



WEAWE™

A D V A N C E D

RULEBOOK

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OVERVIEW

Weave Advanced expands on the foundations of Weave, offering an experience that has more mechanical depth to help depict the stories players and Storytellers want to tell. Like with Weave Standard, Advanced offers playset creators a framework for creating their own experience. Unlike Standard however creators will be required to write rules text to describe how Talents, Flaws, and Items can be used to impact game sessions.

This document should teach you how to play Weave Advanced as well as illustrate what is required to create a Weave Advanced Playset.

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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 episode 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 Advance. Next, 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, 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.

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. In Advanced, bosses have character sheets, which include 1 Backstory, Talents, 1 Flaw, and sometimes Items too.

EXAMPLE

The Stag card in the Gloomies Playset offers Lord Skill 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.

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 12](#).



BACKSTORY

Backstories, chosen by players during character creation, work as the biography for a character. In Weave Advanced, each selected backstory increases the number of dice that a player rolls during corresponding Challenges. In this way a player's base statistics are set through the Backstories they choose during character creation.

Throughout the game, players will reference their Backstory Suits when either taking a Challenge or setting a Challenge rating for the Storyteller. When taking a Challenge or setting a Challenge level a player adds one die to their roll for each Backstory Suit that corresponds Challenge Suit. Players can always reference the top of the character sheet to find Backstories and determine their dice during a Challenge.

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.

+ GALES
+ STONES

Players should also be encouraged to look to their Backstories for actions and abilities that their character might have. While Talents are meant to show the explicit and powerful abilities that their character have, players should feel free to be inspired by their Backstories. Its up to the Storyteller as to what Challenge, if any, a player should face while taking an improvised action. Players and Storytellers should try and keep these improvised actions from being too powerful to encourage players to use their Talents.

TALENTS

Talents give players access to new abilities or enhance their ability to succeed on specific Challenges during the game. During character creation, players will be able to choose several Talents. Over the course of a campaign characters may also gain Talents at the discretion of their Storyteller. In Weave Advanced gaining Talents is the primary way for characters to grow throughout a campaign.

Talents may make players more proficient in an area of expertise. You might see a Talent that allows a player to add a die to their roll, change the face of a die to anything but a Weave symbol, allow them to use a Challenge card of any Suit during a Challenge, or even re-roll Strikes.

Other times, Talents give players access to special abilities, representing spells and other special actions that a character knows. What these abilities are will vary depending on the selected playset. These abilities may be used in and out of combat and should give the player an incentive to create moments where they can make these Talents shine.

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.

MECHANIC

You gain 1 die when making a Challenge to recall a secret about the world.

FLAWS

Flaws represent the imperfections that characters have. They may be from past injuries, paranoias, or rivals that continue to hunt the player characters. During character creation, a player will pick two Flaws, however, players may acquire new Flaws from their Storyteller during the course of a campaign if their character takes all of their possible Wounds.

Flaws will make certain types of Challenges harder for a player. To make a Challenge harder, a Flaw may force a player to roll 1 less die or increase the level of the Challenge. Flaws may also give the Storyteller the ability to force the player to take a Challenge under certain circumstances. A Flaw may also have a negative effect that is activated by a Trigger. Finally, Flaws may also give the Storyteller hooks to bring in enemies or rivals from a character's past.

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.

ADVANCED MECHANIC

You lose 1 die on all sneaking and hiding Challenges.

Storytellers and Players should be encouraged to play into their Flaws as a narrative device. While Flaws have negative effects, the Storyteller shouldn't be looking for ways to use them to punish their players. Instead, players should be encouraged to make use of their own Flaws while roleplaying.

SIGNATURE MOVE

A Signature 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.

EXAMPLE**MESMERIZING MOVES**

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

MECHANIC

Once per session, you may have a character take one action that you want, as long as it wouldn't cause them to harm themselves.

ITEMS

Items are the equipment, weapons, and other objects that players, enemies, and bosses use during the course of a story. Items give players access to new abilities and expand their skills. In this way, an Item is a lot like a Talent. However, the difference between an Item and a Talent comes in how a player gains them, and what they can do with them. For example, a player may give or trade an Item to another player, but they will not be able to give them one of their Talents.

