
Stones, Scrolls,
Swords Sorcery

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Foreword

CHAPTER I

How to Play

Stones, Scrolls, Swords & Sorcery is a game about collaborative storytelling, creative problem solving, and dramatic moments. Players describe what their characters do within the fiction, while the GM presents the world, its dangers, and the consequences of their actions.

When an action is risky, uncertain, contested, or dramatically important, it may require a Throw to resolve. Unlike many TTRPGs, SSS&S uses a modified Rock-Paper-Scissors system instead of dice, creating fast and tense resolutions that can be played anywhere. Combined with the freeform Words of Power system, players are encouraged to approach problems creatively rather than relying on predefined actions or abilities.

This chapter explains the core systems of play, including Throws, Sorcery, Scenes, Consequences, Healing, Travel, Coin, and Progression.

STONES, SCROLLS, SWORDS

Whenever a player attempts an action with an uncertain outcome, they make a **Throw**.

To do this:

- Choose a relevant {**Skill**}
- Determine the associated **Attribute** (**Stones, Scrolls, Swords, or Sorcery**)
- Perform a contested **Throw** against the **Game Master (GM) or another player**

At the end of the **Throw**, you will produce an **Outcome Number**, which determines the result of the action.

Determining the Outcome Number

The final Outcome Number is built from four respective elements:

1. ***Attribute Modifier***
2. ***Series Length***
3. ***Throw Winner***
4. ***Draw Break***

1. Attribute Modifier

Each Skill is tied to one of the four Attributes:

STONES, SCROLLS, SWORDS, OR SORCERY

- Attributes under normal conditions range from -3 to +3 *(0 is positive)*.
- This value of the Attribute is added to the Outcome Number at the end as a Modifier.

2. Series Length

A Throw is resolved as a series of Rock-Paper-Scissors rounds:

- **Best of 1 (bo1)**
- **Best of 3 (bo3)**
- **Best of 5 (bo5)**
- Focus with a {Skill} assumes you've won one round before the throw.

When a player decides to **Throw** a {Skill} the GM will then determine the **Series Length**. The more complicated the action, the longer the series length will be for the **Throw**.

3. Throw Winner

After resolving the series:

- If the player **wins**, add +1 to the Outcome Number
- If the **GM or opposing player wins**, add -1 to the Outcome Number

4. Draw Break

If both sides choose the same option in a round, it is a **draw**:

- The round does **not** count toward the series
- Instead, track the number of draws and throw again

Each draw increases the intensity of the final result:

- If the player wins: **+1 per draw**
- If the player loses: **-1 per draw**

Example:

- *2 draws, player wins → +2*
- *5 draws, player loses → -5*

When **Throwing**, both contestants secretly choose STONES, SCROLLS, or SWORDS, then reveal the choice simultaneously as a **Throw**.

- ***Stones beats Swords***
- ***Swords beats Scrolls***
- ***Scrolls beats Stones***

Some abilities and effect may reference Outcomes and other abilities may refrence whether or not you win a Throw. Getting a Positive Outcome is not the same as winning the Throw (series), you can lose the series and still get a Positive Outcome.

5. Results

Results of throws' Outcome Number is compared against the outcome table.

Outcome	Result
+6 or higher	***Great Success*** – You achieve exactly what you intended, with incredible results.
+4 to +5	***Strong Success*** – You succeed and perform the skill with some benefit or advantage.
+2 to +3	***Success*** – You succeed and that's that.
+1 to -1	***Mixed Outcome*** – You succeed in some capacity however you also accept an equally reduced consequence.
-2 to -3	***Failure*** – You fail, and accept an appropriate consequence
-4 to -5	***Strong Failure*** – You fail badly, the GM introduces a significant consequence or escalation
-6 or lower	***Catastrophic Failure*** – You fail catastrophically, and suffer extreme consequences, the situation could not go any worse.

Examples

Nathan wants to try recall some information about an enemy, they attempt to use the {Know} skill with no Focus. They have a +1 in SCROLLS. It is common knowledge so the GM determines the series is a Best of Three. The **Game Master (GM)** and Nathan then proceed to throw the following.

Wins are denoted with Bold Text

1. Nathan - Swords	***GM - Stones***
~~*2. Nathan - Scrolls*~~	~~*GM - Scrolls*~~
3. ***Nathan - Stones***	*GM - Swords*
4. ***Nathan - Swords***	*GM - Scrolls*

Nathan ends up winning the series with 1 draw. So the outcome number is: *Win +1, Draw Break +1, Mod +1 for a total of:* ***3 – Success!***

Elsie wants to try casting a complicated Sorcery using {Spellcraft}, which they have a Focus in. They have a +2 in SORCERY. The GM makes the series a Best of Five. Elsie gets 1 Free round win for having a Focus.

Wins are denoted with Bold Text

-1. ***Elsie - Free Round***	*GM - NA*
2. Elsie - Scrolls	***GM - Swords***
~~*3. Elsie - Swords*~~	~~*GM - Swords*~~
4. Elsie - Stones	***GM - Scrolls***
~~*5. Elsie - Swords*~~	~~*GM - Swords*~~
~~*6. Elsie - Stones*~~	~~*GM - Stones*~~
~~*7. Elsie - Scrolls*~~	~~*GM - Scrolls*~~
8. Elsie - Stones	*GM - Sword*
9*. Elsie - Stones*	***GM - Scrolls***

Elsie ends up losing the series with 4 draws. So the outcome number is:
Lose -1, Draw Break -4, Mod +2 for a total of: ***-3 – Failure!***

SORCERY

Words of Power
Throughout play, characters gain **Words of Power** (e.g. Blast, Bind, Smoke, Frog). Each word represents a concept that can be used in **spellcasting**.

- *Words can be combined freely*
- *Players describe what they hope their spell will do.*
- *The GM adjudicates outcomes based on the **Outcome**, Words Used, and Intention.*
- *Once a **Word of Power** is used it is expended for the Long Rest. Abilities may grant you up to an additional **5 uses** Maximum **per Long Rest.***
- *You may learn a **Word of Power** more than once, if you do gain an additional use instead.*

Words of Power
Words of Power are fragments of magic given form through language. Each Word represents a concept – such as Fire, Bind, Leap, Shadow, or Heal – and can be combined with other Words to create unique Sorceries. Rather than learning fixed spells, characters shape magic through creativity, intention, and the Words they know.

A single Word might create a simple focused effect, while combining multiple Words allows for more complex magic. For example, Fire could ignite a torch or scorch an enemy, while Fire Bind might conjure burning chains to restrain a target. Shadow Step could allow a caster to vanish into darkness and reappear elsewhere. The Words define the intent of the **Sorcery** – the **Throw** determines how well it succeeds.

Casting a Spell
To cast a spell:

1. *Choose **1–3 Words of Power***
2. *Combine them into a spell (e.g. Frog Blast, Smoke Bind)*
3. *Describe the spell's intention*
4. *Resolve the action with a **Throw** using an appropriate **Skill***

Resolving Sorcery

- Sorcery is resolved like any other action using a **Throw**. The final **Outcome** Number determines how the spell manifests:
- **Strong Success** → *the spell works as intended, often with added effect*
- **Success** → *the spell works more or less as described by the player*
- **Partial Success** → *the spell misfires, weakens, or creates complications*
- **Failure** → *the intent of the spell is changed in an unexpected way*

What Skill to Use
While Spellcraft and other Sorcery-based skills are the most common ways to cast spells, Words of Power can be used with any skill, as long as the player can justify how it applies.

Word Limits
The number of words used affects the scale of the spell:

- 1 Word → simple, focused
- 2 Words → stronger or more versatile
- 3 Words → large, complex, or risky
- Spells may not use more than 3 Words of Power unless stated otherwise.

Spell Levels & Intent
Words of Power are obtained primarily through your character's **Archetype** and **Pathway**. Words are divided into three **Levels** according to the scale and complexity of the effects they can produce:

- *Level 1 – Simple Words: Common, limited effects.*
- *Level 5 – Complex Words: Uncommon, powerful or versatile effects.*
- *Level 10 – Devastating Words: Unique, extraordinary or far-reaching effects.*

When you cast a **Sorcery**, its **Level** is determined by the highest-level **Word of Power** used to create it. The Sorcery's Level provides a guideline for the scale, number of targets and overall impact of the intended effect.

Multiple Words can be combined to make the Sorcery broader or more complex. The table below provides a guideline for what a **Sorcery** can reasonably accomplish based on its Level and the number of Words used.

	Level 1	Level 5	Level 10
1 Word	**Simple Effect.** Affect 1 target, a small object, or an immediate area.	**Powerful Effect.** Affect up to 3 targets or a small group within an immediate area.	**Devastating Effect.** Affect up to 5 targets or everyone within a substantial area.
2 Words	**Developed Effect.** Affect up to 2 targets, or combine two simple ideas into a more specific effect.	**Major Effect.** Affect up to 5 targets, a sizeable group, or combine two complex ideas into a substantial effect.	**Extraordinary Effect.** Affect up to 8 targets, a crowd, or produce an exceptionally complex or far-reaching effect.
3 Words	**Complex Effect.** Affect up to 3 targets, a small group, or combine several simple ideas into one Sorcery.	**Grand Effect.** Affect up to 10 targets, a crowd, or produce an elaborate effect with several components.	**Legendary Effect.** Affect any number of reasonable targets within the Sorcery's area, or create a truly transformative effect appropriate to the fiction.

Obtaining words of Power
Words of Power can be gained in many ways throughout play, though they are most often granted by a character's **Archetype or Pathway**. All archetypes have access to sorcery, but it manifests differently depending on their focus. More martial characters tend to express magic in grounded, physical ways, using words such as LEAP or PUNCH, while more arcane archetypes draw on stranger, less tangible forces. However the world of SSS&S is wrought with magic and players may find themselves learning new Words of Power simply by performing great feats or from ancient texts or having the word accidentally infused into them.

Combining Words of Power
When casting a spell, players are encouraged to combine their Words of Power into a phrase that sounds like a natural incantation.

To do this, you may add simple connecting words or change the suffix of words using like:
"of", "the", "and", "to", "into", "through", "from", "-ing". "-tion", "-er",

- Connecting words are purely flavour
- They do not add power, but can change the spells intention
- They do **not** count toward the number of Words used – only the original **Words of Power** determine what the spell can do.
- Words define intent, not power.

Words of Power should feel powerful. Players should understand the difference between doing something normally and invoking Sorcery. Someone attempting a jump might clear a gap, but someone using the Word of Power LEAP or JUMP may soar five to ten times higher than should be possible.

Example
The alley is tight, wet stone underfoot, walls closing in. Ahead, a guard steps into the gap, spear levelled. There's no way around him.
"Stop!" says the guard
Mara doesn't slow. "I'm not fighting him. I've got **Smoke** *and* **Step** *– I want to cast* **Smoke Step** *using the* **{SNEAK}** *skill. Just... vanish and slip past him."*
*"**SNEAK** skill seems appropriate here." Agrees the GM.*
Mara wins the bo3 with an outcome of +4.
The guard commits to a thrust – and the world bursts into smoke.
For a heartbeat, he's sure he had her.
Then nothing...
The smoke hangs in the air, curling and thinning, and Mara is already past him, boots hitting stone on the far side of the alley. She doesn't stop running.

Example
Nathan kneels in a chalk circle, words laid out before him: **Bone Mirror's Call**. *He's attempting a* **{WEIRD}** *skill check.*
"I'm trying to reach... whatever's on the other side."
The GM nods. "Make a Throw."
Hands clash. A loss. A draw. Another loss.
The outcome is not good, -2.
The circle flickers.
Nathan's finishes the incantation.
For a moment, the mirror answers.
Then it cracks.
Something pushes through—not fully, not clean—and the room bends with it. The chalk circle smears, the air turns cold, and Nathan is thrown back as something else takes hold of the space he opened.
It worked.
Just not the way he wanted.

Player Actions

In Stones, Scrolls, Swords & Sorcery, a character can attempt anything the player can reasonably imagine. The game is intentionally fiction-first, meaning players are encouraged to think about what their character actually does in the world rather than searching their sheet for a specific button or action.

However, imagining something is not the same as accomplishing it.

During play, characters generally operate freely within the narrative. You can walk, speak, investigate, travel, interact with objects, ask questions, or perform ordinary tasks without needing to make Throws. The game only shifts into mechanical resolution when a character attempts something difficult, dangerous, contested, or something another force would reasonably resist.

For example:
- *Crossing a room requires no Throw*
- *Leaping a massive ravine probably does*
- *Talking to a guard is free*
- *Convincing a guard to ignore a crime is a Throw*
- *Picking up a sword is simple*
- *Fighting an armed criminal will take a Throw*

The purpose of Throws is not to limit what players can attempt, but to determine what happens when success is uncertain or consequences matter. Players should always describe what they are trying to do first. From there, the Player or GM will determine:
- Whether a Throw is necessary
- What Skill is appropriate
- What the risks or consequences might be

Importantly, failure does not always mean incompetence. A failed Throw may represent bad luck, outside interference, hesitation, unforeseen complications, escalating danger, or success at a cost. Likewise, a successful Throw does not mean the task was effortless – only that the character

If a character has an Origin related to the task they are doing, they should not need to engage a throw unless the circumstances are extrenuous.

Helping
A player may declare that they are Helping another character with a Throw. Narratively, this can represent anything from providing a distraction, assisting physically, offering advice, creating an opening, or supporting the action in some other meaningful way.

Mechanically, Helping grants:
- **+1 to the final Outcome of the Throw**

Any number of allies may assist narratively, but no matter how many people are involved, a Throw may only ever gain a maximum of +1 from Helping.

To Help, a player should explain how their character contributes to the action within the fiction. The assistance must make reasonable sense for the situation at hand.

For example:
- *Holding a rope steady while someone climbs*
- *Distracting guards during a stealth attempt*
- *Assisting in lifting a heavy object*
- *Providing covering fire during an escape*
- *Chanting alongside a ritual caster*

Helping allows characters who are not directly making the Throw to still meaningfully participate in the scene.

Group Actions
Sometimes the entire group attempts something together. Escaping a collapsing ruin, sneaking through enemy territory, rowing through a storm, or collectively performing a ritual are all examples of Group Actions.

When performing a Group Action:
- Every participating character makes their own Throw for the same {Skill}
- Every participant becomes part of both the action and its consequences
- Add together the total Outcome Numbers of every participant
- The combined total determines the overall result

This means a Group Action can produce massive success through teamwork – or catastrophic failure if several members struggle.

For example:
Three players attempt to force open an ancient sealed gate together:
- *Player One achieves a +3*
- *Player Two achieves a +1*
- *Player Three suffers a -2*

The final Group Outcome becomes: +2
The gate opens, but only partially or with complications

Importantly, Group Actions expose everyone involved to danger. If the action fails disastrously, everyone participating suffers the consequences in some form.

Bonuses and Penalties
The GM may apply bonuses or penalties to a Throw before it is made based on the current situation, positioning, preparation, environment, equipment, or any other relevant factor within the fiction.

Importantly, these modifiers should be communicated before the Throw occurs, allowing players to properly judge the risk and decide whether they still wish to attempt the action.

These modifiers represent circumstances beyond a character's raw ability. Importantly, modifiers should come from the fiction first. Players are encouraged to think creatively about how to improve their odds before a Throw is made, rather than relying purely on their Attributes alone.

Attributes

Attributes represent the core ways your character interacts with the world. They influence your Throws, shape how you solve problems, and determine the kinds of actions your character naturally excels at. Your Attributes also help define your Archetype, Pathway, and overall style of play.

During character creation, you gain **10 Attribute Increases** to distribute amongst your Attributes however you choose. **No Attribute may be increased above +2 during character creation.**

All Attributes begin at a base value of -3 and normally range from -3 to +3.

Stones
Strength, body, and in touch with the world.
Stones governs feats of force and resilience – breaking obstacles,

Scrolls
Knowledge, awareness, and social influence.
Scrolls covers understanding and communication – reading situations, persuading others, and applying learned insight.

Swords
Speed, precision, and action.
Swords represents agility and decisive movement – striking quickly, reacting in the moment, and executing actions with accuracy.

Sorcery
Magic, intuition, and the unknown.
Sorcery governs your connection to the arcane – shaping spells, resisting magical effects, and interacting with forces beyond the mundane.

Skills

Skills are the primary way players interact with the game and its narrative.

When a player takes action, they first describe what their character does in the fiction. They then choose a **Skill** that best reflects how they are approaching the situation. Different approaches may use different **Skills**, even when facing the same problem.

Throws are only made when the outcome is uncertain or when the result could meaningfully affect the story. They are always tied to a **Skill**. Players choose which **Skill** to use, but it must make sense for the action being described. The GM may ask for clarification, suggest alternatives, or call for a **Throw** when the situation demands it, however the primary onus is on the player to determine the **Skills** they use.

Characters can become F**ocused** in a Skill. This is marked with the box top left of the Skill. A **Focused Skill** means automatically winning the first round of any thrown series.

Each of the four primary Attributes has five Skills associated with it, though Origins, Archetypes, and Pathways may alter or expand these options.

Stone Skills

Athletics
Movement, climbing, and physical exertion.
Use Athletics when you run, jump, climb, swim, or otherwise push your body to overcome physical obstacles. Whether scaling castle walls, diving into rushing rivers, or forcing your way through a collapsing tunnel, Athletics represents your ability to move with strength and determination.

Clash
Smash, bash, and thrash your enemies
Use Clash when you fight in close quarters, wrestle opponents, or meet force with force. Sometimes your opponent may be an inanimate object. Whether wielding a sword, swinging a hammer, grappling a monster, or holding the line with a shield, Clash is your skill for dominating physical confrontations.

Command
Leadership, authority, and inspiring action.
Use Command when you direct others, intimidate with presence, or rally allies through confidence and resolve. A commanding voice can steady frightened companions, break an enemy's morale, or bring order to chaos through sheer force of personality.

Instinct
Intuition, listening to your body and mind.
Use Instinct when you rely on intuition, sense danger, or act without conscious thought. Instinct is a powerful tool to intuit the feelings of others. It is the feeling that something is wrong before you can explain why, the split-second decision that keeps you alive, and the confidence to trust your gut when logic fails.

Survival
Tracking, navigation, and living off the land.
Use Survival when you forage, navigate the wilderness, predict the weather, or endure the natural world. From following fresh tracks through a forest to finding shelter before a storm or identifying safe food and water.

Scrolls Skills

Craft
Trades, artistry, and practised professions.
Use Craft when you create, repair, or practise a skilled trade, from blacksmithing and brewing to painting and singing, to storytelling and woodworking. Craft represents years of experience, steady hands, and pride in your chosen profession, allowing you to produce work of quality that others cannot.

Diplomacy
Persuasion, negotiation, and etiquette.
Use Diplomacy when you negotiate agreements, settle disputes, earn trust, or influence others through reason and tact. Whether calming an angry mob, navigating courtly politics, or brokering peace between rival factions, Diplomacy is the art of achieving results through conversation rather than conflict.

Know
Memory, and accumulated knowledge.
Use Know when you recall facts, identify people or places, or remember history, cultures, languages, or traditions. Years of learning and experience allow you to recognise the significance of what others overlook and provide answers when knowledge is the greatest tool of all.

Mend
Healing, treatment, and restoration.
Use Mend when you treat injuries, care for the sick, repair living things, or restore something to working order. Whether bandaging wounds after battle, diagnosing illness, setting broken bones, or nursing someone back to health, Mend helps preserve life when it matters most.

Study
Investigation, research, and examination.
Use Study when you analyse evidence, search for clues, decipher writings, or learn through observation. Patient examination and thoughtful deduction reveal truths that cannot be found through instinct alone, making Study invaluable when solving mysteries or uncovering hidden secrets.

Swords

Awareness
Observation, perception, and alertness.
Use Awareness when you notice hidden details, spot danger, read body language, or remain alert to your surroundings. A keen eye and sharp senses allow you to uncover clues, detect threats before they strike, and recognise opportunities others fail to see.

Exert
Agility, balance, and physical dexterity.
Use Exert when you tumble, balance, dodge hazards, squeeze through tight spaces, or perform feats of agility. Whether leaping across rooftops, swinging from ropes, escaping restraints, or keeping your footing on unstable ground, Exert is all about controlling your body with speed and precision.

Deceive
Deception, trickery, and manipulation.
Use Decieve when you lie, bluff, disguise yourself, cheat, or manipulate others for your own ends. Whether running a confidence scam, talking your way past a guard, or convincing someone of a carefully crafted falsehood, Deceive rewards cunning over honesty.

Sneak
Stealth, infiltration, and subtle movement.
Use Sneak when you hide, move unnoticed, pick locks, conceal objects, or avoid unwanted attention. Whether slipping through the shadows, infiltrating a guarded estate, planting evidence, or quietly relieving someone of their valuables, Sneak is the skill of going where you shouldn't without being seen.

Sway
Persuasion, charm, and social influence.
Use Sway when you convince, negotiate, reassure, inspire, or otherwise influence someone through words or presence. Whether talking down a hostile stranger, winning over a crowd, bargaining for a better deal, or persuading someone to see things your way, Sway is about changing minds without relying on deception.

Scorcery

Attune
Magical senses, and arcane understanding.
Use Attune when you detect magic, identify Words of Power, sense magical forces, or interpret mystical phenomena. Whether tracing the flow of ley lines, recognising a cursed relic, or uncovering hidden magical influences, Attune reveals the unseen forces that shape the world.

Augury
Omens, prophecy, and supernatural insight.
Use Augury when you seek visions, interpret signs, read fortunes, or glimpse what lies beyond mortal perception. Through dreams, portents, and divine whispers, Augury offers fragments of hidden truths and possible futures to those who know how to read them.

Spellcraft
Spellcasting, and controlling sorcery.
Use Spellcraft when you cast spells, shape magical energy, or directly manipulate the supernatural. From hurling destructive sorcery to conjuring protective wards or weaving Words of Power into reality, Spellcraft is the practical application of magic.

Mysticism
Gods, spirits, rituals, and the unseen world.
Use Mysticism when you commune with gods, understand sacred traditions, perform rituals, or interact with spirits and other supernatural beings. Whether invoking a forgotten deity, appeasing a restless ghost, or recognising a holy rite, Mysticism reflects an understanding of the world's spiritual fabric.

Weird
Curses, anomalies, and the impossible.
Use Weird when you confront unnatural magic, eldritch phenomena, or things that defy reason and understanding. From breaking ancient curses to navigating twisted realms or surviving encounters with incomprehensible forces, Weird governs the strange corners of reality where even experienced sorcerers tread carefully.

Examples of using Skills in play

Players are encouraged to suggest the skill they feel best represents how their character approaches a challenge. If more than one skill could reasonably apply, explain your reasoning. Creative approaches are encouraged, but the GM always has the final say on which skill, if any, is appropriate.

Scenes

Play is divided into Scenes.
A Scene is a stretch of play focused on a single situation, location, or objective. It begins when something meaningful starts and ends when that situation is resolved, abandoned, or changes significantly. Scenes help organise play, track time, and manage abilities.

What is a Scene?
- A negotiation in a tavern
- A fight in a narrow alley
- A journey through a dangerous forest
- A ritual taking place over several minutes
- If the focus shifts, the Scene changes.

Ending a Scene
A Scene ends when:
- The goal is achieved or fails
- The location or situation changes
- Time clearly passes (minutes → hours, etc.)
- The group moves on to something new
- When in doubt, the GM decides.

Scene Effects
- For a Scene (until it ends)
- Once per Scene (usable once before the Scene ends)
- When the Scene ends, these reset or expire.

Guideline
- If it feels like a new situation, it's a new Scene.
- Don't overthink it – Scenes exist to keep play flowing, not to restrict it.

Sessions of Play

A Session of Play should aim to tell a complete and satisfying part of the story. While the wider campaign may continue for many sessions, each individual session should have a clear goal, objective, problem, or story beat that the players can meaningfully engage with and resolve.

This approach helps keep the game focused without railroading the players. The world remains open and reactive, but the scope of play is intentionally limited so that preparation remains manageable and players leave each session feeling like they accomplished something tangible.

A Session might revolve around:
- Investigating a murder
- Escaping a collapsing ruin
- Negotiating a dangerous alliance
- Hunting a monster
- Stealing a relic
- Surviving a journey
- Defending a settlement
- Tracking down a fugitive

During a single Session, characters may experience multiple **Scenes**, encounters, conflicts, conversations, rests, and periods of downtime. Significant amounts of in-world time may pass depending on the pacing and needs of the story.

By the end of a Session, players should have:
- Resolved or progressed a meaningful objective
- Changed the situation in some way
- Learned new information
- Created new problems, opportunities, or consequences

Progression

Progression in Stones, Scrolls, Swords & Sorcery is designed to happen steadily through play without dramatically separating characters in power. The game is built primarily around single-session adventures and shorter story arcs, though it also comfortably supports longer campaigns.

Characters gain Experience individually at the end of each Session for things such as overcoming adversity, pursuing goals, discovering important information, creating meaningful consequences, or shaping the world around them. It takes 10 Experience to level up, which will usually happen every 2 Sessions or so depending on the pace and style of play.

Experience is always awarded at the end of each Session, no matter how much has been accomplished. Each **Experience** trigger may be awarded up to **twice** per Session if it occurred in a particularly significant or repeated way.

Opportunities for gaining experience:
- Overcame a meaningful obstacle, danger, or conflict
- Reflected your character's Origins, or achieved a personal goal
- Learned, discovered, or uncovered something significant in the world
- Expressed, challenged, or developed your character's beliefs, personality, or relationships
- Took a major risk, suffered consequences, or meaningfully complicated the story

When a character levels up, they gain **4 Points** to spend on improving their character.

Every 3 Levels a character may also increase an attribute of STONES, SCROLLS, SWORDS OR SORCERY, by 1 or learn a new **Archetype** or **Pathway** from among the **Archetypes** you have learned.

Learning a new **Archetype** or **Pathway** gives you access to the full list of **Abilities** to learn from of the that **Archetype** or **Pathway** as well as all of the **Words of Power,** counting it as one of your sources.

Higher level characters gain more options and versatility, but levels intentionally have a limited impact on raw survivability or numerical dominance. A Level 1 character and a Level 10 character are still both fundamentally vulnerable – at the end of the Long Rest, everyone can only suffer 6 Harm before death becomes a very real possibility.

Points

When you level up, you gain **4 Points**. These can be spent to improve your character in a few key ways.

You may spend **Points** on:
- Gain a new **Ability** – 2 Points
  Learn a new ability from any one of your sources.
- Learn a new **Word of Power** – 1 Point for Level 1 / 2 Points for Level 5 / 3 Points for Level 10
  Add a new Word of Power from any one of your sources to your collection for use in Sorcery
- Learn a **Word of Power** in Play – 1 Point for Level 1 / 2 Points for Level 5 / 3 Points for Level 10
  Add a new Word of Power to your collection for use in Sorcery from a source found during play.
- Gain **Mastery** with a **Weapon** – 2 Points for Level 1 / 3 Points for Level 2
  Become skilled with a Weapon, learning its Weapon Ability.
- Gain **Mastery** with a **Magic Item** – 1 Point
  Become familiar with a Magic Item, learning its Magical Ability.
- Learn a new **Profession (Origin)** – 8 Points
  Learn a new Profession from the Origins List, add everything listed under that Profession to your character sheet.

While Points are primarily gained through levelling up, the GM may occasionally award additional Points during play for exceptional moments, accomplishments, or character growth.

