



WEAWE™

S T A N D A R D

RULEBOOK

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OVERVIEW

Weave is an easy to learn, high-improvisation storytelling platform. The idea is that not only can you tell a single story over the course of a night, but you can have characters go through episodic adventures, where previous decisions affect future actions.

In this rulebook you will find the 2018.1 ruleset, which has been updated to reflect the feedback from our community, as well as important clarifications. While rules make the game, the story is what defines it, therefore please use these rules as a guide, however don't let them get in the way of the story.

Personally, I want to say thank you to the mods and everybody in our discord community for their encouragement and positive nature. If you have any questions or concerns, please feel free to reach out to us using the following link below:

[Weave Discord Community Server](#)

Thank you for playing!

Kyle Kinkade



SETUP

STARTING A NEW SEASON

A season is just a series of episodes that build up to an epic conclusion. Just like your favorite tv shows. Each episodes will have its own conflicts and resolutions while building up a larger narrative. There's no limit on how long a campaign runs. It could be 4 sessions or 400.

Before starting a new season, if you are the Storyteller, separately shuffle both the Challenge deck and the Story deck. Pull out one Challenge card of each suit and place them aside. If you have more than four players, draw the rest of the Challenge cards at random. These represent a Focus suit that each character will have. Then draw the top 3 cards from the Story deck and place the cards face down in front of you.

To begin a new season, navigate to the Playsets menu from the home screen, select a Playset, and select whether you'd like to play Standard or Advanced. Standard offers the most accessible and flexible experience, while Advanced adds new mechanical depth to the classic Weave formula. You can download the Weave Advanced rulebook online or find them in the app to learn more.

After choosing a ruleset, scan in 3 story cards. These will give you options for the Theme, Location, and Boss for the first episode. As your season goes on, you'll want to avoid reusing past Themes, Locations, and Bosses as you go on, unless the story calls for it. Sometimes your players will have to return to the evil lair.

THEME

The first Story card represents the Theme of the episode. This decides the overall plot for the episode. Themes are intended to be open to interpretation.

EXAMPLE

The Dawn card in the Gloomies Playset tells of a ghost that is inhabiting a character's home. It's up to the characters to determine how to address this issue.

TIPS

When starting a season, you can always scan cards ahead of time and experiment with different combinations if you prefer spending more time planning before running a session as a Storyteller.



LOCATION

The second Story card is the Location. This location is important and can appear anywhere over the course of the episode. Keep the Location card face down in foundation until the players discover it during the game.

EXAMPLE

The Owl card in the Gloomies Playset offers a small shack as a location. This can be where the game starts, with the characters holding a secret meeting, or it could be where they need to go to get the story started.

BOSS

The third story card symbolizes the boss. The boss is central to the story, the person whom all other aspects of the story revolve around. All roads should eventually lead to a confrontation with this person, who stands in the way between the players and the completing the Theme's goals for the episode. Keep this card face down in the foundation until the players discover them during the game.

EXAMPLE

The Stag card in the Gloomies Playset offers Lord Skrill as the boss. Maybe he kidnaps the babysitter or maybe he is recruiting humans to fight the Planetary Alliance. He may kickoff the adventure or only be revealed later.

Once you have created and named your new season, you will be taken to the home screen. Here the new season will be displayed at the top of the list, with "STORYTELLER" displayed on the top. Tapping on the season will take you to the current episode, which has Theme, Location, and Boss listed in the timeline.

INVITING PLAYERS

After creating a season, the Storyteller can invite up to as many players as they'd like by selecting the "CAST OF CHARACTERS" section from within the season. Tap the "+ ADD / INVITE" below the header and choose whether you want to invite a player or add a local character.

TIPS

While we recommend starting off with 4 Players, you can invite as many players as you'd like to your game, but it will become more challenging to manage when you have 6 or more players at your table..



INVITE BY USERNAME

If the player has their own device with the Weave app and has created an account, you can invite them to the season by typing in their username. The player will receive an in-app invitation and can then use their device to create their character, which will also be visible on the Storyteller's screen when they are complete. From here, you can even add or remove Talents, Flaws, and Items as character's develop and gain new weaknesses.

CREATE A LOCAL CHARACTER

Alternatively, if the player does not have their own device the Storyteller can add the character for them on their device. The player can still create the character but it will only be accessible from the Storyteller's device.

CREATING A CHARACTER

When creating a new season, each player will create a character to explore the story. Characters are made up of several qualities that help define the character and create interesting situations that they may excel at or have trouble with. These qualities can be used to help a character during a Challenge, influence a specific outcome, or lead to unforeseen complications.

