

SWORD WORLD

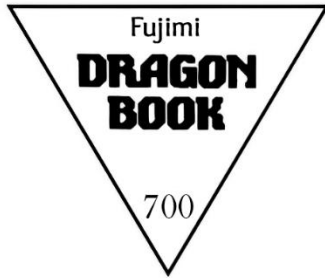
Presented by
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/Group SNE

2.5

Core Rulebook **I**

SW
2.5
RPG





Sword World 2.5

Core Rulebook I

Kei Kitazawa / Group SNE

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Introduction

Illustration by Kususaga Rin, Anji Majima

Welcome to the Sword World 2.5!

Have you ever longed for adventure?

Challenging the unknown with courage that laughs at danger. Surviving desperate situations and battles to the death.

But people who have experienced such great adventures in the real world are exceedingly rare. All the more reason why people seek adventure in novels, comics, cartoons, and movies, where they can empathize with the main characters, be excited and thrilled, and thus satisfy their desire for adventure.

But this book allows you to simulate such exciting adventures. It contains endless adventures and stories.

This is a rulebook for what is called a tabletop roleplaying game (TTRPG). This game does not need a computer or console system. All you need is some friends, paper and pen, a couple of dice, and infinite imagination.

This game involves talking to each other. Players control characters they have made, respond to the information provided by a referee known as the Game Master (GM), and act freely.

For instance, the Game Master can tell the players: *“Enemies have appeared in front of your characters.”*

Will they cross swords with the enemies or solve the situation through words? If they fight, will they face them in the front line or hide in the back?

The possibilities are endless through the strength of creativity and expression of the players and GM. The stories created along with your friends, the live feeling brought forth by conversation, and above all, the many varied adventures where you can be the main character will make a strong impression and leave you with an incredible sense of freshness.

The game Sword World 2.5 (SW2.5) is a fantasy RPG set in a Sword World, as the title suggests.

Magic and mystery are real. There are ruins of great wealth filled with mystery and danger. You will become an adventurer who travels through the mysterious and dangerous world of swords and literally throws yourself into days of adventure.

In this game, you are the protagonist. The character you create is yours alone. The story progresses through conversation with the GM, the world expands, and your sword, magic, courage, and wisdom will weave a magnificent tale.

Now, let us go to this world of adventure!

Spread your infinite wings of imagination, for it is time to weave your own tale!

Welcome to the world of adventure!

Build a grand legend with your own hands!

*TRPGs are so-called analog games and do not require computers. However, it is also possible to play online. In this case, various tools can be substituted for paper, pencils, and dice.

However, the game's basic concept remains the same: people are talking to each other and playing using their imagination.

What is a Tabletop Roleplaying Game?

Conversation Game

A tabletop role-playing game (TRPG or TTRPG as it is common in the west) is a game that is established through conversation.

The game begins with the gamemaster (GM), the facilitator, and the referee, telling the players about their story and situations. With him, players can react, decide what to do, and progress in the game.

In other words, GM acts as a substitute for a computer in video games.

In TRPG, GM is free to create scenarios. Because of him, the number of stories is endless. And unlike inflexible computers, TRPG allows GM and player exchanges to solve matters in different ways.

Players will feel through their player character (from now on called PC) and respond to various situations prepared by GM. In video games, you can still have a meaningless talk to bosses who are hostile to you, or you may be able to lure them out and fight in more favorable conditions. On the contrary, he could reconcile without fighting.

Through this kind of interaction, the story is born. What kind of story it will have and where it will go differs depending on GM and players. It's totally in their hands.

Eventually, the story will enter the apex, and the game will end when the boss is defeated, the treasure is obtained, and so on.

This one game is called a "session".

Rules-based Game

As was explained earlier - TRPG is a game that solves matters through conversation. However, conversation alone will always make a good talker the strongest.

That's where the rulebook comes in.

This book contains rules for creating characters to play SW2.5, as well as means for overcoming obstacles they will encounter when adventuring and information about monsters.

The strength of the characters is determined by the rules, and the GM ultimately decides whether or not their actions are successful.

Therefore, GM should read this book thoroughly and understand the rules. The GM should create scenarios, make a ruling, and develop players' adventures. It's not easy, but GM can create their own world and story and get many praises from players". GM can get joy and satisfaction that they won't find anywhere else...

Of course, players are encouraged to read the rulebook as well to understand what they can do with their characters. This will make the game smooth for them and will be a great help to GM.

But the rules presented here are to help your imagination. More important are your inspiration and your passion for having fun. The rules should be followed, but they can be bent and changed by GM or with the permission of the GM to enrich the game and make it more fun.

TRPG is a game in which there are no winners or losers in the general sense. There is no "victory condition" in this rulebook either. TRPG is a game with no clear winners or losers. However, the fun, excitement, and great memories of players and GM are a special kind of winning in a TRPG.

What is SW2.5?

The place is not here, and the time is not now.

It is Raxia, the world created by the Three Swords.

Sword World 2.5 is a game where you can enjoy diverse adventures in a world where swords and sorcery thrive.

The world of Raxia has many similarities in size and environment to our world. That said, there are also many decisive differences.

For one, magic exists in the world of Raxia. Gods also really exist. Various non-human races live together, and numerous dangerous monsters and mystical beasts roam the world!

However, there are those who boldly and freely travel through Raxia. These are the adventurers portrayed by the players.

Approximately 300 years ago. The world was largely destroyed by the Diabolic Triumph. The Diabolic Triumph was a massive invasion by the Barbarous--terrible, deformed, evil demi-humans. Civilization fell, nations were scattered, and it looked like the Barbarous would conquer the world. In fact, the complete victory of the Barbarous was imminent.

But by the actions of some heroes, the Beast King of the Barbarous was defeated, and the massive invasion came to an end. Without their absolute leader, the Barbarous could not take control, and decisive victory slipped from their grasp.

And yet, the world's nations suffered a grievous blow, and civilization greatly regressed. And now with Barbarous and other monsters roaming the world, it is in a state of great danger.

Players can become adventurers in this dangerous world, discovering treasures and lost knowledge from the ruins of civilization, or fighting off the onset of the Barbarous, accumulating experience to become brave heroes sung of in legend.

At times they may help someone in need. They might fall in love or experience the pain of parting or death.

The single word "adventurer" covers a wide variety of roles.

The fighter with sword and armor, the sorcerer with magic at their command, the priest protecting their friends with divine miracles...in this way diverse characters come together, joining forces to face hardships.

This group of characters is called a "party." The members of a party should help each other, cooperating to overcome a multitude of difficulties.

On the other hand, GM creates scenarios and welcomes PCs to labyrinths, wilderness, dangerous forests, and ruins to create different stories.

GM is by no means an enemy of the player. Suffice it to say, he's like the designer of an amusement park or a haunted house. And when the story arc is completed with the help of the GM, players can enjoy the story fully.

This book contains all the detailed rules for playing SW 2.5. For those who want to know the experience of playing, you can use various replays, the records of playing SW2.5.

Translator Note: You can also look at various SW2.0 replays that were already translated at the time of the release of this book.

How to Use This Book?

This book is a rulebook for playing the TRPG called SW2.5 and consists of five major parts.

Part 1: Characters

Here you will find how to create your player character, your Avatar in the game world. When you play SW2.5 as a player, read this first to create your own character.

Part 2: Game Rules

Here, you can find various rules for actually playing the game. In particular, you will find here skill rules and combat rules.

Part 3: Data

Here you will find information about magic, combat feats, and equipment such as weapons and armor. It may be useful to mark pages that are used frequently during the game with a sticky note.

Part 4: World

This part contains a description of Raxia, the world of adventure. It contains the lore, history, culture, and climate of Raxia.

Part 5: Game Mastery

This section explains the rules and gives advice for GMs, who are the facilitators of the game. It also contains information on how to create scenarios. Here you can find a sample scenario and the bestiary.

What You Need For The Game

The following are required for the game. The game is intended to be played by a group of players, but dice and other tools can be substituted if played online.

Rulebook (this book)

It's advised for GM to have this book while playing. It is also convenient for each player to have a copy of this book for themselves.

Character Sheets

Character sheets contain information about the player characters for each player. If you think it is necessary, extract and copy the equipment and spell data as well.

2 Dice

Each participant should prepare two six-sided dice. It is preferred that the dice be regular dice, with the reverse side of 1 being 6, 2 being 5, and 3 being 4.

Writing Utensils

You probably will need a pencil, and an eraser instead of a ballpoint pen, as it is handy for rewriting.

Group

TRPG cannot be played alone. Gather at least one GM plus one or more players (3-5 are the ideal number).

Glossary

World Terms

Humanoids: A generic term for races, such as Humans, Elves, etc., that can become friends.

Barbarous: A general term for monster-like races that are hostile towards Humanoids. Goblins and ogres are typical examples of Barbarous.

Monster: A generic term for enemies that stands in the way of an adventurer. They are classified into Barbarous, mythical beasts, undead, and so on.

Raxia: This is the name of the world of SW2.5, supposedly created by three swords. Civilizations have risen and fallen at least three times so far. Now 300 years have passed since the collapse of the last large-scale civilization.

Adventurers: The name for those who go on adventures around the world. In this game, players take the role of adventurers and can go on adventures, such as exploring ruins and defeating Barbarous.

Swords of Genesis: This is what people call the three swords that are said to have created the world.

Mana: The power that fills the world and is the source of all magic. Everything created by the three swords of genesis has mana flowing through it, large or small.

Game and Rule Terms

Tabletop Role Playing Game (TTRPG): You control a character and play through conversations, see page 9.

Player: A participant in the game who controls a character that becomes and plays their alter ego, their character.

Game Master (GM): The GM is a storyteller that creates a narrative in which player characters play an active part. SW2.5 is played with one GM and 3 to 5 players.

Character: A general term for Humanoids, Barbarous, monsters, etc. that appear in the game.

Player Character (PC): Among the characters, the characters created and handled by players are called player characters, or PCs for short.

Non-player character (NPC): The GM controls all non-PC characters. In a broad sense, all of them are called non-player characters (NPCs). In a narrower sense, this term excludes monsters and other characters that are simply enemies and refers only to those with who PCs can interact and have conversations. In SW2.5, this latter usage is more common.

Session: The GM and players play a game together, one session at a time. After each session, the player's characters gain experience points and grow.

Units and Conventions

Gamel (G): the common unit of currency in Raxia. Abbreviated as “G”.

Units of measurement: In this book, units of length, weight, etc., are expressed in the real-world metric system. Units of time also follow the real world, but only in relation to years and months.

Day: In the world of SW2.5, a day begins at 6:00 a.m. and ends at 6:00 a.m. the following morning.

1d, 2d: These terms represent the number of dice rolled: 1d stands for “roll one six-sided dice and refer to the roll” and 2d stands for “roll two six-sided dice and refer to the sum of the rolls”.

Fractional calculations: If there is a division of numbers in the game, please “round up” unless otherwise instructed (e.g. Round down when calculating ability modifiers.).

Declaration: What a character does within the game world is declared by and resolved by the player or GM who controls it. All declarations are based on this process. However, the notation “declared by the player or GM who manages the character” is rather redundant. For this reason, this book may use abbreviations such as “declared by the character” to mean this. When these are used, it is the player or GM who actually makes the declaration.

Golden Rules to Remember

TRPG are games that should be enjoyable for all participants and allow them to create their own story. Here are the most basic and important rules you need to enjoy this game.

What Everyone Should Follow

This game is not about a competition between players, nor a battle between players and GM. Be proactive and have fun together!

What Players Should Follow

Players should follow the GM's guidelines. Even the GM may make mistakes. It's okay to the point that out, but in the end, it's up to the GM to make the final call.

What GM Should Follow

The GM should always be fair. The GM is responsible for making judgment calls and rulings. The GM should use the rules appropriately and make fair decisions so that all participants can enjoy the game.

GM Authority

Rules Decisions

The GM decides which rules to use during the game. If the situation cannot be dealt with rules described in the rulebook, the GM should judge for

themselves and make a ruling. Make decisions that are appropriate to the situation that arises.

Rejection of Rolls

If the player rolls the dice without the GM's permission, the GM may reject the result or ask for rerolling.

Session Advancement

The GM always has the authority over how to proceed with the session. Suppose the character's actions lead to unexpected situations in the scenario and may derail the game with it, or the players get stuck and the progress stops. In that case, GMs can change the scenario, and pacing or even advance the in-game time to help players.

What If You Made a Mistake?

If you notice a mistake that was made before in session, be careful not to make the same mistake again. But there is no need to correct past mistakes. Rewinding time can be confusing and cause the game to stagnate.

In any case, the final decision is made by the GM. For everyone to have fun and enjoy a smooth play experience, please try to understand the rules correctly and read this book carefully.



Part 1 Characters

The first part introduces the rules for creating the player characters (PCs), the main characters of the game.

Illustration by Mikako Mikaki



How to Make a PC

The player characters are protagonists of adventures in the world of Raxia. Without them, you would not be able to enjoy your adventures!

Here we explain how to make PCs.



Easy Creation and Detailed Creation

There are two types of PC creation methods in SW2.5: Easy Creation and Detailed Creation.

“The Easy Creation method allows one to select a PC from the sample characters introduced later. Sample characters have most of the character data such as race, ability score, class, etc. already created, and a PC can be created by simply adding a few details to it. This method takes less than 10 minutes and is recommended for players new to TRPGs or SW2.5.

Using Detailed Creation, the player determines the character's race, ability score, and class by themselves. This allows for a high degree of freedom and a wide range of characters to be created. However, many decisions must be made, and familiarity with the game is required. It takes longer to create a character, and it is recommended to allow 30 minutes to 1 hour for the creation process.

Easy Creation

Easy Creation Procedure Chart

Select a Sample Character



Copy Character Sheet



Putting Together a Profile

Select a Sample Character

Seven sample characters are provided starting on page 23. Read the description and choose which character you would like to use.

Selection Advice

Each sample character has its own characteristics and can perform different actions during the game. Please refer to the following guide to determine what kind of character you would like to play with.

I want to Fight in the Vanguard

I don't want Magic

One-hit Kills with a Sword

Human Warrior

I want to master the Martial Arts

Lykant Boxer

I want to use Magic too

Nightmare Magic Warrior

I want to fight and Support my Allies

I want to be a Shield for my Allies

Dwarf Paladin

I want to take it Easy

Elf Priest Swordman

I want to Attack from the Rearguard

I want to Attack with Magic

Tabbit Magician

I want to shoot a Gun

Runefolk Gunner

PART 1

PART 2

PART 3

PART 4

PART 5

Balanced Choice

An adventure will only be successful if the various characters utilize their strengths and compensate for their weaknesses. If everyone were a human warrior (see p. 23) you would be stuck in situations that require knowledge and magic. Above all, each player would not be able to express his or her individuality.

Players should select a character for themselves considering the balance of the whole group. The following is a guideline for selection.

The Balance between Frontline and Rearguard Types

More than half of the PCs should have the ability to fight on the frontline. The Tabbit Magician (see p. 35) and the Runefolk Gunner (see p. 39) are characters that cannot be on the frontline, so if there are fewer than 3 PCs, only one of them should be in the party.

Healer

Characters can be wounded in combat, from traps, and in other situations. Either Dwarf Paladin (see p. 31) or Elf Priest Swordmaster (see p. 27), which can heal wounds, is required for adventure.

Explorer

The ability to search for traps and hidden doors and to unlock traps and locks is essential to the adventure. You will need either Human Warrior (see p. 23) or Lykant Boxer (see p. 47).

Knowledgeable

With extensive knowledge, you will need a character that can unravel mysteries and discover the abilities of the monsters you will encounter. Choose one of the Lykant Boxer (see p. 47), the Elf Priest Swordmaster (see p. 27), or Runefolk Gunner (see p. 39).



Human Warrior



**“The offense is the best
way to help your friends.”**

Character Description

This is a Human warrior armed with a bastard sword and leather armor.

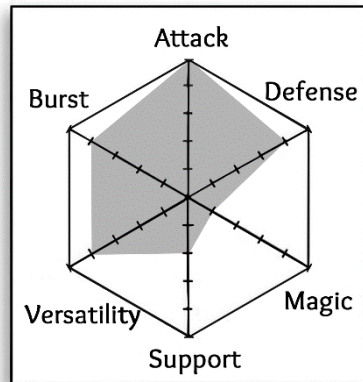
Humans are the most numerous and common race in Raxia. Among adventurers, Humans are common among both men and women of all ages, making them appear everywhere.

This character is a warrior with a sword. In battle, they stand in front of the enemy with their sword and use the [Power Strike I] combat feat, which increases damage, to finish off the enemy. Since at the same time their Evasion will be lowered, they should aim for the right moment.

Humans have a unique feature called [Sword's Grace/Change Fate] which is unique to the race. If the dice roll badly, the other side of the dice can be used to change the result for the better. It can only be used once a day in-game time, but it can be used to succeed in a check or to get high damage with a critical roll.

They have also mastered classes such as Scout and Ranger and can contribute to their allies in a wide range of checks such as Observation, Technique, and Movement.

Help your allies with your expertise and take a central role!



Adventurer
Level
2

Reputation _____ Points _____

Rank _____

Character Name/Player Name _____

Race _____ Age _____ Gender _____

Human

Racial Abilities
[Sword's Grace/Change Fate]



Base Ability Scores	Correction	Growth	Ability Scores	Ability Scores Modifiers
7	A 	+	Dexterity 18	+6 3
	B 6	+	Agility 13	+6 2
10	C 7	+	Strength 17	+6 2
	D 4	+	Vitality 14	+6 2
4	E 9	+	Intelligence 13	+6 2
	F 6	+	Spirit 10	+6 1

History, Profile _____

Background Mercenary

Experience Points _____ Soulscars 0

Automatic Failures :

Class	Level	※ Check Packages	※ Treat as 0 if no levels in relevant classes
Fighter	2	<input checked="" type="checkbox"/> Scout	+Dexterity Modifier = 4 Technique
Scout	1	<input checked="" type="checkbox"/> Ranger	+Agility Modifier = 3 Movement
Ranger	1	<input type="checkbox"/>	+Intelligence Modifier = 3 Observation
		<input type="checkbox"/> Sage	+Intelligence Modifier = Knowledge
		<input type="checkbox"/> Class Levels	

Combat Feats
1 [Power Strike I]
3
5
7
9
11
13
15
Automatically acquired, etc.

Techniques, SpellSongs, Stunts, etc.

Languages	Talk	Read	Daemonic	Barbaric		
Trade Common	<input type="checkbox"/>	<input type="checkbox"/>				
Regional(Burlight)	<input type="checkbox"/>	<input type="checkbox"/>				
Ancient Celestial	-					
Arcana						
Magitech						
Sylvan		-				

Sage Rider Scout Initiative Limited Move Normal Move Full Move
 Class Levels + Intelligence Modifier = Knowledge Class Levels + Agility Modifier = 3 ※ Treat as 0 if no levels in relevant classes 3m 13m x3 = 39m

Fighter 2 Grappler Fencer Marksman Base Accuracy 5 Extra Damage 4

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
Bastard Sword ✓	1H	17		5	17	*	1	2	3	4	5	5	6	7	7	8	⑩	-	4
	2H	17		5	27	*	2	3	4	6	6	8	8	9	9	10	⑩		4
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter 2 Grappler Fencer Base Evasion 4

Armor Name/Notes	Min STR	Evasion	Defense
Armor Hard Leather	13	-	4
Shield			
Other			

※ Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

<input type="text"/>	<input type="text"/>	<input type="text"/>
Class Name	Class Name	Class Name

Total Evasion	Total Defense
4	4

Evasion, Defense enhancements, etc.

HP 20 Fortitude 4
 MP 10 Willpower 3

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt 40G

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Scout's Tools
Lifegrass x 2

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

Consumables

[] □□□□□□

[] □□□□□□

[] □□□□□□

[] □□□□□□



Elf Priest Swordmaster



**"I will not overlook wrongdoing!
In the name of my God, repent!"**

Character Description

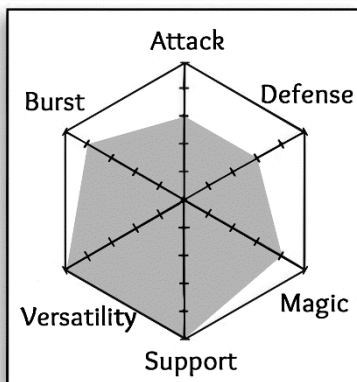
This is an Elf priest swordsman with a small sword and a small shield.

Elves are a longer-lived race than Humans. Although they are few, they live symbiotically with humans and other races. They are a water-friendly race that can remain in the water for up to an hour without restrictions and is highly resistant to poison and disease.

This character is a priest who believes in the Divine Ancestor Lyphos. They can use Divine Magic to help their friends and heal wounds. When their friends are in trouble, or when facing a strong enemy, they can use their magic to heal them.

They can also be an agile warrior with a light sword and armor. While not quite as powerful as a professional warrior, they can also fulfill a role as an auxiliary attacker. The Fencer class is more likely to land a critical hit than the other classes, so if they don't need to use magic, they can just swing their weapon. The Sage class can also allow their companions with their knowledge.

Choose appropriately from a variety of classes and options to support your colleagues!



Sage | Rider | Class Levels = **4** + Intelligence Modifier = **4**

Scout | Class Levels = **4** + Agility Modifier = **Initiative**

Limited Move **3** | Normal Move **19** | Full Move **57**

Fighter | Grappler | Fencer | Marksman | Class Levels = **4** + Dexterity Modifier = **Base Accuracy 4**

+ Strength Modifier = **Extra Damage 2**

Movement enhancements

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
Short Sword ✂	IH	5		4	5	*	0	1	1	2	2	3	4	5	5	5	⑨	-	2
						*													
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	Holy Symbol
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter | Grappler | Fencer | Class Levels = **4** + Agility Modifier = **Base Evasion 4**

Armor Name/Notes	Min STR	Evasion	Defense
Cloth Armor	1	-	2
Buckler	1	+1	-
Other			

Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

Total Evasion **5** | Total Defense **2**

Evasion, Defense enhancements, etc.

HP 17

Fortitude 3

MP 21

Willpower 4

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt **345G**

Items in Possession, etc. **Mako Stone (5 pts)**

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

Consumables

[] □□□□□□

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"I'll cover you, just get in front of me! I'll be right there!"


**Dwarf
Paladin**



"I will not allow you to hurt my friends. First, you must defeat me."

Character Description

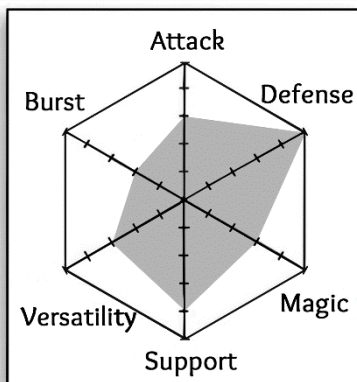
This is a Dwarf paladin armed with a versatile bludgeoning weapon and metal armor.

Dwarves are a more long-lived race than Humans, although not as long-lived as Elves. They are slightly shorter in average height than Humans, and both male and female Dwarves are muscular and strong.

This character is a priest who believes in Shield Against the Abyss Eve, a heavy priest warrior (paladin) wearing metal armor. Although not very good at avoiding attacks, their body, protected by armor and shield, can withstand most attacks.

The combat feat [Cover I] allows taking the place of a comrade who is fighting right next to this character and is being attacked. By covering a fellow character who is wounded or concentrating on attacking, a paladin can minimize damage. When they or their comrades are injured, they can heal their wounds with Divine Magic.

Make your presence felt on the front lines with your strong body, taking the enemy's attacks with ease!



Sage Rider **Class Levels** + Intelligence Modifier = **Monster Knowledge** Scout **Class Levels** + Agility Modifier = **Initiative** ※ Treat as 0 if no levels in relevant classes

Limited Move 3 **Normal Move** 8 **Full Move** 24 m

Fighter | Grappler Fencer Marksman **Class Levels** + Dexterity Modifier = **※Base Accuracy** 4
 + Strength Modifier = **※Extra Damage** 3

Movement enhancements

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
Heavy Mace	1H	15	+1	5	20	*	1	2	3	4	5	6	7	8	9	10	(12)	-	3
	2H	15	+1	5	30	*	2	4	4	6	7	8	9	10	10	10	(12)	-	3
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	Holy Symbol
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter | Grappler Fencer **Class Levels** + Agility Modifier = **※Base Evasion** 2

Armor Name/Notes	Min STR	Evasion	Defense
Armor Splint Armor	15	-	5
Shield Round Shield	8	-	1
Other			

※Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

3		
Class Name Priest	Class Name	Class Name

2	6
Total Evasion	Total Defense

Evasion, Defense enhancements, etc.

HP 23 **Fortitude** 4
MP 24 **Willpower** 5

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt
50G

Items in Possession, etc.

Adventurer Set
Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

Consumables

[] □□□□□□

[] □□□□□□

[] □□□□□□

[] □□□□□□



Tabbit Magician

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“Magic is great!
If you stay with me,
you will feel it!”

CHARACTERS

Character Description

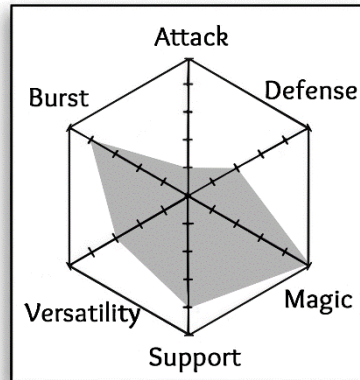
This is a Tabbrit magician. Tabbrits look like upright rabbits, but their lifestyle is not so different from that of Humans and other races.

The Tabbrits are characterized by their exceptional knowledge. Although their lifespan is shorter than that of Humans, they mature quickly and are valued in many cities as civil servants and scholars.

As adventurers, Tabbrits serve their friends as superb magicians. This character learned two systems of magic, and by using the most appropriate magic for the situation, they can avert danger or save their friends. The use of each spell may be confusing at first, but you will learn how to use them one at a time. Also, magic consumes MP, so be careful to manage it.

They are so specialized in magic that they are not very good at other things. However, when danger is approaching, they can sense it quickly with their Sixth Sense, the gift of the First Sword.

Master the many magic arts and become a master magician!



Character Name/Player Name _____

Race _____ Age _____ Gender _____

Tabbit

Racial Abilities

[Sixth Sense]



Reputation _____ Points _____

Rank _____

Adventurer
Level
2

Base Ability Scores	Correction	Growth	Ability Scores	Ability Scores Modifiers
Skill 5	A + 1	+	Dexterity 6	+6 1
	B + 2	+	Agility 7	+6 1
Body 7	C + 4	+	Strength 11	+6 1
	D + 6	+	Vitality 13	+6 2
Mind 10	E + 14	+	Intelligence 24	+6 4
	F + 9	+	Spirit 19	+6 3

History, Profile _____

Background Sorcerer

Experience Points _____ Soulscars 0

Automatic Failures :

Class	Level	※ Check Packages	※ Treat as 0 if no levels in relevant classes
Sorcerer	2	<input type="checkbox"/> Scout	+Dexterity Modifier = _____
Conjurer	1	<input type="checkbox"/> Ranger	+ Agility Modifier = _____
		<input type="checkbox"/>	+ Intelligence Modifier = _____
		Class Levels	Technique _____
		<input type="checkbox"/> Sage	Movement _____
		<input type="checkbox"/>	Observation _____
		Class Levels	Knowledge _____
		+ Intelligence Modifier = _____	

Combat Feats
1 [Targeting]
3
5
7
9
11
13
15
Automatically acquired, etc.

Techniques, Spellsongs, Stunts, etc.


Languages	Talk	Read	Daemonic	Barbaric
Trade Common	<input type="checkbox"/>	<input type="checkbox"/>		
Regional()	<input type="checkbox"/>	<input type="checkbox"/>		
Ancient Celestial	<input checked="" type="checkbox"/>	<input type="checkbox"/>		
Arcana	<input type="checkbox"/>	<input type="checkbox"/>		
Magitech				
Sylvan		<input checked="" type="checkbox"/>		

Sage Rider **Class Levels** + Intelligence Modifier = **Monster Knowledge** Scout **Class Levels** + Agility Modifier = **Initiative** ※ Treat as 0 if no levels in relevant classes

Limited Move 3 **Normal Move** 7 **Full Move** 21
m m m × 3 = m

Fighter Grappler Fencer Marksman **Class Levels** + Dexterity Modifier = **※Base Accuracy** 0
 + Strength Modifier = **※Extra Damage** 0

Movement enhancements

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
Quarterstaff 	2H	4	+1	1	14	*	1	2	3	4	4	4	5	6	7	8	(12)	-	0
						*													
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter Grappler Fencer **Class Levels** + Agility Modifier = **※Base Evasion** 0

Armor Name/Notes	Min STR	Evasion	Defense
Armor Soft Leather	7	-	3
Shield			
Other Quarterstaff			+1

※Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

6	5	
Class Name Sorcerer	Class Name Conjurer	Class Name

Total Evasion	Total Defense
0	4

Evasion, Defense enhancements, etc.

HP 19 **Fortitude** 4
MP 28 **Willpower** 5

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt

210G

Items in Possession, etc.

Awake Potion

Mako Stone (5 pts)

■ Adventurer Set
Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Consumables

[] □□□□□□

[] □□□□□□

[] □□□□□□

[] □□□□□□

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15



Runefolk Gunner



**"I protect my master.
It is my joy to do so."**

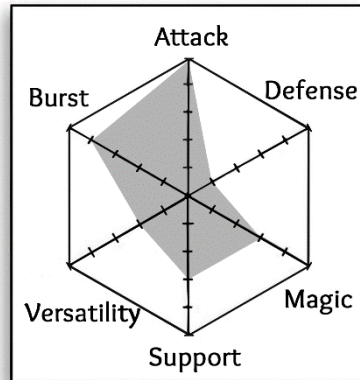
Character Description

This character is one of the Runefolk, a race of artificial humans. It uses a two-handed gun as its weapon.


Runefolk are artificial humans created by the technology of the Magitech Civilization, a civilization that died out about 300 years ago, and differ from Humans only in their neck and body parts made of hard metal. They eat and sleep in the same way as a human. However, they do not age, and their appearance remains the same from the time they start moving until they stop (die).

This character uses magic called magitech, which is magic that uses magispheres, and some magitechs can enhance bullets for guns with magic power. There are many kinds of bullet spells, and some of them can heal allies. The combat feat [Targeting] ensures that they will not hit something other than their intended target. They are also able to detect the enemy's weak points as Sage.

Keep up the powerful gunfire, take down your enemies and help your friends!



Reputation _____ Points _____
 Rank _____



Adventurer Level
2

History, Profile _____
 Background Archer

Experience Points _____ Soulscars 0
 Automatic Failures :

Languages	Talk	Read	Daemonic	Barbaric
Trade Common	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
Regional()				
Ancient Celestial	—			
Arcana				
Magitech	<input type="checkbox"/>	<input type="checkbox"/>		
Sylvan		—		

Character Name/Player Name _____
 Race _____ Age _____ Gender _____
 Runefolk
 Racial Abilities
 [Darkvision] [HP Conversion]



Base Ability Scores	Correction	Growth	Ability Scores	Ability Scores Modifiers
Skill 12	A 7	<input type="checkbox"/>	Dexterity 19	+6 3
	B 3	<input type="checkbox"/>	Agility 15	+6 2
Body 8	C 5	<input type="checkbox"/>	Strength 13	+6 2
	D 8	<input type="checkbox"/>	Vitality 16	+6 2
Mind 6	E 9	<input type="checkbox"/>	Intelligence 15	+6 2
	F 2	<input type="checkbox"/>	Spirit 8	+6 1

Class	Level	Check Packages	Treat as 0 if no levels in relevant classes
Artificer	2	<input type="checkbox"/> Scout	Technique
Marksman	1	<input type="checkbox"/> Ranger	Movement
Sage	1	<input type="checkbox"/>	Observation
		<input type="checkbox"/> Sage	Knowledge
		<input type="checkbox"/> Class Levels	3
		<input type="checkbox"/> Class Levels	

Combat Feats

1 [Targeting]
3
5
7
9
11
13
15
Automatically acquired, etc.

Techniques, Spellsongs, Stunts, etc.

Sage | Rider | Class Levels = **3** + Intelligence Modifier = **3** (Monster Knowledge)
 Scout | Class Levels = **3** + Agility Modifier = **3** (Initiative)
 Limited Move **3** m | Normal Move **15** m | Full Move **45** m

Fighter | Grappler | Fencer | Marksman | Class Levels = **3** + Dexterity Modifier = **3** (Base Accuracy)

Fencer | Marksman | Class Levels = **3** + Strength Modifier = **3(4)** (Extra Damage)

Movement enhancements

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
Toradar (3 Max Mag.)	2H	5		4	-	*											⑩	-	4
Range 2 (30m)						*													
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	Magisphere (Small)
Back	
Right Hand	
Left Hand	
Waist	Gun Belt
Feet	
Other	

Fighter | Grappler | Fencer | Class Levels = **3** + Agility Modifier = **3** (Base Evasion)

Armor Name/Notes	Min STR	Evasion	Defense
Armor Cloth Armor	1	-	2
Shield			
Other			

※ Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

4		
Class Name Artificer	Class Name	Class Name

Total Evasion	Total Defense
0	2

Evasion, Defense enhancements, etc.

HP **22** Fortitude **4**

MP **14** Willpower **3**

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt **15G**

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Consumables

[Bullet (12)] □□□□□□

[] □□□□□□

[] □□□□□□

[] □□□□□□

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

A black and white illustration of two anime-style characters. The character in the foreground is a young man with spiky hair and small horns, wearing a dark, detailed coat with multiple buckles and straps. He has a serious expression and is holding a long, thin sword. Behind him is a larger, more imposing version of the same character, also with horns and a similar coat, holding a large, curved blade. The background features faint, stylized patterns and a large, circular emblem on the right side. The overall style is detailed and dramatic.

Nightmare Magic Warrior

**"If you go to Abyss,
take me with you.
That's where my fate lies."**

Character Description

Armed with a huge axe and metal armor, this is a Nightmare magical warrior.

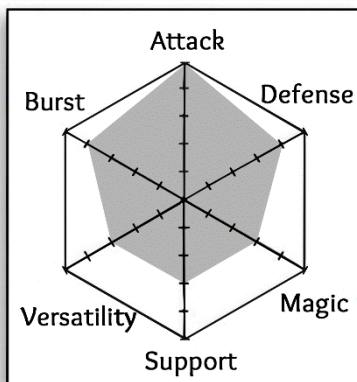
Nightmares are an unusual race that is rarely born to parents of other races. Because they are born with soulscars, they are sometimes avoided in public.

Other than the small horns, they look no different from humans, but when they use the race trait [Alternate Form], their skin turns pale and the horns on their heads become enlarged. Some say their appearance resembles that of a monster or a daemon, but adventurers, many of whom are meritocratic, do not care.

This character can use a two-handed axe for powerful attacks and Spiritualism Magic for support. In particular, attacks using the combat feat [Mana Strike] have very high damage and are powerful enough to kill a simple enemy with a single blow.

When casting magic in their normal form, armor will give a penalty, so it is advisable to use magic after activating [Alternate Form] as much as possible.

They are not very good at anything other than fighting, but their high ability scores will help to breach the gap! Sometimes with attacks, sometimes with magic, use all your power to annihilate the enemy!





Character Name/Player Name _____

Race _____ Age _____ Gender _____

Nightmare (Elf born)

Racial Abilities [Alternate Form]

[Weakness (Water/Ice Type)]

Base Ability Scores	Correction	Growth	Ability Scores	Ability Scores Modifiers
Skill	A		Dexterity	+6
7 +	6 +	+ [] =	13	2
	B		Agility	+6
+ 8 +	8 +	+ [] =	15	2
Body	C		Strength	+6
15 +	3 +	+ [] =	18	3
	D		Vitality	+6
+ 6 +	6 +	+ [] =	21	3
Mind	E		Intelligence	+6
8 +	9 +	+ [] =	17	2
	F		Spirit	+6
+ 4 +	4 +	+ [] =	12	2

Reputation _____ Points _____

Rank _____

Adventurer Level
2

History, Profile _____

Background Mercenary

Experience Points _____

Soulscars 0

Automatic Failures: []

Class	Level	※ Check Packages	※ Treat as 0 if no levels in relevant classes
Fighter	2	<input type="checkbox"/> Scout	+Dexterity Modifier =
Conjurer	1	<input type="checkbox"/> Ranger	+Agility Modifier =
		<input type="checkbox"/>	+Intelligence Modifier =
		Class Levels	
		<input type="checkbox"/> Sage	+Intelligence Modifier =
		<input type="checkbox"/>	
		Class Levels	

Technique

Movement

Observation

Knowledge

Combat Feats
1 [Mana Strike]
3
5
7
9
11
13
15
Automatically acquired, etc.

Techniques, Spellsongs, Stunts, etc.

Languages	Talk	Read	Daemonic		
Trade Common	<input type="checkbox"/>	<input type="checkbox"/>	Barbaric	<input type="checkbox"/>	
Regional()					
Ancient Celestial	—				
Arcana					
Magitech	<input type="checkbox"/>	<input type="checkbox"/>			
Sylvan		—			

Sage Class Levels + Intelligence Modifier = Scout Class Levels + Agility Modifier = Initiative ※ Treat as 0 if no levels in relevant classes Limited Move **3** Normal Move **15** Full Move **45**

Fighter 2 Grappler + Dexterity Modifier = ※ **Base Accuracy** **4**
 Fencer Marksman + Strength Modifier = ※ **Extra Damage** **5**

Movement enhancements

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
Great Axe (Magical Implement)	2H	18	-	4	33	*	3	4	5	6	8	8	10	10	10	11	⑪	-	5
						*													
						*													
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter 2 Grappler Class Levels + Agility Modifier = ※ **Base Evasion** **4**
 Fencer Class Levels + Agility Modifier = ※ **Base Evasion** **4**

Armor Name/Notes	Min STR	Evasion	Defense
Armor Splint Armor	15	-	5
Shield			
Other			

※ **Magic Power** (Wizard-Type Classes Levels + Intelligence modifier) etc. Total Evasion **4** Total Defense **5**

(3) () ()
 Class Name Class Name Class Name

Evasion, Defense enhancements, etc.

HP **27** Fortitude **5**
 MP **15** Willpower **4**

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt

70G

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Consumables

[]] □ □ □ □ □ □

[]] □ □ □ □ □ □

[]] □ □ □ □ □ □

[]] □ □ □ □ □ □

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15



Lykant Boxer

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PART 4

PART 5

CHARACTERS

“Come on, I’m going
to get serious
...<Howling>”



Character Description

Armed with weapons to strengthen his fists and legs and easy-to-move armor, it is a Lykant boxer.

The Lykans have a wild, Human-like appearance. Currently found only on the Alframe continent, it is a race with a cultural life similar to that of other races.

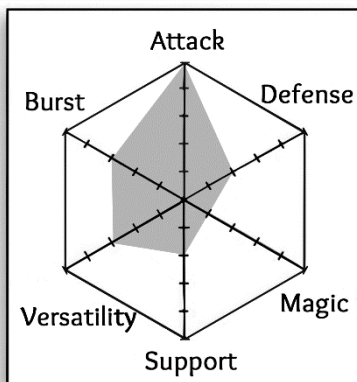
This race can change its head into the form of a beast. In this form, their strength is increased, and the results of weapon damage and Strength modifier are much higher. On the other hand, it makes them unable to speak in anything but Lycant.

This character can attack with fists, kicks, and throws. The Throw can only be used once, but if it hits, it can knock the opponent down and create an advantageous situation afterward.

They are an exceptional spy and scholar and can handle many situations on their own. And each party will be improved with them in their ranks.

As is the fate of grapplers, their armor is simple and they cannot carry shields, so they should get help from their friends when they are about to be attacked.

Run around in all directions in the Beast Form with an unparalleled number of moves!



Sage | Rider | Class Levels = **3** (Monster Knowledge) + Intelligence Modifier = **3**
 Scout | Class Levels = **4** (Initiative) + Agility Modifier = **4** (Treat as 0 if no levels in relevant classes)
 Limited Move **3** | Normal Move **21** | Full Move **63** (m)
 Fighter | Grappler 2 | Fencer | Marksman | Class Levels = **4** (Dexterity Modifier) + Strength Modifier = **4(6)**
 Movement enhancements:

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
Cestus	IHW	1	+1	5	1	*	0	0	0	1	2	3	3	3	4	4	⑪	-	4(6)
Spiked Boots	IHW	5	-1	3	11	*	1	2	2	3	3	4	5	6	6	7	⑪	-	4(6)
Throw	2H	0	-	4	10	*	1	1	2	3	3	4	5	5	6	7	⑫	-	4(6)
						*													
						*													

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter | Grappler 2 | Fencer | Class Levels = **5** (Base Evasion) + Agility Modifier = **5**

Armor Name/Notes	Min STR	Evasion	Defense
Armor: Aramid Coat	5	+1	2
Shield:			
Other: [Armor Proficiency A Nonmetallic armor]			+1

※ Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

<input type="text"/>	<input type="text"/>	<input type="text"/>
Class Name	Class Name	Class Name

Total Evasion	Total Defense
6	3

Evasion, Defense enhancements, etc.

HP **17** | Fortitude **3**
 MP **10** | Willpower **3**

Money / Deposit / Debt **50G** | Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

Consumables

[] □□□□□□

[] □□□□□□

[] □□□□□□

[] □□□□□□

Copy Character Sheet

After selecting the sample characters, copy the character sheets of each character. It is convenient to enlarge the image to a certain degree for later use.

Putting Together a Profile

Using Easy Creation, once you have selected a sample character, you have everything that will be used directly in the game. However, in TRPGs, it is great fun to portray a character. Give your PC a personality that goes beyond the numerical data of the game.

Determination of History and Motivation

The “History Table” and “Why I Went on the Adventure Table” on the next pages can be used to determine the PCs' past history and reasons for venturing out. These can help provide a more in-depth story for the PCs, guide you as you play them, and allow the GM to include people related to them to add color to the adventure.

When using the History Table, roll 1d three times - if the first roll is 1-2, use Table A; if it is 3-4, use Table B; and if it is 5-6, use Table C. Refer to the second and third rolls to determine one history item on that table.

There is only one “Why I Went on the Adventure Table”. You do not have to choose a table, so you roll the 1d only twice, and the combination of the rolls will determine the result.

It is recommended to specify a maximum of three (or fewer) histories and only one reason for the adventure.

If you don't like the results of your rolls on the History Table or Why I Went on the Adventure Table, you may reassign them, or you may choose arbitrarily. If you wish, you can consult with the GM to create something that is not on the table.

Establish Age, Gender, and Name

After checking the race in the sample character, read through the corresponding race description (see pages 63-69), look at when they become adults and their life expectancy, and determine the age of your PC. At the same time, determine the gender of the person, whether male or female. There is no difference in ability based on gender, so feel free to decide.

Then, give the character a name. In the world of SW2.5, western-style names are recommended. You can also use a made-up name.

Write name, gender, and age in the designated fields on the character sheet (see p. 56).

External Features, etc.

If you want to decide on hair and eye color, or even a rough idea of height and weight (no need for specific numbers, just a rough idea of how big or small they are compared to the race average is sufficient), you can decide on that as well. It has no effect on the game, but it will help create the feel of the character.

Based on the history and motivation, you may further decide on the character's appearance and other details. However, it is not uncommon for a player to be constrained by too many details at the beginning of the game. It is not unusual that deciding too many details at the start to be conversely constraining during the game. It's possible to shape your character through playing the game with others as well, so keep details within a reasonable range.

These characteristics of the character should be written in the “History, Profile” column on the character sheet.

The character sheet also provides space for illustrations, so you may place your own illustrations. However, illustrations are not required. You are free to write character descriptions in the text here.

History Table A

2d	History
1 - 1	You've had a great love affair.
1 - 2	You've had your life saved.
1 - 3	You ran away from home as a child.
1 - 4	You've been bankrupt.
1 - 5	You've committed a crime.
1 - 6	You admire certain adventurers
2 - 1	You've had a near-death experience.
2 - 2	You were born into a wealthy family.
2 - 3	You were taken in by the one who raised you.
2 - 4	There is someone of a different race in your family.
2 - 5	You were once an aristocrat.
2 - 6	You've had a major heartbreak.
3 - 1	You've had a serious injury.
3 - 2	No memory of a certain period of time
3 - 3	You've had some strange prophecies made about yourself.
3 - 4	You were raised as a different gender than you should have been.
3 - 5	You have (or had) a fiancée.
3 - 6	You have (or had) major setbacks.

2d	History
4 - 1	You've been imprisoned.
4 - 2	You've been betrayed.
4 - 3	You've experienced unforgettable horrors.
4 - 4	Grew up with parents who loved you.
4 - 5	You've saved someone's life.
4 - 6	You have (or had) a celebrity friend.
5 - 1	You've found large ruins.
5 - 2	You haven't fallen in love yet.
5 - 3	You don't know where your hometown is.
5 - 4	You don't know where you are from.
5 - 5	You've been praised for your talents.
5 - 6	You were bossy as a kid.
6 - 1	You've heard (or believe that have heard) the voice of God
6 - 2	You've drowned and barely survived.
6 - 3	You've had prophetic dreams.
6 - 4	You have a tattoo somewhere on your body.
6 - 5	Have been bereaved of a blood relative
6 - 6	You've useless knowledge.

History Table B

2d	History
1 - 1	You've had a great failure.
1 - 2	You've someone you can call a mentor.
1 - 3	You've friends of different races.
1 - 4	You've made some important promises.
1 - 5	Have had a serious illness
1 - 6	You once had a friend you trusted.
2 - 1	You grew up in a city full of different races.
2 - 2	You've got the same dream over and over again.
2 - 3	You grew up in the countryside.
2 - 4	You had a friend you competed with.
2 - 5	You've been attacked by monsters.
2 - 6	You've been greatly influenced by books
3 - 1	Someone has confessed their love to you.
3 - 2	You were the champion of a big tournament.
3 - 3	You were the most knowledgeable in your neighborhood.
3 - 4	You know an unforgettably delicious food.
3 - 5	You have (or had) friends who are older than you.

2d	History
3 - 6	You have (or had) a friend of a very different age.
4 - 1	You've helped in the business.
4 - 2	You've had big fights.
4 - 3	An artist lives (or was) in your neighborhood.
4 - 4	You've made an important promise.
4 - 5	You have drunk (or eaten) poison
4 - 6	You know someone who came back to life.
5 - 1	Scared (or was) of different races.
5 - 2	You have defeated a monster.
5 - 3	You are separated from your loved ones.
5 - 4	You have a useless signature move.
5 - 5	You served a master in the past.
5 - 6	You have a secret that no one should ever know.
6 - 1	You have an embarrassing habit.
6 - 2	You know someone who looks just like you.
6 - 3	You've had your life saved.
6 - 4	You prefer (or were) certain races.
6 - 5	You've been a hermit.
6 - 6	You are seeking (or were) Swords of Genesis.

History Table C

2d	History
1 - 1	You have (or had) a companion.
1 - 2	You have (or had) a rival.
1 - 3	There is (or was) a person you are (were) seeking.
1 - 4	You had a squire once.
1 - 5	You have a dream that has yet to come true.
1 - 6	Chaste
2 - 1	Raised in a highly disciplined environment.
2 - 2	Family is searching for you.
2 - 3	You've never traveled.
2 - 4	You have scars on your body.
2 - 5	You've warmed an egg to hatch it.
2 - 6	You can't sing
3 - 1	You have (or had) told a great lie.
3 - 2	You have (or had) a favorite food.
3 - 3	You dislike (or disliked) a kind of animal.
3 - 4	You have (or had) an embarrassing nickname.
3 - 5	You have an item you can't be parted from.
3 - 6	You have (or were) made a promise to yourself.

2d	History
4 - 1	There is (or was) a magician in your family.
4 - 2	You've been locked up.
4 - 3	You are competitive.
4 - 4	You've been invited on an adventure.
4 - 5	You have been falsely accused.
4 - 6	Have been subjected to a high-level spell
5 - 1	For as long as you can remember, you've been alone.
5 - 2	You have (had) five or more brothers and sisters
5 - 3	There is (or was) an adventurer in the family.
5 - 4	You've been lost in a Sword Labyrinth.
5 - 5	No family members of the same gender.
5 - 6	No family of the opposite gender.
6 - 1	You have held Swords of Protection in your hand.
6 - 2	Never stayed more than 5 days in one place
6 - 3	You have met the King (Queen).
6 - 4	You have fainted from hunger.
6 - 5	You've been on an airship.
6 - 6	You have attempted suicide

Why I Went on the Adventure Table

2d	History
1 - 1	To defeat Barbarous
1 - 2	To destroy Abyss
1 - 3	To get rich quick
1 - 4	You have someone you want to beat
1 - 5	Bankrupt
1 - 6	You couldn't stay in your hometown
2 - 1	Someone is looking for you
2 - 2	You are looking for something.
2 - 3	You have a place to go
2 - 4	Come to power
2 - 5	Reclaiming a lost place
2 - 6	To become the strongest
3 - 1	To broaden your knowledge
3 - 2	To conceal one's identity
3 - 3	Your parents told you to
3 - 4	Rebelling against parents
3 - 5	To support your family
3 - 6	To become the best adventurer

2d	History
4 - 1	To overcome fear
4 - 2	To become a god
4 - 3	To save a sick family/lover
4 - 4	It just turned out that way.
4 - 5	A friend recommended
4 - 6	You've lost your family
5 - 1	Your hometown was destroyed
5 - 2	To avenge your family and friends
5 - 3	To see the world as yet unseen
5 - 4	To regain the lost family house
5 - 5	Because of the prophecy
5 - 6	You don't know any other way to live
6 - 1	To gain fame
6 - 2	For freedom
6 - 3	Forced to get involved
6 - 4	To protect people
6 - 5	To restore the lost civilization
6 - 6	Seeking peace

Example of Creating a Character with Easy Creation

Since this was Hajime's first time playing with SW2.5, he decided to create a character using Easy Creation.

Hajime chose Human Warrior from the sample characters because he liked the illustration.

For now, he made an enlarged copy of the character sheet.

Next, he created a profile for the character. Hajime decided to determine the history by rolling the dice. He rolled the dice three times and got 2, 1, and 6. 1 and 6 in the history table A means "You admire certain adventurers".

Hajime further tried using the history table. After two more series of rolls, the history table he got "You've been bankrupt" and "An artist lives (or was) in your neighborhood." Hajime was confused by the lack of context, and the GM advises him, "*You don't have to use all of the histories.*"

So, Hajime, for the time being, sets aside history. He also tried to use the Why I Went on the Adventure Table. The rolls were "2" and "1", "You are looking for someone." So, Hajime decided that there was an adventurer he admired and that he was looking for that person. Hajime thought of a legendary adventurer who had disappeared and whom he admired, and the GM promised to try to think of a way to meet him. Hajime decides not to use the other two histories.

Finally, the character's name, age, and other details were decided. Hajime named the character Wolfe, a male, 16 years old, close to the age of adulthood (15 years) for Humans, to represent a young man who wants to be one step closer to the one he admires. As for his facial features and body shape, since he had illustrations (and that is the reason he chose them), he decided to follow them as they are.

Hajime's PC, Wolfe, was now complete. All that remains is to wait for the session to begin.

How to Read Character Sheet

The character sheet is used to store the character data. Using the character sheet, the player can check the PC's values and manage its status.

Here is an explanation of what should be filled in on the character sheet. When you select a sample character in easy creation, most of the necessary information is already filled in; check it against each copied character sheet to see what it says.

Character Sheet. Left

① Personality

This field is for the PC's name, gender, age, race, background, etc. The name, gender, and age should be entered as determined by the player.

Race and background are already filled in easy creation (see p. 20). In detailed creation (see p. 61) they are selected by the player and should be put here.

② Ability Scores

There are six types of ability scores: dexterity, agility, strength, vitality, intelligence, and spirit. The higher the number, the better the ability (see p. 70).

③ Ability Modifiers

The ability modifier is the ability score divided by 6 and rounded down to the nearest whole number. They are used for skill checks (see p. 90).

The character sheet form includes the following sections:

- Character Name/Player Name:** A text field for the character's name.
- Race:** A dropdown menu for selecting the character's race.
- Age:** A text field for the character's age.
- Gender:** A dropdown menu for selecting the character's gender.
- Racial Abilities:** A section for listing racial abilities.
- Ability Scores Table:**

Base Ability Score	Correction	Growth	Ability Score	Ability Modifier
Strength				
Dexterity				
Agility				
Vitality				
Intelligence				
Spirit				
- Class and Level:** A section for selecting a class and level.
- Check Packages:** A section for selecting various packages like Scout, Ranger, etc.
- Experience Points:** A section for tracking experience points.
- Skills Table:**

Language	Tool	Charisma
Religion		
Ancient Cultural		
Arcane		
Magitech		
Etc.		
- Equipment:** A section for tracking equipment like Weapons, Clothing, Items, etc.
- History Profile and Background:** A large empty box for the character's history and background.

④ Reputation and Rank

It is a column to write the reputation and rank. For more information on them, please refer to the “Core Rulebook II”.

⑤ Adventurer Level

This is the field to write the adventurer level of the PC, which is a measure of the PC's strength and is used in some of the skill checks (see p. 90).

⑥ Experience Points

It is a column to write the experience points that the PC currently has but has not yet used. Experience points are earned by completing sessions (see p. 14 and 361) and are used to learn classes and raise their levels.

⑦ Classes

This column is for writing the classes (see p. 86) obtained by the PC and its level. The higher the class level, the more proficient the PC is in that class.

⑧ Standard Values of Check Packages

This is the column to write the standard value of the skill checks, summarized as check packages (see p. 114).

⑨ Languages

This column is for writing the languages that the PC can use. See Learning Languages (see p. 74) for more information.

⑩ Combat Feats

This is the column for writing combat feats (see p. 180). Combat feats are special actions and beneficial abilities that a PC can do in combat.

⑪ Other Skills

This is a column for writing the techniques, spellsongs, and stunts that you have learned. There is no information on those skills in this rulebook. “Core Rulebook II” and “Core Rulebook III” has these skills, so write them in this column once you have mastered them.

Character Sheet. Right

① Monster Knowledge

This is the field for writing the standard value of the Monster Knowledge check (see p. 106), and is used to remind the character of the monster.

② Initiative

This is the field to write the initiative. It is used in the Initiative check (see p. 104)

③ Movement

This is the field to write the PC's movement. Basically, the Normal Move is equal to the agility and the Full Move is three times the agility.

④ Base Accuracy and Extra Damage

This field is used to write the basic data for weapon attacks. This value is used to determine the Accuracy and Extra Damage for each weapon.

The left frame displays the Warrior-Type Classes to be used, which should be checked, and their levels should be written. In the right box, the character's Dexterity and Strength modifiers are combined with the Base Accuracy and Extra Damage accordingly.

⑤ (Weapons Data)

This is the column where the data of the weapon equipped by the PC is written. The data of each weapon and the values obtained by adding the above-mentioned Base Accuracy and Extra Damage are written here and referred to when rolling the Accuracy check and when calculating damage in the actual weapon attack.

The form is a complex character sheet with various sections. At the top, there are fields for Name, Title, and other basic information. Below that, there are sections for Skills, Abilities, and Equipment. The form is divided into several columns and rows, with numbered callouts (1-14) pointing to specific areas. Section 1 is a table for Monster Knowledge. Section 2 is a field for Initiative. Section 3 is a field for Movement. Section 4 is a table for Base Accuracy and Extra Damage. Section 5 is a table for Weapons Data. Other sections include character information, skills, and equipment.

⑥ Base Evasion

This column is for writing the PC's base evasion. Based on this value, the PC's Total Evasion is calculated.

It contains checkboxes for the Warrior-Type Classes to be used, their levels, the character's agility modifier, and the base evasion, which is calculated by summing them.

⑦ Accessories

This is the column to write where the equipped accessories are. Only one accessory can be equipped per equipment section. If necessary, note their effects.

⑧ (Armor Data)

This field is for writing the data of the armor that the PC is equipped with. The unique data of armor and shields should be written here. If any other effects affect the character's Evasion check or Defense, they will also be written here.

⑨ Total Evasion and Total Defense

This column is for writing the value obtained by adding up the “⑥ Base Evasion” and “⑧ (Armor Data)”. Total Evasion is used for Evasion checks (see p. 104) and Total Defense reduces physical damage (see p. 134).

⑩ Wizard-Type Classes and Magic Power

This field is for writing the Magic Power for the Wizard-Type Classes that the PC has mastered and the name of the corresponding Wizard-Type Classes.

Magic Power is used in Spellcasting checks (see p. 106) and as Extra Damage (see p. 135) for spells that deal damage.

⑪ HP (Hit Points) and MP (Mana Points)

This column is for writing the maximum values of HP and MP, where HP represents physical toughness and MP represents mana capacity.

⑫ Fortitude and Willpower

This field is used for Fortitude (see p. 110) and Willpower (see p. 110).

⑬ Money

It is a column to write the current money in possession and the debts from other characters.

⑭ Items in Possession, etc.

This column is for items and consumables other than arms and accessories. The consumables checkboxes allow for keeping track of the number of consumables remaining.

⑮ Power Tables

These tables are used to determine the damage of weapons, spells, etc. used by the PC. The power tables are used in various situations in the game (see p. 134).

5 increments up to 50 are pre-written as they are used frequently. A blank row can be filled and used according to PC.

Detailed Creation

After playing the game a few times and getting used to the rules, you can try the “Detailed Creation” mode, which allows you to create your own character. Using Detailed Creation you choose your own race, roll the dice to determine ability scores, and decide on the classes and combat feats you want to learn.

This will allow you to enjoy your adventures with a unique, one-of-a-kind character.

Detailed Creation Procedure Chart

1. Prepare a Blank Character Sheet



2. Select Race and Background



3. Determining Ability Scores



4. Classes Acquisition



5. Languages Acquisition



6. Combat Feats Acquisition



7. Purchasing Equipment



8. Calculation of Values



9. Final Touches

1. Prepare a Blank Character Sheet

Copy the character sheet at the end of this book, which should be enlarged to A4 size for easier reading.

Fill in this sheet as you create the character. Also, take a look at “How to Read Character Sheet” on page 56.

2. Select Race and Background

The world of SW2.5 is full of different races to explore. There are seven races to choose from: Humans, Elves, Dwarves, Tabbits, Runefolk, Nightmares, and lykans, each with a different appearance, physique, and abilities. Please choose your favorite race based on the descriptions and illustrations of each race that were presented in Easy Creation.

After choosing a race, select a background from the respective “background chart”. This can be decided by rolling the dice or by selecting a background arbitrarily. After picking a Background, you will acquire “Starting Classes” at Level 1. These classes will have been acquired from your background. If there is an “or” on the table, choose one of the Classes to learn. If there is an “&” in the table, you learn all of those Classes.

Once your background is chosen, you’ll receive your Base Ability Scores (Skill, Body, and Mind). These are the basis for your final Ability Scores. Please write each in the corresponding fields of the Character Sheet. Write down your Experience Points in the same way.

Human

Humans are the most abundant Humanoid race on Raxia, with the largest number of adventurers. They look just like Humans in the real world. It is said that they are apt in all Classes and have the power to shape their own destiny.

They are considered adults at age 15 and have a lifespan of approximately 100 years.

Starting Languages: Humans can speak, read and write Trade Common and a Regional Dialect.

Restricted Classes: None

Racial Abilities

[Sword's Grace/Change Fate]: Once per day on any Skill Check, Damage Calculation, or Loot Determination, switch the face on the rolled 2d to the opposite side. A die roll of [1] becomes [6], [2] becomes [5], and [3] becomes [4]. Conversely, this might also switch the result to a lower number, but both dice must be switched, the player cannot switch only one die.

For example, if a roll results in a [1] and [4] on 2d, and the player uses [Sword's Grace/Change Fate], the dice become [6] and [3]. If an Automatic Failure (double [1]'s) occurs, it can be changed to an Automatic Success (double [6]'s).

Human Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Magitech	Artificer	8/4/9	2,000
5	Magician	Sorcerer	6/5/10	2,000
6	Agile Warrior	Scout & Fencer	10/7/4	2,000
7	Normal	None	7/7/7	3,000
8	Mercenary	Fighter or Grappler	7/10/4	2,000
9 - 10	Cleric	Priest	4/8/9	2,000
11 - 12	Manipulator	Conjurer	7/4/10	2,000
※	Adventurer	None	2d/2d/2d	3,000

※ This background can only be used with the GM's permission.

Elf

Elves are taller than Humans, a race with a beautifully elegant appearance, and an affinity for magic. They prefer to live on the shore and in the areas surrounding freshwater lakes and rivers.

While they love nature and calmly enjoy their long lives, Elves who leave on journeys out of a strong sense of curiosity are also not uncommon.

They are slenderer than Humans and tend to be fairly intelligent, which makes them well-suited to become spellcasters. They are also quick and dexterous, making them excellent rangers, fencers, and marksmen. They are considered adults at the age of 15, with a maximum lifespan of about 500 years. Most become adventurers as adults and begin to age slowly at around 300 years of age.

Starting Languages: Elves can speak, read and write Elvish and Trade Common.

Restricted Classes: None

Racial Abilities

[Darkvision]: Elves can see in the darkness as well as they can during the daytime.

[Sword's Grace/Gentle Water]: Elves can move as freely underwater as on land. Also, while underwater, they can hold their breath for one hour (outside of water their breathing rate is the same as other races). After spending 1 hour submerged, they must spend one-minute breathing normally. Elves can also speak normally while underwater.

They also gain +2 to Fortitude and Willpower against poison and disease-type effects.

Elf Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 3	Warrior	Fencer	12/5/9	2,500
4	Herbalist	Sage & Ranger	10/5/11	2,000
5 - 6	Cleric	Priest	9/5/12	2,000
7	Manipulator	Conjurer	9/4/13	2,000
8 - 9	Magician	Sorcerer	10/3/13	2,000
10 - 12	Archer	Marksman	13/5/8	2,500

Dwarf

Although shorter than Humans, Dwarves are a hardy and able-bodied race. Most male Dwarves are stout and grow thick beards. Female Dwarves do not have beards and remain similar in appearance to young Human girls as they reach adulthood, aging little over their remaining lifetimes. Both sexes tend to have metallic hair colors, both their body and head hair. Sometimes even more gaudy primary colors can be seen, such as bright pinks and greens.

While many of them are overly stubborn, they are also known to heavily cherish their companions. It is characteristic of them to train themselves to become stronger, making them excellent warriors. They are also famous for creating superior arms and other crafts.

In many cases, they live in cities hewn out from the insides of mountains, though many of them also intermingle with Humans in search of opportunities to fight against Barbarous and become mercenaries or adventurers.

They reach adulthood at the age of 15, and their lifespan is approximately 200 years. They usually become adventurers when they become adults, and continue to temper themselves until their death.

Starting Languages: Dwarves can speak, read and write Dwarven and Trade Common.

Restricted Classes: None

Racial Abilities

[Darkvision]: Dwarves can see in the darkness as well as they can during the daytime.

[Sword's Grace/Flame Body]: Dwarves do not take damage from fire-based attacks, physical or magical. Unless they wish to do so, they will not be affected by fire or have anything on them set on fire.

Dwarf Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Archer	Marksman	6/8/6	2,500
5 - 6	Warrior	Fighter	4/11/5	2,000
7	Brawler	Grappler	5/10/5	2,000
8 - 9	Cleric	Priest	4/7/9	2,000
10 - 12	Magitech	Artificer	6/7/7	2,000

Tabbit

Tabbits are a species about one meter tall, upright, and rabbit-like in appearance. Their body hair varies in color and they have paw pads on their hands and feet, but they are still able to use tools and wear shoes just like Humans. They love to gather knowledge and devote themselves to the search for truth.

They have a great talent for the arcane, being capable of wielding almost any kind of magic. However, they are for some reason unable to learn divine magic. Many Tabbit believe this is because they are the descendants of gods who were defeated and cursed in the war of the gods (the veracity of these claims are, however, unknown).

Although they show great talent in magic, they move slowly and clumsily, due to their short arms and legs. They are considered adults at the age of 10, and their lifespan is about 50 years.

Most become adventurers at the premature age of five and remain adventurers until their deaths.

Starting Languages: Tabbits can read Ancient Celestial, and can speak, read and write Trade Common.

Restricted Classes: Priest

Racial Abilities

[Sixth Sense]: The ability to sense danger. Tabbits may make Danger Sense checks using their Adventurer Level + Intelligence Modifier.

Tabbit Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 5	Manipulator	Conjurer	6/6/10	2,000
6 - 7	Magician	Sorcerer	5/7/10	2,000
8 - 9	Scholar	Sage	5/8/9	2,500
10 - 12	Magitech	Artificer	8/5/9	2,000

Runefolk

The Runefolk were not born naturally, but arose 2000 years ago, as a race of constructs that were created by the magitech civilization.

Fundamentally similar in shape to Humans, they also must eat and sleep like them as well. The male models mostly have larger builds, while most of the female models are smaller in stature. They can still be differentiated from Humans, however, as their necks are always covered by a hardened material. They usually also have similar features somewhere else on their body, for example, their ears, parts of their face, legs, or arms might also be made of this hardened material (the specifics are left up to the player).

Runefolk excel in terms of physical strength and dexterity, which makes them excellent warriors and archers. They cannot hear the voices of the Gods, however, and so there are no Priests among them, but due to their origins, it is common to see them become Artificers.

Their lifespan is measured by their operational time. They can operate stably for about 50 years but thereafter will suddenly cease to operate (i.e. die). From the time they are born to the time they die their appearance does not change, and there are some who become adventurers immediately after they are born.

Starting Languages: Runefolk can speak, read and write Magitech and Trade Common.

Restricted Classes: Priest

Racial Abilities

[Darkvision]: Runefolk can see in the darkness as well as they can during daytime.

[HP Conversion]: In exchange for reducing their HP by any amount, the Runefolk can recover that same number of MP. The conversion requires a Major Action (10 Seconds), and can only be used once a day.

Runefolk Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Scholar	Sage	8/10/8	2,500
5 - 6	Archer	Marksman	12/8/6	2,500
7	Warrior	Fighter or Grappler	9/12/5	2,000
8 - 9	Magitech	Artificer	12/8/6	2,000
10 - 12	Wizard	Sorcerer	9/8/9	2,000

Nightmare

Nightmares are mutations born of Humans, Elves, and Dwarves. They are born with a single Soulscar (see p. 319), which causes them to have a small horn or two on their heads and markings on their bodies. Though their skin is extremely pale, their appearance is not so different from that of a Human.

Because of their soulscars, they tend to be socially ostracized as “abominations”, however, they make excellent adventurers and have a high aptitude to be magical warriors. Therefore, they are often welcomed into the adventuring life without discrimination.

Nightmares are treated as adults from the age of 15. The maximum lifespan is not known, and there is no record of death due to old age. Many become adventurers before reaching adulthood, and most remain adventurers until death.

Starting Languages: Nightmare PCs have the same starting languages as the race they are born to.

Restricted Classes: None

Racial Abilities

[Alternate Form]: Any number of times per day, with a Minor Action as well or in Combat Preparation (see p. 121), the Nightmares can instantly change into their unique, alternate form. Their horns become enlarged and their skin turns pale white. In this state, they receive no penalty for using magic while wearing armor (see p. 201), and can cast spells without using the required verbal and somatic components (implements and others are still required). It takes a Major Action (10 seconds) to revert to their Humanoid form once transformed.

[Weakness]: Nightmares take +2 extra points of calculated damage from silver weapons and from certain elemental attacks determined by their race of origin: (Weak Point Type) **Human:** Earth Vulnerability **Elf:** Water/Ice Vulnerability

Dwarf: Fire Vulnerability

Nightmare Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Wizard	Sorcerer	5/13/12	2,000
5 - 6	Warrior	Fighter or Grappler	7/15/8	2,000
7	Agile Warrior	Fencer & Scout	11/13/6	2,000
8 - 9	Cleric	Priest	6/14/10	2,000
10 - 12	Magitech	Artificer	9/9/12	2,000

Lykant

Lykans (singular Lykant, pronounced Lewkaant) are a Humanoid race indigenous to the Alframe continent, with tails and ears covered with abundant fur. They have the ability to change their heads into the form of carnivorous beasts, and they are mainly good at living and working outdoors.

Males are slightly larger than Humans, but females are not much different from Humans.

They are slender but muscular and agile. They are also highly intelligent and good at spotting traps, making them excellent warriors, scouts, and hunters.

While taking on the form of a beast can enhance their muscular strength, it also makes them unable to use most forms of magic, as they can only make distinctive roaring noises.

Because of their appearance and characteristics, they were once confused with lycanthropes (werewolves, etc.) and persecuted, and since then they have developed a strong hostility toward them.

They are considered adults at the age of 15 and have a lifespan of about 150 years.

Starting Languages: Lykans can speak, read and write Lycant and Trade Common.

Restricted Classes: None

Racial Abilities

[Darkvision (Beast Form)]: Lykans can see in the darkness as well as they can during the daytime. However, this effect is only obtainable when transformed into their [Beast Form].

[Beast Form]: The Lykans head takes the form of a beast and all the muscles in his/her body are strengthened. Turning into or changing back from beast form takes a Major Action (10 Seconds) (see p. 139). When in beast form, the Strength modifier is increased by +2. At the same time, no languages others than Lycant can be spoken, nor can any Truespeech Magic, Spiritualism Magic, or Magitech spells be used (Divine Magic, however, can be used).

Lykant Background

2d	Background	Starting Classes	Skill/Body/Mind	Experience
2 - 4	Spy	Scout	13/5/7	2,500
5 - 6	Warrior	Fighter	10/9/6	2,000
7	Brawler	Grappler	11/7/7	2,000
8 - 9	Agile Warrior	Fencer	12/6/7	2,500
10 - 12	Hunter	Ranger	9/8/8	2,500

3. Determining Ability Scores

After the background is determined, roll for the Ability Scores A-F according to the table below, each value is added to the core Ability Scores Skill, Body, and Mind given in the character's starting Background above.

“1d” means to roll one die, “2d” means to roll two dice and add them together, and “2d+6” means to roll dice and add 6 to the total. Write the values into the corresponding column on the character sheet.

Determination of Ability Scores

	Human	Elf	Dwarf	Tabbit	Rumefolk	Nightmare	Lykant
A	2d	2d	2d+6	1d	2d	2d	1d
B	2d	2d	1d	1d	1d	2d	1d+3
C	2d	1d	2d	1d	2d	1d	2d
D	2d	2d	2d	2d	2d	1d	2d
E	2d	2d	1d	2d+6	2d	2d	1d+6
F	2d	2d	2d+6	2d	1d	2d	1d

Below you find the explanation for each ability score and the formula to calculate it.

Dexterity = Skill + A

The ability score representing manual dexterity and the skillful use of items. A high value indicates extremely skilled item usage, as well as a higher accuracy in combat.

Agility = Skill + B

The quickness of motion, the ability score represent nimbleness. High values not only increase travel distance but also increase the likelihood of avoiding attacks.

Strength = Body + C

The ability score representing physical strength. High values allow for the use of heavier weapons and armor, as well as increased damage to opponents.

Vitality = Body + D

The ability score representing physical toughness. High values increase one's resistance to poison and disease, as well as increasing maximum HP.

Intelligence = Mind + E

The ability score representing cleverness and depth of knowledge. Increases knowledge checks, as well as Spellcasting checks (see p. 106).

Spirit = Mind + F

The ability score representing mental toughness. High values increase both magic resistance and maximum MP.

Ability Modifiers

Once the ability score is determined, the ability modifiers should be calculated. Ability modifiers are used for checks. To calculate the ability modifier each ability score should be divided by 6 (rounded down).

Ability Scores and Ability Modifiers

Ability Score	Ability Modifier
1 - 5	0
6 - 11	1
12 - 17	2
18 - 23	3
24 - 29	4
30 - 35	5
(and every +6 thereafter)	+1

**Point! Rolling Multiple Times**

When determining the ability score by rolling the dice, it is difficult to get what you want just once. Therefore, we recommend that you roll the dice three times and choose the set of rolls you would like to use the most out of the three.

If you have terrible luck, such that all three rolls are well below average, please consult with the GM, and with his permission, you may roll the dice again (not that you can go on and on and on and on).

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Example. Determining Race, Background, and Ability Scores

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Saki, an experienced TRPG player watching Hajime's Easy Creation from the side, decided to create her own unique character with Detailed Creation.

Saki wanted to play a magician, so she looked for a suitable race and decided on the Tabbie. She chose Tabbies because they are a very smart race,

perfect for a magician (the cute illustration of the sample character was also a key point). Based on the image, she also chose the name “Pete” ahead of time.

The next step is to decide on the background. Saki decided to decide by rolling 2d on the background table. Since the result was “7”, she was born as a magician and has the sorcerer class. On the blank character sheet, she wrote Tabbie and sorcerer in the “race” and “background” fields. Next, she wrote the numbers 5, 7, and 10 in the “Base Ability Score” columns for skill, body, and mind, and added “Sorcerer 1” to the class section below that, and recorded 2,000 points in the experience points column.

Once the background was determined, the next step was to determine the ability scores. She rolled the corresponding number of dice in the six columns from A to F after the base ability scores and recorded the rolls. The dice for Tabbies are as follows.

	A	B	C	D	E	F
Tabbie	1d	1d	1d	2d	2d+6	2d

Saki rolled the designated dice; the GM instructed her to roll three times as per the guidelines on the previous page, with the following result.

	A	B	C	D	E	F
1st roll	6	4	4	9	15	2
2nd roll	3	2	4	6	12	11
3rd roll	5	6	5	3	10	8

Comparing them, Saki chose the second set. The first one is high in general but has the lowest spirit, and she was concerned about MP, which is important for a magician. The third one has disappointing intelligence, which is especially important for a magician, and low vitality, which is also a concern. Although ABC are good scores, dexterity, agility, and strength calculated from it are not so important for spells. In conclusion, she chose the second one, which has a so-so intellect and an excellent spirit.

Saki wrote this in the corresponding column on the character sheet and calculated the ability scores. Pete's ability score is 8 for dexterity, 7 for agility, 11 for strength, 13 for vitality, 22 for intelligence, and 21 for the spirit. Although his physical ability is a little low, his ability scores are perfect for magic.