These awards should remain relatively rare and meaningful. A bonus Point might be granted for completing a major story arc, permanently changing the world or setting, achieving an extraordinary feat, exceptional roleplay, overcoming overwhelming odds, or making a sacrifice that significantly shaped the story.

Attuning to a Magic Item and learning a Word of Power in Play are the only times to spend points while in the middle of a session. All other ways to use points are done at the end of session.

Tracks

A Track is a simple way to measure progress, pressure, or change over time. It is usually represented by a row of boxes that either fill upward from empty or deplete downward from full depending on the situation being tracked. When the Track reaches its end, something important happens.

Types of Track
Tracks can be used for many things, but usually fall into a few types:

- **Progress Tracks** – used when the players are working towards a goal.
- **Danger Tracks** – used when a threat is building or time is running out.
- **Faction Tracks** – used when groups in the world are pursuing their own plans.
- **Timer Tracks** – starts empty and fills upward toward completion. Used for tracking the passage of time.
- **Countdown Timer Track** – starts full and depletes downward toward disaster. Used for collapsing structures, dwindling resources, escaping danger, limited time, or anything running out.
- **Scene Tracks** – used for immediate problems during a single scene.
- **Recovery Tracks** – used to measure healing, repair, or restoration over time.

A Track can be small or large depending on how important or difficult the situation is. A locked door might only need a short Track, while a cult completing a world-ending ritual may need a much longer one.

Track Sizes
Tracks can vary in size depending on how important, difficult, or long-term the situation is. Smaller Tracks resolve quickly and are useful for immediate problems, while larger Tracks represent major threats, long-term goals, or complicated situations.

As a general guideline:

- **2 Step Track** – Very quick or simple tasks
- **4 Step Track** – Standard obstacles, short scenes, or immediate dangers
- **6 Step Track** – Significant problems, investigations, or escalating threats
- **8 Step Track** – Major operations, powerful enemies, or large unfolding events
- **10+ Step Track** – Multi-Session threats or goals, wars, disasters, or world-changing events

Tracks should stay readable and easy to understand. If a situation becomes too large or complicated, it is often better to split it into multiple smaller Tracks representing different stages or aspects of the problem.

Filling Tracks
Whenever a player action meaningfully progresses or worsens a situation, the GM may fill or remove sections of a Track depending on the final Outcome of the Throw. Stronger Outcomes generally affect Tracks more dramatically, while failures may instead advance opposing or danger Tracks.

As a general guideline throws contributing to a track cause the following progression:
+6 or higher ***Great Success*** – Fill 3
+4 to +5 ***Strong Success*** – Fill 2
+2 to +3 ***Success*** – Fill 1
+1 to -1 ***Mixed Outcome*** – Fill 0
-2 to -3 ***Failure*** – Remove 1
-4 to -5 ***Strong Failure*** – Remove 2
-6 or lower ***Catastrophic Failure*** – Remove 3

Not every Track needs to follow these rules exactly. The GM should use their own discretion depending on the scale of the action, and the current fiction. Some obstacles may only ever allow small amounts of progress at once, while others may change dramatically from a single powerful action.

Tracks in Practice
These examples are intentionally broad and flexible. Tracks are not meant to rigidly simulate every situation, but to help the GM visually represent momentum, pressure, progress, and danger within the narrative. Use them wherever something is changing over time and the players would benefit from seeing that change unfold.

Players may also have **Personal Tracks** on their character sheets representing ongoing conditions, goals, progress, or pressures affecting their character. These Tracks help mechanically and visually reinforce long-term developments within the story.

Progress Track
The party is attempting to break into a noble's vault during a masquerade.
Open the Vault (4)
□□□□
Each successful action fills part of the Track:

- Distracting the guards
- Stealing a key
- Bypassing the lock
- Disabling magical wards

Once filled, the vault is opened.

Danger Track
The players are sneaking through enemy territory while guards search the area.
Guard Suspicion (6)
□□□□□□
Failures, loud actions, or wasted time fill the Track:

- 2 Filled – Patrols increase
- 4 Filled – Guards begin searching nearby
- 6 Filled – The party is discovered

Faction Track
A cult attempts to awaken an ancient leviathan beneath the sea.
The Leviathan Wakes (8)
□□□□□□□□
The Track may advance between sessions as the cult acquires relics, performs rituals, sacrifices victims, or spreads corruption throughout the region.

Timer Track
The party attempts to stop a ritual before a cult finishes opening a gateway beneath the city.
Gateway Ritual (6)
□□□□□□
At regular intervals – such as every failed action, every few minutes in-fiction, or whenever the players waste time arguing or regrouping – the GM fills part of the Track. As the Track fills:

- 2 Filled – Strange tremors shake the area
- 4 Filled – Creatures begin emerging from the gateway
- 6 Filled – The ritual completes

Countdown Track
The party flees through collapsing ruins as the structure begins to fall apart around them.
Cave-In (4)
■■■■
Unlike a normal Track, Countdown Tracks begin full and deplete over time. As sections are removed, the danger grows closer to triggering. At regular intervals – failed actions, wasted time, or major escalations – remove sections from the Track:

- 3 Remaining – Dust and debris begin falling
- 2 Remaining – Escape routes start collapsing
- 1 Remaining – The structure violently gives way
- 0 Remaining – Total collapse

Scene Track
A burning building is collapsing during a rescue.
Building Collapse (4)
□□□□
As time passes or actions fail, the Track fills. Once complete, the structure caves in entirely.

Recovery Track
A player suffers from multiple **Harms** and needs to clear them.
Recovery Track (6)
■■■■■■
Rest, treatment, medicine, or magical healing may gradually Clear sections from the Recovery Track until the Harms clear.

Combat

Player Turns
There is no initiative or fixed turn order. Combat is divided into alternating **Player Turns** and **GM Turns.**

During the **Player Turn**, all players act simultaneously. Before resolving anything, each player declares what their character intends to do during the turn.

Each player may take **1 Scene Action**, representing any meaningful contribution to the conflict, including:

- Attacking an enemy
- Casting a Sorcery
- Performing a complex manoeuvre
- Escaping danger
- Assisting or protecting an ally
- Pursuing another objective within the Scene

Once everyone has declared their action, the **Player Turn** is resolved. **Throws** may be handled one at a time for clarity, but the actions are considered to be happening at the same time within the fiction. The order in which **Throws** are resolved does not normally mean one character acted before another.

This allows players to combine their actions deliberately. One character might knock an enemy from its feet while another attacks it, or one player may create an opening that another immediately exploits. Players are encouraged to discuss their intentions and build their actions around one another before anything is resolved.

If the exact order becomes important, the GM determines how the actions interact based on the fiction and the **Outcomes** of the **Throws**.

Regular movement is not considered a **Scene Action.**

An **Ability** being able to be used **"Once per Scene"** are not **Scene Actions. Abilities** are not considered **Scene Actions** unless stated otherwise. Players can use **Abilities** in conjucntion with **Scene Actions.**

When a player fails a **Throw**, enemies may immediately respond depending on the **Outcome** and circumstances. This could include:

- Dealing **Harm**
- Repositioning
- Escalating the situation
- Applying pressure
- Creating new threats
- Interrupting actions
- Separating the group
- Destroying opportunities

After all players have acted, the GM takes a Turn. During the GM Turn, enemies and ongoing threats advance the scene by taking actions, escalating danger, or progressing Tracks already in play. They may:

- Reposition
- Retreat or pursue
- Prepare traps or defences
- Attempt healing
- **Progress ongoing Tracks**
- **Cast Sorceries**
- **Attack the Players**

Major enemies, powerful creatures, and spellcasters will often create or advance **Tracks** representing dangerous actions building toward completion. These Tracks help telegraph incoming threats and give players opportunities to react before disaster strikes.

Most ordinary enemies can only withstand a small amount of **Harm** before being defeated. Important enemies, monsters, rivals, and major threats may possess full **Harm Tracks** similar to player characters.

It is almost always more interesting when enemies are working toward something rather than simply attacking the players repeatedly. Combat becomes far more dynamic when opponents are trying to complete rituals, escape with items, activate machinery, collapse structures, or unleash devastating abilities. These goals naturally create **Tracks** within the scene, giving players additional problems to solve beyond simply defeating their enemies.

Enemy NPCs

Enemies use the same basic rules as player characters, making Throws with Stones, Scrolls, Swords, and Sorcery, taking **Harm**, using Abilities and casting Sorceries. However, NPCs are given an Enemy **Level from 0–4**, representing how much punishment they can withstand before being defeated.

Enemy Level does not determine how skilled an NPC is. Their **Attributes, Skills, Abilities**, and **Words of Power** determine what they can do. Enemy Level primarily determines their **Harm** capacity.

Enemy Level	Harm Slots	Typical Enemy
0	1 x level 1	Civilians, Small Foes
1	3 x level 1	Ordinary Enemies
2	3 x level 2	Special Enemies
3	3 x level 3	Major Enemies
4	3 x level 4	Boss Mobs

Each Enemy Level includes the Harm slots available to the previous Level, with a maximum of 3 **Harm** slots at each Level. Enemies do not need to use every **Harm** slot available to them; the GM decides how many are appropriate based on the narrative and the needs of the Scene.

Taking Harm
When an enemy suffers **Harm**, record it in an available slot of the appropriate **Level**.

If all slots of that **Level** are already filled, the **Harm** is increased to the next **Level**, continuing upwards until there is an available slot.

If an enemy cannot withstand the resulting **Harm Level**, they are **Defeated**.

Being **Defeated** does not always mean death. Depending on the fiction, an enemy may be killed, knocked unconscious, forced to surrender, flee, or otherwise become unable to continue the fight.

This makes lower-Level enemies quick to remove from a Scene while allowing major enemies to remain present without requiring a completely different set of combat rules.

Harm Effects for NPCs
NPC Harm penalties are applied once for each Harm Level currently suffered, regardless of how many injuries are recorded at that Level, and follow the same penalties as for the players.

Level 4 Enemies
Level 4 enemies are exceptional. They may possess Level 4 Harm slots even though Level 4 Harm would ordinarily kill a character outright.

These slots represent creatures, villains, monsters, or supernatural entities capable of surviving injuries that would immediately kill an ordinary person. Once their available Level 4 Harm is exhausted, further Harm defeats them as normal.

This should be unusual. A Level 4 NPC is not simply a tougher guard – they are something the GM expects to function as a major threat or centrepiece of a Scene.

Enemy Throws
Enemies do not possess or use Skills. Whenever an enemy makes a Throw, the GM chooses the most appropriate Attribute – Stones, Scrolls, Swords, or Sorcery– and resolves the Throw normally. The Attribute describes how the enemy is acting, rather than a specific trained Skill.

For example, an enemy might:
use Stones to swing a maul, overpower someone, or smash through a barricade;
use Scrolls to outmanoeuvre a group, exploit knowledge, or direct allies;
use Swords to stab, shoot, ambush, or strike with precision;
use Sorcery to cast a Sorcery or attack through supernatural means.

Enemy Attacks
When an enemy attacks a player, the enemy makes the Throw.

The player still participates in the contested series of Stones, Scrolls, Swords, but does not make a separate defensive Skill Throw. The enemy's chosen **Attribute**, the result of the series, and any **Draw Break** determine the final **Outcome**.

That **Outcome** determines the severity of the attack and the **Harm** inflicted on the player.

Once an enemy's attack has successfully inflicted Harm, the target may attempt to lessen or resist entirely the injury using **Grit**.

Enemy Words of Power
Enemies may have access to Words of Power appropriate to their Enemy Level. These are guidelines rather than requirements; the GM may give an enemy more, fewer, or no Words at all depending on what suits the Scene.

Enemy Level	Suggested Words of Power Amount:
Level 0	Usually none, or 1 Level 1 Word
Level 1	Up to 2 Level 1 Words
Level 2	Up to 4 Level 1 Words and 1 Level 5 Word
Level 3	Up to 6 Level 1 Words and 3 Level 5 Words and 1 Level 10
Level 4	Any fitting Level 1 or 5 Words, and up to 3 Level 10 Words

Enemies are not restricted to Archetype Word lists. Choose Words that best represent what the enemy is capable of.

Enemy NPCs should not be using Words of Power drastically above the Level of the Players – a Level 3 Enemy in a campaign of Level 4 players, should probably not have access to a Level 10 Word of Power, but could reasonably have more Level 5 Words.

Enemy Attributes
Enemy NPCs use the same four Attributes as player characters: Stones, Scrolls, Swords, and Sorcery

All enemy Attributes begin at -3. The GM then receives a number of Distribution Points based on the enemy's Level and assigns them between the four Attributes.

Each Distribution Point increases an Attribute by +1, up to a maximum of +3.

Enemy Level	Distribution Points
Level 0	6–8
Level 1	9–11
Level 2	12–15
Level 3	16–19
Level 4	+20

The GM may distribute these points however best represents the enemy. A brute might invest heavily into Stones, while a spellcaster may favour Sorcery.

Enemies do not need to spend every available Distribution Point. These values represent the maximum suggested amount for an enemy of that Level, and the GM may use fewer where appropriate for the Scene.

Unlike player characters, enemies do not use Skills when making Throws. When an enemy acts, the GM chooses whichever Attribute best represents how they are approaching the action and resolves the Throw using that Attribute.

If the GM feels it is appropriate, a Level 4 Enemy may go over the +3 attribute cap, however this should be done sparingly.

Enemy Abilities
Abilities are generally reserved for Level 2 to Level 4 enemies, helping major NPCs feel distinct without adding unnecessary complexity to lesser foes. It is not recommended every NPC in a scene has an ability, even if they are allowed to have one.

Enemy **Abilities** may be taken directly from existing Archetypes or Pathways, adapted from them, or created by the GM to suit the enemy. Existing player Abilities already provide a good model for the kind of effects these should have: modifying Throws, changing Harm, granting unusual movement, altering Sorcery, or creating once-per-Scene exceptions.

Enemy Level	Suggested Ability Amount:
Level 0	Usually none
Level 1	Up to 1 Level 1
Level 2	Up to 2 Level 1, 1 Level 5
Level 3	Up to 4 Level 1, 2 Level 5, 1 Level 10
Level 4	Any fitting Level 1 or 5 Words, and up to 3 Level 10 Abilities

NPC Quick Reference:
Level 0 // 6-8 Attribute Points // **Harm**: Up to 1 Level One Harm // **Words of Power:** Up to 1 x Level 1 // **Abilites:** None

Level 1 // 9-11 Attribute Points // **Harm**: Up to 3 Level One Harms // **Words of Power:** Up to 2 x Level 1 // **Abilites:** Up to 1 x Level 1

Level 2 // 12-15 Attribute Points // **Harm**: Up to 3 Level One - Two Harms // **Words of Power:** Up to 4 x Level 1, 1 x Level 5 // **Abilites:** Up to 2 x Level 1, 1 x Level 5

Level 3 // 16-19 Attribute Points // **Harm**: Up to 3 Level One - Three Harms // **Words of Power:** Up to 6 x Level 1, 3 x Level 5, 1 x Level 10 // **Abilites:** Up to 4 x Level 1, 2 x Level 5, 1 x Level 10

Level 4 // 20+ Attribute Points // **Harm**: Up to 3 Level One - Four Harms // **Words of Power**: Any number of Level 1 & Level 5, Up to 3 x Level 10 // **Abilities**: Any fitting Level 1 or 5 Words, and up to 3 Level 10 Abilities

As a reminder, all of these numbers are guidelines, not rules. The GM is free to interpret them as they wish.

Example Enemy NPCS

Level 0 – Dockside Ruffian
Attribute Points: 6
Stones 0 | Scrolls -2 | Swords -1 | Sorcery -3
Harm
Level 1: □
Words of Power: None
Abilities: None
A common thug, frightened guard, desperate bandit, or otherwise disposable enemy.

Level 2 – Ironclad Enforcer
Attribute Points: 14
Stones 3 | Scrolls 2 | Swords 0 | Sorcery -3
Harm
Level 1: □ □ □
Level 2: □ □
Words of Power:
Level 1 – Guard, Push, Strike
Level 5 – Harden
Abilities
Stand Firm – Level 1: Cannot be knocked down or forcibly moved.
Bodyguard – Level 1: Once per Scene, take Harm in place of a nearby ally.
A durable frontline enemy built to occupy space and protect more vulnerable NPCs.

Level 4 – Ancient Vampire Lord
Attribute Points: 22
Stones 1 | Scrolls 3 | Swords 3 | Sorcery 3
Harm
Level 1: □ □ □
Level 2: □ □ □
Level 3: □ □
Level 4: □
Words of Power:
Level 1 – Blood, Charm, Gaze, Shadow, Claw, Silence, Bite
Level 5 – Bind, Compel, Cloak, Heal, Transform
Level 10 – Dominate, Life
Abilities:
Vampirism – Level 1: When you inflict Harm to another character, clear 1 Recovery.
Predator in the Dark – Level 1: Gain +1 Outcome to Throws made against an isolated or unaware character.
Mist Form – Level 5: Once per Scene, become mist, passing through small openings and physical obstacles before reforming nearby.
Undying – Level 5: Once per Scene the first time you clear your Recovery Track, clear an additional 3 Recovery.
Lord of the Night – Level 10: Once per Scene, you may initiate a Throw against a character using Sorcery. Subtract the Modifier of the challenged character from the outcome, if the **Outcome** is **Positive** that character becomes Cursed and become your faithful subject for the duration of the scene or until the Curse effect is lifted.
An acient and wise Vampire that a serves as a fitting final boss of a terrifying campaign or one shot.

Consequences

When a player fails a **Throw** in **any** situation including Combat, the GM determines the consequences based on the **Outcome** of the **Throw** and the surrounding fiction. Consequences should move the story forward and reflect the severity of the failure.

A minor failure may create pressure or setbacks, while a severe failure can drastically change the Scene. Failure should never stop the game – it should change the situation.

Consequences may include:
- Harm
- Lost opportunities
- Narrative complications
- Broken equipment
- Enemy advantage
- Exposure
- Magical backlash
- Escalation

Grit
Whenever a Player fails a throw, and accepts the consequences of that thow, they may gain 1 **Grit. Grit** lasts until the end of each Long Rest and may be used to resist consequences.

Resisting Consequences
After a consequence is declared, a player may choose to Resist it by Spending 1 **Grit**. To do so, make a **Throw** using the {Skill} most relevant to the consequence being resisted.

If the **Throw** succeeds, the consequence is reduced, avoided, or otherwise softened. If multiple players are affected by the same consequence, only one player needs to make the **Resist Throw** for the entire group.

If the **Resist Throw** fails, the original consequence occurs, and the GM may escalate the situation further. ***A consequence may only be Resisted once.***

Example:
The bridge snaps beneath Elsie's feet, sending her plummeting toward the ravine below. "You're going to take Level 2 Harm: Broken Ribs from the fall," says the GM.

"I want to Resist that," Elsie replies. "I'm grabbing the hanging ropes and swinging into the cliffside instead of hitting the rocks using my {Exert}" The GM agrees this uses {Exert}. Elsie makes a Throw against the GM and succeeds with a +3 Outcome.

"Alright," says the GM. "You avoid the worst of the fall. Instead of Level 2 Harm, you only take Level 1 Harm: Winded, and you're left hanging from the cliff by one arm."

Elsie spends 1 Point for the successful Resist

Harm

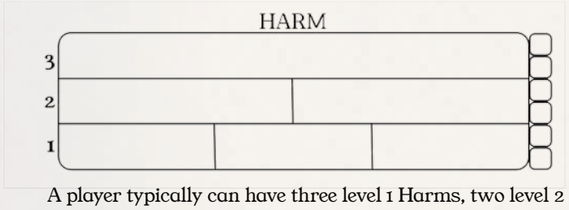
Damage in Stones, Scrolls, Swords & Sorcery is represented through **Harm**. **Harm** reflects serious injuries, exhaustion, trauma, magical corruption, and other lasting consequences suffered during play.

Harm is usually gained as a result of a **Failed Throw** during combat as a response from the Enemy, however one may also gain **Harm** failing throws out of combat.

Usually one takes **Harm** as the outcome of a failed Throw. When that happens players also have the opportunity to resist the **Harm** same as any other consequence.

Harm is tracked using:

- **Injury Levels** (what kind of harm you have)
- **Recovery Track** (6 pips) (your recovery progress)



A player typically can have three level 1 Harms, two level 2 Harms, one level 3 Harm, and zero level 4 Harm.

If all boxes of harm are filled for a given level, any subsequent injury of the same level is treated as the next level up. When recording harm write the injury in the box, having a singular harm of a given level applies the penalty for that level of harm.

Injury Levels
There are four levels of Harm:

- **Level 1** (Minor) – Additional -1 to **Outcome** of Lost **Throw** Series.
- **Level 2** (Moderate) – Additional -1 to **Outcome** of all **Throws.**
- **Level 3** (Severe) – Your character can longer benefit from positive **Draw Break** bonuses.
- **Level 4 (Death)** – Character Death or Permanent Injury

When a character suffers **Harm**, the severity is determined by the fiction, the **Outcome** of the **Throw**, and the nature of the threat. Minor injuries may inflict **Level 1 Harm**, while devastating attacks, powerful Sorceries, or catastrophic failures may inflict **Level 2** or **Level 3 Harm**. **Harm** is dangerous. Penalties stack quickly, **Recovery** requires action, and a few bad decisions can rapidly spiral into disaster.

Permanent Injury – Alternative Level 4 Harm
By default, Level 4 Harm is fatal. There is no Level 4 Harm box on the character sheet; Level 4 Harm represents an injury so severe that a character cannot sustain it.

But death is not right for every story. Sometimes it simply isn't a hero's time to die, and sometimes death isn't the tone your group wants from the game. In these cases, you can use Permanent Injuries as an alternative consequence for Level 4 Harm.

When a character would suffer Level 4 Harm, they instead suffer a Permanent Injury appropriate to what happened. The injury becomes a lasting part of that character and their story.

A Permanent Injury does not necessarily impose a permanent mechanical penalty. A terrible burn might leave scars without changing the character's Attributes; a crushed leg might leave them walking with a cane; a supernatural wound might never completely heal. Where appropriate, however, a particularly severe injury may have a lasting mechanical effect, such as reducing an Attribute, changing what the character can reasonably do, or requiring a prosthetic, aid or other accommodation.

Permanent Injuries should not exist simply to punish a player for surviving, they should leave evidence of what happened. Scars, lost limbs, damaged senses, strange magical afflictions and other lasting consequences can become part of a character's appearance, behaviour, equipment and history.

Most importantly, a Permanent Injury should create new character moments and stories, rather than simply making the character worse at playing the game.

Resisting Harm
When a character suffers Harm, they do not make an additional Throw to avoid it. Instead, they may Resist the Harm using **Grit**, **Armour**, or both, as described in their respective sections.

Grit can reduce the level of incoming Harm, while **Armour** can absorb Harm before it is recorded. Resolve any resistance before marking the Injury on the character sheet.

If the Harm is reduced below Level 1, or is completely absorbed, no Injury is recorded.

Resisting Harm does not necessarily undo what happened in the fiction. A character might still be knocked down, thrown from a ledge, separated from an item, or otherwise affected by the attack even if the Harm itself is prevented.

Healing

Healing in Stones, Scrolls, Swords & Sorcery is intentionally abundant. Characters may go from battered and broken to back on their feet within the same Session through recovery, **Rest**, **Sorcery**, and special **Abilities**.

Healing is tracked through a **Recovery Track**. Whenever a character receives meaningful medical care, rest, or magical healing, they may clear **Recovery**. The **Recovery Track** has 6 sections.

Recovering Through Throws
Recovery functions like any other **Track**. When a character attempts to treat an injury using a **Skill** such as {Mend}, make a **Throw** and use the Filling Tracks guidelines to determine how much **Recovery** is cleared.

A strong **Outcome** may clear several **Recovery** at once, however a failed **Outcome** does not remove existing progress. A failed healing **Throw** does not necessarily cause additional **Harm**; it may simply mean the treatment was ineffective, an injury was aggravated, or time and resources were wasted.

Abilities which state that they clear a specific amount of Recovery do so without requiring a Throw unless stated otherwise.

Clearing the Recovery Track
Whenever 6 **Recovery** has been cleared, the **Recovery Track** resets and all current **Harm** is reduced by one **Level**:

Level 3 → Level 2
Level 2 → Level 1
Level 1 → Cleared

Recovery is not lost when the **Track** resets. Any **Recovery** beyond the **6** required carries over onto the newly cleared **Track**.

For example, if a character already has 4 Recovery and an effect clears 5 Recovery, 2 complete the current Track and reduce their Harm by one Level. The remaining 3 are then carried onto the new Recovery Track.

If a single effect clears enough **Recovery** to complete the **Track** more than once, resolve each completed **Track** in turn.

Healing with Words of Power
When a **Sorcery** is used to heal, resolve the **Throw** using the normal rules for **Filling Tracks**. If the **Throw** would **clear Recovery**, multiply the amount cleared by the appropriate value on the **Magical Healing table**, then round down – this is the new amount cleared.

Use the highest-Level **Word of Power** meaningfully contributing to the healing, and the number of Words meaningfully contributing to that effect.

Example: A healing **Sorcery** achieves a **+6 Great Success**, which would normally clear **3 Recovery**. It uses one **Level 1** healing Word, giving it a ×1.5 multiplier. It therefore clears **4 Recovery.**

Recovery gained this way may exceed 6. Whenever 6 **Recovery** is **cleared**, reduce all current **Harm** by one **Level**, clear the **Recovery Track**, and carry any excess **Recovery** onto the new **Track**. A sufficiently powerful **Sorcery** may therefore clear the **Recovery Track** multiple times.

Magic Healing Table:

	Level 1	*Level 5*	*Level 10*
1 Word	x 1.5	x 2	x 2.5
2 Words	x 2	x 2.5	x 3
3 Words	x 2.5	x 3	x 4

Failing a Healing Sorcery
Obtaining a **Negative Outcome** when casting a **Sorcery** does not cause the **Recovery Track** to progress backwards. Instead it is more likely that the recipients of the **Sorcery** will suffer some form of **Harm**.

Rest

Short Rest
A Short Rest represents a brief pause in the action where characters have a chance to recover, regroup, eat, patch wounds, or catch their breath.

During a Short Rest:
- Clear 1 **Recovery**
- Refresh up to 2 total uses of **Words of Power**

This may be:
- *2 uses of one Word of Power*
- *1 use of two different Words of Power*

Long Rest
A Long Rest represents a significant period of downtime, such as a full night's sleep, extended relaxation, or meaningful recovery in safety.

During a Long Rest:
- Clear 3 **Recovery**
- Refresh <u>all</u> expended **Words of Power**

Taking any form of **Rest** counts as a **Scene**.
A Short Rest may only take a few minutes narratively, if the situation allows for it.
During a Long Rest, Characters are expected to eat, sleep, and properly recuperate. This could be a little as 4 hours or as long as is needed.

Load

A blank character sheet starts with 10 Load slots. Certain abilities, Words of Power, or magical items may increase this.

Load represents how much space an item takes up. Each item occupies Load based on its size, weight, or awkwardness. Load is denoted with brackets, for example: *Greatsword (3)*

Determining Load
- Tiny or pocket-sized items take (0) Load
- Small items such as knives or tools take (1) Load
- Medium items such as shields take (2) Load
- Heavy items such as platemail takes (3)+ Load

Basic items your character would reasonably carry do not take up Load. Only items of purpose, value, or significance count — such as rope, tools, weapons, or enchanted items.