To create a character, each player takes one of the face down Challenge cards, draws 4 Story cards, and then scans them in during character creation as they select the traits that best fit their character.

FOCUS SUIT

The Focus suit defines what a character is naturally good at. Each suit represents a generalized area of skill, and any time a character performs a Challenge of the same suit, they gain an extra die.

The suit of the Challenge card you scan becomes your Focus suit. To learn more about the suits see [page 11](#).



TIPS

Unlike tv or movies, it's sometimes best not to stick to your original plan. In Weave, it's important to reward your players for their choices and adapt the story to fit their actions. Ultimately, the best campaigns will be full of surprises for you and your players.

BACKSTORY

A Backstory is an event that explains why the character acts the way they do. These can be good or bad, and can also be used to explain why the character has a natural ability during a challenge. Backstories often revolve around a past experience that the character had.

Players choose 1 Backstory from each of the 4 Story cards you scan.

EXAMPLE

CHOSEN FOR THE FINAL BATTLE

Either by the insistence of your broodmothers, or because some mark on your body, you've always known that you were destined for the Final Battle. But know one ever bothered to tell you which side you're supposed to be on.

TALENTS

These are qualities that help a character throughout the story. They might be training, past experiences, or just the type of person they are. Talents range from martial arts training to help in a fight or being a curious person who naturally finds clues.

You will choose 2 Talents each from the first and third Story cards you scan and 1 Talent each from the second and fourth Story card you scan.

EXAMPLE

SECRET LORE

You know the secrets of the ancient world. Things that mere historians would be clueless about are your area of expertise. Like you know that goblins built this world, but whatever.

FLAWS

This type of quality gives more flavor to a character. While Flaws are almost always bad, they can be used to make the story fun and interesting as well as adding new complexities to a Challenge. Flaws can also be used by the Storyteller to entice a character into making interesting or complicated decisions.

You will choose 1 Flaw each from the second and fourth Story card you scan.

EXAMPLE

RADIANT

You must have gone skinny dipping in the Pool of Radiance by accident because you have an unearthly glow. Doesn't provide much light, but it does make you very easy to spot.

SIGNATURE MOVE

This move is an extremely powerful effect that allows the character to bring their greatest strength to bear on a situation. This move allows players to add dice to a challenge, ignore strikes, or otherwise modify the rules of the game. A Signature Move can only be used once per episode.

You will choose 1 of 4 Signature Moves obtained from each of the Story cards scanned.

EXAMPLE

MESMERIZING MOVES

You've got moves. Maybe it's the way shake your hips. Maybe it's your sweet lute, but you know how to get people to do what you want

ITEMS

Finally, you will choose 2 useful items to start with. These are also determined by the 4 Story cards you scanned, and you will have 8 options to choose from. Some of these items will have apparent usefulness, like tools or weapons. Sometimes though the items are more vague in terms how they'll be used in the game, like a canoe or a backpack full of snacks.

EXAMPLE

FRYING PAN

Once a beautiful and prized frying pan to the head chef of the nearby human kingdom, this copper contraption is covered in green rust and dents.

COMPLETING A CHARACTER

After scanning all 4 Story cards, your character will have a total of 4 Backstories, 6 Talents, 2 Flaws, a Signature Move, and 2 items. The last thing you'll need to do is name your character. This can be anything you like but could also be descriptive of the character.

EXAMPLE

Your character is a captain of a pirate ship, but previously was a doctor. The name "Dr. Healthbeard, the Dread Pirate Captain" would fit nicely.

FINISHING SETUP

After players have completed their characters, all Story and Challenge cards are returned to the Storyteller. The Storyteller keeps the Theme, Location, and Boss cards in front of them, and shuffles all other Story cards together, placing them into a new Story deck. The Storyteller then shuffles the 4 Challenge cards back into the Challenge deck.

The Storyteller then selects four Challenge cards from the top of the challenge deck, and two story cards from the top of the story deck, creating the 'Storyteller's Hand'. The Storyteller uses this hand to create Challenges for the characters as well as adding new story elements like locations and plot twists during the episode. After a card is played, the Storyteller draws a new card from the appropriate deck.

Each player then takes a turn describing their character. This should include their Backstory, Talents, and Flaw, but can also include other character traits the player has decided on. Both the Storyteller and players are encouraged to help provide suggestions for how all the qualities of the character fit together to form an interesting and believable character.

While players are describing their characters, the Storyteller should ask how each of the characters knows each other, if at all.

