Fate Weavers

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Back Cover Blurb:

A gambler trying to win the next hand…

A doctor desperately trying to save an innocent life…

A swordsman fighting to save his own…

All these people are unknowingly weaving the threads of destiny to improve their odds. But what if you could knowingly control these abilities, would you be a great hero? Or will your actions unbalance fate and threaten destroy yourself and the world?

Welcome to the land of Tarenthia, and the world of the Fate Weavers. Fate Weavers is a game like no other that transports the players into another world and is limited only by their imagination. Living in a new place can be a confusing thing to do, but this book will guide you through life in Tarenthia.

The first concept to learn about in Fate Weavers is the Game Master. It is a player who will control the world around the others. He will take on the roles of all characters and all monsters that are not run by the others. It is his job to describe the situations to the others so that they can react accordingly. In this rulebook, Boxed text represents what a Game Master might say.

You travel through the dark swamp swatting at the numerous bugs eating away at you. The air is hot and humid and you curse your luck at being sent out here for a mission. You think back to kneeling in front of the king as he told his sad tale…

"Years ago, my kingdom was under attack from the Barbarians in the south. My armies were outnumbered and we were unable to stop they're advances. Ragnus, my advisor told me of an old woman who claimed to be able to control fate. We brought her our castle, and asked her to change fate to help us to stop the barbarians. She laughed at us and told us that tampering with fate was dangerous and that she would not."

The king stopped his story for a moment as fear and pain filled his eyes. "We were desperate, my people were dying. I… I ordered my men to throw her in the dungeon until she cooperated. A month later she gave in but begged for us to reconsider. She told us that such a large impact change would damage the balance of fate. But we had her go through with it. And soon the barbarians fell and peace was brought to my kingdom."

"It was during the years of peace that my daughter was born. She was such a sweet child, always so concerned with the well being of others. She didn't deserve this." And with those words the king broke down into tears. Ragnus steps forward to continue the story.

"Abigail has fallen ill and our doctors can't identify the cause. The king believes that it is the revenge of the old woman. We want you to go and convince her to stop this madness, just let the poor girl live."

"She lives in a hut deep in the Blackmuck swamp. We can give you a map and supplies for the trip, and a 1000 coin reward if you are successful. Please brave warrior, you must save the kingdom. You must save the poor girl."

Now the players know where they are, and they know what they must do. There is one more important thing to know before setting off an adventure, who they are.

Creating a Hero (Part 1):
The first step in creating a hero is to come up with a name and general idea of who he is. This is important because a Swordsman character will be created with different ideas in mind than a healer. The next step will be to determine his attributes.

There are four attributes in Fate Weavers, each governed by one of the four most basic elements. They are as follows:

- Fire: Fire represents a characters physical prowess. It represents how fast a character can run, how strong they are, and how well they can fight.
- Water: Water represents a characters mental prowess. It represents a persons ability to think and reason as well as his general knowledge. It also represents how quickly a character reacts.

- Earth: Earth represents a characters physical and mental resistance. A character with a high earth score can run long distances without stopping or take more hits before collapsing.

- Air: Air represents a characters personality. A character with a higher air attribute is a charismatic speaker, or a believable face. Higher air scores usually mean that they can talk themselves out of trouble and avoid combat.

The player is given 20 points that he may distribute between those four attributes. The only requirements are that no stat may be less than 1 and no stat more than 9.

When the twenty points are distributed you are well on the way of creating a hero. For the purpose of this introduction quest your hero will already be created. Make a copy of the character sheet in the back of this book. Mark the following statistics down it:

Brief Description: A knight of the Order of the Holy Phoenix. Uses his sword to uphold justice and protect the weak.

Fire: 7
Earth: 5
Water: 4
Air: 4

Skill Rolls:

Skill rolls are the next concept that you need to learn about. Whenever a person is attempting to perform an action he has a chance to fail. In order to represent that chance, the player will make a skill roll. The first step is for the skill roll is for the Game Master to determine what attribute the skill is based on. The next step is for him to determine how difficult the task is by selecting a *Target Number*. (More will be explained about Target Numbers later)

Now comes the player's part. He rolls the two six sided dice and then adds the attribute that the Game Master decided on. If the total equals or exceeds the target number the action is successful.

