaled upwards into Enlarged versions depending on your campaign setting. Additionally, they serve as a baseline for creatures that can get unnaturally mutated into rarer variants known as Monstrosities.

Dragons

Average Rarity: Legendary

Damage Vulnerability: None

Primary Skill: Perception, History, Deception, Persuasion, or any Physicality Skill

The Dragon Creature Type includes not only the traditional dragons that fly and use elemental breath weapons, but also includes a variety of their descendants. Due to Dragons being a part of the First Generation of mortals in the realm, they have evolved through many generations of being hunted for their scales. With their thick hide, ever increasing intellect, immense raw power, and plethora of evolutionary mutations, the surviving dragons are able to survive in many remote locations. Some examples of non-traditional dragons include Sea Dragons, Hydras, and Basilisks.

Fae

Average Rarity: Uncommon

Damage Vulnerability: Bludgeoning, Slashing, or Piercing using Iron

Primary Skill: Any Influence Skill, Stealth, or Sleight of Hand

The Fae Creature Type can be used to classify any creature that originates from the plane of the Fae Realm. These creatures are traditionally viewed as tricksters in their home plane, and don't typically abide by the same moral rules followed on the Material Plane. While many Fae beings do have nefarious intentions, some truly find their way to the Material Plane seeking out adventure and stories about new cultures and places. Others might find their way by accident, and desperately try to find their way back home or decide to take advantage of the gullible and trusting residents they meet on the Material Plane. Some examples of Fae creatures include Elves, Faeries, Satyrs, Centaurs, Changelings, Hags, Pixies, and Unicorns.

Humanoids

Average Rarity: Common

Damage Vulnerability: None

Primary Skill: Any

The Humanoid Creature Type encompasses all playable Species in this book, as they share similarities with humans regarding their anatomy and generally their social structures. Some humanoid species or cultures might prefer to live in communities exclusively with others like them, while most coexist across the world in various towns and cities.

Monstrosities

Average Rarity: Rare

Damage Vulnerability: Bludgeoning, Slashing, or Piercing using Silver

Primary Skill: Any

The Monstrosity Creature Type encompasses all creatures who cannot be classified by any other Creature Type. Typically a Monstrosity is often an Animal who has had an uncommon experience with a potent magic source, causing them to become mutated or cursed into something completely different from their original form. Some legends of Monstrosities include that of the Pheonix, the Thunderbird, the Minotaur, or of the gorgon Medusa.

Spirits

Average Rarity: Rare

Damage Vulnerability: Bludgeoning, Slashing, or Piercing using Iron

Primary Skill: Occult, Stealth, Intimidation, or any other highest skill the creature had in life

The Spirit Creature Type encompasses the incorporeal form of a creature who has died but whose soul is trapped in The Veil, the plane between life and death. This could be from a variety of causes, such as holding a grudge about an unpaid debt, or the creature's Soul Gem being tethered to the Material Plane indefinitely. Due to its nature, this Creature Type can be stacked with another and result in a creature such as a Spirit Dragon or Humanoid Spirit. A creature that has been transformed into a Spirit from its time in The Veil has lost all sense of self and who/what they were in life, and as a result is only satisfied once their unfinished business is complete or soul is released from their Soul Gem. Spirits can only be hurt by magic means or weapons made of iron.

Undead

Average Rarity: Very Rare

Damage Vulnerability: Radiant

Primary Skill: Constitution, Endurance, Stamina, or Intimidation

The Undead Creature Type encompasses the magical reanimation of any creature's previously dead corpse resulting in a zombie-like state. This creature type applies when the body is brought back but the creature's soul is not reunited with it (resurrection magic). Due to its nature, this Creature Type can be stacked with another and result in a creature such as an Undead Giant or Undead Animal.

Creature Rarity

Every creature found within the world of Erynia can be classified as one of the following 5 rarities, typically determined by their creature type. If you are a DM and using your own world, you can change the rarities as needed for your world. A creature's rarity affects the rarity of its Soul Gem and the amount of Metaphysical Properties that its material components can contain (DM discretion).