In many playsets, weapons will be one of the most common types of Items that players will have. Weapons are Items that players may use to perform an attack. Depending on the type of weapon, a player will typically either make a Gales or Stones Challenge. A weapon will specify which range band a player can attack the enemy from and how much damage an attack will do. In addition, many weapons will have abilities that are activated by a Trigger. You can find more on triggers on [page 19](#).

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.

MECHANIC

Deals 2 strikes of damage. Gain 1 die on any cooking-based Challenges.

- MELEE

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 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.

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.

The Storyteller also deals two Challenge cards to each player at the beginning of each episode. Players may use these cards to set challenge levels for the Storyteller or as an Enticement. When a player uses a Challenge card they do not draw another one until the next episode.

Each player should take turns describing their character. This should include their Backstory, Talents, and Flaws, but can also include other character or physical 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.

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.

Challenges are put 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 can play a Stones Challenge card with a challenge level of two, that then becomes the new challenge level.

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

NEGOTIATE THE SUIT OF THE CHALLENGE

After the Challenge Suit has been determined, the player then has a chance to try and change the Challenge Suit. The player can do this by describing how their character would use their Backstories, Talents, and/or Items to perform the action in a way that would fall under a different Suit. For example, a melee attack may start as a Stones Challenge, but a player could argue that their character's traits allow them to rely more on agility than strength to hit. If the Storyteller agrees then the Challenge Suit is changed to Gales.

The Storyteller can always refuse to change the Challenge Suit. The goal of changing the Suit or refusing should always be to further the story and create interesting character moments. So rather than simply refusing to change the Suit, the Storyteller should explain how the nature of the Challenge would force the player to use the original Suit.

SETTING THE CHALLENGE LEVEL

Once the Suit for the Challenge has been decided, the Storyteller may choose to play a Challenge card of that Suit. If the Storyteller plays a Challenge card, the Challenge level is set to that of the Challenge card. If they don't play a card, the Storyteller may roll the 3 dice plus any bonus dice that an NPC, enemy, or boss has, setting the level of the Challenge to the number of successes rolled. If the Storyteller doesn't roll any dice that correspond to the Challenge Suit or chooses not to roll or use a Challenge card the Challenge level is 1.

GATHERING DICE FOR CHALLENGE SUIT

The player then gathers dice to roll for the Challenge. For each Challenge, a player starts with a base of 3 dice. Players then gain 1 die for each of their Backstories that corresponds to that Challenge Suit. Finally, players gain 1 die if the Challenge Suit is the same as their Focus Suit. The max amount of dice a player may roll is 6. If a player has the ability to roll more than 6 dice, for each additional die over 6 the player may re-roll that many during the Challenge.

DETERMINE SUCCESS

The player then rolls the dice they gathered for the Challenge. The player gets 1 success for each Challenge Suit rolled and each Weave symbol. The player may then re-roll any of the Weave symbols. Once the player has finished rolling and re-rolling, if the total number of successes they have scored is equal to or greater than the Challenge level, the player succeeds on the Challenge.

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 strikes that the character may have been 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).

EXAMPLE

Dr. Healthbeard receives their final strike 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.

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..

NEGATIVE CONSEQUENCES WITH SUCCESS

Challenges can have consequences. For each Strike rolled during the Challenge that wasn't re-rolled, the player takes 1 Strike. In Weave Advanced Strikes represent how the player character has exerted themselves trying to accomplish a task. Once a player has taken 10 Strikes, they will take 1 Wound of damage. For each Wound a player has taken, they roll 1 less die when making any kind of Challenge.

While Strikes are cleared at the end of every scene, a Wound will stay with a player until they find a way to heal themselves.

STORYTELLER CHALLENGES

TAKING A CHALLENGE AS THE STORYTELLER

During a scene, a Storyteller may have an NPC or Enemy make a Challenge against a player. To illustrate this a Storyteller may initiate a Challenge against a player. When a Storyteller issues a Challenge, they announce what a character is attempting to do to the player and the Suit they are going to try and make the action with.