For Example: Jimmy the buff is trying to lift a heavy box. The Game Master decides that brute strength is the fire attribute, and that the box is pretty heavy and should have a target number 14. Jimmy has a 7 in fire so he must roll a 7or higher to succeed.

Now to continue the adventure:

The thick swamp air makes even breathing a chore as you trudge through the muck. Then in the distance you can a small wooden hut and smile knowing that your long journey is finally nearing an end. As you approach the front door and prepare to knock you hear a woman screaming inside. You try the door but it's locked so you prepared to break it open.

Breaking the door is a Fire task with a target number 12.

Now roll the dice and add your fire stat. If the total is less than 12 then the door stays strong and you need to try again. When you successfully break the door continue reading:

The door shatters in at the force of your mighty kick. You rush inside and see an old woman backed up against a wall swinging at a small red goblin armed with a dagger. The goblin hearing the door break spins and charges towards you. You draw your sword and prepare for combat.

Combat:

The first step in combat is to determine the order of actions. This order is determined by sorting the characters in order of Water attributes. If two characters have the same value, Player characters always act first.

The next step is for the fastest character to choose his action. You will later learn how to have unlimited options for actions, but for now let's only use one, Attack.

When a character attacks he makes a Fire Attribute roll against the targets Fire attribute +8. If the attack is successful the target suffers one wound. When the character has more wounds than his earth attribute he is unable to fight anymore.

Your first Combat:

Goblin's Attributes:

Fire: 5 Earth 3 Water: 3 Air:2

The hero has a higher Water attribute than the goblin which means that he will act first. For your action make a fire attribute roll against the Target number: 13 (5 + 8). This means that you need to roll a 6 or higher to hit the goblin. If you are successful you wound the Goblin.

After your attack the goblin will strike back at you. Normally the Game Master would roll the Monsters attacks, but being a solo adventure you will take that responsibility. For the Monsters action make a Fire attribute roll against your target number 15(7+8). This means that the goblin needs a roll greater than 10 will wound you.

Continue swapping between roles until the goblin has 3 wounds. Then the goblin will fall to your blade and continue the story.

The goblin slumps to the floor as you pull your sword from its chest. The old woman dusts herself off and begins "I suppose I should thank you, aside from kicking down my door. I would introduce myself but for a person to come out all the way out here, I assume that you were looking for me. But before I throw you out the least I can

> do is heal your wounds. But be careful, from the way you handled yourself I can tell that you are attuned to fire. This will make you feel a little uncomfortable for a while."

The State of the universe:

All life stems from the four basic elements, but as a creature becomes more powerful with an element, he grows more reliant on it. He begins to get his strength from the universe around him, and grows weaker when the energy in the universe is weaker. The amount of each of the elemental energies in the universe is demonstrated by the *State of the Universe.* The first step is to set the *state of the universe* chart from the end of the book and set it down on the table.
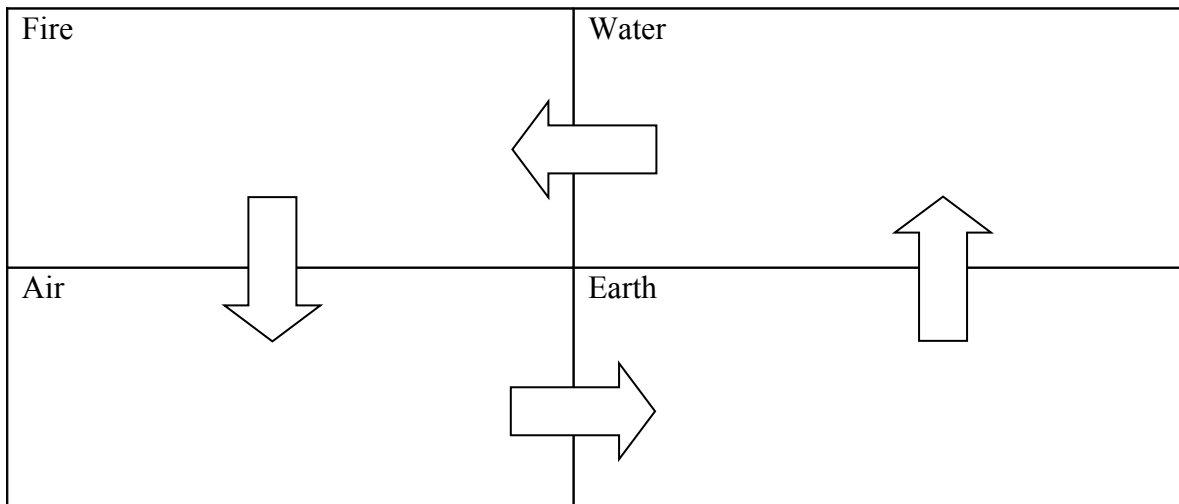
The state of the universe is divided into the same four elements as all other life. Whenever a weave is cast a +1 token is placed into the spells element on the state of the universe chart(Or a -1 token is removed from it) and a -1 token is placed in the box that is being pointed to(Or a +1 token is removed from it). The modifiers will be applied to the attributes of all characters. The modifiers last until the state of the universe is changed again. There is a limit of three counters, either + or -, in each box.