If an item would meaningfully affect what you can carry or use, it should take up Load.

Using Load in Play
At the start of a session, you are not assumed to be carrying everything in your Inventory.

Instead, you declare items as you need them during play. When you do, that item is considered to have been on your Character all along and is added to your Load.

Load Limits
When your Load Track is full, the player is affected by Difficult Terrain. If the player is already on Difficult Terrain, double the effect of Difficult Terrain.

If a play is significantly over their Load Limit, the GM may impose additional restrictions, anything from being unable to move to imposing further throw penalties.

A GM should only ever apply 1 mechanical penalty.

Armour

Most forms of armour take up **Load** depending on their size, weight, and protection. Wearing armour is likely to reduce the severity of **Harm** you suffer and greatly improves your survivability in dangerous situations.

When you successfully **Resist Harm** as a consequence, you may instead choose to have your armour take the hit. Armour can absorb a level of **Harm** equal to the amount of **Load** it occupies before becoming Broken. Broken Armour still takes **Load.**

Light Armour (1) absorbs **Level 1 Harm**
Medium Armour (2) absorbs **Level 2 Harm** or lower
Heavy Armour (3) absorb **Level 3 Harm** or lower

Armour should be treated fictionally as well. A suit of armour that absorbs a devastating blow may be cracked, crushed, scorched, or torn apart in the process.

Shields are considered as Armour, and can be weilded with one handed weapons. However Players can gain Mastery with Shields, see **Weapon Abilities** in the next section.

<u>Common Armours and their respective Load Values:</u>
Light Armours
- Fabric Armours (1)
- Padded Armours (1)
- Small Shield (1)

Medium Armours
- Leather Armours (2)
- Mail Armours (2)
- Medium Shield (2)

Heavy Armours
- Scale Armours (3)
- Plate Armours (3)
- Large Shield (3)

Weapons

Weapons in Stones, Scrolls, Swords & Sorcery are intentionally simple. All weapons are dangerous. A dagger, spear, axe, sword, bow, pistol, or wand can all kill in the right hands.

When a weapon deals **Harm**, use the **Outcome** of the **Throw**:
Mixed Outcome: Deal Level 1 Harm.
Success or Strong Success: Deal Level 2 Harm.
Great Success: Deal Level 3 Harm.

The weapon does not usually change how much **Harm** is dealt. Instead, weapons differ through **Weapon Abilities**. To learn a **Weapon Ability** a character must spend 1 **Point** to gain 1 level of **Mastery** of that weapon.

If a character has **Mastery** of a **Weapon** it is denoted with [M1] or [M2] depending on the level of **Mastery** in their inventory, for example:
- *[M2] Greatsword (3)*
- *Dagger (1)*
- *[M1] Sling (1)*
- *Bow (2)*

Weapons are sometimes descibed as **Light Weapon (1), Medium Weapon (2) or Heavy Weapon (3).** This means any weapon of the respecitve **Load** amount.

Weapon Classification
Weapons are classified in two ways: how many hands they require, and the distance at which they can be used.

A one-handed weapon leaves your other hand free. You may use that hand to hold another one-handed weapon, carry a shield, use a tool, grab something, or interact with the environment.

A two-handed weapon requires both hands to wield properly. These weapons are usually heavier, more forceful, and often have more powerful Masteries.

Weapons also have a range: **Close, Reach,** or **Ranged**. A weapon's listed range is the furthest distance it can normally be used at. Unless stated otherwise, a weapon can also be used at any closer range.

- **Close:** The target is within immediate fighting distance and could attack you back.
- **Reach:** The target is close enough for you to attack, but not close enough to hit you back without moving closer.
- **Ranged:** The target can be attacked from afar. If the weapon is thrown, it may be lost or need to be recovered afterwards.

Weapon Abilities

Axe (1) - 1 Handed - Close
[M1] Shield Spliter: Gain +1 Outcome to Throws made against enemies using shields with this weapon.
[M2] Hew: When you deal Harm with this weapon, you may also damage or destroy an object or armour nearby.

Blowgun (1) - 1 Hand - Ranged
[M1] Sleeve Reed: You may conceal this weapon unless thoroughly searched.
[M2] Poison Dart: When you deal Harm with this weapon, you may also afflict *Poison*.

Bolas (1) - 1 Handed - Ranged
[M1] Tangled Legs: When you succeed with an attack with this weapon you may make the target Bound instead of dealing damage.
[M2] Cracking Percision: When you succeed an attack with an Outcome of 4 or higher, treat it as a great success.

Boomerang (1) - 1 Handed - Ranged
[M1] Returning Throw: When you throw a Boomerang it returns to you after the Throw resolves.
[M2] Curving Strike: When you succeed with a Boomerang, you may strike a target behind cover, around an obstacle, or from an unexpected angle.

Bow (2) - 2-handed - Ranged
[M1] Far Shot: Gain +1 Outcome to Throws made against distant or *Exposed* targets.
[M2] Pinning Shot: Instead of dealing Harm, you may *Pin* the target until they free themselves or receive help.

Club (2) - 1-handed - Close
[M1] Measured Blow: You may choose to deal non-lethal Harm with this weapon.
[M2] Knock Senseless: When you deal Harm, you may *Stun* the target.

Crossbow (2) - 2 Handed - Ranged
[M1] Quick Draw: Gain +2 Outcome to the first Throw made each Combat with this Weapon.
[M2] Punch Through: Armour absorbs 1 less level of Harm from this weapon.

Curved Sword (1) - 1 Handed - Close
[M1] Flowing Footwork: When you succeed a weapon attack with this weapon, you may double your movement for the Scene Action.
[M2] Twin Arcs: When wielding a Curved Sword in each hand, when you deal Harm to a target, you may also deal Level 1 Harm to a second nearby target.

Dagger (1) - 1 Handed - Close
[M1] Exploit Weakness: Gain +1 Outcome to Throws made against *Exposed*, or unaware enemies when using a Dagger.
[M2] Precision Weapon: Throws of 5 or above are treated as a Great Success

Explosives (2) - 1 Handed - Ranged
[M1] Blast Radius: When you deal Harm with Explosives, you may also make one nearby creature Exposed.
[M2] Breaching Charge: When you use Explosives against an object, door, wall, piece of cover, or structure, you may destroy it or make the immediate area Difficult Terrain.

Fists (0) - 1 Handed - Close
[M1] Never Empty-Handed: You are never considered Disarmed while able to move your body.
[M2] Dirty Fighting: When you succeed with your fists, you may *Grapple, Disarm*, or knock the target *Prone* instead of dealing Harm.

Flail (2) - 1 Handed - Close
[M1] Over the Guard: Gain +1 Outcome to Throws made against enemies using shields with this weapon.
[M2] Wrap and Wrench: When you deal Harm with this weapon, you may also Disarm the target.

Glaive (3) - 2 Handed - Reach
[M1] Sweeping Edge: When you deal Harm with this weapon, you may also knock one nearby enemy *Prone*.
[M2] Range Advantage: The first time an enemy enters your range while wielding this weaopn, deal level 1 Harm to them.

Greataxe (3) - 2 Handed - Close
[M1] Giant Killer: Gain +1 Outcome to Throws made against creatures larger than yourself using this weapon.
[M2] Head Splitter: Once per Scene, if an enemy is in range and is not wearing a helmet, you may deal level 3 harm to them.

Greatclub (3) - 2 Handed - Close
[M1] Batter Aside: When you deal Harm with this weapon, you may throw the target several metres away or knock them Prone.
[M2] Brutal Swing: Gain +1 Outcome to Throws made to smash, shove, or knock enemies back when using this weapon.

Great Curved Sword (3) - 2 Handed - Close
[M1] Undaunted: Gain +1 Outcome to Throws made with this weapon while adjacent to 2 or more enemies.
[M2] Sweeping Blade: Attacks are made in a sweeping cone in front of you, each subsequent enemy hit takes harm at 1 level less than the first.

Greatsword (3) - 2 Handed - Reach
[M1] Sword Guard: The first time you take harm each combat while weilding this weapon, reduce that harm by 1 Level.
[M2] Cleave: When you deal Harm with this weapon, you may also deal equal Harm to one additional nearby enemy.

Halberd (2) - 2 Handed - Reach
[M1] Hook and Drop: Whenever you deal Harm with this weapon, you may pull, trip, or *Disarm* the target instead of dealing Harm.
[M2] Where you going: The first time an enemy leaves your range while weilding this weaopn, deal level 1 Harm to them.

Knife (1) - 1 Handed - Close/Ranged
[M1] Concealment: This weapon remains concealed on your person when not in use. You may use your Scene Action in combat to re-conceal this weapon.
[M2] Quick Cut: Once per Scene, when you are *Grappled, Bound,* or *Pinned*, you may use this weapon to help free yourself.

Kukri (1) - 1 Handed - Close
[M1] Cruel Edge: Gain +1 Outcome to Throws made against enemies that have already been Harmed by this weapon.
[M2] Gouge: When you deal Harm with this weapon, you may also make the target *Exposed*.

Lance (3) - 1 Handed Mounted / 2 Handed on Foot - Reach
[M1] Couch and Charge: When you use your scene action to move towards an enemy and make an attack with this weapon, gain +1 Outcome to the Throw.
[M2] Mounted Combat: When using this weapon while sat on another creature Harm you deal is dealt at 1 level higher.

Longsword (2) - 1 or 2 Handed - Reach or Close
[M1] Stance Work: When using this weapon with one hand, instead of dealing Harm, you may Disarm the target. When using this weapon with two hands, Gain +1 Outcome to Throws made against enemies with Medium or Heavy Weapons.
[M2] Versatile Form: When using this weapon you can freely swap between 1 or 2 Handed freely as part of a Scene Action.

Mace (2) - 1 Handed - Close
[M1] Armour Cracker: Gain +1 Outcome to Throws made against armoured enemies when using a this weapon.
[M2] Rattle Bones: When you deal Harm with this weapon, you may also *Stun* the target.

Maul (3) - 2 Handed - Close
[M1] Demolition Swing: Gain +1 Outcome to Throws made to break objects, doors, armour, or shields when using a Maul.
[M2] Earthshaker: When you deal Harm with this weapon, you may also knock the target Prone and make the immediate area Difficult Terrain.

Net (1) - 1 Handed - Reach / Ranged
[M1] Cast Net: You may use this weapon to Grapple or Bound a target instead of dealing Harm.
[M2] Entangle: When you succeed with this weapon, the target becomes Pinned until they escape or are freed.

Pistol (1) - 1 Handed - Ranged
[M1] Point Blank: Gain +1 Outcome to Throws made at Close range when using a Pistol.
[M2] Thunderous Shot: When fired, everyone nearby hears it. On a Success or higher, one nearby creature hesitates, flinches, or becomes Exposed.

Polearm (3) - 2 Handed - Reach
[M1] Long Reach: Gain +1 Outcome to Throws made to strike, brace, or hold enemies at a distance when using a Polearm.
[M2] Reach: When an enemy attempts to close distance with you, you may strike, brace, or keep them at bay before they reach you.

Quarterstaff (2) - 2 Handed - Reach
[M1] Balanced Guard: Gain +1 Outcome to Throws made to defend, trip, or keep distance when using a Quarterstaff.
[M2] Staff Sweep: When you succeed with this weapon, you may knock the target Prone or push them out of reach instead of dealing Harm.

Rapier (1) - 1 Handed - Reach
[M1] Duelist's Line: Gain +1 Outcome to Throws made against isolated enemies when using a Rapier.
[M2] Riposte: Once per Scene, when an enemy fails a close attack Throw against you, you may immediately deal Level 1 Harm or reposition.

Rifle (3) - 2 Handed - Ranged
[M1] Armour Piercing: When you deal Harm with a Rifle, the target's armour absorbs 1 less level of Harm than normal. *(Armour (2) treated as Armour (1))*
[M2] High Calibre: When you succeed an attack with an Outcome of 4 or higher, you may ignore enemy armour, shields, cover, or thin walls.

Sabre (1) - 1 Handed - Close
[M1] Sea Blade: Gain +1 Outcome to Throws made while fighting aboard ships, mounts, or unstable footing when using a Sabre.
[M2] Cut and Pass: When you deal Harm with this weapon, you may move past the target without being stopped.

Scythe (3) - 2 Handed - Close
[M1] Harvest Swing: Gain +1 Outcome to Throws made against enemies standing close together when using a Scythe.
[M2] Reap: When you deal Harm with this weapon, you may also knock one nearby enemy Prone or make them Exposed.

Shortsword (1) - 1 Handed - Close
[M1] Close Quarters: Gain +1 Outcome to Throws made in tight spaces, crowds, or close quarters when using a Shortsword.
[M2] Quick Draw: Once per Scene, draw this weapon and attack before an enemy can properly react.

Sickle (1) – 1 Handed – Close
[M1] Hooked Edge: Gain +1 Outcome to Throws made to hook, pull, or cut bindings when using a Sickle.
[M2] Hamstring: When you deal Harm with this weapon, you may prevent the target from using movement during their next Scene Action.

Sling (0) – 1 Handed – Close
[M1] Stone Thrower: You can always find ammunition for this weapon in natural or urban environments.
[M2] Cheap Shot: When you succeed with this weapon, you may Blind, distract, or disorient the target instead of dealing Harm.

Spear (2) – 1 or 2 Handed – Reach
[M1] Braced Point: Gain +1 Outcome to Throws made against enemies rushing, charging, leaping, or lunging at you when using a Spear.
[M2] Set Against Charge: When such an enemy attacks you and fails, they suffer Level 1 Harm.

Wand (1) – 1 Handed – Ranged
[M1] Arcane Implement: Gain +1 Outcome to Throws made with {Spellcraft} when using a Wand as a magical focus.
[M2] Arcane Conduit: On a Great Success with {Spellcraft}, one Word of Power used in the spell is not expended.

Warhammer (2) – 1 Handed – Close
[M1] Hard Target: Gain +1 Outcome to Throws made against shields, armour, and hard-bodied creatures when using a Warhammer.
[M2] Break Guard: When you deal Harm with this weapon, you may also make the target Disarmed or Exposed.

Whip (1) – 1 Handed – Reach
[M1] Long Lash: Gain +1 Outcome to Throws made to trip, pull, or disarm at reach when using a Whip.
[M2] Lash: When you succeed with this weapon, you may pull, trip, Disarm, or drag a small object or creature instead of dealing Harm.

Improvised Weapon (1–3) – Varies
[M1] Grab What You Can: When you grab an object from the environment as a weapon, the GM gives it one obvious trait.
[M2] Whatever Works: Once per Scene, after succeeding with an Improvised Weapon, immediately break it to create an additional effect agreed with the GM.

Small Shield (1) – 1 Handed – Close
[M1] Parry: Once per Scene, when an enemy fails a Close Throw against you, you may make them Disarmed or Exposed.
[M2] Quick Guard: Your Small Shield may absorb Harm 1 level higher than its Load.

Medium Shield (2) – 1 Handed – Close
[M1] Shield Bash: When you successfully Resist a Consequence using a Medium Shield, you may immediately deal Level 1 Harm to the source of that consequence, if they are within Close range.
[M2] Shield Charge: Once per Scene, when you move into Close range with an enemy during your Scene Action, you may knock them Prone.

Large Shield (3) – 1 Handed – Close
[M1] Shield Wall: Once per Scene, plant your Large Shield and become an impassable barrier until you move. Enemies cannot move past you or target allies behind you without first overcoming you.
[M2] Absorption: Your Large Shield can absorb 2 additional instances of Harm before breaking.

Status Conditions

A Status is a temporary condition affecting what a character can reasonably do.

A Status lasts until the fiction says it ends, usually when the character spends a Scene Action to deal with it, receives help, changes position, or the Scene ends.

When afflicted with a Negative Status effect a Progress Track starts in order to clear it. Most Progress Tracks applied by status effects are 4 steps in length and can be cleared the same turn they are afflicted

Bleeding Out
A character bleeding out will take level 4 Harm at the start of their next turn unless they receive aid or clear their Recovery track.

Blinded
You cannot see properly.
You cannot take actions that require clear sight unless another sense or method can reasonably guide you.

Bound
You are tied, chained, pinned, trapped, or physically restrained.
You cannot move freely until you escape or are freed.

Burning
You are on fire or suffering ongoing heat.
If you do not deal with the flames, the GM may inflict Harm.

Cursed
A supernatural effect is clinging to you.
The Curse should have one clear effect, such as bad dreams, withered hands, misfortune, divine attention, or hearing whispers. It lasts until removed through magic, ritual, treatment, or story progress.

Disarmed
You have dropped, lost, or been separated from a weapon, shield, tool, focus, or important object.
You cannot use that item until you retrieve it.

Exposed
You are vulnerable, out of position, surrounded, or caught without cover. Damage dealt to you is dealt at 1 Level higher.

Fear
You cannot willingly move closer to the source of your fear.
You may still flee, hide, defend yourself, speak, or act in self-preservation.

Grappled
A creature has hold of you.
You cannot freely move away from them until you break the hold or they release you.

Hidden
You are unseen or unnoticed.
You cannot be directly targeted unless an enemy knows where you are. Hidden ends when you reveal yourself, make obvious noise, attack openly, or move into clear view.

Incapacitated
You cannot take meaningful action.
You may still speak, crawl, or make desperate minor movements if the fiction allows it.

Pinned
You are held down, pressed against something, trapped beneath weight, or unable to properly move your body.
You cannot move, stand, or reposition until you escape, are freed, or the thing pinning you is removed.

Poisoned
Poison is affecting your body.
Movement counts as your scene action. Damage you deal is dealt at one level lower.

Prone
You are knocked down or off your feet.
You cannot use movement during your next Scene Action unless that action is spent standing, crawling, rolling, or otherwise recovering your footing.

Silenced
You cannot speak, shout, chant, or make meaningful sound.
You cannot use Words of Power or abilities that require speech unless another method is available.

Stunned
You are dazed, staggered, or overwhelmed.
You cannot take your next Scene Action except to recover, defend yourself, or stumble clear.

Inventory

When you add an item to your Inventory, record what it is and how much Load it takes. There is no fixed list for item **Load**. Use your best judgement, with the GM having final say where needed.

While you are not assumed to be carrying every item in your Inventory at all times, you should still consider where those items are kept when they're not on your person. Once you claim to use one of your **Items** during the **Session of Play**, it is marked on your sheet that it is currently taking **Load**.

Your equipment might be stored in a chest on a cart, kept at a base or stronghold, or left somewhere safe between journeys. Where your items are matters, and retrieving them may not always be immediate or easy.

Load in SSS&S is not strictly reset every Scene or Session. Instead, players should think fictionally about when they would realistically have an opportunity to repack, restock, swap gear, or access stored equipment – usually during a **Long** or **Short Rest**. Returning to a camp, caravan, ship, safehouse, or settlement are all reasonable moments to clear **Load** and reorganise Inventory.

However, if the party is deep within a dungeon, stranded in the wilderness, travelling through hostile territory, or otherwise continuously adventuring, players are generally assumed to still be carrying what they previously declared.

When setting out on a new adventure after clearing your Load, you once again are not assumed to be carrying any specific items until you declare them during play. This represents characters preparing differently for each journey depending on the situation, destination, and expected dangers ahead.

Players may choose to drop, abandon, or leave behind items while travelling in order to free up Load or escape danger more easily. However, unless the party has a reasonable way of recovering those items later, they are assumed to be lost. Leaving equipment behind should be treated as a meaningful decision within the fiction, especially in dangerous or unstable environments.

So hold onto those broken weapons and damaged armours until you reach somewhere safe to repair them – unless you are willing to lose them forever. Leaving equipment behind in the wilderness, deep underground, or during a desperate escape may mean it is gone for good.

This allows players to move through the world unencumbered until the narrative calls for a specific item, while also reducing the need for excessive preparation or bookkeeping beforehand.

Money

Money in Stones, Scrolls, Swords & Sorcery is intentionally abstracted. Wealth is measured in **Coin**, representing not only physical currency, but also favours, barter, supplies, valuables, and general purchasing power. **Coin** is not intended to track every individual expense. Instead, it represents meaningful spending and access to resources.

As a general guideline:

- **1 Coin** covers modest food, drink, and lodging for a Long Rest
- **2 Coin** covers comfortable or expensive living
- Rare equipment, magical items, transport, and

Common or insignificant purchases usually do not require spending **Coin** unless scarcity, pressure, or circumstance makes them important. Characters are expected to spend **Coin** during downtime, travel, and rest. Running low on **Coin** should create pressure and difficult decisions, not bookkeeping.

Coin does not take **Load,** though a heap of treasure might!

Coin is typically awarded for completing jobs, exploring unplundered ruins, recovering valuables, or earning favour. Rewards may come as currency, supplies, trade goods, or services, all represented as **Coin**. Awards should feel meaningful, while still keeping future expenses and hard choices relevant.

Travel

Travel should move the story forward, not slow it down. Most journeys can be resolved through a handful of meaningful **Scenes**, encounters, or **Throws** rather than tracking every mile travelled. Safe roads, familiar routes, or uneventful stretches may pass quickly with little focus, while dangerous expeditions through hostile lands, storms, wilderness, or warzones may become major parts of a **Session**.

Travel is an opportunity to introduce atmosphere, discovery, tension, roleplay, and unexpected problems. The purpose of travel is not realism or simulation, but to create pacing, adventure, and a sense of the wider world beyond the immediate **Scene**.

Difficult Terrain

Difficult Terrain represents environments that hinder movement, positioning, balance, or physical action. This may include mud, deep snow, rubble, steep slopes, thick undergrowth, crowded spaces, waist-deep water, or similarly obstructive terrain. The GM can also rule uncomfortable social settings as Difficult Terrain.

When acting within **Difficult Terrain**, all **Throws** suffer **–1 Outcome.**

When travelling, the GM should focus on:

- Dangerous routes
- Difficult terrain
- Resource pressure
- Unexpected encounters
- Environmental hazards
- Interesting discoveries
- Character interaction
- Story progression
- Local rumours and information
- Changing weather conditions
- Faction presence or influence
- Opportunities, shortcuts, or hidden paths

CHAPTER 2

Character Creation

Getting started in **Stones, Scrolls, Swords & Sorcery** is quick and straightforward.

A character can be created in just a few minutes, and all the information you need fits on a single sheet.

At its core, character creation is about making a few meaningful choices:

- Who your character is
- What they're good at
- How they approach problems
- What kind of magic they can wield

From there, the rest of the game grows naturally through play.

You'll choose an **Origin**, then an **Archetype**, define your **Pathway**, assign your Attributes, and pick a handful of **Words of Power** and **Abilities**. As you play, your character will develop further by gaining experience, new abilities, and Words of Power.

Don't worry about getting everything perfect — the system is designed so that characters evolve quickly, and most of what makes them interesting will come from how you play them at the table.

Character Sheet Overview

a. Name
Your character's name. Simple as that.

b. Origin
Where your character comes from. This helps define their background, culture, and place in the world.

c. Archetype
Your character's core role (e.g. Vanguard, Herald, Skirmisher, Mage). This shapes how they approach challenges.

d. Pathway
A more specific expression of your Archetype. Your Pathway defines your style and grants unique abilities.

e. Level
Your character's current level. This tracks overall progression and growth.

f. Points
Used during character creation and play to increase attributes and unlock new abilities and words of power.

g. Grit
Grit points which are accumulated through failures and can be used to resist consequences.

h. Coin
The money a character has. 1 coin is roughly the amount of money one would spend on cheap food, and shelter for the Long Rest.

i. Attributes
Your core stats: Stones, Scrolls, Swords, and Sorcery. These influence Throws, determine series length, and modify outcomes.

- **i1. Attribute Track** – Attributes start at -3 by default, every step filled in the track increases the attribute by 1 up to a maximum of 3. Without anything specifying otherwise the maximum an attribute can reach by just character leveling progression is +3.
- **i2. Modifier Number** – The sum of the attribute track and anything else which is contributing to the total of the attribute. Your modifier is used in conjunction with its related skills.

j. Experience Track
Tracks your accumulated experience. When filled, you gain a level and 3 Points. Experience should come fairly frequently.

k. Load Track
Represents how much your character is carrying. Heavier loads may limit what you can do. The default amoun of Load a character can carry is 10. Maximum Load can be increased up to a maximum of 50.

l. Skills
Your areas of expertise. Skills determine how you approach actions and what Attribute you use when making Throws.

- **l1.** Tick to indicate focus in a skill

m. Inventory
A list of the items your character is carrying. Item loads are express in (brackets).

- **m1.** Tick to indicate item is equipped and taking load.
- **m2.** Item Name.
- **m3.** Item Load value.

n. Harm
Tracks injuries and their severity. As Harm increases, your character becomes more vulnerable.

- **n1. Recovery Track** – 6 step track used to mark recovery.
- **n2. Level 3 Harm** – Write the type of harm here.
- **n3. Level 2 Harm** – Write the type of harm here.
- **n4. Level 1 Harm** – Write the type of harm here.

o. Tracks
Used to track status effects or character goals.

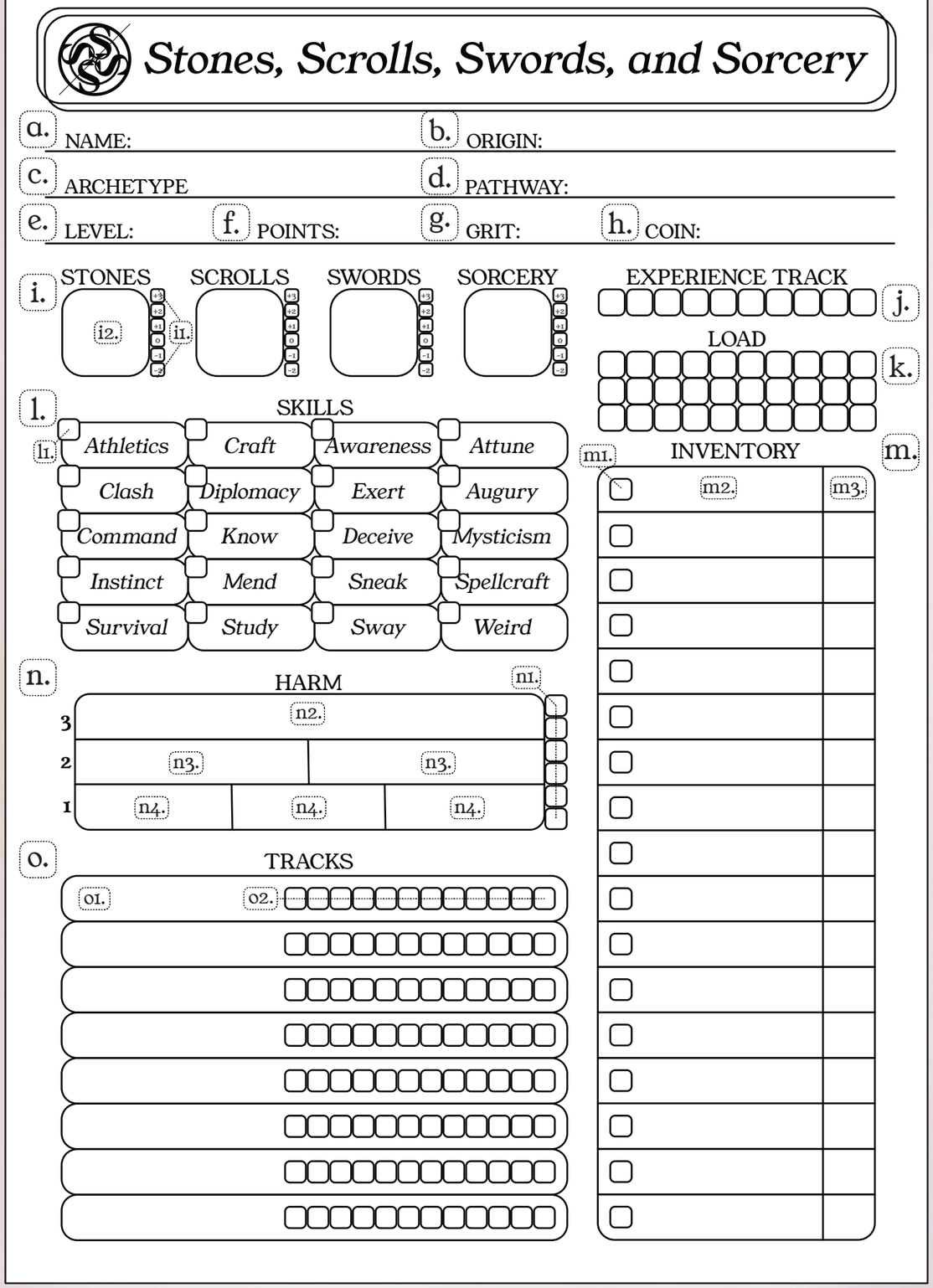
- **o1. Track Name** – Name of what you are tracking
- **o2. Track Length** – Tracks can vary in length, from as small as 2 to as long as 12. Make sure to fill in any track length that are not being used.

p. Abilities
Special features granted by your Archetype and Pathway. Abilities give you unique ways to influence the game.