Finally, the ability modifiers were calculated: the ability scores were divided by 6 and rounded down to the nearest whole number. Pete got a Dexterity modifier of 1, an Agility modifier of 1, a Strength modifier of 1, a Vitality modifier of 2, an Intelligence modifier of 3, and a Spirit modifier of 3.

4. Classes Acquisition

Now you should determine the classes (see p. 86) that your character has acquired.

Once the race and background are determined, the initial experience points can be used (spent) to learn new classes or to develop an existing class.

Referring to the class descriptions (see p. 86), select the appropriate classes for the character. Note that some classes cannot be acquired, depending on the race.

There are two types of classes: major classes and minor classes. Each type has a different experience track of XP needed for each level in that class.

Initial Experience Points Table

Level	Major Classes	Minor Classes
1	1,000	500
2	1,000	1,000

1,000 points (Major Class) or 500 points (Minor Class) are required to acquire 1 new class level. To reach level 2 in a class where you are already 1st level, you will need 1,000 points (regardless of the type). To learn 2 levels of a class you have not yet mastered, 2,000 points (Major Class) or 1,500 points (Minor Class) are required.

There is no limit to how many classes can be learned, except for the limit imposed by experience points. Also, some experience points can be left over and used for future growth (see p. 188).

At the time of character creation, no class level can be higher than 2.



Point! Class Acquisition Guide

It is good practice to take 2 levels of a Warrior-type or a Wizard-type class plus 1 level in an Other-type class. If the Warrior-type class is Fencer or Marksman, it is recommended to raise the Other-type class to the 2nd level as well. Other combinations are also possible, but it is not recommended to create a character with only Other-type classes.

5. Languages Acquisition

Language is key in exchanging ideas, and Raxia is no different. Characters who know the same language are able to communicate with one another far more easily than characters who don't. As a PC, you learn how to speak and write the common trade language at character creation.

In addition, they can also acquire languages from their race, or a Wizard-type class that they have acquired. The languages acquired through races or Wizard-type classes can be either spoken or written (if a language is only spoken or only written, that is the extent to which it can be acquired).

A character who has acquired the Sage class can learn either speaking or writing in one language per level. In that case please choose your favorite language from the list of languages on the next page.

Language Acquisition by Race

Race	Language Learned
Human	Any regional dialect (e.g. Burlight)
Elf	Elven
Dwarf	Dwarven
Tabbit	Ancient Celestial (reading only)
Runefolk	Magitech
Nightmare	Parents' racial language
Lykant	Lycant

※All PCs can read and write Trade Common.

Wizard-Type Class Languages

Class	Language Learned
Sorcerer	Arcana
Conjurer	Arcana
Priest	None
Artificer	Magitech

List of Languages

Name	Spoken	Written	Typically Used By
Elven	○	○	Elves
Giantish	○	○	Giants, Trolls
Trade Common	○	○	Humanoids in general
Ancient Celestial	X	○	Tabbits (used by them for the description of titles)
Regional Dialect (Any)	○	○	Many varieties (e.g., Burlight Regional Dialect)
Drakish	○	○	Drakes, Ogres, Quepala
Dwarven	○	○	Dwarves
Barbaric	○	○	Barbarous in general
Daemonic	○	X	Daemons in general
Magitech	○	○	Runefolk, Artificers
Arcana	○	○	Sorcerers, Conjurers
Youma	○	X	Goblins, Hoodlings, Bolgs
Lycant	○	○	Lykant
Others	○	※	Various

※May not be present depending on race (present unless otherwise noted)

Description of Languages

Elven, Giantish, Dwarven, Lycant, and Others

Many intelligent races have their own language. They may be learned by other races with whom they interact or control.

Trade Common

After the collapse of the Magitech Civilization, this language became widespread among the merchants and adventurers who traveled around the world. Over time, this language spread and took root in many civilizations. It is a simple language, interlaced with direct expressions of concepts.

Ancient Celestial, Arcana, Magitech

Ancient Celestial has been lost in the language of the first civilization that once flourished in Raxia. Arcana is used in the Truespeech Magic and Spiritualism Magic spell chants, and magitech is used to activate the magispheres.

Regional Dialect

Each region has its own local language with its own characteristics

Drakish, Barbaric, Youma

Drakish is also called the upper Barbarous language because it is acquired and used by many of the ruling Barbarous class. Youma, on the other hand, is the language of the lower group of Barbarous. Barbaric is an artificial language, supposedly created by Drake. It is formed from very short words, with very direct meanings such as “kill them”, “hungry”, etc.

Daemonic

This is the language used by daemons. There is no written component, to boot.

Examples of Selecting Class and Language Acquisition

Saki spent the experience points of Pete, who has become a magician, to acquire additional classes. So, she increased the level of the Sorcerer class he learned from the background. Saki spent 1,000 experience points on Pete to raise his Sorcerer class from 1st level to 2nd level.

She still had 1,000 experience points left. So, Saki learned 1 level of Sage class, where she can take advantage of her high intelligence, by spending another 500 experience points. She had still 500 experience points left but decided to not take any other classes and will carry them over to the next level. She added Sage 1 to the class field. And also added elven language speaking because of the Sage class.

6. Combat Feats Acquisition

When creating a character, you can choose only one of the combat feats (see p. 180) from the list below to learn. For details on each combat feat, please refer to the respective data.

In addition, a character that has mastered the Grappler class automatically acquires [Chain Attack] combat feat.

Combat Feats Available at Character Creation

Passive Combat Feats

Name	Page	Effect
[Dodge]	250	Critical Threshold is reduced by evading melee attacks
[Targeting]	250	Attacks will not cause stray shots
[Weapon Proficiency A/**]	250	Allows A-Rank weapons, their damage +1
[Armor Proficiency A/**]	250	Allows A-Rank armor, their defense +1
[Dual Wielding]	250	Able to attack with two one-handed weapons

Active Combat Feat

Name	Page	Effect
[Decoy Attack I]	255	Damage +2, or -1 to evade enemies
[Cover I]	255	Interpose yourself on an attack for another
[Repeated Strike I]	255	When evaded, attack again
[Aimed Attack I]	255	Accuracy +1
[Power Strike I]	255	Damage +4
[Taunting Strike I]	255	Inviting the enemy to attack you
[Defensive Stance]	255	Evasion check or resistance check +4
[Violentcast I]	255	Damaging spells success value +2
[Lethal Strike I]	255	Allows for easier critical melee attacks
[Metamagic/ Power Assurance]	255	Increase certainty when using the power table
[Metamagic/Accuracy]	255	Roll Spellcasting check twice and select the roll
[Metamagic/Targets]	255	Increases the number of spell targets
[Metamagic/Distance]	255	Extends the range of a spell
[Metamagic/Time]	255	Lengthens the duration of a spell
[Metamagic/Area]	255	Increases the radius of an area-of-effect spell
[Magic Convergence]	255	Change the area of effect to 1 Character
[Mana Strike]	255	Adds Magic Power to damage

[Armor Piercer I]	255	Halves the enemy's defense
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Major Action Feats

Name	Page	Effect
[Aimed Shot]	264	Aim and double the damage for shooting attacks
[Wordbreak]	264	Removes magical effects

Combat Feats Automatically Acquired by Grapplers

Name	Page	Effect
[Chain Attack]	265	Allows for an extra attack



Point! Recommended Combat Feats

Depending on which class you have mastered, the effect and usefulness of combat feats will vary. Here are the recommended feats for each class.

Recommended Combat Feats

Class	Intention	Recommendation
Fighter	Deal damage	[Power Strike I]
	To ensure that the attack hits the target (one-handed weapon)	[Aimed Attack I]
	To ensure that the attack hits the target (two-handed weapon)	[Repeated Strike I]
	Protect people	[Cover I]
Fencer	Deal killing blows	[Lethal Strike I]
	I want to fight while helping my friends.	[Decoy Attack I]
Grappler	I want to make sure that my attacks hit the target.	[Aimed Attack I]
	Increase damage	[Weapon Proficiency A/Wrestling]
Marksmen	Prevent stray shots on my allies	[Targeting]
Sorcerer	I want to use attacking spells properly.	[Targeting]
Conjurer	I want to cover my people.	[Metamagic/Targets]
Priest	I want to heal my people.	[Metamagic/Targets]
Artificer	I want to use my gun with precision.	[Targeting]

Example of Combat Feat Acquisition

Saki has chosen [Targeting] as a combat feat for Pete to learn. This feat is recommended for the Sorcerer class and allows for the effective use of the attack spell [Energy Bolt].

7. Purchasing Equipment

Before heading out on an adventure, it would be wise for a PC to purchase the equipment, weapons, and armor needed to perform their classes' abilities and actions

The character has 1,200G at the time of creation. Use this money to equip your character with equipment. The GM should decide whether or not to allow the borrowing and lending of money between PCs. You are free to keep a part of the money without spending it all.

The initial money of 1,200G will not be enough to buy everything you want. Prioritize the items you think you will need and purchase the rest by completing successful adventures and earning rewards.

Some items are required or recommended depending on the class that the character has mastered. Please refer to the following table.

List of Required and Recommended Items per Class

Class	Item	Price	Reference Pages
Fighter	Weapons and armor suitable for you	Various	268 - 290
Grappler			
Fencer			
Other than above	The right armor for you *	Various	286
Marksman	Ranged Weapon suitable for you	Various	281 - 283
	Ammunition and its storage (if using a ranged weapon)	Various	285
Sorcerer	Magical Implement	100	295
Conjurer			
Priest	Holy Symbol	100	295
	Magisphere (small)	200	295
Artificer	The right "gun" for you (if you use a gun)	Various	284
	Scout's Tools		
Ranger	Lifegrass *	30	293
	Magic Herb *	100	293
All Characters	Adventurer Set *	100	290
Other than Priests	Awake Potion *	100	294

* Recommendation

Example of Item Purchase

Saki purchased items for Pete. The initial money 1,200G was used for the purchase.

The first step was to purchase a magical implement, which is essential to the Sorcerer class, for 100G. Since Pete does not have a Warrior-Type Class, he does not need a weapon. So, she decided to use the implement as a staff, which he will hold in his right hand.

He doesn't need a weapon, but he does need armor to protect himself. Considering Pete's strength, she decided to purchase Soft Leather (see p. 285) She wrote the "Soft Leather" and Defense 3 in the Armor column and reduced the amount of money by 150G.

Since she had money to spare, she decided to purchase a shield as well, since they can be used without having a Warrior-type class. She purchased a Round Shield, which increases Defense by 1 point, for 100 G and placed it in Pete's left hand. With this, his Defense was 4, and her remaining money was 850G.

At this stage, it seems that she cannot ask for much more in the way of armaments. The next step was to purchase the items that will be needed when adventuring. For now, she purchased an adventurer set for 100G, which has the bare necessities. After that, she purchased a healing potion (see p. 294), which Pete can drink at a moment's notice to heal in combat.

Since she had more money to spare, she also bought some fashionable accessories. Although the remaining money was less than 100G, Saki seemed to enjoy shopping.

8. Calculation of Values

Once the above steps have been completed, the character data is almost complete. The remaining work is to check and calculate the necessary data and fill in the character sheet. Calculated values will help to speed up the game.

See “How to Read Character Sheet” (see p. 56) to see where to put each of them on the character sheet.

Adventurer Level

The highest level of the character's learned classes is the adventurer level. In the case of a character just created, this is 1 or 2.

Fortitude, Willpower

These two values are used for many situations in-game and for Death Checks. Fortitude = Adventurer level + Vitality Modifier and Willpower = Adventurer level + Spirit modifier.

HP and MP

A character's starting HP and MP are determined as follows:

HP = Vitality + (Adventurer Level x 3)

MP = Spirit + (Total Levels of all Magical Classes x 3)

Standard Values of Check Packages (see p. 114)

Calculate and fill in the standard value for the Technique check package, Movement check package, Observation check package, and Knowledge check package. In the case of a package that involves both the Scout and Ranger classes, make clear which class is used for calculating the Standard Value by putting a check in the box for that class.

Monster Knowledge, Initiative

The Monster Knowledge check (see p. 106) and the Initiative check (see p. 104) are especially important checks. These standard values are specially calculated and filled on the character sheet.

Movement

This is a number that determines how far (in meters) a character can move in 10 seconds (1 round) (see p. 125) and is based on the character's agility. In the Full Move column, multiply the movement (agility) by 3. You can use

“Movement enhancements” to mark any changes in movement due to combat feats, items, etc.

Weapons Data

Fill in the character's weapon attack data. Fill in the Warrior-Type Classes, the Accuracy check and Extra Damage derived from the Warrior-Type Classes, and the individual weapon data. You may use “Accuracy, Extra Damage enhancement, etc.” to make a note of any changes in values due to active combat feats, etc., for easy reference.

Armor Data

Fill in the character's equipped armor and also calculate data on evasion and defense. You can use “Evasion, Defense enhancements, etc.” to mark any changes in armor due to combat feats, magic items, etc.

Magic Power

If you have Wizard-Type Classes, fill in their names and also calculate their Magic Powers.

Accessory Data

If the accessory has an effect, please add a description of it so that it can be easily identified by yourself and GM.

Example of Filling out a Character Sheet

Pete is getting close to completion. First, Saki checked the adventurer level, which is the highest of the class levels. Pete has Sorcerer 2 and Sage 1, so his adventurer level was 2. Saki wrote 2 in the adventurer level column.

Next are fortitude and willpower. Fortitude and willpower are calculated by “adventurer level + vitality modifier” and “adventurer level + spirit modifier,” using the adventurer level that was calculated earlier. Pete's vitality modifier is 2, so fortitude is $2 + 2 = 4$. Similarly, willpower is calculated as $2 + 3 = 5$. There is a space for each of these on the right side of the character sheet, and Saki filled them.

The next step was to determine HP and MP. HP is $\text{Vitality} + (\text{Adventurer Level} \times 3)$, so $13 + 6 = 19$. while MP is $\text{Spirit} + (\text{Total Levels of all Magical Classes} \times 3)$. Pete has only 2 levels of Sorcerer class in Wizard-Type Classes, so his MP is $21 + 6 = 27$. Saki filled in each value on the right sheet.

She checked the standard value of the check packages. This involves the Scout, Ranger, and Sage classes. Pete has not mastered either the Scout class

or the Ranger class, so she left the Technique, Movement, and Observation check packages blank. On the other hand, since he had a Sage class, she wrote in the Knowledge check package: the level of the Sage class (1) and the Intelligence modifier (3), respectively, and the sum of the two, 4, as the standard value.

Fifth was the monster knowledge check and the initiative check. Monster knowledge is using the Sage class (1 level) and the Intelligence modifier (3), for a total of 4. The Initiative check was left blank for Pete, who does not have a Scout class.

Next to that was movement. Pete's agility is 7. She wrote that in the agility and movement column and tripled it, to 21, in the Full Move column. To be honest, Pete was pretty slow.

Next was the weapon data. Pete, who has not learned any Warrior-Type Classes and does not have any weapons, has nothing to write here. So she could have left it blank, but she want to make it clear that Pete had a magical implement in his right hand, so she just put "[implement] (Staff)" in the weapon field.

The armor data should include "Soft Leather" and "Round Shield". The total Evasion was "0" because Pete had no appropriate classes or armor modifications, and the total Defense was 4.

Pete has learned the Sorcerer class, so she filled in the magic data: Sorcerer class level 2, Intelligence modifier 3, and his Magic Power is $2+3=5$. There are no other Wizard-Type Classes, so only this one entry is needed.



Illustration by Konno Takashi

9. Final Touches

This part is the same as easy creation (see p. 51). Decide on the following and fill in some interesting details about your character.

- Determine your history and why you went on the adventure.
- Determine the character's name, gender, and age.
- Define the appearance and personality of the character.

Completion of character using Detailed Creation

Saki has decided that Pete is a mischievous boy Tabbbit, who is only 10 years old.

After rolling the dice, she's chosen 2 pieces of Personal History: "You grew up with loving parents", "I had friends who were older than me," and "I have a tattoo somewhere on my body". Saki thought about it a little and told the GM that she wanted to change "tattooed" to "only the tip of his left ear is black," and the GM agreed, thinking that tattoos would not be appropriate for a full-body, hair-covered Tabbbit. Saki described Pete's appearance as being covered with almost white fur.

His reason for going on the adventure was decided not by dice, but by Saki who decided Pete wanted to see the world.

Now Saki's character, Pete, was ready to go on an adventure.

Part 2 Game Rules

In the second part, we will describe the rules of the game.

The final decision on how to apply the rules and how to run the game is up to the GM.



Illustration by Tai Nakajima

Classes

Characters in *Sword World 2.5* have a wide range of abilities. Some are adept with weapons and armor, while others are skilled with magic.

The classes chosen by a character represent their individuality. By learning a variety of classes, a character can also wield a broader net of skills.

Classes and their levels are important data that make up the foundation of characters in this game.

Class & Class Levels

Classes

Sword World 2.5 offers many learnable classes, such as the Fighter, Sorcerer, Scout, and so on. The Fighter for example is a Warrior-type class who is skilled in martial combat, and can easily use weapons and armor to defeat monsters.

This book contains descriptions and rules for 11 Classes.

Class Types

Classes are split into the following categories: Warrior-type, Wizard-type, and Other-type.

Warrior-type classes wade into battle using weapons, Wizard-type classes wield powerful magic, while Other-type classes offer skills and abilities which complement all kinds of characters on their adventures.

Class Levels

A class grants the necessary skills and abilities for the character to embody its role. When the character has reached the first level in a class, it means they've acquired the basic skills of that class. Thereafter, a character's class-level may increase with experience. This book covers the growth of classes from 1st to 6th Level, but further growth is possible. Please consult *Core Rulebook II* or later books for more information.

Two Class Growth Rates

Class-levels increase by investing experience points (see p. 188). The two growth rates of classes are referred to as Major and Minor classes.

Major classes are powerful, but slower to grow. Because of this, Major classes are typically the mainstay choice for a character's class and are actively used in combat.

Minor classes grow more quickly but have a narrower set of skills and abilities. By itself, Minor classes may have weaknesses or not have any active application during combat. However, such classes are an integral part of any adventuring party.

Adventurer Level

The highest Class level that a character possesses is recorded as their Adventurer Level. This level is used to calculate HP and other character data.

What Each Class Can Do

Warrior-type Classes

Fighter Major Class

A warrior who stands on the frontline, fighting enemies with weapons. Provided that you meet the Minimum Strength and Rank-proficiency (see p. 151) required, you can wield almost every melee and thrown weapon, with no particular limitations on armor or shields.

Grappler Major Class

This warrior fights with their body, punching and kicking foes, as well as other techniques. Although limited to wrestling-weapons and severely limited in armor choice, Grapplers automatically acquire the Combat Feat [Chain Attack], which gives them the advantage of multiple attacks. The Throw wrestling weapon can be used to slam enemies into the ground, further granting the upper hand in battle.

Fencer Minor Class

Although inferior to Fighters and Grapplers when comparing raw offense and defense, the Fencer comes with varied attacks and the potential to unleash incredible one-hit damage. The Fencer's Strength Score is halved (rounding up) to determine which Minimum Strength requirements they meet when equipping weapons, armors, and shields. However, Fencers benefit from an increased chance of generating critical damage (see p. 136) with any weapon they wield.

Fencer's higher critical chance comes with the potential to unleash incredible one-hit damage. As a Minor class, the Fencer's faster growth rate is another benefit, when advancing alongside other classes.

Marksman Minor Class

All ranged attacks (see p. 130) may be performed by this class, and shooting attacks (see p. 130) are exclusive to Marksmen.

Unlike other Warrior-type classes, they cannot evade attacks, making it dangerous to get caught up in close combat.

Wizard-type Classes

Wizard-type classes wield a variety of potent magics. The general term "Caster" is used when describing characters who have learned such classes.

Sorcerer Major Class

This caster learns Truespeech Magic. Truespeech Magic is a magic system that can be called traditional, as their spells offer many ways to deal direct damage, and at the same time, it also has convenient spells such as lighting a magical light.

Conjurer Major Class

This caster learns Spiritualism Magic. Spiritualism spells offer a variety of supportive effects, and the ability to manipulate constructs, such as dolls, for reconnaissance and other useful tasks.

Priest Major Class

This caster learns Divine Magic. Through faith, Priests heal and mitigate damage, as well as oppose Barbarous and Undead creatures. When you first

become a Priest, you will choose a single deity whom you worship, and in turn they will grant you specialized, and thematic, spells.

Artificer Major Class

This caster learns Magitech. They use Magitech Spheres (magispheres) to create useful tools and effects. Artificers are the only class able to use Guns, which can deliver damage, healing, and more through the use of Bullets.

Other-type Class

Scout Minor Class

Scouts excel at reconnaissance and investigation. They have a variety of skills that benefit hiding, concealment, searching, and can sense danger and traps. Scouts also uniquely possess the Initiative skill, which is essential for your party to be the first to act in combat.

However, some skills are highly penalized by wearing Metal Armor.

Ranger Minor Class

Like the Scout, Rangers are useful for reconnaissance and investigation, but the class' capabilities tend to be limited to natural environments.

Rangers are uniquely adept at handling and administering medicinal herbs and potions. With such efficiency, Rangers contribute greatly to the safety of themselves and their party.

Sage Minor Class

A Sage's strength lies in all matters where knowledge is concerned. Sages uniquely provide the Monster Knowledge skill, which identifies the characteristics of monsters, as well as how to exploit their weaknesses.

Also, every time the Sage class is advanced, a new language can be learned. Sages may learn to either speak or read from any language from the list of languages (see p. 74).



For the PCs, picking up pebbles and running short distances are possible without any need to consult the dice. But when it comes to trying to lift a large rock or jump over a wide chasm, it is difficult to determine whether a PC will succeed or fail. In such a case, a test using the dice is called “Skill Check.”

When a PC attempts something, it is the GM that decides if the action requires a check. If a check is required, choose an appropriate Skill Check and have the player roll it. The result will determine whether the action succeeds or fails.

Skill Check Method

Two dice are required for Skill Checks. The GM must then provide a numerical value to indicate the difficulty of the act, taking into account various factors such as the character’s capabilities and the situation at hand.

Standard Value

The Standard Value is a number that represents how good a character is in a given Skill Check. Generally, it is calculated by [Class Level + Ability Modifier], but some Skill Checks are universal for Adventurers and use the Adventurer level instead of a Class level.

$$[\text{Standard Value} = \text{Class Level} + \text{Ability Modifier}]$$

$$[\text{Standard Value} = \text{Adventurer Level} + \text{Ability Modifier}]$$

Target Number

The Target Number indicates the difficulty of the Skill Check. The higher the value, the more difficult it is to succeed. Target Numbers are determined by the GM.

Success Value

Once the Standard Value and Target Number are determined, the player rolls 2d and adds the result to the relevant Standard Value. This final total is

the Success Value of the Skill Check. It indicates how well the character actually did, the higher the better.

$$[\text{Success Value} = \text{Standard Value} + 2d]$$

Skill Check Result

If the Success Value is equal to or greater than Target Number, Skill Check is successful. If the Success Value does not equal the Target Number, the Skill Check fails.

[Success Value \geq Target Number] \rightarrow Skill Check Success

[Success Value $<$ Target Number] \rightarrow Skill Check Failure

If the Skill Check is successful, the character has acted as desired. If the check fails, a favorable outcome will not be achieved. You will either have to start over and try again or in some cases, you'll end up in an irreversible situation.



About Straight Rolls

Even if you do not have the appropriate class, you can still perform a Skill Check. However, not only is your Class-level treated as “0,” but the corresponding Ability Modifier cannot be added. This means that the Standard Value of Check is effectively “0” and the Success Value can only be determined by the result of 2d. This is referred to as a “Straight Roll.”

Automatic Success and Automatic Failure

If the Skill Check dice roll is double 6s (both 2d are “6”), the Skill Check will be an Automatic Success. If the check is double 1s’ (both 2d are “1”), it is an Automatic Failure.

In the case of double 6s’, the Skill Check is always successful, regardless of the presence or absence of Standard Value, Target Number, bonuses, or penalties (see p. 95). This is Automatic Success. It must have been a very big stroke of luck for that character! Straight Rolls (see before) can also generate an automatic success.

Conversely, in the case of double 1s, automatic failure occurs. Regardless of the Standard Value, Target Number, or the presence or absence of any other bonus or penalty, no matter how large or small, that Skill Check is always

a failure. It could be that a very unlucky coincidence occurred, or forgetting something important when showing off.

In addition, MP and items are often consumed when performing Skill Checks. A straightforward example is that most magic requires MP. The principle is that these are consumed regardless of the success or failure of the act. It is the same for automatic successes and automatic failures, and unless otherwise stated as an exception, MP and item consumption will occur.

Automatic Failure grants Experience Points

When an Automatic Failure occurs, the character will immediately gain 50 Experience Points, due to learning something from the failure. Straight Rolls (see the previous page) also grant Experience when an Automatic Failure occurs.

This is not the case with automatic success.

Success Value for Automatic Success and Failure

When a check is an Automatic Success or Automatic Failure, the Success Value and Target Number are not compared and thus the Success Value for that check essentially doesn't exist.

However, if the Success Value is needed for game mechanics, please use the following.

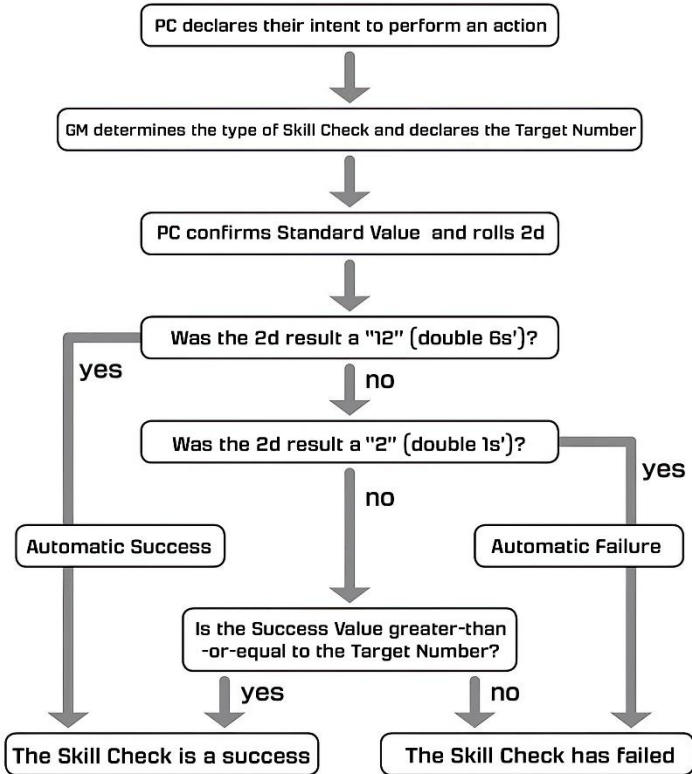
Automatic Success: Calculate the Success Value as Standard Value + 12 (dice) +5.

Automatic Failure: Calculate the Success Value as 0, regardless of Standard Value or modifiers.

These are only processed when Success Value becomes necessary, and the essence of Automatic Success and Automatic Failure remains the same. Even if the Success Value of an Automatic Success calculated by this is not equal to the Target Number, the Automatic Success is still valid.

Skill Check Chart

Skill Checks proceed as follows...



Notes on Skill Checks

When to Use Skill Checks

Skill Checks are not always performed every time a character acts. Skill Checks are not performed for things that can be determined to have no chance of failure, such as simply walking on flat ground. On the other hand, they will not do things that have no chance of success, such as lifting a 50-ton rock or jumping over a 100-meter-wide river.

In other words, Skill Checks may only be attempted when the GM decides that the results cannot be known without rolling. Skill Checks are attempted in matters where the outcome depends on the character's skill, ability, luck or if there is a Contested Check.

Types of Skill Checks

Various Skill Checks are described starting on page 102. The GM will specify the Skill Check that seems most appropriate at the time, based on its description, and have it performed.

Non-standard Skill Checks

TRPGs are games of freedom, and players will try to execute various ideas. Therefore, it is likely that many actions do not fall under any of the standard Skill Checks on the list.

In such cases, the GM may specify the Class-level(s) and Ability Modifiers they deem appropriate and have a Skill Check performed as such (see p. 90).

Choosing a Target Number

Target Numbers are determined by the GM. The GM should consider how difficult the act is and what class level is likely to be successful, to define the Target Number for the Skill Check. The following is a list of approximate difficulties and the associated Target Number. GMs should use this table as a guide to help them determine the Target Number.

Situation	Target Number
Even someone without the class almost always succeeds	5
Even an amateur without a class can succeed in a few minutes	7
A person with class knowledge should make it, otherwise it'll be tough.	9
Even for an amateur, it's a 50-50 shot.	11
You're lucky to succeed with only the class knowledge	13
You must have some familiarity with the class to be successful	15
In addition to high-class level, you'll also need to have trained the ability	17
You're a master of the class and have trained hard	19
You need abilities, an applicable class, and even a bit of luck to succeed	21

Mechanically determined Target Number

For frequently used Skill Checks, the Target Number is mechanically determined according to a rule or provided in the skill's data. For example, it is a check to see if an attack will strike a monster in battle, or if a magic spell will have the desired effect when used. In these cases, it is recommended to follow this mechanical Target Number determination. It is appropriate both to keep the game moving quickly and to keep it fair.

Bonuses and Penalties

The Success Value of a Skill Check may be modified due to an advantage or disadvantage depending on various effects such as surrounding conditions, magic, items, and Combat Feats. Modifiers that improve the Success Value are called "Bonuses," while modifiers that decrease a Success Value are called "Penalties."

Both bonuses and penalties are added or subtracted after determining the Success Value. If more than one bonus or penalty is affecting that Skill Check at the same time, typically all of them are applied.

Because bonuses and penalties apply to the Success Value, and not the Standard Value, they also apply to Straight Rolls.

The Success Value of a Skill Check cannot be lower than 0, even in the presence of a large penalty. If the Success Value would be a negative number, treat it as 0 instead.

Modifier Notation

A bonus is denoted as “+X Bonus,” where X is a number that increases a check’s Success Value. For example, a “+1 Bonus to Conceal” will increase a Conceal Check’s Success Value by 1.

A penalty is denoted as “-X Penalty,” where X is a number that reduces a check’s Success Value. For example, a “-2 Penalty to Evasion” will reduce an Evasion Check’s Success Value by 2.

For data such as spells (see p. 217), items (see p. 266), and feats (see p. 248) that grant a bonus or penalty to Skill Checks, the words “Bonus” and “Penalty” are often omitted to save space. For example, if the Effect Summary column says “+1 to ** Checks,” it means “+1 Bonus to the Success Value of ** Checks”. Similarly, if there is “-2 to ** Checks,” it means a “-2 Penalty to the Success Value of ** Checks.”

Guideline for Modifiers

The GM has the final say on how much Bonus or Penalty to apply. Following you can find some guidelines for how much of an advantage or disadvantage is a modifier.

Also, as with the determination of the Target Number, there are many Bonus and Penalty modifiers that can be determined by data description. It is recommended to use data to determine these modifiers instead of relying on the GM’s improvised penalties or bonuses.

Bonus and Penalty Modifier Guidelines

Guideline	Modifiers
Slight advantage / disadvantage	+1 / -1
Apparent advantage / disadvantage	+2 / -2
Severe advantage / disadvantage	+3 / -3
With overwhelming advantage / disadvantage	+4 / -4

Example of Bonuses

Below is an example of how a bonus may be given in different situations. The GM will determine these final values.

Bonus Modifier Examples

Situation	Modifiers
Using appropriate tools	+1 - +4
Having applicable knowledge	+1 - +4

Example of Penalties

Examples of penalties include poor visibility and mobility. These should also be factored into other cases where the GM decides whether or not a penalty should be incurred.

In general, such a Penalty is only applied to Checks that belong to the Action Checks (see p. 114). In other words, they do not apply to Death, Fortitude, and Willpower Checks.

Example of Penalties due to Poor Visibility

Situation	Modifiers
Outdoors at night by moonlight or starlight only.※	-2
Indoors or underground with no light source.※	-4
In deep fog, violent sandstorms, etc.	-2
One eye cannot be used	-1
Both eyes cannot be used	-4

※There is no penalty if you have Darkvision, either through a racial ability or through the effects of magic or items.

Example of Penalties due to Poor Mobility

Situation	Modifiers
Having fallen prone, or standing up immediately after※1	-2
Poor footing, such as mud or ice	-2
One arm/leg cannot be used	-2
Both arms/legs cannot be used	-4
Caught in mud, vines, a net, etc.	-2
Wading in waist-deep water※2	-2
Completely underwater※2	-4

※1: Immediately after standing up, receive a penalty until the end of their turn.

※2: Elf characters (or those benefiting from [Sword Blessing / Gentle Water]), as well as those who have a magic item to allow free movement underwater, do not receive a penalty.

Examples of Skill Checks

Wolfe wants to perform a Skill Check to unlock a treasure chest. The skill for opening locks is called “Disable Device,” and has a Standard Value of Scout Level + Dexterity Modifier.

Wolfe’s Scout Level is 1, and his Dexterity Modifier is 3, so his Standard Value is 4.

The lock on the treasure chest is a simple one, used everywhere, so the GM has set the Target Number to 9. Normally there is a penalty to a Disable Device Check if the character does not possess Scout's Tools (see p. 295), but Wolfe does have these tools and thus does not receive a penalty.

Wolfe rolls two dice, hoping for success. The dice results are a "1" and a "6." Wolfe's Disable Device Standard Value of 4 is added to the sum of the two dice rolls, 7, to obtain a Success Value of 11. The Skill Check is successful because Success Value is greater than or equal to the Target Number. Wolfe unlocks the chest and tries to look inside...

If the same Disable Device Check were to be performed by Pete the Tabbie, who is without any levels in Scout, the check must be performed with a Standard Value of 0. The Success Value will be penalized by 4 points since Pete also does not have Scout's Tools. Simple math requires a 2d result alone to produce 13 or more to reach the same Target Number of 9. The only way for Pete to succeed in this Disable Device Check is to rely on the rare miracle of Automatic Success (double 6s).

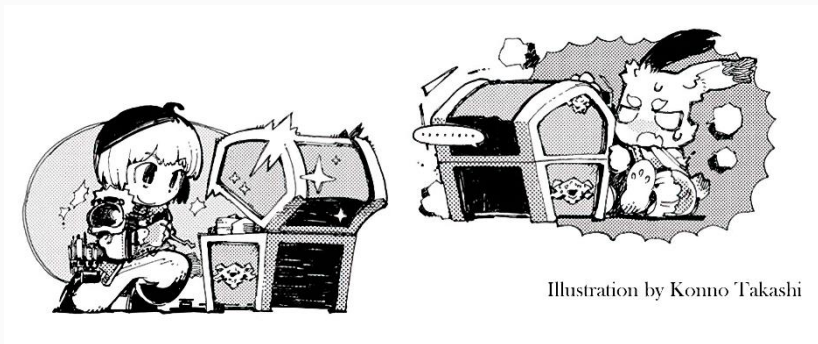


Illustration by Konno Takashi

Contested Checks

Some Skill Checks are determined via a contest of multiple checks. This is used when multiple characters perform Skill Checks simultaneously or successively to determine superiority or defeat. The result of a contest is used to determine who finishes first in a race, and who did better in an attack or evading one.

Simultaneous Checks

When a race is held, for example, all participants perform Skill Checks at the same time. The order of the participants is determined in order of highest to lowest Success Value results.

If it is a race, the one with the highest Success Value (or Automatic Success) will be placed first, followed by second, third, and so on.

If the Success Value is the same, the results are equivalent. However, if there is a tie and a winner must be determined (for example, in a race for a single flag), the Skill Check is performed again under the same conditions among those that tied. This procedure is then repeated until the winner is determined.

In the case of Automatic Success, it is assumed to be the best result without the need for Success Value comparisons. Automatic Failure, on the contrary, is always the worst. Automatic Successful ties are treated equally. If a winner must be determined they need to perform another Skill Check under the same conditions as with normal tie-breaking.

Active vs Passive Checks

Contested Checks are sometimes used to determine the winner between those actively attempting to commit an act and those attempting to prevent or evade it. A straightforward example is a confrontation between those attempting to attack and those attempting to evade.

The Skill Check performed in this case is referred to as the “active side” for those who are willing to take action and the “passive side” for those who stand on the receiving end of the action, and the following procedure is used to resolve the issue.

First, the active side rolls the Skill Check dice to obtain the Success Value. If this is an Automatic Failure, the active side has failed, and the passive side automatically wins. The passive side does not need to roll a Skill Check in this case.

If the active side's result is not an Automatic Failure, the passive side will need to perform a Skill Check. Then, if the passive side's Success Value is a tie or greater, the passive side is successful! If the passive side achieves a low Success Value or automatically fails, then victory goes to the active side.

If the active side is Automatically Successful, the active side wins, so long as the passive side does not also Automatically Succeed. If both sides roll an Automatic Success, the passive side is determined to be the winner.

Ties go to the Passive-side

In contests where there is an active and passive side, the passive side has priority.

Automatic Failure on the active side, passive side wins without the need to roll

If the Success Values of the active and passive sides are tied, the passive side wins

If both active and passive sides are Automatic Success, the passive side wins

Remembering these will be beneficial to the smooth running of the game.

Different Standard Value Contests

In most cases, where there are active and passive sides to a Check, each Skill Check will be different and its Standard Value will be different. For example, the side that wants to hit the attacker performs an “Accuracy Check” with “Accuracy” as the Standard Value. On the other hand, the party attempting to dodge will perform an “Evasion Check” with “Evasion” as the Standard Value.

Examples of Skill Contests

Below is an example of what would be a Contested Check with different Standard Values. Note, for example, that the active-passive relationship is reversed in the case of “Detecting something in hiding” and in the case of “Moving sneakily.”

Contested Checks

Situation	Active	Passive
Weapon Accuracy and Evasion	Accuracy Check	Evasion Check
Spellcasting and Resistance	Spellcasting Check	Willpower Check
Discovery of hidden items & objects	Search Check	Conceal Check
Discovery of hidden tracks & traces	Track Check	Conceal Check
General perception of hidden things	Notice Check**	Conceal Check*
Discovering a trap	Search Check	Set Trap Check
Reactive detecting of traps	Spot Traps Check**	Set Trap Check*
Disarming a trap	Disable Device Check	Set Trap Check
Seeing through a disguise	Detect Check**	Disguise Check
Noticing a disguise is in use	Notice Check**	Disguise Check*

Revealing something in hiding	Search Check*	Hide Check
Detecting something in hiding	Danger Sense Check**	Hide Check
Moving sneakily	Hide Check	Danger Sense Check**
Pickpocketing attempts	Pickpocket Check	Danger Sense Check**
Tailing someone	Follow Check	Danger Sense Check**

*Success Value is considered 4 higher

**GM initiates the check.

Skill Check Summary

From here on, detailed descriptions of each Skill Check will be given.

It is not necessary to memorize all the names and Standard Value s of Skill Checks. At first, it is sufficient to look through the data to get a rough idea of what is available, and when a Skill Check is needed during gaming, refer to the data here for checks that may be applicable.



GM Guide: Useful environment for Ranger skills

Some of the Skill Checks performed by Rangers are limited to “only in natural environments”. These require that there be adequate vegetation in the surrounding area and that the ground be natural soil or rock. Conversely, this means that environments which are surrounded only by man-made buildings and materials are no good.

This includes not only forests and grasslands but also natural caves and dwellings with a few air and light holes in them. Even within the grounds of a mansion, this includes lawned gardens, hedge mazes, etc.

On the other hand, it does not apply to paved streets, even if the sky is visible, or to abandoned buildings that have not weathered sufficiently and, only debris is visible.

This is also true for special places such as “Sword Labyrinths” (see p. 315) or “Shallow Abyss” (see p. 341). The GM has the final say.

How to Read Skill Check data

Skill Check data includes the following items:

Standard Value: This is the Standard Value formula for that Skill Check. If there is an “or” in the class designation, and more than one is written, any of the indicated classes may be used.

Time Required: The time required for the Skill Check itself. If a Skill Check requires preparation, the preparation time is assumed to be included.

Description: A detailed description of the skill

Dexterity-based Skill Checks

Conceal

Standard Value: Scout or Ranger Level + Dexterity Modifier

Time Required: 1 minute (6 rounds)

Description: It is a Check to cover up traces left by you or your associates, or to hide items or entrances. It is generally contested with Search (see p. 106) and Notice Checks (see p. 106).

First Aid

Standard Value: Ranger Level + Dexterity Modifier

Time Required: 10 minutes (60 rounds)

Description: Check to awaken a character unconscious from dropping to HP 0 or lower. The Target Number is 0, but the Penalty is the current HP of the character you are trying to awaken. For example, a character who is unconscious at -5 HP will apply a penalty of “-5” (effectively a Target Number of 5).

If Check succeeds, the target character wakes up with 1 HP. If the check fails, the character remains unconscious, and a Death Check (see p. 110) will be required because 10 minutes have elapsed since the check.

Disable Device

Standard Value: Scout or Ranger Level + Dexterity Modifier

Time Required: 1 minute (6 rounds)

Description: This Check is used to pry open locks and disarm traps and devices. Checks with Rangers can only use this skill against traps that utilize natural objects in a natural environment. Checks for mechanical items must be

done by a Scout. Furthermore, Scout's Tools are required for Scout class; otherwise, a penalty of -4 will be applied.

Pickpocket

Standard Value: Scout Level + Dexterity Modifier

Time Required: 10 seconds (1 round)

Description: Steal goods or possessions without the other party's notice. It is contested by the other party's Danger Sense Check (see p. 106). Failing the contest means you fail to steal anything, and you are exposed. The thief is on the active side.

Disguise

Standard Value: Scout Level + Dexterity Modifier

Time Required: 10 minutes (60 rounds)

Description: Change makeup, clothing, etc., so that the true identity is not noticed, or impersonates another person.

You may attempt to disguise other characters, but there is a -4 penalty to the Success Value for doing so.

Accuracy

Standard Value: Accuracy (Warrior-type Class Level + Dexterity Modifier)

Time Required: Instant

Description: Attack with a weapon. Contested by the target's Evasion (see p. 104). The attacker is the active side.

Set Trap

Standard Value: Scout or Ranger Level + Dexterity Modifier

Time Required: 10 minutes (60 rounds)

Description: Place and set traps. The installation itself will succeed unless it is an Automatic Failure. Automatic Success is installed with Success Value +5 rules (see p. 91). Traps may be discovered by Search (see p. 106) or Spot Traps (see p. 106) or disarmed by Disable Device (see p. 102). All of these are determined via a Skill Contest, and if the discovering/disarming side is above the Success Value or rolls an Automatic Success, the trap is discovered/disarmed.

Rangers may only set traps using natural objects within a natural environment. Checks to set up mechanical traps must be done by a Scout. Furthermore, Scout's Tools are required for Scout class; otherwise, a penalty of -4 will be applied.

Agility-based Skill Checks

In the following four checks, if you are equipped with “Metal Armor”, you will receive a Penalty of -4 to your Success Value.

Tumble Check, Hide Check, Acrobatics Check, Follow Check

Tumble

Standard Value: Scout or Ranger Level + Agility Modifier

Time Required: Instant

Description: Reduce the damage suffered when falling (see p. 143). Perform a Skill Check (with no Target Number) and obtain the Success Value. The fall's damage is reduced by the Success Value. As a result, the damage could be reduced all the way to 0.

The minimum Success Value is 0 (no mitigation), including in the case of Automatic Failure; in the case of Automatic Success, the Success Value +5 rule (see p. 91) is followed.

Hide

Standard Value: Scout or Ranger Level + Agility Modifier

Time Required: 1 minute (6 rounds)

Description: Hide among shadows, and move silently.

This Skill Check requires 1 minute of preparation to scope out the surrounding area, but even if this cannot be secured due to an unexpected encounter, the check can still be performed but with a Penalty of -2 to the Success Value. A character equipped with metal armor receives a -4 penalty to success value for this check.

Evasion

Standard Value: Evasion (Fighter, Grappler, or Fencer Level + Agility Modifier)

Time Required: Instant

Description: Dodge incoming weapon attacks and projectiles. Contested with an attacker's Accuracy Check (see p. 102). The evading character is the passive side.

Acrobatics

Standard Value: Scout or Ranger Level + Agility Modifier

Time Required: 1 minute (6 rounds)

Description: Maintain balance across poor footholds. One successful check can safely move the distance that can be traveled in about 1 minute's time. If the distance to cross is further, additional checks must be made. Failure will result in a fall prone. Depending on the location, it may lead to a Tumble check. A character equipped with metal armor receives a -4 penalty to success value for this check.

Initiative

Standard Value: Initiative (Scout Level + Agility Modifier)

Time Required: Instant

Description: This is a Check performed during the Combat Preparation step (see p. 121); if one of the PCs succeeds, the combat begins with the PCs taking the first actions.

Initiative Check is an exceptional Skill Check in which double 6s' does not become Automatic Success. The Success Value +5 rule (see p. 91) also does not apply, and double 6s' must be treated as simply 12. On the other hand, double 1s' is still an Automatic Failure.

Climb

Standard Value: Scout or Ranger Level + Agility Modifier

Time Required: 1 minute (6 rounds)

Description: Climb walls, cliffs, etc. It performs exactly the same process as the Adventurer Check of the same name (see p. 111), except for the Standard Value.

Follow

Standard Value: Scout or Ranger Level + Agility Modifier

Time Required: 10 minutes (60 rounds)

Description: Follow or trail another party without being detected. Contested by the other party's Danger Sense (see p. 106).

Failure indicates you have been spotted. At that point, the GM may determine that the target has automatically given the slip to the following party. A character equipped with metal armor receives a -4 penalty to success value for this check.

Intelligence-based Skill Checks

Track

Standard Value: Scout or Ranger Level + Intelligence Modifier

Time Required: 1 minute (6 rounds)

Description: Find footprints and other traces to determine when they were left and in which direction they were headed.

Notice

Standard Value: Scout or Ranger Level + Intelligence Modifier

Time Required: Instant

Description: It is a check to see if you can notice when something is unusual or unnatural. For example, if you notice a strange stain on a cuff, a distorted mat on the floor, or a broken branch on one side of a tree. See also the guide on page 109.

Rangers may only use this skill in natural environments.

Listen

Standard Value: Scout or Ranger Level + Intelligence Modifier

Time Required: 10 seconds (1 round)

Description: Hear speech and sounds behind walls or in the distance. Once successful, you can continue to listen as long as there is no particular change in the sound or volume of the voice.

Danger Sense

Standard Value: Scout or Ranger Level + Intelligence Modifier

Time Required: Instant

Description: Sense imminent danger. Failure will put you at risk; see also the guide on page 109.

Insight

Standard Value: Sage Level + Intelligence Modifier

Time Required: Instant

Description: Generally used to determine if you are knowledgeable about a subject. If you fail, you either do not possess the knowledge or if you do, you cannot recall it at the last moment.

Search

Standard Value: Scout or Ranger Level + Intelligence Modifier

Time Required: 10 minutes (60 rounds)

Description: Check to find traps, reveal hidden doors and discover hidden objects.

Rangers can only perform this skill in a natural environment.

Cartography

Standard Value: Scout, Ranger, or Sage Level + Intelligence Modifier

Time Required: 10 minutes (60 rounds)

Description: Produce a map or floor plan. If you succeed, you can create a map based on the areas and locales you have explored so far.

Rangers can only produce maps of natural environments.

Meteorology

Standard Value: Scout or Ranger Level + Intelligence Modifier

Time Required: 1 minute (6 rounds)

Description: Weather is predicted based on cloud movement, wind currents, and moisture felt on the skin. It is relatively easy to predict the weather when severe changes occur and forecast about an hour ahead, but difficult to predict beyond a day.

Pathology

Standard Value: Ranger or Sage Level + Intelligence Modifier

Time Required: 10 minutes (60 rounds)

Description: Determine the identity of a disease, its progress, and treatment based on the patient's condition. The Target Number is higher for rare diseases.

Literature

Standard Value: Sage Level + Intelligence Modifier

Time Required: 10 minutes (60 rounds)

Description: Used to find part of a text with the knowledge you seek. This skill is also used to find the appropriate book or script in a library or other collection.

Engineering

Standard Value: Sage Level + Intelligence Modifier

Time Required: 10 minutes (60 rounds)

Description: Determine from the material and structure of a building or object which civilization it was made in (Divine Civilization, Ancient Magic Civilization, Magitech Civilization, or the present). With a high Success Value, it is possible to more accurately determine the precise period within the era that the building or object originates from.

Appraise

Standard Value: Scout or Sage Level + Intelligence Modifier

Time Required: 10 minutes (60 rounds)

Description: Examine an item or tool and learn about its use and effects. If the Success Value is greater than or equal to the Target Number defined for each item, you will know all the data for that item.

However, Scouts can only determine the value or price of the item.

This Check may also be performed as “Time Required: Instant” by applying a penalty of -4 to the Success Value.

Spellcasting

Standard Value: Magic Power (Wizard-type Class Level + Intelligence Modifier)

Time Required: Instant

Description: Channel and cast magic. For more information on magic, see page 156. The Magic Power is determined individually for each wizard class acquired by the character.

Monster Knowledge

Standard Value: Sage Level + Intelligence Modifier

Time Required: Instant

Description: Identify the encountered monster(s), see page 382 for more details.

Herbology

Standard Value: Ranger or Sage Level + Intelligence Modifier

Time Required: 1 minute (6 rounds)

Description: Appraise the effectiveness of herbs and medicines. Alternatively, it determines whether food and beverages are contaminated with poisons or

chemicals. If successful and a poison is detected, you will know how to nullify it.

Spot Trap

Standard Value: Scout or Ranger Level + Intelligence Modifier

Time Required: Instant

Description: It is a Check to see if you can notice the presence of the trap on the spur of the moment, just before it is activated.

Rangers can only detect traps in a natural environment.

Also see the following guide, below.



GM Guide: Notice, Danger Sense, & Spot Trap Checks

The Notice, Danger Sense, and Spot Trap Check are checks that cannot be requested by players, but rather checks that are ordered by the GM as soon as he or she feels it necessary to do so.

Danger Sense and Spot Trap are performed under imminent conditions. If these are done and fail, the danger or trap must be applied immediately. In a manner of speaking, these two Checks give you the last chance to realize that you are on the verge of danger or a trap.

Notice Checks are useful when the GM wants to give a hint to the players. This Check is not performed simply because the player asks, *“Is there anything amiss?”* If the GM has any information that he/she feels should be conveyed or communicated, let it be done.

On the other hand, many of the things that can be found in these Checks can be proactively found by Search Check (see p. 106). So, if a player wants to proactively find traps or anomalies, they should request the use of that skill. However, Search Checks require 10 minutes of in-game time. The player must decide if it is appropriate to spend that much time investigating. Also, Search Check cannot be performed unless you are in a situation where you can spend 10 minutes of your time.

The principle is to add a “4” difference in the Target Number of the Search Check and these three checks (i.e., the Target Number of these three checks will be +4 higher than the Search).

Vitality-based Skill Checks

Death Check

Standard Value: Adventurer Level + Vitality Modifier

Time Required: Instant

Description: If a character's HP falls to 0 or below, they fall unconscious and become incapable of fighting. When this happens, a Death Check is rolled. The Target Number is the same as the character's current HP without the minus sign (absolute value). For example, if HP is -5, the Target Number is 5.

If successful, the character falls unconscious but is alive. If a failure, the character dies. In the case of Automatic Success (double 6s'), the character's HP is restored to 1 and recovers from an unconscious state.

See also page 185 for rules regarding the death of a character.

Fortitude

Standard Value: Fortitude (Adventurer Level + Vitality Modifier)

Time Required: Instant

Description: Resist poisons, diseases, etc. If successful, the effect can be nullified or halved (as defined for each effect). Failure causes you to receive the full effect.

Some monster abilities and item effects also require a Fortitude Check. These are generally Contested Checks, with Fortitude being the passive side.

Spirit-based Skill Checks

Willpower

Standard Value: Willpower (Adventurer Level + Spirit Modifier)

Time Required: Instant

Description: Resist various mental and magical effects. If successful, the effect can be nullified or halved (as defined for each effect). Failure causes you to receive the full effect.

Primarily used in skill contests against magic and spellcasting. Some monster abilities and item effects also require a Willpower Check. These are generally Contested Checks, with Willpower being the passive side.

Adventurer Checks

An Adventurer Check is a general Skill Check that any Adventurer can perform. Such checks determine tasks that anyone can attempt, but for which proficiency is difficult and success is uncertain.

Detect

Standard Value: Adventurer Level + Intelligence Bonus

Time Required: 10 seconds (1 round)

Description: If the PCs have strong suspicions that a person or thing that is disguising its appearance or hiding its true identity is a fake, this is a Check to be performed at the GM's discretion.

If you succeed in this Check, you will be able to detect that the other person or object is a fake imitating something. It is as follows:

- Lies, disguises, and performances such as faking amnesia or concealing one's true ability.
- Effects of hallucination and illusion
- Monsters disguised or mimicking others due to their abilities

Target Numbers are determined by the GM, but the Success Values may be compared against Disguise Checks, illusion magic, etc. Detect Checks are on the active side.

As a rule, the Detect skill is requested by the GM. It is not something that a player can request from the GM. Please see the following notes.



GM Guide: How to make the most of Detect skill

Detect Check is a skill that should be discouraged from abuse. If done needlessly, it can impede the progress of the scenario, and depending on how it is used, it may risk disrupting the scenario. GMs should only use the Detect skill when it is necessary and appropriate and only when it is useful.

On the other hand, if the PCs are unaware of clues or false testimonies of NPCs, or if they are unaware of a prepared mystery or foreshadowing, it is a good idea to have them make Detect Checks proactively.



GM Guide: Find out who the monster is!

Some enemies, such as gargoyles and ogres, hide their true identities and deceive. The Detect skill can also be useful in uncovering the true identity of such monsters and NPCs who hide their true identities with magic.

In this case, the GM should first ask for a Detect Check, and if it turns out something is amiss, a Monster Knowledge Check (see p. 106) should follow. The Target Number for the Detect Check is determined based on the clues and evidence the PCs have obtained up to that point. If the GM feels that the PCs have enough clues, they may quickly succeed with an easy Target Number; if the GM feels the PC's investigation is inadequate, they should face a higher Target Number.

Jump

Standard Value: Adventurer Level + Agility Modifier

Time Required: 10 seconds (1 round)

Description: Leap far or high with your gear on. If successful, you can jump the desired distance or clear an obstacle. If you fail, you will land short, or hit the obstacle.

The Target Number is 10, but the following modifiers will be applied depending on the distance and height you want to jump, and the surrounding conditions.

Modifiers when performing a Long / High Jump

Situation	Modifiers
First 3m (Long) / 1m (High)	±0
Every 1m (Long) / 10cm (High) after	-2
Can't see where you will land	-2
Very windy conditions	-2
Wearing Metal Armor	-4
Carrying very little	+2
Able to get a running start of 5m or more	+2

Climb

Standard Value: Adventurer Level + Strength Modifier

Time Required: 1 minute (6 rounds)

Description: Climbing up and down cliffs, walls, hanging ropes, etc. Target Number is 10, but Success Value is subject to modifiers according to the table on the next page.

If successful, a character can climb up or down safely, but if unsuccessful, they will fall. Determine the fall damage (see p. 143) as if the fall occurred at half the height (rounded up to the nearest fraction) of the attempted climb.

The height of the climb or descent may be separated into shorter segments by the player, taking penalties into account. Of course, since they chose to split the distance, further Climb Checks (and time spent) are required.

Modifiers when performing a Climb

Situation	Modifiers
First 5m	±0
Every 5m after first 5m	-2
Steep slope with no place to hold on	-4
Climb free-hanging ropes, without walls or cliffs.	-4
Wearing Metal Armor	-4
Very windy conditions	-2
Carrying very little	+2
Using ropes and other climbing tools	+2

Strength Check

Standard Value: Adventurer Level + Strength Bonus

Time Required: 10 seconds (1 round)

Description: Accomplishing something with strength. This can be lifting a heavy object, pushing open a blocked door, bending an iron rod, pulling a stake out of the ground, etc. The Target Number is determined by the GM, taking into account the situation.

Special Classification of Skill Checks

Skill Checks are sometimes classified with special terms because of their features, functions, and Standard Value calculation methods.

Action Checks

Skill Checks, excluding Death, Fortitude, and Willpower Checks, are referred to as “Action Checks”.

This large grouping appears relatively frequently in statements such as “+2 Bonus to any Action Check”.

Packages

The Scout and Ranger classes are involved in a wide variety of Skill Checks. The Sage class is also used for many Skill Checks.

In SW2.5 the Standard Value of a “Package Skill Check” is basically unified as “Level + Ability Bonus,” and the Standard Value will be the same for all Skill Checks in which the specified class and ability value are the same.

Therefore, it is effective to calculate in advance the combined values of a character’s Scout, Ranger, and Sage classes, which are used most frequently, and that character’s Dexterity, Agility, and Spirit Modifiers to ensure smooth progress in the game.

A grouping of Skill Checks belonging to these special combinations is called a “package.” The individual name of a package is notated as: [** Check Package], but the latter half may be omitted and only [** Check] is sufficient when using this simplification.

There are four packages: the Technique Check Package, the Movement Check Package, the Observation Check Package, and the Knowledge Check Package. The first three of these use the Scout or Ranger Levels, which in turn use Dexterity, Agility, and Intelligence in the Standard Value calculation. Further clarification is added by referencing the class name, such as “Scout Technique Check Package.”

The last “Knowledge Check Package” is a generic term for checks using “Sage Level + Intelligence Modifier” as the Standard Value. Since it is obvious that the Sage class is to be used, the name of the class (Sage) is not added.

Note that, by definition, all Skill Checks in these packages are classified as Action Checks.

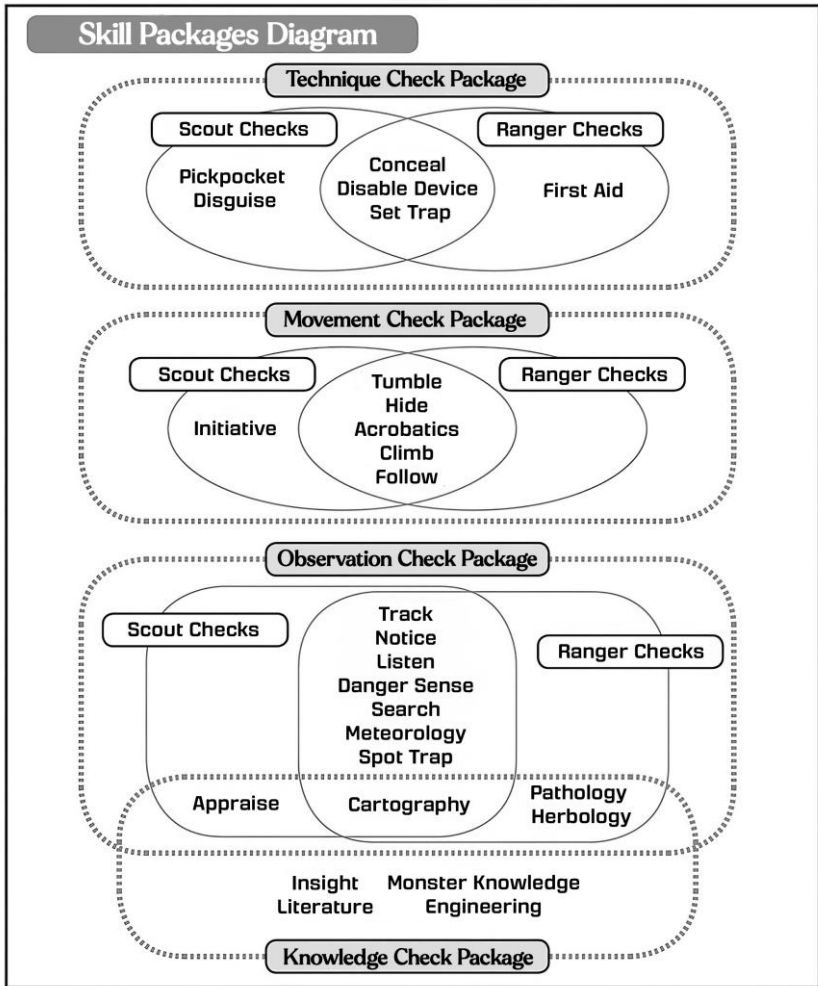
PART 1

PART 2

PART 3

PART 4

PART 5



List of Skill Checks

Dexterity-based Checks			
Check	Class/Adventurer level	Page	Standard Value
Conceal Check	Scout or Ranger	102	
First Aid Check	Ranger	102	
Disable Device Check	Scout or Ranger*	102	
Pickpocket Check	Scout	102	
Disguise Check	Scout	102	
Accuracy Check	Warrior-type Class	102	Accuracy
Set Trap Check	Scout or Ranger*	102	

*Can only be done in a natural environment.

Agility-based Checks			
Tumble Check	Scout or Ranger	104	
Hide Check	Scout or Ranger	104	
Evasion Check	Fighter, Grappler, or Fencer	104	Evasion
Acrobatics Check	Scout or Ranger	104	
Initiative Check	Scout	104	Initiative
Jump Check	Adventurer	104	
Climb Check	Scout or Ranger	104, 111	
Follow Check	Scout or Ranger	104	

Strength-based Checks			
Climb Check	Adventurer	111	
Strength Check	Adventurer	111	

Vitality-based Checks			
Death Check	Adventurer	110	
Fortitude Check	Adventurer	110	Fortitude

Intelligence-based Checks			
Track Check	Scout or Ranger	106	
Notice Check	Scout or Ranger*	106	
Listen Check	Scout or Ranger	106	
Danger Sense Check	Scout or Ranger	106	
Insight Check	Sage	106	
Detect Check	Adventurer	106	
Search Check	Scout or Ranger*	106	
Cartography Check	Scout, Ranger, or Sage	106	

Meteorology Check	Scout or Ranger	106	
Pathology Check	Sage or Ranger	106	
Literature Check	Sage	106	
Engineering Check	Sage	106	
Appraise Check	Scout or Sage	106	
Spellcasting Check	Wizard-type Class	106	Magic Power
Monster Knowledge Check	Sage	106	Monster Knowledge
Herbology Check	Sage or Ranger	106	
Spot Traps Check	Scout or Ranger*	106	

*Can only be done in a natural environment.

Spirit-based Checks			
Willpower Check	Adventurer	110	Willpower



Gargoyle
(Construct, p. 421)

Illustration by Shiroichi Ohno

Combat Rules

Combat is a very important element of *Sword World 2.5*. There are many situations where PCs have to fight and fend off challenges that come their way. During combat, you will perform various Skill Checks such as Accuracy, Evasion, and Spellcasting Checks.

This section describes the procedures and processes that characters will follow when they enter combat.

Supplements and Notes

Starting on page 143, additional terms and explanations about combat rules are summarized.

The rules of TRPGs, not just combat rules, are not something that you have to operate after everything is completely memorized. You only need a general idea of what you are looking for and refer to these annotations when you are in trouble.

While reading the following rules, please first consider the bigger picture and check the finer details later.

Simplified Combat Rules

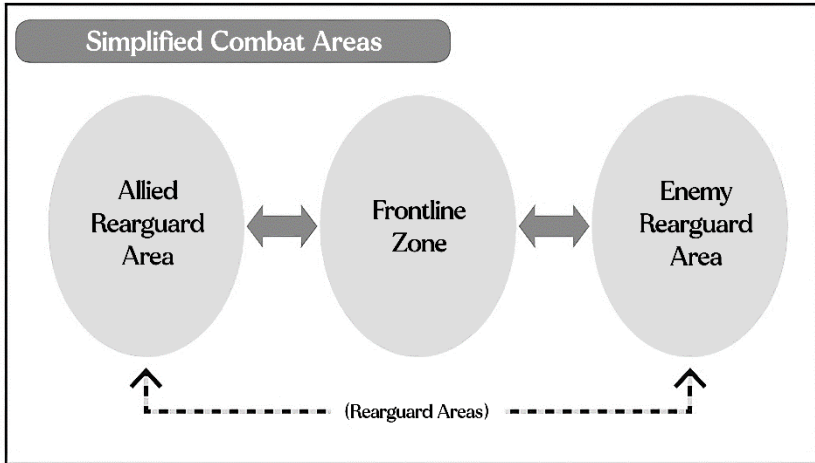
The combat rules presented in this book are referred to as Simplified Combat. This is in contrast to Standard and Advanced Combat that are printed in “Core Rulebook II” and “Epic Treasury” to expand the concept of movement and distance and allow for deeper tactical play. However, both presume someone who is familiar with *SW2.5* to some extent. The minimum amount of combat rules required to play *SW2.5* are these “Simplified Combat” rules, so please familiarize yourself with them first.

Three Areas

In Simplified Combat, the battlefield is divided into three areas. No other positioning exists. The three areas are the Frontline Area, Allied Rearguard Area, and Enemy Rearguard Area. The idea is that each Rearguard is positioned across from the other, on opposite sides of the Frontline. The

meanings of “Allied” and “Enemy” in “Allied Rearguard Area” and “Enemy Rearguard Area” are naturally reversed if the perspective of the factions are swapped.

In subsequent descriptions, the two rearguards may also be referred to collectively as the “Rearguard Areas.”



Skirmishes and Skirmish Areas

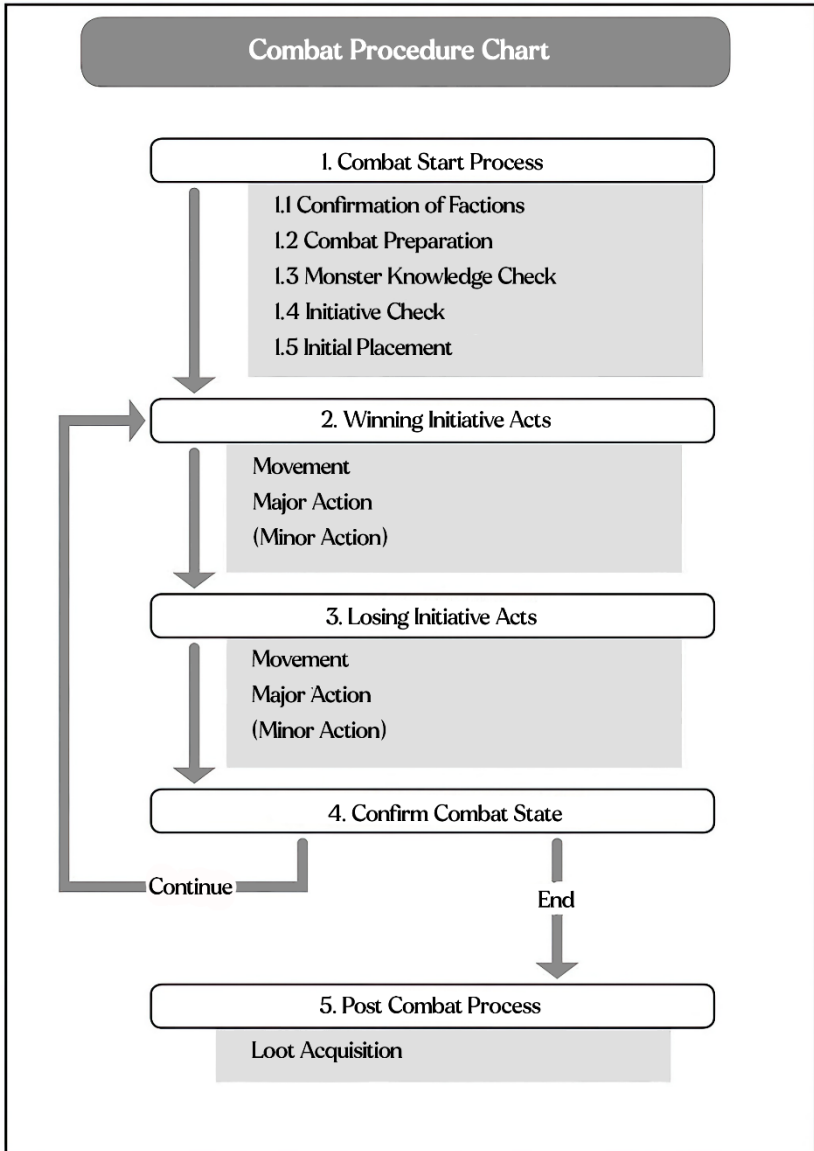
When both friendly and enemy characters are present in an area at the same time, it is called a Skirmish, and more specifically a Skirmish Area. That is, “Skirmish” is added to the area name, as in “Frontline Skirmish Area”.

The Skirmish Area is a dangerous place, where those within may attack each other with melee and other weapons.

The basic structure of Simplified Combat is that both faction’s melee attackers are fighting each other in the Frontline Skirmish Area, while those responsible for long-range attacks and support do so from the Rearguard Areas.

Combat Flow

Combat will be resolved according to the “Combat Procedure Chart.”



I. Combat Start Process

When the PCs and the enemy encounter each other and it is confirmed that Combat will take place, the GM declares the start of the Combat, and the Combat start process is performed.

1.1 Confirmation of Factions

Combat takes place between two factions: the PCs and their adversaries. For all characters (PCs, NPCs, and monsters) on the battlefield, the GM will identify which faction they belong to.

1.2 Combat Preparation

Once the start of combat is confirmed, you can declare Active Combat Feats (see p. 182) and Minor Actions (see p. 141) that are specifically allowed at this time. This is done first by the faction managed by the GM, then by the player's side.

Effects executed at this timing are considered to have elapsed one round (see p. 124) at the start of each character's turn (see p. 124).



Point! What to do during Combat Preparation

There are two main types of things you can do during Combat Preparation.

One is to prepare for the Monster Knowledge Check and Initiative Check which are rolled immediately after Combat Preparation ends. You can cast spells that give a bonus to these checks. The second case is to be prepared for the outcome where your faction has lost the initiative: by activating Combat Feats like [Cover I] and [Defensive Stance], you can set yourself up to deal with the enemy's actions during the first round. Minor Actions may also be used to arm yourself or change equipment (see p. 141).

The number of actions that can be performed during Combat Preparation is subject to the same limitations that can be performed within one turn. For example, generally, you can only declare the use of an Active Combat Feat once per turn.

1.3 Monster Knowledge Check

When there are monsters or unidentified characters among the opposing faction, a Monster Knowledge Check (see p. 106) is performed.

1.4 Initiative Check

An Initiative Check (see p. 104) is performed to determine which faction strikes first.

1.5 Initial Placement

For each faction, the characters who wish to stand on the front line and the characters who wish to support from the rear are determined, and then placed in the Frontline Area or their faction's Rearguard Area, respectively. Do this for the side who won the initiative first, then handle the side who lost the initiative afterward.

The first side can place any number of characters on the front line and may choose to place no characters in the Frontline Area. Even if the first side does not have any characters on the front line, the second side must have at least one character on the front line. If the first side does choose to place a character in the Frontline Area, at least half that number (rounded up) must be placed on the front line in response. In case of shortage, all characters belonging to the second side will be placed on the front line.

It is acceptable to place all characters on the front line, with none placed in the rearguard.

2. Winning Initiative Acts

Once Combat Preparation is over, the first round begins. The faction that is acting first chooses any character to begin their turn, handles their actions sequentially, and resolves them.

As a general rule, a character may not "insert" their action into the middle of another character's turn sequence. A character's turn must be completed before the next character's turn may begin.

See Character's Turns (see p. 124) for what a character can do in each turn.

When all characters on the first-attacking side have completed their turns, the game moves to "3. Losing Initiative Acts."

Round (Time) Management

Combat is played using a unit of time called a Round. Each round lasts 10 seconds, and during this round, each participant in the combat gets a turn to act.

When considering the duration of spells or special effects, one round (10 seconds) is considered to have elapsed each time the character who generated

it begins a new turn. Once the limit of the effect duration is reached, the effect will disappear at that moment (ie, at the beginning of their turn).

Also, when tracking the passage of time during combat as a whole, a “Round” is only incremented (Round 1... Round 2, etc.) after all characters have had their turn.

3. Losing Initiative Acts

After all characters who won the initiative have taken their turns, any remaining characters belonging to the faction who lost the initiative may now take their turns. This procedure is exactly the same as that described above.

4. Confirm Combat State

After all of the characters on the side which lost initiative have finished their turns, if there are still active characters in both factions, and if either side is willing to continue the battle, the combat will proceed to the next round.

The game procedure returns to “2. Winning Initiative Acts” and new turns may begin. The order in which the characters act can be determined independently from the previous round’s turn order.

If during the course of the combat, all characters of one faction are defeated or surrender and lose the ability or will to continue fighting, the combat ends. Immediately move to “5. Post Combat Process.”

5. Post Combat Process

If either faction is unable to continue the combat due to annihilation, surrender, and so forth, the fight is over. The end of combat is also indicated when one faction escapes and the other gives up on the pursuit.

When combat ends, all magic and effects expire, except for those which last for an extended period of time (hour, day, permanent, etc.). However, if the next combat or event occurs within a very short period of time, the GM may rule that it was within the duration of a spell or effect. The GM should determine the extra time (rounds) elapsed.

Loot Acquisition

If monsters were defeated during combat, you will have the opportunity to loot them. Roll 2d and refer to the “Loot” data of the defeated monster, and

obtain the loot item corresponding to the roll. If “Always” is listed under “Loot,” that loot will also be awarded at the same time.

If a monster possessing “Sword Shards” (see p. 361) is defeated, its “Sword Shards” are also acquired at the same time.

Each monster offers a chance for Loot to be obtained, but each attempt requires a character to spend 10 minutes looting.

For example, if you wanted to get the loot from 5 slain monsters, you will need to spend a total of 50 minutes. Looting may be split among multiple people (such as 5 people each spending 10 minutes), or 50 minutes for one person to handle all of the looting alone. This time is required even if the only thing that can be acquired is an “Always” result.

As a general rule, Loot Acquisition must be done immediately after the end of combat. Unless otherwise approved by the GM, loot is lost if the players leave, and later return.

Character's Turn

This section explains what a character can do during their turn.

Basics of Turns

A character's turn consists of three elements: Movement, a Major Action, and any Minor Actions.

Each character takes a turn.