Some characters will be less affected or more affected by the change in the universe. Depending on how reliant they are on the element they will multiply this value by a certain number.

Attribute:	Modifier
1-5	0
6, 7, or 8	x 1
9, 10, or 11	x 1.5
12	x 2

For Example; When the old woman cured you she had cast a water weave. That means that a +1 token is placed in the Water box and a -1 token is placed in the Fire box. As long as these tokens are in place you will act as though you had 6 fire (7-1) and 5 water(4+1). The old woman who has a fire of 5, and a water of 12 will get act as though she had 5 (Attribute of 5 has no modifier), and 14 water(1 token times 2

multiplier added to the base number of 12). These modifiers would also affect everyone else in the general area.

Creating a Hero: (Part 2)

The second part to creating a character is to assign him Weaves. This is the abilities that a character has that separate him from other people. You select one of the following Weave types that your character has mastered.

Fire:
- Destruction: The ability to damage or destroy things. Whether by summoning a Ball of fire or simply adding momentum to an attack the destruction weaves will destroy.

- Power: The ability to improve your strength for a brief period of time, whether through immense focus or magic.

Water:
- Recovery: The ability to restore life to things and restore them to their unharmed self.

- Shield: The ability to prevent other weavers from activating their weaves.

Air:
- Manipulation: The ability to convince a person of something, usually while profiting from the action. This can be used from getting a discount at a store or convincing enemy guards that you belong in the area.

- Illusion: The ability to make others believe that something else is real. This can be used to make a character believe that they heard a sound or think they saw a person.

Earth:
- Protection: The ability to prevent damage from harming another source.

- Containment: The ability to prevent enemy movements and actions.

These weaves are not only magic in nature, but can often be seen as a normal everyday task. Some examples: A swordsman can utilize a destruction weave to swing a mighty cleave dealing extra damage. A ventriloquist is known for his remarkable talents, even though even he doesn't know that he is weaving. A martial artist can activate his containment weaves in the form of striking a pressure point to prevent the opponent from moving.

While choosing weaves keep in mind how your hero will use it, rather than assuming that it must be magic in nature. The spells do not even need to directly relate to its element. For example: A person can use a weave to hit a person with water, but because the water is being used for destruction it is still considered a Fire Weave.

Weaving:

Another action that can be used both in combat and outside of it is weaving. Weaving is to reach out and manipulate the threads of reality into certain results. The process of weaving is divided into two parts, assigning the threads, and the casting it.

The first part when a person decides to weave is to assign the threads. A person is able to manipulate a number of threads equal to his elemental attribute for the weave he is attempting. Each weave will also have a number of thread types for it. The player must assign each of the threads he holds, to the thread types.

For Example: Our old friend Jimmy the buff wants to use his destruction weaves to destroy a kolbold that has attacked him. He has a 7 in his fire attribute which means that he can manipulate 7 threads. Destruction weaves have two thread types, Accuracy and Power. Jimmy decides that he wants this attack to hurt and assigns 4 threads to power and 3 threads to accuracy.