Common

Animals and Humanoids are the creature types most commonly found across the world of Erynia. They drop common soul gems and their material components can contain 0 or 1 metaphysical property.

Uncommon

Fae and Plant creatures are the second most common creature types found across the world of Erynia. They drop uncommon soul gems and their material components can contain 0 or 1 metaphysical property.

Rare

Elementals, Fiends, Giants, Monstrosities, and Spirits are creature types that are rarely found across the world of Erynia. They drop rare soul gems and their material components can contain 1 or 2 metaphysical properties.

Very Rare

Celestials, Oozes, and Undead are the creature types scarcely found across the world of Erynia. They drop very rare soul gems and their material components can contain 1 or 2 metaphysical properties.

Legendary

Dragons are the creature types most the least across the world of Erynia. They drop legendary soul gems and their material components can contain 2 or more metaphysical properties.

Creature Loot

Whenever a creature is killed, players can attempt to loot or harvest material components that can be used for Crafting, Enchanting, or Brewing. Creature Loot can be organized into 1 of the following categories: Adventuring Item, Organic Material, or Magical Essence.

Adventuring Items

If a creature has any objects in their possession when they die, no check is needed to gather the items. If a creature was attempting to hide an object on/in their body, such as a hiding a letter in the sole of their shoe, they must roll a Stealth or Tinkering check to establish the DC. This is the DC that is required in order for a creature to succeed on an Investigation check to find the hidden object on the body. A failed check results in the object remaining hidden until the body is thoroughly examined over the course of 1 uninterrupted hour.

Organic Materials

All non-humanoid creatures are made up of material components that can be harvested and used in Crafting or Enchanting. The potential number of components that can be harvested from each creature is dependent on the size of the creature. In order to harvest a material component, a successful Survival check is required, with the DC equal to 5 + the creature's Level.

Some commonly found Organic Materials could be eyes, horns, antlers, scales, teeth, fangs, tongues, beaks, tusks, claws, pincers, blood, bones, feathers, wings, husks, shells, hides, hair, fur, mucus, poison, venom, oil, ink, spines, spikes, web sacs, or tentacles.

Magical Essence

Most creatures that are Uncommon or rarer are often magical in nature and can have their Magical Essence harvested after death. In order to harvest Magical Essence, a successful Arcana, Faith, or Geomancy check is required. The DC for this check is equal to 5 + the creature's Level. If the check is attempted and failed, that Magical Essence is lost and the number of remaining Magical Essence is reduced by 1. Once there is no remaining Magical Essence left to be harvested, the corpse is considered Depleted and has no usable energy remaining. All successfully collected Magical Essence shares a rarity and creature type with the creature from which it was harvested from. Uncommon creatures can be harvested for up to 1 Material Component, Rare for 2, Very Rare for 3, and Legendary for 4.

Creating Creature Stats

Creatures in SkillWeaver are not static stat blocks that you have to increase quantity in order to balance encounter difficulty. Instead, stat blocks are created by you and leveled up so you can create the encounter you envision for your players.

In combat, every creature has the same opportunities per turn, consisting of *Movement* (up to their speed), 2 *Actions* (1 Attack per Action unless stated otherwise), and 1 *Reaction*.

Creatures are created by DMs (or by players casting summoning spells) and do not follow the same skill point system as player characters. When creating a creature stat block, you always start with a Base Creature to set the foundations, and then can level up your creature further as you need.

Creatures created this way do not have the ability to use the Mana Abilities available to the players, but instead have Additional Improvements to supplement their abilities.

1) Calculating Encounter Level

This section is intended to be used by DMs to ensure that combat encounters are at the intended level of difficulty and are fun for the players and the DM. If you are a player creating a creature for a summoning spell, skip this section and proceed to Creating Base Creatures.

As the party gets stronger, the Skillweaver system is intended to allow creatures to get stronger at a similar pace. This allows a high level party to have a challenging encounter with a pack of wolves or a low level party to fight a dragon without being heavily overpowered.

Determine Encounter Level

Using the Skill Points Per Level Chart, your players should track their character level at the top of their character sheet. To determine your Encounter Level, add together the levels of all player characters in the combat encounter. For example, a party of 3 level 4 characters and 2 level 5 characters would have an Encounter Level of 22.