1. Movement → 2. Major Action

These actions are resolved in the following order. Characters move between areas as needed, followed by a single Major Action.

Minor Actions are very simple actions that can be performed any number of times on a turn, unless otherwise noted, and can be performed at any time: before or after movement, and also before or after a Major Action.

Types of Movement

The character on their turn chooses one of the three types of movement listed below. Depending on which one is chosen, the distance that can be moved and the actions that may be performed during that turn vary.

Full Move

Run with all of your might. You can move from the Allied Rearguard Area to the Enemy Rearguard Area (and vice versa in some cases) in a single turn. However, this cannot be done if there are enemy characters in the Frontline Area. Only Minor Actions can be taken, and Major Actions cannot be taken. The player also suffers a -4 penalty to Evasion Checks until the beginning of their next turn.

Normal Move

Move quickly and alertly so that you can respond to an attack at any time. You can move to an adjacent area.

If you choose Normal Move, there are very few restrictions to Major and Minor Actions. However, one of the major limitations is the inability to use magic and ranged attacks (regardless of whether they are Major or Minor Actions).

Limited Move

Do not change the area you occupy, and stay where you are.
All Major and Minor Actions are possible.

Notes on Movement

If You Are Unable to Move

A character cannot move if an enemy is also in the same area they are in at the time (i.e., in a Skirmish Area). They may also be prevented from moving due to magic or other reasons.

Characters who cannot move do not need to select a movement type and can perform Major and Minor Actions, just as if they had selected Limited Move.

Restrictions on First Round Frontline

In Simplified Combat, a character who chose not to move can perform a Major or Minor Action as if they took a Limited Move.

However, for characters belonging to the winning initiative faction; in the first round, characters initially choosing to be placed in the Frontline Area are treated as having taken a Normal Move.

This restriction does not apply beyond the first round, nor does it apply to the characters of the losing side.

Leaving a Skirmish

Characters cannot move while in contested Skirmish Areas where enemy characters are also present. However, if a character was “Prepared to Leave Skirmish” on their previous turn, they are able to move and retreat from the Skirmish. See page 139 for details.

Major Action

After a character has finished moving (including if they chose not to move), they may perform a Major Action.

These are actions that involve Skill Checks, such as attacks with weapons (including bare hands, claws, and fangs) and the casting of magic. Even without a Skill Check, any actions that the GM determines will spend most of a Round (10 seconds) are considered Major Actions.

In general, a character may take only one Major Action per round.

The Major Actions that may be taken depend on the selected type of movement. In particular, if Full Move is chosen, a Major Action cannot be performed.

Typical Major Actions include the following:

- Casting a spell
- Weapon attacks
- Preparing to leave a Skirmish Area
- Picking up, handing off, and storing weapons and other items
- Equipping / Storing of accessories
- Other actions as specified by the GM

For a more detailed explanation of these, see “Major and Minor Actions Supplements and Notes” (see p. 139).

Minor Action

Minor Actions require very little time to perform and do not usually involve Skill Checks. If the GM determines that the action is very simple, quick, and would always be successful, it may be treated as a Minor Action, even if it is not specified in the rules.

Unless otherwise specified, Minor Actions can be taken before or after a movement, and before or after a Major Action. However, they cannot interrupt nor be taken during the Skill Check resolution of a Major Action.

A character may take an unlimited number of Minor Actions during their turn.

However, these are only general rules, and some Minor Actions may have limited timing or frequency. Some Skill Checks can be done with Minor Actions.

Typical Minor Actions include the following:

- Casting a ► spell (special magic castable as a Minor Action)
- Dismissing a spell or effect
- Standing up
- Equipping or receiving a weapon / changing the stance of equipment / putting a weapon into a sheath / dropping a weapon
- Other actions as determined by the GM

For a more detailed explanation of these, see “Major and Minor Action Supplements and Notes” (see p. 139).

Range and Distance

When a character performs an action, the positional relationship between the character and the target in that action becomes a problem. In Simplified Combat, this is determined by which area the character and target are each located.

Melee Attacks, and “Range: Touch” Spells and Effects

These can only target characters in the same area as yourself.

Attacks, Spells, and Effects with a Range

Ranged attacks (Projectiles) and spells have a data set named “Range.” Any ranged weapon attacks (see p. 130) or spells with a range of “Range: 1” or higher may target characters in adjacent areas.

Furthermore, “Range: 2” may target characters in the Enemy Rearguard Area from the Allied Rearguard Area. However, when there are enemy characters in the front line, the Combat Feat [Hawk Eye] (see p. 250) is required.

Danger of Stray Shots

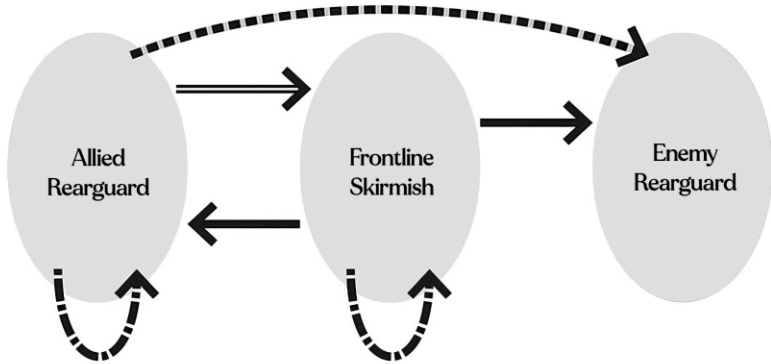
Ranged attacks (see p. 130) and “Area: Shot” (see p. 161) spells and effects will cause stray shots when targeting a character in a Skirmish Area from outside of that Skirmish Area. The target is instead randomly chosen from all participants within that Skirmish Area.

A stray shot occurs only when targeting into a Skirmish Area from the outside, not when choosing a target while you are also within the same Skirmish Area as the target.

In addition, the Combat Feat [Targeting] (see p. 250) makes it possible to target any character without causing stray shots, regardless of your participation in a Skirmish Area.

Note that spells and effects with “Area: Target” (see p. 161) do not cause stray shots.

Summary of Range during Simplified Combat



— : "Range: 1" or more

== : Note that ranged attacks and "Area: Shot" can cause stray shots without [Targeting]

- - - - : "Range: 2"+ [Hawk Eye] required

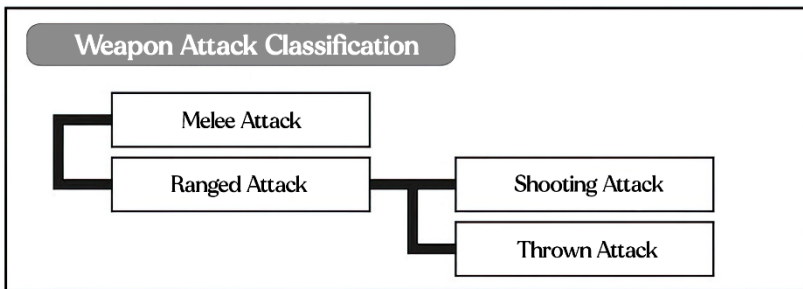
■ ■ ■ ■ : No restrictions when targeting into same area you are in

Weapon Attacks

This section describes the rules and procedures for attacking with weapons (including bare hands, claws, fangs, etc.).

Classification of Weapon Attacks

Weapon attacks are classified as follows



Melee Attack

Attack enemies with melee weapons, using the Fighter, Grappler, or Fencer classes.

Melee attacks can be performed after a Normal or Limited Move is taken. The target of the attack must be in the same Skirmish Area as you.

Ranged Attack

Attacks made at a range are collectively called Ranged Attacks. The target (Area) that can be attacked is defined by the Range of the weapon (see p. 266).

When a character outside the Skirmish Area makes a ranged attack against a character inside the Skirmish Area, it will cause a stray shot unless they possess the Combat Feat [Targeting].

Shooting Attack

Among ranged attacks, shooting attacks are those that use weapons in the “Bow,” “Crossbow,” and “Gun” categories, and launch arrows, bolts, bullets, and other ammunition.

A character is restricted to taking a Limited Move before performing a Shooting Attack. The Marksman class is proficient with all types of shooting attacks.

Thrown Attack

Attacks with weapons that fall under the Thrown category, attack by throwing the hand-held weapon directly.

Thrown attacks can be performed after a Normal or Limited Move, and Fighters, Fencers, and Marksmen are proficient in such attacks.

Accuracy and Evasion Checks

When a weapon attack is declared, the attacker makes an Accuracy Check and the defender makes an Evasion Check, and the achieved values are compared to determine if the defender was hit or not. If the attacker (Accuracy Check) achieves a higher value, the attack is successful. If there is a tie or the defender (Evasion Check) achieves a higher value, the attack misses.

Accuracy Check Standard Value

The Standard Value of the attack, or Accuracy Check, is the “Warrior-type Class Level + Dexterity Modifier” used for the attack.

The type of attack limits the available Warrior-type Classes that may be used.

Melee Attack: Fighter, Grappler, Fencer

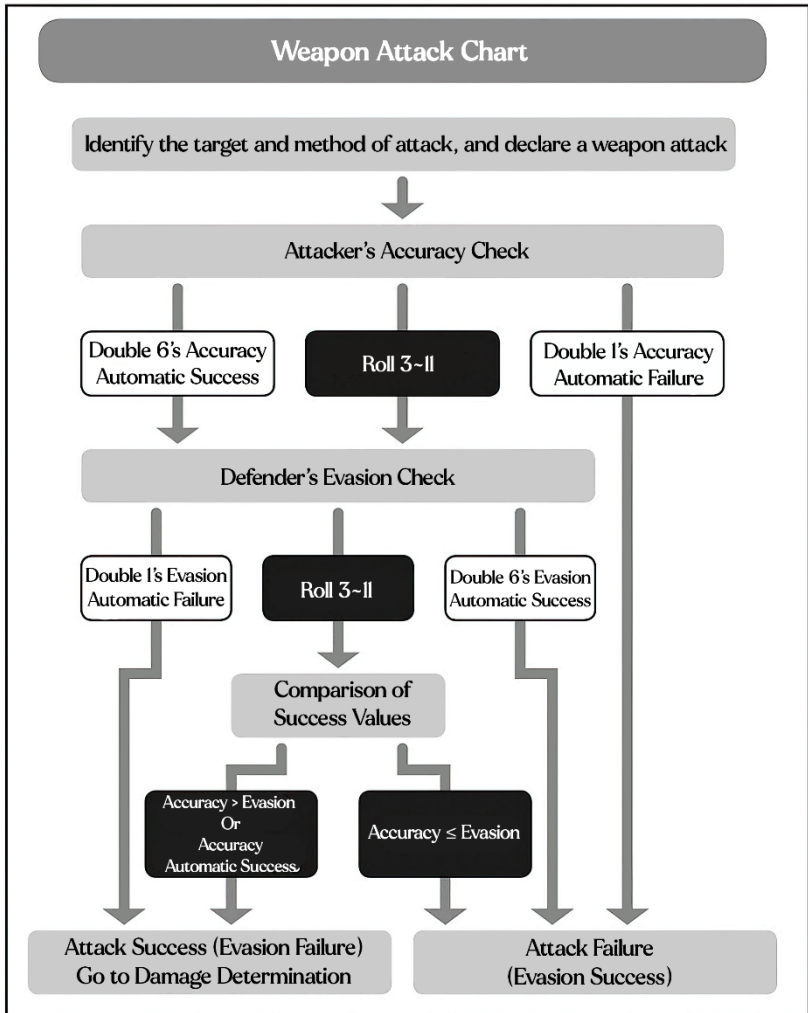
Shooting Attack: Marksman

Thrown Attack: Fighter, Fencer, Marksman

Evasion Check Standard Value

Evasion, or the Standard Value of the Evasion Check, is “Fighter, Grappler, or Fencer Level + Agility Bonus.”

The class used for Accuracy Checks does not necessarily have to match the class used for Evasion Checks.



Damage

If the Accuracy Check achieved exceeds the opponent's Evasion Check, the attack hits. Damage is then determined immediately.

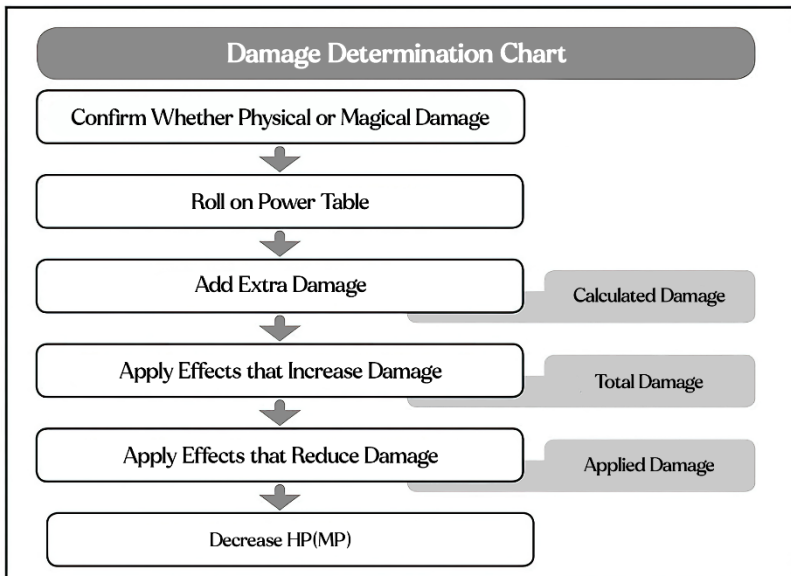
Damage is a general term for any effect or amount by which HP (and rarely MP) is reduced. To inflict damage means to reduce someone's HP (MP), and to receive damage means to suffer such an effect. The notation "X points of damage" means that X points of HP (MP) are subtracted.

In other words, it is a conceptual term for the effect of decreasing HP (MP), a generic term that includes the various classifications that appear in the following descriptions.

Maximum and Current HP(MP)

There are two values for HP and MP: the maximum value and the current value. The maximum value is determined by the character's Ability Scores, Classes, and Adventurer Level. This value does not change during an adventure unless subject to very special effects.

The reduction due to damage is applied to the current value. The current value initially starts the same as the maximum value, and decreases as damage is taken. During an adventure, a character may be said to recover HP or MP, in which case the current value is increased by a specified amount. However, the current value cannot exceed the maximum value.



Confirm Whether Physical or Magical Damage

When determining the damage, first check whether it is physical or magical damage. Physical damage is caused by mechanical effects such as weapon blows or collisions with walls or the ground, while magical damage is caused by special effects such as fire, cold air, or electric shocks. The important difference, however, is that physical damage is reduced by the Defense granted by armor and other protective gear, while magical damage is not reduced by Defense.

Most weapon attacks deal physical damage, which is mitigated by Defense. Gun weapons inflict magic damage, which is predictably not reduced by Defense.

Even if the damage is caused by magic or by the special ability of the monster, each attack will specify physical or magic damage. Whatever the flavor description may be, be clearly aware of and follow the difference between physical and magical damage as defined by the game data.

Roll on Power Table

“Power” is a short-hand measure of the intensity with which damage is inflicted, and a Power Table is conveniently marked for each weapon accordingly.

The basic use of the power table is to roll 2d and compare the 2d’s result to the corresponding column. For example, if we use the “Power 20 Power Table” below, if the 2d roll is “5,” we get “3” as the damage value.

In the use of the power table, a special result called a “critical” may occur, causing significant damage. This is explained on a separate page (see p. 136).

Power 20 Power Table

Roll	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Power 20	*	1	2	3	4	5	6	7	8	9	10

Double 1’s on the Power Table

When using the power table, if the 2d roll results in double 1’s, no damage occurs at all. All of the following procedures, such as Extra Damage, will also be removed, and the target will not be damaged in any way. Even if the weapon has a special effect when it hits a target, it will no longer do so!

At this time, the character gains 50 experience points.

Add Extra Damage (Calculated Damage)

Once the result of the power table is determined, add “Extra Damage” to it. Extra Damage is damage that is added by the Class Level and Ability Modifiers associated with the weapon.

For weapon attacks, as a rule, Extra Damage is the Class Level of the Warrior-type Skill used for the Accuracy Check plus Strength Modifier. However, for attacks with the Guns, the Extra Damage will be the Magic Power of the spell of the character who cast [* Bullet] spell to the bullet. The result of the power table plus the Extra Damage is called the Calculated Damage.

Extra Damage

Non-Guns	Applicable Warrior-type Class Level + Strength Bonus
Guns	Magic Power (Artificer Level + Intelligence Bonus)

Damage Dealt by Monsters

Monster has a data value “Damage” in the form of “2d+X” points. If the Monster's attack hits, this is used to determine the damage, instead of using a Power Table. As shown in the formula, roll 2d and add +X to the result. Also, criticals (see p. 136) do not occur from the attack of monsters. Monsters deal physical damage from their attacks.

These “2d+X” points of damage are the “Calculated Damage” from the Monster's attack.

Other damage generated by a monster's special abilities should follow the respective instructions. Usually, it is indicated by being enclosed in “...”, and that amount determined will be Calculated Damage.

Apply Effects that Increase Damage (Total Damage)

Once the Calculated Damage is determined, the next step is to apply all the effects of magic and items that increase the damage. This result is called the “Total Damage.”

In this damage increasing effect, we should also be aware of the distinction between physical and magical damage. Some magic and effects may affect only one of these types.

Examples of Effects that Increase Damage

[Power Strike I] (see p. 255), [Weapon Proficiency A/**] (see p. 250), and other Combat Feats.

[Enchant Weapon] (see p. 225) and other spells or effects.

Monster's weaknesses such as "Fire Damage +3 points," "Physical Damage +2 points," etc.

Apply Effects that Reduce Damage (Applied Damage)

Once you have finished applying damage increasing effects, then apply damage decreasing effects. Again, be careful to distinguish between physical and magical damage. The Defense of armor and shields reduce only physical damage.

If the Applied Damage is negative, it is treated as "0" instead.

This result is called "Applied Damage" and is the final step in determining damage. The target's HP (MP) is reduced by this number. In the case of "0," there is nothing to subtract.

Examples of effects that reduce damage

Defense from armor or shield.

[Taunting Strike I] (see p. 255) and other offensive Combat Feats.

[Armor Proficiency A/**] (see p. 250) and other defensive Combat Feats.

[Protection] (see p. 231) and other spells or effects.

Decrease HP (MP)

Once the applied damage is determined, the HP (MP) is reduced by that value; if the HP falls to 0 or below, the character is unconscious and threatened with death (see p. 185).

Criticals

When using the power table, there is a possible increase in damage, called a critical.

Critical Value (Critical Threshold)

When using the power table, one must check the Critical Value.

All weapons have their own individual Critical Values.

This value is sometimes can be called Critical Threshold, Crit Value, etc.

Handling Criticals

Using the power table, a critical will occur if the 2d roll is equal to or greater than the Critical Value.

If a critical occurs, the power table is used again and added to the damage as is. If the second roll is also equal to or higher than the Critical Value, the “critical continues” and the damage is added one after another, continually until a 2d result is not critical.

Extra Damage (see p. 135) is added to the final result from the Power Table, and potential criticals, to arrive at the Calculated Damage. No matter how many times a critical occurs, Extra Damage is added only once.

Double 1’s on a Critical

In the event that the 2d used when rolling on the Power Table for Critical results in double 1’s, the Calculated Damage does not become 0. Simply proceed with the sum of the previous power table results like normal. However, you do not get 50 experience points.

Critical Value Modification

If an attack is made using Fencer Levels, the Critical Value is adjusted by -1.

The Combat Feat [Aimed Attack I] has a Critical Value of +1, and the Magitech Spell [Critical Bullet] has a Critical Value of -1 when used in a Gun attack.

Thus, the Critical Value may vary depending on various conditions. All applicable conditions are applied to determine the final Critical Value.

However, in SW2.5, the final Critical Value will never be 7 or less. If the calculation results in a final Critical Value of less than 8, it will be changed to “8.”

The final Critical Value may be 13 or higher. In this case, a critical will never occur.

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Example of Accuracy Check and Damage Determination

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Wolfe attacks a goblin in front of him with a Bastard Sword. Wolfe has an Accuracy of 5. The GM decided to treat goblins with fixed values (see p. 383) and revealed that the goblin’s Evasion fixed value was 10. Wolfe can hit the goblin with an attack if he gets a Success Value of 11 or more, i.e. if his 2d results in a 6 or higher.

The roll was made with enthusiasm, and turned out “4” and “2”. The Success Value of the Accuracy Check is 11 and is a hit.

The attack has hit the target and the damage is now to be determined. First, roll on the power table. Wolfe handles the “Bastard Sword” with both hands, and its power is 27. The roll turned out “5” and “5,” and the Critical Value of the Bastard Sword is “10,” which is a Critical. For now, we will remember the result of 9 from the “10 Column” on the Power 27 Table and move on to the additional roll due to the Critical.

Again, the Power Table is checked. This time the 2d is “6” and “3”. The damage value is 8. Adding this to the previous 9, 17 is the final result from the Power Table.

Wolfe's Extra Damage is 4 points. $17+4=21$ points. This is the Calculated Damage that Wolfe is about to dish out.

Now that the Calculated Damage has been determined, the next step is to apply the effects of damage increases to obtain the Total Damage. However, there is nothing in Wolfe's attack that increases damage, so the Total Damage remains at 21 points.

Now apply damage reduction effects. Since the Bastard Sword deals physical damage, the damage is reduced by the goblin's Defense. The goblin's Defense is “2,” so the damage is reduced from 21 to 19 points. There are no other sources of damage reduction, so 19 will be the Applied Damage and be subtracted from the goblin's current HP.

The goblin had 16 HP. Wolfe's attack brought the goblin down to -3 with a single blow. As the result the goblin unceremoniously falls unconscious (see next section).

Decrease in HP/MP and Fainting/Death

Once the Applied Damage is determined, it reduces the target's current HP. As a result, if the HP falls below zero, that character is unconscious and a Death Check (see p. 110) occurs. A character who fails a Death Check dies (see p. 185).

Damage is rarely inflicted on MP, which reduces MP. MP will only drop to 0 and never below, no matter how much damage is done. No fainting or other adverse effects occur to the character because MP is reduced to 0.



Be careful! Damage and Cost

When HP or MP is reduced, there is something called "cost" separate from damage.....For example, when casting magic, MP equal to the cost of the spell is consumed (see p. 158).

Both reduce HP and MP in the same way, and these reductions accumulate. When HP or MP recovers, it doesn't matter which one caused it to decrease.

On the other hand, it is important to note that damage and "Cost" differ in terms of opportunities and means to mitigate them. In general, effects that reduce damage cannot reduce "Cost," and vice versa.

Major and Minor Action Supplements and Notes

Major Action

Prepare to Withdraw

A character within a Skirmish must perform the "Prepare to Withdraw" as a Major Action in order to leave the Skirmish Area. Then, during that character's next turn, they may withdraw from the Skirmish, moving backward only.

After preparing to leave the Skirmish Area, that character suffers a -4 penalty to Evasion Checks until the start of their next turn.

However, if the number of friendly characters in the Skirmish Area exceeds twice the number of enemies in the Skirmish, that character can withdraw immediately, using their movement, without having to first prepare to leave the area.

Use Items

How an item is used is defined for each item. Many items require the use of a Major Action. Skill Checks are not required unless otherwise noted. Also, items that generate magical effects can be used even after a "Normal Move" unless otherwise noted.

Pick up weapons and other equipment

One weapon or other item on the ground can be picked up per Major Action. Only items that are in the same area as the character can be picked up.

Stow weapons or other equipment

One hand-held weapon or other items can be stored as baggage (see p. 147) per Major Action.

Hand off weapons or other equipment to another character

It is a Major Action to hand a weapon or other item in your hand to another person (it is only a Minor Action for them to receive it). In this case, the handing party must complete their turn before the receiving party may receive the item. Then, the delivery is completed only after the recipient uses a Minor Action to accept the item. The recipient must be in the same area at the time of receipt, or the moment of performing the hand-off operation can be different (the recipient can enter the area later to receive the item).

If a weapon or other item that should have been handed over is not received because the area has become different, the receiving action could not be executed, etc., it shall fall to the ground in that area.

Exchange/Equip/Store Accessories

The Accessories can be exchanged in a single Major Action: “Remove an accessory, store it, remove another accessory from one’s belongings, and equip it on that part of the body.

At this time, it is also possible to simply “equip an item to an empty equipment section,” or to “remove an equipped item and store it.”

Perform a Minor Action

It is possible to purposely perform an action classified as a Minor Action as a Major Action. This is useful when a character is blocked from Minor Action by the effects of some magic or ability.

This action is still a Major Action, so as a rule, only one may be taken per turn.

Other actions specified by the GM

Any action not listed above that involves a Skill Check or is deemed by the GM to spend most of the “1 round = 10 seconds” time is a Major Action, even if it does not involve a Skill Check.

Minor Action

Equipping weapons and holding shields/changing equipment stance/sheathing/dropping/receiving

Weapons and other items can be newly equipped, sheathed, dropped on the ground, or handed to you by others (see p. 151).

They can be performed any number of times, but not after a Major Action. In some cases, a character may perform more than one Major Action, but once a Major Action is completed, these actions cannot be performed.

These actions can be performed during Combat Preparation (see p. 121). Receiving, however, is excluded, since its prerequisite, handing over, cannot yet occur.



Point! Equipping and holding of weapons and shields

Weapons and shields have restrictions such as the Minimum Strength and Rank required to equip them (see p. 151). However, even those that do not meet this requirement can be held in hand. Weapons and shields that cannot be equipped and are only held cannot be used for attack or defense but can be stored, abandoned, or handed off. It can also be taken out of the baggage or received on the assumption that it will be held.

Even if you only hold it, the number of hands needed to do so is the same as when equipping it. In other words, to hold something with “Stance: 2H” requires two hands.

If for any reason, the conditions for equipping a weapon or shield can no longer be met, it will automatically change to a holding status. On the other hand, if held and the conditions for equipping are met, this can be changed to the Equipped state with a Minor Action.

Equip / Hold

Stored weapons, shields, or tools are held in the hand(s). If they can be equipped, they can be put into an equipped state for use in attack or defense. Items in a Hold state despite being equippable can also be equipped.

If you wish to perform this action, the hand you wish to equip and hold must not be equipped with another weapon or other equipment. If already equipped and held, it is necessary to first free your hand by performing an action such as “sheathing” or “dropping,” as shown later.

Note that the items equipped as “Accessories” in “Slot: Right / Left Hand” are irrelevant to this operation.

Change Stances

You can change a weapon with “Stance: 1H Both/2H” from two-handed to one-handed. It can also be changed from one-handed to two-handed, provided that the other hand is free at the time.

Sheath

As a rule, storing weapons and other items as baggage is a Major Action (see p. 147). However, if the weapon is a “Sword” or “Gun” with “Stance: 1H”, it can be stored in a scabbard or holster, and this can be done as a Minor Action.

Drop

Drop weapons or other objects on the ground. It allows you to free your hand but requires a Major Action to pick up the dropped weapon (see p. 151). Weapons that are on the ground can also be picked up by other characters (friend or foe) in the area.

Receive

If a weapon or other item is handed to you by another character, this Minor Action will cause you to receive it in your own hand.



Point! Swapping Weapons

All of the actions listed here are Minor Actions and can be executed in any combination without limit. The act of switching weapons is completed by “equipping” or “receiving” after “sheathing” or “dropping.”

Stand Up

A character in a prone state can use Minor Action to get up. It is possible to get up before moving. Getting up is not meant to be done more than once per turn. In the turn in which the player gets up, even after getting up, the player receives a -2 penalty to the Success Value of all Action Checks (see p. 114) until the end of their turn. If for some reason you fall during your turn, you cannot get up during that turn.

Other actions specified by the GM

If the GM determines that no Skill Check is needed and little time is consumed, the character can perform it as a Minor Action on their turn. In principle, there is no limit to the number of times or timing, but the GM's judgment is paramount.

Combat Rules Supplements and Notes

This section contains detailed supplements and notes on the Combat Rules.

It is not necessary to memorize the contents, but it is desirable to know what points are included. Please take a look through it at least once, as it will help guide you through the game.

Notes on Throw

Throw, which belongs to the “Wrestling” category is a melee attack that can only be used by Grapplers. This can only be done if both hands are either not holding/equipped with anything or only equipped with a weapon with “Stance: IHW”.

As a rule, this attack can only target a bipedal character. Even if it walks on two legs, it cannot be the target of a Throw attempt if it has other methods of movement and is considered to be utilizing them. For example, some Monsters are bipedal and winged. If they are flying, they cannot be targeted by Throw.

If Throw hits, the target will be damaged and knocked prone. A fallen character may stand up (see p. 95) with Minor Action on their turn.

Notes on Damage

Damage Types

Some damage has a more specific type. Types include “Fire,” “Energy,” and “Poison.” In some cases, such as [Energy Bolt] (see p. 219), the magic or effect that generates the damage itself has a Damage Type, while in others, such as [Fire Weapon] (see p. 225), the spells or effect grants a Damage Type afterward.

These types can cause increased or decreased damage, depending on the weakness or resistance of the thing receiving it.

Gun Damage

Weapons of the category Gun shoot out bullets made with magic power and inflict magical damage when they hit the target.

Characters targeted by gun attacks will take no damage if they pass an Evasion Check (matches or exceeds the attacker's Accuracy Check). However,

if the evasion fails, the damage cannot be halved by a Willpower Check. Since it is magic damage, it also bypasses armor and shield Defense.

Fall Damage

When a character falls from a certain height, they will take fall damage. Its magnitude is calculated as: “Distance Fallen (in meters) x 3” points of physical damage.

Fall damage can be reduced by a Tumble Check (see p. 104).

Surprised by Monsters

Some Monsters have the ability to ambush. Once a surprise attack is established, the combat will begin with the monster's side being the first to strike. In addition, PCs who are caught by surprise are denied any Combat Preparation and also suffer a -2 penalty to any Skill Check's Success Value until the start of their next turn.

When special processing is described in Monster data, etc., it should also be followed.

Theory of Initial Placement in Simplified Combat

In “Simplified Combat,” the question is how to separate the characters in the Frontline Area from the Rearguard Area in the initial placement. Basically, characters that should serve as vanguards should be placed in the Frontline Area from the beginning. However, if you want to use “Range: Touch” or “Target: 1 Area” for support magic or effects, it is appropriate to place yourself in the Rearguard Area, provide such support, and then move to the Frontline Area with your turn's movement. This is the reason why the rule does not require that the first offensive side place a character in the Frontline Area in the initial placement.

On the other hand, the side that attacks second should place characters that should be placed on the front line from the beginning. In the unlikely event that a character disappears from the Frontline Area during the first player's turn, a frontline breakthrough (see next section) situation will occur and the rear guard will be involved in a Skirmish. Please gracefully accept that not being able to provide satisfactory support is one disadvantage of having to go second for attack.

Breaking through the front lines in Simplified Combat

The basic structure of “Simplified Combat” is to create a Skirmish in which the vanguards of both sides are intermingled on the front line, and both faction’s rearguard support each other from the sides.

However, if all the characters of one faction disappear from the Frontline Area, this basic structure is broken.

When there is no opposing faction contesting the Frontline Area, any character that has not yet completed their turn may move to the Enemy Rearguard Area.



GM Guide: Removing unrecoverable characters

The removal of a character from the Frontline Area creates the possibility of a frontline breakthrough. The GM should only remove characters from the battlefield who are not likely to return to combat. Even if a character falls unconscious, if there is still a possibility of regaining consciousness, such as via [Awaken] (see p. 231), the character must not be removed from the battlefield. Only remove characters in situations where they have died, or there is no possibility of regaining consciousness, or other such situations. And once removed, a character cannot return again.

A player may request the GM to remove his PC from the battlefield if they are unconscious. In such a case, the character will not be allowed to return to combat later. And if the PC side is wiped out as it is, the GM (the enemy) will be in charge of the treatment of those characters. This is to avoid a situation wherein an unconscious character remains on the battlefield, and the opponent must give a killing blow when they would rather not.

Rearguard Skirmish Area

As a result of successful entry into the Rearguard Area, it becomes a Skirmish Area, which is as normal a mix of friend and foe. Melee attacks and “Range: Touch” spells and effects may be used by the actors within.

If a ranged attack or “Area: Shot” effect or magic is used from outside of the area, a stray shot will occur.

Cornered With No Escape

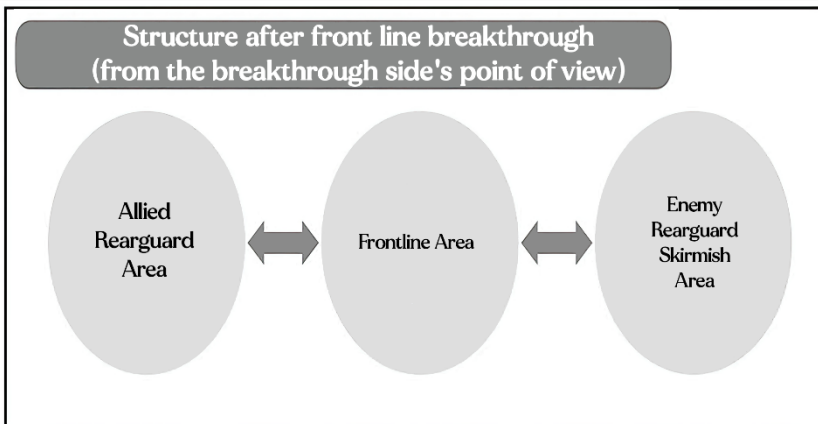
For the side that has been breached, their remaining actors are cornered in the Rearguard Area. They must stay put and cannot run away from the situation.

Characters belonging to the cornered faction cannot leave the Rearguard Skirmish Area. They can't use the Prepare to Withdraw action, nor can movement by magic, items, or Combat Feats be used. Only very long-distance travel, which allows complete withdrawal from the battlefield, may be permitted at the GM's discretion.

Characters of the faction that broke through the front line may disengage (retreat).

Reforming the Frontline Skirmish Area

If the Rearguard Skirmish Area is no longer occupied by a character from the side that broke through the front line, the cornered faction's Rearguard Area goes back to normal, and those characters may advance to the Frontline Area (turning it into a Skirmish Area).



Rules for Items and Equipment

A wide variety of items appear in SW2.5 to assist the PCs in their adventures. This section describes how to handle items.

Rules for Carrying Items

Restrictions on Items to be Carried

In SW2.5, there are no rules restricting how many items a character may carry. It is up to each player to decide how many items to carry. You can role-play this as: *“I want to carry lots of change of clothes, so I buy a packhorse”*.

A character can be considered as carrying everything they think necessary for an adventure.

Loot

PCs can gain loot from defeated monsters (see p. 388). Some of the loot is obviously likely to be large baggage.

Possession of these items is also not restricted in SW 2.5. It is part of the game to collect loot and would be a crime to deny players that. But of course, any table is different so use your own judgment when dealing with big amounts of loot.

Location and Condition of Items to be Carried

When a character carries items, they can be in the following positions and conditions. These positions and conditions differ depending on the type (category) of the item.

Equipped as a Weapon or Shield in the Hand

- “Stance: 1H/1H†/1H*/2H/2H*/2Hs /2Hp” weapons.
- “Stance: 1H/2H” shields.

Weapons and shields in general are hand-held. And only when they are equipped can they be used for attack or defense. “Stance: 1H” weapons and shields occupy one hand, “Stance: 2H” occupy both hands.

Hold in Hand for Use

- “Stance: 1H/2H” items

Some items have 1H or 2H Stance. These items occupy one or two hands when they are used. However, in general, they can be equipped by anyone.

Hold in Hand

In principle, any item can be held in the hand. Such items can be passed to another person. This is true even for items that do not have a Stance defined.

Weapons and shields can be just held, not equipped. In this case, they cannot be used for attack or defense. Even if they are only held, they occupy the same number of hands as specified in their Stance.

Two hands will be occupied to hold the armor. Other items should be determined by the GM. If there is no particular reason, assume one hand.

Equipped as a Weapon that does not Inhibit the Use of Hands

- “Stance: 1H#/2H#” weapons.

- “Stance: 1HW” weapons.

These two types of weapons do not inhibit the use of hands. And described before weapons and shields with these weapons (see below).

Stance 1H#/2H# Weapons

The “Stance: 1H#/2H#” weapons must be classified as either one- or two-handed weapons for game processing purposes, with 1H# being treated as a one-handed weapon and 2H# as a two-handed weapon.

In fact, these weapons are not equipped on the hands or arms. Therefore, the hands can be used to equip other weapons or shields, or to use items with “Stance: 1H/2H”. The GM will have the final say, however, as to which items can be equipped at the same time (e.g., you cannot have two weapons that enhance Kicks).

Stance: 1HW Weapons

Weapons with “Stance: 1HW” can be equipped on the hands to enhance Punches. Equipping these weapons does not inhibit the use of items with Stance: 1H/2H. They can also be used for a Throw attack while equipped.

However, it cannot be equipped at the same time as a weapon in another hand (a weapon that is not “Stance: 1H#/2H#”) or a shield.

Equipped as Armor

Only one piece of armor in the category of nonmetallic armor or metal armor may be equipped at the same time.

Equipped as Accessory

Items classified as accessories are managed using the accessory section on the character sheet. These items are only effective when they are equipped with the appropriate accessory section.

Items for adventurer classes that have a specific section, such as holy symbols and magisphere, are treated in the same way as accessory items.

Equipped accessories are independent of weapons. It is possible to equip accessories in the “equipped section: right hand” and “equipped section: left hand” even if the hand is equipped with a weapon.

Stored in a Special Storage Container

Some items have special storage containers that can help some number of these items.

Swords and 1H Guns and Scabbards/Holsters

Every sword has a scabbard that can be used to store it. A “Stance: 1H” gun has a holster, which can be used to store it. These allow swords and 1H guns to be stored with a Minor Action, freeing up the wielder’s hands.

Scabbards and holsters do not use the accessory’s equipment sections and can be worn in any number.

Ammunition and Special Storage Containers

Arrow Cases and Gun Belts are used to store ammunition and are treated the same way as accessories, with the equipped section needed. These items can only occupy two sections.

These containers can hold specified number of ammunition. If the description of the container allows it, you can store different types of ammunition in one storage device. For example, a Gun Belt can hold 10 bullets and 2 silver bullets.

Arrows and quarrels can be retrieved with a Minor Action if they are stored in a storage device.

Reloading the gun with bullets should be done with Major Action. The bullets for this must be selected only from those stored in the storage device. It is possible to get several bullets from different storage.

Without a container, ammunition cannot be loaded.

Stored as Baggage

Every item can be stored as baggage.

Such items do not take the character's hands and should be accessed before taking Major Action.

Such items can be taken out, held, and equipped with Minor Action.

Items With No Defined Stance

Items with no Stance defined (i.e., “Stance: -”) can be used directly from the baggage. In addition, items that appear to be hand-held can be used in the game even when the hand is occupied (equipped with or holding a weapon or item). And even if you use these items, you can continue to equip and hold the weapon or item in your hand.

For example, various types of potions fall into this category.

Rules for Equipment

As mentioned above, some items can only be effective when they are equipped. Here is a summary of the rules regarding equipping.

Rules for Equipping Weapons

Most weapons can only be treated as weapons when they are equipped.

Holding and Equipping Weapons

When a weapon is held in the hand, it can be in two states: held and equipped. Holding means that the weapon is only held in the hand and cannot be used as a weapon in an attack. Also, even if the weapon has a special effect, it cannot be used as a weapon. Only when it is equipped does the weapon become usable for attacks, and if it has any special effects, it grants them to the wearer.

At the first time the weapon is picked up, such as when it is received, picked up, or put in the hand by the magic of [Create Weapon] (see p. 242) the character is either “equipped” or “holding” the weapon.

To equip a weapon, a character must meet the appropriate conditions. If the conditions are met, the weapon can be either equipped or held. If not, the weapon can only be held.

Whether holding or equipping, a free hand is required. Weapons with a Stance of 1H (including 1H* and 1H†) may be held and equipped with one hand. A weapon with a Stance of 2H (including 2H*) requires two hands to hold and equip. The number of hands required to hold and equip a weapon may not exceed the number of hands available.

A character may use a Minor Action to make a weapon equipped and be held. However, this can only be done before performing a Major Action at least once on the turn.

Minimal Strength

As a rule, to equip a weapon, the character's strength must be equal to or greater than the weapon's minimal strength.

When attacking with the Fencer class, the character's strength is halved (rounded up). For example, if the character's strength is 15, the character can only equip weapons of minimal strength 8 or less.

When equipping multiple weapons, or equipping both weapons and armor, the minimal strength is considered separately. There is no summing up of the total, and each one can be equipped as long as the limits are met.

Rank

There are four ranks of weapons: B, A, S, and SS. Anyone can equip a B-rank weapon, but to equip a higher-rank weapon, the combat feat [Weapon Proficiency A/**], [Weapon Proficiency S/**], etc. are required.

*Weapons of S and SS ranks are not included in this book. They are included in subsequent Core Rulebooks.

Note on Grappler class

When attacking with the Grappler class, weapons must be of the wrestling category.

Most weapons in the wrestling category are annotated “Grappler Only”. Attacks with these weapons are only possible using the Grappler class.

Natural Weapons and Weapons that Enhance Them

Punches, kicks, and throws do not require equipment. They represent attacks made by the character’s own limbs. Of course, they do not need to be purchased as items.

Some weapons are described as enhancing such natural weapons, such as Enhances Punches. Such weapons can only be attacked with that data when they are equipped.

Attacks with such enhancing weapons are equally subject to the corresponding abilities and effects of attacks with the original natural weapons. For example, the combat feat [Stomp] (see p. 250) adds a Kick attack after a Throw attack. A character with this combat feat can attack with a weapon that enhances Throw and chain attack with a weapon that enhances Kick.

Weapons that Enhance Punches

As a rule, weapons that enhance the punches are handled in pairs, one for each hand. If equipped, they will be in both hands, but if not equipped and held, one hand is sufficient for a pair.

When picking them up from the ground or handing them to others, a pair can be picked up or handed to others in a single Major Action.

Weapons that Enhance Kicks

Weapons that enhance the Kicks are equipped on the feet, and do not require the hands. A character can equip a kick-enhancing weapon if they meet

the requirements to do so. Only one (or a pair of) Kick-enhancing weapons may be equipped at a time.

The character can carry these in his hands, but they must be held in that case. And, as with weapons that enhance punches, holding a pair requires only one hand.

Rules for Equipping Shields

The rules for holding and equipping a shield are generally the same as those for weapons. As with weapons, the decision to “hold” or “equip” a shield is made at the time it is picked up. A shield with “Stance: 1H” can be held or equipped with one hand, while a shield with “Stance: 2H” can be held or equipped with two hands. In order to equip a shield, there are additional requirements such as minimal strength and rank. Only when equipped, the shield's bonus/penalty to Evasion checks and Defense will be applied. While held, bonuses/penalties are not applied at all.

Multiple Shields

It is possible to equip more than one shield, but only one can be applied at a time. If more than one shield is equipped, each time an attack or effect is made, the character chooses which shield's effect will be applied. This choice must be made before any Evasion check.

Note on Grappler class

Shields cannot be used with the Grappler class. Once a shield is equipped, the Grappler class cannot perform Evasion checks. In addition, attacks (Accuracy check and Extra Damage addition) cannot be performed.

Rules for Equipping Armor

Armor is also only effective when equipped. Unless otherwise specified, a character may act in the game with armor on without any particular disadvantage.

Equip Armor

Unlike weapons and shields, armor cannot be picked up and immediately equipped.

To equip armor or to take off the equipped armor, a time of “Defense x 10 seconds (1 round)” is required, during which the action must be continued to be performed as a Major Action. However, even armor with a Defense of 1 or less requires 20 seconds (2 rounds). If the armor is about to be equipped or taken off, or in a “halfway” state, no bonus to Evasion checks or Defense can be gained. On the other hand, if there is a penalty to the Evasion check, it will be already active.

Minimal Strength

Armor also has a minimum strength, and as with weapons, the strength of the character defines what can be equipped.

Note on Grappler class

The Grappler class may be used for attacks (Accuracy checks and Extra Damage addition) and Evasion checks only when equipped with armor annotated with “Grapplers may equip” or “Grappler Only”.

If you have “Grappler Only” armor, the only class that can be used for Evasion checks while equipped in it is the Grappler class.

Holding Armor

Two hands are required to hold the armor. No bonus/penalty to Evasion checks or Defense is applied while holding.

Rules for Accessories

Items in the category accessory are only effective when equipped in the appropriate section.

Equipment Section

The character has 9 sections, including “head,” “face,” “neck,” “back,” “right hand,” “left hand,” “waist,” “feet,” and “other”.

On the other hand, each accessory has “head,” “face,” “neck,” “back,” “right hand,” “left hand,” “waist,” “feet,” and “any”.

In principle, the equipment sections of accessory and character should be the same for “head,” “face,” “neck,” “back,” “waist,” and “legs”. For example, an item classified as Accessory: Head should be equipped in the equipment section: Head.

Items marked as Accessory: Hand can be equipped on either the “equipment section: right hand” or “equipment section: left hand”.

The equipped section: other and accessory: any are treated in a special way. Please refer to the next section.

As a general rule, only one accessory can be equipped in one equipment section.

Equipment section: Other

As a general rule, any kind of accessory can be equipped in the “equipment section: other” of a character. For example, a Salamander Hairpin and a Pointed Hat both have Accessory: Head. In such a case, you can equip both of them at the same time by putting one in the equipment section: head and the other in the equipment section: other.

If this seems difficult at first glance, don't worry about it in the game. The only limitation is on the simultaneous equipping of accessories in one equipment section.

Note that only one accessory can be equipped in the equipped section: other.

Accessory: Any

Items marked as Accessory: Any can be equipped in any equipment section. Of course, they can also be equipped in the equipment section: other.

Class-Specific Items

Some Class-Specific Items have more than one equipment section. For example, Magisphere (Medium) has a “back, waist, and others”. When multiple sections are specified, you can equip it on any of them to get the effect.

Same Name Principle

In SW2.5, the principle of non-overlapping items with the same name generally means that equipping multiple items with the same name at the same time will not duplicate or accumulate the effects of the items. For example, equipping a Black Belt on both the waist and other parts of the body will only increase Defense by +1 point.

However, if there is any overlap of effects, it will be noted in the notes for the item. For example, two Arrow Cases can be equipped at the same time, each holding 12 arrows or Quarrels (up to 24 in total), according to the note of Arrow Case.

Replacing Accessories

If you want to replace an accessory, you can do so with Major Action (see p. 139).

Magic Rules

In the world of SW2.5, magic exists because of the power of mana. Unlocking a door without using your hands, instantly healing a friend of grievous wounds, and even launching a volley of flaming arrows at an enemy - all of these (and more) are possible with the help of magic.

There are several systems of magic, each associated with a class. PCs learn these classes and learn spells from the associated magic systems. To utilize magic, however, a Spellcasting check (see p. 106) must be made each time a spell is cast.

This section describes the basic procedures for casting spells and includes notes for each magic system (class).

Basic Rules of Magic

Let's describe the basic rules of magic. First, we define the following basic terms.

Casting a Spell

This is an attempt to activate a spell. Usually, a Spellcasting check is required to cast a spell.

Caster

The word "caster" means a character who casts a spell.

Target

This is what the spell is intended to affect - a character, an object, a space, etc. The kind of target is determined by the individual spell.

Correspondence Between Class and Magic System

In SW2.5, there are a variety of magic systems, and there are several classes that can use magic. Classes that can use magic are called Wizard-Type Classes. The correspondence between a class and its magic system is as follows.

Correspondence Table

Sorcerer class	Truespeech Magic
Conjurer class	Spiritualism Magic
Priest class	Divine Magic
Artificer class	Magitech

Each Wizard-Type Class has its own characteristics and distinctions in addition to the spells that can be cast. For more details, please refer to “Notes about Wizard-Type Classes” (see p. 175).

Match between Class level and Spell level

Each spell has a level. As a rule, the corresponding class level is the maximum spell level that can be cast. For example, a character with 3 levels of Sorcerer class can cast spells of levels 1 to 3 from Truespeech Magic.

If you have mastered multiple Wizard-Type Classes, the level of spells that can cast from a magic system is determined independently for each class level acquired.

Conditions of Spellcasting

Casting spells imposes some restrictions and conditions.

Limited Move

Generally, to cast a spell, the caster is restricted to, at most, a Limited Move.

A Magical Medium (Magical Implements, Holy Symbols, and Magispheres)

Each magic system requires a medium for casting a spell, and the caster must have these ready to perform magic. For more information, see “Notes about Wizard-Type Classes” (see p. 175).

Vocalization

To cast spells, vocalization is required. Spells cannot be cast if the caster is unable to speak.

MP Consumption

The act of casting a spell consumes MP from the character's current MP total, as specified for each spell.

A character's MP can be reduced to zero, but not lower. It is not possible to cast a spell if its MP cost exceeds the caster's current MP value.

Mako Stone

A mako stone is an item that can be used to replace all or part of a spell's MP cost. The number of MP to be provided by the stone is specified when the spell is cast and reduces the caster's own MP consumption. The MP stored in the mako stone is reduced by that amount. Should it reach 0, mako stone shatters. It is not possible to drain more MP from the mako stone than it currently stores.

Only one mako stone can be used by a character to supply MP for spell casting (or other reasons). However, they cannot be used to mitigate damage to MP.

Characters can use mako stones without taking additional actions as long as they have it in their possession. It does not need to be held in the hand nor equipped as an accessory. In fact, it can be embedded in a magical implement, worn as an ornament, etc., but not kept buried in the depths of a bag.

Magic Power and Spellcasting check

Magic Power

All characters that have mastered a Wizard-Type Class should pre-calculate their Magic Power. Magic Power is determined using the following formula.

$$\text{Magic Power} = \text{Wizard-Type Class level} + \text{Intelligence modifier}$$

If a character has mastered multiple Wizard-Type Classes, Magic Power should be calculated separately for each class.

Magic Power is the Standard Value for Spellcasting checks, and it also provides Extra Damage for most spells that deal damage.

Spellcasting check

As a rule, a Spellcasting check is performed when a character casts a spell. The Standard Value of this check is Magic Power.

If an automatic failure occurs on a Spellcasting check, the spell has no effect. In this case, the cost to use the spell, such as MP, still stands.

The only time that the Success Value of a spell becomes important is when there is resistance (see p. 167) to the spell. In many cases, the Spellcasting check is made just to make sure that there was no automatic failure.

Spell Range and Area

Each spell has a range and an area. These define how far a spell reaches and what area it will affect.

These two elements are closely related and are often listed together as “Range/Area: XX/YY”.

Spells Range

Range: Caster

These spells are centered on the caster and do not affect an area.

Range: Touch

The caster should be able to directly touch a starting point, an object, or a character to cast the spell. In combat, this means that the caster can only target objects in the same area.

Spells with this range do not define an area.

Range: X (YY)

The “X” is a number between 1 and 2, and the “YY” is a number indicating a distance, for example, “Range: 1 (10m)”.

In Simplified Combat, only the “X” part matters. A “1” means the spell will reach the adjacent area, while a “2” means it can reach both the adjacent area and the area next to that.

In non-combat situations, the “YY” number determines if the spell will reach the target.

In the previous example, “Range: 1 (10m)” means that the spell reaches the adjacent area when in combat and 10m when not in combat.

Spells Area

Area: -

The spell does not have an area if Range is “Caster” or “Touch”.

Area: Shot

The spell is directed in a straight line from the caster and hits a target. If there is an obstacle in the way, it will not reach the target. If the spell is aimed from outside a skirmish area into one, stray shot (see p. 128) will occur.

Area: Target

The spell affects a target directly. The presence of obstacles does not matter as long as they do not interfere with the line of sight, and there is no stray shot if used in a skirmish area.

Area: Line

The spell acts in a straight line, affecting all those in its path. There is a separate section on this subject, entitled “Area: Line” (see p. 163).

Rules for the Spells Target

For information not listed here, please refer to the individual spell descriptions (see p. 217) or the magic system-specific descriptions (see p. 175).

1 Character, an Object, or a Point

Target: Caster

The caster themselves is the target. This type of magic can be cast whilst blind or in complete darkness

Target: 1 Character, 1 Entire Character, 1 Character X

One character is the target. The caster must declare which character is the target when casting the spell, and that target must be visible to the caster.

The “Entire” and “X” indicate how the spell effect is resolved when target has multiple sections. For details, see p. 385.

Target: One Object

A single object (not a character) is the target of the spell. Uncountable objects, such as liquids or groups of objects, cannot be the target. The target must be visible to the caster.

Target: Any Point

The target is any visible point within range. With Simplified Combat, the caster specifies an area.

Target: Touch

This is a spell that creates or summons something within the caster’s immediate proximity. This type of magic can be cast whilst blind or in complete darkness.

Affects in Range (“Target: X area (YY radius)”)

The notation “X area (YY radius)/Space”, “X area (radius YY)/All”, or “X area (radius YY)/Z” defines a spell that affects a wide area. Generally, the target is a specific area or a particular point, and the effect is applied to a circular (spherical) shape, centered on that area or point.

X can be one of “1”, “2-3”, or “All”.

YY will denote a length using meters.

Z can be 5, 10, 15, or 20.

For example, a spell description may designate “Target: 1 area (3m radius)/5”.

X area

In “Simplified Combat,” X defines how many areas will be affected.

1 area: The effect spans only one area.

2 - 3 areas: The effect extends to the area directly targeted, and any areas adjacent to it. That is, if either Rearguard Area is targeted, the spell will affect that area and the Frontline Area. If the Frontline Area is targeted, all three areas will be affected.

All areas: This will affect all areas of the battlefield.

(YY radius)

YY is a length in meters, indicating the radius of a circle (sphere) the spell will affect. In Simplified Combat, there is no need to take this into account (area of effect is determined only by the X area designation). It is only used in non-combat situations when it is necessary to define the radius of the effect.

/Space

This annotation indicates that it is the space itself is affected. If characters are within the that space, they will be affected by the spell without exception.

This type of magic often has a long duration (see p. 165). When affecting a character, the criterion is simply whether they are within the space each round or not.

/All

This annotation means that all characters in the specified range are considered targets.

Unlike /Space, characters will only fall under the effect of the spell if they were within the area of effect at the point of casting.

/Z

Z is the maximum number of targets within the specified range that can be affected by the spell. If there are more than Z targets within the spell’s range, Z targets are selected randomly from those available.

As with /All, characters will be affected by the spell only if they were within the area of effect at the point of casting.

Inclusion or Exclusion of Caster

For spells designated “Range: Caster”, where the target is “/All” or “/Z”, the caster can choose whether to include themselves in the effect of the spell or not. If the caster is a character with multiple sections (see p. 385), they can select which of their sections are a target of the spell, if any.

The caster is always included when a spell has the “/Space” designation, unless the spell’s range is “Range: Caster”.

Area: Line

A spell designated “Area: Line” travels in a straight line from the caster in a specified direction, up to its range limit. Everything in its path has the potential to be affected. The most likely use of such spells is to fire from within the Allied Rearguard, toward the frontline area, and then on to inflict further damage in the Enemy Rearguard.

Because of this, there are detailed rules for determining the targets affected by the spell, explained below.

Determination of Target

When casting an “Area: Line” spell, the caster first assigns a target within the spell’s range. There are two choices: targeting an area or targeting a character. Targeting a character in a skirmish area requires the combat feat [Targeting].

In this case, characters in the same area as the caster cannot be selected as targets. A character in a different area must be selected as the target.

Also, the target must be visible to the caster. To target a character in the Enemy Rearguard from caster’s own Rearguard, the caster must have the combat feat [Hawk Eye].

Check the Area of Effect

A spell with “Area: Line” acts in a straight line from the caster in a specified direction, up to its range limit. It can affect everything along that line, either side of the designated target.

First, check whether the area you are in is a skirmish area. In a skirmish area, the area inside is also affected by the “Area: Line” effect. If it is not a skirmish area, it is up to the caster to decide whether or not they are affected by this effect.

Next, check which areas will be affected. If the spell was cast from the Frontline, then the Enemy Rearguard will be affected. If the caster is in the

Allied Rearguard, then “Range: 1 area” spells will affect just the Frontline, whilst “Range: 2 areas” spells will affect both the Frontline and Enemy Rearguard

Determination of the Affected Characters

Having determined the areas through which a spell will travel, characters in those areas may or may not be subject to its effects. There is basically a 50/50 chance (with a few exceptions) that a character will be affected. Specifically, this is determined as follows.

The character chosen as the target: If the caster has selected a character as the target of the spell, that character will be affected.

Caster: The caster can choose whether they are affected by the spell or not.

Exclusion by [Magic Control]: If the caster declares the combat feat [Magic Control] (see p. 255), any number of characters within range can be excluded from the effects of the spell.

Other cases: Eligible characters that do not fall into any of the above categories need to roll 1d. On a 1 - 3, the character is affected. If the roll is 4 - 6, they are not.

Spell Sustaining and Removal

Some spells have a duration and last for some time. This is determined by the “Duration” field in the spell description.

Spell Duration

Instant

Spell takes effect instantly as soon as it is cast.

X seconds (Z rounds), X minutes (Z round), X hours, X days, X years

The spell effect persists for the specified time. If the units are seconds or minutes, the number of rounds is also indicated to aid gameplay.

Permanent

The spell lasts indefinitely.

Instant/X seconds (Z rounds), Instant/X minutes (Z rounds)

This means that the spell effect occurs immediately after casting and persists for some time thereafter.

Other

In all other cases, the spell has a special duration, as specified in the spell’s description.

Duration Management

Spells Whose Duration is controlled in Rounds

There are spells listed in the Magic Data that have a number of rounds appended to the duration, in the form (Z rounds), such as “Duration: 3 minutes (18 rounds)”. When cast in combat, the duration is managed in terms of rounds.

In this case, at the start of the caster’s turn, the GM should consider that one round of duration has elapsed, regardless of the order of the caster’s turn within their Faction each round. If turns are resolved in the order of caster → other allies → opposing faction → other allies → caster, then a spell with a duration of 10 seconds (1 round) will affect their allies’ actions twice.

Conversely, if a caster acts last in one round and first in the next round, then the actions of their allies will not be affected at all.

Effects with Duration More Than 1 Day

A spell whose duration is one day is considered to elapse at daybreak (6:00 a.m.), regardless of the time it was cast.

Some spells have a “once a day” limit on casting. For these, the “6:00 a.m. rule” also applies.

Cancel with Minor Action

Spells whose duration is not “Permanent” or “Instant” can be cancelled at any time by a caster, using a Minor Action. Cancellation does not require speech or hand gestures. If the effect was applied to multiple targets with one casting of the spell, the caster can cancel it for each target.

Spells that Cannot be Arbitrarily Cancelled by Caster

The spells with “Duration: Permanent” and “Duration: Instant/XX” cannot be cancelled by the caster at will.

Forced Removal

[Dispel Magic] and combat feats such as [Wordbreak] force magical effects to be cancelled. This process is not limited to spells, but also applies to items and monsters’ unique skills.

Compare Success Values

Generally, when a spell that has a duration is forcibly cancelled, the Success Value of the spell is compared with the Success Value of the method used to cancel it. Those who are trying to cancel the magic are the Active side, and the effect is cancelled if their Success Value exceeds that of the spell or if automatic success is achieved.

The Success Value of a spell already in effect, which is on the Passive side, is the same as the Success Value when it was cast. For this reason, always note the Success Values of spells with a duration. In the case of an automatic success (double 6s) on the Spellcasting check, the success value is determined using the +5 rule (see p. 91). The spell is cancelled by exceeding this value or by an

automatic success. If the Success Value of the spell to be removed is not remembered by the players, it must be re-rolled.

If Target is Character or Object

Where there are means of removing magic or effects affecting a character, such as the [Cure Poison] spell, multiple effects affecting the target might be removed at the same time.

The removing side should roll once and compare the result with the Success Values all effects they are trying to remove. All effects with a lower Success Value will be removed.

If Target is Spell or Effect Itself

In the case of spells such as [Dispel Magic], where the spell or effect itself is the target, only one magic or effect can be removed. The removing side must declare in advance which effect they want to remove.

If the spell or effect to be removed affects a wide area, the “Target: X area (YY radius)/Space” is counted as one effect for the entire area (i.e., the entire spell is removed at once). However, “/All” and “/Z” spells affect each character individually and can only be removed one character at a time

Resisting Spells

Many magic spells can be resisted if the targeted character does not want to be affected by them, and the effect can be negated or reduced. Here are the rules for resisting for such spells.

Resistance Types

Each spell description has a “Resistance” field, which determines whether it can be resisted and how it is handled when it is resisted.

Can't

The spell cannot be resisted. Unless the caster fails the Spellcasting check with an automatic failure, the spell will always work.

Optional

If the target wants to resist, they will automatically succeed, and spell will not affect them.

None

The spell cannot target characters. It is applied to an object or a point in space and cannot be resisted. Unless there is an automatic failure for the Spellcasting check, the spell will work.

Negated

If the target wants to resist, a Willpower check is needed. Success means the target will not be affected at all.

This also applies when characters are not targets but require some kind of Success Value comparison in the spell's description.

Half

Most spells that deal damage fall into this category. If such spells cause damage, it will be halved if the target succeeds in resisting. For details, see "Resistance: Half" (see p. 170) in "Spell Damage" (see p. 169).

Willpower Checks

If a character is the target of a "Resistance: Neg" or "Resistance: Half" spell, a Willpower check is needed to have a chance to avoid or reduce unwanted effects.

In this case, the caster's Spellcasting check and target's Willpower Success Values are compared. If the caster's Success Value is higher, the spell takes full effect. If there is a tie or the Success Value of the target is higher, the spell effect might be reduced or completely negated.

If a spell targets multiple characters at the same time, Willpower checks should be made separately by each target, and resistance results are independent for each character. The caster should roll one Spellcasting check to determine the Success Value for all targets (so it will be the same).

If the caster's Spellcasting check is an automatic failure, the spell will fail, and there is no need for a Willpower check.

Spell Damage

Some spells can deal damage. This section describes this process.

Use of Power Tables

Most damage-dealing spells use a Power Table to determine the Calculated Damage. Such spells are described in the magic data as “Power X + Magic Power’ damage.

Just as when determining the damage of a weapon attack, use the appropriate row of the Power Table and roll 2d to check the result. The Calculated Damage is then added to the character’s Magic Power.

Double 1s

As with weapon attacks, if the Power Table is used and double 1s are rolled, no damage is inflicted.

The character who rolled double 1s gets 50 experience points.

Critical

Damage spells can critically hit when using the Power Table. Generally, the critical value for spells is 10. Unless otherwise stated, this value should be used.

However, if the spell has “Resistance: Half” and the target succeeds in Willpower, no critical will occur.

Double 1s’ after Critical

This is also the same as weapon attacks. If, after a critical hit, a new 2d roll is made to add to the damage, and the result is double 1s, use the damage that was calculated before the double 1s were rolled. The character does not gain any experience points.



GM Guide: Determining Damage to Multiple Targets

If the spell affects more than one target at the same time, the Spellcasting check is made once for all targets (see p. 168). However, as a rule, determining damage is done individually. This is because, due to the possibility of a critical hit and the fact that each of the same kind of monster has identical HP, rolling once for damage could be an all or nothing affair.

However, if the GM decides that this is acceptable (i.e., the damage determination is not very important), they may choose to allow only one roll for damage.

Resistance: Half

Most spells that deal damage have “Resistance: Half”, and damage can be halved by a successful Willpower check (see p. 110). Damage caused by the unique skills of monsters can also be halved by a Fortitude check (see p. 110) or a Willpower check.

When halving damage, fractional results should be rounded up.

When Resistance Succeeds, Accompanying Effects are Nullified

Some spells and effects denoted “Resistance: Half” have an additional effect as well as inflicting damage. For example, the [Cold Rain] spell deals Power 10 + Magic Power and imposes a -1 penalty to the target’s Evasion checks (see p. 104).

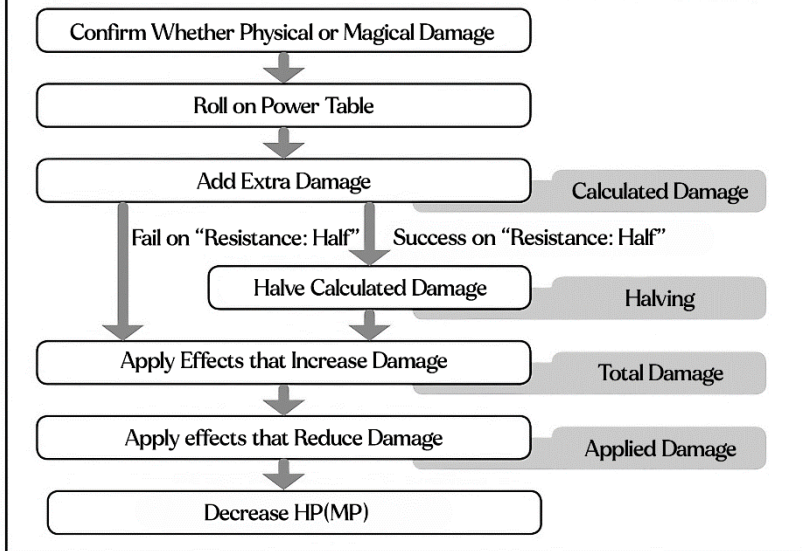
If the resistance check succeeds against such spells or effects, the calculated damage is halved, and no other effects are applied except the halved damage.



GM Guide: No Halving of Increased Damage

If damage is halved due to resistance, effects that increase damage (like monsters’ weaknesses or item enhancements) are added after halving. In other words, damage-increasing effects are not halved.

Damage Determination Chart (for Half Resistance)



GM Guide: Changes in Stats Affect Calculated Damage

Some spells and effects affecting character stats could result in Extra Damage. For example, if your intelligence increases by 6 points, your Magic Power will increase by 1 point.

These result in changes to Extra Damage, so they should be counted towards "Calculated Damage". Damage resistances would thus apply to this form of damage increase.

Duplication of Magical Effects

This section describes how to handle cases where the same or a similar spell is applied to the same target.

Non-overlapping Spells of the Same Name

Generally, magical effects of the same name do not duplicate or stack on the same target.

Overriding Duration

If a spell is cast on a target currently under the influence of a spell with the same name, the effect of the first spell will continue. However, the spell's duration will be replaced and extended by the duration of the new casting. For example, [Enchant Weapon] has a duration of 3 minutes (18 rounds). If [Enchant Weapon] is cast again on a target with 10 seconds (1 round) remaining in its duration, the effect will once again last for 3 minutes (18 rounds) from that point. The remaining duration of the original spell is lost. In this example, if the remaining duration was 170 seconds (17 rounds), then the resulting duration would still be 3 minutes (18 rounds).

However, if a spell other than “Resistance: Can't” is resisted by the target, it is assumed that any later spell has no effect, and so the previous duration remains the same.

In addition, if the duration is extended with [Metamagic/Time] (see p. 255), but as a result the duration would be shortened, then this does not occur, and the previous duration continues to be applied.

Weapon Enchant Spells

Spells that enhance a character's weapon work differently depending on whether they enhance any elemental type damage or not.

Spells That Add Type Damage

As a rule, a weapon can only benefit from one type enhancement at a time. If a spell that enchants a different type is cast on a weapon that is already enhanced, the target has the choice of accepting the new enchantment (the previous effect is automatically cancelled) or rejecting it and continuing to receive the previous effect.

On the other hand, if the enhancements are of the same type, the effects of differently named spells are cumulative. In the case of a magic weapon that has a permanent type effect, a spell that enchants the same type can enhance its effect. However, a spell of a different type will have no effect at all.

This principle applies not only to magic but also to items and other effects. When a weapon temporarily gains or changes its type damage, it can either override the new type or keep the previous type.

Spells That Do Not Add Type Damage

Those weapon enhancement spells that do not add type damage will stack (if they have different names). This is true even if the weapon has already been enhanced with type damage.

Notes on Magic

Here are some other rules that pertain to magic.

Spell Types

Some spells have a type that may increase or decrease damage and effects, depending on the character's or monster's weaknesses, unique skills, magic, or item effects. For example, a dwarf with the racial ability [Body of Flame] will not suffer damage or unwanted effects from Fire type spells.

Examples of spell types include the following.

Earth, Water/ice, Fire, Wind, Lightning, Energy, Slashing, Bludgeoning

These are used primarily as types of damage.

Poison, Disease

Undead and constructs are immune to poison or disease spell types. On the other hand, these spells ignore the effects of some defensive magic. If they have duration, they may be removed with [Cure Poison] or [Cure Disease] or similar means.

Psychic

These spells affect the psyche of the target. Some monsters do not have a psyche and are immune to them. Such spells can be removed by [Sanity] or similar magic or effects.

Psychic (Weak)

These spells are of the Psychic type but can be easily removed. If the target is under the effect and suffers damage to HP or MP, the effect is immediately removed. It is also possible for others to “bring them to their senses” with a Major Action. This action is handled as “Range: Touch” and “Target: 1 Entire Character”.

Since they are part of the Psychic type, they can be effectively removed by the [Sanity] spell, etc., and are not effective against monsters immune to the psychic type.

Normal sleep is also classified as a Psychic (weak) effect.

Curse

These spells bestow a curse and can be hard to remove. Even [Dispel Magic] will not remove them. Only the [Remove Curse] spell can remove Curse effects.

Spells that can be Cast with Minor Action

Spell casting is normally a Major Action, but some spells can be cast as a Minor Action. Such spells will have “▶▶” at the beginning of their name.

These spells may be cast as many times as the caster wishes on their turn. MP must be expended per cast.

Cast Conditions and Movement Restrictions

Even a spell that can be cast with Minor Action must still adhere to spell casting restrictions such as “having an implement or a medium,” and “being able to vocalize”. The same is true for movement limitations.

Spellcasting check and Success Value

If a spell is cast with Minor Action, no Spellcasting check is required. The spell will automatically succeed, but the Success Value will be 0.

Since no dice are rolled, an automatic failure cannot occur.

Casting with Major Action

Spells that can be cast as a Minor Action can optionally be cast as a Major Action. In this case, a Spellcasting check should be made, and the Success Value determined accordingly, with the risk of automatic failure due to double 1s.

Spells that can be Cast during Combat Preparation

Spells with a “△” appended to the name can be cast during Combat Preparation (see p. 121).

These spells are treated almost identically to those that can be cast as a Minor Action described above. In other words, the conditions for casting magic must be followed, and no Spellcasting check is performed. Their success value is 0.

However, spells with the same name can only be cast once during Combat Preparation (different spells can be cast separately). Spells can also be cast as a Major Action, but there are not many cases where that makes sense.

Notes about Wizard-Type Classes

This section describes the various Wizard-Type Classes and their corresponding magic systems.

Sorcerers, Conjurers and Truespeech, Spiritualism Magic

The Sorcerer class can cast Truespeech Magic, whilst the Conjurer class can cast Spiritualism Magic.

Truespeech Magic and Spiritualism Magic share the same roots, and although they have different effects, they share the same requirements when they are cast.

In addition to vocalization, the use of Truespeech Magic and Spiritualism Magic requires the use of a magical implement, free arms (to draw magic characters), and limited armor.

Magical Implement

To use Truespeech Magic or Spiritualism Magic, a magical implement must be prepared. The same implement can be used for both systems.

A character may have more than one implement and choose which to use. The implement is independent of its owner. Implements can be borrowed from other characters, and there is no modification to numerical values, Success Values, etc. when doing so.

The following methods can be used to prepare an implement.

Directly in the Hand: A small staff called a wand or rod can be held in one hand. No weapons or shields can be equipped in that hand. This type of implement must be purchased for 100 gamel.

Weapons as Implement: Any staff weapon can be used as a magical implement. Weapons of other categories can also be made into implement weapons by adding 100G to their price. Altering a weapon to make it an implement does not affect its performance as a weapon. However, natural weapons such as Punch, Kick, and Throw, as well as weapons with a “Stance: 1H#/2H#” cannot be made into an implement.

Using a Ring: It is possible to prepare a ring as an implement for 100 gamels. The ring must be worn on the “right hand”, “left hand”, or “other” as an accessory.

Ensure Freedom of Arms (Magic Characters)

To draw magic characters in the air, the arm holding the implement (or the hand wearing the ring) must be able to move freely. A slight disability is acceptable, but Truespeech Magic and Spiritualism Magic cannot be cast in situations where the GM rules that the arm is clearly immobilized.

Armor Restrictions

When casting Truespeech Magic or Spiritualism Magic, wearing metal armor imposes a -4 penalty on Spellcasting checks. Non-metallic armor having a minimum strength of 10 or more imposes a -2 penalty.

Nightmare characters can eliminate this penalty through their racial ability [Alternate Form].

Priests and Divine Magic

Those who have acquired the Priest class can use a system of magic called Divine Magic. To use Divine Magic, the character must determine the god they worship, and carry that god's holy symbol. Divine Magic requires vocalization to invoke one's god. There are no armor restrictions, and arm freedom is not required.

Determining One's God

When a character acquires the Priest class, they must decide on a god to worship. It is not possible to worship in more than one god at a time.

Specialized Divine Magic

There are two types of Divine Magic: Basic Divine Magic, which any priest can use, and Specialized Divine Magic, which is determined by the god they worship.

Specialized Divine Magic can only be used by priests who worship a specified god. Such spells also have levels and can be used only when the class level reaches the level of the spell.

Holy Symbol

The holy symbol must be equipped as an accessory in one of the sections to use Divine Magic. It is also possible to have more than one of these equipped at the same time as a backup, in case of unforeseen circumstances.

The "holy symbol" may be borrowed from another character. However, they must share the same faith (god).

Artificers and Magitech

Those who have acquired the Artificer class can use a system of magic called Magitech, which requires a magisphere and vocalization (spell chanting). There are no armor restrictions, and arm freedom is not required.

Magispheres

When casting a Magitech spell, a magisphere must be prepared. It must be placed in one of the equipped sections as an accessory.

A magisphere is simply an item, and it is completely independent of its owner. It can be borrowed from another character and used without any problem.

Magisphere Sizes

Magispheres come in three sizes: large, medium, and small. Small magispheres are small enough to be fixed to the arm or waist, medium magispheres are box-shaped, about the size of a handbag, and large magispheres are box-shaped, about the size of a backpack. Small magispheres can float and follow the artificer around (but must still be equipped as an accessory). Large and medium magispheres cannot do this and must be equipped in a fixed place.