The second part of weaving is to actually use it. Each weave has its own target number that must be exceeded to successfully cast the spell. This can be seen in the Weaves section. The player must then roll 2 six sided dice and add his accuracy threads. If the total exceeds the target number of the target the weave is successful and the effects are applied. In either case the state of the universe is modified after the roll.

For example: Jimmy has assigned the threads and now he must cast it. The target number for a destruction weave is equal to the targets fire rating +5. The kolbold that Jimmy is fighting has a 6 Fire. This means that Jimmy's target number is 11. Jimmy rolls the two dice and gets an 8. Adding his accuracy threads he has an 11 and the weave is successful. The effect of a destruction weave is to deal a number of times equal to the threads of power. This means that the poor kolbold takes 4 wounds from the massive attack. Then a +1 token is placed into the Fire Box on the state of the universe an a -1 into the air box.

Weaves:

Fire Weaves:

Destruction:

Target Number: Target's Fire+5
Thread Types: Power and Accuracy
Effect: Deal damage to the target equal to the power threads.
Visuals:

As magic, destructions can range from throwing a fireball to causing a phantom hand to crush the targets beating heart.

As a normal skill, it is a targeted attack to make sure it will cause the most injury to the target such as the head.

Power:

        Target Number: 13
        Thread Types: Power, Accuracy and Duration
        Effect: Improve the casters fire rating by the power threads for a number of turns equal to the duration threads.
        Visuals:
            As magic, a person can seemingly burst into flame or glow as his body functions are increased by this weave.
            As a normal skill, a person focuses all of his energy into being faster and more accurate.

Water Weaves:

Healing:

        Target Number: 14
        Thread Types: Power, Accuracy
        Effect: Remove a number of wounds equal to the power of the spell.
        Visuals:
            As a magic, a person can wave his hands over a person and the wounds just heal.
            As a normal skill, a person treats and bandages the wound.

Disrupt:

        Target Number: 13
        Thread Types: Power, Accuracy and Duration
        Effect: The target has Power less threads on all weaves for duration turns.
        Visuals:
            As magic, a person
            As a normal skill, a person unnerves the target

Earth Weaves:

Defense:

        Target Number: 13
        Thread Types: Power, Accuracy and Duration
        Effect: Improve the casters Earth rating by the power threads for a number of turns equal to the duration threads.
        Visuals:
            As magic, a person can turn his flesh to stone or steel.
            As a normal skill, a person doesn't notice his wounds and pain.

Containment:

        Target Number: Targets Earth +5
        Thread Types: Power, Accuracy and Duration
        Effect: Prevent the target from acting for a number of turns equal to duration threads.

Visuals:

As magic, trap a person in a force field

As a normal skill, use a net to prevent a person from moving or pin them to the ground.

Air Weaves:

Illusion:

Target Number: Targets Air +5
Thread Types: Power, Accuracy and Duration
Effect: Convince the target see of believe something for duration turns. Reduce the targets Fire rating by Power while it is attacking or being attacked.
Visuals:

As magic, the target sees and reacts to whatever the caster wants.

As a normal skill, the caster uses ventriloquism or a similar technique to convince the target of the illusion.

Persuasion:

Target Number: Targets Air +8
Thread Types: Accuracy and Duration
Effect: Talk the target into something. In combat prevent the target from attacking for Duration turns.
Visuals:

As magic, the caster waves his hand 'You don't need to see any identification', and walks on by.

As a normal skill, the caster speaks quickly and carefully choosing his words to convince them to give in.

Being a Player character:

All players who are not the Game Master take on the role of a single hero. It's his responsibility to make decisions about how the character will proceed in the story. The heroes can do this simply by stating it to the Game Master. The Game Master can then determine if any skill tests are necessary and the effects of the action. The player will also take on the role of his character in conversations.

> The woman takes a step back and asks softly, "Now, why is it that you have come all this way."

As a player you must think about how you will approach the problem. How would your character talk to the old woman? Just remember that your actions will have consequences. Read one of the following boxes that most resembles your choice.

Threaten her:

> The old woman begins to yell at you, "How dare you blame me for this. The king was warned what would happen for toying with fate! If you're going to kill me do so now, because there's nothing I can do for the girl."