- **p1. Ability Name** – The name of the Ability.
- **p2. Ability Source** – What is giving you access to the ability (Achetype / Pathway / Weapon / etc).
- **p3. Ability Description** – What the Ability does.
- **p4. Ability Expenditure** – Tick to denote the ability has been used. Many Abilities can only be used once per Long Rest or Scene.

q. Words of Power
Your collection of magical words. These are used to create and cast spells through Sorcery.

- **q1. Word of Power Level** – Words of Power exist at 3 different levels, 1 / 5 /10. Mark down your Words of Power in the appropriate section to help keep track of Sorcery levels.
- **q2. Word of Power** – The word that is available to you
- **q3. Current Expenditure Available** – How many uses of a Word you have left until your next Long Rest.
- **q4. Total Expenditure Available** – How many total uses of a Word you have per Long Rest.



p. ABILITIES

p1.	p3.	p4. ☐
p2.		

q. WORDS OF POWER

LEVEL ONE q1.

q2.	q3.	q4.

LEVEL FIVE q1.

LEVEL TEN q1.

Name

A character's name matters.

Words of Power can come from many sources, and names are no exception. While your name does not grant you any inherent magical ability, it can still carry meaning – and meaning has power.

Others may use your name in spells, rituals, or stories, and the significance you give it can shape how it exists in the world.

Players are encouraged to choose names with intention – whether serious, symbolic, or even comedic. If it matters to you, it can matter in the fiction.

Origin

Together, your Origins help define who your character is, what they know, and how they see the world.

Origins come in two forms, and you choose two total during character creation:

- **Background** – where you were raised, or the environment that shaped you
- **Profession** – what you did before becoming an adventurer

Origins grant you access to unique Abilities, Words of Power or Items.

Unlike many other systems, your background is not tied to species. In fact, your character's species has no mechanical impact on play.

You're free to choose whatever fantastical species you like–just check with your GM first to make sure it fits the setting.



Your character is assumed to be competent in areas related to their Origins. The player can avoid trying for Throws for simple or routine tasks that fall within that experience.

Archetypes

There are four Archetypes: **The Vanguard, The Herald, The Adept, and The Mage**. Each represents a different approach to the core **Attributes**, and helps define how your character engages with the world. Your style of play will be primarily shaped by your **Archetype.**

While these roles may resemble familiar archetypes from other systems, each is further refined through its **Pathways**, which provide more specific expressions of that role.

When you choose an **Archetype**, you gain access to its full list of **Abilities**, including higher level options unlocked at later levels. At character creation, you choose One starting **Ability** from the **Level 1** options. As you level up, you may learn additional **Abilities** from your **Archetype** provided you meet their level requirement.

When you choose an **Archetype**, you gain access to its full list of **Words of Power**, including higher level options unlocked at later levels. At character creation, you choose Two starting **Words of Power** from the **Level 1** options. As you level up, you may learn additional **Words of Power** from your **Archetype** provided you meet their level requirement.

Pathways

Each **Archetype** is divided into four Pathways, representing different expressions of that role through the core **Attributes**.

When you choose a Pathway, you define how your character approaches challenges and where their strengths lie. While your **Archetype** sets your overall style, your **Pathway** refines it into something more specific.

When you choose a **Pathway**, you gain access to its full list of **Abilities**, including higher level options unlocked at later levels. At character creation, you choose Two starting **Abilities** from the **Level 1** options. As you level up, you may learn additional **Abilities** from your **Pathway** provided you meet their level requirement.

When you choose an **Pathway**, you gain access to its full list of **Words of Power**, including higher level options unlocked at later levels. At character creation, you choose Two starting **Words of Power** from the **Level 1** options. As you level up, you may learn additional **Words of Power** from your **Pathway** provided you meet their level requirement.

Abilities

Abilities are special features that define what your character can do beyond basic actions expressed through **Skills**. Each **Ability** on your sheet has four parts:

Name
The title of the Ability.
Names tend to be short and distinctive, giving a sense of what the Ability does.

Source
Where the Ability comes from.
*This is usually your, **Origin**, **Archetype** or **Pathway**, but may also come from **Weapon Masteries** or **Magic Items**.*

Description
What the Ability does.
*This explains the mechanical effect and how it interacts with the game. **Abilities** may modify **Throws**, alter **Outcomes**, or change how you approach situations.*

Tick Mark
Indicates whether you have **Expended** the Ability.
- **Unticked** = Active and available to use
- **Ticked** = Expended for the **Long Rest** or **Scene**, however many uses are specified on the ability.

Not all abilities are beneficial and can be derived from Curses or Permanent Injuries.

Words of Power

This section tracks the **Words of Power** your character knows, which are used to cast **Sorceries**. Each entry represents a single Word. Write the name of the Word on the line provided.

- Each Word is recorded individually
- Words of Power can have at maximum 5 uses per Long Rest
- New Words can be added as you gain them through

If you find a **Word of Power** during play, and you wish to learn it, the GM tell you what **Level** that **Word of Power** is, you can spend 1 Point for Level 1 / 2 Points for Level 5 / 3 Points for Level 10 to do so.

Quick Creation Reference

Here we go over the steps to create a character in SSS&S. If there is a section that the players should read its this one!

A Level 1 character can expect to start with:
- 1 or more Weapon Masteries
- 3 Item Sets (2 From Origins, 1 From Archetype)
- 5 Abilities Total
- 6 Words of Power Total
- 9 Distributed Attribute Points
- 1 - 2 Skill Focuses (From Archetype / Pathway)
- 0 - 2 Skill Focuses (From Origins)
- 0 - 1 Bonus Attribute Bonus.

1. Name
Creating a character starts with a name.

You are free to play any fantasy species you like, as long as it fits the setting and your GM approves. Species has no mechanical impact in SSS&S.

2. Origins
Next, choose your Origins.

There are two types of Origins:
- **Background** (where you come from)
- **Profession** (what you did before adventuring)

From your Origins, record any granted **Items, Abilities, and Words of Power** in the appropriate sections of your sheet.

You may take one of each, or two of the same type – whichever best suits your character.

3. Archetype
Choose one of the four Archetypes.
Your Archetype grants access to a selection of Items, Abilities, and Words of Power.

From these, choose:
- **1 Ability**
- **2 Word of Power**
- **1 Skill** to become **Focused** in
- **1 Item Set**

4. Pathway
Choose your Pathway. This refines your Archetype and helps actualise your preferred playstyle. Pathways grant you access to more unique Abilities, and Words of Power.

When you choose a **Pathway**:
- Gain **+1 Attribute increase** to either your **Archetype's** primary **Attribute** or your **Pathway's** secondary **Attribute**. If your **Pathway** doesn't have a secondary **Attribute** you may choose a **Skill** to **Focus** in.
- **2 Abilities**
- **2 Word of Power**

5. Attributes
When creating a new character, Attributes use a point-buy system.

- All Attributes start at -3
- You have 10 Increases to allocate
- Starting at **Level 1** Attributes can be at leveled up to a maximum of +2 (including any bonuses from Pathways)
- Attributes can be increased up to a maximum of +3 by player advancement

Use the track markers to allocate points and record your final value in the main box. Advancing your attributes further requires 5 **Points**, which are awarded from levelling up.

6. Starting at Higher Levels
If starting above level 1, follow all previous steps as normal.

Then gain additional Points equal to:
- **4 Points per level above 1**

You may spend these Points as normal.

Every 3 Levels a character may also increase an attribute of STONES, SCROLLS, SWORDS OR SORCERY, by 1 or learn a new **Archetype** or **Pathway** from among the **Archetypes** you have learned.

Learning an new Archetype or Pathway only grants access to learning that Archetype or Pathway's Abilities or Words of Power – you still have to spend points as normal to obtain them.

Higher Level Quick Start:
Level 5 (in addition to Level 1 Character Creation)
- 3 x Level 1 Abilities
- 1 x Level 5 Ability
- 4 x Level 1 Words of Power
- 1 x Level 5 Word of Power
- 1 x Weapon Mastery Level 2
- +1 Attribute Point
- 15 Coin
- 1 Magic Item
- 1 Grit

Higher Level Quick Start:
Level 10 (in addition to Level 1 Character Creation)
- 5 x Level 1 Abilities
- 3 x Level 5 Ability
- 1 x Level 10 Ability
- 9 x Level 1 Words of Power
- 5 x Level 5 Word of Power
- 1 x Level 10 Word of Power
- 1 x Weapon Mastery Level 2
- +2 Attribute Points
- +1 New Pathway Unlocked
- 40 Coin
- 3 Magic Items
- 3 Grit

Quick Creation Reference

7. Backstory
While not required, players are encouraged to write a backstory for their character. SSS&S is a narrative-focused game that emphasises collaborative storytelling and worldbuilding. A backstory helps ground your character in the world and gives the GM material to build on during play.

Your backstory doesn't need to be long – a few key details are enough:
- Where you came from
- What you've done
- What you want



We also encourage players to define a few connections their character has within the world. These can be both positive and negative – allies, mentors, rivals, enemies, or people you owe.

8. Example
Emily has always preferred tackling problems head-on and has a vision for a character who punches their way through obstacles. She comes up with **Alonzo Ablearms** – a bare-chested, mustachioed strongman who grew up travelling with a circus.

Looking through the **Origins** section, Emily chooses the **Origins**: **Caravaner** and **Performer**. This grants Alonzo access to the Abilities **Well Packed** and **Thespian**, along with the **Words of Power** *JOURNEY* and *ECHO*, as well as several useful starting items to fill out his **Inventory**.

Knowing she wants Alonzo on the front lines solving problems with his fists and bravado, Emily chooses **The Vanguard** as his **Archetype**. From **The Vanguard** Item Sets, she selects Item Set C. For his starting **Ability**, she chooses **Hold the Line**, and takes *BASH* and *BRACE* as his starting **Words of Power** from **The Vanguard** list. She also gains **Focus** in the {Grit} skill.

Emily then chooses the **Bare Brawler Pathway**, feeling it best matches her vision for the character. She applies the **Pathway's +1 Attribute** bonus to Stones. From the **Bare Brawler** Level 1 Abilities, she selects **Mustachioed** and **Strong Arm**, then finishes Alonzo's starting **Words of Power** with *GRAPPLE* and *THROW*.

Finally, Emily distributes Alonzo's **Attributes**. Since **Bare Brawler** already granted +1 Stones, his **Stones Attribute** begins at -2 instead of -3. Using her **9 Attribute increases**, she spends 4 on Stones to raise it to **+2**. She then spends 3 increases on Swords, bringing it to **0**, and the remaining 2 on Scrolls, bringing it to -1. Sorcery remains at **-3.**

Example Backstory
Alonzo Ablearms was raised amongst the travelling performers and caravans of The Golden Banner Circus, where he spent years bending iron bars, wrestling beasts, and entertaining crowds across countless towns and cities. Though beloved by audiences, Alonzo eventually grew restless with life as a spectacle and set out to become the sort of hero the stories claimed he already was. Loud, charming, and impossibly confident, he now wanders from place to place looking for worthy challenges, legendary opponents, and enough coin to one Long Rest buy back the struggling circus that raised him. He still keeps close ties with the circus folk, especially Madam Orlena, the troupe's ageing ringmaster who acts as both mentor and mother figure, though he also owes a dangerous gambling debt to a bookkeeper named Silvio Graves after a rough underground fighting match in Port Softrock.

CHAPTER 3

Origins

Your **Origins** define where your character comes from and what shaped them before play begins. Each character has two **Origins**, chosen from **Backgrounds** (how you were raised) and **Professions** (what you did). **You may take one of each, or two of the same type.**

Origins provide you with starting **Items, Abilities, and a Words of Power,** and help establish your place in the world. Each one lends itself to creating a unique fantasy specific to your character!

Together, your Origins answer two simple questions: Where are you from? and What did you do?.

Backgrounds

Borderlander
Item Set: *Travel Gear (2), Token (0), Map (0)*
Word of Power: Seek
Between Worlds: Once per Long Rest, declare that you know someone belonging to a faction or culture you've encountered. Work with the GM to establish who they are and why they know you.

Caravaner
Item Set: *Pack Supplies (2), Rope (2), Trade Goods (1)*
Word of Power: Journey
Well Packed: You may carry up to 5 additional Load. You begin play owning a modest caravan, wagon, or pack train, together with whatever beasts and attendants are required to operate it.

City Slicker
Item Set: *Cloak (1), Map (0), Small Tool (0-1)*
Word of Power: Crowd
Had it all Along: Gain +1 Outcome on Deceive Throws made withing Urban Envoirnments. Once per Long Rest, you may produce a small item or contact you plausibly "had all along."

Deep Dweller
Item Set: *Cloak (1), Map (0), Small Tool (0-1)*
Word of Power: Depth
Lightless Eyes: You ignore any penalties caused by darkness. Gain +1 Outcome on {Awareness} Throws made in dark spaces.

Desertborn
Item Set: *Waterskin (1), Face Wrap (1), Parasol (1)*
Word of Power: Heat
Thermal Inversion: Ignore Difficult Terrain caused by sand. When you use a Word of Power related to heat or temperature, you may invert its effect (heat becomes cold, cold becomes heat).

Displaced
Item Set: *Keepsake (0), Walking Stick (1)*
Word of Power: Drift
Fade Away: Once per Scene, so long as you remain still and quiet, people naturally overlook your presence until something draws attention to you.

Faetouched
Item Set: *Fey Trinket (0), Charm (0), Token (0)*
Word of Power: Sparkle
Fae Brilliance: Become Focused in {Attune}. Gain a level 1 Word of Power from The Mage list.

Frostborn
Item Set: *Furs (2), Boots (0), Firestarter (0)*
Word of Power: Chill
Cold Hardened: Ignore Difficult Terrain caused by snow and ice. Heavy clothing counts 1 less Load.

Hermit
Item Set: *Cloak (0), Simple Tools (1), Supplies (1)*
Word of Power: Silence
Solitary Practice: Once per scene, while alone or hiding, you may re-use an expended Word of Power.

Highborn
Item Set: *Fine Clothes (1), Signet (0), Coin (1)*
Word of Power: Command
Noble Bearing: Gain +1 Outcome on {Diplomacy} Throws involving nobility. You begin play with a family estate or household willing to offer shelter and hospitality.

Mountain Dweller
Item Set: *Rope (2), Pitons (1), Hammer (1)*
Word of Power: Stone
Sure Footing: Ignore Difficult Terrain caused by rocky terrain. Once per Long Rest you may ignore harm caused by falling no greater than 10 meters.

Plainsfolk
Item Set: *Field Tools (2), Rope (2), Provisions (1)*
Word of Power: Wind
Open Horizon: You always know the cardinal directions, approximate time of Long Rest, and can accurately judge long distances outdoors.

Riverling
Item Set: *Fishing Gear (2), Boat Tools (1), Net (1)*
Word of Power: Flow
Fluid Approach: Once per Long Rest, after losing a Throw, you may immediately attempt the same objective using a different applicable skill.

Seaborn
Item Set: *Rope (2), Hook (1), Knife (1)*
Word of Power: Wave
Salt Blessed: Gain +1 Outcome on Athletics and Exert Throws aboard ships or in water. You begin play owning a small sailing vessel suitable for river or coastal travel.

Temple Raised
Item Set: *Robes (1), Holy Symbol (0), Holy Text (1)*
Word of Power: Bless
Sanctuary: You always know the nearest shrine, holy site or place of worship. Temples of any recognised deity will freely offer you food, shelter and basic medical care, provided you do not abuse their hospitality.

Wartorn
Item Set: *Weapon (2), Armour Piece (2), Keepsake (0)*
Word of Power: Blood
Battle Tempered: Become Focused in {Clash}. Short rests clear an additional Recovery.

Wetlander
Item Set: *Boots (1), Net (1), Blade (1)*
Word of Power: Mire
Bog Tricks: Ignore Difficult Terrain created by marshes, mud or shallow water. Choose one Water-themed Word of Power, it gains two additional uses each Long Rest.

Wildling
Item Set: *Hide Cloak (1), Primitive Tools (1), Bone Trinket (0)*
Word of Power: Dart
Untamed Instinct: Become Focused in {Survival}. You are always able to forage food while in the wilderness.

Woodlander
Item Set: *Bow (2), Cloak (1), Foraging Tools (1)*
Word of Power: Root
Tree Ghost: Once per Scene, move from one piece of natural cover to another without being seen, provided a believable route exists.

Urchin
Item Set: *Small Knife (1), Coin (0), Trinket (0)*
Word of Power: Slip
Light Fingers: Once per Scene, steal or plant a small object without requiring a Throw, provided nobody is actively watching.

Professions

Alchemist
Item Set: Alchemist's Kit (2), Glass Bottles (1), Ingredients (1)
Word of Power: Brew
Experimental Mixtures: Once per Short Rest, prepare one alchemical concoction from among the following:
- Acid Vial (1)
- Adhesive Vial (1)
- Dye Vial (1)

Apothecary
Item Set: Healer's Kit (2), Herbs (1), Mortar & Pestle (1)
Word of Power: Restore
Medicine Cabinet: Once per Long Rest, while not in combat, you may create a number of Minor Health Potions (1) equal to half your level rounded up, each one takes (1) Load and clears 2 Recovery. These potions last until your next Long Rest.

Arcanist
Item Set: Spellbook (1), Wand (1), Pointy Hat (1)
Word of Power: Bolt
Arcane Education: Become Focused in {Spellcraft}. When encountering a Word of Power during play you may write it down to learn at a later time.

Artisan
Item Set: Artisan's Tools (2), Measuring Line (1)
Word of Power: Shape
Masterwork Hand: Become Focused in {Craft}. Once per Long Rest gain 3 Coin for something of value you created by using your {Craft}.

Assassin
Item Set: Dagger (1), Poison (1), Dark Cloak (1)
Word of Power: Silence
Killer's Patience: Become Focused in {Sneak}. While unseen gain +1 Outcome to Throws intended to cause harm.

Beastmaster
Item Set: Animal Feed (1), Whistle (0), Spear (2)
Word of Power: Friend
Companion: You have an animal companion, either canine, feline, or rodent in nature. They are able to sustain a single level 1 Harm.

Blacksmith
Item Set: Smith's Hammer (2), Tongs (1), Apron (1)
Word of Power: Forge
Master Smith: Gain +1 Outcome on throws made with {Craft}. Any expended Armour or Weapons part of your Load are repaired after a Long Rest.

Bounty Hunter
Item Set: Rope (2), Manacles (1), Crossbow (2)
Word of Power: Mark
Wanted: Gain +1 to throws made with {Awareness}. Whenever you defeat a named humanoid antagonist gain 3 Coin.

Brewer
Item Set: Brewing Kit (2), Barrel (2), Tankard (1)
Word of Power: Drunk
Liquid Courage: Once per Long Rest, while not in combat, you may procure an amount of Booze (1) equal to your level, each one takes (1) Load. Once per Scene, and until the end of the Scene a creature that drinks it becomes affected by Difficult Terrain, however they become immune to fear and ignore the next time they take level 1 Harm.

Bureaucrat
Item Set: Ledger (1), Official Seal (0), Fine Clothes (1)
Word of Power: Contract
Proper Channels: Become Focused in {Diplomacy}. You can usually identify which official, office, form, seal, or procedure is needed to resolve a legal or administrative matter.

Carpenter
Item Set: Carpenter's Tools (2), Hatchet (2), Nails (1)
Word of Power: Build
Improvised Construction: Gain +1 Outcome on throws made with {Craft}. Once per Scene, if suitable materials are available, create a temporary obstacle that counts as Difficult Terrain.

Cartographer
Item Set: Maps (1), Compass (1), Surveying Tools (2)
Word of Power: Discover
Never Lost: Gain +1 Outcome to your choice of {Study} or {Survival} Throws. So long as you are on a marked path you can never get lost.

Charlatan
Item Set: Fine Clothes (1), Loaded Dice (1), Forgery Kit (1)
Word of Power: Chance
Silver Tongue: Gain +3 Outcome on your first {Deceive} Throw made against a creature you've just met, and -1 Outcome on {Deceive} Throws made against a creatures you know.

Chef
Item Set: Cookware (2), Cleaver (1), Spices (0)
Word of Power: Feast
Hearty Meal: Once per Rest, prepare a hearty meal. Allies who share it Clear an additional 1 Recovery during that rest.

Chirurgeon
Item Set: Surgeon's Kit (2), Bonesaw (1), Bandages (1)
Word of Power: Reset
Battlefield Surgeon: Become Focused in {Mend}. Once per Long Rest reduce a singular harm on another character by one level if available.

Clerk
Item Set: Ledger (1), Ink & Quill (1), Official Stamp (1)
Word of Power: Record
Paperwork: Gain +1 Outcome on {Study} Throws. You immediately recognise forged documents, altered records, missing pages, or administrative inconsistencies.

Courier
Item Set: Satchel (1), Rope (2), Boots (1)
Word of Power: Journey
Packmaster: Gain +1 Outcome on {Athletics} or {Exert} Throws made while carrying at least 10 Load. Increase Max Load by (5).

Criminal
Item Set: Lockpicks (1), Crowbar (2), Dark Cloak (1)
Word of Power: Shadow
Underworld Connections: Become Focused in {Sway}. Once per Settlement, you can locate the local criminal underworld if one exists.

Detective
Item Set: Magnifying Glass (1), Lantern (2), Hat (1)
Word of Power: Seek
Eureka!: Become Focused in {Awareness}. Once per Scene you may have a "Eureka!" moment whereupon you may make a declaration about solving a problem – The GM will tell you whether your theory points you in the right direction, or whether your investigation should continue elsewhere.

Executioner
Item Set: Executioner's Axe (3), Hood (1)
Word of Power: End
Grim Reputation: Most people recognise your profession. Gain +2 Outcome on Command Throws made to intimidate characters in urban settings.

Farmer
Item Set: Pitchfork (2), Seed Bag (1), Rations (1)
Word of Power: Root
Early Riser: The first Throw you make each Long Rest gains +3 Outcome. Increase your Maximum Load by (5).

Fisher
Item Set: Fishing Rod (2), Net (2), Knife (1)
Word of Power: Tide
Cast Wide: Once per Scene, throw a rope, net or hook much farther than should be possible. You can always tell whether a body of water is safe to cross, fish, or drink from, and can identify likely hazards beneath its surface.

Fortune Teller
Item Set: Tarot Cards (1), Crystal Ball (2), Incense (1)
Word of Power: Chance
Reading the Signs: Become Focused in {Augury}. Once per Scene, you may ask the GM about a proposed course of action. The answer comes as Fortune (positive), Fate (indeterminable), or Failure (negative). The answer doesn't take into account any possible circumstances that might subsequently affect the outcome.

Gambler
Item Set: Cards (1), Dice (1), Hip Flask (1)
Word of Power: Chance
Double or Nothing: Once per Scene, before making a Throw, declare "Double or Nothing." If you win the series, double all Positive Outcome Modifiers. If you lose the series, double all Negative Outcome Modifiers.

Gladiator
Item Set: Arena Weapon (2), Net (2), Armour (2)
Word of Power: Crowd
Showmanship: Become Focused in {Exert}. Once per Scene, after succeeding on an {Exert} Throw, you may immediately draw the attention of everyone nearby onto yourself. While in combat you may cause this effect to taunt all nearby enemies causing them to attempt to make an attack against you on their next turn.

Gravekeeper
Item Set: Shovel (2), Lantern (2), Silver Shackle (1)
Word of Power: Bone
One Last Goodbye: Once per Scene, ask a recently deceased creature one simple question, the creature is not obligated to tell you anything true. Ghosts and Spirits are not inclined to attack you unless attacked first.

Guide
Item Set: Compass (1), Rope (2), Walking Stick (1)
Word of Power: Seek
Know a Place: Once per Long Rest, when travelling, declare that the party discovers a useful landmark along their route, such as an abandoned shelter, hidden spring, forgotten shrine, cave, or safe campsite. The GM decides what else, if anything, is found there.

Herbalist
Item Set: Herb Pouch (2), Sickle (1), Mortar & Pestle (1)
Word of Power: Bloom
Wild Remedies: Become familiar with Herbs from the Magical Flora section of **Ch.6 Mundane & Magic Items** and their effects. Once per Long Rest you may procure an amount of Herbs equal to half your level rounded up, the GM may specify if certain herbs are unavailable in your area. Your Herb Pouch can only carry 7 Herbs at a time, each Herb beyond that takes (1) Load.

Holy Man
Item Set: Holy Symbol (0), Prayer Book (1), Incense (1)
Word of Power: Bless
Divine Calling: Become Focused in {Mysticism}. Once per Level manifest a Small God to help with a situation.

Hunter
Item Set: Bow (2), Hunting Knife (1), Animal Trap (1)
Word of Power: Mark
Persistent Hunter: Once per Scene, choose a creature you can see. Until the end of the Long Rest you always know the direction it travelled unless magical effects conceal it.

Innkeeper
Item Set: Tankard (1), Apron (1), Ledger (1)
Word of Power: Welcome
Round's on Me: Once per Long Rest, gather a sizable crowd in almost any public place simply by offering food, drink, entertainment, or conversation. You begin play owning a small Inn or Tavern in an established location.

Labourer
Item Set: Work Gloves (1), Tool (2), Rope (2)
Word of Power: Burden
Heavy Lifter: Become Focused in {Athletics}. Increase your Maximum Load by (10).

Lawyer
Item Set: Fine Clothes (1), Air of Superiority (0)
Word of Power: Contract
Objection!: Once per Scene, when another creature makes a declaration or accusation, challenge it. The GM will clarify one part that is misleading, incomplete, or incorrect.

Librarian
Item Set: Books (2), Writing Tools (1)
Word of Power: Word
Walking Encyclopaedia: Become Focused in {Know}. You always know where information is likely to be recorded or preserved.