The spell power of magispheres is connected to their size. Large magispheres can substitute for medium and small ones, but not the other way around.

The size of a magisphere determines where it can be equipped, as well as the effectiveness of some spells.

Magisphere Equipment Section

Magisphere (Small)	Anywhere
Magisphere (Medium)	Waist, Back, Other
Magisphere (Large)	Back, Other

Artificers and Guns

Magitech enables the use of a special weapon called a gun. A gun is a ranged weapon that attacks the enemy by shooting bullets, but it can only be fired by putting magic power into the bullets using Magitech.

Spellcasting on Bullets

Spells with “Target: Bullet” or “Target: 3 bullets” are spells that put magic power into bullets.

These spells target bullets that have been loaded into a gun in the caster’s hand (equipped or held). If a bullet is not in the gun, or if the gun is loaded but not in the caster’s hand, it cannot be used as a target.

Magitech spells can be cast with a Minor Action and have a duration of 10 seconds (1 round). Basically, the spell is cast on the bullet just before the gun is fired.

Accuracy checks

Attacks with guns are Shooting Attacks, and Accuracy checks should be made using the Marksman class. If the Accuracy check fails, the shot is missed, and no damage or effect can be applied to the target.

Damage Determination (Power Table)

When an attack by a gun hits, the damage is determined using the Power Table. In this case, the Power table row is determined by the spell that was cast on the bullet.

The Critical Threshold depends on the gun. However, it may be increased or decreased depending on the spell being cast on the bullet. For example, a gun's Critical Threshold is reduced by -1 by the [Critical Bullet] spell.

Damage Determination (Extra Damage)

In the case of a gun attack, Extra Damage is the Magic Power of the Magitech cast on the bullet, i.e., "Artificer level + Intelligence modifier".

The involvement of multiple classes is a distinctive feature of gunfire: Accuracy checks are done using the Marksman class level, and Extra Damage is done using the Artificer class level.

Some guns have the effect of increasing Extra Damage, which adds to the damage inflicted. Some spells cast on bullets may heal instead of causing damage, and in this case a gun's Extra Damage will add to the healing effect.

Applying Damage

If a shot from a gun hits, the damage it inflicts is magic damage (see p. 134), ignoring any Defense of the target. Only effects that can reduce magic damage can reduce gun damage.

**Nightmare's [Alternate Form] and Monster Characters**

The Nightmare character's racial ability [Alternate Form] allows them to ignore some of the requirements for casting spells. Specifically, they no longer need to speak and draw magic characters when using Truespeech or Spiritualism Magic, and they can ignore armor penalties. Movement is still restricted to Limited Move, and they still need an implement or holy symbol.

Also, a monster character can ignore most of these requirements. The only requirement that must be followed is that movement is restricted to Limited Move.

[Alternate Form] and Monster's Requirements

	Restricted Movement	Magical Medium	Vocalization, Magic characters	Armor Penalties
Alternate Form	Required	Required	Not Required	Ignore
Monster Character	Required	Not Required	Not Required	Ignore

Combat Feats

Combat feats are special abilities that a character possesses. Even if characters have the same class, their individuality and roles will vary greatly depending on what combat feats they have acquired. So use them wisely.

Combat Feat Acquisition

Some combat feats are acquired by player when the adventurer level rises to an odd number of levels using learning slots (see below), while others are acquired automatically when a specific class reaches a specific level. The former is called the “selectively acquired combat feats” and the latter is called the “automatically acquired combat feats.”

Acquisition and Learning Slots

PCs have learning slots that allow them to acquire combat feats of their choice according to their adventurer level. As soon as the adventurer level is increased and learning slot is added, a new combat feat can be acquired up to the limit of learning slots. The same combat feat cannot be learned more than once.

The learning slots get one for every odd level of the adventurer level. In other words, the table is as follows.

Number of Adventurer Levels and Learning Slots

Adventure Level	Learning Slots
1	1
3	2
5	3



Note! Learning Slots Cannot be Held

You must learn combat feat immediately when your number of learning slots increases. You cannot reserve learning slots and later learn combat feats.

Acquisition Prerequisites (Levels)

Some combat feats can only be acquired if the character has a minimum adventurer level or a specific class level.

Before taking combat feats player should grows and increase the level of character. After that, the process moves to the combat feat acquisition to determine if the prerequisites have been met.

For example, the combat feat, which assumes Adventurer level 3 or higher, can be acquired after growth when the adventurer reaches 3rd level.

Acquisition Prerequisites (Other Combat Feats)

Some combat feats have other combat feats specified as prerequisites for learning them. They cannot be acquired without having acquired the combat feat as a prerequisite.

There are some that are prerequisites for levels and other combat feats and some that are prerequisites for both. You must meet all prerequisites.

Automatically Acquired Combat Feats

Each automatically acquired combat feat specifies a class and its level by reaching which you will learn them.

The character automatically acquires the acquired feat as soon as specified class level is reached. In this case, learning slots (see previous page) are not required.

How to Use Combat Feats

There are three types of combat feats according to the conditions under which their effects appear: “Passive Combat Feats,” “Major Action Feats,” and “Active Combat Feats,” respectively.

Passive Combat Feats

Combat feats which are classified as passive combat feats always affect a character once acquired.

Declaration and Effects of Major Action Feats

Combat feats which are classified as Major Action Feats can be used only with a Major Action. Therefore, they can only be used once per turn, and if used, the character cannot attack with weapons or cast Major Action spells.

If for some reason multiple Major Actions can be performed in a single turn, then multiple Major Action combat feats can be used, or a weapon attack or spellcasting can be done separately.

Declaration and Effects of Active Combat Feats

An active combat feat takes effect when a character declares its use during combat (see p. 124). As a general rule, only one active combat feat may be declared per turn even if you have acquired multiple active combat feats. This is true even if you have more than one Major Action in your turn.

These combat feats are divided into two categories: those that are declared in conjunction with some action, and those that are declared for the round with duration of 10 seconds (1 round).

Combat Feats Declared in Conjunction with Some Action

[Power Strike I], [Violentcast I], etc. are of this type, and are declared as soon as a weapon attack or spell cast is performed. The declaration is made just before the related check is made. For weapon attack, it is just before the Accuracy check, and for spell cast, it is just before the Spellcasting check. After the declaration is made, the dice for such checks are rolled. Once you have rolled for something like an Accuracy check, you can no longer declare a combat feat for that action.

The effect of the active combat feat is applied to that action. A [Power Strike I] will give +4 points of damage if the melee attack that is declared hits, and a [Violentcast I] will give a +2 bonus to the success value of the Spellcasting check that is declared.

Combat Feats with Duration of 10 Seconds

[Infight I], [Cover I], etc. are of this type. The timing of declaration is determined for each combat feat (if no mention is made, it can be made at any time during the turn). The effect lasts for 10 seconds (1 round) after the declaration, that is, until the beginning of the character's next turn. In the case of [Infight I], all Accuracy checks after the declaration meeting its conditions receive a +2 bonus.

Some of such combat feats can be declared during Combat Preparation (see p. 121). In such a case, the effect is lost after the character finishes their turn, regardless of whether their faction goes first or last.



Caution! Risk is 10 seconds (1 round)

Some active combat feats have a “Risk” set. When a feat with a risk is declared, it is subject to a set penalty for the following 10 seconds (1 round), i.e., until the beginning of the character's next turn. This is independent of the duration of the active combat feat itself. The effect of [Power Strike I] is limited to one melee attack, but the risk (-2 penalty to Evasion checks) must be taken for 10 seconds (1 round).

If something gives a penalty but is set as an “Effect” rather than a “Risk,” it occurs only for that effect. For example, [Decoy Attack I] has a penalty of -2 on the Accuracy check, but this is an effect. Therefore, this penalty modifier is only applied to the Accuracy check of the attack that declares [Decoy Attack I]. If another Accuracy check is made during the turn, the player does not receive this penalty.

Recovery, Death, and Resurrection

Food and Sleep

Food and Sleep Needs

PCs need proper food and sleep to reach their full potential, and if they lack either, their activities are severely limited. If a PC starts a new day (6 in the morning) without having eaten a single meal the day before, or without having slept at least 3 hours, the PC will suffer the disadvantages described next. They are accumulated separately and by day for each missed meal and sleep.

This disadvantage is lifted by eating until full or sleeping for at least 6 consecutive hours.

Disadvantages of Missing Food and Sleep

Maximum HP and MP are reduced by -1 each.
Fixed penalty of -1 for all Skill Checks.

Recovery with Food and Sleep

Lack of food and sleep can lead to deterioration of the physical condition, but conversely, if these are present, the PC can naturally recover reduced HP and MP. Assuming proper diet, a character can recover 10% of their maximum HP and half of their maximum MP if they are able to get 3 consecutive hours of sleep in an environment where they can sleep peacefully (sheltered from wind and rain, with bedding). Any fraction is rounded up to the nearest whole number.

The character can sleep 6 consecutive hours, or two rest periods, to recover twice as much HP and MP. In such a case, 20% of their maximum HP (rounded up) and all of their MP are recovered.

"Once Per Day"

There is a multitude of abilities, racial and otherwise, that can be used once per day. Abilities like these will recover at the next sunrise (6:00 am).

Unconsciousness and Death Checks

A character who has 0 or less HP is unconscious and at risk of death, and must make a Death Check (see p. 110). If the character fails, they die. If successful, the character remains unconscious.

If HP decreases while the character is unconscious, a Death Check must be performed based on the new current value. A new Death Check is also required when 10 minutes have passed since the last Death Check while the character was unconscious.

After an hour has passed (if all six Death Checks were successful), the character awakens with 1 HP.

Other ways to awaken a character include the [Awaken] spell, Awaken Potion, First Aid check (see p. 102), and automatic success with a double 6s for Death Check, but note that simply restoring more HP than 0 HP will not awaken a character.

Reviving the Dead

The resurrection of the dead can be risky business, and so it is contracted out to higher-ups in the various Adventurer's Guilds. If you wish to resurrect a party member, and you are a member of the Guild, you do not necessarily need money to receive the benefits of the ritual.

Normally, the rituals and magic used to revive the dead will cost 10,000 Gamels for the ceremony; if money is insufficient, money can be borrowed from the guild (see p. 332).

However, resurrecting the dead distorts the soul and creates soulscars (see p. 319), and leads to the thought that resurrection is a taboo subject. Therefore, those who accept a resurrection tend to be adventurers, with the raising of non-adventurers being a rarity.

Resurrection requires a somewhat complete corpse head and spine. In addition, those resurrected tend to lose the memories of events one hour before their death.

If you try to revive a dead PC, that character's player may choose whether to accept the resurrection. If they refuse, that character remains dead.

Increasing Soulscars

Soulscars shows how degraded one's soul has become, often over the course of multiple resurrections. Each time a character is revived, they

automatically gain a soulscar. The Soulscar Table below shows the impact of this.

When resurrected, the PC rolls 2d. If they were resurrected within 3 days of dying, there is no penalty. For each day thereafter, though, there is a cumulative +1 penalty to the roll. For example, if a character was resurrected 4 days after dying, they would roll 2d+1, whereas a character 10 days dead would roll 2d+7.

If they already have soulscars, those are added to the roll. Nightmares begin to play with one soulscar, manifested as both their birthmark as well as a horn/horns. If a Nightmare were to get the result that would give them either horns or a birthmark, they instead advance to the second level of that Manifestation.

Once five soulscars have been accumulated (i.e. enough soulscars that the character would be changed in some way regardless of the dice result), the character immediately becomes a Revenant (see p. 416) under the control of the GM. As this usually happens due to repeated resurrections, the character is irrevocably lost.

There is usually no way to reduce the number of soulscars; the GM may, if they wish, provide a scenario in which it occurs at the end of a great adventure, through divine miracles, special items, lost magic, etc.

Soulscar Table

2d + (days dead -3) + (soulscars)

※If (days dead -3) is a negative number, treat as 0.

Result	Increase in Soulscars	Soulscar Manifestations
2 - 7	+1	None
8 - 10	+1	Grow small horns / increase the size of current horns (+1) ※1
11 - 13	+1	Birthmark on the body appears (+1) ※2
14	+1	Eyes become black, rimmed with gold
15	+1	Fingers become longer and narrower
16	+1	The voice becomes hoarse and raspy
17	+2	Skin looks pale and waxy
18	+2	A sickly miasma clings to your body
19	+3	Daylight becomes unpleasant ※3
20	+3	Develop a craving for blood ※4
21 - 25	+4	Stomach refuses all food barring raw meat
26+	+4	Skin rots and falls off bones

※1: The [+] represents the size and length of the horns. [+1] horns are naught more than bumps. [+2] horns are longer and striated. [+3] horns become difficult to hide, even in long hair. Note that [+3] is the longest.

※2: The [+] represents the size of the birthmark. [+1] marks are awkward to hide but can be hidden. [+2] marks are difficult to hide and draw suspicion. [+3] marks are very difficult to hide, and often cannot be hidden fully.

※3: While under sunlight, all checks made receive a -2 penalty.

※4: Unless a mouthful of blood is drunk each day, receive (Power 10) damage (this damage cannot be critical). This damage cannot be reduced, nor can it be recovered until blood is imbibed.



Runefolk Resurrection

Runefolk do not get soulscars when resurrected and do not use the Soulscar Table. However, unlike most races, which lose memories of the hour before their death, Runefolk lose the last years' worth of memories. They do not lose any levels or experience points due to death and loss of memory.



Growth is the process by which the PCs gain experience points and rewards from their adventures and use them to become stronger.

At the end of the session, the PCs gain experience points and can grow. As the PC continues to grow, their ability score and class levels will increase, allowing them to face more powerful enemies and clear previously difficult situations with ease.

Gain of Experience Points and Their Use

At the end of the session, the PCs are given experience points by the GM, which are usually 500 points if they failed to achieve the session's objective, or 1,000 points if they did achieve it. Other ways to get experience points are by automatic failures (see p. 91) and by defeating monsters (see p. 384).

By spending the acquired experience points, PC can learn new classes or increase the levels of the classes they currently have. The experience points required to learn or raise the level of a class follow the table of experience points on the next page and depends on if class is Major or Minor.

A class can be raised more than 1 level at a time, but experience points must be paid for each level. For example, if you want to raise the Priest class, which is currently at the 3rd level, to the 5th level, you must pay 1,500 points to raise it to the 4th level, and then pay 2,000 more points to raise it to the 5th level.

Experience points do not have to be used up and can be saved until the next growth. Once experience points have been spent, they cannot be refunded by lowering the class level, so use experience points carefully!

Table of Experience Points

Level	Major Class	Minor Class
1	1,000	500
2	1,000 (2,000)	1,000 (1,500)
3	1,500 (3,500)	1,000 (2,500)
4	1,500 (5,000)	1,500 (4,000)
5	2,000 (7,000)	1,500 (5,500)
6	2,500 (9,500)	2,000 (7,500)
Major Classes Fighter, Grappler, Sorcerer, Conjurer, Priest, Artificer		
Minor Classes Fencer, Marksman, Scout, Ranger, Sage		

※Number in parentheses () is a cumulative XP needed

Increase of Adventurer Level and New Combat Feats

If the class level is raised above the current adventurer level, the adventurer level is also raised accordingly; as the adventurer level is raised, HP, Fortitude, and Willpower will also be raised.

If the adventurer level rises to an odd number (1, 3, 5...), a new combat feat can be acquired. Follow the rules in “Combat Feat Acquisition” (see p. 180) and refer to “Combat Feats Data” (see p. 248) to select and acquire the desired combat feat. When the Scout, Ranger, or Sage class reaches the 5th level, or when a Grappler class is acquired at 1st level, a new combat feat will also be acquired automatically.

Growth of Ability Scores

When a PC completes a session, they grow their ability score regardless of the number of experience points they have earned and whether or not they have achieved the session's objectives.

Ability score growth is determined by rolling dice. Roll two dice and look at the boxes corresponding to each roll in the growth column of the character sheet. Of those two ability scores, select the one that you wish to grow, and add 1 to the "Growth" box (if a value has already been written, increase it by one). The new ability score should be calculated with the Growth value added to the existing ability score.

Ability scores can only grow by one point at a time, and you can only choose one of the two dice rolls (if the dice rolls are the same, you have no choice). There is no upper limit to the growth of each ability score.

Growth Dice and Ability Score to Grow

2d	Ability Score to Grow
1	Dexterity
2	Agility
3	Strength

2d	Ability Score to Grow
4	Vitality
5	Intelligence
6	Spirit

Change in Values due to Increase in Ability Score

As the ability score increases, each of the associated values also changes: agility increases, movement does the same, vitality increases, the maximum HP value increases, and spirit increases, the maximum MP value increases. HP and MP are also affected by the increase in adventurer level and class level of Wizard-Type Classes, so you should re-calculate each of them as they grow.

Also, as the ability score grows and the ability modifier increases, the values (Accuracy check, Magic Power, etc.) that use that ability modifier will also change. Please make sure to change each value to the new one to avoid any mistakes.

Example of Growth

At the end of the session, the GM awards Wolfe 1,000 experience points, 500G, and 5 sword shards. When the automatic failure and the experience points earned for defeating the monster are added, the player's experience points exceed 1,500.

Wolfe adds each number to the character sheet and then does the growth. The first step is to grow the class.

Wolfe has spent the 1,500 experience points he earned this time to raise his Fighter class to 3rd level. He is now more proficient in all checks using his Fighter class, and has also increased his Extra Damage. In addition, the Adventurer level has been increased to 3. In addition, he can learn new combat feat.

Wolfe looked at the combat feat list and learned a new [Weapon Proficiency A/Sword]. He now has a +1 point increase in damage from weapons of the category Sword and is able to use A-rank Swords.

The next step is to grow the ability score. Wolfe rolled two dice to grow his ability score, and the rolls were “4” and “4”, which grows his vitality by one point. He wrote 1 is entered in the vitality growth column, and his Vitality score went from 14 to 15. HP had increased from 20 to 24. He has definitely become more resilient.

Finally, he gave sword shards to the Adventurers' Guild, and gained reputation. Because of 5 sword shards he rolled dice 5 times. The results were “5,” “3,” “3,” “2,” and “1,” giving Wolfe 14 reputation for his efforts but he still has a long road ahead of him to the full-fledged adventurer.

Earning Reputation

Through their adventures, the PCs earn reputation, which leads to a high standing and prestige. By expending their accumulated reputation, the PCs can also gain higher ranks in the Adventurers' Guild (see p. 332) and you may find your name known throughout a city, a country, or even a continent. Or you could be presented with special gifts or be called by a title that is unique to you.

Reputation can be earned by acquiring sword shards (see p. 361) during a session and turning them in to the Adventurers' Guild. It can also be earned by receiving rewards for successful completion of prestigious missions, or by receiving some items.

Reputation from sword shards is earned when the sword shards are turned in to the guild. For each sword shard, PCs will gain 1d reputation points. All PCs get the same number of reputation points. They'll be considered full-fledged adventurers when they reach 100 reputation points.

This book does not include rules for spending reputation to increase rank, obtain special items, or acquire titles. For now, save your sword shards and reputation, and refer to “Core Rulebook II” for more details.

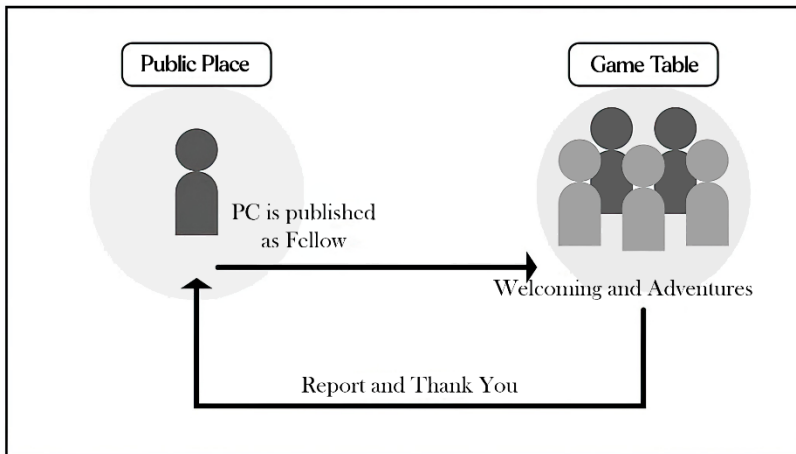
Fellows

TRPGs traditionally happen as conversations between the GM and the players. They may be played in person around a table, or online over the internet, but in any case, the game is played with the assumption that each game is a closed group. The Fellows rules presented here are meant to unshackle PCs from the limitations of that tradition, allowing them to leap over the boundaries of groups and let their characters thrive.

Fellows Overview

Fellows are characters who assist the PCs in their adventures. Fellows are available on social media and in fan magazines. Players select those they wish to take with them on their adventures and have them travel along.

It is also up to the individual players to publish their Fellows. Fellows are based on none other than their alter egos, the player characters. By creating and publishing Fellows based on PC data, each PC has the opportunity to participate in the adventures of other groups. Adventures as Fellows do not directly involve the player who created and published the Fellow. They are managed by the playgroup that has accepted the Fellow, with reference to the Fellow's data. The adventures and the Fellow's involvement will be known to the player who published the Fellow through a “report and thank you” process.



Make Fellows Public

The player publishes his/her PC as a fellow wherever he/she wishes. The PC is not published in character data format. Instead, they will be converted into what is called “Fellow format data” and published in that format.

Note that if you wish to receive a “report and thank you” later, please also indicate the contact information and method for this.

The “1 PC = 1 Fellow” Principle

When creating Fellow format data from PC data, there is more than one possibility. In fact, it is possible to create many different Fellows from the same PC data.

However, players are encouraged to publish only one set of Fellow format data of a single PC at a time. When new data is published, the previous one should be promptly deleted and an announcement made that it has been overwritten by the new data.



Point! Simplified Fellows Format

“Fellow Format Data” greatly simplifies PC data.

In traditional games, when trying to accept guest PCs into your group, you are faced with the bottleneck of data management. Generally, TRPG rules are designed based on the assumption that each player manages only one PC. Therefore, if one player tries to manage multiple PCs, the burden increases significantly. To avoid this problem, the Fellow format is greatly simplified.



Point! Fellows' Personalities

Personality in TRPGs has two components: “game statistics, such as skills and ability values”, and “roleplay characteristics”. *“A two-handed metal-armor fighter who has acquired <All-out Attack I>”* is an example of the former, while a *“hot-blooded, honest young man”* is an example of the latter. The combination of both is what makes a character. After all, if one replaced the latter with a “plain, laid-back guy,” the character would be quite different.

Fellow-format data is designed to place importance on the former while at the same time requiring the latter so that the Fellow can be a lively presence in the adventure.

Welcoming Fellows

Once published, the Fellows can be welcomed into any adventure by any playgroup.

The playgroup will consult and decide among themselves which Fellows to invite to the party. The playgroup can decide which Fellows to invite into their adventures based on their own criteria, such as those who can help the PCs overcome their difficulties, or those who they think will be fun to explore with them.

It is possible to have multiple Fellows on an adventure at the same time. However, a Fellow cannot be cloned, so the same person cannot join you twice.

You do not need to ask the player who published the Fellow for permission before accepting the Fellow. The very act of publicizing a Fellow is a declaration that any are free to welcome him or her into their adventures without hesitation or refusal.

Adapting the Scenario

Any scenario the GM prepares must make assumptions about the strength and number of PCs participating in the adventure. Otherwise, it's difficult to ensure an enjoyable adventure. If the PCs are too high level or there are too many of them, the battle may be boring. On the other hand, if the PCs are not at the expected level or there are too few of them, success will be difficult, and they may not even return alive.

The Fellow format data always includes the Adventurer level of the Fellow. If you invite a Fellow to join you on an adventure, assume that each Fellow is equivalent to a PC of the same Adventurer level.

For example, the scenario in Part 5 of this book assumes Adventurer Level 2 and 3-5 PCs. Therefore, the adventurer level of the Fellow you invite into the adventure should be "2", and you should ensure the total number of adventurers does not surpass 6.

If the scenario is a GM's own creation and there are no specific assumptions, the GM will need to determine the level and number of Fellows that can be included.

Fellows' Joining

It is up to each playgroup to define how the Fellows join up with the PCs. It could be through the Adventurers' Guild (see p. 332), or they could have met in a tavern and hit it off. They might even happen to meet in front of a labyrinth. These decisions can be made freely, taking into account the PCs' and the Fellows' settings, the scenario, and so on.

Adventures with Fellows

Fellows follow the PCs and adventure with them. Fellows have the following characteristics

Fellows cannot venture out alone.

At least one PC is required for any adventure; it is not possible to take on an adventure with only Fellows.

Fellows are managed by the players

The actions of the Fellows are determined by discussion among the players.

The management of Fellows is also their responsibility. Of course, the GM, as the administrator of the game itself, has the authority and duty to check that the Fellows are being managed properly.

Fellows share the same position as a PC

At any time it becomes necessary to know exactly where a Fellow is, you can nominate a PC and treat the Fellow as being in the same position as that PC. This means the Fellow cannot be away from the PCs and scouting alone.

In combat, choose a PC who is present when the Fellow acts and treat them as if they shared the same area as that PC.

Fellows can only act based on the “Fellow Action Table”

Fellows have a “Fellow Action Table” in the Fellow format data. In principle, they can only perform the actions listed there.

The use of the “Fellow Activity Chart” is a particularly important rule, so we will explain it again on page 200.



GM Guide: Fellows are allowed to act from time to time

In principle, Fellows will only perform the actions listed in the “Fellow Action Table” and will not take any other actions.

However, the GM may decide that a Fellow can perform an action that is very simple and does not have a significant impact on the game (or conversely, the GM may decide that a Fellow not performing an action would cause problems). For example, they may stoop down with the PC and hide behind a rock. However, it should be noted that in such cases, the Fellow may not be the only one hiding, the PC may not be the only one hiding, and so on.

Fellows can only use consumables provided by the PCs

Fellows may use consumable items, but they must be provided by the PCs. Fellows may not provide their own consumable items in the Fellow format data.

Fellows are immune to negative effects and damage

Fellows are not subject to any damage or negative effects during the course of their adventures. They are also not subject to any attacks or special abilities. However, players may not take advantage of this to force the Fellow to take any dangerous action. Fellows may still be subject to positive effects.

**Point! The Immortality of Fellows**

Fellows do not suffer any negative effects or damage. This is both to avoid the time and effort required to keep track of the status of the Fellows and to prevent their untimely demise.

This manifests as miraculous strokes of luck that keep the Fellow out of harm's way while accompanying the PCs. This is only an outcome, so it's not possible to direct the actions of a Fellow with this in mind.

If a player tries to force a Fellow into a task based on his or her immortality, the GM may reject it at his or her discretion.

Even in adventures with Fellows, the main players are the PCs. The thrill of facing danger on their own is also a privilege reserved for PCs.

Fellows will automatically return to safety in case of a TPK

If the PCs are totally wiped out and unable to continue the adventure, the Fellow will automatically return to safety, regardless of the situation at the time. Fellows do not lose their lives or become trapped. The GM will decide what happens to the PCs, but the Fellow will not rescue them.

The adventure itself is treated as a failure. However, if a report needs to be made to a client, etc., the Fellow will do so before returning.

Report and Thank You

When the adventure is over, report back to the player who published the Fellow and thank him or her. No contact is necessary to welcome a Fellow, but this post-adventure contact is essential.

Give a brief report of how the adventure went and how the Fellow helped you, even if it's just a brief history of the adventure, and make sure to give him or her a word of thanks.



Point! No Need for Negative Words

When making a report to the person who provided the Fellow, be sure to give a word of thanks. *"Thank you," "You were very helpful,"* and similar phrases are very nice to hear.

On the other hand, negative words can be quite painful. Especially when relying solely on writing, rather than face-to-face communication, there is a danger that even a lighthearted remark will lose its nuance and come across as more hurtful to the recipient than the writer meant it to be.

When reporting, your top priority is to communicate your thanks to the person who helped you on your adventure. Even if the party is wiped out and only the Fellows return, it was because the PCs were not up to the task, and the Fellows should not be blamed for the situation. Without them, the adventure could have failed sooner or had an even worse result.

Experience points, Rewards, and Reputation

For adventures with Fellows, any rewards that are calculated by a number of adventurers should treat Fellows as one.

In the Fellow format data, there is a checkbox to indicate whether experience points and rewards are desired or not. If they are desired, the experience points and/or rewards earned should be appended to the report. It is important to note that even if the Fellow does not desire rewards, the PCs will still only receive an even split, including the Fellow. For example, in an adventure with 4 PCs and 1 Fellow, if the total reward is 10,000 G, the PCs will get 2,000 G per person, regardless of whether the Fellow desires the reward or not. However, the Fellow will only receive the same amount if he/she desires it.

There is no checkbox to indicate whether or not a Fellow desires Reputation; this will always be distributed equally to Fellows as to PCs.

Using Experience Points, Rewards and Reputation Earned as a Fellow

Experience points, rewards, and reputation earned as a Fellow can be applied by the player to their original PC. They could even create a new Fellow format data after the resulting growth.

However, when participating in the game as a PC, rewards cannot be used unless the GM at the time permits it.

As already mentioned, scenarios assume an appropriate level and number of players. Growing past them too fast risks removing the fun from the game.

A GM and player may need to discuss an upper limit for applying these experience points, rewards, and reputation.

Fellow Growth

Fellows simply do not grow as Fellow format data. Instead, one must grow as a PC, and describe it as new Fellow format data.

Fellow Data and Fellow Actions

Fellows are presented in the Fellow format, and their actions are chosen according to the Fellow action chart within it.

Fellow Format Data Layout

Below is a sample of Fellow format data.

Name: Wolfe
Race: Human Gender: Male Age: 16 Adventurer Level: 2 MP: 10 Classes: Fighter 2, Scout 1 Languages: Trade Common (Speak/Read), Regional (Burlight: Speak/Read) Self-Introduction: <i>"I'm a hot-blooded guy who loves a good adventure. Nice to meet you!"</i> Experience: <input type="checkbox"/> Yes / <input checked="" type="checkbox"/> No Reward: <input checked="" type="checkbox"/> Yes / <input type="checkbox"/> No

Fellow Action Table

Id	Result	Action	Dialogue	Value	Effect
1 - 2	7	Attack with Sword (Melee Attack)	<i>"I'll turn you to rust on my blade."</i>	12	Power 25/Crit Value 10 + 4
3 - 4	8	Scout Observation Check	<i>"What's this?!"</i>	11	
5	9	[Power Strike] (Melee Attack)	<i>"This is the end!"</i>	14	Power 25/Crit Value 10 + 8, spend next turn recovering
6	10	Scout Movement Check	<i>"Leave this one to me!"</i>	13	

First Half

The upper half of the Fellow-format data is the personal info of the Fellow. Name, race, gender, age, adventurer level, MP, classes, and languages are taken directly from their PC counterpart (Note that MP is necessary, while HP is not).

The Self-Introduction is a sentence or two, written by the player, to promote their Fellow as someone appealing to take on an adventure.

For each experience and rewards, check off whether or not you want them.

Example of Filling out the First Half

Hajime decided to publish his PC, Wolfe, as a Fellow. To do so, he started to create the data in Fellow format. He begins with the first half. Most of the data here are copied directly from the PC data; name (Wolfe), race (Human), gender (male), age (16), adventurer level (2), MP (10), classes (fighter 2, scout 1), and languages (trade common, regional language) are copied as is.

Next, we write a self-introduction. Hajime was not used to this kind of thing, so he consulted with Saki, who's more experienced. Saki advised him to keep it very simple because if he tried to write too much, he might leave a bad impression. Hajime started with only two words: "adventurous" and "hot-blooded". But he decided it felt a little sad to write only one sentence, so he added, "*Nice to meet you!*" Saki liked it, saying, "*That sense of naivety fits Wolfe.*"

As for experience points and rewards, the GM that Wolfe is playing under said, "*It's your first time, so let's take our time and not skip watching him grow. But more money always makes things less stressful.*" So Hajime decided to reject experience points and request rewards.

Fellow Action Table and Fellow Action Procedures

The second half of Fellow-format data is the "Fellow Action Table". During the game, Fellows act in accordance with this.

The process is explained here.

Fellows perform only the actions on their "Fellow Action Table"

As a general rule, Fellows will only perform the actions listed on the "Fellow Action Table". You shouldn't expect them to do anything that isn't listed on their table to (possibly) help you.

The players can only ask a Fellow to take action if there is at least one action that would be appropriate for the current situation on that Fellow's Action Table.

Fellow have equal opportunities as PCs

Fellows have the same opportunities to act as the PCs. In combat, they get one turn per round, as a member of the PCs' party. In non-combat scenes, the GM determines timing restrictions, based on the situation and the time

required to take action. For example, while a PC is making a Search check, a Fellow could also make one, and only one (and assuming it's on their Fellow Action Table) at the same time.

Using the Fellow Action Table

When a Fellow has an opportunity to act, they use the Fellow Action Table. Roll 1d and refer to the matching row to see if the action matches what the Fellow is expected to do.

When the action type and Action Table match

If the action rolled on the Action Table matches the type of action the players wanted the Fellow to perform. Then the Fellow will perform that action with the check value shown in the Value column. The GM determines whether or not it was successful based on the check value.

When the action and Action Table do not match

Suppose the action rolled on the Action Table does not match the type of action the players wanted the Fellow to perform. In that case, the Fellow is considered to either be unable to perform the attempted action or to have tried but failed due to an insufficient check value.

Example of using the Fellow Action Table

Wolfe is on an adventure as a Fellow, and the PCs want to explore a room in a labyrinth. Wolfe's action table has an entry for "Scout Observation Check," which allows Wolfe to attempt a search check (search checks are included in the "Scout Observation Package," on page 114).

The player rolls 1d and the result is "3". This means that the proposed action matches the result on the Action Chart. The 11 in the Value column is the achievement value of this search check.

The scenario the GM is using states that there is a hidden door in this room, which can be found by a successful search check against a target value of 10. Therefore, Wolfe has found it.

"This is...!"

When Wolfe notices it, he shouts out to his friends.

The target of a Fellow's action is determined after

The target of a Fellow's weapon attacks or magical spells is determined after the action and check values are chosen on the action table (unlike PC actions).

Although the action itself is unreliable, Fellows have one advantage over PCs, in that they can choose a convenient target after knowing.

Canceling Actions

After obtaining the results of the action table, if the players do not want the Fellow to perform that action, they may cancel it. If they do, the Fellow ends their turn without taking any action.

MP Consumption

Depending on the action table, Fellows may perform actions that consume MP. When this happens, the Fellow must spend the required amount of MP. If the Fellow cannot spend the required MP, the action is forcibly canceled.

A Fellow's MP is recovered in the same ways as a PCs'. Also, it is possible for the PCs to give a Mako Stone to a Fellow to use (but a Fellow cannot prepare a Mako Stone in advance).

Creating a Fellow Action Table

What can be Entered in a Fellow Action Table

The Fellow Action Table allows for character actions that involve an action check (see p. 114) or package (see p. 114). For example, a Search or Investigation that requires a "Scout Observation Check" (see p. 114), or a weapon attack that requires an Accuracy check (see p. 102).

The entries in each row will be as follows.

1d

The numbers "1-2", "3-4", "5" and "6" have been pre-filled. When you roll 1d, the success or failure of the Fellow's action depends on whether or not this is met.

Result

The numbers "7", "8", "9" and "10" have been pre-filled. This is used later as the 2d result for each row when recording the check value for that action (action check).

Action

Fill in the action of the character, as explained above. If necessary, also include the name of the action check/package that is used for it. If the content of the action is self-explanatory, it's fine to write only the name of the action check/package (e.g. "Scout Movement Check").

It can be combined with declaring combat feats, etc.

Dialogue

This is a line the character says when using this action. It has no particular impact on the game, so please use it as a way to directly express your character's personality.

Value

Enter the value of the action check. Treat the number in the Result column as the result of a 2d roll, and add the standard value for the appropriate check. For example, if you entered action with a standard value of 4 in the row for "5" (Result of 9), enter 13 (4+9) as the Value.

Effect

Write down what happens if the action succeeds. However, any actual outcomes are decided by the GM according to the result of the action check, not determined by the author of the Fellow, and so shouldn't be included.

However, weapon attacks and damaging magic use values that depend on the character, and thus these must always be entered. As well, if any special effects are attached, such as combat feats, they must be included in this entry.

Action Entry Restrictions

In general, an identical action can only be entered twice in the action table. If an action is entered twice, it's further limited to being entered only once in either 1-2 or 3-4, and once in either 5 or 6.

A basic weapon attack and an attack with the same weapon with combat feat(s) added are considered different actions, as is casting different spells.

Describing a package of action checks vs only one of them is also treated as a separate action.

List of Actions Requiring Special Descriptions

For things that aren't attacks or spells, you only need to fill the "skill check/package name", "dialogue", and "value" columns. The outcome is self-evident, and the GM needs only judge the success or failure of the result for the game to progress. However, combat actions like attacks, or spellcasting, require more character-dependent data. These are described below.



Round the Power

An action description of a weapon attack requires a power entry referencing its power table. For Fellows, this is rounded to the nearest 5, by rounding twos down, threes up, sevens down, and eights up. For example, 11-12 is rounded down to 10, 13-17 is rounded to 15, and 18-19 is rounded up to 20.

Basic Weapon Attacks

Melee Attacks (other than Throw)

Required Action Description: Indication that it is a melee attack.

Action to be Performed: Accuracy check

Required Effect Description: Power (round to the nearest 5)/C value + additional damage

Description: Close-ranged attacks. In the effect column, you must be sure to enter the weapon's power, critical value, and any additional damage according to the character data.

Example:

Attack with Zweihander (Melee attack)	<i>"This is gonna hurt!"</i>	11	Power 30/Crit Value 10 + 5
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Melee Attack (Throw)

Required Action Description: Indicate that it is a Throw attack, and make a note if the character has learned Improved Throw I.

Action to be Performed: Accuracy check

Required Effect Description: Power + additional damage

Description: A Throw attack. If you have Improved Throw I, make a note of it in the Description column. Since it's self-evident that the critical value is 12, it's not necessary to write it in (you may if you wish).

Example:

Throw attack, using [Improved Throw I]; it can target two-section creatures!	<i>“And now for something a little different.”</i>	14	Power 20/Crit Value 12 +5
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Ranged Attacks (other than Guns)

Required Action Description: Indication that it is a ranged attack, and its range.

Action to be Performed: Accuracy check

Required Effect Description: Power (round to the nearest 5)/C value + additional damage

Description: Ranged attacks. The range is indicated in the format “○ (Δm)”. In the effect column, be sure to enter your weapon’s power, critical value, and additional value, according to your character’s data. This action cannot be entered if your PC hasn’t learned the [Targeting] combat feat.

Example:

Shooting with Longbow (Ranged attack), range 2 (20m)	<i>“Hit.”</i>	12	Power 20/Crit Value 10 + 4
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Basic Magic**Basic Spellcasting**

Required Action Description: Name of the spell, range, MP cost.

Action to be Performed: Spellcasting check

Required Effect Description: For spells that use a power table, power + additional

Description: Cast a spell. Cast the spell you indicate as an action. Include the range of the magic; if it’s a ranged spell, use the format “○ (Δm)”.

If the spell causes healing or damage, enter the power and additional damage (or healing) in the effect column. The critical value of damage magic is always ⑩, and healing magic has no critical value, so you don’t have to enter it (though you can if you wish).

You can’t enter an Area: Shot spell if your PC hasn’t learned the [Targeting] combat feat.

Example:

[Energy Bolt] Range 2 (30m), MP5	<i>“Take this!”</i>	12	Power 10+5
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Using Guns

Ranged Attack (Gun)

Required Action Description: Indication that it is a ranged attack, range, name of the spell, MP cost

Action to be Performed: Accuracy check

Required Effect Description: Power/C value + additional damage

Description: Perform a ranged attack with a gun. Include the range in the format “○ (Δm)”. The name of the bullet spell being used, and its MP cost, should also be included. In the Effect column, be sure to enter the power, critical value, and additional value according to the data.

Even though they’re gun attacks, different bullet spells are considered different actions (and not subject to the “only two entries of the same action” limit). However, if you enter a Ranged Attack (Gun) action, a Reload Bullets action must also be entered in another action row. No matter how many Ranged Attack (Gun) actions you have, one Reload Bullets action is enough.

This action cannot be entered if your PC hasn’t learned the [Targeting] combat feat.

Example:

[Solid Bullet] Range 1 (10m), MP1	<i>“Bang!”</i>	12	Power 20/Crit Value 11 + 4
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Reload Bullets

Required Action Description: Indication that bullets are being reloaded

Action to be Performed: -

Required Effect Description: -

Description: Load bullets into your gun. If you enter at least one Ranged Attack (Gun) action, you must include this action as well. The Fellow’s turn then ends without doing anything else.

The type of gun Fellow uses has no effect on the necessity or effects of this action.

Example:

Reload Bullets	<i>“Whoops, outta bullets!”</i>	-	-
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Actions including Combat Feats and Minor Actions

Things such as combat feats and minor actions can be incorporated into the same action as a weapon attack or magic spell.

An action modified in this way is considered separate from the base action for the “no more than two actions of the same type, spread out” limit.

However, actions that combine the same combat feat are considered the same action, so one must still pay attention to the entry limitations.

Weapon Attack with Combat Feats

Required Action Description: The name of the combat feat, the weapon being attacked with, and an indicator of whether it’s a melee, thrown, or ranged attack (and the range, in the latter two cases).

Action to be Performed: Accuracy check (Apply any bonuses or penalties)

Required Effect Description: Power (round to the nearest 5)/Crit value + additional damage, as well as any special effects that require mentioning.

Description: A weapon attack is made with a combat feat, following the format of page 200 “Basic Weapon Attacks”. If the accuracy check is accompanied by a bonus or penalty modifier, it should be applied to the Value column.

In the Effect column, always enter the weapon’s power, critical value, and additional damage, with modifications to the critical value or additional damage, already applied.

Example:

Using [Aimed Attack I], attacks with a Zweihander (Melee Attack)	“Hit!”	12	Power 30/Crit Value 11 + 5
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▪ Active Combat Feats with special rules

[Infight I], [Power Strike I], [Lethal Strike I], [Mana Strike]: These receive the additional note, “spend next turn recovering”. This means that when a Fellow takes this action, they cannot act (roll on the action table) in the next round.

▪ Special notes on some combat feats

[Decoy Attack I]: When not hitting, it has the effect of applying a penalty to the target. It conforms to the description of the combat feat.

[Repeated Strike I]: The attacker gets two chances to determine the hit value, but due to the nature of Followers, the attack’s value is identical both times. If the target of the attack is using a fixed evasion value, Repeated Strike’s value is significantly diminished.

[Cleave I]: Up to 3 targets are attacked; the targets can be selected after this action is chosen.

[Lethal Strike I]: Following the combat feat, your Power check is treated as +1 higher.

Spellcasting with Combat Feats

Required Action Description: The name of the Combat Feat, the name of the spell, its range, and its MP cost

Action to be Performed: Spellcasting check

Required Effect Description: For magic that uses a power table, including the Power + modifier.

Description: The chosen spell cast using a combat feat. When writing the spell (see p. 203), include the name of the feat and its declaration. The name, range, and MP consumption are the same as normal for the spell. If applicable, the same is true for the power and modifiers (damage or healing) in the effect column.

Example:

Using [Metamagic/Targets], cast [Energy Bolt], Range 2 (30m), MP5	<i>“Take it all!”</i>	12	Power 10 + 5
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▪ Notes on each feat

[Metamagic/]:** The Fellow can decide how much to alter their spell after this action is chosen, including none at all (of course, they must pay MP accordingly). The targets for [Metamagic/Targets] can also be chosen.

[Metamagic/Accuracy]: This combat feat cannot be used by Fellows.

[Universal Metamagic], [Metamagic Master]: If a PC has learned these, they may add them to their Fellow’s actions. The players decide how to combine metamagics at their discretion. It is not possible to choose [Metamagic/Accuracy].

[Violentcast I]: Add the +2 modifier to the Value column.

[Magic Convergence], [Magic Control]: The decision to target, or exclude targets, is made after the action is chosen.

Targeting Sight

Required Action Description: [Targeting Sight], an indication of the weapon attack that accompanies it, the range if it’s a ranged attack, and the total MP consumption.

Action to be Performed: Accuracy check (apply the +1 modifier)

Required Effect Description: Power (round to the nearest 5)/C value + additional damage

Description: Use [Targeting Sight] and then attack with a weapon. It's the same as the Basic Weapon Attacks on page 231. Write the check value after including the +1 bonus from the spell. Also, include [Target Sight]'s mana cost of 2. If the attack is with a gun, enter the total of the MP cost by the magic used for the bullet. Enter the appropriate power, critical value, and additional damage in the effect column.

Example:

[Target Sight] + [Solid Bullet] Range 1 (10m), MP3	<i>"Bang!!"</i>	13	Power 20/Crit Value 11 + 4
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Combining with active combat feats

[Targeting Sight] can be combined with action feat declarations. Be sure to include the conditions required by both, as well as the check value and the effects.

You can enter any combination of these actions, as long as it doesn't break any of these rules.

However, remember the GM or player, not the creator, who has to actually make the Fellow perform the action. The Action Table should be clear to anyone who knows the rules. It's important to take precautions to avoid numerical ambiguity.

Multiple Attack Actions

[Chain Attack]/[Dual Wielding]

Required Action Description: The name of the feat, the multiple attacks that accompany it, and the range if any are ranged attacks

Action to be Performed: Accuracy check (with any penalties applied)

Required Effect Description: Power (round to the nearest 5)/C value + additional damage, "x2" notation

Description: Perform multiple attacks with Chain Attack and Dual Wielding. Enter the appropriate power, C value, and additional damage in the effect column, but be sure to include the notation "x2" to clarify that there are two attacks.

In the case of Dual Wielding, remember to subtract a -2 penalty from the Accuracy check.

Example:

[Dual Wielding] Short Swords	<i>"Yah! Yah!"</i>	9	Power 5/Crit Value 9 + 3 x2
---------------------------------	------------------------	---	--------------------------------

- **Multiple Attack Supplements**

[Twin Strike]: If you have this, it should be noted. This will allow the attacker to change the target of the Dual Wielding attack.

[Dual Technique]: The check value is entered after removing the penalty. A note that you have this is not required, but it is recommended.

[Dual Wielding] + [Chain Attack]: A total of three attacks. The check value of the accuracy check should have the [Dual Wielding] penalty applied, and will be used for all three attacks.

- Multiple Attacks cannot be used with active combat feats

Actions that perform multiple attacks cannot, in principle, be used in conjunction with declared feats that affect a single weapon attack, only one attack (even if it is possible to attack multiple times, the others are interpreted as a failure to hit).

A [Ever-Changing] may apply the effect of one declared feat to two attacks. However, if this feat requires the special rule of “spend next turn recovering”, it will be changed to “spend two turns recovering”. Also, even in this case, you cannot combine it with attacking 3 times using [Dual Wielding] + [Chain Attack].

Special Behaviors

[Cover I]

Required Action Description: Indication of [Cover I]

Action to be Performed: -

Required Effect Description: Defense value, magic damage subtraction value

Description: The Fellow performs Cover I. The target is specified by the player, and the effect occurs automatically. However, unlike when a PC uses Cover I, instead the following values are subtracted from the damage the protected PC takes when the effect occurs. The protected PC's own defense also applies.

Physical damage: Defense (same as in PC data)

Magic damage: Magic damage subtraction value, calculated as 1/5 (rounded up) of the PC's base HP.

If the PC has acquired Guardian I, you can activate it by making note of it.

Any action that includes Cover I cannot include a Major Action. Also, even if it has different Minor Actions combined with it, all actions that include [Cover I] count as the same action for the purposes of the “no more than two actions of the same type, spread out” limit.

Example:

Declare [Cover I]	<i>"I won't let you!"</i>	-	Defense 7, Magic Damage -5
-------------------	---------------------------	---	-------------------------------

[Multi-Action]

Required Action Description: Indication that it is a melee attack and spell via the use of [Multi-Action], name of the spell, range, MP cost

Action to be Performed: Accuracy check, Spellcasting check

Required Effect Description: Power (round to the nearest 5)/Crit value + additional damage, for spells that use a power table, power + additional, "spend next turn recovering"

Description: With Multi-Action, you can perform a melee attack and cast a spell as an action. Include the Value and Effect for each, as well as "spend next turn recovering", which means that once this action is taken, the Fellow cannot act on their next turn.

Example:

[Multi-Action] Zweihander (Melee Attack) [Reaping Slash] (Magic) Range 1 (10m), MP7	<i>"My signature move."</i>	15/12	Power 30/Crit Value 10 + 8, Power 20+5, spend next turn recovering
---	---------------------------------	-------	---

**Point! Errors and Judgement**

Fellow data is created from PC data, but there's no way to check if the published Fellow has been created correctly. However, this doesn't mean a Fellow with errors must be accepted unconditionally into your adventure. The decision to accept a Fellow into an Adventure is entirely at the discretion of the playgroup. If they find inconsistencies or anomalies in the data, they will not accept the Fellow. Careful, clear, correct data is the path to making Fellow others want to use it.

**Point! Avoid Characters that are Too Strong**

Fellows are linked to PC data, and differences will occur, the same as with PCs. Even within the same adventurer level, there will be differences in strength. So, is it better to have a strong Fellow than a weak one? The choice of which Fellows to bring is with the playgroup. They will look for Fellows who help them with risk, but they won't want a superman who renders their existence meaningless. Fellows who are unnaturally strong for their level will

be viewed with cautious, or even suspicious eyes. A Fellow who is too strong for their own good, won't be considered at all. Aim for a balanced, attractive Fellow.

Notes on filling out the Action Table

Numerical values to be entered in the Fellow Action Table

The Fellow Action Table must include the check value for each action, the additional damage for weapon attacks, and the magic power for casting spells. All constant effects that apply, as well as any feats declared at the same time, should be added to the final value.

Use of Consumables by Fellows

Fellows can equip and use items with permanent effects, but they cannot provide their own consumable items. However, they may use any that the PCs provide, within reason. Fellows may only bring non-specialized arrows, however, if the PCs provide the Fellow with special ammunition, the Fellow may use that ammunition and apply its effects to the hit. Of course, it will still consume the ammunition.

Personalized Actions

In addition to the above rules, those who create Fellows can also enter special actions in the action table. The playgroup that welcomes the Fellow will decide if it is appropriate. If you feel that the Fellow has actions that you are unsure of or actions that you consider too convenient, then your group is not the right one to accept that Fellow. In the same way as judging whether PC data and action declarations are appropriate, please make sure that the GM is at the center of rules decisions.

Example of Fellow Action Table Creation

Hajime is trying to make a Fellow Action Chart for Wolfe. First, he is considering “*What can Wolfe do?*” and “*What do I want him to do?*”

Wolfe is basically a frontline fighter, so “Melee Attack” is a must. Furthermore, since Wolfe has acquired [Power Strike I], a melee attack should use [Power Strike I].

It is possible to fill the table with only “Melee Attacks” and “Melee Attack with [Power Strike I]”. It is not against the rules if you put each of them twice, once in the first half and once in the second half of the table.

However, in this case, Wolfe will be just a combat machine. Hajime would like to appeal to Wolfe's Scout class as well, and while Scout allows for a variety of checks, this is where the packages (see page 114) comes into play. For example, if he selects “Scout Observation check”, he can do Search and Track checks, and Wolfe may also want to do a Danger Sense check and a Notice check. The “Scout Movement check” may not be useful for Fellows, who basically do not act individually. However, the Initiative checks included in this package could be useful for the party.

Considering these factors, Hajime decided to include four actions in the action chart: “Melee Attack,” “Melee Attack with [Power Strike I],” “Scout Observation check,” and “Scout Movement check”. Wolfe now will be able to do a variety of actions, but the success rate (probability of matching an action) may have been sacrificed.

Hajime placed “Melee Attack” in the “1-2” column and “Melee Attack with [Power Strike I]” in the “5” column, hoping that it would be useful at least once every two times in a battle. With [Power Strike I] Wolfe will be able to help deal damage to high HP bosses with its high success value.

The remaining space he allocated to “Observation check” and “Movement check,” with “Observation check,” which is likely to be used frequently, in the “3-4” column. “Movement check” will probably be used for the Initiative check so he chose column “6” because he definitely wants to have a high success value for this check.

Now that the actions and their respective columns have been determined, the success value is calculated according to the expected rolls and entered in the respective columns.

After that, he wrote the effect of the hit, but there is no need for “Observation check” or “Movement check”. In the “Melee Attack” row, he wrote the power and crit value of the hit from Wolfe's Bastard Sword, as well as the Extra Damage. Wolfe does not carry a shield and uses weapons with Stance: 2H, so the power is 27. The Critical Threshold is 10 and the Extra Damage is 4. The same description is required for [Power Strike I]. The [Power Strike I] increases damage by +4, so the Extra Damage should be entered as +8. He also added the special note “Spend next turn recovering”.

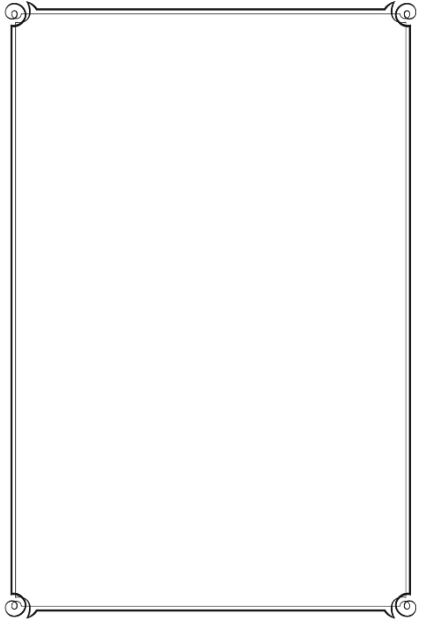
Finally, he came up with dialogue for each action. Hajime prepared the cool lines that Wolfe would say. And with that Fellow Wolfe is ready to be used.



Level

Name _____

Player Name _____



Race: _____

Gender: _____ Age: _____

Classes: _____

Languages: _____

Self-Introduction: _____

Experience: Yes No

Rewards: Yes No

MP

Id	Result	Action	Dialogue	Value	Effect
	7				
	8				
	9				
	10				

Notes: _____

Part 3 Data

The third part is a collection of data on the various aspects used by the characters, such as spells, combat feats, and items. All of them are indispensable for your adventures.



Illustration by Konno Takashi

Magic Data

How to Read the Magic Data

1 5	2 Grenade	11 Magisphere: Small	3 Cost	3 MP6								
4 Target	1 1 area (3m Radius)/5	5 Range/Area	1 (10m)/Shot	6 Duration								
8 Sum	8 Deals Power 30 damage	6 Instant	7 Resistance	9 Type								
10 Eff.	10 The caster creates and throws a bomb that explodes and deals Power 30 + Magic Power magical fire-type damage. Any magisphere used for this spell will be destroyed.											
	Power	3	4	5	6	7	8	9	10	11	12	Crit Value
	30	2	4	4	6	7	8	9	10	10	10	10

① System and Level

The magic system is indicated by an icon, and its level is indicated by a number.

② Name

The name of the spell. Magic with an **▶▶** after the name indicates it can be cast with a Minor Action.

Those with “△” can be used during Combat Preparation (see p. 121).

③ Cost

It is the MP required to cast that spell.

④ Target

Represents the magic target. See details on page 161.

⑤ Range/Area

Shows both the maximum range of the spell, as well as the area it affects. See details on page 159. For “Area: Line,” see page 163.

⑥ Duration

Indicates the duration of the spell effect. See details on page 165.

⑦ Resistance

Indicates whether the target character of the spell can use Willpower to avoid or reduce the effect of the spell. See details on page 167.

⑧ Summary

A quick blurb of text describing the spell in a short sentence or two.

⑨ Type

If the spell has a type, it will be indicated in this field. If for magic without a type, this entry itself will be missing. See details on page 173.

⑩ Effect

The full details of the effects of the spell. The relevant power table will also be included in the case of a spell that uses a power table. The unmodified Critical Threshold for spells that enhance bullets should be taken from the Gun that was used to fire the bullet.

⑪ Magisphere

This item is only available for magitech spells and indicates the size of the magisphere needed for the cast (see p. 177). The size of the magitech (large, small, medium, or small) will affect the effect of the magitech spell.


Truespeech Magic Data


1	Energy Bolt							Cost	MP5				
Tar.	1 Character	Range/Area	2(30m)/ Shot	Duration	Instant	Resistance	Half						
Sum.	Deals Power 10 damage							Type	Energy				
Eff.	Creates and shoots mana arrow, dealing Power 10 + Magic Power magical damage to the target.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
	10	1	1	2	3	3	4	5	5	6	7		⑩


1	Blunt Weapon							Cost	MP2
Tar.	1 Character	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	Neg		
Sum.	Reduce the target's physical damage by -4.								
Eff.	Weakens the target reducing the damage of a target's melee or ranged attacks by 4.								


1	Light							Cost	MP1
Tar.	Any Point	Range/Area	2(30m)/ Target	Duration	3 Hours	Resistance	N/A		
Sum.	Illuminate a 10-meter radius with light.								
Eff.	Two to three areas (10 m radius) centered on the target will be illuminated with light. Within this area, the target will not be affected by the darkness penalty. This spell can be cast on an object and carried around; it cannot be cast directly on a character.								

1	Lock							Cost	MP1
Tar.	1 Object	Range/Area	Touch/-	Duration	Instant	Resistance	N/A		
Sum.	Uses mana to close a lock tight.								
Eff.	You lock any object that can be locked. An object locked with this spell behaves as if locked normally. Anything with a lock can be affected.								

 Sense Magic						Cost	MP1
Tar.	1 Object	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	N/A
Sum.	Find out if any spells were cast						
Eff.	Senses the presence of magic in a target object. Caster knows if magic is present or not, but not the name, type, effect, system, if it is permanent or temporary, or how many spells are affecting the target.						

 Dispel Magic						Cost	MP3
Tar.	1 Spell	Range/Area	2(30m)/ Target	Duration	Instant	Resistance	Neg
Sum.	Makes the spell lose its effect						
Eff.	Removes one effect of magic other than the curse type, requiring a comparison of the target spell success value with the Spellcasting checks for this spell. See page 166 for detailed rules on removing spell effects.						

 Nap						Cost	MP5
Tar.	1 Character X	Range/Area	1(10m)/ Target	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Puts target to sleep					Type	Psychic (Weak)
Eff.	The target falls into a light sleep. It cannot move or perform any active actions. When an action check (see p. 114) is requested, the target receives a -4 penalty for all actions. The standing target will not fall prone and sleep while standing. The effect of this spell is automatically canceled when another character touches the target. If it is a friendly character, it can be canceled with Minor Action.						

 Vitality						Cost	MP2
Tar.	1 Entire Character	Range/Area	2(30m)/ Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Fortitude +2						
Eff.	Rejuvenates the life force of the target. The target gets a +2 bonus on Fortitude checks.						

3	Unlock						Cost	MP2
Tar.	1 Object	Range/Area	Touch/-	Duration	Instant	Resistance	Neg	
Sum.	Uses mana to open a lock.							
Eff.	This spell opens mundane locks. If the lock is sealed magically, make a contested roll against the seal's caster. The lock opens if the caster wins. The mechanical part of the lock remains working.							

3	Sense Enemy						Cost	MP2
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Neg	
Sum.	Senses hostility towards the caster.							
Eff.	The caster can tell if the target harbors feelings of ill will towards the caster. However, it will not reveal the target's exact thoughts or motives. Anyone targeted by this spell experiences a momentary feeling of dizziness, which can alert them to the fact that the spell was used on them if the caster was visible while casting. As a result, they can detect the caster.							

3	Paralyze						Cost	MP3
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Neg	
Sum.	Accuracy or Evasion checks -2							
Eff.	The target takes a -2 penalty to its Accuracy or Evasion. The caster chooses what the penalty applies to. If multiple targets are targeted at the same time with [Metamagic/Targets], the checks to be penalized must all be the same.							

3	Reaping Slash						Cost	MP7				
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 20 damage					Type	Slashing					
Eff.	Slashes with a magic blade, dealing Power 20 + Magic Power of magic damage.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	(10)

4	Familiar						Cost	MP15
Tar.	Touch	Range/Area	Touch/-	Duration	Permanent	Resistance	N/A	
Sum.	Creates a loyal and useful familiar.							
Eff.	Create a construct that will serve as a familiar. See “Familiar Data” (see p. 432). Casting the spell takes one hour.							

4	Marking					Cost	MP2
Tar.	1 Object	Range/Area	Touch/-	Duration	3 Days	Resistance	N/A
Sum.	Places an arcane mark upon an object.						
Eff.	<p>The caster can tell the direction and distance to the marked object at any time during the duration. The spell fades if the object is destroyed or moved from its location.</p> <p>As long as this spell is in effect, the caster may not use it again (the caster may not locate two objects at once with this spell).</p>						

4	Lightning						Cost	MP7				
Tar.	Any Point	Range/Area	2(30m)/Line	Duration	Instant	Resistance	Half					
Sum.	Deals Power 20 damage					Type	Lightning					
Eff.	Unleashes bolts of lightning, dealing Power 20 + Magic Power magic damage to the target.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	⑩

Energy Bolt

(Truespeech, p. 219)



Illustration by Usui Rina

5 Weapon Mastery						Cost	MP5
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	The target instantly understands how to use its weapon and wields it like a master.						
Eff.	The target gains the use of one of the following Combat Feats: [Dodge], [Targeting], [Weapon Proficiency A/**], [Dual Wielding], [Repeated Strike I], [Aimed Attack I], [Power Strike I], [Taunting Strike I], [Lethal Strike I] or [Armor Piercer I]. The effects of this spell are exceptionally can be duplicated. By casting the spell repeatedly, the caster can enable a target to use multiple feats.						

5 Wall Walking						Cost	MP3
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Target can walk on walls and ceilings						
Eff.	The feet of the target will stick to whatever they are touching, regardless of position or direction, so that the target can walk around on walls or ceilings without falling. The effect ends if the target attempts Full Move or leaves the area where both feet are touching simultaneously.						

5 Translate						Cost	MP2
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Caster understands the meaning of any written work just by looking at it.						
Eff.	The caster can understand unknown writing by reading it but cannot speak or comprehend the spoken language. The caster specifies which language they want to read when invoking the spell, even if they don't know the language's name, as long as they have the written text in front of them. The spell cannot decipher artificial ciphers or grammatically broken sentences. The caster will recognize them as ciphers or broken phrases.						

5 Blast						Cost	MP6					
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Half					
Sum.	Deals Power 30 damage					Type	Bludgeoning					
Eff.	Caster smashes the target with a ball of mana, dealing Power 30 + Magic Power magic damage to the target.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	30	2	4	4	6	7	8	9	10	10	10	(10)

6 Conceal Self						Cost	MP15
Tar.	Caster	Range/Area	Caster/-	Duration	1 Hour	Resistance	Optional
Sum.	Shrouds caster in mana, disappearing from enemy senses.						
Eff.	<p>The caster becomes unseen by the five senses, whether magical or mechanical. They make no noise and give off no smells. The caster can still be touched, and their magic can be detected with [Mana Search] and similar spells.</p> <p>If they make any movement other than a Limited Move or take any actions that require a check, the effect disappears.</p>						

6 Hard Lock						Cost	MP4
Tar.	1 Object	Range/Area	Touch/-	Duration	Permanent	Resistance	N/A
Sum.	Locks an object with magic						
Eff.	<p>Caster locks any object that can be locked without the need for a key or other device. The target must have its locking mechanism, and it must be working.</p> <p>The original key or Disable Device skill (see p. 102) cannot unlock the affected object. Furthermore, an affected door, lid, or box cannot be broken by any mundane means.</p> <p>If a Key of Unlocking or the [Unlock] spell is used to open the affected object, make a contested roll.</p> <p>The caster may set a password that can be used to lock and unlock the affected object.</p>						

6 Fireball						Cost	MP8																								
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/Shot	Duration	Instant	Resistance	Half																								
Sum.	Deals Power 20 damage					Type	Fire																								
Eff.	<p>Shoots a ball of fire that explodes on impact dealing Power 20 + Magic Power magical damage.</p> <table border="1"> <thead> <tr> <th>Power</th> <th>(3)</th> <th>(4)</th> <th>(5)</th> <th>(6)</th> <th>(7)</th> <th>(8)</th> <th>(9)</th> <th>(10)</th> <th>(11)</th> <th>(12)</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td>20</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>(10)</td> </tr> </tbody> </table>							Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value	20	1	2	3	4	5	6	7	8	9	10	(10)
Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value																				
20	1	2	3	4	5	6	7	8	9	10	(10)																				

6 Levitation						Cost	MP6
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Caster floats upon mana, hanging in midair.						
Eff.	The caster floats up to 10 meters in the air. While floating, they can move as if they were on the ground, but only taking Limited Move.						

Spiritualism Magic Data

1 Enchant Weapon							Cost	MP2
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Infuses a blade or fist with mana, making it sharper or harder. Physical damage +1.							
Eff.	The target's weapons become magical and deal 1 extra point of physical damage.							

1 Spark							Cost	MP6				
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Half					
Sum.	Deals Power 0 damage					Type	Lightning					
Eff.	Generates tiny bolt of lightning in the area, dealing Power 0 + Magic Power of magical damage.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	0	0	0	0	1	2	2	3	3	4	4	⑩

1 Dark Mist							Cost	MP2
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/Target	Duration	Instant/10 seconds (1 r)	Resistance	Neg	
Sum.	Evasion checks -2							
Eff.	Creatures that fail to resist lose their sense of distance due to magical fog, taking a -2 penalty to their Evasion checks.							

1 Protection							Cost	MP1
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional	
Sum.	Reduces damage dealt to the target by -1							
Eff.	The target takes -1 physical and magical damage. Protection does not affect poison-, disease-, or curse types.							

2 Earth Heal											Cost	MP3
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Neg					
Sum.	Heals Power 0											
Eff.	Heals Power 0 + Magic Power HP. It even heals undead, constructs, and magitech targets.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value

2 Counter Magic								Cost	MP1
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional		
Sum.	Willpower checks +2								
Eff.	Activates the target's spirit, giving it a +2 bonus to its Willpower checks.								

2 Command Doll						Cost	MP4
Tar.	1 Doll	Range/Area	Touch/-	Duration	One day or until the order is completed	Resistance	N/A
Sum.	A doll acts as caster commands.						
Eff.	Caster animates a doll or stuffed toy and gives it an order or task. The affected object will only carry out the order it is given. Once its task is complete or one day has passed, it reverts into an ordinary doll. The doll can execute recurring orders for the day. If, for some reason, it becomes impossible to continue to do a given task, this spell ends.						
	The command must be quite simple, such as moving a specific path and cannot be changed with conditions, and the doll cannot do multiple commands.						

2 Fanaticism							Cost	MP3
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Neg	
Sum.	Accuracy +2, Evasion -2					Type	Psychic	
Eff.	Increases the target's urge to attack. The target receives a +2 bonus for Accuracy, but a -2 penalty for Evasion.							

3 Fire Weapon						Cost	MP4
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Covers weapon inflame, damage +2.						
Eff.	When the target makes a melee or ranged attack, the weapon used in the attack is treated as a fire-type magical weapon (Translator's Note: weapon still deals physical damage), and the physical damage it causes is increased by +2.						

3 Raging Earth						Cost	MP7
Tar.	2-3 areas (10m Radius)/Space	Range/Area	1(10m)/Target	Duration	30 seconds (3 r)	Resistance	Can't
Sum.	Heals 3 points every round.						
Eff.	Each creature in the area regenerates 3 points of damage at the end of its turn. It even heals undead, constructs, and magitech targets.						



Note on Magic Using Dolls

Spiritualism Magic has several magic spells that make use of dolls, named [...Doll] or [Doll...].

These spells can only be used on dolls up to small animal sizes. The caster can recast these spells on the same doll. On the other hand, they cannot affect dolls that have already been enchanted by other characters or on dolls that are part of a magic item.

Doll's physical abilities are of a Human child; if needed, movement speed should be determined by GM.

4 Disguise						Cost	MP3
Tar.	1 Entire Character	Range/Area	Touch/-	Duration	1 Hour	Resistance	Optional
Sum.	Changes appearance of the target						
Eff.	<p>The caster can change the target or a created golem or undead to Humanoid or Barbarous with which the caster is familiar.</p> <p>This spell only changes appearance, not size, weight, voice, sounds, or smell. Detect check (see p. 111) can be made to check the character's identity under this spell.</p>						

4 Doll Sight						Cost	MP3
Tar.	1 Doll	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A
Sum.	Makes a bond to a doll or puppet that enables the caster to see what it sees						
Eff.	<p>Caster connects their senses to a doll or puppet, allowing them to see around it. The caster can use any of their special senses through the doll.</p> <p>For spells duration, the caster can freely change between their sight and that of the doll with Minor Action but cannot see both at the same time.</p>						

4 Forbid Magic						Cost	MP5
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	30 seconds (3r)	Resistance	Neg
Sum.	Prohibits spells level 3 or below from selected magic system.					Type	Curse
Eff.	<p>Caster selects a single magic system and prevents the casting of spells from that magic system level 3 or below.</p> <p>When multiple targets are selected with [Metamagic/Targets] combat feat caster can select only one magic system for all targets.</p>						

4 Poison Cloud						Cost	MP6
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/Target	Duration	Instant/1 minute (6 rounds)	Resistance	Neg
Sum.	3 damage at the end of the target's turn.					Type	Poison
Eff.	<p>Causes a cloud of poison to infect targets with poison, causing them 3 magic damage at the end of each of their turns for the next 1 minute (6 rounds).</p> <p>This effect can be ended with spells such as [Cure Poison] or [Dispel Magic].</p>						

5 Earth Shield						Cost	MP4
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Defense +2						
Eff.	Increases the durability of armor and body with the power of the earth. Adds +2 points to the target's Defense.						

5 Intense Control						Cost	MP5
Tar.	1 Character X	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Strengthens a familiar, golem, or undead created by the caster.						
Eff.	This spell can only target only dolls, golems, undead, familiars, etc., that the caster has created or given orders to and does not affect any other characters. The target gains a +2 bonus to its Accuracy and Evasion. In addition, the spell increases all damage target deals by +2 and reduces all physical and magical damage it receives by -2.						

5 Spell Enhance						Cost	MP3
Tar.	1 Character	Range/Area	Touch/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Magic Power +1						
Eff.	Activates innate magic abilities of the target. The target receives a +1 bonus to their Magic Power.						

Counter Magic

(Spiritualism, p. 226)

Illustration by Usui Rina



6 Counter Sense						Cost	MP3
Tar.	Caster	Range/Area	Caster/-	Duration	1 Day	Resistance	Optional
Sum.	Wraps the caster in an aura that reacts to spells.						
Eff.	For the duration of the spell, whenever the caster is the target of a spell, he knows the name and effect of that spell and the location of that spell's caster. Once the spell is detected, this spell ends.						

6 Stun Cloud						Cost	MP6
Tar.	1 area (5m Radius)/15	Range/Area	2(30m)/Target	Duration	Instant/30 seconds (3r)	Resistance	Neg
Sum.	Forbids active combat feats and minor actions					Type	Poison
Eff.	It creates a poison cloud that paralyzes the target and prevents targets from declaring active combat feats and from taking any Minor Actions.						

6 Mana Absorb						Cost	MP6
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/Target	Duration	Instant/30 seconds (3r)	Resistance	Neg
Sum.	MP consumption doubled. 3 HP recovered when MP is consumed						
Eff.	Creates a field that absorbs mana and converts it into vitality. Any creature in the field which uses a spell or other ability that consumes MP spends twice as much MP instead. A creature whose MP consumption is doubled is then healed by 3 HP. This effect does not apply if the target was outside the area of effect when this spell was cast.						

6 Remote Doll						Cost	MP5
Tar.	1 Doll	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A
Sum.	Controls a doll completely as if it were the caster's own body.						
Eff.	Caster uses their senses through a doll and controls it but cannot make their actions. While the caster is acting as the doll, they may not take any other actions, nor can they use their own body's senses. The caster can manipulate the doll as if it was a Human child, with the target having the movement ability of a Human child. And the caster can speak through the doll.						

Divine Magic Data

Basic Divine Spells

1	Sanity					Cost	MP3
Tar.	1 Character X	Range/Area	Touch/-	Duration	Impact	Resistance	Neg
Sum.	Restores the target to his normal state of mind.						
Eff.	Dispels all Psychic-type spells and abilities on the target. The success value must be compared for each effect to be canceled.						

1	Banish					Cost	MP3
Tar.	1 area (3m Radius)/5	Range/Area	2(30m)/ Target	Duration	Instant/ Various	Resistance	Neg
Sum.	Negatively affects Undead and Barbarous						
Eff.	For each Undead or Barbarous in the area that fails to resist, roll 2d and consult the table below to determine Banish's effect. This spell is of psychic type if the target is Barbarous.						
	2d	Effect					
	2 - 4	The target panics and goes berserk. For 30 seconds (3 rounds), it receives a +2 bonus for Accuracy and a -2 penalty for Evasion. If the target has an intelligence score, it cannot use any actions that require reason or cast any spells					
	5 - 9	The target is consumed by fear, slowing its movements. For 3 minutes (18 rounds), it receives a -1 penalty on all Accuracy, Evasion, and Spellcasting checks.					
10 - 12	The target flees (or, in the case of the skirmish, uses a retreat action). If it cannot flee, it covers in fear, cannot take any actions for ten seconds (1 round), and automatically fails all action checks (see p. 114). After that round, it can act normally again.						

1	Field Protection					Cost	MP2
Tar.	1 area (3m Radius)/5	Range/Area	Caster/-	Duration	Instant/ 3 minutes (18 r)	Resistance	Can't
Sum.	Reduces the target's received damage by -1.						
Eff.	Creates a circle of protection and grants the blessing to the target. The targets take -1 physical and magical damage. Protection does not affect poison-, disease-, or curse types.						