Creating the Encounter

The first step in creating your combat encounter is to think creatively about your ideal encounter. How many creatures do you want your players to fight? Do you envision a big boss fight against a singular strong creature or an uphill battle against waves of weak creatures? For each of these creatures, create a Base Creature stat block using Step 2. Each Base (Level 1) Creature subtracts 1 from your available Encounter Levels.

2) Creating Base Creatures

All creature stat blocks begin with the Base Creature. This is a Level 1 version of whatever creature you are creating stats for. The stat block for the base creature contain the following:

Creature Name

This is a specific descriptor for your creature and sets your creature apart from other creatures of its type. Some examples would be Goblin Archer, Goblin Beastmaster, or Goblin Barbarian.

Creature Type

This is how your creature is classified for the purpose of mechanics and determining rarity. Every creature found within the world of Erynia can be classified as one of the following 13 Creature Types; Animals, Celestials, Dragons, Elementals, Fae, Fiends, Giants, Humanoids, Monstrosities, Oozes, Plants, Spirits, and Undead. More details on these types can be found in the Creature Type section of this chapter.

Creature Rarity

This is how common someone would encounter this type of creature while adventuring in your world. All Creature Types have an associated rarity that can be found in the Creature Type section, however this can be changed by the creator of the world to better reflect the creatures found in its landscapes.

Size

This is how large your creature is. Base Creatures are always either Small or Medium.

Size Dice

The type of dice that is used to calculate a creature's health points and attack damage is determined by the creature's size. Small creatures use d6, while Medium creatures use d8.

Speed

This is the speed at which your creature moves, Small creatures have a 25ft movement speed, while Medium creatures have a 30ft movement speed.

Evasion Class and Armor Class

This is how well your creature can resist or avoid damage and is determined by your creature's size. Small creatures have an EC of 16 and an AC of 12. Medium creatures have an EC of 14 and an AC of 16.

Initiative

This is when your creature has its turn in combat. For your Base Creature, it has an initiative of 3 times its level (Base Creatures are level 1).

Health Points

This is the amount of damage your creature can take before it dies. For your Base Creature, roll 3 of the creature's size dice per level of the creature (Base Creatures are level 1) or take the average for the dice. The total of these rolls is the total Health Points for your creature.

Basic Attacks

This is the simple method in which your creature deals damage to a single target. By default, all Base Creatures have the ability to attempt Basic Attacks that require 1 Action. This attack has a to-hit modifier equal to the creature's level (Base Creatures are level 1 so this attack has a +1 to hit). The damage you roll for this attack is 1 Size Dice per level of the creature. These attacks can be Melee or Ranged (your choice when creating the creature) and can deal up to 2 types of damage. If this attack is Ranged, the range for it is 10ft per level of the creature.

Area Attack

This is the stronger method in which your creature deals damage to multiple targets. In addition to the basic attack, all Base Creatures have the ability to attempt an Area Attack that requires 2 Actions. This attack requires all creatures within an affected area to attempt a Saving Throw to resist the damage dealt. If a creature succeeds on their Saving Throw, they take half damage. If a creature fails on their Saving Throw, they take the full damage of the attack. The full damage of this attack is half that of the creature's Basic Attack (rounded down). This attack can be attempted a number of times (per combat) up to the creature's maximum Size Dice roll (d4 = 4 times, d6 = 6 times, d8 = 8 times, etc). The affected area is a 10ft Cone or 5ft Radius centered on the creature for all level 1 Base Creatures. The size of the area increases by 5ft per level of the creature. The Save DC for this attack is 8 + the creature's level.

This attack can be anything from a fire breath to a tail swipe. If it doesn't make sense for your creature to have this ability, don't use it. You can also flavor it to be an effect caused from the landscape, such as a tree falling, a poison trap going off, or some other source.