Magician
Item Set: Playing Cards (0), Top Hat (1), Props (2)
Word of Power: Illusion
Misdirection: Once per Scene, perform a harmless trick or illusion that automatically distracts onlookers long enough to conceal a small action.

Mason
Item Set: Mason's Tools (2), Chisel (1), Hammer (1)
Word of Power: Stone
Stone Sense: Gain +1 Outcome on throws made with {Craft}. You can identify hidden chambers, structural weaknesses, or concealed stonework by careful inspection.

Merchant
Item Set: Trade Goods (3), Coin Purse (0), Scales (1)
Word of Power: Trade
Let's Make a Deal: Gain +1 to Throws made with {Deceive} while involved in sale of a good or service. You can immediately determine whether an object is genuine, counterfeit, valuable, or worthless.

Miner
Item Set: Pickaxe (2), Lantern (2), Rope (2)
Word of Power: Delve
Canary in the Coal Mine: You begin play owning a canary, they are able to sustain a single level 1 Harm.While underground, or in the dark the canary warns you of unseen dangers before they become immediately life-threatening.

Monster Slayer
Item Set: Trophy Weapon (2), Monster Manual (1), Trophy (1)
Word of Power: Slay
Know Your Enemy: Become Focused in {Instinct}. The first time you encounter a new creature, you may ask the GM one question about its strengths, weaknesses, or behaviour.

Occultist
Item Set: Ritual Kit (2), Lantern (2), Funeral Charm (0)
Word of Power: Bone
Medium: Become Focused in {Weird}. Once per Long Rest, briefly part the veil between worlds, allowing everyone nearby to perceive ghosts and other unseen supernatural entities, if present, for one Scene.

Performer
Item Set: Instrument (2), Costume (1), Props (1)
Word of Power: Echo
Encore: Once per Scene, after succeeding on a {Craft} Throw in front of an audience, choose one ally. They gain +2 Outcome on their next Throw as the crowd's enthusiasm carries over.

Pirate
Item Set: Cutlass (2), Flintlock (2), Rope (2)
Word of Power: Plunder
Boarding Party: Once per Scene, when moving from one vessel, rooftop, platform, or elevated surface to another, gain +2 Outcome on the first Throw you make immediately afterwards.

Sailor
Item Set: Rope (2), Hook (1), Knife (1)
Word of Power: Wave
Sea Legs: Ignore difficult terrain caused by being in or on water. You always know what direction the wind blows, and when the weather is going to change.

Scholar
Item Set: Books (2), Ink & Quill (0), Satchel (1)
Word of Power: Discover
Researcher: Become Focused in {Study}. Choose 2 Words of Power, they gain an additional use each Long Rest. You may change the words benefitting from this effect whenever you level up.

Servant
Item Set: Fine Clothes (1), Cleaning Tools (2)
Word of Power: Hush
Part of the House: NPCs of higher social standing tend to overlook your presence until you draw attention to yourself. You may begin play with a family estate or household which you are connected to.

Soldier
Item Set: Weapon (2), Shield (2), Armour (2)
Word of Power: Strike
Steadfast: The first time each combat you would expend armour, it is instead not expended.

Spy
Item Set: Disguise Kit (1), Fine Clothes (1), Lockpicks (1)
Word of Power: Shadow
Deep Cover: Become Focused in {Deceive}. Once per Settlement, declare that you have previously established a false identity here. Work with the GM to determine its details.

Squire
Item Set: Horn (1), Travel Pack (3), Notebooks (2)
Word of Power: Announce
Prepared: Once per Scene, produce a mundane piece of equipment that you plausibly packed for someone else. Increase your Maximum Load by (5).

Tailor
Item Set: Sewing Kit (1), Fine Clothes (1), Fabric (1)
Word of Power: Stitch
A Change of Clothes: During a Long Rest, alter or repair clothing, disguises, or uniforms. Once per Long Rest, gain +2 Outcome on a {Command} or {Deceive} Throw where your appearance plays a significant role.

Tinkerer
Item Set: Tinker's Tools (2), Scrap Metal (1), Goggles (1)
Word of Power: Fix
Brilliance: Once per Scene, after losing a {Craft} or {Mend} Throw involving mechanical objects, immediately add +2 to the Outcome.

Unemployed
Item Set: Backpack (1), Bedroll (1), Lucky Charm (0)
Word of Power: Chance
Jack of All Trades: Once per Scene, choose one skill. Gain +1 Outcome on the next Throw you make with that skill this Scene.

Warden
Item Set: Polearm (2), Whistle (0), Manacles (1)
Word of Power: Guard
Keeper of the Peace: Become Focused in {Command}. Once per Scene, intervene to halt an escalating conflict. Intelligent creatures will will always hesitate long enough to hear what you have to say before deciding whether to continue.

CHAPTER 4

Archetypes & Pathways

Your Archetype defines your character's broad approach to the world, shaping how they solve problems, act under pressure, and engage with challenges. Each Archetype aligns with one of the four core Attributes – Stones: The Vanguard, Scrolls: The Herald, Swords: The Adept, or Sorcery: The Mage.

Each Archetype has four Pathways. Your Pathway further refines that identity, representing the specific skills, methods, or beliefs your character has developed. Pathways draw on a secondary Attribute and help distinguish characters even within the same Archetype.

Together, your Archetype and Pathway shape your Abilities, Words of Power, and overall playstyle without limiting what your character can attempt.

The Vanguard
- Stone Built
- War Scholar
- Bare Brawler
- Rune Breaker

The Herald
- Scroll Wright
- Standard Bearer
- Silver Tongue
- Light Bringer

The Adept
- Sword Master
- Trail Blazer
- Street Sleuth
- Spell Thief

The Mage
- Sorcery Slinger
- Grove Shaper
- Spell Scribe
- Pact Binder

The Vanguard



Strong in body and spirit, the Vanguard thrives in the heart of battle. They excel at enduring punishment, dealing devastating blows, and pushing forward when others would fall. Whether you want to become an unstoppable juggernaut, an unbreakable guardian, or a one-person army, the Vanguard stands ready to crush whatever lies in your path.

When you choose The Vanguard at level 1, Gain Focus in one of the following: Athletics – Clash – Command - Instinct – Survival

When you choose The Vanguard at level 1, Gain one of the following Item Sets:
A. [M1] Mace (3), Heavy Armour (3), Reinforced Gloves (1)
B. [M1] One-Handed Weapon (2), Shield (2), Medium Armour (2)
C. [M1] Knuckle Wraps (1), Chain (1), Cloak (1), Knife (1)
D. [M1] Tool Weapon(2), Scrap Armour (2), Rope (2), Hook (1)

Level 1 Abilities

- **Stone Throw:** Gain +1 Outcome to Throws made with {Athletics} when lifting or throwing objects. When you successfully throw an ally or an object, you do so with great accuracy and considerable distance.
- **Endurance Fighting:** Gain +1 Outcome to Throws made with {Clash} in combat. Once per Long Rest, you may Resist a Consequence in combat for 0 Grit.
- **Imposing Presence:** Gain +1 Outcome to Throws made with {Command} when speaking from a position of power. Once per Scene, you may make a lesser enemy flee, back away, or refuse to approach you. This effect lasts until the end of the Scene or until they are damaged by you.
- **Take a Hit:** Gain +1 Outcome to Throws made with {Instinct} when protecting an ally. Once per Scene you may take Harm in place of an ally.
- **Stock Up:** Gain +1 Outcome to Throws made with {Survival} while at or above half your Load Limit rounded up. Items that take (3) or more Load take (1) less Load.

Level 5 Abilities

- **Multiattack:** While you are in Combat and take a Scene Action against an enemy using a weapon, you may use that weapon again as part of a 2nd scene action. Become Focused with a Weapon of your choice.
- **Wordbound Warrior:** Choose a number of Words of Power that you know, from among The Vanguard's Archetypes or Pathways, equal to Half your Level rounded down. Those words gain an additional use per Long Rest. *(Continues to scale with level)*
- **Plain Spoken:** Ignore Difficult Terrain in Social Situations. You may Throw {Diplomacy} with Stones. Once per Long Rest, you may force an NPC to answer plainly to a question you ask as to their wants and objectives.
- **Courage of the Colossus:** Once per Scene, when you suffer Harm, fear, or a serious physical consequence, choose one ally who can see you. They automatically win the first round of their next Thrown Series.

Level 10 Abilities

- **Stone Champion:** Gain Focus in one of the following: {Athletics} – {Clash} – {Command} – {Instinct} – {Survival}. Increase Stones attribute by +1. *(This bonus can go above the attribute cap of 3)*
- **Rock of Ages:** Once per Level, when you would suffer Level 4 Harm (Death), you do not die. Instead, clear your Recovery Track and suffer Level 3 Harm. Until the end of the Scene, ignore the penalties of Harm.
- **Will of the Warrior:** Increase your maximum Load by (20). Carrying a single willing creature does not count towards your Load. Successful weapon attacks you make in Combat deal Harm at 1 Level higher.

Level 1 Words of Power

- Armour
- Bash
- Block
- Break
- Charge
- Cleave
- Intimidate
- Guard
- Lunge
- Push
- Slam
- Step
- Strike
- Throw
- Brace

Level 5 Words of Power

- Body
- Blood
- Crush
- Deflect
- Enemy
- Harden
- Rend
- Shatter
- Surge
- Withstand

Level 10 Words of Power

- Annihilate
- Earth
- Peace
- Unbreakable
- War

STONE BUILT



The Stone Built is a wild brawler, deeply in tune with both themselves and the natural world. They say their blood is magma and their skin is stone. Reckless, relentless, and brutally hard to put down, a Stone Built throws themselves headfirst into danger and keeps fighting long after others would fall.

When you choose Stone Built at level 1 add +1 to the attribute score of STONES
OR Gain Focus in one of the following:
Athletics – Clash – Command - Instinct – Survival

Level 1 Abilities

- **Endure:** Do not suffer Penalties from Level 1 Harm, unless all Level 1 Harm slots are filled
- **Big Hands:** Increase your maximum Load by (10). 2 Handed Weapons and Shields take 1 less Load.
- **Enrage:** Once per Long Rest, you may take Level 1 Harm to make 3 Attacks in quick succession.
- **Taunt:** Once per Scene, you may cause an enemy to focus all their willpower into attacking only you, until you hit them.
- **Stone Shield:** Start a 4 Step Track, whenever an enemy casts a Sorcery fill in 1 Step. When the track is filled create a Large Shield (3) made of stone.

Level 5 Abilities

- **Persistence:** Do not suffer Penalties from Level 2 Harm, unless all Level 2 Harm slots are filled.
- **Embiggen:** Once per Long Rest, you may grow up to twice your size. This effect lasts for 1 Scene.
- **Brazen:** When you suffer Harm, gain +1 to your next Throw. If the Harm was Level 2 or higher, gain +2 instead.
- **Bolderdash:** When you charge directly toward a target or obstacle, treat your first Attack action as one Series higher. On a success, you may knock targets aside, smash through barriers, or create an opening.

Level 10 Abilities

- **Unkillable:** Do not suffer Penalties from Level 3 Harm, unless all Level 2 Harm slots are filled. Gain 1 more Harm slot for each level of Harm.
- **Earthbond:** Once per Long Rest, you may shape the earth around you into cover or Armour (3) for yourself or allies in one swift movement.
- **Champion of Stone:** Whenever you Throw, if both you and the DM throw STONES you gain +2 to the outcome regardless if you win or lose.

Level 1 Words of Power

- Block
- Brace
- Break
- Dust
- Grip
- Guard
- Heavy
- Pull
- Push
- Root
- Stand
- Stomp
- Stone
- Wall
- Weight

Level 5 Words of Power

- Bulwark
- Quake
- Bastion
- Crush
- Anchor
- Spire
- Shatter
- Avalanche
- Fortify
- Rampart

Level 10 Words of Power

- Cataclysm
- Earthshaker
- Impervious
- Mountain
- Titan

WAR SCHOLAR



The War Scholar is more than a simple brute – they are a master tactician who thrives when fighting alongside allies, cavalry included. Through discipline, coordination, and battlefield awareness, they outmanoeuvre their enemies and turn even chaotic fights into calculated victories.

When you choose War Scholar at level 1 add +1 to the attribute score of Stones or Scrolls

Level 1 Abilities

- **Formation Fighting:** When you are adjacent to an ally, enemy characters gain -1 Outcome on Attack Throws made against you or your ally.
- **Tactical Shift:** Once per Scene, during combat, you may swap positions with a willing ally within 6 metres without making a Throw.
- **Battlefield Read:** During Combat, whenever an Positive Outcome you Throw Fills or Clears a Track, Fill or Clear an additional Step.
- **Battle Wisdom:** Become Focused in {Know}. You may throw {Know} with Stones.
- **This is my Horse:** Any large creature suitable as a mount responds favourably when you attempt to mount it.

Level 5 Abilities

- **To Arms!:** Gain [Mastery 1] in up to five two handed weapons with reach. If you have (Mastery 1) in a chosen weapon, gain [Mastery 2].
- **Unconditional Surrender:** Become Focused in {Command}. Once per Long Rest, you may compel a group of Level 0 – 1 enemies to surrender using your authority, provided they are capable of doing so.
- **Lorehold:** Gain two Level 1 Words of Power from each Archetype.
- **My Horse is Amazing:** While mounted gain +1 to all throws.

Level 10 Abilities

- **Total War:** When you succeed on an attack, all adjacent allies may immediately make an attack Throw against the same target.
- **Coordinated Strike:** Once per Scene, when any ally makes a Throw, you may choose to have all allies act as part of that same action. Resolve as a single coordinated effort. Each additional ally beyond the first adds +1 to the final Outcome.
- **Supreme Command:** Once per Long Rest, until you lose a throw the following happens: Enemies cannot benefit from Draw Break & Level 1 Words of Power do not expend.

Level 1 Words of Power

- Alarm
- Charge
- Direct
- Mark
- Move
- Order
- Ready
- Shield
- Signal
- Sound
- Step
- Strike
- Taunt
- Turn
- Watch

Level 5 Words of Power

- Authority
- Command
- Coordinate
- Deploy
- Flank
- Manoeuvre
- Press
- Reposition
- Rally
- Surge

Level 10 Words of Power

- Decimate
- Dominate
- Overwhelm
- Supremacy
- Unify

BARE BRAWLER



For the Bare Brawler, fighting is a way of life. They have forged their body into a weapon through grit, instinct, and countless bruises. Bare Brawlers thrive in close combat, overwhelming enemies with relentless aggression, raw toughness, and unarmed skill. To walk this path is to embrace the art of brawling and become the weapon yourself.

When you choose Bare Brawler at level 1 add +1 to the attribute score of Stones or Swords

Level 1 Abilities

- **Draw Fighter:** When you win a Throw that included at least one draw, gain +1 additional Outcome.
- **Strong Arm:** Become Focused in {Clash}. You are unable to lose arm wrestling contests.
- **Hands of Steel:** Your hands cannot suffer harm.
- **Iron Abs:** While unarmoured, enemy attacks against you gain -1 Outcome.
- **Mustachioed:** You grow impeccable facial hair that cannot be damaged. Once per Long Rest, you may twirl your moustache to either clear 2 Recovery or gain +2 to your next {Deceive} Throw.

Level 5 Abilities

- **Crush Windpipe:** Once per Scene, you may inflict Level 2 Harm on Level 3 Enemy or Lower. That target is Silenced.
- **Flurry:** Whenever you Resist a consequence using {Grit} make a weapon attack against the nearest enemy. Resolve both Throws separately.
- **Rattle the Skull:** When an unarmed attack achieves a Great Success, the target is Stunned.
- **Draw King:** When you win a Throw, each Draw Break counts as +2 instead of +1.

Level 10 Abilities

- **Combo Breaker:** Once per Scene, when you win an attack Throw, you may continue making attacks until you lose a Throw.
- **Draw God:** Contesting GM or Players cannot benefit from Draw Break against you.
- **Knockout Round:** Once per Long Rest, when you achieve an Outcome of +8 or higher in combat, you may inflict Level 4 Harm on any number of targets within 5 metres.

Level 1 Words of Power

- Balance
- Bash
- Block
- Climb
- Dodge
- Grapple
- Guard
- Jab
- Leap
- Lock
- Punch
- Shove
- Strike
- Sweep
- Throw

Level 5 Words of Power

- Break
- Counter
- Crush
- Disarm
- Evasive
- Flurry
- Pummel
- Slam
- Stagger
- Stun

Level 10 Words of Power

- Annihilate
- Dominate
- Fatal
- Knockout
- Obliterate

ARCANE KNIGHT



For the Arcane Knight, magic and martial skill are inseparable. They weave Sorcery into every strike, defence, and movement, using arcane power to strengthen their presence on the battlefield. Arcane Knights thrive on the front line, combining steel and spell into a single fighting style. To walk this path is to wield weapon and Word as one.

When you choose Arcane Knight at level 1 add +1 to the attribute score of STONES OR SORCERY

Level 1 Abilities

- **Spellstrike:** Once per Scene, when you make a weapon attack, you may incorporate a single Word of Power into the attack as part of the same Scene Action.
- **Arcane Armour:** When you use {Grit} to reduce Harm caused by Sorcery, gain +1 Outcome to the Throw.
- **Magic Armoury:** Increase your maximum Load by (10). The first time you use a weapon that you have not used each scene, gain +1 to the Outcome.
- **Mystic Bulwark:** Once per Scene, when you or a nearby ally would suffer Harm from Sorcery, reduce that Harm by 1 Level.
- **Stored Sorcery:** You may expend a Word of Power to store a one-Word Sorcery within a weapon or piece of armour. The Sorcery remains there until released and does not need to be cast again when activated. May be activated by any player in control of the weapon or armour.

Level 5 Abilities

- **Arcane Riposte:** Once per Scene, when you successfully reduce incoming Harm with {Grit}, you may immediately cast a Sorcery against the attacker.
- **Conduit Weapon:** Once per Long Rest you are able to summon a magical copy of a weapon. Choose a weapon, gain [Mastery 1] in that weapon. This weapon takes no load, and acts under your control making seperate attack throws for you. If you have [Mastery 1], gain [Mastery 2] instead. You may choose to swap the weapon when you level up, you do not keep the [Mastery] of the previous weapon if swapped.
- **Battle Mage:** Become Focused in {Spellcraft}. You may Throw {Spellcraft} with STONES when casting a Sorcery through a weapon or armour.
- **Martial Reserve:** Choose a number of Words of Power you know equal to half your Level, rounded down, from among any of your known Achetypes or Pathways. Those Words gain an additional use. *(This continues to update as you level)*

Level 10 Abilities

- **Arcane Momentum:** Gain a 6-section Arcane Momentum Track. Successful weapon attacks and Sorceries each fill 1 section. You may clear the Track at any time to cast a three-Word Sorcery without expending those Words.
- **Arcane Denial:** Once per Long Rest, create a zone around you 10 metres in across. Any Sorceries cast by any character not deemed an ally zone are immediately expended to no effect. This effect lasts until the end of scene or until you dispel it.
- **Spellsteel:** Any metal weapon or armour you wield becomes Spellsteel. You may reshape Spellsteel at will into another weapon or piece of armour of equal or lesser Load, retaining any magical properties it possessed.

Level 1 Words of Power

- Armour
- Blade
- Bolt
- Brand
- Charge
- Edge
- Guard
- Imbue
- Lance
- Mark
- Parry
- Pierce
- Reach
- Shield
- Shock
- Slash
- Spark
- Steel
- Strike
- Ward

Level 5 Words of Power

- Arc
- Barrier
- Channel
- Deflect
- Discharge
- Empower
- Enchant
- Fortify
- Infuse
- Justice
- Overcharge
- Repulse
- Surge
- Sword
- Temper

Level 10 Words of Power

- Arsenal
- Bastion
- Cataclysm
- Dominion
- Invincible
- Legion
- Overwhelm
- Spellblade
- Transcend
- Unbreakable

The Herald



Heralds come from all walks of life, but they are united by two core ideals: knowing things and helping people. Whether through wisdom, guidance, charm, or faith, Heralds use their talents to support others, uncover truths, and shape the world through connection rather than force.

When you choose The Herald at level 1, Gain Focus in one of the following: Craft – Diplomacy – Know – Mend – Study

When you choose The Herald at level 1, Gain one of the following Item Sets:
A. [M1] Dagger (1), Instrument (2), Costume (2), Props (1)
B. [M1] Knife (1), Tool (1), Shield (2), Spyglass (1)
C. [M1] Polearm (2), Heavy Armour (3), Flag (1)
D. [M1] Mace (1), Robes (1), Incense (1), Text (1)

Level 1 Abilities

- **Gather Materials:** Gain +1 Outcome to Throws made with {Craft} while using a tool from any profession. Once per Scene you can find or salvage up to (3) Load worth of materials from your surrounding envoirnment.
- **Diplomat:** Gain +1 Outcome to Throws made with {Diplomacy} while talking to an NPC you know. Gain an additional Background Origin.
- **Know it All:** Gain +1 Outcome to Throws made with {Know} on subjects relating to one or more of your Origins. Once per Scene, when you succeed on a {Know} Throw, one ally who acts on the information gains +1 Outcome to their next Throw.
- **On the Mend:** Gain +1 Outcome to Throws made with {Mend} while in an area of Rest. Whenever you use {Mend} to tend to the injuries of others, clear an additional 1 Recovery.
- **Cross Reference:** Gain +1 Outcome to Throws made with {Study} when comparing two or more sources. Once per Scene, when you fail a {Study} Throw, you still learn where the answer, clue, or missing piece is likely to be.

Level 5 Abilities

- **Incite Emotion:** Once per Scene when you create art or a performance for an audience, you may manipulate the emotions of the audience to feel either; Afraid, Angry, Calm, Enamoured, Happy, Tired.
- **Aura of Rest:** When you Rest, any character you deem an ally clears an additional 3 Recovery. Once per Scene, when an ally would suffer Harm, you may use 1 Grit to Throw {Mend}; on a success, reduce that Harm by 1 Level.
- **Oath Bearer:** Once per Long Rest, declare an oath, vow, cause, before those who can hear you. Until the end of the Scene, allies who act in service of that oath gain +1 Outcome to their first relevant Throw. If an ally would suffer Harm while acting in service of that oath, you may suffer that Harm in their place.
- **Working Library:** Increase your maximum Load by (10). While carrying at (5) or more Load worth of books, notes, diagrams, tools, or materials, choose an equal amount of Words of Power that you know. Those Words gain an additional use. You may change the chosen Words whenever you Rest.

Level 10 Abilities

- **Scrolls Champion:** Gain Focus in one of the following: {Craft} – {Diplomacy} – {Know} – {Mend} – {Study}. Increase Scrolls attribute by +1. *(This bonus can go above the attribute cap of 3)*
- **Awe Inspiring:** Once per Long Rest, rouse your allies with an inspiring Speech or Song giving all allies +2 to their next Throw this scene. Whenever you take the help action, the ally making the Throw gains an additional +2 outcome.
- **Living Legend:** Your name, work, deeds, songs, writings, or reputation are known in most civilised places. When you Rest somewhere you are known, welcomed, or honoured, you and your allies clear an additional 3 Recovery.

Level 1 Words of Power

- Ask
- Burn
- Call
- Calm
- Charm
- Clear
- Echo
- Gaze
- Hear
- Harm
- Line
- Mock
- Praise
- Promise
- Reach
- Rebuke
- Renew
- Signal
- Speak
- Trust

Level 5 Words of Power

- Amplify
- Bind
- Blind
- Crescendo
- Compel
- Dazzle
- Direct
- Enchant
- Inspire
- Heal
- Rally
- Silence
- Reveal
- Wail
- Weak

Level 10 Words of Power

- Aura
- Command
- Convert
- Dominate
- Embolden
- Life
- Reprise
- Scale
- Subjugate
- Unify

SCROLL WRIGHT



The Scroll Wright is a master machinist, skilled at crafting tools and devices for almost any situation. Highly knowledgeable and endlessly adaptable, they solve problems through preparation, invention, and clever design.

When you choose Scroll Wright at level 1 add +1 to the attribute score of Scrolls OR Gain Focus in one of the following:
Craft – Diplomacy – Know – Mend – Study

Level 1 Abilities

- **Living Blueprint:** Once per Long Rest, after briefly studying a structure, mechanism, or magical system, you may perfectly understand and remember its construction and layout.
- **Arcane Battery:** You carry an Arcane Battery that takes (1) Load. Whenever a Word of Power is used nearby, you may store it within the Battery. The Battery can hold 1 Word at a time, which may be expended by whoever possesses it.
- **Field Fabrication:** Start a 4-Step Fabrication Track. You may fill this Track using {Craft} while working with suitable materials. When filled, clear the Track and create a mundane item of up to (3) Load.
- **Dedicated Craftsman:** Become focused in {Craft}, Whenever you craft an item increase your maximum load by (1), up to a maximum of (20) times.
- **Custom Fit:** During a Long Rest, modify one weapon, armour, tool, or other item you possess. Give it one small practical improvement agreed with the GM, such as becoming collapsible, concealable, easier to carry, reinforced, or adapted for a particular purpose.

Level 5 Abilities

- **Prosthesis:** During a Long Rest, construct or attach a mechanical or magical prosthetic to yourself or another willing creature. It functions as a complete replacement for the missing body part and may possess one additional practical feature agreed with the GM.
- **Arcane Workshop:** When filling a Track to create, modify, or repair an object, fill 2 additional section whenever you make progress.
- **Study Restoration:** Gain +2 Outcome when using {Mend} to repair an item. When using {Mend} to clear Recovery, clear 1 additional Recovery.
- **Clockwork Companion:** Construct a small mechanical or magical companion of up to (3) Load. It can move, carry objects, follow simple instructions, and operate mechanisms independently. Work with the GM to determine its form and specialist function. The Clockwork Companion is considered a Level 0 NPC.

Level 10 Abilities

- **Arcane Recall:** Once per Long Rest, regain every expended Word of Power granted by one of your Archetypes or Pathways.
- **Bodywright:** During a Long Rest, you may construct and attach a magical or mechanical augmentation to a willing creature – an artificial eye, reinforced arm, mechanical lungs, retractable tools, additional limb, arcane heart, or similar modification. Each augmentation grants an appropriate permanent capability determined with the GM.
- **Artificial Life:** Given sufficient materials and downtime, you may construct a sentient or semi-sentient magical machine. Create it as a Level 1 NPC under your control. You may only maintain one such creation at a time; if it is destroyed, you may construct another.

Level 1 Words of Power

- Archive
- Bang
- Bind
- Blueprint
- Button
- Build
- Calibrate
- Cipher
- Compass
- Diagram
- Enhance
- Ink
- Key
- Measure
- Mend
- Record
- Seal
- Sketch
- Store
- Thread

Level 5 Words of Power

- Automate
- Compress
- Construct
- Enchant
- Encrypt
- Engine
- Expand
- Explode
- Fasten
- Forge
- Magnetise
- Reinforce
- Release
- Shrink
- Trigger

Level 10 Words of Power

- Arsenal
- Create
- Chronicle
- Collapse
- Factory
- Implode
- Invent
- Replicate
- Rewrite
- System

STANDARD BEARER



The Standard Bearer stands as an unshakable symbol on the battlefield, protecting allies through courage, discipline, and presence alone. They excel at holding the line, rallying those around them, and turning chaos into order beneath their banner.