EXAMPLE

Dr. Healthbeard, the Dread Pirate Captain, can talk about how they went from an established doctor to a captain of a pirate ship, why they're skilled with a blaster pistol, and how they first met Lady Skycloud during that heist that went wrong.

PLAYING

PLAYING A SCENE

A scene is a moment in the story that helps build toward the characters' ultimate goal. An opening scene could be the moment when the players arrive at the vault they're supposed to plunder. And the next scene could be when they discover the secret hidden chamber inside the vault. And the third scene might be when they're caught red handed trying to steal the relic inside. Scenes usually stick to a single location but can move around if that makes more sense for your story.

As the storyteller plays cards in a scene they are essentially creating a tarot spread that tells the story about what is going on.

To create a spread, place the Theme, Location, and Boss cards vertically facing the storyteller, making sure the boss and location cards are placed face down. They will be flipped over when discovered during the game. These three cards are called the foundation and represent the current episode. Above the foundation, place any played story card horizontally above the left-hand side of the foundation, and any played challenge cards horizontally above the right-hand side of the foundation. These two columns above the foundation are the cards played during a single scene.

While we have suggested our own tarot spread, Storytellers should feel free to create a layout that best fits their style.

At the end of a scene any challenge or story cards that were played (minus the foundation), should be shuffled back into their respective decks.

PLAYING AN ENCOUNTER

Encounters are incidents of conflict in the story that happen inside of scenes. They usually last upwards of 5 to 10 minutes inside of the story, but will most likely take longer at the playing table. Examples of encounters can include:

- ◆ A brawl outside of a bar
- ◆ Dance battle against rival dance team
- ◆ Outrunning the law in your parent's car
- ◆ Escaping a crumbling building

These moments are fast-paced and require that each player roll to see who goes first before taking turns in a clockwise fashion. Each player's turn must include actions that can be completed within 10 seconds inside of the story.

DECIDING WHO GOES FIRST

The character that caused or started the encounter goes first, but it is up to the players and storyteller to agree on the order, with the storyteller having final say.

TAKING AN ACTION

Actions are what a character does during an encounter, and should take no longer than 10 seconds to complete inside of the story. Depending on the action taken, the storyteller may issue a challenge to see if they were successful (see playing challenges)..

NON-PLAYER ACTIONS

There are characters in the story that are not controlled by players, and there are events (such as plot-twists) that are only in the control of the storyteller. The actions they generate are called non-player actions. These actions can occur in between player actions, and are described by the storyteller. These actions are treated the same as any other action, including issuing challenges.

ENDING AN ENCOUNTER

An encounter is finished when an outcome has been determined for each character or event in the scene.

PLAYING A CHALLENGE

During a scene the Storyteller may use Challenges to represent the chance of failure for an action that a player is taking. A common example of this would be when a player attacks an enemy, there is a chance that the attack misses. However, the majority of Challenges may have nothing to do with combat. The Storyteller should have a player take a Challenge whenever they feel the character wouldn't be able to automatically succeed in an action.

After a player announces an action they would like to take, the Storyteller decides whether the action requires a Challenge. The Storyteller then assigns a Suit to the Challenge. Each Suit represents a different type of skill that the player can utilize to accomplish the action.

TIPS

You can also find this information in the Quick Reference Guide if you just need a refresher.

Challenge cards put all challenges into one of four suits, which represent any action a user may want to do:



STONES

Physical challenges, throwing, lifting or physically attacking. Additionally, stones also represent constitution, or how well a character takes a physical injury.



FLAMES

Intelligence, knowledge, and memory. Used for seeing if a player remembers the name of someone they met, casting magic spells, hacking a mainframe, or knowing gossip about the cheerleader character.



BROOKS

Charisma and charm, Intimidation and coercion. Brooks challenges are social, and include trying to interrogate someone for knowledge, convincing someone to stop a fight before it starts, or charming a non-player character to get what you want.



GALES

Dexterity, and agility. Challenges like this include dodging a fist or attack, climbing a wall, or being a crack shot at a ranged weapon. Additionally, gales are used for perception checks, such as detecting a presence in a room, or if you are aware of your surroundings.

Any challenge played must first be stated as a particular suit.

EXAMPLE

A player wants to kick down a door, but the storyteller believes that they may not automatically succeed. So the storyteller states that this action is a stones challenge, difficulty 1. They then play a Stones Challenge card with a challenge level of two, that becomes the new challenge level.

Once a Challenge has been established, the Storyteller and player involved carry out the following steps:

CREATE THE DICE POOL

For any Challenge, the player starts with **3 dice**. If the character's Focus suit is the same as the Challenge suit, the player receives an additional die. If the character has a Wound in a corresponding challenge suit, they receive one less die..