Saving Throws and Skill Checks

This is how good your creature is at resisting Physical, Mental, or Social effects. Your Base Creature has a number of points equal to its level (Base Creatures are Level 1) that it can put towards 1 Saving Throw of your choice. Creatures over Level 1 can spread these points amongst the 3 Saving Throws however you choose. Creatures have Skill Modifiers equal to their respective Saving Throw. For example, if a creature has a +1 in Physical Saving Throws, then they also have a +1 on all Physical Skill Checks.

Mana

This is how much mana your creature has available to perform certain abilities (if applicable). Creatures have a Total Mana of 3 times the creature's level.

Additional Improvements

All Base Creatures gain 1 free point towards Additional Improvements for each level of rarity; common = 1, uncommon = 2, rare = 3, etc.

3) Leveling Base Creatures

At this point in the process, you should have a stat block that contains the following information: Creature Name, Type, Rarity, Size/Size Dice, Speed, Health Points, 2 types of Attacks, Saving Throws, and Skill Modifiers. In this section, you will level up your creatures and increase their stats to better fit your needs.

For the purpose of balancing encounters, each creature you add to the encounter subtracts a number of points equal to their total level from your Encounter Level. Let's use our Level 22 Encounter from the Step 1 example. If 3 of those 6 creatures are level 5, we subtract 5 points for each of those creatures, leaving 7 points in our Encounter Level for the remaining 3 creatures (or for adding Additional Improvements). If we leave the remaining 3 creatures as Base Creatures (level 1), we subtract those 3 points from the remaining 7 and we have 4 points to spend on Additional Improvements.

Auto-Leveled Stats

Some of your Base Creature stats scale automatically as your creature levels. These stats are the creature's Health Points, Initiative, Attacks, Saving Throws, and Skill Checks, and do not affect your Encounter Level by default. The amount that they increase by is found in their descriptions in Step 2.

Additional Improvements

All other creature stat improvements and abilities do not level automatically when the creature levels, and instead must be bought using your remaining Encounter Levels. When you enhance your creature with any of the following improvements, they take effect at the creature's creation and are not activated abilities unless stated otherwise. They can also only be applied once unless stated otherwise.

Full Handbook Includes: Additional Movement Type, Additional Damage, Faster Speed, Additional Health, Tiny/Large, Huge, Giant, Non-Magical Weapon Resistance, Elemental Damage Resistance, Magical Damage Resistance, Damage Immunity, Multi-Attack, Heightened Senses, Spellcasting, Truesight, Additional Initiative, Legendary Saving Throws, Regenerative Healing, Evasive, Armored, Conditional Basic Attack, Condition Resistance, Condition Immunity, Damage Vulnerability, Light Sensitivity.

Additional Movement Type

1 creature gains a swim speed, burrow speed, climb speed, or fly speed equal to their movement speed. Each additional movement type costs 1 point from your Encounter Level.

Additional Health

1 creature has their total Health Points doubled. This costs 1 point from your Encounter Level and can only be applied once per creature.

Tiny/Large

1 Medium or Small creature can instead be Tiny, changing its Size Dice to d4, Speed to 20, EC to 18, and AC to 8. Alternatively, it can instead be Large, changing its Size Dice to d10, Speed to 35, EC to 12, and AC to 20. This also changes their stats for Health, Speed, and Attacks. This costs 1 point from your Encounter Level.

Non-Magical Weapon Resistance

1 creature becomes resistant to non-magical Bludgeoning, Slashing, or Piercing damage. This costs 1 point from your Encounter Level and each damage type can only be applied once per creature.

Elemental Damage Resistance

1 creature becomes resistant to Fire, Cold, Lightning, Poison, or Acid damage. This costs 2 points from your Encounter Level and each damage type can only be applied once per creature.

Damage Immunity

1 creature becomes immune to any 1 damage type of your choice. This costs 5 points from your Encounter Level and each damage type can only be applied once per creature.

Heightened Senses

1 creature gains Darkvision or Tremorsense. This costs 1 point from your Encounter Level.

Legendary Saving Throws

1 creature gains the ability to automatically succeed on 1 Saving Throw per turn, using the creature's Reaction. This costs 5 points from your Encounter Level.