When you choose Standard Bearer at level 1 add +1 to the attribute track of Scrolls or Stones

Level 1 Abilities

- **I AM THE LINE:** Once per Long Rest, create an impassable barrier that lasts until the end of Scene or until dispelled.
- **Bastion:** Gain Focus in {Diplomacy} or {Clash}, you can throw either as Stones or Scrolls.
- **Shieldbearer**: Carrying Shields costs no Load. Increase your maximum load by (5).
- **Inherit the Earth:** Once per Long Rest you can plant your Standard to inspire and rally the meek. Those who witness this clear 2 Recovery and gain +1 Outcome to their next Throw.
- **Aura of Vitality:** Gain an aura of 5 meters. Whenever an ally in your aura takes Harm, they clear 1 Recovery.

Level 5 Abilities

- **Lay on Hands:** Once per Scene, you may transfer any amount of progress from your Recovery Track to an ally's Recovery Track. Any Recovery beyond 6 carries over as normal.
- **Titan Grip:** You can use shields with 2-handed weapons. While weilding a shield with a 2-handed weapon, gain +1 Outcome to Attack Throws.
- **Take the Hit:** Whenever an ally within reach of you takes Harm, you may take that Harm instead.
- **Aura of Confidence:** Gain an aura of 10 meters. The first time each Scene an ally, in your aura, fails a Throw they may ignore the results and Throw again.

Level 10 Abilities

- **The List:** Once per Long Rest, add one character's name to The List. Whenever you make a Throw directly against or because of that character, ignore negative Draw Break modifiers. A name can only be removed from The List when that character dies.
- **Revelations:** Once per Long Rest, become uneffected by Load and clear your Recovery Track. Until the end of the Scene, gain +2 Outcome to Attack Throws and Throws or effects intended to heal.
- **Aura of Knowledge:** Gain an aura of 20 meters. The first Sorcery each scene, cast by a player in your aura, is cast twice.

Level 1 Words of Power

- Banner
- Bind
- Blessing
- Bulwark
- Challenge
- Command
- Defend
- Endure
- Guard
- Hold
- Intercept
- Oath
- Power
- Rally
- Shield
- Strength
- Smite
- Stand
- Vigil
- Ward

Level 5 Words of Power

- Aegis
- Aura
- Bastion
- Consecrate
- Fortress
- Guardian
- Hallow
- Judgment
- Marshal
- Phalanx
- Preserve
- Protect
- Sentinel
- Templar
- Vanguard

Level 10 Words of Power

- Citadel
- Crusade
- Divine
- Exalt
- Invincible
- Judgment
- Legion
- Sacred
- Salvation
- Stronghold

SILVER TONGUE



The Silver Tongue knows that words, music, and performance can move hearts as easily as blades draw blood. Masters of charm, storytelling, and deception, they captivate crowds, sway minds, and always seem to know exactly what to say – or sing – to control the moment.

When you choose Silver Tongue at level 1 add +1 to the attribute track of Scrolls or Swords

Level 1 Abilities

- **Jack of All Trades:** Gain an additional Profession Origin.
- **Quick Lie:** Once per Scene, you may ignore the result of a failed {Deceive} Throw and Throw again.
- **Showman:** Gain Focus in {Know} or {Craft}. You may Throw {Sway} with Swords.
- **Rousing Performance:** Once per Scene, after completing a meaningful performance, choose one person who witnessed it. They clear 2 Recovery.
- **Captive Audience:** After succeeding on a {Craft} Throw made to perform for someone, gain +1 Outcome to your next {Sway} or {Deceive} Throw against a member of that audience during the Scene.

Level 5 Abilities

- **Perfect Imitation:** Given at least 10 minutes to prepare and suitable clothing or materials, you may disguise yourself as any person you have met, perfectly replicating their appearance, voice, and mannerisms. The disguise remains convincing until your behaviour gives someone reason to doubt it.
- **Endless Repertoire:** Whenever you take a Short Rest, recover up to 3 additional Words of Power.
- **Standing Ovation:** Once per Scene, after achieving a Strong Success or better on a {Craft} Throw made as part of a performance, distribute 4 Recovery between any characters who witnessed it.
- **Absolute Persuasion:** Once per Short Rest, after speaking directly to a target, force them to follow one simple instruction for a single action, provided it would not obviously cause them serious harm.

Level 10 Abilities

- **Living Legend:** Once per Level, Create a 8-Step Legend Track and declare a story, belief, or idea you wish to make real. Whenever you successfully spread that legend through performance or storytelling, fill the Track as normal. When the Track is filled, the legend becomes true in some tangible way. Work with the GM to determine exactly how reality manifests the belief.
- **Triple Threat:** Once per Scene, when making a {Sway}, {Craft}, or {Know} Throw, choose one:
  - Sing: After the Throw, ask the GM one additional truthful question relating to the subject.
  - Dance: On a successful Throw, one affected target cannot willingly act against you until you next lose a Throw against them.
  - Act: Treat a successful Throw as though it achieved the highest possible Outcome.
- **Grand Orchestra:** Once per Long Rest, summon a spectral grand orchestra until the end of the Scene. The Orchestra can produce any music or sound you command and can be heard throughout the Scene. The first time each character within earshot successfully casts a Sorcery, you may have the Orchestra repeat that Sorcery once, using the same Outcome and without expending its Words of Power again. You may choose new valid targets for the repeated Sorcery.

Level 1 Words of Power

- Ask
- Calm
- Chant
- Charm
- Dance
- Distract
- Echo
- Hum
- Lie
- Mend
- Mock
- Play
- Praise
- Sing
- Speak
- Spin
- Suggest
- Song
- Whisper
- Restore

Level 5 Words of Power

- BeDeceive
- Compel
- Crescendo
- Enchant
- Harmony
- Heal
- Influence
- Laughter
- Mend
- Misdirect
- Rally
- Rhythm
- Soothe
- Tale
- Tempo

Level 10 Words of Power

- Anthem
- Command
- Concert
- Devastate
- Dominate
- Encore
- Finale
- Restore
- Reprise
- Saga

LIGHT BRINGER



The Light Bringer is divine, blessed by the gods and radiant with holy power. Whether through healing, judgement, or unwavering faith, they stand as a beacon against darkness and a guiding light to those around them.

When you choose Light Bringer at level 1 add +1 to the attribute track of Scrolls or Sorcery

Level 1 Abilities

- **Healing Touch:** Once per Scene, Clear a single Level 1 Harm from any Character
- **Ritual Healing:** You may Throw {Mysticism} as Scrolls. Once per Scene, when at least one other character joins you in prayer, everyone participating clears 1 Recovery.
- **Break Bread:** Once per Scene, when you share food or drink with others, you may form a bond. Those who partake cannot willingly act against you until the Scene changes, unless you betray that trust.
- **Light of the Holy:** Whenever you pray, you may conjure a supernatural light that lasts until you dismiss it. Spirits, active Sorceries, magical disguises, and other supernatural effects become visible while within its light.
- **Sense Malice:** Once per Long Rest, you may open yourself to hostile intent. The GM tells you whether anyone within the current Scene genuinely intends to cause you or your allies Harm, and the general nature of each presence.

Level 5 Abilities

- **Tithe:** Once per Long Rest, you may make it so no Sorceries have more than 2 Words of Power in them. This effect lasts until the end of Scene or until you dispel it.
- **Communion:** During a Long Rest, choose one Word of Power known by each character resting with you. Gain one use of those Words until your next Long Rest. If you already know it, gain an additional use instead.
- **Last Rites:** When someone dies in your presence, you may immediately perform their last rites. Their spirit remains with you until the end of the next Long Rest, during which you may speak with them normally before they pass on.
- **Faithful's Chosen:** Once per Scene, place an ally under your divine protection. Until they willingly take a hostile action, characters cannot directly target them with hostile actions or Sorceries.

Level 10 Abilities

- **Wellspring of Light:** Once per Long Rest, fully clear the Recovery Track of all allies within range.
- **Condemn Sinners:** Once per Long Rest, mark a target as judged. Until the end of the Scene, all Harm they deal is also dealt to themselves.
- **Divine Reclamation:** Once per Level, you may restore to life any characters that have died this Long Rest. Choose one for each character restored to life:
  - Heaven: Completely clear all Harm. Lose 1 Attribute Point
  - Hell: Permanently Lose 1 Harm slot. Gain 1 Attribute Point

Level 1 Words of Power

- Beacon
- Bless
- Blow
- Candle
- Glow
- Heal
- Illuminate
- Kindness
- Light
- Mend
- Mercy
- Prayer
- Rejuvenate
- Restore
- Sanctify
- Shield
- Shine
- Smite
- Ward
- Wisdom

Level 5 Words of Power

- Anoint
- Aegis
- Benediction
- Consecrate
- Radiate
- Guardian
- Hallow
- Illuminate
- Judgement
- Luminous
- Purify
- Radiance
- Redemption
- Sacred
- Spirit

Level 10 Words of Power

- Aeon
- Angel
- Annoint
- Apotheosis
- Ascend
- Divine
- Exalt
- Resurrect
- Miracle
- Revelation

The Adept



The Adept is sly, cunning, and quick in both body and wit. They thrive on instinct, precision, and adaptability, always staying one step ahead and striking where their enemies are weakest. Whether through stealth, speed, or silvered words, an Adept excels at finding the opening others miss. To face one is to fight someone who is already thinking three steps ahead.

When you choose The Adept at level 1, Gain Focus in one of the following: Awareness – Exert – Decieve – Sneak – Sway

When you choose The Adept at level 1, Gain one of the following Item Sets:
A. [M1] One-Handed Weapon (1), *[M1]* Throwing Weapon (1), Medium Armour (2)
B. [M1] Bow (2), Traps (2), Knife (1), Cloak (1)
C. [M1] Knife (1), Spyglass (1), Map (0), Coat (1)
D. [M1] Dagger (1), Lockpicks (1), Sling (1), Mask (1)

Level 1 Abilities

- **Trouble Sense:** Gain +1 Outcome to Throws made with {Awareness} while in locations you are familiar with. Once per Scene, while not in combat, you may detect any nearby traps.
- **Swift Recovery:** Gain +1 Outcome to Throws made with {Exert} when restisting consequences. Once per Scene, when you are knocked down, grabbed, or thrown off balance, you may immediately recover your footing or position.
- **Friendly Face:** Gain +1 Outcome to Throws made with {Decieve} made against a creature you've just met. Once per Long Rest, when someone believes your lie, disguise, bluff, or false identity, one ally who acts on that deception gains +1 Outcome.
- **No Closed Door:** Gain +1 Outcome to Throws made with {Sneak} when unseen. So long as you have Lockpicks (1), you can unlock any non-magically locked item or door without a throw.
- **Familiar Face:** Gain +1 Outcome to Throws made with {Sway} against a creature you have met before. Once per Long Rest, when appealing to your shared history with someone, you may have them grant you a reasonable favour without a Throw.

Level 5 Abilities

- **Fan of Knives:** When attacking an enemy with a concealed weapon or from a hidden position, Gain +2 Outcome to that Throw. No matter how many times you throw a knife, dart, needle, or other small thrown weapon, you always seem to have (1) more on your person.
- **Eagle Eye:** Once per Long Rest, you can make a ranged attack over an incredible distance that you would not reasonably be able to do otherwise. Once per Scene, when you make a ranged attack, you may also strike, cut, knock, pin, sever, or dislodge a nearby object as part of the same Throw.
- **Ghost in the Room:** Once per Scene, while there is cover, darkness, a crowd, smoke, you may vanish from notice. Until you act openly, ordinary enemies cannot target, follow, or identify you.
- **Borrowed Face:** Once per Scene, after watching or speaking with someone for a few moments, you may convincingly pass as their associate, servant, messenger, guard, agent, or guest for the rest of the Scene.

Level 10 Abilities

- **Swords Champion:** Gain Focus in one of the following: {Awareness} – {Exert} – {Decieve} – {Sneak} – {Sway}. Increase Swords attribute by +1. *(This bonus can go above the attribute cap of 3)*
- **Master of the Scenes:** While in combat gain an additional Scene Action.
- **Perfect Parry:** Whenever you attempt to Resist a Consequence, if the Outcome is 4 or higher, treat the result as a PERFECT PARRY, suffer no consequence and gain +2 to the Outcome of your next Throw. If the Consequence is Harm caused by an enemy, that enemy receives the Harm instead at 1 Level higher. Whenever you gain Grit, gain an additional Grit.

Level 1 Words of Power

- Balance
- Climb
- Cut
- Dash
- Dodge
- Feint
- Hide
- Leap
- Mark
- Poison
- Sense
- Slip
- Step
- Strike
- Track

Level 5 Words of Power

- Ambush
- Counter
- Disarm
- Evade
- Exploit
- Misdirect
- Shadow
- Stun
- Trap
- Weak

Level 10 Words of Power

- Cull
- Eviscerate
- Ghost
- Perfect
- Vanish

SWORD MASTER



The Sword Master lives for the thrill of the duel and the perfection of martial skill. Through speed, precision, and relentless training, they turn every weapon into an extension of themselves. A Sword Master strikes fast, fights smart, and overwhelms opponents with pure technique.

When you choose Sword Master at level 1 add +1 to the attribute score of Swords OR Gain Focus in one of the following:
Awareness – Exert – Decieve – Sneak – Sway

Level 1 Abilities

- **Fighting Style:** Choose a fighting style. *May be taken more than once.*
  - Duel: While facing a single enemy alone, gain +1 Outcome on all Throws against them.
  - Defend: While wielding a Shield, gain +1 Outcome to all {Grit} Throws.
  - Dual: While holding more than 1 weapon, you may apply the [Mastery] effects of both weapons in one attack Throw.
  - Distance: While attempting to hit an enemy outside of your reach, gain +1 Outcome to Attack Throws.
- **Weapon Mastery:** Learning [Mastery] of a weapon costs 1 less Point.
- **Lightfeet:** Increase your movement by 4 metres each round of Combat. Once per Scene, you may move up to twice your normal movement.
- **Duellist's Code:** When a single opponent willingly acknowledges your challenge to a duel, neither of you may be interfered with by another character until the duel ends, either participant withdraws, or the Scene ends.
- **Show of Skill:** You may Throw {Command} with Swords

Level 5 Abilities

- **Master of Arms:** Become focused in {Clash}, you maybe Throw {Clash} with Swords. Whenever you switch to a different weapon, gain +1 Outcome to the first {Clash} Throw you make with that weapon this Scene.
- **Weapon Trick:** Once per Scene, when making a weapon attack, you may replace one of that weapon's [Mastery] effects with the same-level [Mastery] effect of another weapon that shares its properties, provided you possess that level of [Mastery] with both weapons.
- **Multi Hit:** After a successful attack Throw, you may immediately make another attack against the same target.
- **Master's Presence:** Once per Scene, after you deal Harm to an enemy or demonstrate your martial ability, you may inflict Fear on all Level 0 and Level 1 NPCs who witnessed it.

Level 10 Abilities

- **Flowing Form:** Once per Long Rest, until the end of the Scene, whenever you make consecutive attacks using different weapons, gain +2 Outcome to the attack. You may draw, stow, or exchange weapons freely while this effect lasts.
- **Reaper Form:** Once per Long Rest, make a single weapon attack against every valid enemy within your weapon's reach. Make one Throw and resolve its Outcome against each target separately.
- **Elegant Form:** Once per Long Rest, until the end of the Scene, the first time each round you deal Harm with a weapon attack, clear Recovery equal to the Harm Level dealt. *(Level 3 Harm would clear 3 Recovery)*

Level 1 Words of Power

- Block
- Cut
- Dash
- Dodge
- Draw
- Feint
- Guard
- Lunge
- Parry
- Pierce
- Slash
- Step
- Strike
- Thrust
- Turn

Level 5 Words of Power

- Cleave
- Combo
- Counter
- Disarm
- Flourish
- Riposte
- Skewer
- Split
- Stance
- Sweep

Level 10 Words of Power

- Execute
- Eviscerate
- Sever
- Perfect
- Whirlwind

TRAIL BLAZER



The Trail Blazer is a master of the wilds, guided by instinct, survival, and a deep kinship with animals. They thrive far from civilisation, moving effortlessly through harsh terrain alongside trusted beasts and companions. Quick to adapt and difficult to track, a Trail Blazer always knows the path forward.

When you choose Trail Blazer at level 1 add +1 to the attribute score of Swords or Stones

Level 1 Abilities

- **Command Beast:** Once per Long Rest, when you encounter a wild animal, command it to Heel, Flee, or Help. It follows the command until it is completed or the Scene ends.
- **Forager:** Once per Long Rest, while in natural terrain, you may gather enough food, water, and basic supplies for yourself and your party without making a Throw. Anyone who shares in what you gather clears 1 Recovery. You are able to identify Magical Flora and their effects.
- **Animal Companion:** Gain an animal companion of canine, feline, rodent, or mustelid. It is a Level 0 NPC under your control.
- **Stonethrow:** Gain a Focus in {Instinct} or {Survival}, you may throw that skill with Swords.
- **Trail Sense:** You are unaffected by Negative Terrain. You always know the safest and fastest path through natural terrain and cannot become lost.

Level 5 Abilities

- **Bestial Authority:** Once per Scene, command all nearby beasts to Heel, Flee, or Help. They follow the command until it is completed or the Scene ends.
- **Beast Eyes:** Once per Scene, look through the eyes of an animal you can see or are familiar with until you choose to return to your own senses.
- **Favoured Terrain:** Choose one type of terrain. Gain +1 Outcome to Throws while within it. You may choose a different Favoured Terrain whenever you level up.
- **Blazing Trail:** You leave a radiant trail wherever you travel. Once per Scene, one ally who has crossed your trail may instantly travel along it to your current location.

Level 10 Abilities

- **Apex Companion:** Once per Scene, summon a Level 3 Beast NPC until the end of the Scene. Choose its form from Canine, Feline, Ursine, Ungulate, Avian, Aquatic, or any chimeric combination thereof. The Beast acts under your control.
- **Stampede:** Once per Long Rest, summon a great stampede of spectral beasts to charge through the Scene. Choose a path for the herd and make a single {Survival} Throw. Resolve the Outcome against every enemy caught in its path; affected enemies may suffer Harm, become Prone, or be carried along with the stampede as appropriate to the Outcome.
- **Duck's Passage:** While Travelling, when you take a Long Rest, you may forgo clearing 3 Recovery to construct a Large Nest at your location. Once per Long Rest, summon The Mighty Ducks to carry you and your party instantly to any Nest you have previously established.

Level 1 Words of Power

- Burn
- Call
- Cactus
- Climb
- Lead
- Leap
- Mark
- Path
- Roam
- Sand
- Seek
- Sprint
- Track
- Trail
- Wild

Level 5 Words of Power

- Ambush
- Elements
- Escape
- Forage
- Frog
- Guide
- Hunt
- Nature
- Ride
- Stalk

Level 10 Words of Power

- Apex
- Blaze
- Dominion
- Goose
- Untamed

STREET SLEUTH



The Street Sleuth thrives in the underbellies of cities, relying on sharp wit, keen perception, and hard-earned instincts to survive. Masters of investigation and deduction, they uncover hidden truths, read people with ease, and always seem to know more than they let on.

When you choose Street Sleuth at level 1 add +1 to the attribute score of Swords or Scrolls

Level 1 Abilities

- **Doubtful:** You always know when an NPC of Level 2 or lower is knowingly lying to you.
- **Improvised Disguise:** Once per Scene, you may use items in your immediate vicinity to quickly form a disguise.
- **In Their Shadow:** Gain +1 Outcome to {Sneak} Throws made while following someone. Once you successfully begin tailing a target, you cannot lose them through mundane means.
- **Knowledgeable:** Gain Focus in {Know}, {Study} or {Instinct}.
- **Undercover:** Once per Scene, when maintaining a false identity or cover story, you may ignore the result of a failed {Deceive} Throw and Throw again.

Level 5 Abilities

- **Piece it Together:** Once per Scene, either ask the GM how two elements of the Scene are connected, or declare that you previously noticed or acquired a relevant clue.
- **Loose Lips:** Once per Scene, when you succeed on a {Sway} Throw, the target inadvertently reveals one useful piece of information they had not intended to share.
- **Expose:** Once per Scene, reveal a target's weakness. That target becomes Exposed.
- **Streetwise:** You may use any downtime to establish connections in any locale. Once per Long Rest, you can call upon one of these new established contacts for a favour.

Level 10 Abilities

- **Case Closed:** Start a 6-Step Case Track when you begin investigating a mystery. Fill the Track as you uncover clues, question suspects, and establish connections. Once filled, you may declare your conclusion. The GM must make that conclusion true in the most reasonable way supported by the investigation.
- **Foresight:** Once per Long Rest, predict the next 10 minutes of the future. The GM tells you any relevant details of what would happen without intervention.
- **Gotcha:** Once per Long Rest, when a character knowingly lies, betrays someone, or reveals incriminating information in your presence, they become Exposed. Until the end of the Scene, they also suffer -2 Outcome when acting against anyone who witnessed the revelation.

Level 1 Words of Power

- Alarm
- Blade
- Clue
- Eye
- Hear
- Inspect
- Mark
- Message
- Moxie
- Note
- Pain
- Punch
- Spot
- Trace
- Witness

Level 5 Words of Power

- Analyse
- Connect
- Darkness
- Deduce
- Discombobulate
- Engender
- Expose
- Smoke
- Suspicion
- Weak

Level 10 Words of Power

- Dupe
- Gun
- Inception
- Mirror
- Solve

SPELL THIEF



The Spell Thief twists magic to their own advantage, stealing, disrupting, and repurposing the sorceries of others. Cunning and unpredictable, they thrive on turning an enemy's greatest strength against them and slipping away before anyone realises what happened.

When you choose Spell Thief at level 1 add +1 to the attribute score of Swords or Sorcery

Level 1 Abilities

- **Arcane Parasite:** Once per Scene, when an ally casts a Sorcery nearby, gain one use of one Word of Power used in that Sorcery until the end of the Scene.
- **Arcane Pickpocket:** When you succeed on a {Sneak} Throw against a caster, steal one unused Word of Power from them until the end of the Scene. One use of that Word is expended for the caster.
- **Shadow Step:** Once per Long Rest, you may step into the shadows and disappear, then reappear in any other shadow nearby.
- **Mage Sense:** You can always detect when Sorcery is being prepared or cast nearby.
- **Spell Cache:** Whenever you temporarily gain a Word of Power you do not know, gain one additional use of that Word.

Level 5 Abilities

- **Zone of Silence:** Once per Long Rest, create a 5-metre zone around yourself in which no Sorceries can be cast. The zone lasts until the end of the Scene or until you dismiss it.
- **Backfire:** Once per Scene, when a Sorcery targets you, you may redirect it to another valid target, but not back at the caster.
- **Spell Leech:** Once per Scene, when a Sorcery is cast nearby, reduce its Outcome by 2 and gain +1 Outcome to your next Throw.
- **Spell Snatch:** Once per Scene, when a Sorcery is cast nearby, capture every Word of Power used in it. Gain one use of each captured Word until your next Long Rest.

Level 10 Abilities

- **Unmake Magic:** Once per Scene, you may cancel a Sorcery entirely before it resolves.
- **Identity Theft:** Once per Long Rest, choose a caster you can see. Until the end of the Scene, you may use any Word of Power you have witnessed them use. Whenever you use one of their Words, expend one of their uses instead.
- **Arcane Fence:** You may freely give uses of Words of Power you have stolen or captured to other characters. Whenever you give a character a Word they do not know, they gain one additional use of that Word.

Level 1 Words of Power

- Blade
- Blind
- Blur
- Bolt
- Drift
- Echo
- Flicker
- Flux
- Glass
- Glimmer
- Haze
- Knife
- Pulse
- Shade
- Shackle
- Shard
- Shiver
- Static
- Veil
- Wisp

Level 5 Words of Power

- Aspect
- Channel
- Conduit
- Current
- Echo
- Field
- Fracture
- Lattice
- Pattern
- Phase
- Reverse
- Rift
- Silence
- Thread
- Vein

Level 10 Words of Power

- Abyss
- Axis
- Domain
- Gravity
- Horizon
- Nexus
- Nullity
- Parallax
- Threshold
- Warp

The Mage



The Mage bends reality through sheer force of will, wielding Words of Power to reshape the world around them. Where others rely on steel, strength, or influence, the Mage channels the arcane to achieve the impossible. Dangerous, versatile, and endlessly creative, a Mage is limited only by their imagination – and the consequences of their power.

When you choose The Mage at level 1, Gain Focus in one of the following: Attune – Augury – Mysticism – Spellcraft – Weird

When you choose The Mage at level 1, Gain one of the following Item Sets:
A. [M1] Light Weapon (1), Shield (1), Robe (1), Charm (0)
B. [M1] Staff (2), Cloak (1), Trinkets (0), Pack (2)
C. [M1] Sling (1), Scroll Case (1), Writing Tools (1), Hat (1)
D. [M1] Medium Weapon (2), Heavy Armour (3), Shield (2)

Level 1 Abilities

- **Sense Power:** Gain +1 Outcome to Throws made with {Attune} while identifying magical items. You can always feel the presence of active magic around you.
- **Fated Moment:** Gain +1 Outcome to Throws made with {Augury} as part of a Group Action. Once per Rest, you may Throw {Augury} and record the Outcome. Before you or an ally makes a later Throw, you may replace that Throw's Outcome with the recorded Outcome. The recorded Outcome is lost when you next Rest.
- **Ritual Casting:** Gain +1 Outcome to Throws made with {Mysticism} in the presece of divinity or a place of worship. Given time and preparation, you may cast a Sorcery without making a Throw unless it is rushed, contested, dangerous, or unstable.
- **Overchannel:** Gain +1 Outcome to Throws made with {Spellcraft} while in combat. The first Sorcery you cast each Scene does not expend Words of Power.
- **Strange Practice:** Gain +1 Outcome to Throws made with {Weird} when resisting consequences. Once per Scene, when a Sorcery misfires, mutates, backfires, or behaves strangely, you may choose one detail of how the weirdness manifests.

Level 5 Abilities

- **Reckless Casting:** You may increase the maximum number of Words of Power used in a Sorcery by 1. When you use 4 Words of Power in a Sorcery, any Consequence from that Sorcery is increased by 1 step.
- **Verbose Caster:** Choose a number of Words of Power you know equal to your Level from among the Mage or any of its Pathways. Those Words gain an additional use. *(This continues to update as you level)*
- **Counterspell:** Once per Scene, when a creature you can perceive casts a Sorcery, you may Throw {Spellcraft}. On a Success or higher, reduce, redirect, delay, or unravel one Word of Power used in that Sorcery.
- **Problem Solver:** Once per Scene, when a social obstacle could be solved by a minor magical convenience, you may solve it without a Throw or expending Word of Power. Examples include lighting a hall, drying soaked clothes, chilling wine, mending a broken sign, finding a lost ring, cleaning a room, or making a small spectacle.

Level 10 Abilities

- **Sorcery Champion:** Gain Focus in one of the following: {Attune} – {Augury} – {Mysticism} – {Spellcraft} – {Weird} Increase Sorcery attribute by +1. *(This bonus can go above the attribute cap of 3)*
- **Wish:** Gain the Word of Power – Wish. You may use Wish once per Level. You cannot use Wish to affect unwilling participants, unless they are actively trying to harm you.
- **Simulacrum:** Once per Long Rest you create a Simulacrum of yourself that is identical to you in every way. The Simulacrum does as you command, can cast Sorceries from your Words of Power expending its own slots. The Simulacrum lasts 1 Scene or until it takes any damage.