Ask her about a cure:

> The old woman looks down at the ground sadly and says softly, "I tried to warn him. Please sit down and I will tell you the whole story."
>
> "A thousand years ago, another castle stood in place of the kings. A powerful sorcerer lived there, enslaving people for hundreds of miles in all directions using his control over fire weaves. Those who opposed him died of a mysterious illness. He could not be stopped; there was nothing the world could do."
>
> "But he began to rely to heavily on the fire weaves and couldn't thrive without it. It was this dependency that was his downfall, as weavers across the nation weaved water to weaken him. Eventually he just collapsed without the fire to aid him."
>
> "But it was said that someone as powerful as him could not die. That he was simply waiting for the fires to return. When the king had me summon enough fire to fight his enemies the sorcerer's spirit awoke, and now he seeks to take back the world. The only way to save the girl is to save the world."
>
> "There are some things I have that can help you, a sword and shield from that age. They will enhance your strength and may be enough to help you stop him before he recovers all his power."

Weapons and Armor:

Weapons have two statistics, Hit Rate and Damage. Damage is added whenever a target is hit by an attack. Hit Rate represents how easy a weapon is to handle and how accurate it is. It is added to your fire rating whenever performing an attack with the weapon. With Basic weapons the total of these stats must equal zero. High quality or magical weapons can be added to a higher value. The following is a list of some example weapons:

> (Basic) Dagger: Damage 0, Hit Rate:--
> (Basic) Sword: Damage 1, Hit Rate -1
> (Basic) Axe: Damage: 3 , Hit Rate -3
> (+1) Sword of hitting hard: Damage: 1 , Hit Rate:--
> (+2) Dagger of smiting: Damage: 1, Hit Rate: +1

Armor also has two statistics, Dodge rate and endurance. Endurance is added to your earth rating when calculating the amount of damage that may be endured before collapsing. Dodge rate is added to your fire rating when an enemy is trying to hit your character. As with weapons, the total of these stats equals zero except with high quality or magical weapons. The following is a list of some example Armors:

> (Basic) Clothes: Dodge Rate 0, Endurance 0
> (Basic) Leather Armor: Dodge Rate -1, Endurance 1
> (Basic) Thief cloak: Dodge Rate +1, Endurance -1

(Basic) Plate Mail: Dodge Rate -3, Endurance +3
(+1)Light Plate Mail: Dodge Rate -2, Endurance +3

In the adventure, the woman gave you a Magic sword with a hit rate of 2 and a damage of 2. This means that you will have a 9 Fire rating when attacking with the sword and will deal 3 damage.

She also gave you a Magic Shield with a Dodge rate of 1, and Endurance of 2. This means that you have a fire of 8 when dodging and you can take 7 wounds before dying.

Creating a Hero: (Part 3)

The final step in creating your character can be one of two. It depends on whether you want to create a Wizard type character with another type of weaves he can cast or a warrior type with better weapons and armor.

Wizard Type:

To create a wizard character you may select another type of weave as you have done in step two. This gives your character more versatility and choices with weaves. After selecting the second weave you must arm your character with a basic weapon and armor. This just means that the weapons stats total zero.

Warrior Type:

When you create a warrior type of character you are much better armed than a wizard. You will skip the step of selecting a second weave type and create your weapons and armor. You get both a +2 weapon and a +2 Armor. This means that the stats for each may add up to two.

When you have selected the second weave and/or the equipment that your character has, he is finally complete. In addition to having completed your character at this point you have learned all of the rules to being a player character. If you have someone else as a Game Master you are now prepared to play.

But by continuing you will begin your training to become to be a Game Master. You will learn more about details of the game such as target numbers, creating monsters, and acting out NPCs.

Goal of the Game Master:

As a Game Master you must understand that unlike the players you are not trying to win. You are not desperately trying to keep your goblins alive and kill the players. You're goal is to make sure the players enjoy their adventures while still keeping them on their toes.

Rules of the Game Master:

The following is a list of rules that any Game Master must follow:

1. Make sure the game is fun

2. If a rule is detracting from rule 1, break it. You are the Game "Master" and you can break any rule as needed.
   **NOTE: The exception to this is rule 1. **

3. Do not kill the players needlessly. Make them fight for their lives but avoid slaughtering them left and right or else it will break rule 1.