PLAYERS SET A CHALLENGE LEVEL

Once the Challenge Suit has been established the difficulty is level 1 by default. The player may change the Challenge rating by playing a Challenge card of the same Suit or rolling their dice for the corresponding Suit. If the player chooses to roll their dice, they set the Challenge level to the number of successes (both the suit of the Challenge and Weave symbols count as successes) they roll.

STORYTELLER ROLLS TO DETERMINE SUCCESS

The default amount of dice for the Storyteller to roll for any NPC, Enemy, or Boss is 3 dice. Most enemies will however have at least one Suit in which they gain an extra die. The Storyteller rolls the number of dice they get for the corresponding Challenge Suit. For each die that rolls the Challenge Suit or a Weave symbol, the Storyteller gets one success. The Storyteller may choose to re-roll one of the dice if they rolled a Weave symbol. Once the Storyteller has finished rolling, if the number of successes they rolled is equal to or greater than the Challenge level the action succeeds. They can even make an epic pass or epic fail.

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ENCOUNTER ROUNDS

Combat Encounters are split into rounds in which every player and Enemy may take an action. The Storyteller lets players take their actions in any order, choosing when to insert enemy actions as it fits the story. If the Storyteller wishes to have a more systematic approach to handling the order of actions in an encounter, each player should roll the dice as if they were taking a Gales Challenge. Players and enemies then take actions starting with whoever rolled the most Gales and ending with the player or enemy that rolled the least.

ATTACKING

During a Combat Encounter, a player or enemy may use their actions to perform an attack. To perform an attack, players choose an Item or Talent to use for the attack and a target that is within the appropriate Range Band (this may include other players) and then performs a Challenge against that target. The Challenge Suit is dictated by the Talent or Item being used and negotiated as described previously in the Challenges section. If the Challenge is successful, the target takes the damage listed in the description of the Talent or Item being used.

If a player does not have an Item or Talent to use for an attack they may still perform an attack. They make a Challenge with the Suit they're using to attack. If the attack is successful they roll three dice and deal 1 Strike for each Suit they rolled that matches the Challenge Suit of the attack.

MOVEMENT

During an encounter, a player may choose to move closer or further away from an enemy. Range is dictated by the Range Bands described below in the Mechanics section.

TALENTS AND ITEM ACTIONS

Many Talents and Items also give players abilities that may be used as their action during an encounter round. The Talents or Items themselves will describe how they are used.

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Enticements draw on character's flaws to create new challenges and twists in an episode. 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 make a challenge roll on the card before rolling against the initial challenge. If the enticement challenge is successful, the character succeeds in resisting the enticement, then immediately rolls against the initial challenge, receiving any strikes 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 strikes 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

PLAYERS AND ENTICEMENTS

In Weave Advanced, players can offer Challenge cards as Enticements as well, offering them to the Storyteller. After the Challenge Suit has been established by an NPC, enemy, or Boss making a Challenge, the player may choose to offer the Storyteller an Enticement. If the player offers an Enticement they explain how they are using one of their Talents or how one of the enemy's Flaws has been exploited to cause the action to fail. At the same time, they offer the Storyteller one of their Challenge cards face down. If the Storyteller accepts the Enticement they add the Challenge card to their hand. If the Storyteller refuses, they must first pass a Challenge in the Suit and level of the Challenge card offered as an Enticement.

In Weave Advanced, players may choose to use Challenge cards to increase the number of dice they roll when taking a Challenge of any kind by the number on the card. A player may also play a Challenge card to reduce or increase the Challenge difficulty by the amount on the card if it matches the Challenge Suit.

Once used, the player hands the Challenge cards back to the Storyteller to be discarded. Players do not draw more Enticement cards. After their initial two Enticement cards are passed out, players are only awarded Challenge cards by accepting them from the Storyteller or at the start of a new episode.

RANGE BANDS

During combat it will often be important for players to have a rough understanding of the distances between their character and various objects or enemies. To help give players some reference Weave uses three range bands: Melee Range, Short Range, and Long Range. Range bands are meant to offer a flexible framework for players and Storytellers to use in any situation. If players are traveling in a vehicle, for example, these range bands should be scaled up to match the scale of the vehicle. Moving between these range bands will cost an action. This means that a character that moves is not able to take another action during their activation this round of the encounter (this includes attacking). However, some Talents may allow players to do a specific action after moving.