2	Awaken					Cost	MP5
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Optional
Sum.	Wakes a target up from being asleep or unconscious.						
Eff.	<p>A sleeping, stunned or unconscious character wakes up. If their HP was at 0 or below, it is set to 1. If sleep is a spell or unique skill effect, then the caster needs to make a contested roll against the success value of the effect.</p> <p>The affected character can take action immediately. Prone characters wake up still prone.</p>						

2	Cure Wounds					Cost	MP3																								
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Neg																								
Sum.	Heal target's wounds with Power 10																														
Eff.	<p>Heals Power 10 + Magic Power damage. This spell does not affect constructs or magitech. If the target is undead, this spell deals Power 10 + Magic Power damage instead.</p> <table border="1"> <tr> <td>Power</td> <td>③</td> <td>④</td> <td>⑤</td> <td>⑥</td> <td>⑦</td> <td>⑧</td> <td>⑨</td> <td>⑩</td> <td>⑪</td> <td>⑫</td> <td>Crit Value</td> </tr> <tr> <td>10</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> <td>3</td> <td>4</td> <td>5</td> <td>5</td> <td>6</td> <td>7</td> <td>N/A</td> </tr> </table>							Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	10	1	1	2	3	3	4	5	5	6	7	N/A
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																				
10	1	1	2	3	3	4	5	5	6	7	N/A																				

2	Detect Faith					Cost	MP4
Tar.	1 Entire Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Neg
Sum.	Learns the name of the god the target believes in.						
Eff.	<p>This spell informs the caster of the target's Priest class level and what god they follow. If the caster doesn't know their god, the caster also learns the god's domain, symbol, and the names of his granted Specialized Divine spells. If the target doesn't have a Priest class, then the caster will know that target is not a Priest.</p> <p>A target of this spell knows the spell has been used on him, even on failed save. If the caster was visible when casting, the target will recognize the caster as the one who casts spell.</p>						

3 Cure Blindness						Cost	MP2
Tar.	1 Character X	Range/Area	Touch/-	Duration	Instant	Resistance	Optional
Sum.	Restores lost eyesight						
Eff.	Sight will be restored if the target has been blinded by a spell or unique skills. This requires a contested check. This spell cannot restore sight due to physical defects or if the target is inherently blind.						

3 Cure Poison						Cost	MP3
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Optional
Sum.	Purges poison from the target's body.						
Eff.	Dispels a Poison-type spell or effect on the target. This requires a contested check. This spell cannot heal the damage that has already been dealt.						

3 Field Resistance						Cost	MP5
Tar.	1 area (5m Radius)/15	Range/Area	Caster/-	Duration	Instant/3 minutes (18 r)	Resistance	Can't
Sum.	Reduces damage from a specific type by 3 points						
Eff.	The spell creates a circle of protection, protecting against certain dangers to those present. The targets take -3 damage from all physical and magical sources of a single damage type. Choose Wind, Fire, Water/Ice, Lightning, or Energy when the caster casts the spell. This effect lasts for 3 minutes (18 rounds).						

3 Force						Cost	MP4						
Tar.	1 Character	Range/Area	1(10m)/ Shot	Duration	Instant	Resistance	Half						
Sum.	Deals Power 10 damage.					Type	Bludgeoning						
Eff.	Shoots the target with a cannonball of spiritual force dealing Power 10 + Magic Power magical damage.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		10	1	1	2	3	3	4	5	5	6	7	⑩

4 Sacred Weapon						Cost	MP3
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Increases Accuracy +1 and physical damage +2 against Barbarous and Undead						
Eff.	This spell empowers the target to fight against impurities. The target's melee and ranged attacks when attacking Undead or Barbarous characters receive a +1 bonus to Accuracy and deal an additional +2 physical damage. These attacks are treated as if they were made with a magical weapon (Translator's Note: weapon still deals physical damage).						

4 Sacred Shield						Cost	MP4
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Reduces damage received from Barbarous and Undead by -3						
Eff.	It gives the target protection against the impurity. The target takes -3 physical damage from attacks by Barbarous and Undead characters.						

4 Affirmation Of Faith						Cost	MP5
Tar.	1 area (5m Radius)/15	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Caster affirms their faith and rebukes the magic of other gods.					Type	Curse
Eff.	It creates a field blessed by the caster's deity and inhibits the intervention of other deities. Targets will no longer be able to cast Specialized Divine Magic of a deity different from the caster for the duration of the spell.						

Cure Wounds

(Divine, p. 232)

Illustration by Utsui Rina



5	Cure Disease						Cost	MP4
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Optional	
Sum.	Cleanses the target's body of poison and disease.							
Eff.	Dispels all Poison- and Disease-type spells and effects on the target. This requires a contested check.							

5	Cure Heart						Cost	MP5				
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Neg					
Sum.	Heal target's wounds with Power 30											
Eff.	Heals Power 30 + Magic Power damage. This spell does not affect constructs or magitech. If the target is undead, this spell deals Power 30 + Magic Power damage instead.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	30	2	4	4	6	7	8	9	10	10	10	N/A

5	Transfer Mana						Cost	MP1+Extra
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	Instant	Resistance	Neg	
Sum.	Gives the caster's MP to the target.							
Eff.	The target gains as much MP as the extra points spent in casting. For example, if 10 MP were used to cast the spell, the target would gain 9 MP. If the caster uses the combat feat [Metamagic/Targets] to increase the number of targets, they will restore the same amount of MP to all of them. The maximum number of MP that can be transferred with this spell is 20 (for a total MP cost of 21). The Combat Feat [MP Save/Priest] or similar combat feats cannot be used to reduce the cost of this spell.							

5	Holy Light						Cost	MP6				
Tar.	1 area (5m Radius)/15	Range/Area	Caster/-	Duration	Instant	Resistance	Half					
Sum.	Deals Power 20 damage to undead											
Eff.	Unleashes a burst of divine radiance that deals Power 20 + Magic Power magical damage to undead in the area.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	⑩

6 Bless						Cost	MP5
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	+6 to Dexterity, Agility, Strength, or Vitality						
Eff.	<p>The target receives a +6 bonus to their Dexterity, Agility, Strength, or Vitality score, resulting in a +1 bonus to their modifier. This increase can raise base stats and maximum HP. For fixed-value characters and mounts, Bless can increase Accuracy by +1 for Dexterity, Evasion and Movement Speed for Agility, and Fortitude and HP for Vitality. Additionally, the GM can decide if this affects any unique skills.</p> <p>The caster may use Bless on the same target again to raise a different score, but not the same one. If the caster uses the Combat Feat [Metamagic/Targets] with this spell, it is possible to cast it on multiple targets simultaneously. However, in this case, the ability scores to be increased must be the same.</p>						

6 Holy Cradle						Cost	MP4
Tar.	1 area (3m Radius)/5	Range/Area	Caster/-	Duration	3 Hours	Resistance	Optional
Sum.	Induce deep sleep and enhances the restorative effects of sleep					Type	Psychic
Eff.	<p>The targets fall into a healing slumber.</p> <p>This magical sleep is equivalent to 6 hours of normal sleep (see p. 184). If the target is awakened during the spell's duration, there is no restoration from sleep. The same target can only receive the effects of this spell a maximum of twice per day.</p>						

6 Remove Curse						Cost	MP5
Tar.	1 Character	Range/Area	Touch/-	Duration	Instant	Resistance	Neg
Sum.	Removes negative effects of the curse of the target.						
Eff.	<p>Dispels curse-type negative effect on the target.</p> <p>If the effect is the result of an item, the curse ceases to take effect for 1 minute (6 rounds) immediately after the spell is cast. If the target does not remove a cursed item, or if they remove it and then re-equip it, the curse effect will reemerge.</p>						

Specialized Divine Spells of the Divine Ancestor Lyphos

2	Search Barbarous					Cost	MP3
Tar.	All areas (30m Radius)/All	Range/Area	Caster/-	Duration	Instant	Resistance	Can't
Sum.	Senses the presence of Barbarous						
Eff.	<p>Caster is aware of the presence of Barbarous in the area of the spell. They know only presence or absence but not their location or number.</p> <p>The targets are aware that this spell has been used on them, but it does not know the specific location of the caster.</p>						

4	Mind Sending					Cost	MP4
Tar.	1 Character	Range/Area	2(30m)/Target	Duration	10 seconds (1 r)	Resistance	Neg
Sum.	Sends the caster's thoughts to the target						
Eff.	<p>During the spell's duration, the caster can transfer their thoughts to the target's mind using a Minor Action. The caster is limited to sending what they could say in ten seconds or a general impression of their intentions. If verbal communication is chosen, the target must be able to understand the words. The communication is one-way, from the caster to the target only. The caster cannot determine whether the intention or words are properly conveyed to the target or not.</p>						

Specialized Divine Spells of Tidan, God of the Sun

2	Sunlight					Cost	MP3
Tar.	Any Point	Range/Area	2(30m)/Target	Duration	12 Hours	Resistance	Optional
Sum.	Illuminate a 20-meter radius with light						
Eff.	Removes penalties due to darkness within all areas (20m radius). This spell could be put on an object that can be carried and moved.						

4	Ray						Cost	MP5				
Tar.	Any Point	Range/Area	2(30m)/Line	Duration	Instant	Resistance	Half					
Sum.	Deals Power 10 damage. Undead +3.					Type	Energy					
Eff.	Deals damage with a beam of light dealing Power 10 + Magic Power magical damage. Undead creatures take additional +3 damage only on failed resistance.											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	(10)

Specialized Divine Spells of Kilhia, God of Wisdom

2	△Penetrate						Cost	MP2
Tar.	Caster	Range/Area	Caster/-	Duration	Special	Resistance	Optional	
Sum.	Monster Knowledge check +2							
Eff.	Caster gets a premonition for a God to find the monster's weak points.							
	This spell can be cast during Combat Preparation (see p. 121). The caster gains a +2 bonus to the Monster Knowledge check immediately following the check. If multiple Monster Knowledge checks are required, the caster needs to select one of them before performing the check and only apply this effect to it.							

4	Weak Point						Cost	MP4
Tar.	1 Character	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Neg	
Sum.	Reduces Critical Threshold by -1							
Eff.	Caster sees through the eyes of a deity, detecting the enemy's weak points instantly.							
	If the target fails to resist, the critical threshold of any attack that hits it is reduced by 1 (criticals become more likely). This effect cannot reduce the critical threshold to 7 (minimum 8).							

Specialized Divine Spells of Sien, Goddess of the Moon

2	Nightwalker					Cost	MP2
Tar.	1 Entire Character	Range/Area	1(10m)/Target	Duration	1 Hour	Resistance	Neg
Sum.	Enables the target to see in the dark						
Eff.	The target gains the Darkvision ability. This allows them to see in darkness as if it was sunlight.						

4	Blindness					Cost	MP4
Tar.	1 Character X	Range/Area	1(10m)/Target	Duration	3 minutes (18 r)	Resistance	Neg
Sum.	Robs the target of sight						
Eff.	If the target fails to resist, it is blinded. This does not affect creatures with magical or mechanical senses.						

Specialized Divine Spells of Mirtabar, Divine Hand

2	Retry					Cost	MP2
Tar.	Caster	Range/Area	Caster/-	Duration	1 Hour	Resistance	Optional
Sum.	Reroll technique checks that take more than 1 minute to complete						
Eff.	<p>Mirtabar leads the hands of the caster to prevent mistakes.</p> <p>When performing a check belonging to the Technique check package (see p. 114) with a check Time Required of 1 minute (6 rounds) or more, the 2d roll made during the check can be rerolled once.</p> <p>This spell can only be cast once per day and automatically ends when the reroll takes effect.</p>						

4	Appraisal					Cost	MP1
Tar.	Caster	Range/Area	Caster/-	Duration	10 minutes (60 r)	Resistance	Optional
Sum.	Appraise check +4						
Eff.	<p>Mirtabar shows objects in detail and allows the caster to appraise them more accurately.</p> <p>Caster gains a +4 bonus to the success value of the Appraise checks.</p>						

Specialized Divine Spells of Eve, Shield Against the Abyss

2	Counter Daemon					Cost	MP3
Tar.	1 Entire Character	Range/Area	2(30m)/Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Fortitude and Willpower +2 against Daemons						
Eff.	It gains the ability to resist abilities used by Daemons. The target gains a +2 bonus to any Fortitude or Willpower checks against unique skills used by Daemons.						

4	► Sacred Aura					Cost	MP4
Tar.	Caster	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional
Sum.	[Sacred...] spells also affect Daemons						
Eff.	Any [Sacred Shield] [Sacred Weapon] spells cast by the caster during the duration of this spell will also affect Daemons.						

Specialized Divine Spells of Harula, Guiding Star

2	Star Guide					Cost	MP1
Tar.	Caster	Range/Area	Caster/-	Duration	Instant	Resistance	Optional
Sum.	Know the location of the nearest temple by shooting stars						
Eff.	A shooting star in the sky indicates the place to return to, and the caster can determine the exact distance and direction to the nearest temple of Harula from its current location. This effect is only useful at night and when the starry sky is visible.						

4	△ Disclose Daemons					Cost	MP2
Tar.	Caster	Range/Area	Caster/-	Duration	Special	Resistance	Optional
Sum.	Monster Knowledge check +2 for Daemons						
Eff.	Caster gains insight from stars regarding the ecology and characteristics of Daemons. This spell can be cast during Combat Preparation (see p. 121). The caster gains a +2 bonus to the Monster Knowledge check for Daemon monsters immediately following the check. If multiple Monster Knowledge checks for Daemons are required, this effect is applied to all of them.						

Specialized Divine Spells of Furusil, Goddess of Wind and Rain

2	Wind Circulation						Cost	MP3
Tar.	1 area (5m Radius)/Space	Range/Area	1(10m)/Target	Duration	3 Hours	Resistance	Can't	
Sum.	Generates a gentle breeze that keeps the temperature within range at an appropriate level							
Eff.	Generates a gentle breeze of suitable temperature within the area of effect for the duration of the effect. Within the area of effect, any penalty due to temperature or wind, including hot and cold, is reduced by -1. Within the range, characters can be comfortable indoors or outdoors. In addition, the rate of plant growth is doubled in the range.							

4	Cold Rain						Cost	MP7				
Tar.	1 area (3m Radius)/5	Range/Area	1(10m)/Target	Duration	Instant/10 seconds (1 r)	Resistance	Half					
Sum.	Deals Power 10 damage, Evasion -1					Type	Water/Ice					
Eff.	It dumps cold rain within range and slows down movement. Deals Power 10 + Magic Power magic damage. If the target fails resistance, it gains a -1 penalty to Evasion checks for 10 seconds (1 round).											
	Power	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	Crit Value
	10	1	1	2	3	3	4	5	5	6	7	(10)

Quick Loader

(Magitech, p. 245)

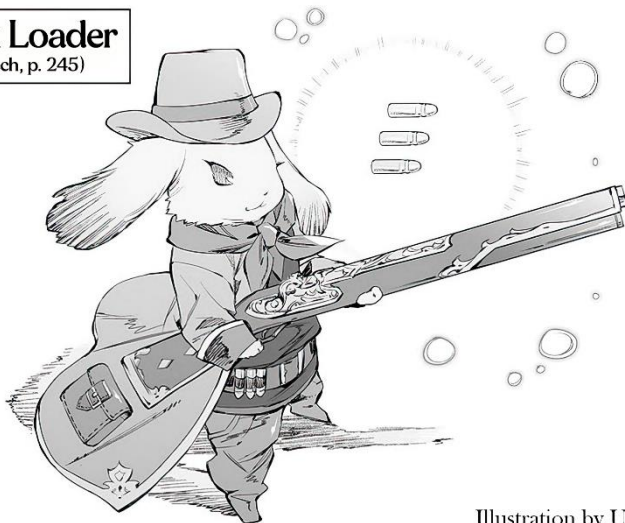


Illustration by Usui Rina

Magitech Data

1	▶▶ Solid Bullet					Magisphere: Small	Cost	MP1				
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A					
Sum.	Infuses a bullet with Power 20											
Eff.	The bullet deals Power 20 + Magic Power damage if it hits.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	±0

1	▶▶ Targeting Sight					Magisphere: Small	Cost	MP2
Tar.	Caster	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	Optional	
Sum.	Accuracy +1							
Eff.	The caster gains a +1 bonus on Accuracy rolls as magisphere turns into a targeting scope, improving the caster's vision.							

1	Flashlight					Magisphere: Small	Cost	MP2
Tar.	Caster	Range/Area	Caster/-	Duration	6 Hours	Resistance	Optional	
Sum.	Illuminates a space of 2 areas (semicircle with a radius of 10m)							
Eff.	The magisphere after transformation will illuminate a 10m radius in front of it. Within the light, all penalties from darkness are canceled.							
	In Simplified Combat, two areas are illuminated: the area of the caster and the adjacent area in front of the caster. Only that area will be illuminated if the caster has advanced to the enemy rear area.							

1	Mana Search					Magisphere: Small, Medium, Large	Cost	MP3
Tar.	All areas (10m-50m Radius)/Space	Range/Area	2(30m)/Target	Duration	Instant	Resistance	Can't	
Sum.	Scans for items imbued with magic.							
Eff.	Magisphere transforms into a detector and shows the caster the location of all magical items within the area of effect. It does not inform the caster of the strength or type of magic.							
	The detection range depends on the size of the magisphere used. The area is a 10m radius if a small magisphere is used, 30m for a medium sphere, and 50m for a large sphere.							

2	» Explorer Aid				Magisphere: Small	Cost	MP4
Tar.	Caster	Range/Area	Caster/-	Duration	10 minutes (60 r)	Resistance	Optional
Sum.	Search, Disable Device +2						
Eff.	Magisphere transforms into a sensor to aid in vision and hearing. Caster gains +2 bonus to Search or Disable Device checks.						

2	» Critical Bullet				Magisphere: Small	Cost	MP2						
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A						
Sum.	Makes a critical bullet with Power 20 and -1 Critical Threshold												
Eff.	This spell creates a bullet that deals high damage. The bullet deals Power 20 + Magic Power damage if it hits. In addition, the bullet's critical threshold is reduced by -1 (minimum 8).												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		20	1	2	3	4	5	6	7	8	9	10	-1

2	» Healing Bullet				Magisphere: Small	Cost	MP1						
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A						
Sum.	Makes a healing bullet that heals with Power 0												
Eff.	This spell creates a bullet that heals wounds. The bullet heals Power 0 + Magic Power damage if it hits. The bullet hits as long as the caster does not score an automatic failure on the roll.												
	This spell does not affect undead, constructs, or magitech.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		0	0	0	0	1	2	2	3	3	4	4	N/A

2	Knocker Bomb				Magisphere: Small	Cost	MP3
Tar.	1 Object	Range/Area	Touch/-	Duration	Instant/10 seconds (1 r)	Resistance	Neg
Sum.	Creates a bomb for blowing up lock						
Eff.	The spell creates a magic bomb that blows up locks. The bomb explodes with a loud sound after 10 seconds (1 round), i.e., at the beginning of the next caster's turn, destroying the lock. Locks that are destroyed by this magic cannot be repaired.						
	Nonmagical locks will be destroyed without fail. If the caster attempts to destroy a lock closed by magic, make a contested roll versus the Magic Power of the spell.						

3 ▶▶ Element Bullet		Magisphere: Small				Cost	MP1					
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A					
Sum.	Creates Power 20 bullet with elemental type											
Eff.	The bullet deals Power 20 + Magic Power damage if it hits. In addition, the bullet also deals elemental damage. The caster may choose Fire, Water, Wind, Earth, or Lightning as the elemental type.											
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value
	20	1	2	3	4	5	6	7	8	9	10	±0

3 Effect Weapon		Magisphere: Small				Cost	MP2
Tar.	1 Character	Range/Area	1(10m)/ Target	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Applies magical effects to a weapon and allows it to strike with type damage.						
Eff.	Whenever the target makes a melee or ranged attack, the weapon used in the attack is considered a magical weapon (Translator's Note: weapon still deals physical damage), and the physical damage it deals is increased by 1.						
	Additionally, the caster imbues the attack with one of the following elemental types: fire, water/ice, earth, wind, or lightning. The type is chosen by the caster at the time of casting and cannot be omitted.						

3 Jump Boots		Magisphere: Small, Medium, Large				Cost	MP3
Tar.	Caster	Range/Area	Caster/-	Duration	3 minutes (18 r)	Resistance	Optional
Sum.	Gives the ability to jump						
Eff.	The magisphere transforms into a jumping boot, immediately equipped to the caster (without needing to remove the current feet accessory). The caster's jumping distance or height is increased for the duration of the spell. If the caster used a small magisphere, they would jump twice as far, three times for a medium magisphere, and five times as far for a large.						
	Caster takes no falling damage from such distances.						

3 Shock Bomb		Magisphere: Medium				Cost	MP3
Tar.	1 Character	Range/Area	1(10m)/ Shot	Duration	Instant/30 seconds (3 r)	Resistance	Neg
Sum.	Agility -12						
Eff.	Paralyzes target on impact.						
	Target's Agility is reduced by -12 (but not below 0). This will reduce the target's movement, Evasion, Initiative, etc. For fixed-value characters, movement speed is reduced by -12, Initiative is reduced by -2, and Evasion is reduced by -2. Other unique skills may be modified at GM's discretion.						

4	▶▶△Analyze					Magisphere: Small	Cost	MP2
Tar.	1 Object or 1 Entire Character	Range/Area	Caster/-	Duration	Instant	Resistance	Can't	
Sum.	Analyzes a monster's body or a machine's structure.							
Eff.	<p>The magisphere transforms into an analyzer, allowing the caster to learn about the abilities, effects, and uses of Magitech Civilization-era items. It also shows the data of a magitech monster. However, it will not reveal the weak point.</p> <p>This spell can be cast during Combat Preparation (see p. 121). Please note that it can only be cast once, and it must be before the Monster Knowledge check.</p>							

4	▶▶Quick Loader					Magisphere: Small	Cost	MP4
Tar.	1 Gun	Range/Area	Caster/-	Duration	Instant	Resistance	N/A	
Sum.	Connects caster's gun with their inventory, automatically loading it.							
Eff.	The magisphere transforms into a loader. One gun is automatically loaded with as many bullets as it can hold from the caster's gun belt.							

4	Automobile					Magisphere: Large	Cost	MP10
Tar.	Touch	Range/Area	Touch/-	Duration	1 Hour	Resistance	N/A	
Sum.	Create a Manabike.							
Eff.	<p>The magisphere transforms into a Manabike. The manabike can move at a speed of 50. The manabike can be ridden by anyone. While piloting a manabike, the pilot must concentrate on the manabike and cannot do anything else. Also, the magisphere after the transformation cannot be used to cast magitech.</p>							

4	Smoke Bomb					Magisphere: Medium	Cost	MP4
Tar.	1 area (5m Radius)/Space	Range/Area	1(10m)/Shot	Duration	Instant/30 seconds (3r)	Resistance	Can't	
Sum.	Caster throws a bomb that releases burning fumes into an area.							
Eff.	<p>The smoke in a 5m radius completely blocks all light and renders the vision of the creature with the five senses perception useless (even with Darkvision). Creatures with magical or mechanical senses take no penalty.</p>							

5	Shotgun Bullet					Magisphere: Small	Cost	MP2																							
Tar.	Bullet	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A																								
Sum.	Infuses a bullet with Power 20. 2H gun only																														
Eff.	<p>Bullet deals damage to “Target: 1 area (3m Radius)/5” and “Range: 1(10m)”, and if it hits, it will deal “Power 20 + Magic Power” magic damage. However, only a gun with “Stance: 2H” can fire this bullet.</p> <p>The caster may include skirmish, including themself in the area of effect of the shot, but exclude themself from the target. Also, if the caster has acquired the combat feat [Magic Control], they can exceptionally declare it when shooting with this bullet. It can exclude from the effect any character within the area of effect of the shot.</p> <table border="1"> <thead> <tr> <th>Power</th> <th>③</th> <th>④</th> <th>⑤</th> <th>⑥</th> <th>⑦</th> <th>⑧</th> <th>⑨</th> <th>⑩</th> <th>⑪</th> <th>⑫</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td>20</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>±0</td> </tr> </tbody> </table>							Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	20	1	2	3	4	5	6	7	8	9	10	±0
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																				
20	1	2	3	4	5	6	7	8	9	10	±0																				

5	Grenade					Magisphere: Small	Cost	MP6																							
Tar.	1 area (3m Radius)/5	Range/Area	1(10m)/ Shot	Duration	Instant	Resistance	Half																								
Sum.	Deals Power 30 damage					Type	Fire																								
Eff.	<p>The caster creates and throws a bomb that explodes and deals Power 30 + Magic Power magical fire-type damage. Any magisphere used for this spell will be destroyed.</p> <table border="1"> <thead> <tr> <th>Power</th> <th>③</th> <th>④</th> <th>⑤</th> <th>⑥</th> <th>⑦</th> <th>⑧</th> <th>⑨</th> <th>⑩</th> <th>⑪</th> <th>⑫</th> <th>Crit Value</th> </tr> </thead> <tbody> <tr> <td>30</td> <td>2</td> <td>4</td> <td>4</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>10</td> <td>10</td> <td>⑩</td> </tr> </tbody> </table>							Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	30	2	4	4	6	7	8	9	10	10	10	⑩
Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value																				
30	2	4	4	6	7	8	9	10	10	10	⑩																				

5	Wire Anchor					Magisphere: Medium	Cost	MP4
Tar.	1 Object or 1 Entire Character	Range/Area	2(30m)/ Shot	Duration	3 minutes (18 r)	Resistance	Neg	
Sum.	Fires a wire with a hook attached, grappling onto targets.							
Eff.	<p>The magisphere transforms into a wire-shooting machine. At the same time as the casting spell, a 30m long wire with a hook at the end is shot and entangles the target as soon as the spell is cast. The hooked wire is extremely strong and can support up to 200 kg of weight. It can be used to grapple up a wall or to lift or brace the caster. The wire can wind itself up slowly (10 meters per 10 seconds), so it can be used to carry a caster and his gear upwards. To wind up caster must use their Major Action.</p> <p>If used on a character, make a Spellcasting check against Evasion from the target. If this check fails, the target is entangled by the wire, suffering a -2 penalty to Evasion checks, and cannot move more than 30m away from the caster. You may also pull the target by winding the wire (up to 10m in 10 seconds) as a Major Action. However, if the number of sections (see p. 385) on the target is greater than the caster, the target will not receive a penalty to their Evasion check, and the wire reeling will pull the caster closer to the target instead.</p>							

6	►►Burst Shot					Magisphere: Small	Cost	MP3					
Tar.	3 Bullets	Range/Area	Caster/-	Duration	10 seconds (1 r)	Resistance	N/A						
Sum.	Gives Accuracy +2 and Power 30 by firing three bullets in a row as one shot												
Eff.	The bullet deals Power 30 + Magic Power damage if it hits. When making this attack, the caster receives a +2 bonus to Accuracy. If the caster doesn't have 3 bullets loaded in their gun, this spell fails.												
	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	
		30	2	4	4	6	7	8	9	10	10	10	±0

6	Create Weapon				Magisphere: Small	Cost	MP7
Tar.	Touch	Range/Area	Touch/-	Duration	1 minute (6 r)	Resistance	N/A
Sum.	Transforms magisphere into a magical melee weapon.						
Eff.	Transforms caster's magisphere into a magical weapon (Translator's Note: weapon deals physical damage). The weapon must be chosen from the non-magical weapons list of A-Rank or less. Also, the magisphere cannot be used to cast magitech during the transformation. The weapon appears in the caster's hand, but they can also be created as weapons to enhance a Kicks and immediately become equipped. This weapon can also be passed to others.						

6	Set Disguise				Magisphere: Small	Cost	MP3
Tar.	Caster	Range/Area	Caster/-	Duration	1 Hour	Resistance	N/A
Sum.	Disguises the caster instantly, appearing to be another person entirely.						
Eff.	Caster appears to be another Humanoid or Barbarous they know. The caster can change their face, features, and even their body type. At a glance, they are indistinguishable from the selected Humanoid. Anyone trying to see through the disguise must roll a Detect check.						

6	Resist Bomb				Magisphere: Medium	Cost	MP6
Tar.	1 area (5m Radius)/15	Range/Area	1(10m)/ Shot	Duration	Instant/3 minutes (18 r)	Resistance	Can't
Sum.	Reduces damage from a specific type by -4						
Eff.	The caster chooses Fire, Water/Ice, Earth, Wind, or Lightning upon casting the spell. Creatures in the area take -4 points less damage from the selected type and will not be affected by the negative non-damage effects of the selected type.						

Combat Feats Data

How To Read Combat Feats

Infight I ①

Prer ②	Grappler class level 5 or higher	Use ③	Grappler Class
App ④	Lasts 10 seconds (1 round)	Risk ⑤	Evasion check -2
Sum ⑥	Only specific target can be attacked, Accuracy check +2		
Effect ⑦	This feat must be declared on a single character at the time of declaration. Also, it cannot be declared on a turn when a melee attack or ranged attack is performed on any other character.		
	If a melee attack is made using the Grappler class against a given character for a period of 10 seconds (1 round), the master gains a +2 bonus to Accuracy checks. However, they may not attack any other character until the beginning of their next turn (but may attack other sections of a multi-section character). Also, as a risk, all Evasion checks are subject to a -2 penalty.		

① Name

The name of the combat feat. If a “△” is appended to the name, it means that it can be declared during Combat Preparation (see p. 121).

② Prerequisite/Gain

When it says “Prer.” in this field, it describes conditions under which combat feat can be acquired. If there is no prerequisite, “None” will be specified. When it says “Gain,” you will automatically learn combat feat if you meet the said class level.

③ Use

Some of the combat feats may only apply to checks by certain classes or require specific equipment for use. Those conditions, if any, are noted here.

④ Application (Appl.)

This item exists only for the active combat feat. It indicates the range within which the active combat feat will have an effect.

⑤ Risk

This section also only exists for active combat feats. If the active combat feat involves risk, it is briefly described.

⑥ Summary

The summary of the combat feat is described here.

⑦ Effect

The effect of the combat feat is described here.

**Caution! Abbreviations of Roman numerals**

Some of the combat feats contain the Roman numeral “I.” These combat feats will be added in the future with the same name and a higher-level combat feat with a larger Roman numeral. For example, [Cover I] has [Cover II] as an upper-level combat feat.

When Roman numerals are omitted in the description, the notation designates all of them. If it simply says [Cover], it means both [Cover I] and [Cover II]. When such a notation is used as a prerequisite, it means that only one of them needs to be satisfied, while when it is used as the target of an effect, it means that both of them are the target.

If there is no abbreviation, it means a separate combat feat. When [Cover I] is indicated, [Cover II] is not involved.

Selectively Acquired Passive Combat Feats

Guardian I

Prer.	Adventurer Level 5 or higher, [Cover]	Use	-
Sum.	Multiple targets can be "Covered" up to a total of 3 times		
Effect	When declaring [Cover], multiple targets can be arbitrarily specified up to 3 maximum. As long as the target character is in the proper position, it will be covered by a melee attack, a ranged attack, or any other similar attack (effect "Evasion/Neg"). As a result, a character may be covered more than once in one round.		

Dodge

Prer.	None	Use	Shield
Sum.	In melee combat, each successful Evasion check with the shield up lowers the Critical Threshold of the next attack by -1.		
Effect	<p>The shield can be used to intercept the attack while gaining a favorable position for oneself and aiming for a fatal blow.</p> <p>The master of this feat should note the number of successful Evasion checks made against enemy melee attacks during a round. Then, on the first melee attack of his turn, the Critical Threshold is reduced by a number of successes (minimum of 8). If the attack deals damage to multiple targets, only one master's damage decision gains this effect.</p> <p>Even if the player makes a second or later melee attack on their turn, they do not gain this effect.</p> <p>To gain this effect, the player must have a shield equipped at the time of the Evasion check, but they do not need to have a shield equipped when they make their own attack.</p>		

Evasive Maneuvers I

Prer.	Adventurer Level 3 or higher	Use	-
Sum.	Evasion check +1		
Effect	The master gets a +1 bonus to Evasion checks.		

Tenacity

Prer.	Fighter or Grappler or Fencer class level 5 or higher	Use	-
Sum.	Maximum HP +15		
Effect	The master's Maximum HP increases by +15.		

Twin Strike

Prer.	[Dual Wielding]	Use	-
Sum.	Accuracy checks can be performed on multiple targets		
Effect	In the case of two attacks with [Dual Wielding], after checking the result of the first attack, the master can choose whether to attack the same target further or choose another target to attack.		

Targeting

Prer.	None	Use	-
Sum.	Prevent stray shots		
Effect	The master's shots do not risk straying when making a ranged attack targeting a character in the skirmish or when performing an "Area: Shot" spell or effect.		

Hawk Eye

Prer.	[Targeting]	Use	-
Sum.	Can see shielded enemies		
Effect	The master can see beyond the shielded area, including that caused by hostile characters and skirmish, and can make ranged attacks and use magic through the shielded area.		



When Attacking more than One at a Time

In the effect descriptions of some of the combat feats on this list, how to deal with "multiple targets" is described.

"Multiple attacks at the same time" refers to attacks on multiple characters or sections (see p. 385) with weapons, in which "Accuracy checks are made all at once" and "damage is calculated and applied individually". For example, if a character with [Improved Throw I] attacks a monster with two sections with a Throw, or a character with [Cleave I] attacks multiple characters with a Throw, a [Shotgun Bullet] shot with a gun are all examples of this.

On the other hand, this does not apply to those with separate Accuracy checks, such as two [Dual Wielding] attacks.

Improved Throw I			
Prer.	Grappler class level 3 or higher	Use	Grappler class
Sum.	Throw has +10 power and can target up to two section characters		
Effect	When the master performs a Throw, the power of the Throw is increased by +10. The Throw is no longer limited to bipedal characters or their method of movement and can be used on any character with up to 2 sections. Two section characters will need only one Accuracy to hit. The attacked target may choose any section to perform an Evasion check, and if the Evasion check fails, the target will be hit (if a melee attack is not possible in either section due to a [Attack Obstacle] or some other reason, the target will be unaffected by Throw attack). All sections will be thrown, and at the same time, the attacker may inflict damage on each section.		

Dual Technique			
Prer.	Adventurer Level 5 or higher	Use	-
Sum.	Removes penalty for [Dual Wielding]		
Effect	The penalty to the Accuracy check for two attacks from [Dual Wielding] is eliminated.		

Weapon Proficiency A/**			
Prer.	None	Use	-
Sum.	Damage +1 for weapons of the corresponding category and can equip A-Rank weapons of that category		
Effect	Master must choose a weapon category for **, such as Swords or Axes, when they acquire this feat. When they wield a weapon of that category, they deal +1 damage with it. In addition, they can wield A rank weapons of that category. [Weapon Proficiency A/**], which has different categories, can be learned several times by using separate learning slots.		

Weapon Proficiency S/**			
Prer.	[Weapon Proficiency A/**] (same category)/ Adventurer Level 5 or higher	Use	-
Sum.	Damage +2 (Total +3) for weapons of the corresponding category and can equip S-Rank weapons of that category		
Effect	Master must choose a weapon category for ** when they acquire this feat for which they have [Weapon Proficiency A/**]. When they wield a weapon of that category, they deal +2 damage (+3 total) with it. In addition, they can wield S rank weapons of that category.		

Stomp

Prer.	Grappler class level 5 or higher	Use	Grappler class
Sum.	If the Throw is successful, the attacker can make an additional Kick		
Effect	When the master successfully makes Throw, the target can be additionally attacked with a Kick. When the [Improved Throw] simultaneously throws more than one section, the Kick can be made at any one section of this target. The [Chain Attack] (see p. 265) cannot be added to this Kick attack.		

Ever-Changing I

Prer.	Grappler or Fencer class level 5 or higher	Use	Grappler or Fencer class
Sum.	May declare 2 Active Combat Feats per round		
Effect	The master may declare the active combat feat twice per round, either by declaring two different feats in one attack and applying them both together or by declaring one feat in each of the different attacks (to allow for multiple attacks). In the latter case, the same feat may be declared twice. If the declared feats have risks, they are all applied cumulatively, even if the same feat is declared multiple times.		

Armor Proficiency A/**

Prer.	None	Use	-
Sum.	Defense +1 for the armor of the corresponding category and can wear A-Rank armor of that category		
Effect	Master must choose an armor category for **, such as Metal Armor or Shield, when they acquire this feat. When the master is equipped with the armor of the corresponding category, they gain +1 to Defense. The master may also equip A-rank armor of the corresponding category. It is possible to learn [Armor Proficiency A/**] for different categories by using separate learning slots. In this case, if both categories of armor are equipped, the increase in Defense will be cumulative.		

Armor Proficiency S/**

Prer.	[Armor Proficiency A/**] (same category)/ Adventurer Level 5 or higher	Use	-
Sum.	Defense +2 (+3 Total) for the armor of the corresponding category and can wear S-Rank armor of that category		
Effect	Master must choose an armor category for ** when they acquire this feat for which they have [Armor Proficiency A/**]. When the master is equipped with the armor of the corresponding category, they gain +2 (+3 total) to Defense. The master may also equip S-rank armor of the corresponding category.		

Metamagic Master			
Prer.	[Universal Metamagic]	Use	-
Sum.	When using [Metamagic/Targets] in combination with other [Metamagic/**], it is possible to determine the combination of Metamagics for each target and optimize the MP consumption		
Effect	<p>The master can declare [Universal Metamagic] and combine [Metamagic/Targets] with other [Metamagic/**] and can decide which one is combined with which Metamagic for each target separately. And the MP consumption of the target will be added up after the target's declaration.</p> <p>For example, one character's target may not be specifically affected by Metamagic, but the other may be affected simultaneously by [Metamagic/Power Assurance] and [Metamagic/Distance]. If this is [Energy Bolt] (costs originally 5 MP), the MP consumption would be $(5)+(5 \times 2 \times 3)=35$ points.</p>		

Dual Wielding			
Prer.	None	Use	-
Sum.	Can handle two one-handed weapons, one on each arm		
Effect	<p>The master can have one "Stance: 1H (1H# is not allowed)" weapon with a minimal strength of 20 or less in each arm and can make one attack with each of them in one Major Action. Each of these attacks will have a -2 penalty on the Accuracy check.</p> <p>Which arm is used for the attack is arbitrary, and each may perform Accuracy checks and damage decisions with different Warrior-Type Classes. The target cannot be changed between the first and second attacks, but the second attack can be canceled after checking the result of the first attack.</p>		

MP Save/**			
Prer.	Adventurer Level 5 or higher	Use	-
Sum.	MP cost of the specified magic system -1		
Effect	<p>Choose one Wizard class for ** when acquiring learn this feat, such as Sorcerer or Priest. Whenever you use magic with the corresponding class, the MP consumption is reduced by 1 point (minimum 1 MP).</p> <p>When using [Metamagic/**], the MP consumption by this combat feat is reduced first, and then multiplied to calculate the final MP consumption.</p> <p>This combat feat may be acquired for different classes using separate learning slots.</p>		

Selectively Acquired Active Combat Feats

Infight I

Prer.	Grappler class level 5 or higher	Use	Grappler Class
Appl.	Lasts 10 seconds (1 round)	Risk	Evasion check -2
Sum.	Only a specific target can be attacked. Accuracy check +2		
Effect	<p>This feat must be declared on a single character at the time of declaration. Also, it cannot be declared on a turn when a melee attack or ranged attack is performed on any other character.</p> <p>If a melee attack is made using the Grappler class against a given character for a period of 10 seconds (1 round), the master gains a +2 bonus to Accuracy checks.</p> <p>However, the user may not attack any other character until the beginning of their next turn (but may attack other sections of a multi-section character). Also, as a risk, all Evasion checks are subject to a -2 penalty.</p>		

Decoy Attack I

Prer.	None	Use	-
Appl.	1 melee attack	Risk	None
Sum.	Accuracy check -2, damage +2, enemy Evasion check -1 when evaded		
Effect	<p>An overtly large attack to draw attention and aid the attacker's allies. It is declared when a melee attack is made and active for that one attack. It cannot be declared when attacking multiple targets at the same time.</p> <p>Accuracy checks are penalized by -2, but the damage is increased by +2 on a hit.</p> <p>If the declared attack is evaded, the enemy receives a -1 penalty to Evasion checks for the next 10 seconds (1 round). This effect is cumulative up to -4, but if the target fails an Evasion check even once, the penalty is removed.</p>		

△Cover I			
Prer.	None	Use	-
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Defend and receive attacks instead of an ally		
Effect	When declaring this feat, the user can specify any one willing character.		
	During the following 10 seconds (1 round), if the specified character becomes the target of a melee attack, ranged attack, or similar unique skill (an Evasion/Neg effect), the user becomes a target instead, and it always hits as a user cannot make Evasion check. For this effect to take effect, The character and the user must be in the same area.		
	If an effect occurs as part of an attack, the user receives the effect immediately after substitution.		
	The effect of [Cover] is automatically applied only once per round when the target is targeted.		



Note on [Cover]

[Cover] is a special combat feat. Some additional explanations are given here.

- The occurrence of the [Cover] effect is not regarded as a change in the target of the attack. So, for example, in the case of a [Chain Attack], when another attack is made, the attack is made against the originally targeted character, not against the one who declared the [Cover]. When two attacks are made with [Dual Wielding], the [Cover] effect is applied to only one attack, and the other attack is made to the original target. Even if some monsters have [Continuous Attack], after applying damage to the [Cover] declarer, an additional attack will be made to the original attack target.
- User cannot [Cover] from magic or unique skills that are not resisted by Evasion checks. As a general rule, you cannot [Cover] an attack in which the declarant and the character designated as [Cover] are both targets at the same time.
- Even if multiple declarations are allowed, a player may not declare this feat more than once in a single round and [Cover] more than one character (without additional feats).

Repeated Strike I

Prer.	None	Use	Fighter class or Fencer class, 2H melee weapon
Appl.	1 melee attack	Risk	None
Sum.	If an attack is evaded, an additional attack is made		
Effect	<p>This feat can be declared when performing a melee attack with a weapon with “Stance: 2H” and is valid for one attack. If the declared attack is evaded, another melee attack can be made immediately afterward with the same weapon on the same target.</p> <p>If multiple attacks are made simultaneously, another accuracy check can be performed on all targets evading them. If either the first or second attack hits, a damage decision is made for each.</p>		

Aimed Attack I

Prer.	None	Use	-
Appl.	1 weapon attack	Risk	None
Sum.	Accuracy check +1, Critical Threshold +1		
Effect	<p>When a melee attack or ranged attack is made, this feat can be declared at the time of the attack and is effective for that single attack. If multiple attacks are made at the same time, the effect is applied to all of them.</p> <p>Declared attacks gain a +1 bonus to the Accuracy check, but the critical threshold is increased by +1 for the damage decision. A critical threshold of 13 or more will never result in a critical hit.</p>		

Power Strike I

Prer.	None	Use	-
Appl.	1 melee attack	Risk	Evasion check -2
Sum.	Melee Attack damage +4		
Effect	<p>When a melee attack is made, this feat can be declared at the time of the attack and is effective for that single attack.</p> <p>If the declared attack hits, its damage is increased by +4. As a risk, any Evasion checks take a -2 penalty.</p> <p>When attacking multiple characters at the same time, the use needs to select one character at random from among that hit. Then, the damage to that one character will be increased by +4 points. This target selection is made before determining the damage.</p>		

Taunting Strike I			
Prer.	None	Use	-
Appl.	1 weapon attack	Risk	None
Sum.	Invites attack, damage -2		
Effect	<p>When a melee attack or ranged attack is made, this feat can be declared at the time of the attack and is effective for that single attack. If multiple attacks are made at the same time, the effect is applied to all of them.</p> <p>The target hit by the declared attack is provoked and must attack the user as much as possible during the following 10 seconds (1 round) (the method of attack is unrestricted).</p> <p>[Taunting Strike II] has no effect on characters with an intellect of 18 or more or on monsters with an intellect of "High." It also has no effect if the provoked target is unable to attack the user or if the target is in a different area.</p> <p>The damage dealt by an attack with this declaration is reduced by -2 points; even if the applied damage is 0, the provocation still will be effective.</p>		

△Defensive Stance			
Prer.	None	Use	-
Appl.	Lasts 10 seconds (1 round)	Risk	Most Skill Checks -4
Sum.	Evasion, Fortitude, or Willpower +4		
Effect	<p>This feat must be declared before any Skill Check is performed on the turn. If the user is under the continuous effect of any check at the beginning of their turn, they may declare it immediately before that check.</p> <p>The user should choose one of the "Evasion check," "Fortitude," or "Willpower" and get a +4 bonus until the beginning of their next turn. Each time they declare, they can choose a different check.</p> <p>At risk, all other checks except the two not selected above and the Death Check suffer a -4 penalty. However, suppose this combat feat is declared during the Combat Preparation. In that case, the Initiative check and Monster Knowledge check at the time of Combat Preparation are exempt from this risk.</p> <p>This combat feat is limited to Normal Move or Limited Move. It cannot be declared if a Full Move is performed on this turn.</p>		

Cleave I

Prer.	Fighter class level 3 or higher	Use	Fighter class, 2H melee weapon
Appl.	1 melee attack	Risk	None
Sum.	Attack up to 3 targets, damage -3		
Effect	<p>When a melee attack is made with a non-wrestling Stance: 2H weapon, this feat can be declared at the time of the attack and is effective for that single attack.</p> <p>The user can attack up to 3 targets within the user's reach. Only one Accuracy check can be made against them. If more than one hits, the damage is determined individually, but all are reduced by -3.</p>		

PART 1

Violentcast I

Prer.	None	Use	Wizard-Type Classes
Appl.	1 spell cast	Risk	None
Sum.	Spellcasting check +2 for damaging spell		
Effect	<p>It can be declared at the time of the cast spell and is valid for the one time of the cast.</p> <p>If the spell only deals damage to the target, the user gains a +2 bonus to the success value of the Spellcasting check. This feat does not have any effect on spells that do not deal damage or have effects other than dealing damage.</p>		

PART 2

PART 3

Lethal Strike I

Prer.	None	Use	-
Appl.	1 melee attack	Risk	Evasion check -2
Sum.	Power table roll for melee attack +1		
Effect	<p>When a melee attack is made, this feat can be declared at the time of the attack and is effective for that single attack.</p> <p>If the declared attack hits, the damage roll is increased by +1 if the roll is 3-11. Double 1s and double 6s work as is. The same is true for all critical for this damage decision.</p> <p>As a risk, any Evasion check is subject to a -2 penalty.</p> <p>When attacking multiple characters at the same time, the user needs to select one character at random from among that hit. The above process is then used to calculate the damage to that one character. This target selection is made before the damage is determined.</p>		

PART 4

PART 5

Metamagic/Power Assurance			
Prer.	None	Use	Wizard-Type Classes
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	If the damage determination roll is 4 or less, roll again only once		
Effect	<p>In the turn in which the user declares this feat, they may choose whether or not to perform this Metamagic on all spell casts. If the user chooses to use this Metamagic, they must spend twice as much MP as they would normally spend and gain the following benefits.</p> <p>If the 2d roll when using the power table for spell damage is 4 or less, the roll can only be rerolled once and use either result.</p>		

Metamagic/Accuracy			
Prer.	None	Use	Wizard-Type Classes
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Spellcasting check is performed twice, and the result can be selected		
Effect	<p>In the turn in which the user declares this feat, they may choose whether or not to perform this Metamagic on all spell casts. If the user chooses to use this Metamagic, they must spend twice as much MP as they would normally spend and gain the following benefits.</p> <p>Spellcasting checks can be performed by rolling 2d twice and selecting the desired roll.</p>		

Metamagic/Targets			
Prer.	None	Use	Wizard-Type Classes
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Increase the spell's number of target		
Effect	<p>In the turn in which the user declares this feat, they may choose whether or not to perform this Metamagic on all spell casts. If the user chooses to use this Metamagic, they gain the following benefits.</p> <p>Increases the number of targets for the spell with "Target: 1 character (including 1 Entire Character and 1 Character X)", "Target: One Object," and "Target: 1 spell". However, spell with "Range: Caster" or "Range: Touch" cannot be affected.</p> <p>Each additional target multiplies the MP consumed (2x for 2 targets, 3x for 3 targets, etc.). Spellcasting check should be done once for all targets.</p>		

Metamagic/Distance

Prer.	None	Use	Wizard-Type Classes
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Increase the spell's range		
Effect	<p>In the turn in which the user declares this feat, they may choose whether or not to perform this Metamagic on all spell casts. If the user chooses to use this Metamagic, they gain the following benefits.</p> <p>Increases the spell's distance. However, spell with "Range: Caster" or "Range: Touch" cannot be affected.</p> <p>For every 2x or 3x the range distance increase, the MP to be consumed is doubled or tripled, etc. The multiplier can only be chosen in integer multiples.</p> <p>In Simplified Combat, "Range: 1" can be changed to "Range: 2" by doubling the MP cost.</p>		

Metamagic/Time

Prer.	None	Use	Wizard-Type Classes
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Extend the duration of the spell effect.		
Effect	<p>In the turn in which the user declares this feat, they may choose whether or not to perform this Metamagic on all spell casts. If the user chooses to use this Metamagic, they gain the following benefits.</p> <p>Extends the duration of the spell. Spells with "Duration: Instant" and "Duration: Permanent" cannot be affected. The portion can be extended in the case of "Duration: Instant /$\Delta\Delta$."</p> <p>The MP consumed is doubled or tripled for every doubling or tripling of time. The multiplier can only be chosen in integer multiples.</p>		

Metamagic/Area

Prer.	None	Use	Wizard-Type Classes
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Extend the area of the spell effect		
Effect	<p>In the turn in which the user declares this feat, they may choose whether or not to perform this Metamagic on all spell casts. If the user chooses to use this Metamagic, they gain the following benefits.</p> <p>The effect area of a spell whose target is "1 area (XX radius)/Space", "1 area (XX radius)/All", or "1 area (XX radius)/Y" and whose radius part is 2 to 5 meters will be expanded.</p> <p>The +1m double the MP cost, +2m triples it, etc. However, the radius can only be expanded to a maximum of 6m.</p>		

	<p>If the spell has a maximum number of targets (i.e., “1 area (XX radius)/Y”), the maximum number of targets is also increased by +5 for each 1 m increase in radius.</p> <p>In Simplified Combat, only the maximum number of targets can be increased.</p>
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Universal Metamagic

Prer.	Any [Metamagic/**]	Use	Wizard-Type Classes
Appl.	Lasts 10 seconds (1 round)	Risk	None
Sum.	Can use any combination of [Metamagic/**]		
Effect	<p>At the turn of the user who declared this combat feat, the player can choose whether or not to obtain the effect of any of the [Metamagic/**] for all spell casts. User don't need to know all [Metamagic/**] to use them in any combination.</p> <p>In addition, multiple effects may be combined. In that case, the MP consumption is calculated by multiplying all the coefficients determined for each Metamagic. For example, if user select [Metamagic/Targets] to target 2 characters and [Metamagic/Time] to extend the duration by 3 times, they have to spend $2 \times 3 = 6$ times MP.</p>		

Magic Convergence

Prer.	None	Use	Wizard-Type Classes
Appl.	1 spell cast	Risk	None
Sum.	Changes target of the spell to target 1 Character		
Effect	Affects the next spell to be cast on this turn. The spell with “Target: 1 area (XX radius)/Y” can be cast as a “Target: 1 Character”.		

Magic Control

Prer.	[Targeting], [Magic Convergence]	Use	Wizard-Type Classes
Appl.	1 spell cast	Risk	None
Sum.	Exclude any target from the effect of the spell		
Effect	<p>Affects the next spell to be cast on this turn.</p> <p>When the declared spell has “Area: Line” or “Target: 1 area (XX radius)/Y”, any character within the range can be excluded from the targets of the spell in advance.</p>		

Mana Strike

Prer.	None	Use	Wizard-Type Classes
Appl.	1 melee attack	Risk	Fortitude and Willpower -2
Sum.	Adds Magic Power to melee attack damage		
Effect	<p>When a melee attack is made, this feat can be declared at the time of the attack and is effective for that single attack.</p> <p>If the declared attack hits, the damage is increased by the attacker's Magic Power. The risk is a -2 penalty to any Fortitude or Willpower of the user.</p> <p>When attacking multiple characters at the same time, the user needs to select one character at random from among that hit. Then, the damage to that one character will be increased. This target selection is made before determining the damage.</p>		

Multi-Action

Prer.	Adventure Level 5 or higher	Use	-
Appl.	1 melee attack or spell cast	Risk	None
Sum.	Allows to melee attack and cast spell		
Effect	<p>Allows once to make a melee attack and cast a spell with one Major Action.</p> <p>If a character declares a Melee Attack, they can cast a spell immediately afterward. Conversely, if a character casts a spell, they may perform a melee attack immediately thereafter. Even if the character has the ability to declare multiple combat feats in one round, they cannot declare an additional [Multi-Action] for an additional melee attack or spell cast.</p> <p>The conditions for casting spells must be met, and movement is limited to Limited Move.</p>		

Armor Piercer I

Prer.	None	Use	Grappler class
Appl.	1 melee attack	Risk	None
Sum.	Treats the attack target's Defense as half. Critical Threshold +1		
Effect	<p>When a melee attack is made, this feat can be declared at the time of the attack and is effective for that single attack.</p> <p>If the declared attack hits, the attack target's Defense is treated as half (rounded up), but the critical threshold is increased by +1 in the damage determination. A critical hit will never occur if the critical threshold is 13 or more.</p> <p>When attacking multiple characters at the same time, the use needs to select one character at random from among that hit. Then, the above process is performed when applying damage to that one character. This target selection is made before determining the damage.</p>		

Selectively Acquired Major Combat Feats

Aimed Shot			
Prer.	None	Use	Marksman class, 2H ranged weapon
Sum.	If the following shooting attack hits with a high success value, the combined damage is doubled when it hits		
Effect	<p>The archer who uses this combat feat specifies a target with which the shooting attack is possible at the time of use, and the combined damage is doubled if the archer makes a shooting attack on that target in their next Major Action and hits with a success value that is 3 or higher than the target's Evasion check success value. If the user's success value is 1 or 2 higher than the target's success value, the target will be hit, but the damage calculation will be performed as usual. Of course, if the user's success value is not equal to or higher than the target's success value, the attack fails.</p> <p>The user must be able to attack the target without causing a stray shot, both when using the combat feat and when executing a shooting attack. Movement when using combat feat is also limited to Limited Move. If another Major Action is performed after the combat feat instead of a shooting attack, its effect will be lost.</p> <p>The ability to attack more than one enemy at the same time, spell, or ammunition cannot be used in combination with this combat feat. When using them, the effect of this combat feat will not occur.</p>		

Wordbreak			
Prer.	None	Use	-
Sum.	Removes one spell or effect		
Effect	<p>With "Range: Touch" and "Target: 1 spell", one sustained spell or effect will be released. Only spells or unique skills with a duration of more than 10 seconds (1 round) can be canceled. Effects that are "Permanent" in duration, effects that are "Instant" in duration, effects that result in a fall prone (e.g., a Throw), and effects that are continuous (e.g., being grabbed and rendered immobile) cannot be canceled. The effect "Duration: Instant/X seconds/minutes (rounds)" can be canceled.</p> <p>To remove the effect, the user must perform a Skill Check using their own Magic Power as the standard value and compare the success value with the effect to be removed. The effect is canceled if the user's success value is higher than the standard value. Please follow the rules for forced removal (see p. 166).</p>		

Automatically Acquired Passive Combat Feats

Chain Attack

Gain	Grappler class level 1	Use	Grappler class, 1H wrestling
Sum.	Additional 1H wrestling attack after 1H wrestling attack		
Effect	<p>When a melee attack is made with a wrestling weapon with “Stance: 1H,” an additional melee attack can be made again on the same target with a wrestling weapon with “Stance: 1H”. The weapon used for the initial attack may be different from the weapon used for the additional attack.</p> <p>Only one additional attack is allowed when two attacks are made with [Dual Wielding]. This additional attack does not incur the penalty modifier -2 to the Accuracy check.</p>		

Treasure Hunt

Gain	Scout class level 5	Use	-
Sum.	+1 Loot Determination		
Effect	The master gains +1 to the roll when making a Loot Determination. This effect is cumulative with other effects that increase the roll of loot decisions.		

Survivability

Gain	Ranger class level 5	Use	-
Sum.	Allows an automatic success for resistance check once a day in the natural environment		
Effect	In the natural environment (see p. 101), when performing Fortitude or Willpower, the master can automatically succeed without rolling any dice (declared before rolling the dice for the Fortitude or Willpower check). This effect can be used only once per day.		

Keen Eyes

Gain	Sage class level 5	Use	-
Sum.	+1 Loot Determination		
Effect	The master gains +1 to the roll when making a Loot Determination. This effect is cumulative with other effects that increase the roll of loot decisions.		

Items Overview

How to Read Item Lists

The fields described here are common to each general item list. Please refer to their descriptions for specific fields and major categories of items.

Name and Magic Icon

The name of the item.

If the item's name is preceded by a  icon, the item is a magic item. It can be detected by spells such as [Sense Magic] and [Mana Search].

Stance

The Stance column indicates whether the item is hand-held and, if so, whether it is one-handed or two-handed. See page 147 for more details.

Price

The “Price” field indicates the price of the item in Gamels.

For some items, the Price column can have a formula. In these cases, follow the individual instructions to determine the price.

Notes

The “Notes” column contains a summary or note about the item and references to further data.

Details

If the item needs to refer to detailed data, the page to which it refers is appended with the word “Details.”

※X: Annotation instructions outside the table

When several items in classification are annotated together with the same annotation, there are cases in which the annotation outside the column is indicated by ※ and a number, like ※1.

In such cases, the corresponding annotations are listed immediately outside the table.

PART 1

PART 2

PART 3

PART 4

PART 5

DATA

Comprehensive List of Weapons

This is now the general list of weapons. The following are fields that appear only in this list of weapons and fields that require a more detailed explanation.

Category and Rank

Weapons in this list are ranked B and A. To handle an A-rank weapon, you must have the [Weapon Proficiency A/**] corresponding to the weapon category.

Weapons in Multiple Categories

Some weapons exist in more than one category. Each time a character uses a weapon, they choose which category it belongs to and treats it as belonging to that category. For example, a weapon in both sword and throw weapon categories must be used as a sword for melee attacks and as a thrown weapon for ranged attacks. This determines, for example, whether the weapon's damage is increased by [Weapon Proficiency **/*].

Name

Due to space limitations, the “Notes” field does not exist in the Comprehensive List of Weapons. Various annotations, including those indicated outside the column, are made in the “Name” column.

Edged and Bludgeoning Weapons

For most weapons, the   icons are noted after the name.

This indicates whether the weapon is an edged weapon or a bludgeoning weapon, and in some cases, depending on the monster, this weapon type may affect the game by causing resistance.

The presence of both icons means that the weapon can be used in either type. Unless otherwise noted in the detailed data, the choice of which type of weapon to use can be made by the user each time an Accuracy check is performed.

Some weapons fall into neither category nor do not have this written on them. In particular, all guns have no such categories.

Silvered

Weapons made of silver can damage monsters with the [Normal Weapon Immunity] unique skill. Also, silver weapons may increase damage with a weak point.

Stance

A special classification for weapons appears in the Stance column; see also p. 147.

1H†: Allows either one or two hands to wield. Data for the 2-handed stance is included immediately below. “Stance:1H† “ shows data for one-handed use, and the data of “Stance: 2H” shows data for two-handed operation.

2Hs /2Hp: Some two-handed weapons can be used in two ways, “slashing” and “piercing”; such weapons are listed with these two types of data. Wielder must state which method of attack is to be used before performing the Accuracy check.

1H*/2H*: These weapons can be used as thrown weapons. However, the data present in the melee weapon category is for when the weapon is used as a melee weapon, not as a thrown weapon. Using the weapon in a melee attack should not be considered a thrown weapon attack.

1HW: Many Wrestling weapons have this Stance. This weapon can be used with an item in that hand with “Stance: 1H/2H”. Using a “Throw” with such a weapon is also possible. However, such weapons cannot be equipped with other weapons.

1H#/2H#: Does not use the hands but is still treated as a 1H or 2H weapon for restrictions, bonuses, and combat feats.



About 1H/2H

Some combat feats use either “1H” or “2H” stances. In principle, if stance starts “1H...” then consider it applicable for 1H combat feats (like 1H, 1H*, 1H#, 1HW, etc.). Same with “2H...”.

Of course, this does not apply when there is an exception in the individual explanation of the combat feat (for example, [Dual Wielding] clearly states that weapons with “1H#” are not allowed). Also, other Stances are not applicable when a stance is specified in detail, such as “1H*”.

Not only for the combat feat but also for various effects, if only “1H/2H” is mentioned, it should be treated as if all Stances that include it in their names are applicable, in principle.

Min STR

The minimal strength of the weapon. A character may not equip a weapon with a minimal strength that exceeds its own strength (or half of it for the Fencer class, rounded up).

Accuracy

This is the bonus (positive number) or penalty (negative number) on the Accuracy check when attacking with that weapon. A “-” indicates neither.

Power

The following is the weapon's power and the corresponding power table used to determine the calculated damage of the weapon. This field is left blank for weapons that do not cause damage on hit. In addition, this field is omitted for guns, whose power depends on the used magitech spells on the bullets.

Crit Value

Shorthand for “Critical Threshold.” When attacking, if the total of your dice alone meets or exceeds the Crit Value, your attack is critical.

Add'l Dmg

If there is a value here, that number of points will be added as Extra Damage when determining the calculated damage.



Note on the Effect of Increased Defense

Some weapons, when equipped, increase the wearer's Defense, as indicated by a note outside the column. Even if multiple weapons with this effect are equipped, the effect is not cumulative, and only one applies.

The increased Defense effect is not lost if a weapon with this effect is used in an attack.

Swords

These are swords, daggers, or other weapons that attack primarily by cutting or stabbing with their blade.

Scabbard

Swords can be put in the scabbard and can be stored with a Minor Action.

B-Rank Swords

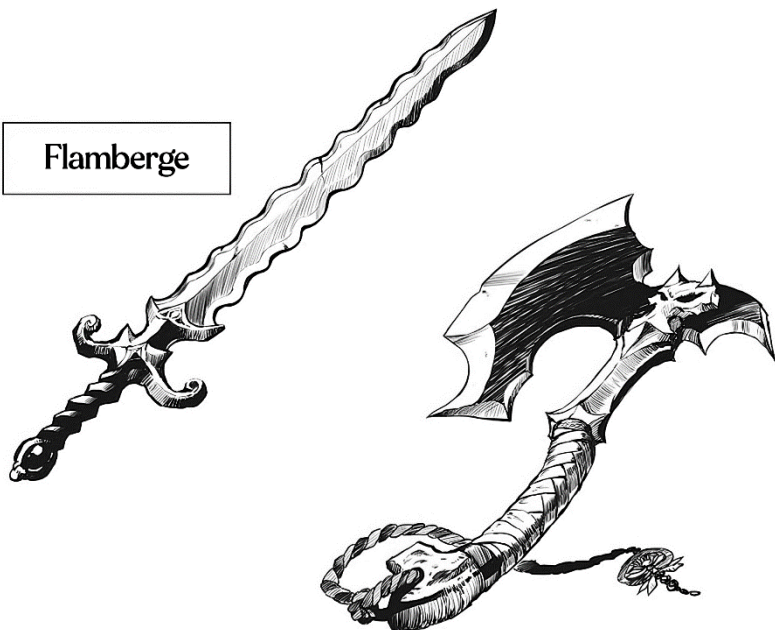
Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Addl Dmg	Price
Knife✂	1H*	1	-	1	0	0	0	1	2	3	3	3	4	4	⑩	-	30
Stiletto✂	1H	2	-	2	0	0	0	1	2	3	4	4	4	4	⑩	-	40
Dagger✂	1H*	3	-	3	0	0	1	1	2	3	4	4	4	5	⑩	-	50
Kukri✂	1H	4	-	4	0	0	1	2	2	3	4	4	5	5	⑩	-	60
Short Sword✂	1H	5	-	5	0	1	1	2	2	3	4	5	5	5	⑩	-	80
Épée✂	1H	6	-	6	0	1	1	2	3	3	4	5	5	5	⑩	-	90
Katzbalger✂	1H	7	-	7	0	1	1	2	3	4	4	5	5	6	⑩	-	100
Rapier✂	1H	8	-	8	0	1	2	2	3	4	4	5	6	6	⑩	-	110
Saber✂	1H	10	-	10	1	1	2	3	3	4	5	5	6	7	⑩	-	190
Estoc✂	2H	11	-	21	1	2	3	4	6	6	7	8	9	10	⑩	-	370
Long Sword✂	1H†	13	-	13	1	2	3	3	4	4	5	6	7	7	⑩	-	440
	2H	13	-	23	2	2	3	5	6	7	7	8	9	10	⑩	-	
Broad Sword✂	1H	15	-	15	1	2	3	4	4	5	5	6	7	8	⑩	-	340
Bastard Sword✂	1H†	17	-	17	1	2	3	4	5	5	6	7	7	8	⑩	-	560
	2H	17	-	27	2	3	4	6	6	8	8	9	9	10	⑩	-	
Falchion✂	2H	18	-	28	2	3	4	6	6	8	9	9	10	10	⑩	-	790
Zweihander✂	2H	20	-	30	2	4	4	6	7	8	9	10	10	10	⑩	-	860
Shamshir✂	2H	22	-	32	3	4	5	6	7	8	10	10	10	11	⑩	-	950
Great Sword✂	2H	24	-	34	3	4	5	6	8	9	10	10	11	11	⑩	-	1,020

A-Rank Swords

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Fast Spike✂	1H*	1	+1	6	0	1	1	2	3	3	4	5	5	5	⑩	-	820
Flissa ✂	1H	8	-	13	1	2	3	3	4	4	5	6	7	7	⑩	-	880
Schiavona✂	1H	11	-	16	1	2	3	4	4	5	6	7	7	8	⑩	-	990
Defender✂ ※1	1H	12	-	17	1	2	3	4	5	5	6	7	7	8	⑩	-	1,770
Talwar✂	1H	15	-	20	1	2	3	4	5	6	7	8	9	10	⑩	-	1,210
Steel Blade✂	1H	19	-	24	2	3	4	5	6	7	7	8	9	10	⑩	-	1,450
Flamberge✂	1H†	23	-	28	2	3	4	6	6	8	9	9	10	10	⑩	-	1,580
	2H	23	-	38	3	5	6	7	8	10	10	11	12	13	⑩	-	
Dragonslayer✂	2H	28	-	43	4	6	7	8	9	10	11	12	13	14	⑩	-	2,760

※1: +1 to Defense of the wearer

Flamberge



Hand Axe

Illustration by Kankuro

Axes

This weapon has a heavy blade attached to the end of the handle. Either way, it is a weapon that uses the weight concentrated at the tip to strike through, and generally has very high power.

B-Rank Axes

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Sickle	1H	4	-	9	0	1	2	3	3	4	4	5	6	7	⑪	-	40
Hand Axe	1H*	7	-	12	1	2	2	3	4	4	5	6	6	7	⑪	-	90
Bhuj	1H	11	-	16	1	2	3	4	4	5	6	7	7	8	⑪	-	240
Battle Axe	1H†	16	-	21	1	2	3	4	6	6	7	8	9	10	⑪	-	360
	2H	16	-	31	2	4	5	6	7	8	9	10	10	11	⑪	-	
Great Axe	2H	18	-	33	3	4	5	6	8	8	10	10	10	11	⑪	-	410
Heavy Axe	1H†	20	-	25	2	3	4	5	6	7	8	8	9	10	⑪	-	440
	2H	20	-	35	3	4	5	7	8	9	10	10	11	12	⑪	-	
Bulova	2H	22	-	37	3	5	6	7	8	9	10	11	12	12	⑪	-	490
Minotaur's Axe	2H	30	-	45	4	6	7	9	10	10	11	12	13	14	⑪	-	950

A-Rank Axes

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Tomahawk	1H*	7	-	17	1	2	3	4	5	5	6	7	7	8	⑪	-	630
Tabarzin	1H	13	-	23	2	2	3	5	6	7	7	8	9	10	⑪	-	840
Long Axe	2Hs	16	-	36	3	5	5	7	8	9	10	11	11	12	⑪	-	990
	2Hp	16	-	31	2	4	5	6	7	8	9	10	10	11	⑩	-	
Halberd	2Hs	20	-	40	4	5	6	7	9	10	11	11	12	13	⑪	-	1,080
	2Hp	20	-	35	3	4	5	7	8	9	10	10	11	12	⑩	-	
Glaive	2Hs	28	-	48	4	6	7	9	10	12	12	13	13	15	⑪	-	1,350
	2Hp	28	-	43	4	6	7	8	9	10	11	12	13	14	⑩	-	

Spears

It is a weapon with a sharp blade attached to the end of a long handle. It is mainly used as a piercing weapon. Many of them can be used both with one and two hands.

B-Rank Spears

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Javelin✂	1H*	5	-1	10	1	1	2	3	3	4	5	5	6	7	⑩	-	65
Short Spear✂	1H*	10	-1	15	1	2	3	4	4	5	5	6	7	8	⑩	-	110
Spear✂	1H†	15	-1	20	1	2	3	4	5	6	7	8	9	10	⑩	-	170
	2H	15	-	25	2	3	4	5	6	7	8	8	9	10	⑩		
Long Spear✂	1H†	20	-1	25	2	3	4	5	6	7	8	8	9	10	⑩	-	220
	2H	20	-	30	2	4	4	6	7	8	9	10	10	10	⑩		

A-Rank Spears

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Pilum✂	1H	8	-1	13	1	2	3	3	4	4	5	6	7	7	⑨	-	880
Trident✂	1H*	12	-1	22	1	2	3	5	6	6	7	8	9	10	⑩	-	460
Ahlspiess✂	1H†	15	-1	25	2	3	4	5	6	7	8	8	9	10	⑩	-	480
	2H	15	-	30	2	4	4	6	7	8	9	10	10	10	⑩		
Pike✂	1H†	25	-1	35	3	4	5	7	8	9	10	10	11	12	⑩	-	1,750
	2H	25	-1	45	4	6	7	9	10	10	11	12	13	14	⑩		

Ahlspiess

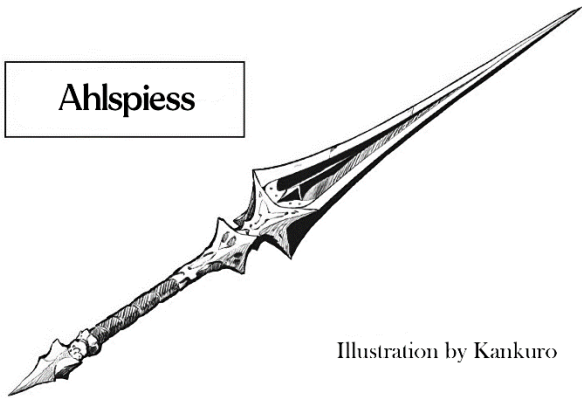


Illustration by Kankuro

Maces

This is a bludgeoning weapon with a heavy part attached to the tip of the handle. It is not suitable for cutting down an opponent with a single blow, but it excels in accuracy and boasts stable power.

B-Rank Maces

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Mallet	1H*	1	+1	6	0	1	1	2	3	3	4	5	5	5	⑫	-	20
Light Mace	1H	5	+1	10	1	1	2	3	3	4	5	5	6	7	⑫	-	120
Heavy Mallet	1H	10	+1	15	1	2	3	4	4	5	5	6	7	8	⑫	-	220
Heavy Mace	1H†	15	+1	20	1	2	3	4	5	6	7	8	9	10	⑫	-	330
	2H	15	+1	30	2	4	4	6	7	8	9	10	10	10	⑫	-	
Maul	2H	20	+1	35	3	4	5	7	8	9	10	10	11	12	⑫	-	440
Ogre Maul	2H	30	+1	45	4	6	7	9	10	10	11	12	13	14	⑫	-	640

A-Rank Maces

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Bilong	1H	7	+1	17	1	2	3	4	5	5	6	7	7	8	⑫	-	460
Steel Blow	1H	13	+1	23	2	2	3	5	6	7	7	8	9	10	⑫	-	710
Shellbreaker	1H†	18	+1	28	2	3	4	6	6	8	9	9	10	10	⑫	-	1,080
	2H	18	+1	38	3	5	6	7	8	10	10	11	12	13	⑫	-	
Ball Mace	2H	23	+1	43	4	6	7	8	9	10	11	12	13	14	⑫	-	1,220

Staves

Most staves are long and two-handed weapons and can be used as implements for Truespeech Magic and Spiritualism Magic. Because they are the sorcerer's favorite items, many of them have special effects.

B-Rank Staves

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Mage Staff ※1	2H	1	+1	11	1	2	2	3	3	4	5	6	6	7	⑫	-	110
Quarterstaff ※1	2H	4	+1	14	1	2	3	4	4	4	5	6	7	8	⑫	-	140
Elfreet's Whisker ※2	2H	4	+1	14	1	2	3	4	4	4	5	6	7	8	⑫	-	500 x Use s

※1: +1 to Defense of the wearer ※2: Details p. 302

A-Rank Staves

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Mana Staff ※1	2H	3	+1	13	1	2	3	3	4	4	5	6	7	7	⑫	-	6,800
Leech Staff ※2	2H	5	+1	15	1	2	3	4	4	5	5	6	7	8	⑫	-	7,000

※1: Details p. 302 ※2: Details p. 302



Illustration by Kankuro

Flails

It is a bludgeoning weapon with an iron ball or weight connected to the end of its handle. Although difficult to handle, it has the greatest potential destructive power.