APPLY QUALITIES

For each character quality that both the Storyteller and the player feel applies to the Challenge roll, the player adds or removes a die from the pool. Items can also be considered here.

Additionally, the Storyteller might feel that the way the character is trying to solve the Challenge is awesome enough that they want to see it happen. In this case, the Storyteller may add an additional die to the pool.

Once the final dice pool has been established, the player rolls all the dice and determines if they are successful in overcoming the Challenge.

EXAMPLE

Because Dr. Healthbeard, the Dread Pirate Captain, is trying to perform surgery, they may gain an additional die from their past as a doctor. However, because they have the impatient flaw, they might rush the operation, which could remove a die.

DETERMINE SUCCESS

Any die rolled that matches the suit of the Challenge are counted as a success towards the Challenge. Any Weave symbols rolled also count as a success and can be re-rolled to see if additional success can be made. If a Weave symbol is rolled again, it counts as another success and can be re-rolled as well.

If the number of successes meets or exceeds the Challenge level, the Challenge is successfully completed. The player describes how they succeeded and there is much rejoicing.

If the number of successes is less than the Challenge level, the challenge is failed. The character is unable to complete the Challenge on their first attempt, but they can try again if they want or the Storyteller can have the action succeed with a drawback or twist, moving the story forward.

RECEIVING WOUNDS

If there is one or more Strike symbols rolled when the player fails a Challenge, they receive 1 Wound to their character. This Wound is applied by the Storyteller and affects a particular suit.

If a character receives 3 Wounds during a scene, the Storyteller removes the character from the scene appropriately for the situation. The character will come back in a subsequent scene. All Wounds are removed after the scene is completed.

EXAMPLE

Dr. Healthbeard receives their final Wound after failing to dodge a disgruntled patient's attack. The storyteller declares that Healthbeard has been knocked unconscious, and is out for the remainder of the scene.

EPIC PASS

If the dice roll has two or more successes than the challenge level, they perform an epic pass. The player then has more influence in how the action is successfully carried out. Additionally, if they had previously used their signature move, it is then refreshed and available for use once again.

EPIC FAIL

If the failed dice roll had a challenge level that was two or more above the number of successes rolled, the character is considered to have made an epic fail. In addition to any potential Wounds that the character may have received, they may also receive a Flaw or consequence. A consequence is a negative quality about the character that can last for the remainder of the game unless the Storyteller and players agree on a proper way to remove it. (e.g. If a character dives out of the way of a car, but epically fails the dive, they may receive a broken leg as a consequence).

AUTO-PASS

If a storyteller doesn't like the challenge cards that are in their hand, they may make a player's challenge automatically pass, which will allow them to discard and re-draw any to all challenge cards in their hand.

Enticements allow the Storyteller to draw on a character's Flaws and make a Challenge more complicated. Enticements add flavor to the story while increasing tension. During an episode, a storyteller might not always have the right challenge card in their hand. The storyteller may want to see more depth in a character, or decide that a challenge may require a bit more than what they have in their hand.

This is where enticements come into play. Enticements are both a reward for the player who leans into their flaws and an opportunity for the storyteller to put more drama in the plot.

MAKING AN ENTICEMENT

Enticements can be played by the storyteller after a player announces their intent for an action, but before the action resolves. The storyteller selects a flaw from the character (or a backstory if it fits in) and explains why it could affect the outcome. They then choose a challenge card of any suit from their hand and place it face down. The player then has a choice of whether to accept the enticement and fail their action or try to resist it to continue their action.

REFUSING AN ENTICEMENT

If a player refuses the enticement, the storyteller flips over the face down challenge card to reveal the challenge suit and difficulty. The player must first succeed making a challenge against the enticement challenge card before they can proceed. If the enticement challenge is successful, the character succeeds in resisting the enticement, then immediately rolls against the initial challenge, receiving any Wounds or consequences that should incur should the initial challenge fail.

ACCEPTING AN ENTICEMENT

Should the player accept the enticement, the challenge immediately fails without any Wounds or consequences. The character receives the challenge card to hold onto, which can be redeemed in any future action..

REDEEMING AN ENTICEMENT

On any action, a player may redeem an enticement by handing the card back to the storyteller to do any of the following:

- ◆ Heal a Wound from their character
- ◆ Add an additional die to any challenge roll.
- ◆ Reduce a challenge of the same suit by the amount shown

PLAYING STORY CARDS

Story cards contain details on the world and characters who inhabit it. You can play a card immediately, face down (choosing to play it at the right moment), or let one of the players choose one of the two story cards you have for any situation (e.g. selecting which one will give them an item, or will take them to the next location). There are many attributes of story cards which are locations, NPCs, enemies, plot twists and items.