4. See rule 1.

Notice any patterns? Now, you can continue your adventure and your training.

> You arrive back at Tarenthia Castle chuckling to yourself that your goal is right where you started. The guards lead you back to the kings throne room. The king asks if your quest was successful…

Now you will get your first test as a Game Master. How will the king react to the story that the player tells. Will he rejoice that the player knows the cause of his daughter's illness? Will he be angry that the player had the "witch" in his grasp and fell for such an obvious trick?

Just put yourself in the shoes of the king and do what you think he would do. You could decide that the king is unsure whether to trust the player, and unnerve them with talks of jail time unless they convince him that it's the truth. Just remember your Game Master rules and a scene like this can be more exciting than any combat.

To continue your adventure, assume that the player has successfully talked the king into helping.

> The king tells you about a supposed secret room in the dungeon that leads to an old ruin. He tells you that his daughter is getting worse and to hurry. Soon you find yourself in the dungeon looking at the walls searching desperately for the passage.

The player is looking for a secret door. In order to find it he will need to make a skill test. Now it's your turn to select the *target number*.

Target Numbers:
One of the most important tasks as a game master is learning to assign target numbers, but luckily it is also one of the easiest. The first step is to determine what skill is needed to perform the action. Does it require strength(Fire), endurance(Earth), mind(Water) or personality(Air)? It can even fall under multiple categories and allow the player to use either stat.

As for our above task of finding the secret door, which stat do you think it falls under? Is it Fire to open the heavy door? Is it water to see the door? Is it earth to keep looking even though it's hard to find? Or is it air, noticing the deceptions hiding the door? Just make your decision and continue.

The next step is to choose the difficulty of the task. The following is just a range of numbers and their difficulties, and you can choose any number even if it's not on the chart:

```
#   Challenge
10 Easy
13 Average
16 Tricky
18 Difficult
```

Now select the target number of the above example.

Are you ready to hear the correct answer for the target number? The correct difficulty is whatever you chose. As the Game Master you just have to choose what you think is right for the situation. If your numbers were too high and low here you can adjust them on the next target number. But to test how the player would do in the situation, perform the skill roll for him.

If the skill test proves to be too difficult for the players in a couple tries how can you help them out? You can always say them stumble on something that turns to be the latch to the door, or a guard found something. The player's will be grateful not to spend an hour rolling the dice because of poor luck. If you can't think of any graceful way out, then just tell them, "I made it too hard, I'm going to lower it." The players won't mind, and more importantly they can get on with the fun stuff because that is rule #1.

Now, to finish the adventure and your training:

> You make your way through the cobweb infested passages and into the ruins of what looks to be an altar. As you enter you can feel the death and destruction filling your bones (Change the state of the universe to only +3 fire). You then hear a cracking voice from behind the altar from a fog that begins to swirl, "You should never have come here."
>
> The fog forms into the shape of a old man dressed all in red. "But you should feel honored. You will become the first to die at my hand is 1000 years."

Now, it is time for you to create your first monster.

Creating a Monster:
Creating a monster works just like creating a player with a few minor exceptions. The first exception is that monsters have different amounts of points to work depending on how powerful you want them to be. If it is a weak foe that will be numerous, use 15 points. If it is should be player strength then use 20. And if it should be more powerful than them give it 25 or more points as needed. Just remember that the players should be able to kill it to avoid breaking rule 1.

The second exception is that it is not required to have any weaves. Most creatures should have a skill to modify the state of the universe, but it does not have to be one of the weaves.

The final exception is that you may use any weapons and armor you want. For example: You want to use a sabertooth Tigers claws as a weapon for damage of 2 and use a bat's flight as an armor with a dodge rate of 3.

Now create the evil sorcerer spirit. Use any of the above just remember that the player should be able to kill it.

When the creature is completed, run the battle by playing as both the player and Game Master. This will allow you to test how your player fared against your creature. But as with the target numbers, what do you do it's too much for the players to handle. If the creature has reduced the players to low health and they don't seem to have any chance wait until they score a hit, and kill the monster. Regardless of how high the earth rating really is, tell the players that the wounds exceeded it and the creature fell. The players will consider themselves to have been lucky to hit that final blow. If they question it, the creature was already injured or it actually did have a low earth rating. Let the players enjoy their hard earned victory; they don't need to know that you bent some strings to help them out.