Level 1 Words of Power

- Arcane
- Bind
- Blink
- Bolt
- Channel
- Echo
- Flicker
- Force
- Glimmer
- Imbue
- Light
- Mark
- Pulse
- Sense
- Shape
- Shift
- Spark
- Touch
- Veil
- Weave

Level 5 Words of Power

- Anchor
- Barrier
- Conduit
- Displace
- Enchant
- Focus
- Fly
- Fracture
- Manifest
- Project
- Reflect
- Surge
- Thread
- Warp
- Wield

Level 10 Words of Power

- Ascension
- Collapse
- Create
- Destroy
- Dominion
- Infinity
- Paradox
- Reality
- Singularity
- Transcend

SORCERY SLINGER



The Sorcery Slinger is a living arcane battery, overflowing with raw magical power. They hurl destructive sorceries with reckless force, pushing magic far beyond safe limits and leaving devastation in their wake.

When you choose Spell Scribe at level 1 add +1 to the attribute score of Sorcery OR Gain Focus in one of the following:
Attune – Augury – Mysticism – Spellcraft – Weird

Level 1 Abilities

- **Rapid Casting:** When you take a short rest, choose up to 3 Words of Power to regain 1 use of.
- **Choice Word:** Choose a Word of Power, it gains 3 additional uses per Long Rest. You may change the chosen word whenever you level up.
- **Spell Sculpting:** Your Sorceries may selectively avoid allies, objects, or areas you choose.
- **Mage Hand:** You may manipulate nearby unattended objects without physically touching them.
- **Wild Spark:** Minor magical effects constantly surround you at the GM's discretion. You may harmlessly manipulate light, sound, heat, sparks, smoke, or similar magical phenomena.

Level 5 Abilities

- **Overload:** Once per Scene, increase the Outcome of a Sorcery by +3. When you do, lose 3 Recovery.
- **Chain Casting:** Once per Scene, after successfully casting a Sorcery, you may immediately cast another.
- **Master Caster:** Once per Long Rest, regain 1 use of every Word of Power you know.
- **Spellstorm:** You may combine one additional Level 1 Word of Power into your Sorceries

Level 10 Abilities

- **Living Sorcery:** Once per Long Rest, unravel your body into pure arcane energy until the end of the Scene. While in this form, you are incorporeal, may fly and pass through solid matter, and ignore non-magical Harm. Level 1 Words of Power used in your Sorceries are not expended.
- **Sorcerous Momentum:** Whenever you Win a Sorcery throw, fill one step of a 4-Step Momentum Track. Each filled section grants +1 Outcome to your Sorcery Throws. When you Lose a Sorcery throw, clear the Track. *(Winning refers to the winner of the thrown series, not the value of the outcome)*
- **Archmage:** Once per Long Rest, cast a Sorcery using any Words of Power you choose, even Words you do not know.

Level 1 Words of Power

- Arc
- Beam
- Blaze
- Blink
- Burst
- Chain
- Fire
- Flare
- Flash
- Flux
- Ignite
- Lance
- Nova
- Orb
- Prism
- Pulse
- Scatter
- Shatter
- Spark
- Volley

Level 5 Words of Power

- Bomb
- Cascade
- Conduit
- Detonate
- Discharge
- Eruption
- Fracture
- Invoke
- Obfuscate
- Overcharge
- Rupture
- Spiral
- Surge
- Teleport
- Torrent

Level 10 Words of Power

- Annihilate
- Cataclysm
- Devastate
- Disintegrate
- Meteor
- Obliterate
- Rift
- Ruin
- Supernova
- Tempest

GROVE SHAPER



The Grove Shaper channels the untamed power of nature, shaping roots, beasts, and the wilds themselves to their will. Deeply connected to the natural world, they thrive in overgrowth and ruin alike, fighting with primal magic older than civilisation itself.

When you choose Grove Shaper at level 1 add +1 to the attribute track of Sorcery or Stones

Level 1 Abilities

- **Verdant Growth:** Once per Scene, you may cause plants or natural terrain to grow, entangle, or obstruct an area causing difficult terrain.
- **Nature's Touch:** Whenever you clear a character's Recovery while outside an urban environment, clear 1 additional Recovery.
- **Rooted:** You cannot be forcibly moved while in contact with natural ground. When gaining {Grit}, gain an aditional {Grit} while not in an urban evnoirnment.
- **Green Sense:** You are familiar with magical flora and their effects. You can always sense nearby plant life, water sources, and disturbances in the natural environment.
- **Living Weapon:** Once per Scene, after successfully attacking, cause vines, roots, or thorns to erupt from the strike and inflict an appropriate Status on the target.

Level 5 Abilities

- **Overgrowth:** Once per Long Rest, rapidly reshape the natural terrain of the Scene, creating cover, barriers, or Difficult Terrain wherever appropriate.
- **Nature Unbound:** Once per Scene, choose a plant you can sense. Until the end of the Scene, you may see, hear, speak, and cast Sorceries as though you were standing in its place.
- **Regrowth:** Once per Scene, after successfully casting a Sorcery that alters living matter or natural terrain, choose yourself or one nearby ally to clear 2 Recovery.
- **Force of Nature:** Once per Long Rest, until the end of the Scene, the surrounding flora and fauna respond to your emotions. Plants may bloom, wither, grasp, or lash out; animals may gather, flee, or become agitated; and the environment visibly reflects your emotional state.

Level 10 Abilities

- **Ancient Bloom:** Once per Long Rest, awaken the oldest living thing nearby. Until the end of the Scene it becomes a Level 3 NPC under your influence, capable of moving, speaking, and acting according to its nature.
- **Verdant Rebirth:** You may replace missing or destroyed flesh and bone with living plant matter, which functions as the original body part. If you die while your brain remains intact, your body regrows over the course of several Long Rests and you return to life.
- **Worldroot:** Once per Long Rest, plant a seed of magic and start a 6-Step Worldroot Track. Fill the Track through Sorcery, tending the land, or feeding magic into it. When filled, 100 metres in every direction of the surrounding area erupts into supernatural growth until the end of the Scene. You decide where plants, roots, thorns, trees, or fungi emerge, and may freely create cover, barriers, Negative Terrain, or pathways throughout the area.

Level 1 Words of Power

- Ash
- Bark
- Bloom
- Breeze
- Clay
- Ember
- Heal
- Leaf
- Mist
- Moss
- Petal
- Rain
- Root
- Seed
- Soil
- Spark
- Sprout
- Stone
- Vine
- Wind

Level 5 Words of Power

- Branch
- Canopy
- Erode
- Flame
- Flood
- Gale
- Grove
- Ice
- Inferno
- Quake
- Regrowth
- Storm
- Thorn
- Tidal
- Wild

Level 10 Words of Power

- Birth
- Cataclysm
- Cyclone
- Eruption
- Life
- Monsoon
- Overgrowth
- Tempest
- Terraform
- Volcano

SPELL SCRIBE



The Spell Scribe relies on a vast breadth of knowledge surrounding Words of Power, studying and recording magic with unmatched precision. Masters of preparation and arcane theory, they inscribe, alter, and reshape sorcery itself through careful understanding rather than raw power.

When you choose Spell Scribe at level 1 add +1 to the attribute score of Sorcery – Scrolls

Level 1 Abilities

- **Shared Script:** Once per Long Rest, inscribe a Sorcery onto a Scroll (1), expending its Words of Power. Anyone in possession of the Scroll may cast that Sorcery once before the end of the next Long Rest, after which the Scroll is expended.
- **Foreseen Failure:** Before casting a Sorcery, you may ask the GM what the most likely consequence would be if the Sorcery failed.
- **Arcane Signature:** When you use {Attune} to examine a Sorcery, magical item, or magical residue, you can determine where it came from and identify one Word of Power involved in its creation.
- **Esoteric Literacy:** You may use {Mysticism} to read magical texts, runes, rituals, and inscriptions regardless of the language in which they are written. You may identify any Words of Power written among them.
- **Field Notes:** Whenever you identify a Word of Power you do not know, you may record it. Once recorded, you may later learn that Word without needing access to its original source.

Level 5 Abilities

- **Efficient Study:** When learning a Word of Power, learn an additional Word of Power of the same level from a source you know.
- **Master Archive:** Start an 8-Step Archive Track. Whenever you identify a Word of Power you do not know, fill 1 section and record that Word. When the Track is filled, clear it and the listed words, permanently gain an additional use of any of those Words of Power. *(If you have not learned a Word listed in the track, gain 1 use of that Word instead).*
- **Passing Notes:** Once per Long Rest, inscribe a Sorcery onto a Scroll (1). A character who successfully casts one of your Scrolls may learn one Word of Power contained within it for 1 Point. Anyone in possession of the Scroll may cast that Sorcery once before the end of the next Long Rest, after which the Scroll is expended.
- **Rewrite Sorcery:** Once per Scene, when another character casts a Sorcery, exchange one Word of Power within it for one Word you know. Expend one use of your replacement Word and refund the use of the Word removed.

Level 10 Abilities

- **Field Scholar:** Words of Power first encountered or discovered during play cost 1 fewer Point to learn.
- **Perfect Copy:** Once per Scene, when you witness a Sorcery being cast, you may immediately inscribe an exact copy of it onto a Scroll (1). You do not need to know or expend any of its Words of Power. The Scroll may cast that Sorcery once before the end of the next Long Rest.
- **Neologism:** Once per Level, begin a 10-Step Neologism Track and declare a magical concept you wish to define. Fill the Track through research, experimentation, studying related Words, and witnessing the concept in the world. When filled, work with the GM to create a new Word of Power representing that concept. You permanently learn the Word, and it now exists within the world.

Level 1 Words of Power

- Beam
- Bind
- Book
- Brand
- Dark
- Echo
- Flare
- Imprint
- Ink
- Light
- Line
- Mark
- Pulse
- Ray
- Rune
- Seal
- Sigil
- Spark
- Thread
- Trace

Level 5 Words of Power

- Anchor
- Archive
- Channel
- Cipher
- Conduit
- Fracture
- Glyph
- Inscribe
- Lattice
- Pierce
- Scry
- Shatter
- Transcribe
- Veil
- Weave

Level 10 Words of Power

- Apex
- Codex
- Dominion
- Embody
- Manifest
- Paradox
- Reality
- Rewrite
- Thesis
- Unmake

PACT BINDER



The Pact Binder draws power from bargains struck with forces beyond mortal understanding. Whether bound to ancient beings, forgotten gods, or stranger things still, they wield dangerous gifts granted through oath, sacrifice, and unwavering devotion.

When you choose Pact Binder at level 1 add +1 to the attribute track of Sorcery – Swords

Level 1 Abilities

- **Patron's Gift:** Choose a Patron to seal your pacts with:
  - **The Serpent:** You always know when a creature is attempting to deceive you. Once per Scene, you may ask the GM what a creature truly wants.
  - **The Elder:** You no longer require sleep. During moments of quiet contemplation, you may ask the GM one question about the history or nature of your surroundings.
  - **The Darkness:** You can see clearly in darkness, including magical darkness. While obscured, mundane creatures struggle to remember your exact appearance.
  - **The Blade:** You may summon a spectral weapon of your choice. It does not count towards Load and disappears when out of your possession.
  - **The Divine:** You always know when nearby spirits, undead, or divine beings are present. Once per Short Rest, you may emit a holy light that clears 1 Recovery for nearby allies.
- **Terms and Conditions:** When you use {Mysticism} to examine a pact, curse, binding, spirit, or magical contract, you may ask the GM who created it, what it demands, or what would break it.
- **Twist Fate:** Once per Scene, when a Sorcery fails, you may redirect its effects and consequences onto another valid target.
- **Bleeding Heart:** When you touch a creature, you experience their strongest current emotion or source of pain. Once per Scene, you may intensify or suppress that feeling until the end of the Scene.
- **Hexproof:** You are immune to the Cursed Status. You may still willingly accept curses, pacts, or bindings if you choose.

Level 5 Abilities

- **Name of Power:** When you learn the true name, title, or nature of a supernatural being, gain +1 Outcome to {Mysticism} and {Weird} Throws made directly against or involving it.
- **Strange Communion:** Once per Long Rest, use {Weird} to contact a supernatural entity. You may ask it for information, guidance, or a favour, but the GM determines what it wants in return.
- **Soul Capture:** Once per Scene, when a character dies, you may capture their essence in a Soul Jar (1). You may release the captured soul to restore one use to up to 3 expended Words of Power.
- **Terror Incarnate:** Once per Long Rest, until the end of the Scene, whenever you successfully use {Weird} or {Mysticism} against a character, they also become afflicted with Fear.

Level 10 Abilities

- **Forbidden Contract:** Once per Long Rest, call upon the powers that be, to achieve an otherwise impossible magical effect at a cost. The GM determines the cost or consequence.
- **Indebted:** Whenever a creature willingly accepts your aid, gift, or bargain, they become Indebted to you until that debt is repaid. Once per Scene, if an Indebted creature refuses a reasonable request from you, they suffer immediate supernatural misfortune determined by the GM.
- **Cursewright:** You may create permanent cursed magical items. During a Long Rest, choose a weapon, armour, or trinket and start a 6-Step Curse Track. Fill the Track through {Mysticism}, {Weird}, sacrifice, bargains, or appropriate ritual work. When filled, bind a powerful supernatural benefit and curse into the item. The item remains until destroyed or the curse is broken.

Level 1 Words of Power

- Bind
- Blood
- Bone
- Brand
- Curse
- Dark
- Debt
- Desire
- Flesh
- Frog
- Gaze
- Gift
- Hex
- Mark
- Oath
- Pact
- Promise
- Seal
- Shadow
- Whisper

Level 5 Words of Power

- Beckon
- Compel
- Consume
- Corrupt
- Coven
- Dominate
- Enslave
- Invoke
- Offering
- Possess
- Sacrifice
- Shackle
- Summon
- Tempt
- Torment

Level 10 Words of Power

- Abyss
- Damnation
- Eclipse
- Eldritch
- Fate
- Forbidden
- Infernal
- Judgement
- Oblivion
- Ruin

CHAPTER 5

Magic Items

Magic Items are one of the great joys of fantasy adventure. Some are ancient relics of immense power, others are strange curiosities, unreliable contraptions, or utterly ridiculous pieces of magical nonsense. In Stones, Scrolls, Swords & Sorcery, magic items are intended to bring flavour, creativity, and unexpected solutions into play just as much as raw power.

Not every magic item needs to be legendary to be memorable. A spoon that always stirs itself, a lantern that only lights when danger is near, or a ring that insults its wearer may leave just as lasting an impression as a sacred blade or forbidden tome. Players and GMs are encouraged to treat magic items as opportunities for storytelling, experimentation, and problem solving rather than simple numerical upgrades.

The items in this section range from useful to bizarre, powerful to situational, and serious to outright comedic. Use them to reward exploration, create complications, inspire ideas, and make the world feel strange, magical, and alive.

Wonderous Items

1. **Amulet of Echoes (0):** Repeats the last word you said. Said. Said.
2. **Amulet of Mind Reading (0):** Lets you hear your own thoughts louder.
3. **Amulet of Postcognition (0):** Allows you to see what happened 10 seconds ago.
4. **Bag of Withholding (1):** A bag that occasionally refuses to open.
5. **Bagpipes of Invisibility (2):** Become invisible while playing the bagpipes.
6. **Blanket of Unrest (2):** Always slightly too hot or slightly too cold.
7. **Boombox (2):** Plays recorded music, but if played too loudly explodes
8. **Boots of Dry Steps (1):** Your feet never get wet.
9. **Boots of Loose Laces (1):** Your laces constantly come undone.
10. **Broom of Flying (1):** Flies away when left unattended.
11. **Bubble Tea Dispenser (2):** Pours out tea in the form of bubbles.
12. **Chair of Embiggening (3):** Doubles your size while seated in it.
13. **Chameleon Cloak (1):** Changes colour constantly.
14. **Cloak of Billowing (1):** Dramatically billows even without wind.
15. **Coin of Honest Tossing (0):** Over time, lands perfectly 50/50 between heads and tails.
16. **Compass of Confidence (0):** Always points confidently in a direction.
17. **Compass of Self-Searching (0):** Points toward the holder.
18. **Cup of Emptiness (1):** Never fills. ***Do not leave unattended near large bodies of water.***
19. **Cup of Sharing (1):** Any drink poured into it distributes evenly among nearby cups.
20. **Hat of Pointiness (1):** Becomes taller and pointier for every Word of Power you know.
21. **Helm of Telepathy (1):** Everyone nearby can hear your thoughts.
22. **Holding of Bags (1):** Contains an endless supply of empty bags.
23. **Horn of Alarm (1):** Alarms the user.
24. **Glasses of Eagle Vision (0):** Allows you to spot small rodents from great distances.
25. **Lasso of Lies (2):** Anyone bound by it can only speak lies.

Wonderous Items

26. **Mirror of Foresight (1):** Allows you to see 4 seconds ahead of yourself.
27. **Mirror of Grooming (1):** Automatically removes dirt, crumbs, and bedhead from your appearance.
28. **Moon Greaves (1):** Allow slightly higher jumps.
29. **Never-Melting Ice (0):** Never melts.
30. **Night Vision Glasses (0):** Allow you to see what things look like at night.
31. **Orb of Slope Detection (1):** Reliably rolls downhill.
32. **Paper Fan of Hot Air (0):** Produces warm air when waved.
33. **Pebble of Skipping (0):** Always skips at least seven times across water.
34. **Pet Rock (1):** Always finds its way back to you entirely non-magically.
35. **Pipe of Smoke (1):** Produces an alarming amount of smoke.
36. **Pocket Lamp (0):** Only functions in small enclosed spaces.
37. **Quiver of Finite Arrows (1):** Alerts you when you run out of arrows.
38. **Reed of Breathing (1):** Allows underwater breathing by extending to the water's surface.
39. **Ring of Invisibility (0):** The ring itself turns invisible while worn.
40. **Slippers of Spiders Climbing (1):** Attract spiders to crawl on you.
41. **Socks of Soaking (1):** Always slightly damp.
42. **Spectacles of Hind Sight (0):** Allow you to see behind yourself.
43. **Spoon of Saltiness (0):** Slightly salts any food it touches.
44. **Stick of Stickiness (1):** Adheres firmly to nearby surfaces.
45. **Stone of Reminder (1):** Becomes warm when you are forgetting something important.
46. **Sword of Warning (2):** Glows in the presence of sharp objects, including itself.
47. **Talisman of Teleporting (1):** Teleports itself, and only itself, to a chosen location.
48. **Tinderbox of Patience (0):** Always lights eventually.
49. **Umbrella of Elements (2):** Causes rain beneath the umbrella when opened.
50. **Wand of Wands (1):** Creates additional Wands of Wands.

Uncommon Items

1. **Amplification Tome (1):** Gain +2 Outcome to the first Sorcery each combat.
2. **Anchor Ring (2):** You cannot be forcibly moved against your will while standing on solid ground.
3. **Band of the Second Breath (1):** Once per Long Rest, clear 1 Recovery when you would suffer Harm.
4. **Bandolier of Returning (1):** Thrown weapons reappear in their sheaths after the scene.
5. **Banner of Rallying (2):** Allies who can see it gain +1 Outcome on their first Throw of combat.
6. **Belt of Carrying (0):** Increase maximum Load by 5.
7. **Boots of Initiative (1):** Gain +2 Outcome on the first Throw of every combat.
8. **Boots of Silent Running (1):** Movement makes no noise.
9. **Boots of the Falling Saint (1):** You never take Harm from ordinary falls.
10. **Bracelet of the Duel (1):** During a one-on-one fight, both you & your opponent count all Draw Breaks as double.
11. **Charm of Fortune (0):** Once per Long Rest, slightly improve a failed Outcome.
12. **Charm of Recovery (0):** Whenever you clear Recovery, clear 1 additional Recovery.
13. **Choker of Breath (0):** You cannot be silenced, drowned, or choked by mundane means.
14. **Coin of Favour (0):** Once per session, flip the result of a Draw Break in your favour.
15. **Coin of the Underdog (0):** When making a bo1 Throw, add +1 Outcome.
16. **Compass of Homing (0):** Points in the direction of whatever you consider home.
17. **Crown of Command (1):** Common folk instinctively hesitate before disobeying direct orders.
18. **Dusty Tome (2):** Choose 3 Words of Power from your Archetype to learn, then this tome turns to dust.
19. **Gloves of the Duelist (1):** Once per combat, reroll a single losing Throw.
20. **Grave Salt (0):** Sprinkle on a corpse to prevent spirits, possession, or undeath.
21. **Hook of the Pitfighter (1):** Gain +2 Outcome when grappling or restraining someone.
22. **Hunter's Charm (0):** Gain +1 Outcome when tracking, pursuing, or ambushing a target.
23. **Ironheart Token (2):** The first Level 2 Harm you would take each session is reduced to Level 1.
24. **Lantern of the Lost (1):** Burns brighter the farther you are from civilisation.
25. **Mantle of the Survivor (2):** Gain +1 Outcome during combat whenever you are already suffering Harm.

Uncommon Items

26. **Mask of Many Voices (1):** Perfectly mimic any voice you've heard for at least a minute.
27. **Pilgrim's Boots (1):** Ignore rough terrain while travelling on foot.
28. **Pouch of Smuggler's Grace (1):** Objects placed inside cannot be detected by casual searches.
29. **Raven Feather Charm (0):** Messages tied to it always reach their intended recipient.
30. **Ring of Rest (0):** When resting, clear 1 additional Recovery.
31. **Ring of Shared Sight (0):** Two wearers may briefly see through each other's eyes.
32. **Ring of the Closed Fist (0):** You cannot be disarmed against your will.
33. **Ring of the Second Chance (0):** Once per Long Rest, replay a lost bo1 Throw as a bo3 instead.
34. **Rope of Climbing (1):** Coils and knots itself on command.
35. **Shield of Deflection (1):** The first missile fired at you each scene is turned aside.
36. **Shield of Sacrifice (2):** Once per Long Rest, you may take Harm in place of an ally.
37. **Shield of the Last Stand (2):** While protecting an ally, gain +1 Outcome.
38. **Sigil of Echoing Magic (1):** Once per Long Rest, reuse a Word of Power without expending it.
39. **Sky Hook (1):** A hook that can be placed in midair and hold up to 100kg.
40. **Spectacles of Spectres (0):** Gain the ability to see Ghost, Spectres, and Invisible objects.
41. **Talisman of Momentum (0):** Winning a Throw by 5 or more grants +1 Outcome to your next Throw.
42. **The Archivist's Lens (1):** Reveals magical inscriptions, hidden writing, and erased text.
43. **The Locksmith's Nail (1):** Opens any mundane lock once. Afterwards it bends uselessly.
44. **The Moonlit Sword (2):** Becomes invisible in darkness except to its wielder.
45. **The Quiet Bell (1):** Rings silently to all except those you choose.
46. **The Red Lantern (1):** Blood within several feet glows faintly through walls.
47. **Wand of Inscription (1):** Choose 1 Word of Power; it gains 2 additional uses.
48. **Whisper Ring (0):** Gain +2 Outcome when coordinating secretly with an ally who also wears one.
49. **Whisperwax Candles (1):** Conversations held in their light cannot be overheard beyond the room.
50. **Window Coin (0):** Press against a wall to briefly see through the other side.

Rare Items

1. **Almanaque of Knowing (2):** Once per Scene, ask the GM one question about a person, place, creature, or object. The answer must be truthful, though not always complete.
2. **Amulet of Fireball (1):** Once per Scene, hurl a blazing explosion that inflicts Level 2 Harm in an area.
3. **Bag of Holding (2):** Can store up to 25 Load with of items.
4. **Boots of Travelling (1):** Ignore penalties from rough terrain, forced marches, and ordinary environmental exhaustion.
5. **Cloak of Major Illusions (1):** Once per Scene, create a convincing illusion large enough to fill a room or obscure a group of people.
6. **Covetous Ring (1):** While worn, always know the direction of the most valuable nearby object. Gain +2 Outcome when attempting to steal, bargain for, or appraise valuables.
7. **Dawntide Staff (2):** Once per Long Rest, refresh all uses of Level 1 Words of Power, Gain +1 to Sorcery while in possession of this object.
8. **Deck of Illusions (1):** Draw a card to summon a convincing illusory creature or figure.
9. **Dream Dust (1):** Scatter the dust over a sleeping creature to subtly shape or influence their dreams until they awaken.
10. **Earthshapers Gem (1):** Shape and mould stone like wet clay with your hands. Gain +1 to Stones while in possession of this object.
11. **Fan of Gale Winds (1):** Once per Scene, Produce a powerful gust capable of knocking creatures back, dispersing smoke, extinguishing flames, or propelling sails.
12. **Flying Broom (2):** A flying broom capable of carrying one rider at running speed.
13. **Glasses of Night Sight (1):** See clearly in darkness as though it were dim light.
14. **Goggles of Blind Sight (1):** Perceive nearby movement, creatures, and obstacles even while blinded or in complete darkness.
15. **Harp of Calm Waters (3):** Music played upon it calms aggression and panic in nearby creatures. Gain +1 to Scrolls while in possession of this object.

Rare Items

16. **Helmet of Vitality (2):** Once per Scene, reduce incoming Harm by 1 level. While worn, you cannot be stunned or knocked unconscious by ordinary blows.
17. **Lantern of the Damned (1):** Reveals spirits, undead, lingering Sorcery, and invisible creatures within its light.
18. **Magic Carpet (4):** A flying carpet capable of carrying several passengers comfortably through the air.
19. **Orb of Confusion (1):** Once per Scene, disorient all nearby creatures. Affected targets struggle to distinguish friend from foe for several moments.
20. **Quiver of Endless Arrows (1):** Produces mundane arrows endlessly while drawn from it.
21. **Rabbits Foot (1):** Once per Session, reroll a failed Throw after the result is revealed. Gain +1 to Swords while in possession of this object.
22. **Ring of Binding (1):** Once per Scene, bind a creature or object in magical restraints that require significant effort or Sorcery to escape.
23. **Ring of Relocation (1):** Once per Scene, instantly teleport a short distance within sight.
24. **Rod of Lightning (1):** Once per Scene, fire a bolt of lightning inflicting Level 2 Harm.
25. **Scroll of Teleportation (1):** Read aloud to instantly teleport yourself and nearby allies to a familiar location. The scroll is destroyed afterwards.
26. **Sword of Petrification (2):** Creatures struck by this blade gradually turn to stone. After suffering Harm from the sword three times, the target becomes fully petrified.
27. **The Necronomicon (2):** Once per Scene, command nearby undead or speak with the recently dead.
28. **Vial of Shadow (0):** Release magical darkness that mundane light cannot pierce.
29. **Wand of Portals (2):** Create a temporary doorway between two visible surfaces within short range.
30. **Yore Branch (2):** Plant into soil to rapidly grow trees, roots, vines, and thick vegetation across the surrounding area.