- ◆ A player that is in Melee Range with their target is close enough to be able to attack them with a close combat weapon or reach with them with minimal or no effort.
- ◆ A player that is within Short Range is at an optimal range for most ranged weapons. It takes players 1 action to move and enter Melee Range (this doesn't mean you can attack yet) with a target that they are at Short Range with. It takes one action to move from Short Range from an enemy to Long Range of an enemy.
- ◆ Long Range is considered to be outside the range of most ranged weapons, requiring special equipment or skills to attack. It takes at least one action to move from Long Range to Short Range of a target. It takes at least 2 actions to move from Long Range into Melee Range of the target.

TRIGGERS

In Weave Advanced many Flaws, Items and Talents have Triggers. Triggers are used on Items and Talents to represent an ability that has variable power or a special effect that only occurs under certain circumstances. Each Trigger is defined by two factors, a specific Suit or combination of Suits being rolled during a Challenge and the effect that happens if the requirement is met.

Like everything in Weave, Triggers are a flexible tool that can be used in many different ways. Not all Trigger abilities, for example, need to be a boon to the player. Other Triggers may have incremental requirements, for example adding damage for each Stones rolled during the Challenge. In general, beneficial Triggers may be optional, but most positive and negative Triggers will be required to occur.

The following is an example of a Talent with a positive Trigger on it:

EXAMPLE

IMPERSONATOR
You have the ability to impersonate a person's movement and voice.

MECHANIC
To learn how to impersonate someone, make a Brooks Challenge.

TRIGGER
If you succeed on your impersonation Challenge, you also gain access to your target's Talents while impersonating them.
- FLAMES
- STONES
- GALES

The following is an example of Item that has a negative Trigger on it:

EXAMPLE

RUSTED SWORD
A sword that has been rusted through. It looks good for hitting things, but might break at any moment.

MECHANIC
Deals 3 Strikes of damage to a target.

TRIGGER
The Rusted Sword breaks, becoming useless.
-Strike
-Strike
-Strike

The following is an example of an Item with an incremental positive Trigger:

EXAMPLE

AK-47
A Soviet made assault rifle from World War II that is still found on battlefields today.

MECHANIC
Deals 2 Strikes of damage.

TRIGGER
On a successful Challenge for each STONES rolled, and not re-rolled, deal and additional 2 Strikes of damage.
-Strike
-Strike

WOUNDS AND STRIKES

In Weave Advanced characters, NPCs, Enemies, and Bosses have their health and resiliency depicted as a number of Wounds each with a number of Strikes. Each character and object can take up to a number of Wounds, and a number of Strikes per Wound. There are two main ways that characters will take Strikes, from taking damage from attacks, and rolling Strikes when attempting to succeed a Challenge.

You take Strikes until you lose the entire Wound, at this point additional Strikes dealt from that attack will not carry over into the next Wound. For example, all players can take up to 3 Wounds with 10 Strikes each. If a player has already taken 5 strikes and is attacked and dealt 7 strikes of damage, the player only takes 5 of those strikes resulting in one wound. The player will then stop taking damage and the remaining 2 strikes of damage will not carry over.

At the end of each scene players remove any Strikes they have gained during that scene. This is meant to represent how they players can recover from slight injuries and exhaustion with some rest. Wounds, however, persist until the character is able to find a more serious remedy. Players may have Items or Talents that allow them to heal Wounds. In addition, it is up to the Storyteller what a player could do in the framework of the story to heal themselves without using such an Item or ability.

While a player has a Wound, they roll one less die during a Challenge. After a player counts how many dice they should have for a Challenge they subtract one and roll that many. If a player had 7 dice, they would lose their re-roll but still roll 6 dice. No matter how many Wounds a player has taken, a player will always be allowed to roll at least 1 dice on a Challenge.

HEALING

Any player may take an action to attempt to heal Strikes on themselves or an ally. To do so they first say how many Strikes they are going to attempt to heal. They then take a Flames Challenge with a difficulty level equal to the amount of Strikes they are trying to heal. If they pass the test they heal themselves or an ally. If they achieve an epic success they heal themselves or their ally for 2 additional Strikes.