B-Rank Flails

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Light Flail	1H	7	-1	12	1	2	2	3	4	4	5	6	6	7	⑩	-	90
Flail	1H+	10	-1	15	1	2	3	4	4	5	5	6	7	8	⑩	-	240
	2H	10	-1	25	2	3	4	5	6	7	8	8	9	10	⑩	-	
Morningstar	1H	12	-1	17	1	2	3	4	5	5	6	7	7	8	⑩	-	280
Heavy Flail	1H+	15	-1	20	1	2	3	4	5	6	7	8	9	10	⑩	-	340
	2H	15	-1	30	2	4	4	6	7	8	9	10	10	10	⑩	-	

A-Rank Flails

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Rising Sun	1H+	14	-1	24	2	3	4	5	6	7	7	8	9	10	⑩	-	1,200
	2H	14	-1	34	3	4	5	6	8	9	10	10	11	11	⑩	-	
Goedendag	1H+	18	-1	28	2	3	4	6	6	8	9	9	10	10	⑩	-	1,540
	2H	18	-1	38	3	5	6	7	8	10	10	11	12	13	⑩	-	
Scorpion Tail	2H	27	-1	47	4	6	7	9	10	11	12	13	13	15	⑩	-	2,600

Warhammer

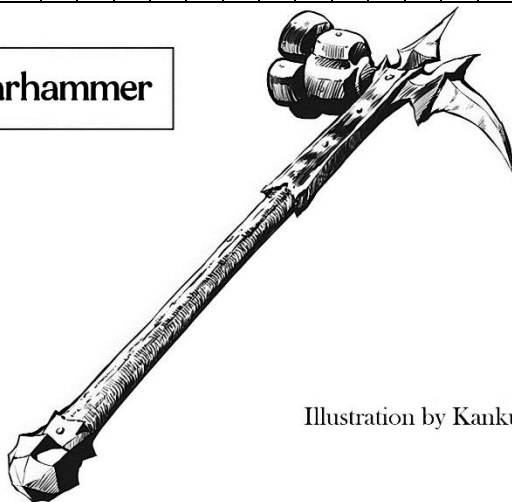





Illustration by Kankuro




Warhammers

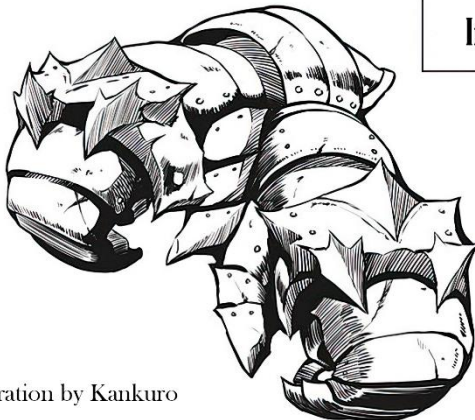
Warhammers have both a pointed pick and a hard hammer head at the end of the handle and can be used as an edged weapon or a bludgeoning weapon, with the choice of piercing with the pick or striking with the hammerhead. On the other hand, they are generally weak in terms of balance and have poor accuracy.

B-Rank Warhammers

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Pick 	1H	2	-1	7	0	1	1	2	3	4	4	5	5	6	⑩	-	60
Warhammer 	1H	11	-1	16	1	2	3	4	4	5	6	7	7	8	⑩	-	250
Mattock 	2H	20	-2	30	2	4	4	6	7	8	9	10	10	10	⑩	-	440

A-Rank Warhammers

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
War Pick 	1H	5	-1	15	1	2	3	4	4	5	5	6	7	8	⑩	-	600
Bec-De-Corbin 	2Hs	20	-1	40	4	5	6	7	9	10	11	11	12	13	⑩	-	1,800
	2Hp	20	-2	45	4	6	7	9	10	10	11	12	13	14	⑩	-	
Guisarme 	2H	25	-2	50	4	6	8	10	10	12	12	13	15	15	⑩	-	1,680



Iron Boxes

Illustration by Kankuro

Wrestling

The Grappler class can only attack with weapons of this category, such as punches and kicks. Wrestling weapons have several characteristics that are not found in other weapons, and that affects how they are used in the game.

Grappler only

Weapons marked “Grappler only” can only be used by Grappler. Accuracy checks with them cannot be made with the Fighter or Fencer classes.

Improves Punches

As a general rule, weapons that “improve punches” are handled as a set for weapons for both arms. Except for special items that are clearly marked as being for one arm only, all purchases, sales, processing, etc. are done as a set for two arms. It is not possible to “buy only for one arm at half price”.

Improves Kicks

Weapons that “improve kicks” are equipped on the legs. The arms can still be used for other purposes (such as equipping other weapons or using items). The wielder cannot have more than one weapon with this characteristic on its legs at the same time.

These weapons are similar to those improving punches in terms of being a set of two.

Punch, Kick, Throw

These are used directly by the body and do not need to be equipped as a weapon. However, the Throw cannot be used if the user has a weapon other than the Stance: 1HW in their hand, or if the user is carrying another item. See also the explanation of Throw on page 143.

B-Rank Wrestling

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Punch	1HW	0	-	0	0	0	0	1	2	2	3	3	4	4	⑫	-	
Kick	1H#	0	-1	5	0	1	1	2	2	3	4	5	5	5	⑫	-	
Throw ※1	2H	0	-	10	1	1	2	3	3	4	5	5	6	7	⑫	-	
Cestus ※1, ※2	1HW	1	+1	1	0	0	0	1	2	3	3	3	4	4	⑪	-	40
Spiked Boots ※1, ※3	1H#	1	-1	11	1	2	2	3	3	4	5	6	6	7	⑪	-	160
Iron Knuckles ※1, ※2	1HW	5	+1	5	0	1	1	2	2	3	4	5	5	5	⑪	-	100
Solid Heels ※1, ※3	1H#	5	-1	15	1	2	3	4	4	5	5	6	7	8	⑪	-	240
Iron Boxers ※1, ※2	1H	10	+1	10	1	1	2	3	3	4	5	5	6	7	⑪	-	230
Shin Guard ※1, ※3	1H#	10	-1	20	1	2	3	4	5	6	7	8	9	10	⑪	-	390
Shin Plate ※1, ※3	1H#	15	-1	25	2	3	4	5	6	7	8	8	9	10	⑪	-	580

※1: Grappler only ※2: Improves Punches ※3: Improves Kicks

A-Rank Wrestling

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Hard Knuckle ※1, ※2	1HW	5	+1	10	1	1	2	3	3	4	5	5	6	7	⑪	-	440
Power Wrist ※1, ※2	1HW	5	-	10	1	1	2	3	3	4	5	5	6	7	⑩	-	460
Stomper ※1, ※3	1H#	5	-1	20	1	2	3	4	5	6	7	8	9	10	⑪	-	620
Chain Stick ※1, ※2	1H	10	+1	15	1	2	3	4	4	5	5	6	7	8	⑪	-	630
Power Anklet ※1, ※3	1H#	10	-1	20	1	2	3	4	5	6	7	8	9	10	⑩	-	900
Hard Kicker ※1, ※3	1H#	15	-1	30	2	4	4	6	7	8	9	10	10	10	⑪	-	1,290

※1: Grappler only ※2: Improves Punches ※3: Improves Kicks

Thrown Weapons

Thrown weapons are hand-held weapons that can be used by the Fighter, Fencer, and Marksman classes. These weapons leave the wielder's hand after their attack (throw).

B-Rank Thrown Weapons

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Stone※1	1H*	1	-	1	0	0	0	1	2	3	3	3	4	4	⑫	-	0
Silver Stone※1, ※2	1H*	1	-	1	0	0	0	1	2	3	3	3	4	4	⑫	-	1
Mallet	1H*	1	+1	6	0	1	1	2	3	3	4	5	5	5	⑫	-	20
Knife	1H*	1	-	1	0	0	0	1	2	3	3	3	4	4	⑩	-	30
Dagger	1H*	3	-	3	0	0	1	1	2	3	4	4	4	5	⑩	-	50
Javelin	1H*	5	-1	10	1	1	2	3	3	4	5	5	6	7	⑩	-	65
Hand Axe	1H*	7	-	12	1	2	2	3	4	4	5	6	6	7	⑪	-	90
Short Spear	1H*	10	-1	15	1	2	3	4	4	5	5	6	7	8	⑩	-	110

※: Every weapon range is 1 (10m) ※1: Sling allows to throw this thrown weapon

※2: Silvered

A-Rank Thrown Weapons

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
Chakram※1	1H*	1	-	6	0	1	1	2	3	3	4	5	5	5	⑩	-	100
Fast Spike※1	1H*	1	+1	6	0	1	1	2	3	3	4	5	5	5	⑩	-	820
Sling※2, ※4	1H	2	-	12	1	2	2	3	4	4	5	6	6	7	⑪	-	220
Dirk※1	1H*	4	-	9	0	1	2	3	3	4	4	5	6	7	⑩	-	100
Tomahawk※3	1H*	7	-	17	1	2	3	4	5	5	6	7	7	8	⑪	-	630
Trident※3	1H*	12	-1	22	1	2	3	5	6	6	7	8	9	10	⑩	-	460
Soliferrum※1	1H*	17	-1	27	2	3	4	6	6	8	8	9	9	10	⑩	-	1,070

※1: 2 (20m) range ※2: 2(30m) range ※3: 1(10m) range ※4: Details p. 302

Bows

This is a shooting weapon that shoots arrows using strings. It can shoot every round, but each time it uses an Arrow (Ammunition). Can only be used with the Marksman class.

B-Rank Bows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
					1	2	3	4	4	5	6	6	7				
Short Bow✂	2H	2	-	12	1	2	2	3	4	4	5	6	6	7	⑩	-	60
Normal Bow✂	2H	7	-	17	1	2	3	4	5	5	6	7	7	8	⑩	-	120
Long Bow✂	2H	12	-	22	1	2	3	5	6	6	7	8	9	10	⑩	-	170
Heavy Bow✂	2H	17	-	27	2	3	4	6	6	8	8	9	9	10	⑩	-	220

※: All ranges are 2 (20m).

A-Rank Bows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
					1	2	3	4	5	6	7	8	9	10			
Light Bow✂	2H	5	-	20	1	2	3	4	5	6	7	8	9	10	⑩	-	610
Wrapped Bow✂	2H	13	-	28	2	3	4	6	6	8	9	9	10	10	⑩	-	780
Fast Bow✂	2H	20	-	35	3	4	5	7	8	9	10	10	11	12	⑩	-	1,200

※: All ranges are 2 (30m).

Crossbows

A crossbow is a shooting weapon using an elastic launching device consisting of a bow-like assembly called a prod, mounted horizontally on the main frame called a tiller. It can be fired every round, but each use consumes a Quarrel (Ammunition) and can only be used by the Marksman class.

The value in the “Add'l Dmg” column for Crossbows replaces the character's Strength modifier. In other words, Extra Damage is determined by “Marksman level + Weapon-specific Add'l Dmg”, and the character's own Strength modifier is not applied.

B-Rank Crossbows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
					1	2	3	4	5	6	7	8	9	10			
Light Crossbow✂	2H	1	-	16	1	2	3	4	4	5	6	7	7	8	⑩	±0	160
Normal Crossbow✂	2H	5	-	20	1	2	3	4	5	6	7	8	9	10	⑩	±0	260
Heavy Crossbow✂	2H	10	-	25	2	3	4	5	6	7	8	8	9	10	⑩	+1	530

✂: All ranges are 2 (30m).

A-Rank Crossbows

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg	Price
					1	2	3	4	4	5	5	6	7	8			
Bowgun✂ ✂1	1H	5	-	15	1	2	3	4	4	5	5	6	7	8	⑩	±0	800
Arbalest✂ ✂2	2H	10	-	30	2	4	4	6	7	8	9	10	10	10	⑩	+1	1,000
Thami✂ ✂3	2H	15	-	35	3	4	5	7	8	9	10	10	11	12	⑩	+2	1,280
Cranequin✂ ✂2	2H	20	-1	50	4	6	8	10	10	12	12	13	15	15	⑪	+3	1,500

✂1: 2 (20m) range ✂2: 2 (40m) range ✂3: 2 (50m) range

Guns

Guns can only be used with Marksman class, and Artificer class is required to shoot bullets. The power of the weapon is determined by the magitech spell that enhances the bullet. Guns deal magic damage instead of physical.

Max Magazine

Each Gun has a Max Magazine, and each time the wielder shoots, the bullets loaded in the gun are consumed. To reload the magazine up to its Max Magazine wielder needs to use Major Actions. Bullets for reloading are limited to those found in the Gun Belt and other storage devices.

Stance: 1H Guns and Holster

The 1H Guns come with a holster, and the character can store it with a Minor Action.

B-Rank Guns

Name	Stance	Min STR	Max Magazine	Accuracy	Crit Value	Add'l Dmg	Range	Price
Matchlock	1H	1	3	-	(11)	-	1(10m)	360
Toradar	2H	5	3	-	(10)	-	2(30m)	800
Jezail	2H	10	3	-	(10)	+1	2(50m)	1,200

A-Rank Guns

Name	Stance	Min STR	Max Magazine	Accuracy	Crit Value	Add'l Dmg	Range	Price
Derringer	1H	1	2	+1	(10)	-	1(10m)	600
Tempest	2H	10	6	-	(11)	+2	2(30m)	2,000
Longbarrel	2H	15	1	+1	(10)	+4	2(50m)	3,500

Ammunition

Shooting weapons use arrows, quarrels, and bullets to attack. Each weapon has specific ammunition. They are generally consumed each time they are used, but some can be recovered and reused.

Name	Weapon	Price	Notes
Arrow (12)	Bow	10	1G for 1 Arrow
Silver Arrow	Bow	5	Silvered
Quarrel (12)	Crossbow	20	2G for 1 Quarrel
Silver Quarrel	Crossbow	10	Silvered
Piercing Arrow/Quarrel (12)	Bow, Crossbow	20 (Arrow)/ 30 (Quarrel)	Power -5, Critical Threshold -1. 2G for 1 Arrow. 3G for 1 Quarrel
Flash Fang Arrow/Quarrel	Bow, Crossbow	250	Critical Threshold -1, ※1
Bullet (12)	Gun	50	5G for 1 Bullet.
Silver Bullet	Gun	25	Silvered

※1: Lost only if hit and a critical hit occurs, otherwise it can be recovered and reused.

Matchlock

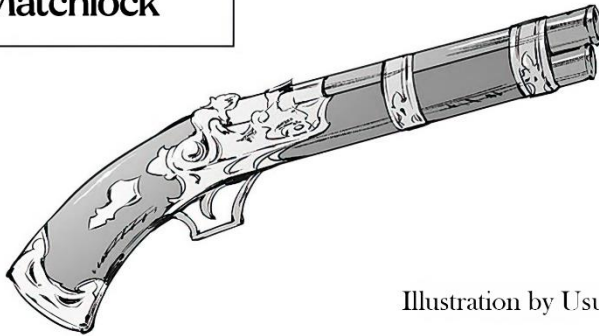


Illustration by Usui Rina

How to Read Armor Lists

This is the general list of armor. The following are fields that appear only in these lists, or that require a more detailed explanation of the same field.

Categories and Ranks

As with weapons, there are three ranks for each category, B and A. To handle A-rank armor, the character must have the [Armor Proficiency A/**] corresponding to that armor category.

Min STR

Minimal strength of the armor.

Evasion

This is the bonus (positive number) or penalty (negative number) on Evasion checks when the armor is equipped. A “-” indicates neither.

Defense

The number of points by which the physical damage is reduced when the armor is equipped.

Notes

The “Notes” column may be annotated with “Grapplers may equip” or “Grappler Only”. For details see page 153.

Nonmetallic Armor

Nonmetallic Armor is lightweight armor that uses little or no metal. It is easy to move, but its defense is generally low.

B-Rank Nonmetallic Armor

Name	Min STR	Evasion	Defense	Price	Notes
Cloth Armor	1	-	2	15	Grapplers may equip
Point Guard	1	+1	0	100	Grappler only
Soft Leather	7	-	3	150	
Hard Leather	13	-	4	340	

A-Rank Nonmetallic Armor

Name	Min STR	Evasion	Defense	Price	Notes
Aramid Coat	5	+1	2	750	Grapplers may equip
Breast Armor	10	-	5	1,000	
Bone Vest	16	-	6	2,100	

Metal Armor

This is heavy armor made of metal. Although highly defensive, some of them affect movement.

B-Rank Metal Armor

Name	Min STR	Evasion	Defense	Price	Notes
Splint Armor	15	-	5	520	
Chainmail	18	-1	6	760	
Plate Armor	21	-2	7	1,200	
Suit Armor	24	-3	8	2,500	Cannot make Full Move. Dexterity -6

A-Rank Metal Armor

Name	Min STR	Evasion	Defense	Price	Notes
Steel Guard	12	-	5	1,600	
Lamellar Armor	15	-	6	2,400	
Brigandine	18	-1	7	3,800	
Coat of Plates	24	-2	8	6,100	
Fortress	27	-3	9	8,200	

Splint Armor



Kite Shield

Illustration by Usui Rina

Shields

A shield is held in the hand and used to defend against attack. In the data of the shield, there is a “Stance” column that indicates how many hands are required to use the shield.

B-Rank Shields

Name	Stance	Min STR	Evasion	Defense	Price	Notes
Buckler	1H	1	+1	0	60	
Round Shield	1H	8	-	1	100	
Kite Shield	1H	13	+1	1	500	
Tower Shield	1H	17	-	2	600	



A-Rank Shields

Name	Stance	Min STR	Evasion	Defense	Price	Notes
Target Shield	1H	7	+1	1	680	
Heater Shield	1H	10	-	2	1,000	
Spiked Shield	1H	13	+1	2/0	1,800	Can be used as a weapon ※1
Great Wall	1H	20	-1	3	1,800	
Great Barrier	2H	30	+1	3/3	3,300	Can be used as a weapon

※1 Details p. 303

Shields Usable as Weapons

If a shield that can be used as a weapon is used in an attack, the wearer gets the second Y Defense value listed (X/Y). In other cases, use X value. Their data is as follows.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Add'l Dmg
Spiked Shield 	1H	13	-2	13	1	2	3	3	4	4	5	6	7	7	⑩	-
Great Barrier 	2H	30	-	40	4	5	6	7	9	10	11	11	12	13	⑫	-

General Equipment and Supplies

Adventurer Set

Name	Stance	Price	Notes
Adventurer Set	-	100	Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Containers

Name	Stance	Price	Notes
Bag	-	8	Fabric
Belt Pouch	-	15	Leather
Waterskin	-	20	Leather
Backpack	-	50	Leather

Camping Equipment

Name	Stance	Price	Notes
Tableware Set	-	12	Cup, Plate, Bowl
Blanket	-	40	
Cooking Utensil Set	2H	50	Frypan, Pan, Cooking Spoon
Tent	-	250+	250 for 4 people, 300 for 5 people, 350 for 6 people

Lighting Equipment

Torches and Lanterns light up 2-3 areas (10m radius).

Name	Stance	Price	Notes
Torch	1H	5	Set of 6. Lasts 2 hours each, even if dropped.
Tinderbox	2H	20	Box of flint and kindling. Ignites in 10 minutes.
Oil	-	20	Lantern oil. Burns 12 hours.
Hu Lamp	1H	100	A small pot containing flint and a mechanical spark. Ignites in 1 minute.
Lantern	1H	40	Shuttered lantern. Destroyed when dropped.

Adventurer's Tools

Name	Stance	Price	Notes
Rope	-	10	10m long, 1G for each additional 1m.
Small Hammer	1H	10	Cannot be used as a weapon.
Grappling Hook	-	10	Grappling Hook
Piton	-	20	Set of 10. 2G for each additional piton.
Small Knife	1H	20	Cannot be used as a weapon.
Hand Mirror	1H	50+	Small: 50G, Cosmetic: 100G, Full-length: 150G

Clothing

Name	Stance	Price	Notes
Change of Clothes	-	10+	One week's worth of clothes.
Underwear	-	3+	
Casual Wear	-	6 - 8	Shirt 6G, Skirt 7G, Pants 8G
Swimwear	-	20+	
Snowsuit	-	80+	Top and bottom included.
Riding Outfit	-	100+	Top and bottom included.
Robe/Dress	-	100+	

Work Animals

Name	Stance	Price	Notes
Donkey	-	800	
Mule	-	1,000	
Packhorse	-	1,500	
Camel	-	2,000	

Miscellaneous

Name	Stance	Price	Notes
Writing Quill	1H	2	
Ink	-	3	
Paintbrush	1H	5+	
Oil Paints	-	10+	
Brush	1H	5+	
Paint		20+	
Cloth	-	4 - 10	Handkerchief size: 4G, Wrapping size: 10G
Parchment	-	5	Bundle of 5 sheets.
Blank Book	-	30	20 pages.
Sketchbook	-	50	10 pages.
Stuffed Toy/Doll	-	30 - 75	Small: 30G, Medium: 50G, Large: 75G
Broom	2H	30+	
Magnifying Glass	1H	100	
Hourglass	-	120+	3-minute measuring time.
Tea Set	2H	60+	Pot, tea strainer, and 4 cups.
Cosmetics Set	1H	100+	

Living Expenses and Lodging

Cost of Living

Name	Stance	Price	Notes
Lifestyle Expenses	-	10+	Frugal Living: 10G, Decent Living: 30G

Lodging

Name	Stance	Price	Notes
1 Day (excluding meals)	-	15+	Stable Corner: 15G, Standard Room: 30G, Suite: 100G
1 Week (excluding meals)	-	150+	Food not included. Only available by reservation.

Food/Drink

Name	Stance	Price	Notes
Ale	-	1+	Price is for 1 cup. Barrel: 300G
Wine	-	2+	Price is for 1 cup. Bottle: 20G
Meal (1 person)	-	3+	Snack: 3G, Lunch Set: 8G, Dinner 15G
Preserved food (1 day)	-	10+	Dried meat and fruits.
Preserved food (1 week)	-	50+	Value pack.
Nutrition Capsule	-	100+	Runefolk only. Only 1 is needed per week.

Luxury Goods

Name	Stance	Price	Notes
Shredded Tobacco	-	10+	Pre-packaged cigarettes for pipe use; Contains 10.
Tobacco	-	24+	12 leaves
Smoking Pipe	1H	75+	

Chemicals/Herbs

Herbs

Herbs are used to restore HP and MP and require 10 minutes to be applied. At this time, the “Ranger class level + Dexterity modifier” of the character who uses the herb to heal is added to the amount restored.

Medicinal herbs can be used in various ways: rubbed with water and used like an ointment, lit on fire to generate smoke and inhale it, brewed, or made into alcohol before drinking. This difference is due to the style of the one using it rather than each herb, and the effects of any herb are the same no matter which herb or how it is used.

The preparation of such herbs requires 10 minutes, during which time the character who is using the herb to heal cannot perform any other tasks. On the other hand, the character on the receiving end of the healing effect can use this time for other activities such as acquiring loot.

All herb effects are of poison type.

Herbs

Name	Stance	Power													Add'l Dmg	Price	Notes
			③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫					
Lifegrass	-	10	1	1	2	3	3	4	5	5	6	7	-	30	Restores Power 10 HP		
Magic Herb	-	0	0	0	0	1	2	2	3	3	4	4	-	100	Restores Power 0 MP		

Mako Stone



Illustration by Usui Rina

Potions

As a general rule, potions are only effective when drunk with a Major Action. To the potions that restore HP or MP, the character's "Ranger level + Intelligence modifier" can be added to the amount restored. The Ranger can also assist others in drinking the potion, which will also add the same amount of recovery. However, this help cannot be done during combat.

Potions annotated with "can be sprinkled" can be sprinkled on other characters with "Range: Touch." Such potions can also be used in combat. The user sprinkles the potion using the Major Action, and the sprinkled character automatically receives the effect. Of course, it is also possible to sprinkle the potion on oneself to obtain the effect.

All potion effects are of the poison type.

Potions

Name	Stance	Power													Add'l Dmg	Price	Notes
			③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫					
Healing Potion	-	20	1	2	3	4	5	6	7	8	9	10	-	100	Restores Power 20 HP		
Healing Potion +1	-	20	1	2	3	4	5	6	7	8	9	10	+1	200	Restores Power 20+1 HP		
Treat Potion	-	30	2	4	4	6	7	8	9	10	10	10	-	500	Restores Power 30 HP		
Magic Perfume	-													600	Restores MP. Details p. 303. ※can be sprinkled		

Name	Stance	Price	Notes
Awake Potion	-	100	The same effect as [Awaken] spell. ※Can be sprinkled.
Antidote Potion	-	500	Removes all effects of poison type with a success value of 15 or less.

Class-Specific Items

These are items that are essential or useful for the actions of the various adventurer classes. Some items may be held in the hand or equipped as accessories.

Name	Stance	Price	Notes
Magical Implement	1H, 2H, Right Hand, Left Hand, Other	100 or weapon price + 100	Used to cast Truespeech Magic and Spiritualism Magic
Holy Symbol	Any	100	Used to cast Divine Magic
☞ Magisphere (Small)	Any	200	Used to cast magitech
☞ Magisphere (Medium)	Back, Waist, Other	500	Used to cast magitech
☞ Magisphere (Large)	Back, Other	1,000	Used to cast magitech
☞ Mako Stone (1-5 pts.)	-	100 per point	Can substitute MP cost
☞ Mako Stone (6-10 pts.)	-	200 per point	Can substitute MP cost
☞ Mako Stone (11-15 pts.)	-	300 per point	Can substitute MP cost
☞ Mako Stone (16-20 pts.)	-	400 per point	Can substitute MP cost
Arrow Case	Back, Waist, Other	20	Holds 12 Arrows/Quarrels. ※
Quiver	Back, Waist, Other	100	Holds 24 Arrows/Quarrels. Requires [Weapon Proficiency A/Bow] or [Weapon Proficiency A/Crossbow]. ※
Gun Belt	Back, Waist, Other	20	Holds 12 bullets. ※
Bullet Slinger	Feet, Other	40	Holds 12 bullets. ※
Bullet Pouch	Back, Waist, Feet, Other	100	Holds 24 bullets. Requires [Weapon Proficiency A/Gun]. ※
Scout's Tools	-	100	Set of wire, skeleton keys, and other such tools. If you don't have it, the some Scout's checks will be modified with a penalty of -4.
Key Of Unlocking	-	100	A Disable Device check can be attempted on magically closed locks and doors. (Details p. 303).

※: All of these together can only be equipped up to two at a time. If two items of the same name are equipped, the number of ammunitions that can be stored in them can be combined.

Adventure Tools

Name	Stance	Price	Notes
☩ Guardian Stone	-	100+	Reduces Magic Damage (Details p. 304).
☩ Daemon's Blood Plate	1H	400	Determines the threat level of the Shallow Abyss (Details p. 304).
☩ Moonlight Charm	-	500 - 5,000	Bonus to Willpower. Can be used after rolling dice (Details p. 304).
☩ Sunlight Charm	-	500 - 5,000	Bonus to Fortitude. Can be used after rolling dice (Details p. 304).

Accessories

Accessory: Head

Name	Price	Notes
Hairpins	3+	Beads: 3, Gemstones: 6, Silver: 100
Hat	7+	Knitted Fabric: 7, Leather: 15, Silk: 100
Turban	10	A belt-like cloth hat, used in hot regions
Circlet	20+	A circular piece of headwear, especially adorning the forehead.
Helmet	20	A hard or padded protective hat.
Veil	40	Made of fine lace
Toupee	300	Able to hide baldness
☩ Lightning-Bolt Hairpin	1,500	When thrown, deals Power 20 + 5 lightning magic damage (Details p. 305).
☩ Salamander Hairpin	1,500	When thrown, deals Power 20 + 5 fire magic damage (Details p. 305).
☩ Snowflake Hairpin	1,500	When thrown, deals Power 20 + 5 water/ice magic damage (Details p. 305).
☩ Pointed Hat	3,000	+1 to Monster Knowledge checks (Details p. 305)
Crown/Tiara	10,000+	Decorated with plenty of jewelry, custom orders only.

Accessory: Face

Name	Price	Notes
Mask	2	Only covers the mouth and nose
Beard ornaments	3+	Beads 3+, natural stones 6+, gemstones, and silver 100+.
Disguise	10+	Wooden: 10, Party: 60, Metal: 100
Fake Moustache	20	Causes inappropriate laughter and loss of dignity
Glasses	150	Correct eyesight by some amount.
Monocle	200	Similar to glasses require special order
Sunglasses	1,000	Special glasses made of ancient materials
✦ Ruby Glasses	2,000	Nullifies a Fortitude and Willpower check for effects that cause sleep can be changed from a failure to success (Details p. 306).
✦ Keen-Flash Glasses	4,000	+1 to Insight and Search checks (Details p. 306).

Accessory: Ear

Name	Price	Notes
Earrings	2+	Beads: 2, Gemstones: 5, Silver: 100
Ring Earring	8+	Made of metal. Silvered: 100
Earmuffs	10+	Protects ears from cold weather
✦ Watchful Doll	2,800	+2 for Accuracy with an [Aimed Shot] (Details p. 306)
✦ Bat's Earrings	3,500	Able to act even when blind (Details p. 306).

Accessory: Neck

Name	Price	Notes
Necklace	5+	Beads: 5, Gemstones: 8, Silver: 100
Choker	10+	For loyal servants.
Necktie	10+	Popular in the late Al Menas period.
Lariat Necklace	10+	A long, necklace without clasps; has negative connotations in some regions
Muffler	15+	Protects neck from cold weather.
✦ Lucky Charm	2,000	Loot Determination rolls +1 (Details p. 307).
✦ Crystal Necklace	3,000	+1 for Fortitude and Willpower checks against poison disease (Details p. 307)

Accessory: Back

Name	Price	Notes
Half Mantle	30+	Waist-length cloak. 40 with hood
Long Mantle	40+	Knee-length cloak. 50 with hood
Poncho	50+	Square fabric with a central hole for the head. 55 with hood.
☩ Little Wing	3,000	Falling damage -20 pts (Details p. 307).
☩ Thermal Mantle	3,500	Fire, Water/Ice damage -1 (Details p. 307).

Accessory: Hand

Name	Price	Notes
Ring	5+	Beads: 5, Gemstones: 8, Silver: 100
Wristband	7	Cloth band to be worn on the wrist
Bracelet	9+	Leather: 9, Gemmed: 12, Silver: 100
Gloves	10+	Knitted Fabric: 10, Leather: 18
Armlet	20+	Bracelet attached to the upper arm
☩ Ability-Enhancing Ring	500	+1 to a specific ability score, +13 if broken (Details p. 308)
☩ Ability-Enhancing Bracelet	1,000	+2 to a specific ability score, +14 if broken (Details p. 308)
☩ Ring Of The Mind	5,000	Willpower +1 (Details p. 308).

Accessory: Waist

Name	Price	Notes
Belt	10+	Thin leather. 15 for a design on belt
Garter Belt	50+	Women's stockings stopper
Corset	80+	Rather stylish, though less so on men
☩ Black Belt	3,000	+1 Defense (Details p. 309)
☩ Champion's Buckle	5,000	May cast [Lightning] with 6 Magic Power (Details p. 309).

Accessory: Feet

Name	Price	Notes
Toe Ring	5+	Beads: 5, Gemstones: 8, Silver: 100
Trendy Shoes	15+	Shoes with careful decoration
Boots	20+	Ankle-length leather boots. 25 for knee-length
Anklet	20+	Metal. Silver: 100
☛Protective Sandals	2,000	+2 to Spot Trap check for foot triggers (Details p. 309).
☛Silent Shoes	5,000	Hide checks +2 (Details p. 309).

Accessory: Any

Name	Price	Notes
Braid	1+	Simple hair braid. White: 1, Another color: 3 each
Ribbon	1+	White: 1, Another color: 3
Bandanna	5+	When equipped on the "Section: Head", it can hide the horns of the Nightmare under normal conditions.
Scarf	7+	Rectangular cloth, mainly used by women
Piercing	8+	Gemstone: 8, Silver: 100
Chain	30+	Cannot be a weapon, just a decorative chain. Colored: 35+

Daemon's Blood Plate

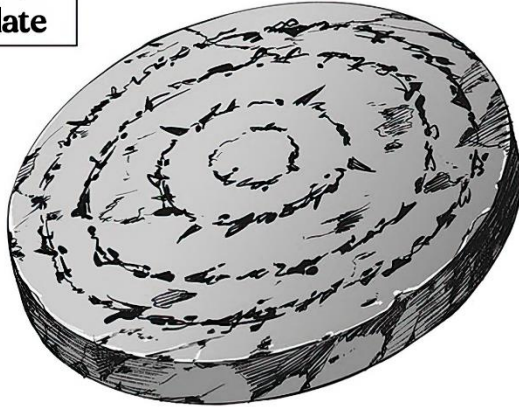


Illustration by Usui Rina

Detailed Data

The following is a description of the detailed data of items. Detailed data is written only for items that require additional description.

How To Read Detailed Data

① Name ② Base Price: Remaining uses x 500G	
③ Pop 37	④ App Twisted, crimson-tipped quarterstaff
⑤ Category (Rank) Staff B	⑥ Sum 6 Casts [Fireball] with Magic Power
⑦ Era Magitech Civilization	⑧ Effect This staff comes with 2d charges of [Fireball]. When the command word is spoken, a fireball will shoot from the tip. An active combat feat cannot be used for this effect. This item is used with Major Action.

① Name

The name of the special item. Effects of multiple special items with the same name at the same time will not accumulate.

Magic items are marked with a  icon.

② Base Price

This is the base price (G) when purchasing an item. When you sell an item, the price is half of this price.

③ Popularity (Pop.)

Shows how well-known the item is. The lower, the better. Roll against this number with an Appraise check (see p. 106) to learn item data.

If the character paid the prescribed price and purchased the product legitimately, they will know the data without needing a check (the shopkeeper will tell the character).

④ Appearance (App.)

How an item looks.

⑤ Category (Rank) / Item Class

The item's category.

There is a special item labeled “Category (Rank)” with the category and rank indicated for weapons and armor.

⑥ Summary

This is a summary of the effects of the item.

⑦ Era

Shows the era in which an item was created.

⑧ Effect

The effect of the item is described in detail.

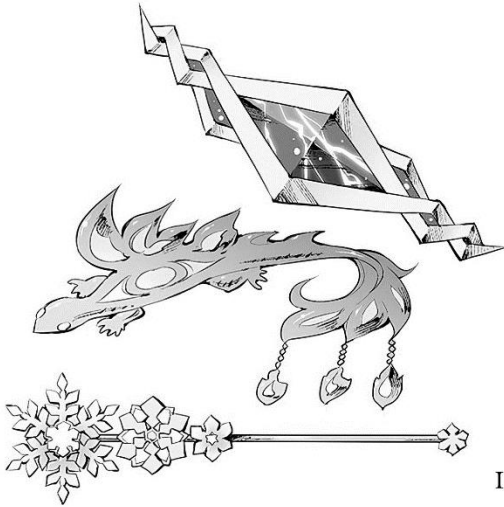
Lightning-Bolt Hairpin/Salamander Hairpin/Snowflake Hairpin

Illustration by Usui Rina

Staves

☚ Efreet's Whisker

Base Price: Remaining uses x 500G

Pop.	17	App.	Twisted, crimson-tipped quarterstaff	Category (Rank)	Staff B
Sum.	Casts [Fireball] with Magic Power 6			Era	Magitech Civilization
Effect	<p>This staff comes with 2d charges of [Fireball] (see p. 219). A fireball will shoot from the tip when the command word is spoken. An active combat feat cannot be used for this effect. This item is used with Major Action.</p>				

☚ Mana Staff

Base Price: 6,800

Pop.	0	App.	A small staff, less than 1m long, with a gem on its end	Category (Rank)	Staff A
Sum.	Magic Power +1			Era	Current
Effect	While this staff is equipped, the wielder's Magic Power is increased by +1.				

☚ Leech Staff

Base Price: 7,000

Pop.	0	App.	Staff over 2 m in length	Category (Rank)	Staff A
Sum.	Increase Magic Damage by +2			Era	Current
Effect	<p>When a person equipped with this staff casts a spell, the magic deals an additional +2 damage. This effect is limited to the magic that directly deals damage. For example, [Enchant Weapon] (see p. 225) and various types of Bullet spells will not be affected.</p>				

Thrown Weapons

Sling

Base Price: 220

Pop.	0	App.	A sling is a projectile weapon used to throw blunt projectiles	Category (Rank)	Thrown Weapon A
Sum.	Enhances thrown weapons			Era	Current
Effect	<p>This weapon enhances thrown weapons and stays in hand after the attack. "Sling allows throwing this thrown weapon" weapons can be used with Sling using its range and Power. The wielder can put thrown weapon into a sling with Minor Action.</p>				

Shields

Spiked Shield

Base Price: 1,800

Pop.	0	App.	A large circular shield with deadly spikes attached	Category (Rank)	Shield A
Sum.	It can be used as a weapon			Era	Current
Effect	<p>Even if the wielder doesn't know combat feat [Dual Wielding], the wielder can make one attack at a time with the weapon in the other hand. In this case, there is no penalty for Accuracy checks for attacks made with weapons. On the other hand, if the wielder has acquired the combat feat [Dual Technique], the penalty to the Accuracy check -2 will be removed when the wielder uses it as a weapon.</p> <p>If used in an attack, the shield's Defense is set to 0 until the beginning of the next turn (the increased Defense due to [Armor Proficiency/Shields] will not be lost).</p>				

PART 1

PART 2

Potions

Magic Perfume

Base Price: 600

Pop.	8	App.	Perfume in a small bottle	Item Class	Potion
Sum.	Recovers MP			Era	Magitech Civilization
Effect	Sprinkling this perfume on the "Target: 1 Character" (or yourself) instantly restores the target's MP by the user's Ranger level +Intelligence modifier. It is not a drink potion, but all of the game's potion-like processes apply.				

PART 4

Class-Specific Items

Key Of Unlocking

Base Price: 100

Pop.	0	App.	The thin key with a blue jewel on the head	Item Class	Class-Specific Items
Sum.	Can unlock the magic locks			Era	Magitech Civilization
Effect	With this key, the wielder can attempt a Disable Device check (see p. 102) on a magically closed lock. The active side of the Disable Device check will be a user of the key and, on the successful result, will be able to unlock even magical locks. If the unlock succeeds, the item is lost but is not expended if the unlock fails.				

PART 5

DATA

Adventure Tools

Guardian Stone

Base Price: 100+

Pop.	13	App.	Glossy small blue stone	Item Class	Adventure Tools (Consumable)
Sum.	Reduce Magic Damage			Era	Magitech Civilization
Effect	<p>A shiny blue stone, about the size of the tip of a thumb, this stone is able to absorb magical damage that would otherwise affect the caster.</p> <p>The price of this item is determined by the amount of HP it has, with “HP x HP x 100G” being the base price (for example, 5 HP stone would cost 2,500 G).</p> <p>If the owner suffers magic damage, some or all of the applied damage can be allocated to this item at will. However, it can only be allocated to one item at a time, and it cannot be allocated to reduce the HP of this item to less than 0. This item's HP cannot be recovered, and when it reaches 0, it will crumble into dust.</p>				

Daemon's Blood Plate

Base Price: 400

Pop.	10	App.	Red and black disk decorated with magic characters	Item Class	Adventure Tools
Sum.	Determines the threat level of Shallow Abyss			Era	Ancient Magic Civilization
Effect	<p>It is a disk of solidified Daemon's Blood that resonates with the threat lurking inside the Shallow Abyss. It can be held up near the Shallow Abyss with a Major Action and is used by chanting the password. The user needs to roll “2d + Adventurer level + Intelligence modifier” to obtain the success value. On the other hand, the GM determines the threat level of the Shallow Abyss (generally, the monster level of the strongest monster lurking in the area is appropriate) and then adds the threat level to 2d to obtain the success value. In this case, there is no automatic success on the GM side; in the case of double 6s, add 12 to the success value.</p> <p>The success values are compared, and if there is a tie or the success value of the plate's user party is higher, the threat level is known. The item itself remains in the user's possession without being destroyed.</p> <p>If the GM's side is higher, the disk is destroyed, and the user must simultaneously take the difference in success value as damage to HP and MP. The threat level is not directly known (but when GM calculates the success value, some approximation can be made).</p> <p>This item will work only when the Shallow Abyss threat level is 8 or lower; if it is 9 or higher, it just crumbles away without rolling from the GM (but the user doesn't suffer damage).</p>				

☩ Moonlight Charm/Sunlight Charm

Base Price: 500-5,000

Pop.	10	App.	Palm-sized charm with crescent moon/sun	Item Class	Adventure Tools (Consumable)
Sum.	Bonus to Willpower/Fortitude. It can be used after rolling dice			Era	Current
Effect	<p>Immediately after performing a Willpower or Fortitude check, user can declare they are breaking the charm to gain a bonus to their check value. The Moonlight Charm affects Willpower, and the Sunlight Charm affects Fortitude.</p> <p>There are three types of charms: 500G/1,500G/5,000G, which give a bonus modifier of +1/+2/+3, respectively. You can only use one charm at a time.</p>				

Accessory: Head

☩ Lightning-Bolt Hairpin/Salamander

Hairpin/Snowflake Hairpin

Base Price: 1,500

Pop.	7	App.	Hair ornament in the shape of a lightning/salamander/snowflake	Item Class	Accessory: Head
Sum.	When thrown, deals Power 20 + 5			Era	Magitech Civilization
Effect	<p>Throwing a hairpin using Minor Action with a design of lightning or salamander, or snowflakes will cause it to explode on hit with lightning, fire, or ice.</p> <p>Throwing it will result in an arrow spell-like effect, which will fly to a chosen "Target: 1 Character" and "Range/Area: 1 (10m)/Shot". The standard value of the Spellcasting check is 12 (2d+12) versus the target's Willpower. Target takes full Power 20 +5 magic damage on a fail and half the damage on a success.</p> <p>Damage has a type according to the type of hairpin. Lightning-bolt hairpin deals lightning, Salamander Hairpin deals fire, and Snowflake hairpin deals water/ice type.</p> <p>Stray shot will not occur even if the user does not have the combat feat [Targeting]. However, it cannot be fired through an obstacle without [Hawk Eye].</p> <p>The items are removed from the equipment when thrown and broken after one use.</p>				

☩ Pointed Hat

Base Price: 3,000

Pop.	10	App.	Tall conical hat	Item Class	Accessory: Head
Sum.	Remembering monster knowledge becomes easier			Era	Magitech Civilization
Effect	<p>The person wearing the hat will receive a +1 bonus on all Monster Knowledge checks.</p> <p>The hat is embroidered on the rim with the words, "<i>Monster Master I am.</i>"</p>				

Accessory: Face

Ruby Glasses

Base Price: 2,000

Pop.	12	App.	Glasses with ruby lenses	Item Class	Accessory: Face
Sum.	Nullifies a Fortitude and Willpower check for effects that cause sleep can be changed from a failure to a success			Era	Magitech Civilization
Effect	If the wearer of the glasses fails the Fortitude and Willpower effect check for effects that cause sleep, destroying the glasses changes the check to automatic success.				

Keen-Flash Glasses

Base Price: 4,000

Pop.	14	App.	Gold-framed glasses	Item Class	Accessory: Face
Sum.	+1 to Insight and Search checks			Era	Magitech Civilization
Effect	The wearer of these glasses receives a +1 bonus to both their Insight and Search checks.				

Accessory: Ear

Watchful Doll

Base Price: 2,800

Pop.	13	App.	Large dangling earrings in the form of a doll	Item Class	Accessory: Ear
Sum.	+2 to Accuracy with [Aimed Shot]			Era	Magitech Civilization
Effect	This earpiece assists the [Aimed Shot] by whispering precise instructions in the wearer's ear while in the crosshairs. The wearer of this item gains a +2 bonus on Accuracy checks for shooting that would otherwise be affected by [Aimed Shot] (see p. 264).				

Bat's Earrings

Base Price: 3,500

Pop.	14	App.	Bat-shaped earrings	Item Class	Accessory: Ear
Sum.	Able to act even when blind			Era	Magitech Civilization
Effect	The earpiece enables the wearer to recognize their surroundings by emitting an ultrasonic sound like a bat and hearing the echoes. As a result, they can act even when they are blind, reducing the penalty to -2 when they attack, etc. It works the same against invisible opponents reducing the penalty against them.				

Accessory: Neck

Lucky Charm

Base Price: 2,000

Pop.	10	App.	A pendant with a picture of a bluebird	Item Class	Accessory: Neck
Sum.	Loot Determination rolls +1			Era	Magitech Civilization
Effect	The wearer of this item gains +1 on the 2d roll to gain loot and must be equipped with this item both in the encounter with the monster who gains loot and when the monster is defeated to receive this effect.				

Crystal Necklace

Base Price: 3,000

Pop.	12	App.	Necklace with hanging crystals	Item Class	Accessory: Neck
Sum.	Increases Poison, Disease resistance by +1			Era	Magitech Civilization
Effect	The wearer of this necklace gains a +1 bonus to Fortitude and Willpower checks to resist any Poison or Disease effects. The crystal used in this necklace is specially enchanted to reflect in rainbow colors when held over light.				

Accessory: Back

Little Wing

Base Price: 3,000

Pop.	12	App.	Ornament of small white wings	Item Class	Accessory: Back
Sum.	Reduces damage from a fall by -20			Era	Magitech Civilization
Effect	Whenever the wearer falls a great distance, a gentle breeze buffers him and blunts the impact of his fall. All falling damage taken by the wearer is reduced by -20.				

Thermal Mantle

Base Price: 3,500

Pop.	12	App.	Cloak made of thick, magical cloth	Item Class	Accessory: Back
Sum.	Reduces fire, water/ice damage			Era	Magitech Civilization
Effect	This cloak is designed to protect against extreme temperatures. Whether heading to the desert or the middle of the arctic, the wearer will always be comfortable. Additionally, the wearer will prevent -1 damage from all Fire and Water/Ice sources.				

Accessory: Hand

Ability-Enhancing Ring/Ability-

Enhancing Bracelet

Base Price: 500/1,000

Pop.	8	App.	Stylized silver rings/bracelets with gems of various colors	Item Class	Accessory: Hand
Sum.	+1/2 to a specific ability score, +13/14 if broken			Era	Magitech Civilization
Effect	<p>The wearer receives +1 (ring) or +2 (bracelet) for one ability score (excluding vitality and spirit).</p> <p>After making a roll, the wearer may choose to break the ring/bracelet. If they do, the ability increase for that roll is increased by 13/14 points instead. Only one ring or bracelet can be broken per check.</p> <p>Even if multiple rings/bracelets are equipped for the same ability score, the effects are not cumulative, and the temporary increase from breaking them will not overlap with the permanent increase. For example, simultaneously equipping a Ring Of Skill (Dexterity +1) and a Master's Bracelet (Dexterity +2) will only increase Dexterity by +2. Temporary enhancement by breaking these items will not overlap with permanent enhancement. If the Ring of Skill is broken, the Dexterity will be temporarily increased by +13 from its original value, ignoring the increment from the Master's Bracelet.</p> <p>Rings and bracelets that enhance different ability scores work independently of each other.</p> <p>The rings/bracelets are referred to as follows for each enhanced ability score.</p>				
	Ability score to Strengthen	Name of Ring/Bracelet		Gem Color	
	Dexterity	Ring of Skill/Master's Bracelet		Green	
	Agility	Ring of the Fleet-footed/Gale Bracelet		Purple	
	Strength	Herculean Ring/ Super Strong Bracelet		Red	
	Intelligence	Ring of Intelligence/ Wisdom Bracelet		Blue	

Ring Of The Mind

Base Price: 5,000

Pop.	12	App.	A thin, silver ring	Item Class	Accessory: Hand
Sum.	Increases Willpower by +1			Era	Magitech Civilization
Effect	The wearer of the ring gets a +1 bonus on Willpower checks.				

Accessory: Waist

Black Belt

Base Price: 3,000

Pop.	8	App.	Black leather belt	Item Class	Accessory: Waist
Sum.	Defense +1			Era	Magitech Civilization
Effect	It is said this belt is made from tanning a special leather. The wearer of this belt has +1 Defense.				

Champion's Buckle

Base Price: 5,000

Pop.	10	App.	Buckle molded in hero's likeness	Item Class	Accessory: Waist
Sum.	May cast [Lightning] with Magic Power 6			Era	Magitech Civilization
Effect	When the wearer speaks the command word with Major Action, the [Lightning] spell (see p. 219) fires out of the hero's mouth with Magic Power 6. It also requires MP to pay for the spell. The wearer cannot use combat feats for this spell.				

Accessory: Foot

Protective Sandals

Base Price: 2,000


Pop.	12	App.	Leather sandals with shiny blue gemstones on the toes	Item Class	Accessory: Foot
Sum.	+2 to Spot Trap check for foot triggers			Era	Ancient Magic Civilization
Effect	These Sandals are sensitive to traps triggered by stepping in or tripping on them, such as pitfalls, stepboard switches, and trip wires. The wearer gains a +2 bonus to Spot Trap checks against these traps that are triggered by foot triggers.				

Silent Shoes

Base Price: 5,000

Pop.	14	App.	Shoes sewed from magical cloth	Item Class	Accessory: Foot
Sum.	+2 to Hide checks			Era	Magitech Civilization
Effect	These shoes are constructed from a special material that creates no sound. Anyone wearing these shoes receives a +2 bonus to Hide checks.				

Part 4 World



The fourth part describes various aspects of the Raxia world, the setting of SW2.5. Players are encouraged to use it as a reference for the backgrounds of their characters, and GMs to use it when creating scenarios and creating their characters (NPCs).

Illustration by Kazimiya

Sword World Raxia

The Myth of Creation

Swords of Genesis

Raxia is a world created by swords.

Three swords were used to carve an existence out of nothing when the world was formed. These three swords – Lumiere, Ignis, and Cardia – are known as the Swords of Genesis. The very act of creating the world infused each of the blades with near-limitless magical power.

The Swords' origin is shrouded in mystery; no one knows where they came from or by whose hand they were forged. When magic was used to try and divine their origins, all that was revealed was that the Swords were discovered when the world was nothing but wilderness and that they had been scattered and lost over the ages.

The Swords, however, yearned to be used. Through their longing, they scattered the seeds of life throughout the lands. However, whilst plants and animals grew from nothing and prospered, the Swords of Genesis were still left unused, unable to exert their will on the fledgling lifeforms. So, the Swords began searching, seeking a spark of life to craft into a soul. It is from this first soul that arose the first sentient being.

In short, by the power of the Swords, the first Human was born.

The souls created by the Swords gifted Humans with personality and free will. This was how Humans differed from the lesser animals.

The Birth of the First Gods

It is unknown how long the Swords languished unused. One day, however, a human noticed that the sword they held was Lumiere, the First Sword.

Lumiere knew this human to be a worthy wielder of its power, and of that power, it gave willingly and fully. The power to move the heavens and the earth, to make the sea roil and seethe, was greatly increased in the hands of the One chosen by the Sword.

As is natural, other humans looked upon Lumiere and its wielder with awe and bent their knees in worship before them. After a time, the wielder of the First Sword, the “Divine Ancestor,” took the name Lyphos, God of Creation, and the people of his land were called the “Little People.”

Lyphos was known for his mild temperament and chose to use the Sword to carve out a better place for himself and his people. With the power to change the world, Lyphos went on a great pilgrimage, teaching people everywhere the basics of culture.

However, Lyphos could not teach all his people alone, so he formed a close group of disciples and gave them some of Lumiere's power so they could aid him in his mission. Such was the extent of Lyphos' desire to bring harmony to the world.

It was from this sharing of Lyphos' power that many other Gods were born. The “Little People” were also divided as different environments began to spawn different races. The Elves and Dwarves arose from this division, each developing their own separate culture and way of life.

However, guided by the Gods' divine insight, the races turned not to war but dwelt in harmony and cooperation.

It was an age of peace and happiness.

Opposing Gods

Such peace was not to last, however. After a time, another man came forward bearing the Second Sword of Genesis, Ignis. He, like Lyphos, was chosen by the Sword and received incredible power from it.

But this man did not share Lyphos' benevolence. Selfish and arrogant, he kept the Sword's power for himself, using it to satisfy his base desires rather than the needs of others. And he schemed to conquer all of Raxia.

The first of the Malevolent Gods, this man named himself Dalkhrem, God of War, and in his malice, began building an army to overthrow the followers of Lyphos.

Dalkhrem commenced experimenting, attempting to create the perfect warrior for his army. By corrupting a creature's soul, he found that the resulting monster did not restrain itself on the field of battle. Using this technique to create many monstrous races, Dalkhrem twisted the creatures of Raxia and successfully created legions of evil.

With this dark force, Dalkhrem challenged Lyphos' right to rule.

The War of the Gods had begun.

At the outbreak of the war, those who fought under Dalkhrem had the advantage, as Lyphos' people did not initially possess the means to fight back.

However, Dalkhrem's forces began to weaken due to several factors. The first sign of Dalkhrem's eventual downfall was the cooperation of the Little People against the forces of evil. In addition, some of Dalkhrem's lieutenants were just as selfish as their commander, and the Second Sword Ignis was stolen from him.

The Second Sword passed through the hands of many high-ranking subordinates, and their corrupt forms gave birth to new malevolent Gods. With his power base destabilized, Dalkhrem began to lose control over his forces.

In this moment of weakness, Lyphos and Lumiere seized the opportunity to strike. But Dalkhrem's forces, even though they were in disarray, now had not only Dalkhrem, but the new Gods born from Ignis' power, to lead them.

The forces of the Swords of Genesis were evenly matched, and the epic battle was to last many long years, only to be disrupted rather than ended.

Sword of Grief

The stalemate seemed unbreakable, with each side continually striving for some event or success to tip the balance in their favor. That event turned out to involve the Third Sword of Genesis, Cardia.

Cardia did not wish to be used in the battle against another Sword of Genesis. Instead, the Third Sword chose to shatter itself into pieces rather than be used for good or ill.

As a result, the shards of Cardia, in the form of crystals of incredible magical power, scattered to the ends of the earth. With the Third Sword now unable to be drawn into the endless conflict, the Swords Lumiere and Ignis were again at a deadlock.

The stalemate was eventually broken when Lumiere and Ignis were lost during a long and arduous battle. Little by little, the fighting abated, and an uneasy ceasefire descended over the battlefield.

With this, the Gods fell into a long sleep to heal their wounds...

From Myth to Modern Times

From Myth to Modern Times

And thus, the Little People were alone in the world.

With the Gods who had built their civilizations either lost or sleeping from the titanic battles they had fought, the Little People embarked on a new journey, venturing out to create a new era.

However, the concepts of “Harmony,” espoused by the Humanoids who followed Lyphos and the First Sword Lumiere, and “Freedom,” championed by the Barbarous who were born of Dalkhrem and the Second Sword Ignis, were ever to come into conflict with one another, even to the present day.

Hours became days, days became months, years, decades, centuries, and millennia. Now both sides have built nations and cultures that have clashed, fallen into decline, and been reborn again. Entire civilizations have come and gone, lost to the sands of time.

Now.

The world is making faltering steps toward a fourth age of civilization.

Yet its fate remains undecided, awaiting the hand and will of one strong enough to write the next chapter of history.

For not even the Gods themselves can foresee the future...

Swords

Swords of Genesis

Three swords are said to have been present at the beginning of the world; they are known as the Swords of Genesis.

The First Sword, “The Sword of Harmony” - Lumiere

The Second Sword, “The Sword of Freedom” - Ignis

The Third Sword, “The Source of Mana” - Cardia

These names were given them by the Little People, and generations since have continued to refer to the Swords by them.

Legends hold that the powers of each of the Three Swords were equal and in balance with one another. However, their true intents are lost in time and have never been divined.

Therefore, the legends speak of Cardia being the Sword that had the best intentions, as it did not wish to be used against the others. It's also thought that

when Cardia shattered, the followers of Lumiere and Ignis blamed each other and flung themselves back into even fiercer conflict.

Even after the age of mythology, there were still many Gods, some of whom set out boldly to recover the two Lost Swords and claim their power. Yet Lumiere and Ignis sleep yet, hidden away, awaiting a suitable wielder.

Created Magic Swords

Throughout Raxia, many magical swords have been forged since the War of the Gods.

Lyphos allowed his people to use the Sword of Genesis to create replicas for their own use, copies that were not nearly as powerful as the original yet embodied a fraction of Lumiere's magic. One valuable thing about these copies is that normal Humans can wield them without needing a divine spark.

However, those replicas that were forged within the first three generations of replication hold much greater power. Those who wield such swords feel as though they have indeed inherited some of Lyphos' power.

Sword Labyrinths

Replicas of the Swords of Genesis that are close relatives of the original appear to embody some unusual powers.

These swords seem to reflect the consciousness of their original owners, forcing their reality into a nearby labyrinth. It is said that the original owners were hateful and delusional and did not want their copies to fall into others' hands. This is why the swords were secreted in labyrinths. Since twisted and arrogant thoughts were behind the creation of the labyrinths, devious traps, and terrible monsters that would normally find the place inhospitable may yet be found inside.

These "Sword Labyrinths" are places where monsters are summoned and forced to act as dangerous guardians. Inside, convoluted and deadly traps await, and death is always close at hand. But even information about Sword Labyrinths can be sold to adventurers for a high price. The more powerful the sword, the deeper, more complex, and more dangerous the labyrinth it lies inside.

Whoever takes possession of a magic sword hidden in the deepest part of a Sword Labyrinth becomes the master of that sword. Powerful swords are selective and often can only be used by the first person who wins them (others cannot even draw them from their scabbards, or they suddenly become

unwieldy). Lesser magic swords can be handled by anyone and can even be bought and sold.

Sword Labyrinths can be found all over the world. In many cases, a sword may reside beneath ancient, crumbling ruins, where Barbarous or mythical beasts make their lairs.

Among these labyrinths, one of the largest is an underground megadungeon rumored to have more than 50 floors. It is said that hundreds of adventurers have braved its depths, and not one has reached the final level. Around such extensive labyrinths, towns, and cities often spring up, serving those who come to attempt to triumph over the dungeon.

Swords of Protection

Swords of Protection are magic swords with the power to keep creatures with soulscars at bay.

They can be traced back to the First Sword, Lumiere, and were made in large numbers during the Magitech Civilization (Al Menas) Period. It is said that by installing many of these swords within cities, the Barbarous were successfully kept out and more easily defeated.

When a person with a soulscar approaches a Sword of Protection, they experience pain and chills. The more soulscars, the more intense the pain, and the more likely the soul-scarred is are to be immobilized. This means that powerful soul-scarred creatures, such as High Barbarous, are very unlikely to approach the sword. Undead, having many soulscars, are the least likely to approach one.

Those with a soulscar score (see p. 185) of 1-2 are hardly affected; those with a score of 3 or higher begin to experience mild headaches, ringing in the ears, and other discomforts; those with a score of 4 or higher become immobilized.

Although most of the Swords of Protection were destroyed during the Diabolic Triumph, many countries and cities still rely on these magical swords, using their power to repel Barbarous forces.

To maintain the power of these magic swords, sword shards are required.

Sword Shards

The nature of Sword Shards is not well understood, but they are so-called because they are small, sharp fragments of metal.

These tiny pieces of metal are found inside the body and on the skin of various monsters. They are especially known to rise through the skin of the forehead and chest as monsters die (or are destroyed).

They are thought to be a crystallization of mana in the body, and stronger individuals tend to have more of these fragments inside them. A few Humanoids have such shards, as well as many leaders of Barbarous groups. Other species, such as plants and mythical beasts, as well as constructs, magitechs, undead, and daemons have also been found to have Sword Shards in their bodies.

For Humanoids, these pieces have an important role. Swords of Protection require sword shards to maintain their power. Because of this, kingdoms, temples, and Adventurers' Guilds actively collect them. Adventurers who donate Sword Shards increase their Reputation, and in some cases, they are awarded exceptional mounts and granted lands from the State if they provide shards in large numbers.

The shards collected are broken into smaller pieces and dedicated as part of rituals that maintain the power of the Swords of Protection. The more pieces used, the more powerful the Swords become and the longer their power can be sustained, so they are in constant demand as long as the Barbarous and undead pose a threat.

Shards can be sold for around 200 G, but most adventurers donate them for free to gain a Reputation.

Presence of a Fourth Sword

For the most part, the Myth of Creation involves the three Swords of Genesis. However, there are some heretical rumors that there were actually at least four Swords of Genesis.

The Fourth Sword is said to be the legendary sword Fortuna, also known as the “Sword of Destiny” or the “Broken Sword of the Gods.”

Whilst no ancient relics or books have yet been found that can confirm its existence, the story is common throughout the world.

According to these tales, as the War of the Gods passed into myth and the Gods' last rites were spoken, this Sword would convey those words. It is also said it can slay the Gods themselves. Because it is still sleeping, hidden somewhere in Raxia, those who believe the stories and seek its power are far too numerous to count.

Many heroes and brave warriors fought and died in the War of the Gods trying to find Fortuna, the “Broken Sword of the Gods,” since whoever wields it is said to be without equal on the battlefield.

Tradition also states that it can grant a wish, but then the Sword will disappear, ready to be found again by another it deems worthy.

Inhabitants of Raxia

Humanoids

“Humanoid” is a generic term for sentient species such as Humans, Elves, and Dwarves, created by the Swords of Genesis and guided by Lyphos and other Gods of harmony. A wide variety of other races, including Tabbits and Runefolk, are also considered Humanoids.

These races are often of relatively mild temperament, though aggression has become much more widespread due to long-running conflicts with the Barbarous.

Barbarous

It This is a generic term for races such as Bolgs, Ogres, or Drakes, which were transformed into their hideous forms by the power of the Second Sword of Genesis, Ignis.

Generally fierce, violent, and warlike, their souls have been deeply scarred, and they revel in destruction and slaughter (for more on soulscars, see “The Soul and Soulscars” on p. 319).

While many Barbarous consider Humanoids to be a delicacy and seek to capture and devour them, others are beginning to emerge as peaceful and good-natured beings.

The Barbarous also call themselves “banzoku,” a name not often used among Humanoids.

Mana

When Cardia, the Third Sword of Genesis, shattered into pieces, it is said that this sundering released mana into the world. Mana is an invisible force permeating the entire world, and it is by manipulating this mana that magic is created, enabling the realization of otherwise impossible phenomena.

Crystallized mana also exists underground, and it can be mined in the form of Mako Stones. Mako Stones are deep purple jewels, glowing with an inner light that pulses a few centimeters below their surface. It is interesting to note that this inner will light fade when a Mako Stone is depleted of mana.

Because of the existence of Mako Stones (see p. 295), there is a theory that the Swords of Genesis are not mere steel but blades of crystallized mana. As no living being has seen the true Swords of Genesis, this remains a popular myth.

Runefolk and Generators

The Runefolk are products of the Magitech Civilization - artificial lifeforms produced by machines called Generators. A generator is a complex magitech capsule designed to fit a Human adult. While the appearance of Generators differs widely, each has the same internal mechanisms. Runefolk villages are often founded around a Generator, and the village head is the one who knows how to use and repair it.

Runefolk “children” are made according to their “parents” whims. Several donors supply biological materials (nails, skin, blood, hair, etc.) that are combined in the Generator's culture tank. Appearance and gender can be freely chosen from among the possible donor types, though a child can receive dysfunctional genetic material.

Due to the significant loss of technology and compatible donors, Generators cannot mass-produce genetic material as rapidly as they used to. Thus, it takes a working Generator a year to regenerate enough culture to manufacture a body and a further three months to build a new Runefolk. Newly emerged Runefolk often spend several years traveling, educating, and training themselves so that they can find a place in the world for themselves.

The Soul and Soulscars

Living creatures are believed to have souls that the Gods dwell in. When a person dies, their soul is drawn to the Gods to serve as a soldier in upcoming divine battles.

Weak souls are sent back to reincarnate and gain experiences, growing strong by living several lives. Souls are like new beds of roses, seeded by the Gods and harvested when the time is right.

The cycle of reincarnation plants and replants the same seed, making a soul grow more beautiful. If this cycle is broken, the soul becomes tainted and scarred. A tainted soul must transmigrate several times to be purified of the stain. Severe scarring requires significantly more transmigration cycles to be

cleansed. If a soul is scarred completely, it will become Undead and unable to join with the Gods.

Barbarous souls are also scarred, a gift from the Malevolent Gods to give strength to their followers. Barbarous do not usually resurrect their own kind, and those that do rise are often sufficiently scarred to become Undead.

A Humanoid who has soulscars is often shunned among civilized areas. This is often seen through the interactions of Nightmares with other Humanoids. Nightmares are tolerated at best in more enlightened regions and are reviled and feared in rural communities.

Besides adventurers, it is rare to find someone willing to be resurrected. Often, only highly respected community members can afford the cost of such services, and even then, they usually decline resurrection.

Undead

Born of a dead soul defiled, the Undead find no final sleep.

Those who have died violently, been improperly buried, or whose deaths have not been mourned have a high probability of returning from the dead. Skeletons and zombies are the most common forms of the Undead.

Careless resurrections and the reviving of Barbarous will also produce Undead things. Revenants and other powerful Undead are fearsome enough to give even the reckless Barbarous pause.

There are also incorporeal Undead, such as ghosts, as well as powerful and mysterious Undead, such as the Dullahan.

The Cycle of the Heavenly Bodies

The World of Swords, Raxia, is about equivalent in size to our own Earth. Even the environments are quite similar. Each year has 12 months, and each month has 30 days. Days are also divided into 24 hours, with 60 minutes per hour and 60 seconds per minute.

It is believed that Raxia is the only planet, and beyond it lies naught but the Sun, Moon, stars, and vast emptiness.

The truth, uncovered long ago by sages of the Al Menas civilization, has long been forgotten by all but a few sages. Raxia is just one of several planets that circle the Sun, and there may be life on these other planets. No remaining records, however, mention if there were attempts in the past to explore the emptiness of space.

History of Raxia

Divine Civilization - Schnell Period

Records dating back 10,000 years and more, while rare, show that the Gods and so-called “Little People” lived in peace and harmony with one another. It is thought that this was the first actual civilization to be found in Raxia. During this time, many buildings were constructed, having a simplicity of design that was in and of itself beautiful.

Many powerful artifacts were made at this time, and they still hold their magic to the present day. Unfortunately, very few of these artifacts have been discovered, and so while they hold tremendous power, they are also incredibly valuable, if not priceless.

Civilization flourished as the people shared in the power of the Gods. It faltered when Dalkhrem brought forth his forces and began the War of the Gods.

Magic Civilization - Durandal Period

This civilization grew to power after the War of the Gods, disappearing some 3,000 years ago. Borne from the fruits of man's labor alone, this civilization promoted the creation, use, and research of magic. During this time, Raxia was filled with magic and mana, much more than at present, and the study of various forms of magic advanced rapidly. This research has directly led to the magic systems currently in use today. Even the monarchs of the time saw the usefulness of magical arts, and they wrote many arcane tomes to pass their knowledge on to later generations.

In this era, buildings became much more complex, and decorations and ornamentation became very elaborate. The production of magic items increased as well, and many magical swords were forged to help fight the forces of darkness. A good number of items from this period are also considered artifacts, and many fine magical items still survive. However, while artifacts from this time are as irreplaceable as those from the Divine Civilization period, they typically aren't considered to be as powerful.

It is still unclear why the Magic Civilization was destroyed. However, it is speculated that on the Alframe continent, it was probably due to the advent of the Abyss and its daemons.

Magitech Civilization - Al Menas Period

After the Durandal Civilization vanished, it was another 1,000 years before civilization rose once again. The Al Menas era, lasting some 1,700 years, was a time of peace and prosperity borne on the back of devices powered by magical technology, or magitech for short. Nearly all the Barbarous tribes were driven underground during this time, leaving the surface to the various Humanoid races.

Construction methods of the time were also different, with huge stone complexes covered in ornate carvings being the norm. Sculpture and art were also advancing, with many exquisite works of art coming from this period.

The greatest societal change, however, was the mass production of magitech. Magitech was designed to take magic use from being solely the realm of the learned and talented and make it available to the general public. Many devices, including Magispheres, come from this time and often allow untrained magicians to tap into their powers. Many magitech devices were designed for use by the public and mass-produced to make life easier.

Unfortunately, this productive time ended when the Barbarous arose, an event called the Diabolic Triumph.

Diabolic Triumph - The Great Catastrophe

The Diabolic Triumph, as it came to be known in history, was a massive global uprising of the Barbarous some 300 years ago. While the Diabolic Triumph is the proper historical term for the incident, many survivors refer to it informally as the Great Catastrophe.

The Al Menas, complacent after having driven the Barbarous underground, were quickly overwhelmed and destroyed. The Barbarous had spent hundreds of years living in obscurity, plotting revenge, until they seized their moment in an attempt to bring all Raxia under their heel.

Lurking beneath the earth, the Barbarous focused their anger and honed it to a razor's edge. They used it to cause a horrific calamity the likes of which had not been seen before or since. The seas raged at this power, and the earth itself was sundered as the continents were split apart. It is said that the Second Sword, Ignis, was in the hands of the Beast King of the Barbarous (though some sages question the truth of this).

A vast army of the Barbarous quickly crushed all resistance, and huge tracts of land were brought under the rule of the Beast King. Whole nations were lost to the onslaught, and the world began to slip into darkness.

However, the **Beast King** of the **Barbarous** fell in battle under mysterious circumstances. Whether this was a miracle or simply the work of a dedicated assassin is still unknown. A common tale (however true or not) is that the **Beast King** was felled by a lone hero. Whilst the forces of that hero's homeland launched a blitzkrieg counterattack on the **Barbarous** besieging their country, the lone hero sought out and slew the **Beast King**. It is said that they bore a **Sword of Genesis**, though whether the **First Sword**, **Lumiere**, or the **Broken Sword**, **Fortuna**, is not clear.

Present Times

Present Times

The **Diabolic Triumph** is 300 years past.

The **Barbarous** influence is still felt, and the nations that survived the onslaught are still recovering. Much of the transportation infrastructure remains in tatters, destroyed by the **Barbarous**.

However, **Humanoids** were spared complete annihilation at the eleventh hour, and those left have begun restoration efforts.

Seeking out and recovering remnants of the past is a viable career, as ancient relics, treasures, and literature can not only help with reconstruction but are valuable in their own right.

In addition, there are still **Barbarous** to be dealt with, borderlands to be cleared, and **Sword Shards** to be found and claimed from the beastmen.

Therefore, the presence of an adventurer who has no regard for danger, challenges, or sleep is reassuring to many who live in the cities. Those who have the power to fight the **Barbarous** head-on, who have a nose for treasure and a knack for disarming traps, and who see life not as a hardship but as a challenge - for such folk, this is truly an age of prosperity.

Gods of Raxia

Divine Hierarchy

The first **Gods of Raxia** are said to have acquired divinity by touching the **Swords of Genesis**.

Since then, many **Gods** have been born for different reasons. Some have touched the **Swords of Genesis** themselves, and others have been guided by

other deities, Gods old and new... The older deities are considered more powerful and influential, while the younger deities are considered more limited in power.

The Gods are divided into three categories: Ancient Gods, Major Gods, and Minor Gods, with the most powerful being the Ancient Gods.

The Ancient Gods have power over the entire world of Raxia, while the Major Gods can exert their divinity only on a continental scale, and the Minor Gods have influence in various much smaller regions of the world.

Some Ancient and Major Gods are so powerful that they can grant apotheosis to others without the Swords of Genesis.

Swords of Genesis that Created Gods

The First Sword, “The Sword of Harmony,” Lumiere

This describes those who have felt Lumiere's divine touch. Lyphos was the first to seek power and guidance from Lumiere. It was from this first contact that Lumiere subsequently sought out those with similar personalities. These people were sought out and granted divinity in the hopes that they would spread peace and harmony throughout the world.

For this reason, followers of the various Gods of Light ascribe to Lumiere the virtues of Harmony, Creation, Fertility, Peace, Knowledge, and Imagination.

The Second Sword, “The Sword of Freedom,” Ignis

Those who followed in the footsteps of Dalkhrem drew their power from Ignis. These Malevolent Gods share several character traits with the God of War and have found themselves corrupted by the dark influence of his power. It is said that concepts such as Love are never found among those who follow this dark path.

Those who worship the Malevolent Gods often say they rule over such ideas as Freedom, Destruction, Reincarnation, Liberation, Strength, and the Arts.

The Third Sword, “The Sword of Wisdom,” Cardia

Cardia was the last sword found and is said to be the sword of Wisdom, Thoughts, Knowledge, Magic, and Mana. Kilhia, known as the God of Wisdom, was the first to touch this sword.

Very few deities attained apotheosis through Cardia, as it was shattered during the War of the Gods.

The Power of Gods and Faith

It is said that the power of the Gods is proportional to their number of worshippers.

A God with many worshippers gains great power over a large area, whilst a God with few believers can wield their power only within a small area. A God whose followers die out will cease to exist.

Therefore, some Minor Gods, who are still young and have little influence, appear before people in physical form and try to gather followers by performing miracles. Conversely, Major Gods and Ancient Gods rarely manifest themselves physically.

Ancient Gods and Religions

The term Ancient God refers to the oldest of the Gods who are said to have acquired divinity by touching the Swords of Genesis themselves during the Schnell period (the Divine Civilization).

This is widely known throughout Raxia and frequently appears in creation myths. Religion has a long history, and there is always at least one major temple dedicated to each Ancient God in every country and big city.

Below are some of the most famous Ancient Gods and their religions.

“The Divine Ancestor,” Lyphos

Lyphos is believed to be the first God born in the world.

He teaches respect for harmony and fraternity. He has many peace-loving believers, from politicians to commoners.

Lyphos himself is said to have even wished to reconcile with the Barbarous, which some criticize as allowing the Diabolic Triumph to take place.

He is benevolent, preaches helping the weak, and avoids fighting and strife, but is willing to battle the Barbarous and daemons. Conflict with the Barbarous is still ongoing, so Lyphosian priests deny those with impure souls.

Although he is behind Tidan, the God of the Sun, in terms of the number of followers on the continent of Alframe, he is still revered as a God of great power and influence.

“God of the Sun,” Tidan

Tidan is an Ancient God who is said to have been the confidant of Lyphos during the Divine Civilization Period.

By manipulating the weather, he brings prosperity, abundant harvests, and light to Raxia.

On the continent of Alframe, he is considered the God of Light, God of Justice, God of Promises and Covenants, and Protector of Marriage. Because he believes in fairness, it has also become a symbol for judges and officials.

Tidan is a virtuous God who strives for pacifism and the equal distribution of wealth. He also counts among his worshippers not only many farmers and merchants but also revolutionaries struggling against corrupt governments.

In addition, Tidan has shown a great disdain for Undead creatures, and believers are urged to actively rid Raxia of their threat.