Legendary Items

1. **Blade of Dalongaes, the Mighty (3):** Wounds inflicted by this blade cannot be healed by Sorcery or Rest.
2. **Bolt of Ioran, the Godspear (2):** Once thrown, it becomes a streak of divine lightning that cannot miss its target, Level 3 Harm. You may choose to follow the lightning becoming a bolt of energy and teleporting to the target.
3. **Bracers of Alfed, the Ablearm (2):** While wearing no other armour, gain +3 Outcome on Throws involving physical force, lifting, grappling, or breaking objects. You may wield weapons, shields, and objects of impossible size without taking Load.
4. **Branch of Meliphia, the Blossoming (2):** Planted in soil, instantly causes an entire area to bloom with abundant life, crops, and massive vegetation. Left for 10 Long Rests, it grows into a full-sized Yoretree capable of sustaining entire settlements.
5. **Candle of Cain, the Herald (2):** Burns away entirely to immediately prevent a character's death. The target instead rises with all Harm reduced to Level 1.
6. **Coffin Nail of Vey, Saint of Death (1):** When driven into a corpse, the dead cannot rise, return, or be spoken to by any means. When driven into a living creature, they immediately begin dying and cannot naturally recover while the nail remains.
7. **Crown of Belaeus, the Hollow King (3):** Mundane beings instinctively recognise you as their rightful ruler until given undeniable reason not to.
8. **Feather of Kliliki, the Sky Sovereign (2):** Allows the user to fly for up to an hour, replenished upon resting.
9. **Glasses of Karamor, the Wise (1):** While wearing these glasses you are able to see the past lives and future of any living being you see, from their conception to their end.
10. **Hammer of Veldir, the King of Giants (4):** Doubles the size of the user and increases their maximum load by 20
11. **Hand of Enorick, the Magus (2):** The hand allows you to manipulate a spectral hand that does you bidding and can carry up to 3 Load. Once per Scene the hand may mimic a Sorcery you cast.
12. **Helm of Strakd, the Wicked Envoy (2):** Speak and understand every spoken language, including those of demons, spirits, and ancient beings. When you speak you voice carries to anyone you wish to hear it.
13. **Horn of Aredria, the Dragonlord (2):** Its sound can be heard across an entire city. The horn inspires all those who hear it granting all allies +2 Outcome for the Scene and immunity to fear for the scene.

Legendary Items

14. **Key of Fisk, the Gatekeeper (1):** Opens a doorway between any two doors you have personally stood before. The doorway remains open until closed by hand.
15. **Lyre of Emrela, the Muse (2):** Any who willingly listen become overwhelmed with an emotion chosen by the performer. This cannot be resisted.
16. **Plate of Xokar, the Underlord (3):** The wearer cannot suffer any Harm, if removed instantly die.
17. **Sands of Buhn, the Dreamer (1):** Scatter the sands while sleeping to enter and physically interact with the dreams of others.
18. **Scale of Kalgaxath, the Demonlord (2):** While carried, mundane fire cannot harm you and lesser demons refuse to attack you directly. You may summon a group of imps once per scene, who obey your commands until destroyed.
19. **Scroll of Prescot, the Prophet (2):** After writing in this scroll the ink vanishes after a Long Rest. Vanished words written become Words of Power that you have access to. Gain +2 to Scrolls while in possession of this object.
20. **Staff of Eelin, the Archmage (3):** Holding this staff grants you the power of unlimited arcana. Sorceries have no word limit and Words of Power no longer expend. Gain +2 to Scorery while in possession of this object.
21. **Stone of Brann, the First (1):** While in possession of the Stone, increase your maximum Load by 40, up to a maximum of 50. The Stone may freely be changed in size from 5 centimetres to 25 metres in diameter; at 1 metre wide, it weighs 40 Load. Gain +2 to Stones while in possession of this object.
22. **Sword of Danitha, the Legend (2):** While weilding this sword, channel the power of the greatest warriors who have ever lived. You may call forth a spectral army of swordsmen to aid you in battle. Gain +2 to Swords while in possession of this object.
23. **Tail of Mastranag, the Traveller (2):** While in possession of this object, gain access to 5 Additional Origins.
24. **Tome of Hardim, the Scholar (2):** Contains the answer to any question asked of it, though the answer may not be one you wish to hear.
25. **Trumpet of Lucur, the Triumphant (2):** Whenever you win a throw it is treated as a critical success.

Magical Flora

Ashleaf	Removes soot, dirt, and unpleasant odours when crushed into water.
Bitterleaf	Suppresses hunger for one Long Rest.
Blood Moss	Immediately stops bleeding and stabilises open wounds.
Brightbell	Crushed to emit bright light for one Scene.
Coldroot	Lowers body temperature, helping endure intense heat.
Dream Fern	Brewed into tea, grants a deep, restful sleep.
Ember Bloom	Burns slowly, igniting damp tinder with ease.
Ghost Orchid	Reveals unseen spirits around you.
Glowshroom	Produces soft light for several hours.
Green Petal	A fast but weak acting Hallucinogenic.
Iron Thistle	Applied as a poultice, numbs pain from minor injuries.
King's Mint	Freshens the breath and settles an upset stomach.
Moonpetal	Crushed beneath the eyes, improves vision in dim light for one Scene.
Needle Fern	Can be woven into a crude but effective suture or binding.
Queen's Milk	A mild natural poison that causes nausea and weakness for a short time, or death in high doses.
Redshroom	A powerful slow acting Hallucinogenic.
Silver Fern	Wards off Evil.
Snapvine	Its fibres can be twisted into surprisingly strong cordage.
Spiceleaf	Causes creatures to feel copacetic.
Storm Reed	Attracts lightning while in rain.
Surberry	Extremely sour when ingested.
Widow's Ivy	A potent Poison used for the intent to cause harm or death.
Witch Hazel	Causes itching, swelling, and general discomfort to areas it is applied to.

CHAPTER 7

Running the Game

Stones, Scrolls, Swords & Sorcery is a game about collaborative storytelling, creative problem solving, and dramatic moments. Players describe what their characters do within the fiction, while the GM presents the world, its dangers, and the consequences of their actions.

When an action is risky, uncertain, contested, or dramatically important, it may require a Throw to resolve. Unlike many TTRPGs, SSS&S uses a modified Rock-Paper-Scissors system instead of dice, creating fast and tense resolutions that can be played anywhere. Combined with the freeform Words of Power system, players are encouraged to approach problems creatively rather than relying on predefined actions or abilities.

This chapter explains the core systems of play, including Throws, Sorcery, Scenes, Consequences, Healing, Travel, Coin, and Progression.

GM Goals

The goal of the GM in Stones, Scrolls, Swords & Sorcery is not to tell a story alone – it is to build one collaboratively with the players. This game is designed to thrive on improvisation, player-driven action, and shared creativity. You are encouraged to prepare situations, locations, factions, problems, and opportunities, rather than fixed plots or predetermined outcomes.

Stones, Scrolls, Swords & Sorcery tends to work best as a series of self-contained adventures tied together by an overarching narrative. A good way to think about a campaign is like a television season, where each session acts as its own episode. Most great adventure stories introduce a problem, explore the consequences and complications around it, and resolve it – or twist it – by the end of the episode.

While your sessions will likely run longer than an episode of television, usually somewhere between 3-6 hours, the same general structure works incredibly well:

- A clear hook
- Player engagement and problem solving
- A meaningful resolution or escalation

The players should feel free to pursue whatever interests them, whether that means hunting monsters, robbing nobles, exploring ruins, starting wars, building businesses, or chasing rumours that were never meant to matter. Your role is to respond to those choices honestly and help shape the world around them in return.

One of the most important responsibilities of the GM is to guide the players toward clear, understandable, and obtainable objectives. Players should almost always know what they are working toward, even if they do not yet know how they will achieve it. If a goal is large or long-term, break it into smaller achievable steps that naturally create future sessions and complications.

As the GM, think of yourself less as the author of the story and more as the force that gives the world shape, consequence, and forward motion. Every session should feel like movement.

Ideally, players should leave a session feeling one of two things:

- Accomplished, because they achieved something meaningful.
- Pressured, because events have escalated and the walls are closing in around them.

Even failure should create momentum. A failed plan should open new problems, reveal new information, create danger, or force difficult choices – not simply stop the game in its tracks.

When preparing a session, it is often enough to know three things:

- How the session begins
- What the core problem or opportunity is
- Where the session might end

The middle should largely belong to the players.

Avoid planning exact scenes, solutions, or outcomes. Instead, prepare situations, characters, locations, and pressures, then allow the players to push the story forward through their decisions. Often the most memorable moments will come from things nobody at the table planned for.

A session about robbing a merchant caravan may become a political conspiracy. A simple tavern fight may spiral into a city-wide manhunt. A failed ritual may accidentally become the entire campaign. Let these things happen naturally.

A manrta I help tell myself is to ***"Build the world, not the Story."***

Session Prep

Story Prep

Story Prep is less about writing a rigid plot and more about preparing momentum. Before a session begins, you should generally know:

- What is happening in the world
- What the players are trying to achieve
- What pressures or complications currently exist
- What tone the session should carry

You do not need to know exactly how events will unfold. In fact, you usually should not. Players will almost always surprise you, and the best sessions often come from reacting naturally to their decisions rather than forcing them through predetermined scenes.

What does help immensely is having a strong opening.

One approach that works particularly well in *Stones, Scrolls, Swords & Sorcery* is writing a small prelude before the session begins. Think of it as the establishing shot of a television episode or film. Depending on how much your players trust you, this can be almost entirely descriptive, or it can lean into something almost script-like in presentation.

Importantly, the prelude does not need to stay strictly tied to the player characters.

You are allowed to cut away from the party entirely. Show the villain speaking to their followers. Show guards discovering a body. Show a ritual beginning deep beneath the city. Show a storm approaching the coastline while sailors desperately try to flee the harbour. This gives players dramatic irony and out-of-character context that helps the world feel alive and moving independently of them.

The purpose of the prelude is not to remove player agency – it is to let the session breathe before decisions start being made.

A good prelude can:

- Recap the aftermath of the previous session
- Establish changes in the world
- Introduce important NPCs
- Reinforce stakes or factions
- Reveal dangers or opportunities
- Establish emotional tone
- Give players time to settle into character

For example:

The session opens far beneath the city of Port Softrock.
Water drips steadily from the cavern ceiling onto ancient stone. Candles flicker weakly against the dark as hooded figures stand in silence around a massive iron door carved with unfamiliar runes. One figure steps forward – Councillor Vale, though the players may not yet know his name.
"The final key?" he asks quietly.
Another hooded figure nods nervously, placing a wrapped bundle onto the altar between them.
"We have confirmation. The mercenaries retrieved it three nights ago."
Vale slowly unwraps the object: a jagged black crown humming faintly with violet light.
For a moment, the candles dim.
"Excellent," he says.
Then the scene cuts away.
Morning rain falls over Port Softrock. The players sit scattered throughout a crowded tavern near the harbour while exhausted dockworkers stumble in from the night shift. A nervous courier pushes through the crowd carrying soaked letters and notices.
One of them bears the seal of Lady Briar, the antiquarian who hired the party several sessions ago.
The letter reads:
**Meet me immediately. Something has gone terribly wrong.*
**
Outside, church bells begin ringing somewhere deeper in the city.

Within a few minutes, the players already understand several things:

- The world has moved since last session
- Important NPCs are active
- Something dangerous is happening beneath the surface
- Their previous actions mattered
- There is a clear hook moving the session forward

Location Prep
Locations are one of the easiest ways to make your world feel alive, but they are also one of the biggest traps for over-preparing. In Stones, Scrolls, Swords & Sorcery, you rarely need to fully map every building, street, or cave system ahead of time. Most sessions only require enough detail to establish atmosphere, support decision making, and create interesting obstacles.

As a general rule, it's usually enough to prepare:
- One broad overview of the area
- One or two important detailed locations
- A few memorable visual details

A location should primarily answer three questions:
- What does this place feel like?
- What problems or opportunities exist here?
- What makes it memorable?

The goal is not realism for realism's sake. The goal is to give players enough information to interact with the world confidently and creatively.

For example, instead of preparing twenty individual shops for a city district, you might simply note:

The Floodmarket:
- *Built across partially sunken streets*
- *Merchants trade from small boats and floating platforms*
- *The smell of salt, mould, and fish hangs in the air*
- *Lanterns reflect beautifully off the dark water at night*
- *Local gangs extort traders for "canal protection"*
- *Strange things occasionally surface beneath the water*

Immediately the players have:
- A visual identity
- Several potential problems
- Several possible opportunities
- A tone

That is often more useful than a perfectly labelled street map.

Detailed maps should generally be reserved for places where positioning, exploration, or tactical decisions truly matter:
- A noble manor the party intends to infiltrate
- Ancient ruins filled with traps
- A monster-infested mine
- The hideout of a major faction
- A ritual chamber where a final confrontation may occur

Even then, avoid feeling obligated to fill every room with content. Empty space is useful. It gives players room to breathe, investigate, speculate, and create their own solutions.

Theatre of the mind is heavily encouraged throughout SSS&S. Many fights and scenes work better when handled cinematically rather than mechanically. Instead of worrying about exact distances or movement speed, focus on what is immediately dangerous, useful, or dramatic within the environment.

A fight on a collapsing rope bridge is memorable because of the swinging ropes, snapping planks, and raging river below — not because the bridge is exactly 40 feet long.

When preparing locations, think in terms of:
- Atmosphere
- Hazards
- Traversal
- Interesting interactables
- Escape routes
- Things players may exploit

NPC Prep
A huge part of building a believable world is populating it with interesting people. NPCs are often what players remember most — the strange merchant they keep returning to, the guard captain they accidentally insulted, the rival treasure hunter who somehow survives everything, or the innkeeper who always seems to know more than they should.

There are generally two approaches to NPC preparation:
- Creating characters entirely on the spot
- Building out a roster of relevant NPCs ahead of time

Both work perfectly well, though maintaining a small bank of prepared NPCs is often easier in the long run and helps the world feel more connected. Not every NPC needs pages of backstory. In most cases, all you really need is:
- A name
- A role or occupation
- A personality trait
- A goal or problem
- One memorable detail

For example:
Marrow Finch
- *Caravan medic*
- *Speaks incredibly softly*
- *Missing two fingers on his left hand*
- *Owes money to dangerous people*
- *Carries dozens of labelled glass bottles at all times*

Immediately you know how to roleplay him, what he wants, and how players may interact with him.

Having a small collection of reusable NPCs for towns, roads, factions, taverns, and wilderness encounters is extremely useful. Over time, these recurring faces become social anchors for the players. The world starts feeling familiar and alive because people persist beyond single scenes.

The nervous courier from Session 2 may later become a trusted ally.
The drunken mercenary the party mocked in a tavern may return leading a rival adventuring group.
The merchant they saved early in the campaign may suddenly appear with exactly the information they need.

These recurring touchstones make the world feel reactive without requiring enormous preparation. The answer does not always need to come from the GM alone.

Ask questions:
- Who are they?
- How do you know them?
- Why do they owe you a favour?
- Why might they not want to help?

Collaboratively building NPCs gives players deeper investment in the setting and dramatically reduces the amount of work required from the GM. It also creates wonderfully organic storytelling opportunities because players will naturally create people tied to their own interests, goals, and backstories.

Not every NPC needs to matter to the plot. In fact, many should not. The goal is simply to make the world feel inhabited by people with their own motivations, routines, fears, and ambitions — people who continue existing even when the players are elsewhere.

Importantly, players should also be encouraged to help create NPCs. This is especially true when using skills like {Connect}. A player can say something along the lines of: *"I think I know someone in this district who can help us."*

Players are heavily encouraged to include potential connections, rivals, mentors, family members, old allies, or enemies within their backstories for the GM to draw upon during play. These NPCs help ground characters in the world and give the GM an immediate pool of meaningful story hooks, social encounters, and emotional stakes to work with. A former captain, an estranged sibling, an old criminal contact, or a travelling companion from years ago can all naturally reappear throughout a campaign, making the world feel more personal and interconnected. Often, the most memorable NPCs are not the ones the GM invented alone, but the ones collaboratively established between the table from the very beginning.

Running Sorceries

Sorcery in Stones, Scrolls, Swords & Sorcery is intentionally open-ended. Players are not selecting spells from a fixed list – they are combining Words of Power to create effects based on intent, creativity, and the current situation. Because of this, running Sorcery requires flexibility from both the players and the GM.

The most important thing to remember is:
Words define intent, not exact mechanics.

If a player combines Fire and Bind, they are probably trying to restrain something with burning chains, molten rope, or magical flames. The exact appearance and outcome should be shaped collaboratively through the fiction and the final Outcome Number.

As a GM, avoid immediately shutting ideas down simply because they are unusual. Instead, think about:

- Scale
- Risk
- Consequence
- Positioning
- What success or failure would actually look like

A player may absolutely attempt something absurd or ambitious – that does not mean it succeeds cleanly. Importantly, Sorcery should feel strange.

High Outcome Numbers may produce powerful, controlled, or even unexpected beneficial effects. Low results may create unstable magic, collateral damage, weakened effects, or entirely new problems. Failed Sorceries should rarely feel boring. Magic going wrong is often more interesting than magic working perfectly.

Even common Words of Power should have personality and visual identity depending on the caster. One mage's Fire may appear as elegant golden flame while another's manifests as smoke-choked green embers. Encourage players to describe what their magic actually looks and feels like within the world.

You should also reward creative applications of Words of Power. Some of the best moments in the game will come from players using simple Words in unexpected ways:

- Using Leap to survive a collapsing tower
- Using Bind to hold a door shut during negotiations
- Using Echo to fake approaching reinforcements
- Using Bone to identify remains in a crypt
- Using Shadow to extinguish lanterns before an ambush

The goal of Sorcery is not perfect balance or exhaustive rules coverage. The goal is collaborative magical storytelling where creativity, consequence, and imagination matter more than memorising spell descriptions.

Player Connections

Creating the Right Characters
Before a campaign even begins, one of the most important jobs of the GM is making sure the player characters actually fit the type of story being told. A character can be interesting on their own while still being completely unsuitable for the campaign at hand.

Stones, Scrolls, Swords & Sorcery works best when characters are proactive. Players should create characters who have reasons to explore the world, chase opportunities, involve themselves in danger, and pursue meaningful goals. A character does not need to be heroic, noble, or even particularly good – but they do need momentum.

A good player character should generally have:

- A reason to adventure
- A reason to stay with the group
- Something they want
- Something they fear
- Something pushing them forward

Characters who refuse to engage with the story, avoid all risk, or constantly isolate themselves can slow the game down dramatically. While these traits can absolutely exist within the fiction, they should not prevent the player from participating in the collaborative nature of the game.

As the GM, it is perfectly acceptable to guide players toward concepts that better fit the campaign. If the story revolves around treasure hunters exploring ancient ruins, a character whose entire motivation is "I never leave my farm" may need additional development before fitting naturally into the group.

Likewise, players should be encouraged to create characters that suit the tone of the setting. A highly comedic goblin chef may work wonderfully in one campaign and feel entirely out of place in another darker or more serious story. Neither approach is wrong – the important thing is that everyone at the table is building toward the same kind of experience.

Backstory NPC Connections
Players should be encouraged to create NPCs tied directly to their character's backstory. These connections help ground characters within the world and give the GM immediate story hooks, tensions, and opportunities to work with throughout the campaign.

These NPCs may include:

- Family members
- Mentors
- Rivals
- Employers
- Criminal contacts
- Old travelling companions
- Debtors
- Enemies
- Faction leaders
- Lost loved ones

Importantly, SSS&S encourages collaborative worldbuilding. The GM does not need to invent every person, faction, or location alone. If a player introduces a mercenary company, criminal gang, temple, or noble house through their backstory, those things now exist within the world.

These connections help make the setting feel personal. Players become far more invested when the world contains people their characters already care about, fear, owe, or wish to avoid.

As a guideline, players should aim to create several existing connections within the world before play begins. A useful balance is:

- 2 Positive Connections
- 2 Negative Connections
- 2 Neutral or Uncertain Connections

At least one of these connections should be local to the area or settlement where the campaign begins. This helps immediately ground the party within the setting and gives the GM useful characters, factions, and story hooks to draw upon from the very first session.

Players are also encouraged to arrive with one or two rumours surrounding their character. These rumours may be true, partially true, wildly exaggerated, or entirely false, but they help immediately establish reputation, mystery, and social hooks within the world. Rumours also give the GM and other players easy ways to introduce tension, familiarity, or recognition during play.

Player Character Connections

Once players have established connections to the wider world, the next step is creating connections between the player characters themselves. This is one of the easiest ways to ensure the party feels believable from the very beginning and helps avoid the awkward "you all meet in a tavern" problem.

Player Character Connections exist to create:

- Familiarity
- Trust
- Shared history
- Existing tensions
- Reasons to stay together

Importantly, not every connection needs to be positive. In fact, some of the strongest roleplay often comes from uncertainty, rivalry, awkward history, or conflicting goals. The objective is not to create a perfectly harmonious group, but a group that function together within the story.

A good party should feel like people who already exist within the same world, rather than strangers assembled purely because the game requires it.

These relationships immediately create narrative friction, chemistry, and roleplay opportunities before the first session even begins.

The goal is to make sure the party already has reasons to talk to one another, care about one another, distrust one another, or rely on one another. Even tension is useful – so long as it creates story rather than preventing the group from functioning together.

To establish Player Character Connections, have each player answer a small number of questions about the other characters before the campaign begins. These questions should vary in familiarity, ranging from complete strangers with surface impressions to characters with deep shared history. Players may answer collaboratively or choose questions directed at specific characters. The goal is not to define every detail immediately, but to create enough existing history, assumptions, and tension that the party already feels connected once play begins.

While SSS&S is a diceless system, random tables can still be useful during character creation and session prep. If you happen to have a spare twenty-sided die nearby, great – roll for it. Otherwise, simply ask players to choose a number between 1–20 at random.

Positive Connections are the easiest way to establish a party that already knows and trusts one another. These relationships help the group feel cohesive from the very beginning and naturally encourage cooperation, shared history, and emotional investment between characters.

Positive Connection Questions

1. When was the first time this character helped you?
2. What did this character do that earned your trust?
3. What about this character reminds you of home?
4. When did this character make you laugh during a difficult moment?
5. What personal secret does this character know about you?
6. What item did this character give you that you still carry?
7. What danger did you and this character survive together?
8. Why do you believe this character has a good heart?
9. What skill of this character's do you admire most?
10. What meal, drink, or tradition do you and this character share?
11. What promise did you and this character make to one another?
12. What is the kindest thing this character has done for you?
13. Why would you trust this character to watch your back?
14. What story about this character do you always enjoy hearing?
15. What weakness of yours does this character understand better than others?
16. What place would you and this character like to visit together someday?
17. What quality does this character possess that you wish you had?
18. What nickname does this character have for you?
19. What moment made you realise this character was worth keeping around?
20. How did this character earn your loyalty?

Neutral or uncertain connections are often the best place to start for new parties. They create familiarity and curiosity between characters without forcing immediate trust or conflict, giving relationships room to naturally develop over the course of the campaign.

Neutral Connection Questions

1. What about this character makes you wary of them?
2. What is something about this character you do not fully understand?
3. Why do you find this character difficult to read?
4. What rumour have you heard about this character that might be true?
5. What about this character makes you curious?
6. Why do you think this character keeps their distance from others?
7. What strange habit of this character have you noticed?
8. What do you think this character is hiding?
9. What about this character makes you unsure if you can trust them?
10. What is something this character did that confused you?
11. Why do you believe this character is more dangerous than they appear?
12. What about this character makes you want to know more about them?
13. What is one thing you and this character fundamentally disagree on?
14. What did you first assume about this character when you met them?
15. What part of this character's story do you think is a lie?
16. What makes you believe this character has seen terrible things before?
17. What about this character feels familiar despite never knowing them well?
18. Why do you think this character continues travelling with the group?
19. What is something this character does that puts you slightly on edge?
20. What question about this character do you still want answered?

Negative Connections should be used more sparingly and carefully than positive or neutral ones. Tension between characters can create fantastic roleplay opportunities, but the goal should always be dramatic friction – not preventing the party from functioning together. Even characters who dislike or distrust one another should still have believable reasons to remain part of the group and engage with the adventure.

Negative Connection Questions

1. What did this character do that made you distrust them?
2. Why do you believe this character is dangerous?
3. What about this character irritates you more than it should?
4. What promise did this character break?
5. What does this character do that constantly gets under your skin?
6. Why do you think this character is hiding something important?
7. What happened the last time you and this character argued?
8. What about this character makes you unwilling to fully rely on them?
9. What mistake did this character make that affected you personally?
10. Why do you believe this character cannot be trusted with power?
11. What did this character say that you have never forgotten?
12. What about this character do you secretly envy?
13. Why do you think this character is eventually going to cause trouble?
14. What bad first impression did this character leave on you?
15. What does this character misunderstand about you?
16. What happened that caused tension between you and this character?
17. Why do you believe this character is keeping secrets from the group?
18. What about this character makes you reluctant to turn your back on them?
19. What trait of this character clashes most with your personality?
20. Why have you not fully forgiven this character?

Saftey Tools

Session 0
Before beginning a campaign, the GM is strongly encouraged to hold a Session 0. This is a conversation where everyone discusses the tone, themes, expectations, and boundaries of the game they are about to play together.

Some campaigns may include difficult subject matter such as horror, war, grief, isolation, political violence, body horror, or betrayal. Session 0 gives players an opportunity to understand the overall tone of the campaign ahead of time and discuss any topics they may not be comfortable engaging with.

This conversation can also cover:
- Character expectations
- Party cohesion & table etiquette
- PvP boundaries
- Themes players wish to avoid
- Topics that should be handled carefully or fade to black
- The overall tone and style of the campaign

A Session 0 helps establish trust between everyone at the table and creates a stronger collaborative environment moving into the campaign. Players are far more likely to engage deeply with roleplay and emotional storytelling when they know their comfort and boundaries are being respected.

Table Conduct & Bullying
Everyone at the table shares responsibility for creating a welcoming, respectful, and inclusive environment. Players should feel comfortable contributing ideas, roleplaying, asking questions, and engaging with the game without fear of ridicule or hostility.

Bullying, harassment, discrimination, exclusionary behaviour, or intentionally making others uncomfortable should not be tolerated at the table. This includes both in-character and out-of-character behaviour. Conflict between characters can create compelling storytelling, but it should never become an excuse for targeting or upsetting the players themselves.

Traffic Light Cards
During play, the table uses a simple Traffic Light Card system to help players communicate comfort levels without needing to interrupt or explain themselves in detail. Players may show a coloured card, gesture, or simply say the colour aloud at any point during the session.
These cards are:
- No Card or Green Card – Everything is fine, play continues normally.
- Blue – "I am unsure about this scene or topic, please continue carefully."
- Yellow – "Please change the topic, tone, or direction of the current scene."
- Red – "Please stop or end this scene immediately."

Players are never required to justify why they used a card. Once a card is shown, the table should simply respect it and adjust accordingly.

The purpose of this system is to allow players to communicate discomfort quickly, quietly, and safely while keeping the game moving naturally. Different players have different boundaries, sensitivities, and tolerances for certain themes, and those boundaries may change over time or depending on the context of a scene.

Using safety cards should be treated as a normal part of play, not as an interruption or inconvenience.

Open Door Policy
Players should always feel free to step away from the table at any time if they become uncomfortable, overwhelmed, upset, or simply need a break. No explanation should be required.

An Open Door Policy helps create an environment where players feel safe looking after their own wellbeing without fear of judgement or disrupting the game. Some scenes or topics may affect people unexpectedly, and comfort levels can change depending on mood, stress, or personal circumstances.

Respect for the people at the table should always come before the game.