Regenerative Healing

1 creature gains the ability to heal their own health points. Using 1 Action, the creature rolls a number of Size Dice equal to its level and heals half that many Health Points (rounded down). This costs 5 points from your Encounter Level.

Condition Immunity

1 creature gains immunity against 1 Condition. This costs 4 Encounter Levels for each immunity applied.

Damage Vulnerability

1 creature becomes Vulnerable (takes double damage) to 1 damage type of your choice. This gives you 1 Encounter Level to spend on this creature elsewhere.

Light Sensitivity

1 creature now has disadvantage on all Attack Rolls and Saving Throws when not in dark or dim light levels. This gives you 2 Encounter Levels to spend on this creature elsewhere.

Resource: Creature Stat Blocks

All Base Creatures are given at least 1 free Additional Improvement based on their Rarity (see the additional improvements section in Creating Base Creatures). For common creatures, this results in creatures larger than the Large creature size costing additional Encounter levels beyond the 1st free improvement.

Creature Stat Block Template

| | | |
|---|--|--|
| Name: Type: Rarity: Size: Size Dice: Speed: | Level: EC: AC: Initiative: Save DC: Mana: | Total Health Points = _____ |
| Saving Throws & Skills: Physical: + _____ Mental: + _____ Social: + _____ | | |
| Basic Attacks: Attack 1: _____ Range: _____ + ____ to hit, __d__ damage (dmg type: _____) Attack 2: _____ Range: _____ + ____ to hit, __d__ damage (dmg type: _____) | | |
| Area Attack: Attack Name: _____ Saving Throw Type: _____ Damage: __d__ (dmg type: _____) | | |
| Additional Improvements: 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. | | |
| Notes (Location/Lore/etc): | | |

Resource: Pantheon of Erynia

Full Handbook Includes: Full Pantheon List

Elder Gods

Name: Bel – The Lord of Light

Parent: △

Domain: Sun

Alignment: NG

Expression: Masculine

Symbol: Sun

Name: Ana – The Lunar Lady

Parent: ▽

Domain: Moon

Alignment: LN

Expression: Feminine

Symbol: Moon

Lesser Gods

Name: Tess – The Kind Matron

Parent: Bel

Domain: Warmth

Alignment: NG

Expression: Feminine

Symbol: Small Flame

Name: Rionna – The Guiding Mistress

Parents: Bel + Ana

Domain: Stars and Guidance

Alignment: N

Expression: Feminine

Symbol: 8 Pointed Star

Resource: The Planes of Existence

The Material Plane

The Material Plane is the plane where mortals inhabit the earth and where most traditional fantasy campaigns take place. It is covered in vast oceans, dry deserts, thick forests, lush jungles, and man-made civilizations that serve as home to all living beings on the plane.

Paradise

The plane of Paradise is the plane where gods, demi-gods, and angels call home. It is also the place they bring their most loyal followers to live eternally with them once their mortal lives come to an end. It is a place of peace, where no evil intentions or actions can take place. In Paradise, the soothing landscape is endless, with each major deity having their own domain to shape and form however they might please.

Otherworld

The Otherworld is a plane that topologically mirrors the Material Plane, but with the level of magic multiplied many times over compared to that of its sister plane. The Fae residents of the plane abide by an entirely different set of moral standards than those in the Material Plane, often resulting in them being viewed as untrustworthy tricksters and evil witches.

The Underworld

The Underworld is the plane where all creatures go when their mortal lives come to an end. It comprises multiple levels, each with an increasing amount of pain and suffering. For those whose souls deserve punishment after death, they end up in the home of the demons and devils who live in the fiery hellish landscape. The plane is covered in rocky mountains, sulfuric skies, and rivers of lava and acid.

The Veil

The Veil is the spiritual plane between life and death, where every soul travels through once their mortal life comes to an end (unless it becomes trapped in a Soul Gem). Once a creature enters The Veil, they are considered dead regardless of their state of health prior to entering the plane. Once in The Veil, a creature's soul can decide to move on to The Underworld or stay in The Veil. The longer a soul stays in The Veil, the more it goes mad, eventually losing its sense of self and who/what they were before death, causing it to become malevolent and violent. As a creature has fully lost its sense of self, the soul is transformed into a new creature entirely; a Vengeful Spirit. Physically, the Veil looks identical to the plane in which the creature died, and the creature can see that plane in real-time although void of color. A creature in the Veil cannot communicate or interact with creatures or objects on other planes unless they are a Vengeful Spirit.