“God of War,” Dalkhrem

This Ancient God is said to have first gained divinity from the second sword Ignis. It is a well-known legend that he turned his blade against the “Divine Ancestor” Lyphos and thus initiated the War of the Gods.

This God advocates the destruction of the ruling classes and the removal of the fetters of bondage, through which devotees can find their true selves. Thus, his followers believe that impurity must be deliberately introduced into their souls to unlock their inherent power.

Many of Dalkhrem's followers tend to be Barbarous, though there are a few Humanoid worshippers. These heretics are often the black sheep of their family and often either conduct impure rituals or destroy anything they can find, as per Dalkhrem's teachings. Dalkhrem worshippers are not uncommon. They are punished by the authorities and adventurers when discovered..

“God of Wisdom,” Kilhia

Kilhia is an Ancient neutral God who is said to have gained their divinity by touching the third sword, Cardia.

The quest for knowledge and the study of magic is holy, and this faith is professed by magicians and scholars. Some Tabbits believe they are the ancestors of Kilhia, but there is no real evidence to support this belief.

It is thought that these virtues strengthened through the garnering of knowledge, opened the door to the study of magic by non-believers. Adventurers are often sent out in search of forgotten truths at the behest of Kilhia's church.

The continent of Alframe is filled with mana and is said to be the place where Killhia found the third sword, Cardia.

Other Ancient Gods

Other Gods hold significant power in addition to those listed above. One is the progenitor of the elven race and the God of Fairies, Asteria. The other, worshiped by Dwarves and the Barbarous alike as a deity of both rebirth and destruction, is the Blazing Emperor, Grendal.

Major Gods and Their Religions

Major Gods are deities who are said to have been touched by the Swords of Genesis under the guidance of the Ancient Gods, and thus they acquired divinity.

Most of the Major Gods were born during the Divine Civilization Schnell period, and many of them are still asleep with the Ancient Gods. However, some, guided by the Ancient Gods, awoke from their deep slumber after the War of the Gods and attained Godhood.

Major Gods are known, though not as widely as Ancient Gods, throughout the continent and are associated with Sacred Treasures and Scriptures.

“Goddess of the Moon,” Sien

Known as the wife of Tidan, the God of the Sun, Sien is popular on the Alframe continent as the God of charity and forgiveness. Tidan worshippers often revere Sien as well, and the holy symbols of both Tidan and Sien are found in the same temple.

The moonlight that illuminates the night is considered Sien's blessing, and she is widely worshipped by those who are troubled or engaged in night work, resulting in an image of both a chaste wife and the business of the night. For this reason, statues of Sien are sometimes enshrined in bars and brothels.

Legend has it that she loved peace, and when conflict arose, she shrouded everything in darkness so that war would be over. It is also said that the moon visible during the day brings good luck.

“Divine Hand,” Mirtabar

Mirtabar is a Major God, known as the God of Thieves or Adventurers.

Free what is hidden and value it properly is his dogma, and he teaches the improvement of one's dexterity and discernment, which are necessary to achieve these goals.

He is often revered by thieves and adventurers who specialize in exploring ruins, and it is common to see them praying to the “Divine Hand” Mirtabar when they search for dangerous traps and treasures.

It is said that he was led to divinity by the God of wisdom, Kilhia, and is also thought to be a God of insight and skill in many locales. However, hidden from view, thieves' guilds are organized under his guidance, and his temples are sometimes a refuge for criminals and ne'er-do-wells. Perhaps this is why many shrines to Mirtabar are found in downtown areas and slums.

“Shield Against the Abyss,” Eve

Eve is mainly worshipped by the guardians who protect the “Wall of the Abyss” (see p. 341), and those who fight daemons (see p. 379) that appear from the Abyss, along with those who are corrupted by them.

Although Eve is aggressive when fighting daemons, she otherwise teaches her followers to be a shield for the weak and to lead an ascetic life, training body and mind to always be prepared for a crisis.

The worship of Eve is concentrated mainly in the north, where the Wall of the Abyss is located, but there are many believers among knights and soldiers, and her temples can be found throughout the Alframe continent. The church is also active in the fight against Shallow Abyss (see p. 341), and her temples sometimes hire adventurers.

“Guiding Star”, Harula

Harula is the sister goddess of “Shield Against the Abyss” Eve.

While Eve has a stern, frank, and harsh side, Harula presides over forgiveness and healing, blessings, and guidance.

She became a God in the battle against the Abyss and helped Eve, who was weary of fighting. Together they strove to save the people.

She is symbolized by the polar star shining in the north, and her power manifests as the aurora borealis. This is why, when a Shallow Abyss appears, an aurora is seen in the sky to indicate its whereabouts.

Harula has many followers among travelers and adventurers; merchants seek her blessings that bring guidance and good luck; and scholars equate the Northern Lights to her gift of inspiration.

Minor Gods and Religions

Minor Gods have only relatively recently attained godhood, and they have few followers.

Some of them were guided by Ancient Gods or Major Gods who had touched the Swords of Genesis, whilst others touched the Swords of Genesis themselves and thence attained divinity.

Even a Minor God's religious power is widespread, but only across a single region rather than spanning several nations. In some cases, their name may not even be known if you go to a neighboring country.

However, because they are not well known, they are the most accessible deities, often appearing in physical form to gain followers.

“Goddess of Wind and Rain,” Fursil

As her epithets suggest, Fursil is the Goddess of the wind and the rain.

She is believed to be the daughter of Tidan and Sien. Although she is a Minor Goddess, Fursil is worshipped across a large area of southwestern Alframe, particularly in the Burlight region.

She is also known as a Goddess with the dual nature of cool-headedness but with love hidden behind it, and her dogma is centered around change and growth. Because she is a weather Goddess, she is widely called upon by sailors and farmers, and festivals are held to pray for blessings from rain and wind.

Adventurers

Adventurers are brave individuals who explore dangerous ruins and ancient sites, exterminate monsters and act as guards or escorts on long journeys on behalf of the powerless.

Since the Diabolic Triumph, the world has been overrun by Barbarous and other dangerous monsters that threaten many people's lives, and soldiers and armies are too busy protecting their towns and neighborhoods to deal with local calamities.

For this reason, there are many active adventurers on the Alframe continent (see p. 338), where many adventures in Sword World 2.5 occur.

Adventurers in Alframe belong to a guild called the Adventurers' Guild, which answers pleas for help from clients and sends its members on various adventures. However, membership is not required, and many adventurers do not stick to just one guild but travel throughout the continent.

Some adventurers have risen to prominence with a single sword and built their own kingdoms. Some of them are said to have become god-like beings.

On the Alframe continent, adventurers are dependable, respected, sometimes feared, and occasionally revered. Above all, they are considered symbols of freedom.

The Origin of Adventuring

It is said that the adventurers present in present-day Alframe can be traced back to the Abyss (see p. 341) and its guardians, who may have appeared as early as the end of the Ancient Magic Civilization period.

The Abyss that draws dangerous daemons into Raxia also gives rise to Shallow Abysses (see p. 341) that appear unexpectedly in various locations in Alframe. The guardian's network was responsible for quickly discovering and destroying these. It was very active in protecting people's lives and livelihoods at the time of the Diabolic Triumph as well as during the turmoil that followed.

Eventually, the network became so pivotal in solving all kinds of problems that the term “adventurer” was coined for those who risked their lives in this way.

How to Become an Adventurer

Adventurers use their bravery and prowess to defeat powerful enemies or find vast treasures, and many young people dream of becoming one.

The most common way to become an adventurer is to register at the nearest Adventurer's Guild branch.

There are no prerequisites to becoming an adventurer. They are, in principle, independent but, at the same time, bear responsibility for everything they do. Whether they live in glory or die and never return is down to them.

However, to be an adventurer, you will need at least a minimum of equipment. In addition, some of the more popular and respected Adventurer Guild branches may require passing a test to become a member.

If you complete two or three missions (depending on the branch), you will be given a "Venture Crest" unique to that branch. By wearing it, you will be recognized across the world as an adventurer with a proven track record.

Unwritten Rules for Adventurers

Adventurers are independent people, but there are some unwritten rules (rules that are not explicitly stated but must be followed) that almost every one of them follows.

- **Adventurers should not fight each other**

Adventurers are supposed to cooperate, and fighting (or killing) each other is considered the greatest taboo..

- **Not taking on the same request**

Adventurers may not take on a request already accepted by another adventurer. An exception is when the first party to accept it subsequently failed or was defeated.

- **The first to explore the ruins wins**

The first to discover ancient ruins earn the right to explore them. However, this is not the case if the discoverer waives their right or grants permission for multiple groups of adventurers to explore.

In the case of large archaeological sites, multiple groups of adventurers often spend months in exploration.

- **Aid other adventurers**

If an adventurer sees another in trouble or finds one who has died along the way, they are encouraged, within reason, to aid them or to bring back their corpse.

These unwritten rules are supposed to be recognized by all adventurers. However, some are not aware of them, and others know them but do not abide by them. Each adventurer may have a different interpretation. Therefore, there is often trouble between adventuring parties, unfortunately..

Organizations Affiliated with Adventurers

Adventurers' Guilds and Rankings

On the Alframe continent, there exists a network called the Adventurers' Guild, with branches in different parts of the land.

The Adventurers' Guild takes on the task of solving problems that occur in various regions and invites adventurers to carry out such work. These requests are usually posted on bulletin boards and the like, but they may also be directed to specific adventurers.

Adventurers registered with the Guild gain ranks by reporting their achievements. Both rank and accomplishments are shared with branches throughout Alframe.

Rank determines the status of adventurers, and high-rank holders earn widespread respect. However, Guild Rank brings not only an honor but also various practical benefits.

Adventurers Guild Headquarters and Branches

The headquarters of the Adventurers' Guild is situated in the Wall of the Abyss, and it has branches throughout the Alframe continent.

Adventurers' Guild branches are essentially franchises, and each has its own name. In cities with many adventurers, it is not uncommon for there to be several branches across the metropolis.

The Adventurers' Guild receives a commission from their clients, from which it pays the adventurers. In addition, the Guild also makes a profit by

purchasing bulk loot brought back by adventurers where it is not directly useful to them (artwork, artifacts, books, special materials, etc.). They then sell such loot to those who need it. Thus, even when a client cannot afford to pay a large sum, the Adventurers' Guild often makes up the difference and pays the adventurers (essentially, helping the "weak" is the reason for its existence).

Inevitably, adventurers who bring back items of value to the Guild branches become valuable assets. Guild branches that have many skilled veterans receive more requests and thrive as a result.

Adventurers Guild Branches

Adventurers' Guild branches often operate as an inn and a tavern.

The first floor is usually the bar and dining room, where a large bulletin board is placed, and requests are posted. Adventurers can select a request from the board and complete the formalities at the reception counter to formally take up the request.

The taverns and dining halls also serve as places for socializing, where information can be exchanged with other adventurers or direct negotiations with clients can be finalized.

Some branches offer advice and technical guidance to new adventurers and buy and sell necessary equipment.

The second floor (or higher floors, depending on the branch) is used for lodgings, and some adventurers reside there.

Food and lodging are usually offered to adventurers registered with the branch at low prices. In addition, higher-ranking adventurers tend to be assigned better rooms.

Special services available at the Adventurers Guild Branch

If you have registered with a branch of the Adventurers' Guild and completed at least one request, you are entitled to the following services for a fee (some branches may offer them to first-time adventurers too).

Payment in Advance

Up to 300G can be borrowed in advance without interest or collateral. This money will be deducted from any subsequent reward earned.

Resurrection Debt

You can borrow the total cost of a fellow member's resurrection without interest and collateral.

Repayment will be deducted from the subsequent rewards (about 10-20% of each reward).

If resurrection requests are too frequent, they may be rejected.

Rescue and Body Recovery

If registered with the branch in advance, additional adventurers can be lined up to rescue a party that does not return by a specified date (or to retrieve their corpses).

When bodies are brought back, in addition to the resurrection fee, the adventurers must pay half of their reward for the request they received (regardless of whether they were successful or not). In the case of a dungeon search, the amount will be half of all loot or treasure recovered.

Magician's Guilds

Along with the Adventurers' Guild, the Magician's Guild is responsible for training Sorcerers and Conjurers.

It is believed to have originated as a secret society formed to protect sorcerers from persecution when the Ancient Magic Civilization collapsed.

However, during the Diabolic Triumph, they started working to protect people, and since then, they have begun to earn the trust of the common folk once more, even if they are still somewhat feared.

In addition, there are several towers called "Swords of Knowledge" in remote locations around the continent, where it is believed that particularly talented magicians are trained.

Divine Temples

Temples are ubiquitous in Raxia, and those devoted to the Divine Ancestor Lyphos and the Sun God Tidan can be found in most towns. In larger cities, it is not uncommon to find temples for multiple deities.

Individual temples are unlikely to work against each other, even though they may see each other as rivals. However, they are hostile to the Barbarous Gods, and many preach the extermination of the Barbarous.

Institute Of Magitechology

The Institute Of Magitechology was formed after the Diabolic Triumph to preserve and rebuild the legacy and knowledge of the Magitech Civilization Period. The Institute has developed in cooperation with adventurers.

They also fund the Adventurers' Guild and actively teach magitech to adventurers. In many cases, the Institute of Magitechology and the Adventurers' Guild branch are in the same building.

Ruins Guild

Ostensibly, the Ruins Guild appraises Magitech Civilization and Magic Civilization heritage items recovered from ruins, purchases them at a fair price, and distributes it; but in actuality, it is a thieves' guild. Many nations tacitly accept them as a necessary evil, indispensable for maintaining security in downtowns and slums.

The Adventurers' Guild and the Ruins Guild have an "in-between" relationship, with the latter sometimes sending requests to the Adventurers' Guild.

Although not as strong as the Adventurers' Guild, it has a vast network and is well-versed in information gathering. Adventurers with the Scout class may, if they wish, have a connection to the Ruins Guild, in which case they can buy useful information for a fee.

Typical Jobs of Adventurers

Exploring Ancient Ruins

The most well-known job of an adventurer is the exploration of ruins.

They primarily venture into the ruins of the Magitech Civilization Period and bring back relics of this lost civilization, which they then sell to earn income.

Treasures brought back from ruins essentially belong to the adventurer who finds them, as the Humanoid realms are small, and no one can claim unexplored ruins as their own.

Many of the treasures thus acquired are purchased by the Adventurers' Guild. Of course, magic items and weapons can be kept by the adventurer who finds them.

Sometimes adventurers discover the ruins they wish to explore on their own, but in most cases, they purchase information about sites posted at the Adventurers' Guild and set out to explore them.

Information about ruins is brought to the Adventurers' Guild by informants called "seekers."

Seekers make their living searching for ruins and selling the information directly to the Adventurers' Guilds or direct to adventurers. In some cases, they also provide directions to the ruins. Most seekers work alone and do not enter dangerous sites on their own, limiting their investigations to the entrances.

The price of information from a seeker is about 100G for the cheapest map or vaguest tip-off. This fee is generally paid afterward, and the seekers are compensated through the Adventurers' Guild upon returning from the ruin. The more valuable the site or the larger it is, the higher the fee paid to the seeker. However, this has nothing to do with the reward the adventurer receives, so finding an unexpectedly large amount of treasure is considered good luck for the adventurer (or, conversely, a loss for the seeker).

Driving Off the Barbarous

Along with exploring ruins, the extermination of the Barbarous is a steady source of income for adventurers.

After the Diabolic Triumph, 300 years of resolve have resulted in the elimination of the Barbarous around the cities and the return of civilized life. However, the Barbarous themselves are estimated to be more numerous than

Humanoids in many parts of the world, and they often invade villages and towns, plundering and destroying them.

Adventurers typically seek out and destroy the lairs and settlements of such Barbarous, slaughtering the inhabitants or driving them off.

Swords of Protection are the only way to keep the Barbarous out of large cities and other settlements fortunate enough to possess them. However, while such Swords are effective against powerful Barbarous, they are less so against Low Barbarous such as Goblins and Bolgs. So, someone must face and destroy them.

In addition, the sword shards needed to maintain the power of the Swords of Protection are obtained from the more powerful leaders of such Barbarous groups. The assassination of powerful Barbarous and the acquisition of their sword shards is killing two birds with one stone, making it a very lucrative job for the adventurers.

Dullahan

(Undead, p. 419)



Illustration by Shiroichi Ohno

Adventure Setting

Here is an introduction to the Alframe continent, where your adventure will take place!

“Land of Curses and Blessings” Alframe Continent

Of all the continents in the world of Raxia, Alframe is the largest (with an area comparable to the North American landmass in our world).

It is believed that the continent first appeared in recorded history around the middle of the Ancient Magic Civilization period.

Archaeologists of the Magitech Civilization Period found that the War of the Gods (during the Divine Civilization Period) had little impact on this continent and that it was peaceful, with Humans, Elves, and Dwarves coexisting, especially with the Lykant.

Later, however, in the middle of the Ancient Magic Civilization Period, a king armed with powerful magical abilities arrived from another continent, and then tragedy began.

The magician kings - wizard-kings - made the Lykans their slaves and performed various experiments on this continent due to it being rich in mana. The result was the creation of the “Abyss,” a gigantic gateway to the other world. From there, countless powerful, ferocious, cunning, and brutal daemons emerged, and to contain them, a massive wall, the “Wall of the Abyss,” was built.

In Alframe, the Magitech Civilization flourished. At its peak, railroad networks spanned the continent, flying ships transported people, and the Barbarous remnants from the Age of Mythology were eradicated by the power of the Swords of Protection. The Wall of the Abyss was also reinforced, and the people lived in peace. Those were the most tranquil and happy days in the history of Humanoids.

But there was no escaping the effects of the Diabolic Triumph, a natural catastrophe on a global scale, during which the Barbarous struck back!

Massive earthquakes and tsunamis mercilessly destroyed cities and disrupted rail networks. Communications between the nations on the continent

were lost, and it was impossible to resist the Barbarous invasion that took advantage of the chaos.

Nevertheless, the people of Alframe continued to fight, and the Adventurer's Guild and Magician's Guild worked together to somehow avert destruction.

Centered on the heroes of the Diabolic Triumph, several kingdoms were born in Alframe, and even now, more than 300 years after the Diabolic Triumph, their legacy still endures as nation-states. Some, however, countries have retained the culture and traditions of the Magitech Civilization Period and have adopted a republican form of government.

Many of the Barbarous strongholds have been destroyed, and their forces have been routed. However, the Barbarous are still overwhelmingly numerous, and there is no telling when they will rally again under a strong leader and wreak their revenge.

Life in Alframe has only recently been normalized after approximately 300 years. It is no exaggeration to say that the future of the continent and its inhabitants depends on the deeds of those who will shape its destiny - the young adventurers.

Alframe Continental States and Politics

After the Diabolic Triumph destroyed the Magitech Civilization, the survivors gathered under strong leadership to rebuild their nations.

Because of this, most of the states in Alframe have a feudal system centered on a monarch.

There are, of course, a wide variety of other forms of statehood, including those with a parliamentary system, theocracies, and federations consisting of multiple city-states.

There are few safe areas, and interactions between nations cannot be said to be flourishing. Often, several small nations cluster in a certain area, forming a single region.

The roads connecting these different regions are poorly developed, and travel is considered extremely dangerous. Most fortified cities are built on ruins, and the average citizen never leaves the city of their birth.

Transportation of goods depends on prominent merchants and adventurers, and national armies and orders of knighthood rarely mobilize except in defense of their territories and domains.

Alframe Continental Terrain and Climate

The continent of Alframe is colder in the north and warmer in the south. There are four seasons across the continent, but winters in the north tend to be quite severe, while the south tends to be mild throughout the year.

The eastern part of Alframe is particularly forested, while the western part is somewhat arid, filled with deserts, perhaps due to past disasters. In general, however, the land is green, and the plants that flourished following the Diabolic Triumph have formed vast forests that have often swallowed up former large cities.

In addition, wilderness and deserts may suddenly appear, and strange phenomena occur due to the influence of the Diabolic Triumph or the Abyss.

Ancient Ruins

The Alframe continent is home to numerous ancient ruins.

The ruins of the Magitech Civilization Al Means, which fell some 300 years ago, are widespread. Many are magnificent stone multi-story structures, and while some remain above ground, many are hidden underground. Some of them are vast underground metropolises or underwater cities built on the sea floor, making them interesting for adventurers to explore.

Because magical items were produced in large quantities during the Magitech Civilization Period, artifacts and mako stones (see p. 295), which power these items, are frequently found in ruins. Since they are relatively easy to find, Magitech Civilization sites are often picked clean and have already been explored, but they may also hide unknown areas or be inhabited by Barbarous or mythical beasts.

Magic Giant Colossuses

In various parts of the continent of Alframe, you can see distinctive structures like giant colossuses piercing the sky.

Depending on the source, the total number of these magitech soldiers may be as few as one, as many as 13, or more.

These giant colossuses, with a total height of over 100 meters, are now treated like mines, with their armor and other structures stripped, these being magitech that cannot currently be recreated. Their internal structure is complex, and in some cases, their magic swords have spawned labyrinths and vast dungeons.

Should an unexplored Magic Giant Colossus be discovered, it would certainly be a tremendous asset to any nation.

Floating Rocks

The Alframe continent has long been famous for its dense mana deposits, and mako stones have been mined there in considerable quantities.

In addition, there are large reserves of manatite, a mineral that has the property of defying gravity, and the crustal movement that accompanied the Diabolic Triumph caused countless floating rocks to appear on the ground - and in the air.

Floating rocks are relatively common on the Alframe continent; there are some larger than a small island, a few of which are home to floating cities, manatite mines, or mako stone quarries.

“The Abyss” and “Wall of the Abyss”

The most significant features of the Alframe continent are the Abyss and the Wall of the Abyss, a gaping breach in the northern part of the continent that leads to another world.

It is said that about 3000 years ago, at the end of the Ancient Magic Civilization Era, powerful daemons continually appeared from a breach in the other world, created by a failed large-scale daemon summoning ritual, plunging the continent into a state of fear and chaos. The wizard-kings of the Ancient Magic Civilization did everything in their power to seal the gulf. They magically constructed the “Wall of the Abyss,” a huge and extensive wall, to prevent daemons from emerging from the breach. It is 100 meters high and stretches for thousands of kilometers.

Wall Guardians patrol the wall and are ready to fight any daemons that break through the wards. They are the origin of the present-day adventurers, the brave warriors, and the shields of the people.

Shallow Abysses

Although the Abyss is contained by wards and walls, this fearsome otherworldly force continues to appear throughout the Alframe continent.

Small tears, in reality, appear everywhere throughout the continent, and they are called “Shallow Abysses.”

Whenever a Shallow Abyss appears, an aurora shines in the northern sky and, eventually, is said to stretch across the sky to indicate its location. Whether this is due to the power of the Abyss or a natural phenomenon is not known,

but many inhabitants of the continent believe that it is a revelation due to the “Guiding Star” Harula.

Shallow Abysses have the appearance of a black sphere that absorbs even light. Newly created, their size is only a few meters in diameter, but some that have gone unnoticed or otherwise been neglected, and these have been recorded at several hundred meters in diameter.

Sometimes these Shallow Abysses appear on the earth's surface; sometimes, they are buried underground; and sometimes, they appear in mid-air. On the inside, they may resemble an environment carved from the surroundings or be a completely outlandish enclosed realm.

How to Play with Shallow Abysses

A Shallow Abyss is a wilderness dungeon (an open-air labyrinth) created by an Abyss Core. In other words, it is an outdoor version of a Sword Labyrinth (see p. 315).

The contents of each Abyss Core are unique, and their laws and rationale are ambiguous. They can swallow up surrounding structures, and although open-air phenomena, they often contain ruins, houses, castles, and fortresses.

When the GM includes a Shallow Abyss in a scenario, they should prepare any outdoor obstacles desired and can also place monsters and treasures, with no particular concern for rationality.

How to Get out of a Shallow Abyss

Every Shallow Abyss contains a jet-black, sword-shaped crystalline body called the Abyss Core. Destroying it reveals an escape route from which one can exit. The escape route will disappear along with the Shallow Abyss after between one hour and several days. Anyone left inside will be trapped in a dimensional chasm or thrown out somewhere at random (at the GM's discretion).

When an Abyss Core is destroyed, its fragments become Abyss Shards, which can be sold to the Adventurers' Guild for about 200 G per piece. They are used as materials for creating magic items.

Other than that, there may be other entrances and exits that can be discovered in the Shallow Abyss. Some monsters seem to lair there, taking advantage of such entrances and exits.

Shallow Guardians

Shallow Abysses will eventually summon daemons to guard the Abyss Core if left unattended.

In addition, they read the desires of those who wander into them, and they can form entire landscapes, create illusions, and summon monsters to realize the desires of such people, thereby strengthening themselves.

The presence of animals and other creatures not possessing such complex desires does not make much difference. Still, when Humanoids and Barbarous enter, they easily construct a daemonic realm that is always unique and nightmarish, making it difficult to overcome.

The Abyss Core defines the theme of the Shallow Abyss (forest, mountain, sea, etc.), the guardian daemon nightmarishly distorts it, and the Humanoids or Barbarous who wander in personalize it according to their desires.

Size of a Shallow

The extent of a Shallow Abyss seems to expand in proportion to its exterior size. It's not uncommon for the interior to be much larger than the exterior. There have been reports of vast forests, lakes, fortresses, and cities found within Shallow Abysses.

Burlight Region

As a reference for your adventure's setting, the Burlight lies in the southwestern part of Alframe. The climate is mild throughout the year due to the warm breezes from the south seas, and the region has four rich seasons. Centered on the Diggad Mountains stretching from north to south, the region is divided into three areas: the southern part, which is a rich source of marine products; the eastern part, which has many forests and wetlands; and the western part, which has many wilderness areas.

South

“Guiding Port” Kingdom of Harves

Located on the southwestern coast of the Burlight region, Harves is a vibrant regional power. Harves was founded by the “Harvin City Alliance” shortly after the Diabolic Triumph and eventually became a state. It has existed for approximately 200 years.

The government is a monarchy ruled by King Weiss Harves (Human (mother is Lykant)/Male/25 years old), who took the throne three years ago. Weiss is brave, witty, and friendly and is supported not only by the citizens but

also by the nobility. However, due to his youth, he lacks political knowledge and experience and is targeted by some of the nobles.

The population of the kingdom is approximately 80,000. Of these, 40% are Human, 30% are Lykant, and the remaining 30% are other races, which is a fairly typical distribution within the continent. They hold many festivals and enjoy cuisine from various regions with which they trade.

Harves is situated at the mouth of the Warta River, which flows from the Diggad Mountains, and thus kingdom has abundant water resources. Historically, the city developed around the river. The three major occupations representing Harves are farmers who cultivate the land, merchants who transport goods, and soldiers or adventurers who protect them.

Harves, the capital, has a network of canals running throughout the city, and there are even state-licensed ferrymen. The city is also famous for its state-run public baths, its open-air market with stalls lining both alleys and waterways, and an irregular auction market held in the main square. The city is also known for the free pure drinking water offered at quality restaurants.

Although Harves has always had contact with other countries across the Alframe continent using sailing ships and magic boats (ships powered by magitech), it has recently achieved its long-held goal of rebuilding magitech boats that can sail the open seas and has established shipping routes to other continents. The number of ocean-going vessels is still small, and the routes are hardly safe, so the number of people arriving from other continents is not large. However, the beginnings of regular exchange with the outside world are greatly welcomed. Adventurers often escort such travelers and gather materials for building new ships.

There are plans to build railway lines to the Rajaaha Empire in the north-western part of Alframe and to the Eusiz Magical Principality in the northeast. The project began with the recent opening of a railroad between the Rajaaha Empire and the northern states of the continent. Rajaaha wants to connect with Harves and become a key trading post, while Eusiz, which has been completely cut off from the railroad network, wants to open a line to Harves and other regions as soon as possible. The Harves government seems to have largely succeeded in securing both lines and keeping their own costs as low as possible by making the two nations compete with one other.

The demand for adventurers to escort workers - to monitor the rails, etc. - is rising as line construction continues. Thus, Harves has no shortage of work for adventurers.

Diggad Mountains

This steep mountain range stretches from the northern to the southern part of the Burlight region.

The mountains have long been known for their manatite ore (a metal that can float) and its mako stone mines. Still, since the Diabolic Triumph, when a massive rising of manatite-bearing rock occurred, the land has often been ripped apart by manatite bursting from the surface, resulting in holes of all sizes. The resulting depressions seem to be the perfect place for giant beasts and Barbarous to lair. As a result, the entire Diggad Mountain area has become a hazardous place to dwell or traverse.

Black Spots

To the south are Black Spots, where Shallow Abysses occur frequently.

The surrounding sea currents flow into undersea chasms, and it is said that any ship caught in such currents never returns. Additionally, magical winds that blow from the Abyss bring great storms to Harves. Some priests are worried that the winds of the Abyss may cause famine and pestilence when they are strong.

It is said that the aerial temple of Sandokia arose from the deep-sea bottom near these waters.



East

“Garbage Dump” Ward of Magic Giants

Proceeding northeast from Harves, travelers will see the remains of Magic Giant Colossuses, more than 100 meters in length, lying on their backs and with houses built around them.

Not only adventurers are found there, but also merchants, researchers, thieves, nobles, enslaved people, and others who have abandoned their homes and status, as well as priests risking their lives doing missionary work.

With a population of about 10,000, this is naturally a multi-religious, multi-ethnic settlement where little else but money talks.

Perhaps due to this, security is said to be the slackest in the Burlight region. There is a wide disparity between the rich and the poor, a large Ruins Guild (the de facto Thieves’ Guild) is based in the city, vicious gambling establishments operate with impunity, slums are rife with robberies and assaults, and even in the relatively affluent urban areas, there is always a risk of kidnapping.

Most people do not feel attached to this place nor see any value in living here. Those born in the Ward want to emigrate to other countries for one reason or another. Yet the Ward of Magic Giants maintains its population because there is also a significant number of people who can live nowhere else and others who find the place to their liking. For many, it is a dump, but for others, it is an escape, a home from home.

Most of the Magic Giant Colossuses in the city have ceased to function. However, the automatic manufacturing facilities that reside within their bodies still operate and often send out several-meter-sized magitech soldiers in attack mode. The citizens consider this a natural disaster, as well as an opportunity to acquire valuable magitech components.

“Magic Forest” Kororopokka

This is a deep green forest known for its thick mana. Fierce animals lurk on the outer edges, but the deeper you go, the more docile and intelligent the creatures become.

Abandoned magitech soldiers can be found here and there, but their purpose is unknown. Their varying sizes and scattered locations suggest they may have been used for some experiment or ritual.

At the far end of the forest, there is a spring that radiates mana. Kororopokka means “Do Not Enter” in the regional dialect, and it is said that this spring is the origin of this warning. The shape and color of the spring appear different depending on who finds it. Reports concerning the spring vary widely, so its location is far from clear. The minstrels say that if anyone attempts to defile the spring, a unicorn with a horn so beautiful it seems almost otherworldly, will appear out of nowhere and deposit the intruder near the edge of the forest. But this is just a legend...

“Magical Principality” Eusiz

Eusiz is the most technologically advanced magical kingdom in the Burlight region. It is ruled by the “Great Magnus“ Vandelken Magnus (Elf/Female/330 years old), who possesses tremendous magical abilities. The Magical Principality has a population of 100,000 and is a monarchy. However, kingship there is not hereditary but appointed. From generation to generation, an individual who excels in virtue, wisdom, and above all, magic power, is chosen, and they take the title of Magnus as their surname.

The Eusiz government claims that the founding of their country dates back more than 3,000 years (basically since the Magic Civilization Period), but other countries do not believe this. However, the magical aptitude of Vandelken is

so extraordinary that it is rumored that she may indeed be of such legendary lineage. She survived the Diabolic Triumph at around age 30 and is a highly charismatic leader. She is known as “The Witch” or “The Witch of the East” by the rulers of neighboring lands.

Eusiz is also home to the region's most prestigious school of wizardry. The six-year courses at this institution allow students to skip lessons based on magical aptitude rather than age and offer classes on a credit basis, with optional electives in addition to the required subjects. Classes vary widely according to magical lineage and unique instructors.



Ziniasta Arena

This circular arena stands majestically on a vast expanse of land. It is not the property of a specific country but is an entertainment facility built by the magnates of many nations, each providing its own funds. Nominally, it is the domain of the Kingdom of Makajahat (see below), but these magnates manage and operate it. The government of Makajahat does not wish to offend them, so it leaves them alone in return for their money.

Once a month, on the full moon, a dueling tournament is held from dawn to dusk. Mercenaries and adventurers of great skill gather from all over the region, and the aristocrats and wealthy families who run the place also send out their own champions and troops of men. Those who make a name for themselves here have a chance to be hired by the noble spectators for a high price.

The participating athletes are collectively called gladiators because they can be warriors, fighters, and magicians.

“Distorted Desert” Kaslot Desert

This desert stretches across the northwestern part of the region. Since horses cannot be used for transportation, most people ride camels, and wealthy people ride sand boats (a type of magic boat). Currently, plans are underway to build a railroad between Harves in the south and the Rajaaha Empire (see below) in the north.

Legend has it that this desert is the result of the fall of an Ancient Magic Civilization-era kingdom, and many ruins from that time are found buried in the sand.

The heat is intense during the day, the nights are extremely cold, and it is easy to lose direction, so even the most seasoned explorer can lose their life if

they are not careful. In addition to mirages, the area is also famous for the occasional clear aurora borealis, which can be seen day and night. However, since the aurora borealis is a natural phenomenon that occurs in the Burlight region before the appearance of a Shallow Abyss, the wise leave as soon as one is seen or else fall prey to dimensional rifts and the daemons emerging from them.

“Desert Citadel” Rajaaha Empire

Rajaaha is an empire built around a desert oasis.

It has a population of 120,000. The emperor is Donon (Dwarf/Male/120 years old), respected and feared by his neighbors as a sturdy old monarch.

The Empire also serves as a strategic point for the entire Burlight region, holding off invasions by several Barbarous territories to the north. The entire 360-degree border, not just the north, is protected by a solid wall, and guards are always looking out for outbound travelers.

The city values Humanoids with soulscars (such as Nightmares). It treats drakes, who can no longer live in a Barbarous society due to the loss of their magic sword, as honorary Humanoids according to their achievements, which may surprise new visitors. Kobolds are also common, either as servants or as foot soldiers. This is due to the emperor’s belief in judging people on merit rather than by the number of their soulscars.

In recent years, a single rail line has opened between the country and the Kingslay Republic of Iron and Steel, a major power in the northern part of the continent. This has excited the citizens of the country, who believe that Rajaaha will become a pivotal trading point, enriching the economy and making the country’s international position more robust. However, this route is still not a safe one. The magic train uses unstable technology, and the itinerary is fraught with dangers, from railroad bandits to the Barbarous. Traveling the route is a test for Rajaaha’s guards and adventurers alike.

“Big Stage” Kingdom of Makajahat

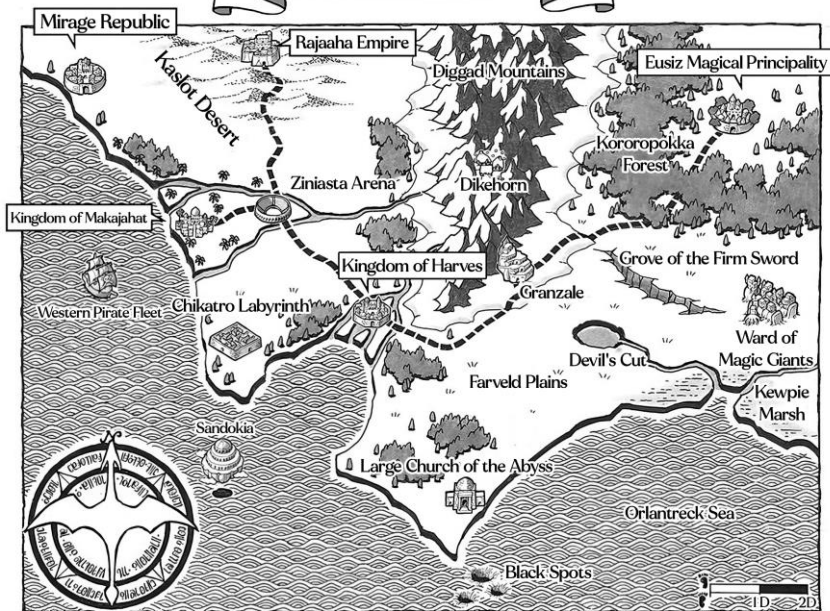
Makajahat, a kingdom with a population of 50,000, is renowned for its vibrant artistic community. It is often said that if you throw a stone, you will hit a painter, and if you turn a corner, you will bump into a dancer. The city has a thriving arts scene, with art galleries and theaters located throughout the city. From dawn to dusk, there is always some sort of artistic event happening in Makajahat.

The city has a rich history of attracting art-loving wealthy people from far and wide, who stay for extended periods and provide patronage to talented

artists. This virtuous cycle has contributed to the growth of the city's artistic community, with more and more artists flocking to the city in search of patronage. Artists who cannot exhibit or stage their work in museums can be found doing business on the street, especially minstrels, as well as landscape and portrait painters. The people are passionate and broad-minded. The city is famous for its changing character from day to night, with avant-garde design bars and brothels lining the back streets a short distance from the main streets.

After the sudden death of the previous king, the queen, Yecula (Nightmare/Female/22 years old), ascended the throne. Her optimistic and indulgent nature, coupled with her youth, at first earned her the nickname "Queen of Fools" and "Queen of Whores" from almost everyone, home and abroad. Still, once she took to the diplomatic stage, her quick insight into people's personalities, her conversational skills, and her charming mannerisms won the hearts of her people and led her to glory and success. In no time at all, she was dubbed the "Witch of the West" by other countries.

Burlight Region Map



Part 5 Game Mastery

In the fifth part, we will describe the Game Master (GM), who plays an important role in SW2.5. You can also find a sample scenario, monster data, and much more.



Illustration by Kankuro



GMing

The GM is the one who prepares the scenario for the game and serves as the facilitator and judge when the game is played.

The GM has several roles, such as “preparing the scenario,” “running the game,” “Checking the rules,” and “handling the characters (NPCs) and monsters.” The gamemaster takes on a great deal of responsibility, which can be daunting. GMing is by no means easy. However, the pride and joy of crafting your own adventure and letting your friends enjoy it are characteristics of TRPGs.

GMing is the act of running a game. The GM is responsible for keeping the game moving and all the players having fun. This section contains advice and critical information for a GM. Please also read “Golden Rules to Remember” (see p. 16) carefully.



The GM's Role



Preparing the Scenario

The GM should prepare a scenario for a session. If the GM is playing SW2.5 for the first time, it is a good idea to look at the ready-mode scenario in this book. In that case, the GM must read the scenario fully and understand it. However, once you get used to the game, you should try to craft your own scenarios.



Understanding the World and Rules

At the very least, the GM should understand the basic skill Checks and combat rules. Just knowing what is written where in the rulebook will make the game progress smoothly.

Also, understanding the basics of the world will make it easier to portray the actions of NPCs and monsters and what they will do at any given moment. The deeper your knowledge of the world, the more lifelike the NPCs will

become, the more immersed you will feel in the game, and the more exciting your sessions will be.

GMs can also create their own world, with its own unique properties, characters, and scenarios.

Answering Player Questions

Throughout the session, the players will have many different questions for the GM. These questions can be anything from rules interpretations to details about their surroundings to the abilities and preferences of NPCs.

As the GM, you should answer these questions to the best of your abilities. If the players don't have any information, they'll find it challenging to decide what their PCs do, and the session will grind to a halt. Or, if the session continues, but the players don't understand what's going on, they may feel like they didn't have any input into the events of the story and won't really feel like they're playing a game. You can explain that you can't answer questions about enemy abilities or story details that you feel would spoil the fun, but endeavor to answer other questions as well as you can.

Painting a Picture

Because TRPGs are played through conversation, the action occurs in the players' imaginations. As the GM sets the scene and runs the game, they should also conjure a vivid image in the players' minds of what's really happening in the story. They should strive to communicate the image in their own mind to their players to ensure they can picture the scene and grasp the situation completely. In addition to simply describing situations, the GM can also show pictures and use music to set the game's mood.

Keeping the Table Focused

Players will inevitably start talking about things unrelated to the game as the session progresses. A certain amount of this is acceptable if the game is to be fun for everyone.

However, if players chat too much, argue about irrelevant rules, or even read or watch TV while playing, they are not focused on the game at hand, which can spoil the fun for everyone.

The GM should cut off excessive chatter and keep everyone on task so the game can continue smoothly.

Session

A 'session' of *Sword World 2.5* consists of one instance of a group sitting down and playing through the GM's planned storyline. When you sit down to play a session, you, as players, agree to play your characters from the start of a scenario to the end under the guidance of the GM.

In this section, the rules and procedures for establishing and running a session are laid out clearly, with recommendations for good starting and stopping points for multi-session games. Good sessions will be easy to start and stop without breaking the suspension of disbelief needed to keep the world fresh in the players' imagination.

However, the GM should carefully read this section before planning the session. A good GM should be aware of what not to do as much as what is required, so everyone can enjoy themselves without feeling alienated.

Preparing a Session

Players need not be involved in this step unless they are creating their characters and require the GM's assistance. The GM should be able to prepare the gaming area and scenario in relative peace but shouldn't ignore player questions if they need help.

For the most part, characters should be created before the first play session begins, to give the GM an idea of the kind of PCs to plan their sessions for. If this is not possible, the player should be told about the kind of session that's planned and build their character accordingly. In this case, the GM may require the PCs to fit in with the GM's plans to some extent.

If the same characters participate in many sessions, this is what is typically called a 'campaign'. This style of play is better for longer scenarios and for groups that can meet on more than one occasion. That is not to say that the GM is required to run campaigns (see p. 378); *Sword World 2.5* also supports one-shot games (such as those at a convention) as well.

Running a Session

1. Starting the Session

The GM typically gives each player a meeting time and place for the game. After a brief introduction, the PCs should typically introduce each other, and the GM will begin to describe the current situation as the PCs see it. It is a good idea for the GM to get a little note card from each player briefly describing their character, including skills, stats, items, HP, MP, etc. This information can greatly reduce stress on the GM when running the game.

2. Introducing the Scenario

Once the players have been introduced to each other and the world around them, it is up to the GM to add a plot to the game. Simple scenes like “You are at the entrance of the ruins outside of town,” “A girl is being chased by thugs through the market,” or “You have received an invitation to work for a powerful patron” are all easy to narrate and get players into the game.

The GM should describe the scenario briefly, as it is merely a taste of things to come. You should clearly communicate the purpose of the scenario to avoid problems with meandering and dilly-dallying.

3. Advancing the Story

At the end of this chapter, an original scenario is provided for the GM to run their players through. In this situation, players will be free to speak and act as they will, with the GM listening carefully and providing ways to advance the plot.

However, if a player blatantly goes against the spirit of the scenario, the GM should politely but firmly guide and advise the player to follow the scene. Even though each player has some independence as to how their character acts, they shouldn't actively bring the level of excitement down for everyone else.

Conversely, the GM may secretly change the content of the scenario if they think that an unexpected turn of events would make it more interesting.

In either case, if the GM confidently leads the scenario, players will tend to act more dignifiedly.

4. Directing the Climax

The climax of a session should be a thrilling scene, keeping everyone involved and energized. For example, the climax of one scenario may be the final battle with a rival group in a dungeon; another might be discovering that abandoned ancient ruins still hold a platoon of security robots, and the party

goofball just accidentally set off the alarm. The GM should create a scene that is tense and exciting but not overwhelming, a fitting climax to the scenario.

A fine way to provide a sense of tension and desperation is to design a battle that the PCs can just barely win if they work together. Squeaking out a win against a deadly opponent (or opponents) by the skin of your teeth is a great way to ramp up everyone's energy. However, constantly reusing battles like this quickly grow dull, so don't overuse this idea. It also helps to throw a mock battle or miniboss to keep the players on their toes.

5. Ending the Scenario

When all is said and done with the adventure, it is time to wrap up any loose ends. Typically, there will be some objective to the scenario itself, and if this goal is met, then the GM can end the session at that point. As the GM, you can also take the time to have an ending and/or epilogue if this is the last session in a story arc.

After the session ends, the GM should provide experience points to the PCs, which the players require to advance them, allow the purchase of new equipment, and otherwise have the players maintain their PCs.

After everything is finished, it's not a bad idea for the GM to listen to any requests, suggestions, or complaints from the players. Knowing what they liked, disliked, and wanted to see more of in a game is beneficial, and a good GM should consider the players' opinions and use them to improve their game mastering. This information could easily be used to alter a scenario mid-game; able GMs can design a game around almost any idea. GMs of ongoing campaigns have a much easier time altering scenarios and details halfway through and often have tips for new and upcoming GMs whether they want to run a one-shot or campaign.

NPC (Non-Player Character)

In a broad sense, NPC is a general term for characters controlled by the GM, i.e., non-PC characters, including all supporting characters, antagonists, and monsters appearing in the game. However, the GM does not need to pay much attention to the actions of monsters who appear only in combat. It is enough to treat them as game pieces.

Other characters, such as supporting characters and important antagonists, should be used by the GM to add color to the story. In this sense, we will be referring to NPCs as “characters”. In general, this is the usage followed in this book, and the following explanations will be based on this usage.

From the old adventurer-turned-shopkeeper with a family to feed to the king offering his daughter's hand in marriage, weak monsters like goblins and wolves, and even the stalwart Barbarous boss at the end of a dungeon, all of these are NPCs.

If this were a movie, NPCs would fill both background roles and that of the main antagonists, whereas the PCs are the protagonists. While an NPC should be able to care for themselves, they should not outshine the PCs in their own game. If an NPC accompanies the PCs and overpowers any opposition with little effort, the players will get bored quickly and feel like they've lost control of their characters.

The game's protagonists should always be controlled by players, so the NPCs should have strength scaled but not equal to the PCs.

There will be those supporting NPCs who leave a lasting impression on the PCs (and players by association). An NPC that players talk about long after the game is over is typically thought of as a good NPC, as they evoked feelings from the players without overshadowing them.

NPC Data

Any NPC who accompanies and helps the PC must have data in the same way as the PC.

However, it is not necessary to create data for the receptionist at the Adventurers' Guild or the little boy who does not participate in battles. For such NPCs, it is sufficient to have a vague idea of what they can do, what they want to achieve, and what kind of personalities they have.

If you want your NPCs to have some useful abilities, it is recommended to use the rules for Fellows (see p. 193). Create an action table with the abilities of such NPCs in mind.

Portraying an NPC

When a GM is looking to create an NPC, whether in a planned encounter or something on-the-fly, it helps to have some sort of distinguishing characteristic or personality quirk the players can remember easily. Something such as “a pretty little girl, full of energy, with silver hair bangles” or “the dwarf with a pink ribbon braided into his beard” tend to impress upon players more easily than “a hyperactive young girl” or “a gruff dwarf.” People generally tend to remember things out of the ordinary, so they will be more likely to remember an NPC if the GM adds some obscure accessory or personality quirk to that character.

Skill Checks Advice

When a PC attempts a Skill, it is up to the GM to interpret the Skill Check result. If there is no appropriate skill, you may allow them to make a Check using their Adventurer Level, and an Ability that you feel fits the action attempted.

In addition, it is a good idea to refer to Deciding the Target Number, as this will assist in determining the appropriate level of challenge for the attempted Skill. A GM is also allowed to freely modify Skill Checks and Target Numbers as they see fit (for example, if a PC used a Skill Check to jury-rig a rope ladder earlier in the session, it might be easier to do it later on - unless, of course, they are under attack and need to lug a couple of heavy Runefolk as well...)

Skill Checks With Hidden Target Values

When you (as a GM) roll for an NPC's Skill Check, you must show the players the roll's result to quell any thoughts of impropriety. However, if you do not wish to have a player know if their PC successfully attempted a Skill, it is entirely within your right to keep the Target Value secret. In that case, the

player should give you their Success Value, and you will inform them of the consequences of that Action (for good or ill).

Concealed Skill Checks

For the most part, Skill Checks are requested by the GM and carried out by the PCs, with results known to all. However, sometimes asking for Checks may give away some detail or another and ruin the suspense for everyone.

For example, a PC in pursuit of a criminal are moving down a hallway. It is fair to ask for a Notice Check (see p. 106) when the PC passes through the area. However, if GM publicly requests this, it may flag that the PC is being followed or will soon be in danger. If or because the Notice Check fails, the player may break off the chase and attempt to make a Search Check. This is not a very favorable way to play the game.

If you do not wish the result of a Check to be known, it is possible to act on behalf of the PC. If the GM knows the PC's Standard Value, it is easy for the GM to make a concealed Skill Check for that PC and give them the result of that without giving away everything about the situation. To continue the example above, the GM rolls Player A's Danger Sense for him and succeeds. The GM then lets Player A know that his PC feels like he's being watched, from where and by whom.

In the case of a failed Check, there is no need to alert the PCs that anything is out of the ordinary or that you made a concealed Check for them in the first place.

Not every Skill Check needs to be hidden. Typical Skill Checks that should be concealed are ones that a PC may use passively, such as a Notice Check. However, don't overuse concealed Checks. Players want an active role in the game, and too many hidden Checks take that away and leave players feeling like they're watching instead of playing. It is recommended that you use concealed Checks only when necessary to minimize this sense of helplessness from occurring.

Exceptional Skill Checks

At times, a player may try to argue for a different use of a skill or the use of another ability when trying a Skill Check. In such cases, the GM may override the existing rules. Not to say this should be done lightly, but occasionally

narrative and plot can (and should!) take precedence over rules, especially in intense situations.



Example of an Exceptional Skill Check

Wolfe and Pete are adventuring together in the snowy mountains when they are caught in an avalanche. To escape from the oncoming mass of snow, the GM asks them to perform an Skill Check with “Ranger level + Agility modifier.” Pete tells the GM that he wants to give up trying to escape the avalanche and concentrate on struggling to make space and putting his hands around his legs to make sure he has room to breathe. The GM acknowledges this and orders an Skill Check with “Adventurer level + Dexterity modifier.” If this succeeds, GM will allow Wolfe to search for Pete in the snow.

Handling Monsters

Monsters are the most obvious obstacles that stand in the way when the PCs are trying to achieve their goals.

In TRPG combat, it is assumed that the PCs will usually win, and the GM must show their skill by making the combat exciting while at the same time losing. If the PCs are losing, the players will be bored if the battle is one-sided.

Strength and Frequency of Monster Appearances

Generally, the best climax to a scenario is a battle with a powerful enemy. Ending an adventure with a spectacular battle is a staple of many different adventure stories and is also a very effective method in TRPGs.

It is preferable to fight monsters in the middle of an adventure. The number of such battles during the adventure should usually be around three. The number will depend on the nature of the adventure and the players’ familiarity with the game. If the adventure involves a complex story or riddle to be solved, many battles can be tiring. On the other hand, if the players are new to the game, a light touch of puzzle solving and a series of simple battles can be exciting enough.

The boss in the final battle should be one or two levels higher than the average level of the PCs. It is appropriate for the boss to have a group of followers of about the same level as the PCs. In the case of a multi-section

monster (see p. 385), the number of sections should equal the boss's level. A boss with Sword Shards (see p. 361) can add final combat excitement and challenge.

For all but the final battle, it is recommended that the level and number of monsters be the same as the PCs, with one enemy one level higher (without sword shards) mixed in.

Monsters' Actions in Combat

In single combat, the GM can determine the degree to which the monsters can act tactically. In general, it is better not to let monsters with intellects of "low" or "animal" act very efficiently. Such monsters should be made to look foolish by randomly selecting targets for attack. However, if they have a monster in command, they may start to move according to the instructions and intellect of the commander.

A monster with "average" or "high" intellect will act with tactical awareness. It knows the basics of tactics, such as "attack a single point" and "attack the healer first." However, it is not uncommon for even these enemies to be arrogant and let their temporary advantage catch them off guard, causing them to cut corners. Also, no matter how intelligent they may be, they can make poor decisions based on false information.

With these considerations in mind, GMs should make monsters act in a way that the players will find acceptable and reasonable. The players do not want fools to be unnaturally tactical, nor do the players want a smart enemy to continue to act inefficiently.

Ending the Session

Scenario Results, Goals

It is up to the GM to determine if the goals of each session are met.

One of the first things done each session is setting the goal. Players should strive to meet this goal, even if it ends up being met unexpectedly. On the other hand, if there are still minor tasks left undone, the goal should be considered unfulfilled.

It is also possible for the current goal of the scenario (as it is understood) to change in the middle of a session.

While the final decision is up to the GM, please try to keep everything fun and exciting for the players.

End-Of-Session Experience Points

If the GM determines that the players have achieved the goal or goals of the current scenario, each PC receives 1,000 Experience Points. This does not include bonus experience, whether from defeating monsters, Automatic Failures, or good roleplaying, so be sure to add that extra bit in!

On the other hand, if the GM feels that the scenario's goal/goals were not met, each PC only receives 500 Experience Points. Again, this does not include any extra bonuses, so add those in.

Sword Shards and Reputation

On occasion, the GM may deploy various “boss monsters” who use the power of Sword Shards to increase their power. If the PCs manage to kill such bosses, the GM should make the Sword Shards used by the monster available. Sword Shards can also be found in treasure chests, and some high-ranking nobility may also offer them as rewards for one quest or another.

A PC may choose to sell the Sword Shards to the Adventurers' Guild local branch, receiving 200 Gamels per Shard. They may also choose to convert a Shard into Reputation, rolling a die for each Shard so converted. The result is added to each current party member's total Reputation.

If the PCs choose to sell some Shards and exchange others for Reputation, that is perfectly fine. It will help if you finish exchanging, say, Shards for Gamels before moving on to Shards for Reputation (or vice versa).

The Sword Shards may be divided into two parts: a portion may be converted into Gamels, and the remainder may be converted into Reputation. The Guild will usually pay 200 G for one, but some may be willing to give more Reputation for Sword Shards.

Estimated Total Remuneration

At the end of an adventure, the PCs should be rewarded by the NPC who commissioned their help. They may also find treasure in chests, and some of the monsters they kill may also carry money.

Below is a chart to determine the average reward for a given quest, though these values are not set in stone. If the GM determines the goals of the scenario aren't met, half the listed values is acceptable compensation.

Approximate Total Remuneration per Character (Gamels)

Adventure Level	Base Reward	Completed the Mission	Other Rewards	Sword Shards
First Adventure	700	500	200	3 - 5
1 - 3	1,300	1,000	300	4 - 6
3 - 4	2,000	1,500	500	5 - 8
4 - 5	3,000	2,500	500	6 - 9
5 - 6	4,000	3,000	1,000	7 - 11

Payment in Advance

As a rule, there is no advance payment for requests from the Adventurers' Guild.

Instead, an item is given instead of an advance payment. Most of these are 100 G worth of consumables (healing potions, awake potions, magic herbs, etc.) for each PC, plus about a week's worth of food.

This is to prevent players from going shopping and delaying the start of the scenario if they are given an advance. If the GM wishes, they may still pay the advance.

Preparing for the Next Session

Once the scenario has been completed, players should grow the PCs. A player will be more interested in future sessions through growing their PC. Continuously playing and developing a PC is part of the fun of TRPGs.

A single successful session is excellent, but don't be afraid to keep going with a whole campaign. Players want to see their characters grow and succeed, as well as resolve any unfinished plotlines. Besides, ending a session on a cliffhanger only builds excitement for the next.



Scenario

A scenario is the basis of a story, a kind of script that describes the story's main idea. When playing SW2.5, the GM can create a scenario and use it to conduct a session.

Here is a sample scenario. It is suitable both as an example of a basic scenario for SW2.5 and as a scenario to play and experience firsthand. We recommend that you play with this sample scenario when you are a GM for the first time. You will feel more comfortable GMing if you have read the scenario thoroughly.

Conversely, players should not read the contents of the scenario. This is because if the mystery or the enemy's identity is known, the enjoyment of the adventure will be greatly diminished.

When you Create your own Scenario

The sample scenario is carefully written for first-time GMs. When creating your own, it is sufficient to prepare only the minimum necessary information. You don't need to write one-to-one as in the sample scenario.



How to Read a Sample Scenario

Scenario Overview: This is a synopsis of the scenario.

Session Preparation: The level and number of PCs needed are described here.

Scenario Setting: Describes the setting of the adventure.

Main Scenario: This is the part that is actually used in the session.

The italicized portions are for the GM to read to the players. The rest of the information is for the GM, so only the GM should read it and only tell what they deem necessary.

Sample Scenario “Defeat the Barbarous”

Scenario Overview

The objective of this scenario is to locate and destroy a Barbarous stronghold that has been attacking a farming community in the grain belt. It is divided into two parts, which can be played consecutively, with character growth occurring in between.

The first half is a simple search and defeat the Barbarous scenario. The second half is an exploration and combat scenario set within a Shallow Abyss (see p. 341).

Session Preparation

This scenario is designed for 3-5 newly created PCs. The GM should adjust the number of enemies and the designated target numbers for checks if the PCs are more experienced.

Scenario Setting

The adventure begins in the city of Harves (see p. 343) in the Burlight region, situated in the southwestern part of Alframe (see p. 338).

The PCs are new adventurers and have registered with the Adventurers Guild (Dragonfire Branch) in Harves.

Main Scenario (Part One)

Introduction

The village of Dale is farming community located on the edge of the grain belt. A group of Barbarous have established a lair near this village and have begun raiding the nearby farmland.

The task of exterminating these Barbarous has been brought to the attention of the Adventurers' Guild Dragonfire. The Barbarous sighted so far have all been goblins.

It's not a difficult job - at least that's what everyone in the Guild believes. It should be an ideal mission for new recruits seeking adventure for the first time.

Scenario Flow

- 1) Introduction
- 2) To the Village of Dale
- 3) First encounter with the Barbarous
- 4) Investigating the Ruins
- 5) Confrontation with the Barbarous
- 6) Conclusion

1) Introduction

Harves is a port city, a home base for many adventurers.

You are new adventurers who have just registered with Dragonfire, the Adventurers' Guild in this city.

One morning you are approached by Leena Berkman (Human/Female/22 years old), the Guild master of the branch.

"A request has just come in from Dale, a village about half a day's walk from the city. They want us to drive off a group of Barbarous that have been sighted near there over the past week or so."

According to Leena, the Barbarous that were seen were goblins.

○ Request

- The client is Henzer Dale (Human/Male/38 years old), the headman of the village.
- The reward on offer is 500 gamel per person for the successful completion of the mission (nothing otherwise).
- The objective is to destroy the Barbarous lair in the vicinity of Dale.
- The time limit is 7 days from arrival at Dale. After that, the mission will be deemed to have failed.
- Meals and lodging will be provided by the villagers.
- Each PC will receive a healing potion (see p. 294) and a week's rations.
- If a more serious or unexpected situation arises that can still be resolved by the PCs, an additional reward will be payable.

○ Situation

- The village of Dale is a half-day walk from Harves (PCs will be given a map of how to get to the village. Should they leave now, they can arrive by evening).
- Dale is a small village with a population of about 100 (20 households). The inhabitants are mainly farmers, and they are ill-equipped to fight against goblins.

- About 10 Barbarous in total have been sighted. They seem to live in the nearby forest.
- So far (the request was received yesterday), only crops have been destroyed, but there is no telling when the village itself may be attacked.

The PCs can try a **Monster Knowledge** check (see p. 106) to learn more about goblins (see p. 395). Should they all fail the check, Leena will provide information about these Barbarous. Please note that PCs cannot negotiate higher compensation. There are no other missions available that are suitable for the PCs.

2) To the Village of Dale

Leaving the city of Harves, you head for the village of Dale. On the way, you pass through spreading, peaceful countryside.

However, as the sun begins to set and the village of Dale finally comes into view over the hills, you notice something unusual.

A thin column of black smoke is rising from the village!

The journey to Dale is uneventful. However, in the village of Dale, there has been a worrying incident. Around daybreak, the village was attacked by a band of Barbarous.

Fortunately, the attack was a small scale affair, and there were no Human casualties. A livestock barn was attacked and destroyed by fire during the attack. The pall of smoke rising over the village is the result of a concerted effort to extinguish the blaze.

When the PCs rush into the village, they are immediately taken to the home of the village headman. He welcomes the PCs and is glad they have finally arrived to aid the villagers.

○ The Story of the Village Head

The village headman looks tired and careworn.

He says, "Welcome my friends! I should have summoned help from the Guild much earlier..."

As he speaks, you notice that his clothes and face are stained with soot and grime, indicating that he and the entire village probably worked together to extinguish the fire.

"The Barbarous attacked near dawn. This time they were likely just raiding for food, and we suffered no casualties, but that won't be the case if they strike again..."

The village headman's story can be summarized as follows.

- There were 5 to 6 attackers, mainly goblins; besides those, there were also Hoodlings (Dagger Hoodlings (see p. 395)).
- A boy in the village, Al (11 years old), has often claimed that he saw a Barbarous in the woods. Each time, the village hunter or hired adventurers investigated however, they came up empty.
- About a week ago, Al reported that he had found a Barbarous nest. Al told the village headman to hire adventurers, but when the headman accused him of crying wolf again, Al stormed off, saying that he would fight Barbarous on his own. He took off three days ago and has not been seen since.
- Zenan the Hunter, who went out to search for Al, saw a small group of Barbarous two days ago. The village headman immediately sent a request to the Guild for adventurers to come and defeat them.
- Al had said that the Barbarous were building a stronghold in the ruins of a castle in the woods.
- Zenan has confirmed that he observed some Barbarous loitering near a ruin in the woods.
- The headman wants the PCs to locate and destroy the Barbarous to ensure the village's safety. He also wants PCs to find Al if he is still alive (he says he is in a gloomy mood). Al has blond hair and blue eyes.

✳️Timeline

1 week ago: Al discovered the Barbarous stronghold.

3 days ago: Al went off on his own to exterminate the Barbarous.

2 days ago: Zenan the Hunter spotted a small group of Barbarous whilst searching for Al.

1 day ago: A request was sent to the Adventurers' Guild for aid. Early the following morning, the Barbarous attacked the village.

○Hunter (Zenan/Human/Male/28 years old)

- Al's parents were killed by Barbarous when he was 8 years old, and the hunter took him in. Since then, he has often caused consternation by shouting, "*The Barbarous are here!*". After several such "jokes," no one in the village believed him anymore.
- Al was an apprentice hunter, so he is familiar with the forest.
- The ruin in the forest is apparently a Magitech Civilization Period facility, but they have been fully explored, and nothing of value remains.

- Zenan can guide PCs to the vicinity of the ruin. However, he will not fight the Barbarous (he can hunt animals, but not the Barbarous).

3) First encounter with the Barbarous

If The PCs can leave at any time to find and fight the Barbarous.

Zenan the Hunter will guide PCs into the forest. From there, the PCs can perform a Track check (see p. 106) with a Target Number 8 to locate the Barbarous. If successful, they will find a Barbarous patrol.

○ Barbarous Patrol

Making your way through the forest, you find the tracks of a group of Barbarous who are patrolling the area. You will need to track them and defeat them if you want to go on.

If the Track check is successful, the enemy patrol will be unaware of PCs. When launching an attack, the players gain a +2 bonus to the Initiative check (see p. 104). If the Track check fails, the Barbarous patrol spots the PCs first and immediate combat ensues.

• Combat

Frontline: (Number of PCs - 2) x Goblins (see p. 395)

Frontline: (Number of PCs - 2) x Dagger Hoodling (see p. 395)

The goblins may surrender, but the Dagger Hoodlings will fight to the death. If the goblins escape, they will return to their lair to tell the leader about the PCs, alerting him to the threat.

4) Ruins Inhabited by Barbarous

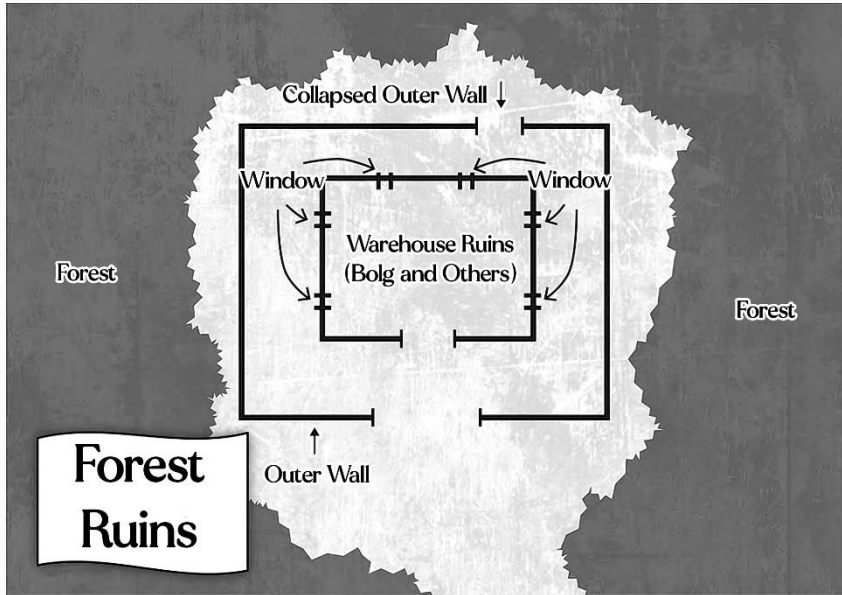
Following the tracks of the Barbarous patrol, you delve deeper into the forest and find the ruins of a facility, just as you had been informed. It appears to be some kind of warehouse built during the Magitech Civilization Period. Surrounded by a high wall, the main entrance, with its gate broken down, reveals a square with a derelict building inside.

Judging by the raucous Barbarous voices, the creatures are enjoying a feast - an ideal opportunity for you to attack!

The ruins are, as the information indicates, inhabited by Barbarous.

There are no guards posted because patrols have been sent out. If PCs enter from the front, the result will be a straight battle. However, should they

go around the outer wall, they will find that the wall on the other side has collapsed. From there, they can enter the facility without being noticed by the Barbarous.



○ Go Around to the Other Side of the Ruins

The outer wall opposite the main entrance has collapsed, and PCs can easily enter the premises unobserved. If they do this, they can peek inside the warehouse.

If a Hide check (see p. 104) with a Target Number of 7 succeeds, the number and type of enemies the PCs face can be determined by looking inside through a shattered window. If PCs start the battle from this position, they get a +2 bonus to the Initiative check.

If the Hide check fails, the Barbarous will spot them, jump out and immediately engage in combat.

5) Confrontation with the Barbarous

There are Barbarous inside the deserted warehouse of the Magitech Civilization. Perhaps they were holding a banquet because of the loot taken from the village, and the bones of stolen goats can be seen scattered everywhere. Two goats are still alive in one corner of the building.

There is no room for bargaining with the Barbarous here. Battle is inevitable!

- **Combat**

Frontline: 1 x Bolg (see p. 395)

Frontline: (Number of PCs - 2) x Goblins (see p. 395)

Rearguard: 1 x Gremlin (see p. 395)

✂Bolg is reinforced with (number of PCs) x sword shards (see p. 361).

If the Barbarous are defeated, in addition to the loot they obtain, the PCs also get two unharmed goats and 1,200 gamel worth of silver. They find the carcasses of several other goats, but the boy Al is nowhere to be found.

Searching the place, the PCs discover a note, written in Barbaric (see p. 75), that reads: ***“We are close to capturing the base. The boy is stubborn. Running out of food. Take from the village.”***

Defeating the Barbarous in these ruins accomplishes the objective of the first part of the scenario.

6) Conclusion

The headman and the villagers will be delighted when PCs return to Dale after defeating all the Barbarous they found in the ruins. The contents of the note however (the headman can read Barbaric), will give rise to an irrepressible sense of foreboding.

○The Wish of the Village Headman

Upon learning of the note, the headman asks the PCs to continue the search for the Barbarous stronghold in the forest. If they accept, he will send a messenger to the Adventurers' Guild in Harves to make this an official request.

Continue to the second half of the scenario, after performing PC Growth (see p. 188).

The PCs of course may decline the request and that will end the session.

Experience Points and Rewards

Regardless of whether they continue the mission or not, the PCs receive “1,000 experience points + XP for the monsters they killed + XP for any double 1s thrown on checks”.

Upon returning to Harves, if PCs report to the Adventurers' Guild, they will be rewarded as promised. If they give up the sword shards they recovered, they will also receive appropriate additional rewards.

Main Scenario (Part Two)

Scenario Flow

- 1) At the Village of Dale
- 2) To the Castle Ruins
- 3) The Shallow Abyss
- 4) Escaping the Shallow Abyss
- 5) Conclusion

1) At the Village of Dale

After reading the Barbarous' note, the headman of Dale fears that his village is in imminent danger and asks the adventurers to continue their search for the Barbarous stronghold and bring about its destruction. Unexpectedly, their mission seems to have turned into a major case.

The headman promises that the PCs will each be paid 1,000 gamel by the Adventurers' Guild as an additional reward.

Medicine and ammunition will be provided free of charge from the village stockpile up to the value of 100 gamel for each PC (after that, further supplies can be purchased at a fixed price). If the PCs do not have the money, it can be deducted from the reward from the first part of the adventure.

○ Testimony of the Village Head's Daughter

Perhaps trusting the PCs who received the new mission, Tina (Human/Female/9 years old), the village headman's daughter, takes the PCs to one side, and with a sly smile, says, *"I would like to talk to you about Al."* The conversation goes as follows.

- About a week ago, Al and Tina were picking medicinal herbs in the forest when they saw an aurora in the sky, illuminating the depths of the forest.
- Al said, *"It's near the castle ruins,"* and went deeper into the woods. When he returned, he said, *"I saw a Shallow Abyss. There were Barbarous all around it."* When this was repeated to the villagers, the adults refused to believe him.
- Al went off on his own to fight the Barbarous, saying, *"If I go missing, even if I don't win, they will have to hire adventurers."* Tina pleads with the party to help Al.

If the PCs pass an Insight check (see p. 106) with a Target Number of 8, they will recall details about Shallow Abysses (see p. 341). If not, Tina will

briefly explain what she learned from Al. The headman and the other villagers know nothing about them.

2) To the Castle Ruins

Zenan the Hunter tells PCs that the castle's ruins are in the woods further north of the warehouse ruins. However, he says that the castle was destroyed long ago, and only the foundations remain.

However, he will provide PCs with a sketch map of the castle ruins. If they go to the ruined warehouse and use the map, they can reach the castle ruins in about half a day.

The ruins of the castle resemble a stone square in the woods.

The walls and pillars had been destroyed and have decayed to rubble, with only the cobblestone floor barely visible. In the center of the ruins, there is a black, hemispherical dome-like structure, like a hole in space. This is the entrance to the Shallow Abyss.

The Shallow Abyss is about 3 meters in diameter, indicating that it is still small in scale. If the PCs succeed in a Track check (see p. 106) with a Target Number of 9, they will notice that numerous Barbarous footprints come and go around the Shallow Abyss. Among them are the footprints of a child heading into Shallow Abyss, but not re-emerging.

The Shallow Abyss is too dangerous to leave unattended. The PCs must go inside and destroy its core, the so-called Abyss Core.

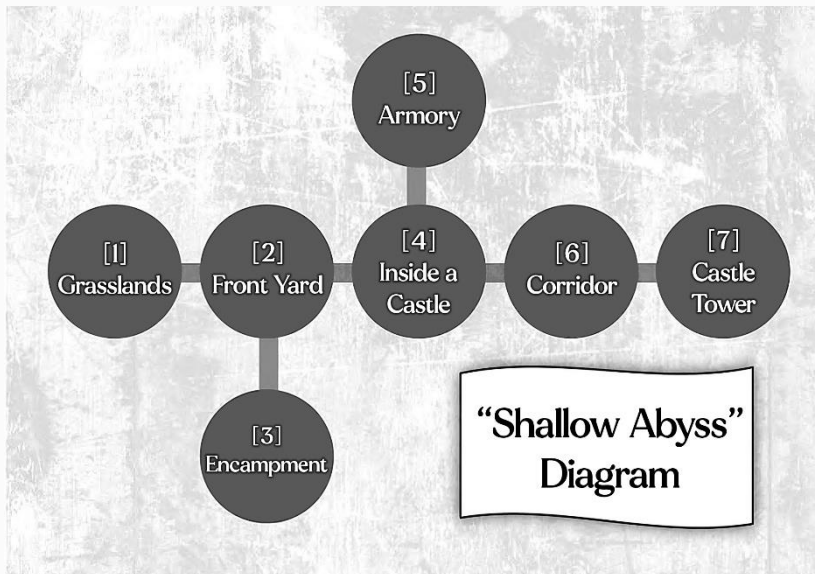
If the PCs have Daemon's Blood Plate (see p. 304), it can be used here. The threat level for this Shallow Abyss is 4.

3) The Shallow Abyss

The inside of the Shallow Abyss is a simple labyrinth-like structure.

The GM should refer to the diagram on the next page and tell players their options for proceeding.

The PCs begin in the [1] Grasslands area. They must destroy the Abyss Core to escape. The PCs can also move to any destination within the Shallow Abyss that is connected by a line in the diagram



[1] Grasslands

As you step into the black sphere, your sense of equilibrium is shaken, and your vision distorts. After a few moments, your feet find solid ground. A grassy field spread out before you. A small castle stands on a hill, and to its right is a small encampment protected by a wooden palisade. There is a battle raging in the camp, and you can hear shouts and the sound of metal clanging against metal.

So, this is what the inside of this Shallow Abyss looks like...

The grassland is the starting point. No events will occur here.

[2] Front Yard

The yard in front of the castle walls is in a dismal state of disrepair, probably due to the ongoing fighting. As soon as you step into the forecourt, the gates open, and a small force of Barbarous appears. Unaware of you, they run at full speed toward the besieged encampment.

The Barbarous horde consists of 1 x Bolg, 2 x Hugn, and 3 x Dagger Hoodling, and unless the PCs block their way, they head straight for the [3] Encampment.

[3] Encampment

A small encampment, protected by a wooden palisade, is now the site of fighting with Barbarous troops. Part of the palisade has been destroyed, and only five or six soldiers are defending the position. Moreover, the man in command is a blonde-haired boy wearing armor.

More than 10 Barbarous are attacking, and the encampment seems to be in danger of being overrun. However, if the adventurers join forces with the defenders, the situation might be reversed.