The sorcerer lets out a dying scream as your sword pierces his heart, and the fog begins to spread. You stumble back to the dungeon and start going up but collapse too weak to continue.

As your eyes open you see a man standing over you, he smiles and says "Welcome back to the land of the living."

You shake your head and sit up to look around. You can see the king sitting in the chair smiling, and then you see the princess sitting next to him. "Thank you, brave warrior. No sum of gold will ever repay you for your services to the kingdom and to me."

Congratulations. You have now completed your adventure and your training. You can now design your own adventures and guide other players through the Tarenthia.

Fate Weavers Character Sheet

Name:_____

Fire

Air

Water

Earth
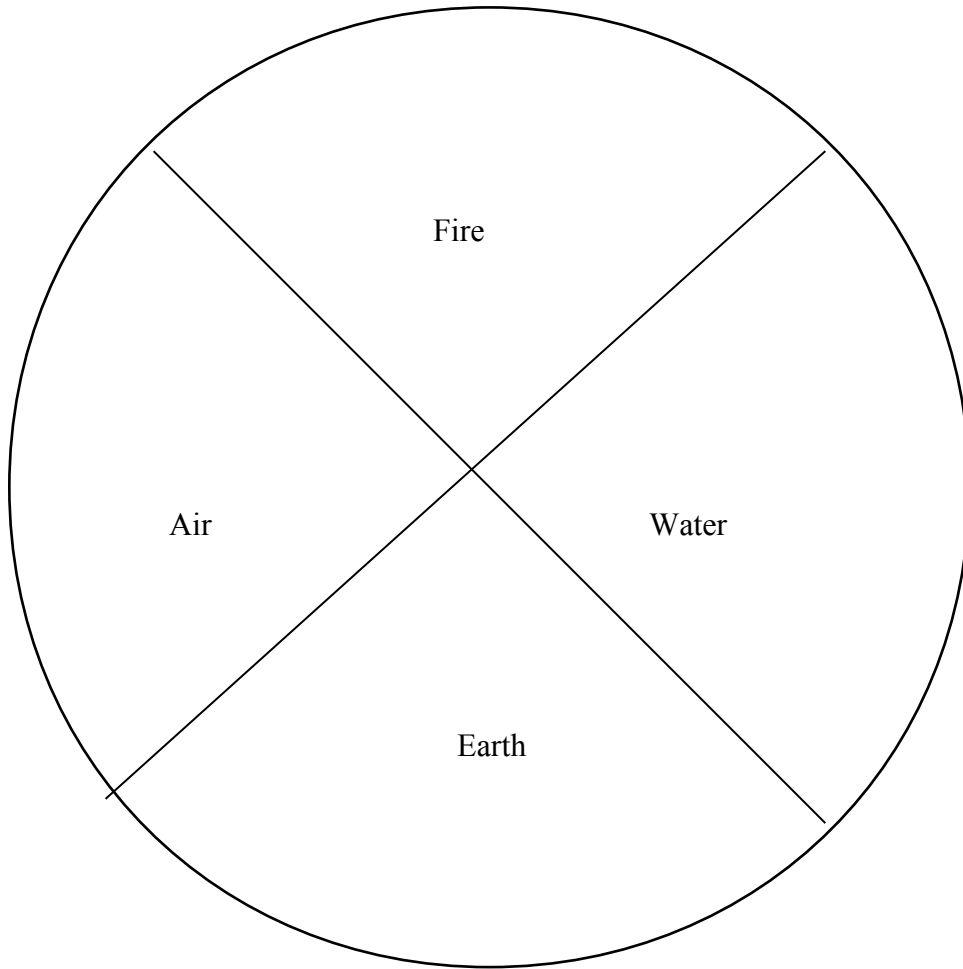
Equipment:

_____
_____
_____
_____
_____
_____

Weaves:

_____
_____
_____
_____

State of the Universe Chart:

Fire	Water
Air	Earth