

Weaverdice Rules

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These are a custom version of the weaverdice rules for my campaign. Certain gameplay elements have been removed or changed to build the game I want to GM.

Lore Introduction

The story takes place in the city of Charnelhurst.

Character Creation

Backgrounds

Morale

Stats, Abilities, and Skills

Equipment

Combat

Downtime

Gathering Intel

Reputation

There are numerous factions in the city of Charnelhurst. As players, you have a reputation with each faction that can be altered by your choices. The

reputations are the following. . .

- Exalted, Revered, Honored, Friendly, Neutral, Unfriendly, Hostile, Hated

You will start most factions as Neutral and your choices can increase this or decrease this. For instance, if you pray in the church each session your reputaion can increase. Things like quests and the enemies you fight will determine how these reputations increase or decrease.