Elemental Plane of Entropy

The Elemental Plane of Entropy (Also referred to as simply the Elemental Plane) is a plane consisting of pure elemental energy. The vast landscapes reflect this chaotic nature, as the plane is covered in harsh and uncontrollable environments, with no civilization able to survive long enough to stunt the growth of nature across the plane. This plane was created by the major gods and designed to serve as a prison for their creators; the Primordial Elementals who also created the Material Plane. The only forms of life that can naturally survive on the plane (for more than a few hours) are Elementals and Dryads, who thrive in the chaos and natural environment. According to legend, the ancient Primordials are still contained inside the core of the plane, and the extreme surface conditions are only a small fraction of their immense raw power.

Aether

The Aether is the plane of existence in which everything exists outside the previously mentioned planes. Lacking the natural elements and the souls of mortals, the Aether is an eternal darkness, void of almost any natural light and sound. The most notable aspect of the Aether is that it contains the heart of all magic, known commonly as "The World Tree" in addition to its "branches" known as the ley lines. The core of the magic "tree" consists of Primal, Arcane, and Divine magic all intertwined with one another. Emerging from the core are strings of pure magic energy, branching out to the separate planes and imbuing them with their own unique distribution of magic. These branches can be seen when traversing the Aether and provide the only sense of direction in the vast darkness.

Resource: Character Sheet

On the next page you will find the Pocket Character Sheet that you will need to print out in order to create your character and test the game using this book. Alternatively, you can download the pdf from my website: <https://www.raisin505.com/skillweaver>

Full Handbook Includes: Full Character Sheet compatible with Full Handbook rules

SkillWeaver Pocket

Player Name: _____

Character Name: _____ Total Skill Points: _____ Character Level: _____
Species: _____ Speed: _____ ft Alignment: _____ Inspiration: _____
Appearance: _____
Motivations/Interests: _____

Mortality ☠

Death Saving Throws: _____
Exhaustion: _____

Successes: ○○○○
Failures: ○○○○

Defense

Evasion Class = _____
Unarmored EC = 8 + Acrobatics (Modifier)

Armor Class = _____
Unarmored AC = 8

Initiative = _____
Initiative = Precision + Awareness (Total Mana)

Health ♥

Health Dice: d _____
Current / Total

Health Points: _____
Current / Total

Saving Throws

Physical: _____
Total: ○

Mental: _____
Total: ○

Social: _____
Total: ○

Specialized Skills

General Skills: +1 _____

Physicality: _____

Precision: _____

Nature: _____

Knowledge: _____

Influence: _____

Awareness: _____

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: _____

Passive Skill = 10 + Modifier

Mana Pools

Physicality: _____
Current / Total

Precision: _____
Current / Total

Nature: _____
Current / Total

Knowledge: _____
Current / Total

Influence: _____
Current / Total

Awareness: _____
Current / Total

Equipment Skills

Weapons: _____
Current / Total

Armor: _____
Current / Total

Light: _____
Medium: _____
Heavy: _____
Ranged: _____
Firearms: _____
to Hit

Light: _____
Medium: _____
Heavy: _____
to AC

Tool & Language Skills

Tools: _____
Number of Languages Known = _____
Languages: _____

Resource: Quick Reference Cards

Full Handbook Includes: Companion cards to summarize key information found in the Full Handbook.

In the printout, there are cards that reference each Specialized Skill's Mana Ability to remind players how they can use their skill in combat.

There are tables for Players and DMs to provide a list of all playable Species, all Damage Types, all Planes of Existence, and how many Skill Points equates to a character's Level.

Another card provides a list of Actions to remind the players what options are available to them on their turn in combat. It also has a list of what materials can be used with which Artisan Tools when out of combat.

Lastly, there is a card providing a list of the Erynian Pantheon and what each deity represents in the world.