There may be Talents or Items in a Playset that allows players to use a different Suit to heal or give players a bonus toward Challenges to heal.

GAINING FLAWS

If a player ever takes all of their Wounds, their character has been permanently wounded or possibly killed. Depending on the circumstances surrounding the player being wounded and the tone of the playset, it's up to the Storyteller to determine what happens to the player character. Most of the time, taking all of their Wounds won't result in a player's character being killed. In these cases, the player character gains a Flaw and remains incapacitated until the rest of the party can heal at least one of their Wounds. If the Storyteller decides that the situation was too dire, the player character is killed and the player will be able to create a new character to rejoin the story at a later time.

When a Storyteller gives a player a Flaw they may pick a story card at random or try scanning different cards before determining which Flaw feels fitting for the character. Storytellers shouldn't give Flaws to players as a way of punishing them but as a way of creating weight to the ongoing story of the character and the campaign. Players should feel encouraged to not want to create a new character, but to play to continue playing and developing a character even as they may fail and gain Flaws. Over time they learn to overcome these Flaws or heal and the Storyteller can edit their character sheet to reflect this growth or add new Talents that may offset these Flaws.

GAINING TALENTS

As characters develop and grow, the storyteller might decide that it's appropriate for them to gain access to new Talents. There's no right or wrong way to give a character a Talent, but the storyteller should consider how it will affect everyone's experience. The more Talents players gain access to, the more powerful they'll become. If a character makes a pact with a demon to gain a new spell, looking for a Talent that matches this request will make a lot more sense than just scanning a card at random. The Storyteller can try scanning multiple cards to get a feel for what Talents are available and work with their players to find the right Talent that matches the growth they envision for their character.

As a Storyteller, you simply tap on the player's character sheet in your season and edit their Talents directly. In the same manner, you can temporarily or permanently remove a Talent instead of adding a Flaw in situations where this makes sense. It's important that you speak with your players and make sure that the affected players agree and understand your choice. If you start editing character sheets without consulting your players, you're probably not going to see those players coming back to your table.

As your season goes on, adding new Talents and Flaws allows for a more natural flow for character development. Character's don't only get stronger, sometimes they gain new weaknesses. And in time they may overcome them.

PLAYING STORY CARDS

Story cards contain useful suggestions for the Storyteller that come in multiple forms. 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.

TIPS

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!

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

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

ADVANCED CHALLENGES

In Weave Advanced players and even NPCs, enemies, and bosses can take Challenges when attempting a difficult action.

- ◆ **Negotiate the suit of the Challenge:** In Weave Advanced players may negotiate with the Storyteller to try and change the suit of the Challenge. They do this by describing how their character would approach the problem in a unconventional way due to their Backstories and Talents. If the Storyteller agrees, the suit of the Challenge is changed.
- ◆ **Set the Difficulty of the Challenge:** The defender in the Challenge, either the player or the Storyteller, may set the Challenge level through either rolling the dice they would roll for a Challenge of that suit, or by playing a Challenge card from their hand.
- ◆ **Offer Enticements:** After the Challenge level has been set, the storyteller may offer a player an enticement following the same rules as standard.
- ◆ **Roll Challenge:** The player or Storyteller taking the Challenge rolls all of the dice they get for Challenges of this suit type. If they roll equal to or more successes than the Challenge level then they succeed. **Take 1 Strike of damage each time they roll a Strike while taking a Challenge, even if they succeed in the Challenge**
- ◆ **Resolve Challenge:** The effects of passing or failing the Challenge take place.

WOUNDS AND STRIKES

In Weave Advanced players characters, NPCs, Enemies, and Bosses have their health depicted as a number of Wounds each with a number of Strikes. When a player takes damage they will receive either Strikes or Wounds. Strikes count toward a Wound. You take Strikes until you lose the entire Wound, at this point additional Strikes dealt from that attack will not carry over into the next Wound.

While a player has a wound they roll 1 less die for each wound they have on all Challenges. However, Strikes (like in standard) only last till the end of a scene wounds last for until the end of the game session.

TRIGGERS

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