SWORDWEAVE v0.1 ALPHA

AEGIS / 01 / NORMAL



Tarn Emberpost

CONCEPT / HERITAGES — Hearthspark / Steady Blade

LEVEL / BU

1 / 24 of 25 BU

Available 1 / Item BU 20

Debt 0 used / 0 available / 4 max

VITALITY MAX	VITALITY CURRENT	SHORT REST CAP	SHORT REST LEFT	DC	PB	MOVEMENT / ft
17		9		12	+2	Walk 30 / Climb 15 / Swim 15 Burrow 0 / Flight 0 USED

+5 PHYSICAL

SAVE +7

- Prowess +7
- Finesse +7
- Fieldcraft +7

+3 MENTAL

SAVE +3

- Awareness +3
- Reason +3
- Knowledge +3
- Influence +3

+2 MAGICAL

SAVE +2

- Mysticism +2
- Communion +2
- Intuition +2

OWNED ACCESS

Verbs:

- Tier 1
- Tier 2
- Tier 3
- Tier 4

DOMAINS

P01 Motion

RANGE

- Touch — 5 ft
- Close — 5-10 ft
- Near — 30 ft
- Far — 60 ft
- Very Far — 120 ft
- Extreme — 240 ft-3 mi

OUTPUT DIE

- None
- d4
- d6
- d8
- d10
- d12
- d20

Dots record owned pieces. Full scope follows each P reference.

PRIMITIVES / REUSABLE EFFECTS

Practice hex: empty untrained / dot proficient / filled expertise.

P06 / Spark-Shedding Skin · Strike one's mineral skin against hard stone or metal to produce a small spark. Fuel and air are still needed to ignite anything; this grants no fire resistance.

P08 / Driving Strike · Deliver a direct blow using an attack already available to the character. The chosen weapon or capability sets the damage, range, and target; this permission grants no extra attack or damage.

P05 / Vitality Core Augment I · Add +5 to Max Vitality.

P07 / Precise Vector Alignment (Global Attack Modifier) · Add +1 to Attack Rolls.

ACTIVE EFFECTS / END WHEN

AT THE TABLE / DECLARE YOUR SCALE

Diamonds = intent, not purchases. Agree access, CV, Strain and Cost.

DICE COUNT

TARGETS

◇ Single ◇ Multiple ◇ Area ◇ Custom

SHAPE

◇ Direct ◇ Cone ◇ Line ◇ Sphere ◇ Zone ◇ Beam ◇ Custom

SIZE

◇ One target ◇ 5 ft ◇ 10 ft ◇ 20 ft ◇ Custom

PLACEMENT

◇ Self ◇ Target ◇ Point ◇ Directional ◇ Custom

EFFECT DURATION

◇ Instant ◇ Short ◇ Medium ◇ Long ◇ Scene ◇ Persistent ◇ Permanent ◇ Custom

CASTING TIME

◇ Action ◇ Reaction ◇ Instant ◇ Short ◇ Medium ◇ Long ◇ Scene ◇ Custom

REACTION ◇ EQUIPPED SLOTS 2 / 6 LOAD / capacity 2 / 65

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COMPOSITIONS / REUSABLE EFFECTS

C01 / Tinder Spark
Source: Character.
Owned references: P06.
Produce a spark against hard material to ignite suitable tinder. Wet fuel or no air prevents ignition.

C02 / Driving Blow
Source: Character + I01 / Ledgerguard Saber.
Owned references: P08.
Make a direct attack using the character's purchased attack and output. The weapon or capability determines target and damage; no extra action is granted.

C03 / Third Beat
Source: I01 / Ledgerguard Saber.
Owned references: P08, E01.
Track two authored successful qualifying actions in sequence, then spend the record on the described ordinary follow-up. That follow-up consumes its normal action and does not add output automatically.

C04 / Plate Exchange
Source: I02 / Patchplate Vest.
Owned references: E02.
With spare plate material and several minutes, replace one damaged outer plate. The plate's fictional protection is stated; no automatic DC or Vitality restoration occurs.

E01 / Prepared Rhythm Record
Record the two authored qualifying successful actions in order. Clear on an intervening qualifying failure or when spent once on the follow-up. This supplies neither an automatic counter nor an extra action.

E02 / Temporary Patch
One small ordinary object functions for a stated task after being patched with suitable material. It ends when strained beyond its limit or replaced by proper repair.

NOTES / AGREED CHANGES / SOURCE

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EQUIPMENT / ITEM BU

EQ	ITEM / REF	QTY	LOAD	SLOTS	ITEM BU	STATE
◉	I01 / Ledgerguard Saber	1	1	1	12	equipped
◉	I02 / Patchplate Vest	1	1	1	8	equipped

EQUIPPED SLOTS / max 2 / 6 LOAD / capacity 2 / 65

ITEM RULES / SOURCE / ENDING

I01 / Ledgerguard Saber

Quantity 1; Load 1; equipped slots 1; Item BU 12; equipped.
A plain guard blade with a sealed compartment for a witnessed pact. Its seal records the document's handling and does not compel anyone to honor it.
Track its authored two-action rhythm manually before spending the record on an ordinary follow-up. Resolve one ordinary purchased attack, roll the attached output die, and change target Vitality manually. The item's physical form determines the described damage type at the table.
I01.P01 / Witnessed Mark: Make a visible mark recording words voluntarily agreed in the witness's presence. It preserves the record but compels nobody and does not detect lies.
I01.P02 / Minor Die Block: Unlock [1d4] damage or healing output.
Use a d4 for the baseline damage or healing output available without added BU cost. The parent capability still determines the action, target, source, and delivery rules.
I01.P03 / Touch Range: Set maximum range to Touch.
The capability can affect the user, something they physically contact, or a target within ordinary melee reach. It cannot cross open distance without a higher range primitive.