LOCATION

A scene generally takes place in a single location. The usual course of action after completing a scene finds the characters moving to a new location.

NPC

An NPC, which stands for Non-Player Character, is a character that is controlled by the Storyteller. NPCs can be used by the Storyteller to communicate information with the characters or aid them in their endeavors.

ENEMY

Sometimes the story needs a bad guy to help move it along. Enemies are used by the Storyteller to add extra complexity to the story and may not even be related to the Theme or Boss at all. A Challenge is usually required to overcome or circumvent Enemies.

PLOT TWIST

These events are designed to throw a wrench into the characters' plans or to provide a window of opportunity to progress into the next scene. Plot Twists can range from a hindrance to a character, a location becoming inaccessible, or a large-scale event impacting the characters' progress.

ITEM

Whether they're just for fun or serve a functional purpose, Items are a great way to throw props into the story for the characters to use. They may serve only to overcome a Challenge or they could be central to the plot in their own way. You can give a character a new item at any time, especially when they make a decision that deserves an item as a reward.

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Think of story cards like helpful prompts to point you in a direction. You can be as vague or descriptive with the results as you want. It's your story!

MAKING SKILL CHECKS

A storyteller may want to spice up the story at some point by making characters perform a skill check. Skill checks help decide the outcome of an event that is either happening or about to happen. Skill checks come down to the style of the storyteller and how they want the dice to work for them, however here are some standard checks that a storyteller makes.



CONSTITUTION CHECK

Used for events that could potentially affect the physical safety of every character (including NPCs) at once. (e.g. a water main bursts in a room, possibly spraying extremely hot water on any or all of the characters, which could injure them).



PERCEPTION CHECK

Perception checks are used when the storyteller wants to see who notices something first, or if someone notices at all. They are great for using when an enemy is about to be played, or if a crucial plot device is in a room, out in the open for the characters to discover.



KNOWLEDGE CHECK

Great if you want to see who remembers a non-player character the most when they enter a scene, or if you wish to for a winning player to select a story card from your hand (e.g. Remembering the location of a significant artifact, which could require a location story called to be played).



PSYCH CHECK

If a moment in the story could potentially affect any or all of the characters, a psychological check can be made to find who handles it well. (e.g. a ghost could try to haunt a room, possibly scaring them away, or an NPC or enemy attempts to intimidate the cast or characters.)

All skill checks are of a challenge level of one, and start out with three dice. Only a character's focus suit can add an additional die. If multiple players are doing a perception check, the highest result usually aids the winning player in a chance to go first or provide some advantage over the other characters.

QUICK REFERENCE GUIDE



STONES
Constitution Checks
Physical Challenges



FLAMES
Knowledge Checks
Intelligence Challenges



GALES
Perception Checks
Dexterity, Agility
Challenges



BROOKS
Psych Checks
Charisma, Intimidation,
Persuasion Challenges

CHALLENGES

- ◆ Start at 1
- ◆ Storyteller can play a card from their hand to increase difficulty. Must be same suit. New number becomes the Challenge difficulty

ENTICEMENTS

- ◆ Used by Storyteller to persuade Players to do or not do something
- ◆ Storyteller plays card from their hand facedown. If the Player accepts, they get the card to use for:
 - ◆ Healing a Wound
 - ◆ Add an additional die to any challenge roll
 - ◆ Reduce a challenge of the same suit by the amount shown
 - ◆ If they resist, they must roll against the Enticement card **and** original Challenge card to pass

ROLLING FOR OUTCOMES

- ◆ Start with 3 dice
- ◆ Storyteller can remove or add dice based on Players backstory, talents, or flaws. This should be a discussion between the Storyteller and Player.
- ◆ Roll the same # of Suits matching Challenge/Check = Success
- ◆ Weave Symbol = Match + Re-roll
- ◆ If you Fail and rolled a strike, 1 Wound is added to your sheet.
- ◆ Wound consequences are determined by Storyteller. Think of it as an adjective.
- ◆ Lose 1 die for Challenge suits you have a Wound in
- ◆ 3 Wounds = Removed from Scene
- ◆ 2+ above Challenge number = Epic Pass. Player dictates outcome.
- ◆ 2+ below Challenge number = Epic Fail. Storyteller assigns a large consequence.

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