I02 / Patchplate Vest

Quantity 1; Load 1; equipped slots 1; Item BU 8; equipped.
A vest of removable outer plates. Exchange a damaged plate with compatible spares during a repair interval; no additional DC is implied.

ITEM STATE / QUANTITIES / REPAIRS

Current equipment totals are printed on writable lines; update them as gear changes.

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PRIMITIVES / FULL AUTHORED SCOPE

P01 / Domain of Motion
Mechanical
Grant [motion] domain access.
Narrative / verbose
This Tier I domain covers the speed, direction, momentum, and rest state of directly observed creatures and objects. It grants vocabulary for building capabilities about this subject; the chosen verb tier, range, structure, targeting, duration, and other primitives determine the specific action and limits.

P02 / Verb Access Tier I
Mechanical
Grant [Tier I] verb access.
Narrative / verbose
Unlock the complete Tier I verb vocabulary for basic physical and perceptual interaction: move, strike, push, pull, lift, drop, interact, sense, observe, touch, grab, throw, break, hold, release, dodge, crawl, run, and similarly direct actions. Buying this primitive grants the whole tier; it is not the purchase of a single verb.

P03 / Touch Range
Mechanical
Set maximum range to Touch.
Narrative / verbose
The capability can affect the user, something they physically contact, or a target within ordinary melee reach. It cannot cross open distance without a higher range primitive.

P04 / Standard Die Block (1d6)
Mechanical
Add +1d6 to Action.Damage.
Narrative / verbose
Max 6 units per baseline capability.

P05 / Vitality Core Augment I
Mechanical
Add +5 to Max Vitality.
Narrative / verbose
Flat +5 Max Vitality. Injects a permanent, structural increase to the character's base health pool. Stacks cumulatively.

P06 / Spark-Shedding Skin
Mechanical
Strike one's mineral skin against hard stone or metal to produce a small spark. Fuel and air are still needed to ignite anything; this grants no fire resistance.
Narrative / verbose
Strike one's mineral skin against hard stone or metal to produce a small spark. Fuel and air are still needed to ignite anything; this grants no fire resistance.

P07 / Precise Vector Alignment (Global Attack Modifier)
Mechanical
Add +1 to Attack Rolls.
Narrative / verbose
Add 1 to the character's Attack Rolls while this primitive is active; other action rolls are unaffected. This currently overlaps Attack Bonus Increment; choose one as the starter-library parent before expanding either family.

P08 / Driving Strike
Mechanical
Deliver a direct blow using an attack already available to the character. The chosen weapon or capability sets the damage, range, and target; this permission grants no extra attack or damage.
Narrative / verbose
Deliver a direct blow using an attack already available to the character. The chosen weapon or capability sets the damage, range, and target; this permission grants no extra attack or damage.

I01.P01 / Witnessed Mark
Item-bound rule / I01. Applies through this item.
Mechanical
Make a visible mark recording words voluntarily agreed in the witness's presence. It preserves the record but compels nobody and does not detect lies.
Narrative / verbose
Make a visible mark recording words voluntarily agreed in the witness's presence. It preserves the record but compels nobody and does not detect lies.

I01.P02 / Minor Die Block
Item-bound rule / I01. Applies through this item.
Mechanical
Unlock [1d4] damage or healing output.
Narrative / verbose
Use a d4 for the baseline damage or healing output available without added BU cost. The parent capability still determines the action, target, source, and delivery rules.

I01.P03 / Touch Range
Item-bound rule / I01. Applies through this item.
Mechanical
Set maximum range to Touch.
Narrative / verbose
The capability can affect the user, something they physically contact, or a target within ordinary melee reach. It cannot cross open distance without a higher range primitive.

NOTES / AGREED CHANGES / SOURCE

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CONCEPT / STORY / ADVANCEMENT



Character / concept
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H01 / Lineage / Hearthspark
Hearthsparks carry warm flecks of mineral under their skin. A struck knuckle can spark prepared tinder; a stubborn, compact body gives them a little extra endurance. Their spark needs fuel and air and grants no protection from fire.



H02 / Manifest / Steady Blade
Your emerging build centers on one controlled, driving blow and reliable aim. Choose the weapon and style that express it. Attack modifiers appear on your sheet; the blow's fictional outcome follows the purchased capability and the resolved action.

Origin
A mineral-skinned courier learning one dependable melee strike. The package buys Motion, Tier I, touch delivery and d6 output. Fire sparks are a contextual permission, not fire immunity.

Motivation
Find a place for these talents while protecting the people who rely on them.

Ties
Traveling companions, former teachers, and a home worth returning to.

Flaw
A familiar duty can become harder to set aside than a dangerous road.

Build account / advancement
Level / Budget I / 25 BU.
Character BU spent 24; 1 available. Separate Item BU 20.
Debt BU: 0 used / 0 available / 4 max (L1–L4).
Agreed bonus BU: 0.
Reusing owned references is not another acquisition. Record agreed changes and their source.

NOTES / AGREED CHANGES / SOURCE