Al and his illusionary warriors are defending the encampment. The illusionary warriors are the embodiment of Al's thoughts, brought into being through the influence of the Abyss Core. They have no concrete existence.

If left unchecked, the Barbarous will soon defeat the illusionary warriors and kill Al. Then this Shallow Abyss will become wholly under their control. If the PCs join the battle and win, they can save Al. If not, the illusionary warriors will be annihilated, and Al will surely be killed.

If the PCs join the fight, they will be battling the following enemies:

- **Combat**

Frontline: (Number of PCs - 1) x Hugi (see p. 395).

Rearguard: (Number of PCs - 2) x Arrow Hoodling (see p. 395).

○ **If the Battle is Won (Al says)**

"You came to save my life, and I thank to you, I'm alive due to you."

When Al discovered that a Shallow Abyss had appeared and that the Barbarous were abroad, he raced in here by himself, united the wandering illusionary warriors, and established a camp (born of Al's thoughts). However, Al alone was not strong enough to destroy all the Barbarous, and defeat was inevitable.

Al tells The PCs that the Abyss Core is in the castle tower, where powerful Barbarous guard it. He offers to help the PCs, and if they accept his aid, Al will summon the illusionary warriors to fight the Barbarous in [4] Inside the castle.

[4] Inside a Castle

The castle appears to be deserted, and you do not encounter any enemies or traps to hinder your progress. After a while, heading towards the keep, you reach the castle courtyard. In front of the castle there seems to be a corridor leading to the keep, and there are countless signs of Barbarous in the area. To the left, a building appears to be a former armory.

The PCs have the choice of moving straight ahead or going to the armory. The corridor is filled with Barbarous. If the PCs helped AI in the [3] Encampment, the illusionary warriors led by him will take care of these Barbarous, and PCs can pass through without a fight.

○ Heading to the Armory

The door to the armory is locked; if PCs successfully complete a Disable Device check (see p. 102) with a Target Number of 10, they can unlock the door and go to the [5] Armory.

[5] Armory

Hanging here are 4 x Zerlay magitech soldiers (see p. 423). There is no sign of movement from them now; whether they are broken or merely sleeping, is not clear. Only one can be activated at a time. If PCs try to attack one, it will move to protect itself. A working magitech soldier will also start moving if the PCs press the button on the suspension devices (the button says “Activation Switch - 1. Barbarous. 2. Intruders” in magitech). Each magitech warrior has its own control panel. Once activated, the Zerlay will act independently and attack whoever is inside the armory. If both Barbarous and Humanoids are present, it will attack the Barbarous first.

○ What PCs get at the Armory

If a Search check (Ranger not allowed) (see p. 106) with a Target Number of 8 is successful, 1 x Jezail (see p. 284), 24 bullets, and 3 mako stones (MP 5 points each) (see p. 295) are found.

[6] Corridor

The corridor is the only way to access the tower. Countless Barbarous are waiting for you.

If PCs succeed in a Hide check (see p. 104) with a Target Number of 9, they can sneak up on the Barbarous and see how many and what kind of enemies they face.

There are 2 x Bolgs and 6 Goblins.

If AI and his illusionary warriors are present, the PCs can move on and leave the fighting to them. If the PCs lead the Barbarous into the armory where the Zerlay are, and then press the activation buttons, this will pin the Barbarous

down in the armory, allowing the PCs to move on towards the tower as their enemies fight the Zerlay soldiers.

[7] Castle Tower

After passing through a corridor and running up a flight of stairs, you reach a tower overlooking the castle below. Here a jet-black crystalline body resembling the shape of a sword floats in the air - the Abyss Core itself. The leader of the Barbarous also awaits you.

The Barbarous leader, a Bolg Highlander, and his men are waiting for PCs in the tower. There is no possibility of negotiation. Combat must ensue!

• Combat

Frontline: 1 x Bolg Highlander (see p. 395)

Frontline: (Number of PCs - 2) x Saber Hoodling (see p. 395)

Rearguard: 1 x Hugl Caster (see p. 395)

✘Bolg Highlander is reinforced with (number of PCs) x sword shards (see p. 361).

If the PCs win this final battle, the Abyss Core can be destroyed.

Destroying it will result in them acquiring of an Abyss Shard.

There are also 4 Gems in the room worth 500 gamels.

After the destruction of the Abyss Core, the Shallow Abyss will begin to disintegrate, and it will disappear into a dimensional chasm in about an hour. The PCs must escape before then.

Al's Rescue

If PCs rescued Al in [3] Encampment, he is still alive. They can save him by escaping together.

If they did not rescue Al, or if they did not go to the [3] Encampment, Al is dead. After the Bolg Highlander is defeated, the Barbarous will flee and the PCs can recover Al's corpse.

4) Escape from Shallow

As you pass through the exit, your vision begins to distort. Soon, everything that makes up your surroundings swirls and blends together, turning dark and disappearing. You find yourself standing amid the ruins of a castle.

When PCs escape from the Shallow Abyss, the black sphere that was the entrance has disappeared. If Al is accompanying them, he is safe. If he is still alive but not with the PCs, he will escape on his own. If he is dead and PCs did recover his body, Al disappears somewhere with the Shallow Abyss.

5) Conclusion

The mission will be completed once the PCs safely escape the Shallow Abyss and return to Dale. The village headman thanks the PCs for their work. If Al is safe, he will also acknowledge that Al was right all along and apologize to him as well. If he died in the Shallow Abyss, the villagers will be saddened, but the PCs will be thanked for bringing back his body and will not be blamed.

Experience Points and Rewards

After successfully completing the adventure, the PCs get “1,000 experience points + XP for the monsters they killed + XP for any double 1s”.

Upon their return to Harves, they will be paid an initial reward when they report to the Adventurers' Guild. In addition to the 500 gamel reward for their first adventure, they will receive 1,000 gamel, as promised by the village headman. If they give up any sword shards, they will also receive additional rewards.



Campaign

Playing consecutive scenarios using the same PCs is called a campaign.

By playing through various scenarios, the PCs grow and can take on more challenging adventures, and the GM can also delve deeper into the story and expand the world.

If you want to play a continuation of the sample scenario, the GM can create their own follow-up scenarios. The replay, “The Dreaming Hero of the City of Water,” which is being released at the same time as this book, can be used as a reference, and the “Land of Adventure Granzale,” which will be released in August 2018, contains several scenarios that are ideal for continuing to play with this scenario as a first adventure.

Monsters

The world of *Sword World 2.5* is filled with different monsters that stand in the way of the PCs. They are the most direct and frequent obstacles to adventure. Monsters of the right strength and number can create a sense of danger for the players and add tension to the adventure. Overcoming a monster will give the player a sense of accomplishment that will make the game a lot of fun.

GMs should use the following instructions to properly operate monsters and their data.

Monster Classification

Monster Classification Definition

Monsters are classified into several groups, and each group has common characteristics. Monster data are sorted by their classification and level (see p. 395).

Barbarous

This is a generic name for races belonging to the Second Sword of Genesis, Ignis. They are powered by soulscars, and their value is shown in the monster data.

Most have the same bipedal, two-handed skeleton as Humans, but some have more limbs, and wings on their backs, and they vary in size. There are a few exceptions, but most have an appearance that would be described by Humanoids as hideous, bizarre, or deformed. Intellectual levels vary widely, from infantile to more advanced than Humanoids.

Animal

Except for Humanoids, Barbarous, and mythical beasts (see below), all other walking living creatures are called “animals.” This category includes everything from birds and beasts to insects. Raxia consists of some huge species not found on our planet today and some with unusual ecologies. In general, their intelligence is similar to that of the animals of today's Earth.

Plants

Raxian plant life, in general, is different from that of Earth. Still, many dangerous species deserve to be called monsters, such as migratory plants and plants that predate Humanoids and animals. Most of them act only by instinct or reflex.

Undead

Undead were once dead creatures that were animated by magic and now restlessly walk the earth. Fundamentally, they are monsters weighed down with innumerable soulscars. They vary in intellectual level, but most act out of a delusional hatred of the living.

Undead has the following capabilities in common.

Poison Immunity, Disease Immunity, Psychic Type (Weak) Immunity

The Undead are immune to any poison or disease-type effects or damage. They are also immune to psychic-type (weak) effects.

Constructs and Magitech

This group of creatures created by magic technology behaves like living creatures. Constructs are created by the technology of the Ancient Magic Civilization era, and the magitechs are created by the technology of the Magitech Civilization era. Most of them do not have their own will but act according to the orders of their creators.

Constructs come in a wide range of materials and variations, from Human- and animal-like beings to slime-like creatures. Magitechs, on the other hand, are predominantly mechanical in appearance. However, some varieties go beyond that.

Both constructs and magitechs share the following abilities

Poison Immunity, Disease Immunity, Psychic Immunity

Constructs and magitechs are immune to poison or disease effects or damage. They are also immune to psychic effects.

Can be Detected

The constructs and magitechs can be detected by the [Sense Magic] spell and similar effects.

Mythical Beasts

These are creatures that are found only in mythology and folklore on the present Earth. Some of these creatures have skeletal features that differ significantly from those of real beasts, such as having both four legs and wings simultaneously.

In the world of Raxia, the most significant difference between animals and mythical beasts is that they have some degree of intelligence, some of them even more so than Humans.

Daemons

Daemons come from another world and have a very different rationale. Their intellectual level ranges from animal to more than Human, and they act according to their own unique values, which can only be described as evil and twisted and always to the detriment of Humanoids.

Humanoids

This is a collective name for races belonging to the forces of the First Sword of Genesis, Lumiere, including Humans. Unfortunately, there are also evil Humanoids who commit atrocities and heinous deeds.

Monster's Number of Soulscars

A monster may carry soulscars. The number of soulscars can range from 0 to 5.

Barbarous

Barbarous have from 1 up to 4 soulscars, and those listed as below 3 may have a greater number of soulscars in some rare cases, depending on the individual. Nevertheless, the maximum value is 4 and should not be higher (or they will become Undead).

Humanoids

Most Humanoids have no soulscars. Rarely, an individual may have from 1 to 4 because they have undergone resurrection or for other reasons. When soulscars are received, it is not unusual for strange external features to emerge.

Animals, Plants, Mythical Beasts

Most of them have no soulscars. Some very rare abnormal individuals might have 1 to 4 soulscars.

Undead

All undead have 5 soulscars without exception.

Constructs, Magitech, Daemons

They have 0 soulscars without exceptions.

How to use Monsters

When using monsters during a session, please note the following points.

Monster Knowledge check

If a **Monster Knowledge Check** is successful, the PC's player may read the data for the relevant monster, even if the GM has created a so-called original monster that is not in the rulebook. The GM must provide the monster's data. If there are any enhancements (see p. 384) due to **Sword Shards**, the GM must also disclose any changes due to such enhancements.

When the Monster Knowledge Check is Made

A **Monster Knowledge Check** is made immediately if needed during a session. If a monster is encountered in combat for which PCs have no information or have never seen before, it is rolled at the start of combat.

If there is insufficient information during the session (rumors about the monsters, witness testimony), the **Monster Knowledge Check** may be performed with a penalty. In such cases, the **Success Value** and penalty correction are noted down. Where the Check can be performed without penalty, such as during an actual encounter with the monster by the PCs, the **Success Value** is corrected on the spot (no new **Monster Knowledge Check** is performed).

Player Knowledge about Monsters

If a Monster Knowledge Check fails, the player can still use their own remembered knowledge about a monster. However, only memory can be used (any misunderstandings are their responsibility).

Monster's Weak Points

When a character who has acquired the Sage class makes a Monster Knowledge Check, if the success value is equal to or greater than the Weakness Value in the monster data, the character has correctly identified the Weak Point, and this can be applied to the monster.

Although double 6s seem to treat the detection of this Weak Point as an automatic success, it is, in fact, not possible for a character not possessing the Sage class to know Weak Points.



GM Guide: After a Successful Monster Knowledge Check

If the PC has already completed a Monster Knowledge Check for a monster in previous games, they are free to check its stats in-game without needing a further Check. The GM should track which monsters the PCs have successfully completed a Monster Knowledge Check for themselves or ask the players to make notes.

Discovered Weak Points are valid for one session only. The result of the first Monster Knowledge Check made can be applied until the end of the session. The Weak Point must be detected again in another session.

Standard Values and Fixed Values of Monsters

Among the monster data, Accuracy, Evasion, Fortitude, Willpower, and some unique skills have a Fixed Value and a Standard Value listed (e.g., Fortitude: 3(10)).

The left number is the Standard Value, and the number in parentheses () is the Fixed Value, which is the success value obtained by adding 7 to the Standard Value.

It is up to the GM to decide whether to roll the dice or use the Fixed Value. Fixed Values are suitable for battles that you want to resolve quickly and easily. You may use Fixed Values for unimportant battles and small foes and roll dice for important battles and powerful monsters. However, avoid changing which one to use for the same monster during the same combat.

If Fixed Values are used, automatic successes and automatic failures cannot occur. For Standard Values, they can.

Death Checks of Monsters

Monsters and hostile NPCs are treated as dead immediately after their HP falls to 0 or below.

If the GM decides it would be more interesting to have them possibly survive, they can make a Death Check (see p. 110) for a monster with Fortitude as the Standard Value.

Bonus Experience Points When Defeating Monsters

Players who defeat a monster during a session will receive bonus experience points at the end of the session.

The number of experience points earned per person is “the sum of the monster levels of the defeated monsters x 10”.

For example, if four 1st Level monsters and one 3rd Level monster were defeated during a session, each PC would receive a bonus of 70 EXP $(([1 \times 4] + [3 \times 1]) \times 10)$.

In addition, it is not a bad idea to award bonus Experience Points if the players manage to negotiate their way out of a combat situation. Not every conflict needs to come to blows, and having a positive reward of Experience Points will foster this in the players' minds.

Enhancement Using Sword Shards

If you wish to have a monster appear during a session, be that session's “boss monster,” don't fret. There are ways to change monsters so they can appear as both normal enemies and serious opponents.

- +5 Maximum HP for each Sword Shard held
- +1 Maximum MP for each Sword Shard held

In addition, the Fortitude and Willpower Checks will have the following bonus modifications.

Fixes to Resistance Bonuses with Sword Shards

Number of Sword Shards	Bonus
1 - 5	+1
6 - 10	+2
11 - 15	+3
16+	+4

If a monster enhanced with a Sword Shard is defeated, the PC gains the number of Sword Shards that the monster was enhanced with as “Always” loot (see p. 388).

Defeating a monster that has been enhanced with Sword Shards does not increase the bonus experience points (see the previous page) earned.

Monsters with Multiple Sections

Some monsters have multiple sections. The following is a summary of the rules for characters with multiple sections.

Same Location and Movement

A character with multiple sections is treated as if all its sections are always in the same position. In Simplified Combat, all sections are always in one area.

They can move only once per turn, and all sections move simultaneously. A character with multiple sections can take Actions with each section (see next section), but the move must be performed before the first section gets to perform a Major Action, in which case all sections move at once.

Generally, all sections are restricted by the type of movement chosen.

Turns and Actions Order

When a character with multiple sections takes a turn, it must complete Actions for all sections in its turn. It is not allowed to take an Action with one section and then return to complete Actions with the remaining sections later in the same round.

Each section can perform the same Actions as a single character. In other words, in principle, each section has one Major Action and an unlimited number of Minor Actions, each of which can be completed one at a time.

The sections can act in any order on the monster’s turn each round.

One Character \cong One Section, Number of Character \cong Number of Sections

As a rule, a character with multiple sections is considered as if it were a normal character. In all cases, such as the number of people in initial placement (see p. 121), the need to leave the skirmish (see p. 139), and the number of targets a spell can affect (see p. 161), one section is counted as one character.

PCs need to specify which section they attack or use effects with one character as a target.

“Target: 1 Character” “Target: 1 Entire Character” “Target: 1 Character X”

When these descriptors appear as Targets for magic or effects, they are handled as follows.

1 Character: Same as 1 Section = 1 Character above. One section is selected as the target, and the effect is applied only to that section.

1 Entire Character: This is an exception from previous statements. All sections become the target of the effect. MP cost will not be increased because of the number of sections.

1 Character X: All sections become the target of the effect, but the MP cost is automatically multiplied by the number of sections. In this case, it is not necessary to learn the Combat Feat [Metamagic/Targets]. When this kind of magic is used against multiple characters, including those with multiple sections, it is necessary to declare [Metamagic/Targets] or [Universal Metamagic] to affect all of them, and the MP cost will be multiplied by the total number of sections.

Same Resistance

If multiple sections are targeted for effect at the same time, if necessary, only one Fortitude and Willpower Check should be made, and the same Success Value should be applied to all sections.

Sections with 0 HP

When a section reaches 0 HP, it becomes inactive and loses any abilities and functions it has. If a Death Check is successfully made, the section's inability to function is only temporary, and the [Awaken] spell can restore its HP to 1, making it active again.

If the Death Check fails, the section will be “disabled” and cannot be restored by the [Awaken] spell or similar effects.

The number of sections a character has does not decrease when one or more sections are disabled.

Main Section

Monsters with multiple sections can have **Main Section**. If the **HP** of the main section falls to 0 or below, the entire monster is knocked out, and if it fails a **Death Check**, it dies.

Sometimes monsters can have multiple **Main Sections**. In such a case, use the following rules.

- **If more than one is noted in the data:** If the **HP** of any one of the listed **Main Sections** reaches 0 or below, the monster will be knocked out.
- **When (All) is notated:** Only when the **HPs** of all specified **Main Sections** reach 0 or below will the monster be knocked out.
- **When (None) is noted instead of the section's name:** Monster will be active until all its sections have 0 or less **HP**.

Enhanced with Sword Shards

When a monster with multiple sections is enhanced with **Sword Shards**, the **GM** may allocate any number of **HP** and **MP** points to any section. This allocation can be unique for each monster.

Bonus modifiers to **Fortitude** and **Willpower Checks** always apply, regardless of section, counting the total number of **Sword Shards** as applying to all sections.

Experience Points and Loot

When a monster with multiple sections is defeated, the number of experience points obtained is calculated by multiplying the **Monster Level** by the **Number of Sections**.

Loot can also be determined by rolling on the **Loot Determination Table** for each section, but each determination requires 10 minutes. If players make at least one **Loot Determination**, they will get any “**Always**” loot, but no matter how many sections there are, they will only get this once.

How to Read Monster Data

① 7 Drake (Dragon Form) ②

③ **Intelligence:** High ④ **Perception:** Five senses (Darkvision) ⑤ **Disposition:** Hostile ⑥ **Soulscars:** 4
 ⑦ **Language:** Trade common, Barbaric, Drakish, Arcana ⑧ **Habitat:** Various
 ⑨ **Exp/Weak:** 12/18 ⑩ **Weak Point:** Magic damage +2 points
 ⑪ **Initiative:** 18 ⑫ **Movement Speed:** 20/40 (Flying) ⑬ **Fortitude:** 10 (17) ⑭ **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
⑮ Bite (Body)	9(16)	2d+12	9(16)	7	62	46
Wing (Wing)	11(18)	2d+9	7(14)	4	38	16
Wing (Wing)	11(18)	2d+9	7(14)	4	38	16

Sections: 3 (Body / Wing x ⑯) **Main Section:** Body ⑰

⑱ Unique Skills

● Body

▶ **Spiritualism Magic 5 Level / Magic Power 8 (15)**

▶ **Light Breath/8 (15)/Fortitude/Half**

With "Range/Area: 2 (50m)/Shot", it spits out a chunk of energy at "Target: 1 Character", dealing "2d+10" energy magic damage.

This unique skill cannot be used in consecutive turns.

▶▶△ **Instant Humanification**

It instantly transforms into Human form. For data on the Human form, refer to Drake (Human Form).

If the Body section has suffered HP or MP damage or has been affected by magic or other effects, these are carried over to the Human form. If its HP is less than 0, it is immediately stunned.

[▶▶△Instant Humanification] cannot be used for 1 hour immediately after using [▶ Dragonification].

● Wing

○ Flight

All section receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If one of the wings falls to 0 HP or lower, this unique skill cannot be used.

⑲ Loot

2 - 6	Sword Shard (200G/-)	11	Sword Shard (200G/-) x 3
7 - 10	Sword Shard (200G/-) x 2	12+	Decayed Magic Sword (4,000G/Gold Black White S)

⑳ Drake will change into dragon form if in danger. They always carry a magical sword, that allows them to transform. The Drake, while it is transformed, takes on a silvery-white sheen of razor-edged scales. Its physique becomes sleek and streamlined, and its wings become as sharp as a sword.

In addition, despite their huge size, they retain high agility and are quick to attack.

① Monster Level

This is the level of the monster. If the monster's level is the same as the character's adventurer level, the monster generally has the same or slightly inferior power. 2 levels higher, and the monster becomes a formidable opponent.

② Name

The monster's name.

③ Intellect

None: Unable to think logically, behaving only through instinct.

Animal: Has instincts like an animal. Attacks and defends out of instinct and will run away during a critical situation.

Low: Almost completely behaves out of instinct, thinks selfishly for profit, and in many cases, can speak some language.

Average: Humans and other races typically have this intelligence level. They use money-making tactics and negotiate until an agreement can be made.

High: Has a higher intellect than most Humans. It is hard to deceive them.

Servant: Obeys each command given. Acts somewhat independently but cannot be expected to be flexible.

④ Perception

Five Senses: General sight, hearing, and touch, and can grasp the general environment. Sight, Hearing, and Touch are the senses with the most emphasis. Having abilities like Darkvision is like sight during the daytime.

Magic: Can recognize the activity of Mana in an environment. Light and illusions cannot delude someone with this type of perception.

Mechanical: Sensors and cameras scan the perimeter of their location. Light and illusions do not deceive them.

⑤ Disposition

Friendly: Basically, they will try to communicate first. Unless there is a specific reason to do so, they do not resort to violent means out of the blue.

Neutral: Their disposition toward the PCs may change due to the party's attitude, becoming either friendly or hostile.

Hostile: They wish only to harm the party and act on this intent. Unless there is a specific purpose, they do not try to communicate with the party and often attack out of the blue.

Hungry: A monster may feel hungry for the party's loot and food and will battle without thinking. If they are sated, they do not take advantage of the party and try to ignore them.

Instructed: The instruction received determines the monster's reaction toward the PCs. If the instruction was to hinder the PC's progress, the monster is hostile. Otherwise, the PCs tend to be ignored.

⑥ Soulscars

This entry exists only for Barbarous monsters and describes the number of soulscars with an integer value from 1 to 4. It is obvious that non-Barbarous creatures have 0 soulscars (non-undead) or 5 (Undead). See page 381 for more details.

⑦ Language

Indicates which language a monster uses. Some monsters even know several languages. A monster labeled as having None cannot speak.

⑧ Habitat

Indicates the location where the monster is primarily found (but some can also appear outside of the normal habitat).

⑨ Reputation/Weakness

This is the target number for the Monster Knowledge Check (see p. 106) to find out what the monster is and to find its Weak Point.

⑩ Weak Point

The weakness of the monster. Suppose any character's Monster Knowledge Check using the Sage class is equal to or greater than the Weakness Value (listed above). In that case, that character and any of their allies know of and can exploit this weakness.

Accuracy +1: Whenever a melee or ranged attack is made against the monster, a +1 bonus is added to all Accuracy Checks.

YY Damage +X points: Additional damage is added when a specified type of damage is dealt.

⑪ Initiative

The maximum of the PCs' Success Value is compared with the maximum of the monster's Initiative value. If the PCs' side has the same or higher success value, they are the first to attack.

An initiative Check is an Exceptional Check in which double 6s do not result in automatic success. Please be careful.

⑫ Movement Speed

It describes how fast a monster can move. Think of it as the number of meters it can move in 10 seconds (1 round).

If two numbers are written, separated by a slash (/), then the first is ground movement speed, achieved by placing a body part on the ground and moving. In parentheses, there may be a second mode of ground movement or a number of legs. If parentheses are absent, then the monster is bipedal. If there is a “-”, the monster cannot move on the ground.

The second number to the right of the slash is the speed at which the monster can move without being on the ground, such as by flying or floating. In the case of “-”, the monster has no way to move without touching the ground.

If a monster has more than one way to move, the GM can determine which way it moves at any given time.

As a reminder, the Grappler weapon Throw can only target bipedal monsters.

⑬Fortitude ⑭Willpower

The Fortitude and Willpower of the monster. Values in parentheses are Fixed Values (see p. 383).

⑮Basic Data

This is the basic data for the monster. In the case of a multi-section monster, it is provided for each section. If the values are supplemented by parentheses (), those contain Fixed Values (see p. 383).

Fighting Style (Section): The monster's method of attack. If a monster has multiple sections, each section has its own method of attack, which will be listed. Any notation (such as “Wing x2”) means there is that number of that particular section.

Accuracy: The Standard Value of Accuracy Checks for the monster's attack. If the attack method is “-”, the section does not have melee attack capability.

Damage: The physical damage that an attack deals with when it hits. This is determined by rolling 2d for each. The GM should determine if there is a need to distinguish between bludgeoning weapons and edged weapons based on the name of the attack method, etc.

Evasion: This is the Standard Value when the monster (section) performs an Evasion Check.

Defense: Whenever the monster (section) suffers physical damage, it is reduced by this number.

HP: The maximum HP of the monster. When the monster (section)'s HP falls to 0 or below, a Death Check (see p. 110) is performed using the ⑬Fortitude value. However, for the sake of speedy game progression, the GM may choose

not to do so and immediately declare the monster dead (or the section becomes disabled).

MP: The maximum MP of the monster (section).

⑩Number of Section ⑪Main Section

This entry is only present if the monster has more than one section. It lists the total number of sections, the name of each section, and the monster's Main Section. For the Main Section description, see page 385.

⑫Unique Skills

This section shows the unique skills of the monster. Unique skills can have tags (see p. 392).

⑬Loot

Here is the loot the PCs can get when they kill the monster. See page 123 for Loot Acquisition.

The “number G” that accompanies the loot name indicates the price at which it can be sold. The “Color name Symbol” part is the data for using it as a crude material card by the Alchemist class (presented in Core Rulebook III).

⑭Description

This is a commentary on the monster.

Unique Skills Tags and Headings

In the monster's unique skills notation, the names of abilities are used as headings, and basic data is woven into them to improve accessibility and make the game run smoothly. Below is a description of the format used.

Classification Tags

A classification tag is placed in front of the unique skill name to indicate how the unique skill is used. Some unique skills have more than one classification tag. For example, an ability such as [Magic Aptitude], which indicates mastery of multiple Combat Feats, will have all applicable classification tags for the listed Combat Feats.

○: Always Active

A skill with a “○” tag at the beginning of its name indicates that its effect is always active. Some effects occur only when certain conditions are met (e.g., the effect of a poison is produced by hitting an attacker), while others cease to have an effect depending on the conditions.

▶: Major Action Type

This skill is performed with a Major Action. As a rule, a Major Action can only be used once per turn, so even if there are several unique skills of this type, only one can be used per turn.

▶▶: Minor Action Type

This skill is performed with a Minor Action. Unless otherwise specified, they can be used any number of times per round.

△: Combat Preparation Type

These are abilities available in “Combat Preparation” (see p. 121). Many of them are also Minor Action types.

Ⓞ: Declared Type

This ability is equivalent to an active Combat Feat. As a rule, they can only be used once per turn (even if a monster has more than one, it can only select one of them and use it once). Unless otherwise noted, the effect applies only to a single Action (such as an attack).

Self-Explanatory Capabilities

Some unique skills are assumed to have self-explanatory effects based on their ability name alone, and the effect description is omitted.

○XX Immunity

In most cases, this means that the monster is immune to the effects and damage of the classification or type corresponding to XX at any time. In the case of [Normal Weapon Immunity], only a silvered weapon or a magic weapon can damage the monster.

► A Magic X Level/Magic Power Y(Z)

The monster can use A magic system at the X level. Y is a Standard Value, and Z is a Fixed Value for the Magic Power and Spellcasting Check for this magic system.

Generally, casting spells is done with a Major Action, so the classification tag is “►,” but there are spells that can be cast with a Minor Action despite the classification tag.

Resistance Notation

The following notations are used for abilities where some evasion or resistance takes place.

(Classification Tag) Unique Skill Name / X(Y) / Standard Value / Resistance

Example: ► Breath of Light / 11(18) / Fortitude / Half

The classification tag is placed at the beginning, which is common to all heading notations.

The X(Y) immediately after the ability name is used to determine the Success Value on the monster’s side. 2d may be rolled, and X added, or the Fixed Value represented by Y may be used instead.

Next is the Standard Value used to counter the effect. Most effects will use Evasion, Fortitude, or Willpower, but in rare cases, other Standard Values are indicated. In any case, the player determines their Success Value by rolling 2d in the usual way, comparing it with the value derived from X(Y). The same comparison of Checks with active and passive sides is made as with general skill Checks.

Finally, the opposing result is indicated. Generally, it is either “Half” or “Neg.” This is handled in the same way as in Resisting Spells (see p. 167). In the case of Half resistance, if the opposing side succeeds, the calculated damage of the unique skill will be halved. In addition, any other adverse effects will be negated.

In the case of “Unique Skill Name/Can't,” the effect is always applied. In the case of “/Optional,” the target can choose whether to receive the effect.

Note on Unique Skills’ Range and Targets

With the unique skills of monsters, the range and target are the same as those of spells (see p. 159).

Barbarous

1 Arrow Hoodling

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 1
Language: Barbaric, Youma **Habitat:** Various
Rep/Weak: 6/11 **Weak Point:** Magic Damage +2 points
Initiative: 9 **Movement Speed:** 10/- **Fortitude:** 2 (9) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	3(10)	2d+1	0(7)	1	10	10

Unique Skills

► Bow

Shooting Attack with a bow at "Range: 2 (20m)". Accuracy check and damage are the same as a normal attack.

○ Targeting

Stray shots cannot occur.

Loot

Always	Crude Weapon (10G/Black White B)	8+	Dirty Hood (20G/White B)
2 - 7	None		

The Hoodling is a small Youma common on the Alframe continent. They are ugly and have grayish skin. They have large heads and long, slender limbs and walk with a forward slant.

They hate their look and hide by wearing hoods. Also, they hate beautiful things and especially enjoy killing Humans and elves.

Arrow Hoodlings are armed with bows and prefer to surround their prey in groups, shooting and killing them all at once. (Illustration see the next page)

1 Kobold

Intelligence: Low **Perception:** Five senses **Disposition:** Neutral **Soulscars:** 1
Language: Trade Common, Barbaric, Youma **Habitat:** Forests, Mountains, Caves
Rep/Weak: 6/11 **Weak Point:** Magic Damage +2 points
Initiative: 10 **Movement Speed:** 12/- **Fortitude:** 2 (9) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	2(9)	2d+1	1(8)	1	13	10

Unique Skills

None.

Loot

Always	Crude Weapon (10G/Black White B)	10+	Bag of Silver (30G/-) x 1d
2 - 9	None		

Kobolds are the weakest monsters among the Barbarous. They are about 1.2m tall and resemble an upright dogs. Other Barbarous treat them like slaves or emergency rations, and some of them, not liking it, flee to the Humanoid cities.

They are obedient to everyone and loyal to those who feed them. Because of their dexterity and culinary skills, they can often be seen working in the dining hall attached to the Adventurers' Guild.

1 Dagger Hoodling

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 1
Language: Barbaric, Youma **Habitat:** Various
Rep/Weak: 6/11 **Weak Point:** Magic Damage +2 points
Initiative: 9 **Movement Speed:** 10/- **Fortitude:** 2(9) **Willpower:** 3(10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	3(10)	2d+2	1(8)	1	12	10

Unique Skills

None.

Loot

Always	Crude Weapon (10G/Black White B)	8+	Dirty Hood (20G/White B)
2 - 7	None		

Armed with a dagger, this Hoodling excels in close combat.

Hoodlings are short-sighted, unable to understand the battlefield, and are so eager to fight that they are blind to their surroundings. They act in groups and obey stronger Barbarous such as Goblins and Bolgs. They have no fear of death and are mainly enslaved.

Arrow Hoodling & Dagger Hoodling



Illustration by Yukihiro Maruo

2 Gremlin

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2
Language: Trade Common, Barbaric, Arcana, Youma **Habitat:** Highlands, Mountains
Rep/Weak: 9/12 **Weak Point:** Wind type damage +3 points
Initiative: 11 **Movement Speed:** 16/32 (Flying)
Fortitude: 2(9) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	2(9)	2d-2	4(11)	0	14	14

Unique Skills

► **Truespeech Magic 2 Level/Magic Power 4 (11)**

○ **Targeting**

Stray shots cannot occur.

○ **Flight**

A Gremlin receives a +1 bonus to Accuracy and Evasion only for melee attacks.

Loot

2 - 7	None	8+	Strange Necklace (160G/White A)
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They look like infants with hair all over their bodies and have small fangs and bat-like wings. They work hard and are mischievous, sometimes tricking and kidnapping Humanoid children or robbing livestock.

They also like to break things like watermills and windmills. Because of that, Humanoids use “*Gremlin laughed*” as a synonym for the failure of devices. They have the same position as Bolgs in the Barbarous army.

2 Goblin

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2
Language: Barbaric, Youma **Habitat:** Forests, Mountains, Caves
Rep/Weak: 5/10 **Weak Point:** Magic Damage +2 points
Initiative: 11 **Movement Speed:** 11/- **Fortitude:** 3 (10) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	3(10)	2d+2	3(10)	2	16	12

Unique Skills

None.

Loot

2 - 3	Crude Weapon (10G/Black White B)	10+	High-quality Weapon (150G/Black White A)
4 - 9	Weapon (30G / Black White B)		

Low than Humans, they have green skin, short limbs, large eyes, and a large mouth.

They are small creatures that abuse anyone weaker than them and immediately beg for their lives when they are inferior. They do not reflect or learn and are quick to commit treason.

They are fertile and mainly work in groups. They are not very smart, but they are resourceful. They are rather unintelligent creatures and often steal and rob to survive. In addition, they completely lack the reflex to flee from danger.

2 Saber Hoodling

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 1
Language: Barbaric, Youma **Habitat:** Various
Rep/Weak: 7/11 **Weak Point:** Magic Damage +2 points
Initiative: 10 **Movement Speed:** 11/- **Fortitude:** 3 (10) **Willpower:** 4 (11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	4(11)	2d+2	2(9)	2	13	11

Unique Skills

Decoy Attack I

It gains -2 to Accuracy checks, but the damage is increased by +2 on hit.

If the declared attack is evaded, the enemy receives a -1 penalty to Evasion checks for the next 10 seconds (1 round). This effect is cumulative up to -4 but is lost if the target fails an Evasion check even once.

Loot

Always	Crude Weapon (10G/Black White B)	7 - 11	Dirty Hood (20G/White B)
2 - 6	None	12+	Worn Hood (80G/White B)

A Saber-equipped Hoodling, it excels at hunting in groups, using intimidation to drive the enemy toward its companions. When they appear with upper Barbarous such as Bolgs and Hugs, their attacks become even more threatening.

Goblin



Kobold

Illustration by Shiroichi Olmo

2 Hugl

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 1
Language: Lizardman, Barbaric, Youma **Habitat:** Desert, Mountain
Rep/Weak: 9/12 **Weak Point:** Wind type damage +3 points
Initiative: 11 **Movement Speed:** 10/15 (Flying) **Fortitude:** 3 (10) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	3(10)	2d+1	3(10)	3	12	7

Unique Skills

▶▶ΔMobile Flying

It gains a +1 bonus to Accuracy and Evasion checks for melee attacks for 10 seconds (1 round).

This ability cannot be used in consecutive turns. When used in Combat Preparation, it cannot be used in the first round, regardless of the result of the Initiative check.

○Winged Pursuit

If it hits with a Claw attack, it can make an additional melee attack with wings. Accuracy bonus, damage, and other values are the same as for the claw attack.

This ability cannot be used on the same turn in which [▶▶ΔMobile Flying] is used. Also, once an additional attack is made with this ability, [▶▶ΔMobile Flying] cannot be used on that turn.

Loot

2 - 9	Earth-toned Scales (30G/Red B)	10+	Amber Scales (90G/Red B)
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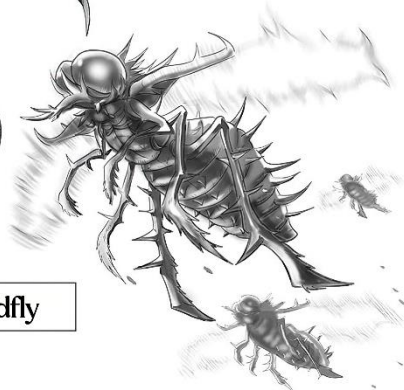
This Youma has a lizard-like face, brown scales, and a long tail. It has large, strong, leathery wings on its back and can fly.

Although smaller in stature than Humans, they are strong enough to grab a Human child or goat and fly away and can attack simultaneously with sharp claws on both arms and wings on their back. However, it is not good at flying and fighting simultaneously.

Hugls live in family units on rocky mountains but are often seen accompanying other Barbarous as bouncers.



Hugl



Giant Gadfly

Illustration by Yukihiko Maruo

3 Shield Hoodling

Intelligence: Low **Perception:** Five senses **Disposition:** Hostile **Soulscars:** 2

Language: Barbaric, Youma **Habitat:** Various

Rep/Weak: 8/12 **Weak Point:** Magic damage +2 points

Initiative: 11 **Movement Speed:** 12/- **Fortitude:** 4 (11) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Large Shield	5(12)	2d+2	3(10)	5	19	12

Unique Skills

Q△Cover I

The effect is the same as the combat feat [Cover II] (see p. 255).

Loot

Always	Crude Shield (50G/Green White B)	6 - 10	Dirty Hood (20G/White B)
2 - 4	None	11+	Worn Hood (80G/White B)

The Hoodling holds a shield large enough to conceal itself. Although they can attack by slamming their large shield down, their main role is to cover their Barbarous superiors when they are exposed to attack. This shield often makes them overconfident.

3 Hugi Caster

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2

Language: Lizardman, Barbaric, Youma, Arcana **Habitat:** Desert, Mountain

Rep/Weak: 10/13 **Weak Point:** Wind type damage +3 points

Initiative: 11 **Movement Speed:** 10/15 (Flying) **Fortitude:** 4 (11) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Cane	4(11)	2d+2	3(10)	3	17	18

Unique Skills

▶Truespeech Magic 3 Level/Magic Power 4(11)

○Targeting

Spells with "Area: Shot" fired into a skirmish will not cause stray shots.

▶▶△Mobile Flying

It gains a +1 bonus to Accuracy and Evasion checks for melee attacks for 10 seconds (1 round).

This ability cannot be used in consecutive turns. When used in Combat Preparation, it cannot be used in the first round, regardless of the result of the Initiative check.

Loot

2 - 7	Earth-toned Scales (30G/Red B)	8+	Amber Scales (90G/Red B)

Perhaps once a servant of an evil magician, some Hugs can use magic. Such individuals become leaders of small groups or preside over evil rituals.

Sometimes they collaborate with Bolgs and others to plan evil acts, such as an attack on a Humanoid settlement.

3 Bolg

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2
Language: Barbaric, Youma **Habitat:** Forests, Mountains, Caves
Rep/Weak: 7/13 **Weak Point:** Physical damage +2 points
Initiative: 11 **Movement Speed:** 14/- **Fortitude:** 4 (11) **Willpower:** 4 (11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	4(11)	2d+4	4(11)	3	23	10

Unique Skills

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +6 points.

Loot

2 - 6	Weapon (30G/Black White B)	7+	High-quality Weapon (150G/Black White A)

They are larger, stronger, and hairier Barbarous than Humans.

They have bluish skin, and most of their body hair is white. They are characterized by their large fangs and ferocious nature.

They prefer swords, spears, long-handled weapons, etc. Their intellect is low, they love a fight, and they will fight to the death because they believe they can turn the tables no matter how unfavorable the odds are.

They are also good at training animals and mounts and can force a mount or other inferior Barbarous to serve them. (Illustration see the next page)

4 Bolg Highlander

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2
Language: Barbaric, Youma **Habitat:** Forests, Mountains, Caves
Rep/Weak: 9/14 **Weak Point:** Physical damage +2 points
Initiative: 11 **Movement Speed:** 16/- **Fortitude:** 5 (12) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	5(12)	2d+5	5(12)	3	29	14

Unique Skills

○Repeated Strike I

Can make two Accuracy checks; if one hits, the damage is dealt once.

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +6 points.

Loot

2 - 5	Keen Weapon (100G/Black White A)	10+	Extravagant Weapon (500G/Black White A)
6 - 9	High-quality Weapon (150G/Black White A)		

They are the leaders of a small group of the Bolg tribe.

Armed with a two-handed greatsword, they exhibit overwhelming combat prowess.

They make their home in underground labyrinths and ruins and repeatedly attack Human settlements. Bolgs believe that the bigger the weapon, the stronger they are, and they are more daring and bold in their fighting style.

Some of the Bolg are said to live in "Shallow Abysses" (see p. 341) and know how to get in and out.

4 Lesser Ogre

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 2
Language: Trade common, Barbaric, Ogre, Drakish, Arcana **Habitat:** Varius
Rep/Weak: 9/14 **Weak Point:** Accuracy +1
Initiative: 13 **Movement Speed:** 14/- **Fortitude:** 5 (12) **Willpower:** 6 (13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	5(12)	2d+4	5(12)	2	36	20

Unique Skills

► **Truespeech Magic 3 Level / Magic Power 5(12)**

►► **△Personification**

A Lesser Ogre may take on the appearance and mannerisms of a character they have eaten or can change back. It can be either innate or something that once had its heart eaten out of it.

When transformed, the Lesser Ogre's maximum HP and MP are decreased by 5. Accuracy, Evasion, Fortitude, and Willpower are also reduced by 1 point each. This form can be held up to 18 hours per day.

The ►►△Personification] can also be canceled by Minor Action and Combat Preparation.

Loot

2 - 3	None	9 - 10	Bag of Silver (100/-) x 1d
4 - 8	Bag of Silver (30G/-) x 1d	11+	Gem (150G/Gold A) x 1d

Standing about 2m tall, a Lesser Ogre is a fearsome flesh-eating behemoth of pure muscle. Lesser Ogre's most distinctive feature is its ability to take on Human form.

Those who actively take on Human form often have a deep knowledge of Human culture, which may be why some have a Human-like personality and mindset. Lesser Ogre can take the form of a fixed Humanoid, but if it eats the heart of a Humanoid, it can also take that individual's form. The more hearts they eat, the more forms they can take.

It is difficult to detect a Lesser Ogre disguised as a Humanoid. The PCs must have sufficient reason to be suspicious (as judged by the GM) to perform a Detect check (see p. 106).

Bolg



Illustration by Yukihiro Maruo

5 Hugl Assaulter

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Lizardman, Barbaric, Youma **Habitat:** Desert, Mountain
Rep/Weak: 12/15 **Weak Point:** Wind type damage +3 points
Initiative: 14 **Movement Speed:** 15/20 (Flying) **Fortitude:** 7 (14) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	7(14)	2d+6	7(14)	5	38	16

Unique Skills

▶▶ Mobile Flying

It gains a +1 bonus to Accuracy and Evasion checks for melee attacks for 10 seconds (1 round).

This ability cannot be used in consecutive turns. When used in Combat Preparation, it cannot be used in the first round, regardless of the result of the Initiative check.

▶ Twin Strike & Double Attack

They can make two Claws attacks each round. After checking the result of the first attack, the monster can choose whether to make a second attack on the same target further or on a different target of their choice.

○ Winged Pursuit

If it hits with a Claw attack, it can make an additional melee attack with wings. Accuracy bonus, damage, and other values are the same as for the claw attack.

This ability cannot be used on the same turn in which ▶▶ Mobile Flying is used. Also, once an additional attack is made with this ability, ▶▶ Mobile Flying cannot be used on that turn.

Loot

2 - 4	Earth-toned Scales (30G/Red B)	9+	Seven-color Scales (220G/Gold Red A)
5 - 8	Amber Scales (90G/Red B)		

This is a warrior of the Hugl clans with sharper fingers and enhanced fighting skills. Skilled at fighting multiple opponents, they use their claws and wings to strike down one foe after another.

They are carefree and are sometimes asked to serve as guards for weaker Barbarous.

5 Bolg Heavy Arm

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Barbaric, Youma **Habitat:** Forests, Mountains, Caves
Rep/Weak: 10/15 **Weak Point:** Physical damage +2 points
Initiative: 10 **Movement Speed:** 12/- **Fortitude:** 7 (14) **Willpower:** 6 (13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	6(13)	2d+6	5(12)	8	36	17

Unique Skills

○ Power Strike I

They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

○ Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +6 points.

Loot

2 - 7	High-quality Weapon (150/Black White A)	8+	Extravagant Weapon (500G/Black White A)
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They are heavily-armed warriors of the Bolg tribe. Armed with a shield and a greatsword, they will do their best to crush their enemies without fear of being wounded.

5 Diablo Cadet (Human Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Daemonic **Habitat:** Wasteland, Shallow
Rep/Weak: 13/16 **Weak Point:** Energy type damage +3 points
Initiative: 13 **Movement Speed:** 20/20 (Flying) **Fortitude:** 8 (1.5) **Willpower:** 8 (1.5)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	7(14)	2d+7	7(14)	4	42	23

Unique Skills

○Tough Skin

Whenever it receives physical or magical damage of the bludgeoning type, it is reduced by -3 points.

○Flight

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

🗡️Cleave I

It can attack up to 3 characters with melee attacks that can be reached, but the damage will be reduced by -3. If more than one is hit, the damage is determined individually.

▶Daemonic Eyes/Can't

With a sharp look in its eyes, it makes shriveling enemies.

With "Range/Area: 1 (10m)/Target", select any number of targets and deal each of them 2 curse magic damage.

Afterward, Diablo's HP is restored by the sum of all applied damage dealt to the targets. Using this ability consumes 2 points of MP per character targeted.

▶Daemonshift

The character changes into the daemon form. For the data, see Diablo Cadet (Daemon Form). HP and MP are restored to their maximum values, and all effects of magic, etc. are negated. In the turn in which [▶Daemonshift] is performed, only the Body section of the Daemon Form is treated as having completed the Major Action, and the Head section can make it this turn.

[▶Daemonshift] cannot be used for 3 hours immediately after the [▶Humanification] was used. Also, [▶Humanification] cannot be used for 1 hour immediately after [▶Daemonshift] was used.

Loot

Always	Abyss Shard (200G/-)	7 - 10	Black Gem (300G/Gold A) x 2
2 - 6	Black Gem (300G/Gold A)	11+	Black Gem (300G/Gold A) x 1d

It is said that the race was created at the end of the Magic Civilization Period as a result of a fusion experiment between Barbarous and daemons. Known on the Alframe continent as the upper Barbarous along with Drakes, Cadets are young candidates for leadership.

They have blue-colored skin, large and prominent horns, and black jewels in which the mana is condensed in various body parts. Although they do not have wings, they are able to float with the power of their jewels. Their facial features resemble those of Humans and elves, and they are intimidating and highly charismatic at the same time.

Their skin, while flexible, instantly hardens to protect the body against strong attacks, and sharp prongs extend from the shoulders, elbows, knuckles, and fingertips (the presence of which varies from individual to individual). These protrusions can be used by Diablos by pulling them out to create their own weapons (mainly swords and spears).

Diablos have the ability to transform into a form similar to that of a daemon. This transformation makes them twice their size and gives them incredible power.

With numerous Bolgs and Goblins in their ranks, they attack the Humanoid realm with their prowess and guile.

6 Diablo Cadet (Daemon Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Daemonic **Habitat:** Wasteland, Shallow
Rep/Weak: 14/17 **Weak Point:** Energy type damage +3 points
Initiative: 14 **Movement Speed:** 20/20 (Flying) **Fortitude:** 9 (16) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	7(14)	2d+7	7(14)	4	44	26
Weapon (Body)	8(15)	2d+9	6(13)	6	36	15

Sections: 2 (Head/Body) **Main Section:** Head

Unique Skills

•All Sections

○Tough Skin

Whenever it receives physical or magical damage of the bludgeoning type, it is reduced by -3 points.

•Head

▶Daemonic Eyes/Can't

With a sharp look in its eyes, it makes shriveling enemies.

With "Range/Area: 1 (10m)/Target", select any number of targets and deal each of them 2 curse magic damage. Afterward, Diablo's HP is restored by the sum of all applied damage dealt to the targets.

Using this ability consumes 2 points of MP per character targeted.

▶Chain of Curses/8(15)/Willpower/Half

Diablo injures themselves to curse an enemy.

They can select an arbitrary number of targets with "Range: 1 (10m)" and "Area: Target" and deal each of them 2d+6 curse magic damage.

To use this ability, 8 points of HP and 4 points of MP per number of targets must be consumed (HP consumption is 8 points, regardless of the number of targets).

•Body

All sections receive a +1 bonus to Accuracy and Evasion only for melee attacks.

If the Body section falls to 0 HP or lower, this unique skill cannot be used.

☞Cleave I

It can attack up to 3 characters with melee attacks that can be reached, but the damage will be reduced by -3. If more than one is hit, the damage is determined individually.

▶Humanification

It changes to the Human form. For data on the Human form, refer to Diablo Cadet (Human Form). If the Body section has suffered HP or MP damage or has been affected by magic or other effects, these are carried over to the Human form. If its HP is less than 0, it immediately falls unconscious.

[▶Humanification] cannot be used for 1 hour immediately after [▶Daemonsift] was used. Also, [▶Daemonsift] cannot be used for 3 hours immediately after the [▶Humanification] was used.

Loot

Always	Abyss Shard (200G/-) x 1d	6 - 9	Black Gem (300G/Gold A) x 2
2 - 5	Black Gem (300G/Gold A)	10+	Black Gem (300G/Gold A) x 1d

It is a giant Diablo Cadet. Its form is reminiscent of a daemon, and it is more powerful in it. It symbolizes awe for both the Humanoid and the Barbarous and is the cause of why Diablos are feared. The fear is also heightened by the giant Diablo becoming more aggressive and brutal.

However, after taking this form and releasing it, they cannot Daemonsift again for some time.

6 Quepala

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 3
Language: Barbaric, Arcana, Drakish **Habitat:** Forest, Cave, Swamp, Shallow
Rep/Weak: 13/16 **Weak Point:** Fire damage + 3 points
Initiative: 13 **Movement Speed:** 15/- **Fortitude:** 7 (14) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	8(15)	2d+7	6(13)	4	48	41

Unique Skills

<p><input type="radio"/> Poison Immunity</p> <p><input checked="" type="radio"/> Truespeech Magic, Spiritualism Magic 6 Level / Magic Power 8 (15)</p> <p><input type="radio"/> Magic Aptitude</p> <p>They can use the Combat Feats [Targeting], [Metamagic/Targets], and [Multi-Action].</p>	<p><input type="radio"/> Poison/7(14)/Fortitude/Neg</p> <p>If the Bite attack hits, the target is dealt additional 6 poison magic damage.</p>
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Loot

2 - 4	None.	9 - 12	Spellbook (500G/White A)
5 - 8	Arcana-Language Book (170G/White A)	13+	Esoteric Spellbook (1,500G/White S)

It is Barbarous with a snake head. From the neck down, it is almost the same as a Human, but the neck and head are those of a thick snake, together about 50 cm long.

Although Quepalas are known to have inherited knowledge from the Magic Civilization Period, their clan can be divided into two main groups. The first are those who prefer dark, damp places and live in tribes. In these settlements, the lower Barbarous, such as Goblin and Bolg, often serve as slaves and guards.

The others live in "Shallow Abysses" (see p. 341), utilizing their knowledge of Magic Civilization and controlling daemons as their followers. They use the area as a hunting ground, leaving a few zones of seeming safety amidst the thick growth of poison grass and mushrooms, where they enjoy slowly hunting down their "passing prey".

6 Troll

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Barbaric, Giantish **Habitat:** Caves
Rep/Weak: 11/16 **Weak Point:** Magic damage +2 points
Initiative: 14 **Movement Speed:** 18/- **Fortitude:** 9(16) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	9(16)	2d+10	7(14)	5	50	26

Unique Skills

► **Divine Magic 5 Level/Magic Power 7 (14)**

◌ **Power Strike I**

They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

○ **Weakening**

As long as a Troll is under sunlight, it receives a -2 penalty to all Accuracy and Evasion Checks.

Loot

Always	Troll Blood (100G/Red A)	9+	Gems (150G/Gold A) x 1d
2 - 8	Large Weapon (300G/Black White A)		

A Troll's stature is like that of a boulder; standing taller than 3m, its skin is tougher than that of a rock. For Barbarous, Trolls have incredible discipline and take great pride in maintaining their physique. They are also a devout follower of the gods.

Troll blood is said to symbolize power as well, and it is often used as a sort of paint. When applied by a Troll, it will strengthen weapons and armor. Even a Troll's skin can be toughened by its own blood. Trolls are often nocturnal creatures as well and dislike bright lights. Sunlight, in particular, will significantly weaken a Troll, and they abhor going out during the daytime.



Dinos

Illustration by Shiroichi Ohno

6 Drake (Human Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Drakish, Arcana **Habitat:** Various
Rep/Weak: 10/17 **Weak Point:** Magic damage +2 points
Initiative: 16 **Movement Speed:** 20/40 (Flying) **Fortitude:** 9 (16) **Willpower:** 10 (17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Sword	9(16)	2d+8	7(14)	4	58	36

Unique Skills

▶ Spiritualism Magic 5 Level / Magic Power 8 (15)

☞ Mana Strike - +8 damage

A Drake can deal an additional 8 damage on their next attack. However, any Fortitude or Willpower Check made by the Drake this turn receives a -1 penalty.

○ Flight

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

▶ Dragonification

The Drake transforms into a draconic form, healing all HP and MP. Any lingering magical effects are removed as well. For more information, see the Drake (Dragon Form) stats. . In the turn in which [▶ Dragonification] is performed, only the Body section of Dragon Form is treated as having completed the Major Action, and Wings sections can make them on this turn.

[▶▶ΔInstant Humanification] cannot be used for 1 hour immediately after using [▶ Dragonification].

Loot

Always	Sword Shard (200G/-)		
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Drakes are similar in appearance to beautiful young men and women, though horns gracefully sweep from their heads and membranous wings sprout from their backs. Drakes can transform into huge dragons that wield massive swords infused with magic.

Another Barbarous look to Drakes as natural leaders and huge forces have been known to gather at Drake's disposal.

While there is often little cooperation between Drakes, in rare cases, a powerful "king" Drake appears, followed by many other Drakes.

7 Drake (Dragon Form)

Intelligence: High **Perception:** Five senses (Darkvision) **Disposition:** Hostile **Soulscars:** 4
Language: Trade common, Barbaric, Drakish, Arcana **Habitat:** Various
Rep/Weak: 12/18 **Weak Point:** Magic damage +2 points
Initiative: 18 **Movement Speed:** 20/40 (Flying) **Fortitude:** 10 (17) **Willpower:** 11 (18)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Body)	9(16)	2d+12	9(16)	7	62	46
Wing (Wing)	11(18)	2d+9	7(14)	4	38	16
Wing (Wing)	11(18)	2d+9	7(14)	4	38	16

Sections: 3 (Body / Wing x 2) **Main Section:** Body

Unique Skills

●Body

▶ **Spiritualism Magic 5 Level / Magic Power 8 (15)**

▶ **Breath of Light/8 (15)/Fortitude/Half**

With “Range/Area: 2 (50m)/Shot”, it spits out a chunk of energy at “Target: 1 Character”, dealing “2d+10” energy magic damage.

This unique skill cannot be used in consecutive turns.

▶▶ **Δ Instant Humanification**

It instantly transforms into Human form. Refer to Drake (Human Form) for data on the Human form.

If the Body section has suffered HP or MP damage or has been affected by magic or other effects, these are carried over to the Human form. If its HP is less than 0, it immediately falls unconscious.

[▶▶ΔInstant Humanification] cannot be used for 1 hour immediately after using [▶ Dragonification].

●Wing

○Flight

All section receives a +1 bonus to Accuracy and Evasion only for melee attacks. If one of the wings falls to 0 HP or lower, this unique skill cannot be used.

Loot

2 - 6	Sword Shard (200G/-)	11	Sword Shard (200G/-) x 3
7 - 10	Sword Shard (200G/-) x 2	12+	Decayed Magic Sword (4,000G/Gold Black White S)

Drake will change into dragon form if in danger. They always carry a magical sword that allows them to transform. While transforming, the Drake takes on a silvery-white sheen of razor-edged scales. Its physique becomes sleek and streamlined, and its wings become as sharp as a sword.

In addition, despite their huge size, they retain high agility and are quick to attack.

Animals

1 Wolf

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Forest, Meadow

Rep/Weak: 5/10 **Weak Point:** Physical damage +2 points

Initiative: 11 **Movement Speed:** 15 (4 Legs)/- **Fortitude:** 3 (10) **Willpower:** 1 (8)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	2(9)	2d	2(9)	1	12	8

Unique Skills

None.

Loot

2 - 3	None	9 - 10	High-quality Wolf Hide (50G/Red B)
4 - 8	Wolf Hide (20G/Red B)	11+	Flawless Wolf Hide (100G/Gold Red A)

A simple Wolf, often appearing in packs of 3 to 5.

They are often tamed by Bolgs (see p. 395).

1 Giant Gadfly

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Forest, Meadow, Swamp

Rep/Weak: 6/9 **Weak Point:** Physical damage +2 points

Initiative: 9 **Movement Speed:** 3 (6 Legs)/15 (Flying) **Fortitude:** 2 (9) **Willpower:** 2 (9)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Mouth	2(9)	2d-1	2(9)	1	8	5

Unique Skills

○Flight

Receives a +1 bonus to Accuracy and Evasion only for melee attacks.

○Constant Attacks

If an attack by a Giant Gadfly is evaded, the next attack by the Giant Gadfly on that target will gain a +1 bonus to the Accuracy checks until end of the monster's turn.

This modifier is cumulative for all Giant Gadflies and has no upper limit. However, it is lost once the Giant Gadfly hits or the last Giant Gadfly attack of the round is avoided.

Loot

2 - 7	None	12+	Shiny Compound Eyes (150G/Red A)
8 - 11	Blackened Compound Eyes (30G/Red B)		

It is a gigantic fly with a body length of over 50 cm. They attack mainly animals, cutting them with their sharp mouthparts and sucking off the blood to fill their bellies.

They frequently act in herds. Such herds tend to target larger objects because of the ease of attacking them as a group. (Illustration see p. 399)

2 Giant Lizard

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry
Language: None **Habitat:** Various
Rep/Weak: 7/11 **Weak Point:** Physical damage +2 points
Initiative: 10 **Movement Speed:** 12(4 Legs)/- **Fortitude:** 5(12) **Willpower:** 3(10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	3(10)	2d+2	2(9)	2	20	8

Unique Skills

None.

Loot

2 - 7	None	8+	High-quality Jade (140G/Red A)
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A carnivorous giant lizard, its body, is about 2m long. Adventurers should be wary of lone Lizards, as their companions tend to wait in ambush for unwary stragglers.

In rare cases, there are those specimens with finer scales than usual. If enough of these scales can be harvested and brought to a skilled armorsmith, high-quality scale mail can be made.

2 Purple Ant

Intelligence: Animal **Perception:** Five senses **Disposition:** Neutral
Language: None **Habitat:** Forest, Mountain, Cave, Grassland, Wilderness, Shallow
Rep/Weak: 8/11 **Weak Point:** Physical damage +2 points
Initiative: 10 **Movement Speed:** 12 (6 Legs)/- **Fortitude:** 4 (11) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Mandibles	4(11)	2d+1	3(10)	4	14	8

Unique Skills

► **Formic Acid/4(11)/Fortitude/Neg**
 Spit acid on "Target: 1 Character" at "Range: Touch," dealing 2d-1 poison magic damage.

Loot

2 - 9	Beetle Shell (30G/Red B)	12+	Abyss Shard (200G/-)
10 - 11	Violet Jewel (120G/Gold A)		

These giant ants are more than 1 meter long and covered with a purple shell. Carnivorous, they nest here and there in Alframe, and their ferocity in attacking at random makes them a threat to people.

They are often seen in Shallow Abyses, and their nests can be found where Shallows were found before. Abyssal shards are also sometimes found in the nests, and their connection to Abyss is being investigated.

3 Grey Lynx

Intelligence: Animal **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: None **Habitat:** Forest, Mountain
Rep/Weak: 12/15 **Weak Point:** Magic Damage +2 points
Initiative: 12 **Movement Speed:** 16(4 Legs)/- **Fortitude:** 5(12) **Willpower:** 3(10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	4(11)	2d+3	5(12)	2	19	10

Unique Skills

○Continuous Attack

If a Grey Lynx successfully hits a target in melee, it may make a second attack against the same target.

Loot

Always	Grey Lynx Fur (80G/Red B)	10+	Mysterious Seeds (100G/Red Green A)
2 - 9	None		

This large wildcat has grown to a size of 2m. The Grey Lynx is keen on hiding itself and avoids Human-sized prey, which leads children to think of these cats as myths.

While fur is not quite a luxury, there is still a steady enough demand for it. There may also be seeds from unknown plants stuck in the fur, some of which may yet still sprout.

3 Pack Leader

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry
Language: None **Habitat:** Forest, Meadow
Rep/Weak: 8/11 **Weak Point:** Physical damage +2 points
Initiative: 13 **Movement Speed:** 16(4 Legs)/- **Fortitude:** 5(12) **Willpower:** 3(10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	5(12)	2d+3	5(12)	2	23	11

Unique Skills

○Pack Command

Gives a +1 bonus to all Wolves' Accuracy and Evasion checks in the skirmish in which it resides. This effect is not cumulative, even if there are multiple Pack Leaders.

◻Aimed Attack

When attacking, the Pack Leader can gain a +1 bonus to Accuracy. This ability has no effect on characters equipped with metal armor.

Loot

2 - 3	None	6 - 8	High-quality Wolf Hide (50G/Red B)
4 - 5	Wolf Hide (20G/Red B)	9+	Flawless Wolf Hide (100G/Gold Red A)

They are the leaders of the wolf pack. They are one size larger than a normal wolf and much more dangerous. However, the true fear lies in the fact that wolves led by a pack leader move in a more controlled manner than regular ones.

For novice adventurers, a pack of wolves led by a Pack Leader can be a considerable threat.

4 Dinos

Intelligence: Animal **Perception:** Five senses **Disposition:** Hungry
Language: None **Habitat:** Cold Region
Rep/Weak: 9/12 **Weak Point:** Bludgeoning type damage +3 points
Initiative: 10 **Movement Speed:** 13/- **Fortitude:** 7 (14) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite (Head)	6(13)	2d+6	5(12)	3	26	9
Kick (Body)	7(14)	2d+5	5(12)	4	34	13

Sections: 2 (Head/Body) **Main Section:** Head

Unique Skills

•Head

►Freezing Breath/5(12)/Fortitude/Half

Spits mass of cold air with “Range/Area: 2 (20m)/Shot” at “Target: 1 Character”, dealing 2d+2 water/ice magic damage.

This ability cannot be used on consecutive turns.

•Body

○Attack Obstacle = +4 • None

Dinos’ height prevents enemies from attacking them. The Head receives a +4 bonus to Evasion checks against melee attacks.

When the Body falls to 0 HP or lower, this effect disappears.

Loot

Always	Frozen Meat (90G/Red B)	8 - 12	False-dragon Scale (350G/Red A)
2 - 7	None	13+	Water Crystal (1,600G/Gold S)

This is a large false dragon, white-scaled, that inhabits the cold regions of the Allframe continent. It is about 3 meters long, with small forelimbs and hindlimbs for body support and a long tail for balance.

It has an organ that produces cold air in the body and can exhale it.

Their meat is edible and can be frozen and brought home using its cooling organs, making them the desired target for hunting. (Illustration see p. 407)

5 Sandworm

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile
Language: None **Habitat:** Desert
Rep/Weak: 10/15 **Weak Point:** Water/Ice damage + 3 points
Initiative: 11 **Movement Speed:** 20 (Crawling)/20 (Burrow) **Fortitude:** 9(16) **Willpower:** 6(13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Mouth	8(15)	2d+10	7(14)	3	46	11

Unique Skills

None.

Loot

2 - 5	None	10+	Green Sandworm Gem (200G/Gold Red A) x 1d
6 - 9	Sandworm Gem (150G/Gold Red A)		

A giant snake-like creature that lives in the sand may have up to one-fifth of its body covered in a hard exoskeleton. Older Sandworms often have gems in their hide, formed from the sand and pressure. The green gems carry a high price in markets, while the clear gems have value when crushed into an abrasive polishing powder.

Some of Bolgs seem to have tamed Sandworms and use them in battle.

Plants

2 Steam Pod

Intelligence: None **Perception:** Magic **Disposition:** Neutral
Language: None **Habitat:** Forest
Rep/Weak: 7/11 **Weak Point:** Lightning damage + 3 points
Initiative: 7 **Movement Speed:** 5 (Creeping)/- **Fortitude:** 4(11) **Willpower:** 3(10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Vine	3(10)	2d+3	1(8)	2	18	3

Unique Skills

○Unpleasant Vapor/Can't

In the "Range: Sell" and "Target: 1 area (5m radius)/Space" Steam Pod creates an unpleasant environment for the creatures by blowing steam.

Any character within range receives a -1 penalty to all Accuracy and Evasion checks. This effect is a poison effect.

Monsters whose Habitat includes "forest," "marsh," or "cave" are not affected by this effect.

Loot

Always	Steam Distillation (30G/Green B)	11+	Steam Vine Seeds (120G/Green A)
2 - 10	None		

It is a plant with a sac of about 3 meters, similar to a saddle. It has numerous long and short vines to strike down approaching animals or move by crawling on the ground or in trees.

It constantly expels the steam that builds up in its sac, keeping the surroundings hot and humid, which they prefer. This environment is unpleasant for most organisms but desirable for a limited number of livestock breeders and farmers, and the seeds are sold at high prices.

3 Dancing Thorn

Intelligence: None **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Meadow, Wilderness
Rep/Weak: 10/12 **Weak Point:** Fire damage + 3 points
Initiative: 11 **Movement Speed:** 10 (Rotation)/- **Fortitude:** 5 (12) **Willpower:** 4 (11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	5(12)	2d+4	4(11)	2	23	4

Unique Skills

○Painful Strike

If the 2d roll of the damage roll is 10 or more, the damage is increased by an additional +3 points.

Loot

2 - 8	None	9+	Crimson Petals (120G/Green A)

These thorns are as tall as a Humanoid. They are characterized by constant rustling and shaking, even when there is no wind. When an animal approaches, the thorns detach their roots, curl up and spin around, and strike the animal, attempting to tear it apart with the numerous thorns on their stems. If the thorns are defeated or driven away, they may reestablish their roots and grow again with renewed vigor, so it is hard to get rid of this weed.

5 Bloody Petal

Intelligence: None **Perception:** Magic **Disposition:** Hostile

Language: None **Habitat:** Forests

Rep/Weak: 11/14 **Weak Point:** Fire damage + 3 points

Initiative: 10 **Movement Speed:** 5 (Many Legs)/- **Fortitude:** 11 (18) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Body)	-	-	5(12)	2	58	20
Petal (Petal) x 3-5	7(14)	2d+8	6(13)	1	23	8

Sections: 4-6 (Body / Petal x 3-5) **Main Section:** None

Unique Skills

● **Body**

○ **Regeneration - 5 points**

At the end of each round, the Body and all remaining Petal sections recover 5 HP. If a Petal has 0 or less HP, it has no effect on this unique skill.

If the Body has 0 or less HP, this effect disappears.

● **Petal**

○ **Paralysis Poison/7 (14)/Fortitude/Neg**

If a Petal attack hits, the target suffers a -1 penalty to Accuracy and Evasion check for 10 seconds (1 round). This effect is not cumulative.

This effect is of the poison type.

Loot

Always	Crimson Petals (120G/Green A)	9+	Red Berries (300G/Green A)
2 - 8	None		

Plants with large petals as red as blood, these root-less plants will chase prey down, albeit slowly. Also referred to as “flesh-eating flowers,” these plants will capture both animals and Humanoids alike, slowly dissolving their prey for nutrition.

If the flower is in full bloom and fed a healthy amount of blood, the petals of the plant can be distilled into quality medicine. Rarely a few fruits of the bloody petal can be found as well.

This monster has only one Trunk but has 3 to 5 Petals. The GM can use 2 + (half of 1d) to randomly determine the amount of Petals, if necessary.

The Hoodlings like to feed their Humanoids to these flowers and may lure them in by pretending to flee.

Dancing Thorn

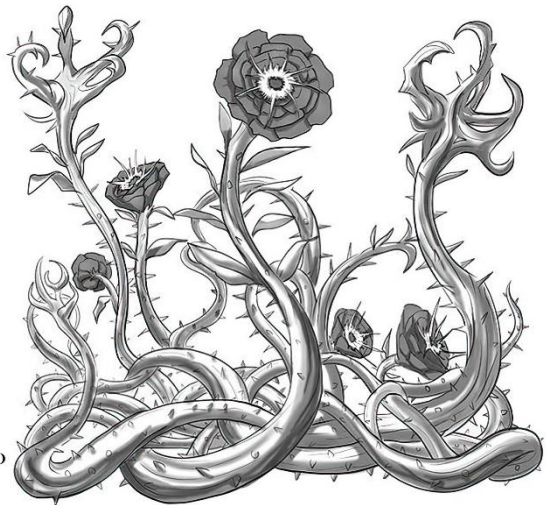


Illustration by Yukihiro Maruo

Undead

1 Skeleton

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Ruins, Cemetery
Rep/Weak: 6/11 **Weak Point:** HP Recovery (deals damage instead) +3 points
Initiative: 10 **Movement Speed:** 8/- **Fortitude:** 2 (9) **Willpower:** 4 (11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	2(9)	2d	2(9)	3	15	-

Unique Skills

- Psychic Immunity** **Bone Body**
 A Skeleton is immune to criticals from edged weapons.

Loot

2 - 5	None	11+	Magical Bones (250G/Gold Red A)
6 - 10	Sturdy Bones (30G/Red B)		

A walking bone corpse filled mana. Their entire body is made of bones and usually armed with weapons, shields, and armor. They appear in old battlefields, poorly buried cemeteries, and catacombs and will attack anyone who approaches them. They may follow the more powerful undead and attack the living in packs.

1+ Revenant

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Various
Rep/Weak: 8/14 **Weak Point:** HP Recovery (deals damage instead) +3 points
Initiative: ※-2 **Movement Speed:** ※ **Fortitude:** ※ **Willpower:** ※

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon, etc.	※+2	※+2	※-2	※	※+10	-

Unique Skills

- Psychic Immunity** The level of this monster is equal to "Previous Level + 1". Revenant also inherits combat feats and unique skills. However, it cannot cast spells.
 Past Life
 This monster's strength depends on its strength before it is reborn as a Revenant. In the various numerical fields, apply the numerical value of the monster before it was reborn to the places marked with "※".
 Regeneration = 3 points
 At the end of each round, a Revenant recovers 3 HP. This has no effect if the Revenant is at 0 HP or lower.

Loot

2 - 5	None	11+	Tainted Skull (300G/Red A)
6 - 10	Tainted Bones (50G/Red B)		

A Revenant is an undead being created by the death of an impure soul. Constant resurrections scar one's soul and certain spirits can rise on their own with enough soulscars. Humanoids, Barbarous, animals, and mythical beasts can be Revenants.

A Revenant has an intense hatred of the living and will kill without discrimination. If a Revenant is reduced to 0 HP or lower, it is utterly destroyed and cannot be revived.

2 Ghost

Intelligence: Average **Perception:** Magic **Disposition:** Neutral
Language: Trade common **Habitat:** Various
Rep/Weak: 10/13 **Weak Point:** Magic damage +2 points
Initiative: 11 **Movement Speed:** -/10(Floating) **Fortitude:** 5(12) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Smash	3(10)	2d	3(10)	0	20	20

Unique Skills

○Normal Weapon Immunity

► Tempting Lure/4 (11)/Willpower/Neg

The Ghost whispers to “Target:1 Entire Character” in “Range/Area: 1 (10m)/Target”. If the target fails to resist, the Ghost may have that character move according to the Ghost’s whim.

Affected characters cannot move very quickly and cannot use magic or attack. If the Ghost does not order the character to move, the character will stand in position unconscious.

This effect is treated as a psychic type (weak) and lasts for 1 day.

Loot

2 - 11	None	12+	Crystal Tears of Resentment (500G/White A)
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Ghosts are a manifestation of the thoughts of the dead and dying, given an ethereal form after their original body has passed away. They retain their appearance in life and what knowledge they have learned over their lifetime, though this may be of questionable usefulness as time passes.

It also has memories, but most of them are distorted. The strength varies greatly from class to class and from one individual to another (the values given here are those of an ordinary person turned into a Ghost without any particular class, etc.). So, GM might change Ghost data to account for a specific individual.

2 Zombie

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Ruins, Cemetery
Rep/Weak: 7/12 **Weak Point:** HP Recovery (deals damage instead) +3 points
Initiative: 7 **Movement Speed:** 10/- **Fortitude:** 4(11) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	3(10)	2d+3	3(10)	1	25	-

Unique Skills

○Psychic Immunity

○Power Strike I

They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

Loot

2	None	5+	Zombie Eye (30G/Red B) x 2
3 - 4	Zombie Eye (30G/Red B)		

This is a corpse inhabited by mana and set in motion. It is decomposing but retains its original form. If the eyeballs are dried, they make good quality medicine.

But not every zombie has its eyes in place. Some individuals are missing parts of their bodies due to decomposition, but as long as their arms and legs are normal, their abilities are not affected.

3 Dry Corpse

Intelligence: Low **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Ruins, Cemetery
Rep/Weak: 8/13 **Weak Point:** Fire damage + 3 points
Initiative: 13 **Movement Speed:** 16/- **Fortitude:** 5 (12) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	5(12)	2d+2	5(12)	2	25	-

Unique Skills

- **Psychic Immunity**
- **Continuous Attack**

If a Dry Corpse successfully hits a target in melee, it may make a second attack against the same target.

Loot

2 - 10	Tainted Bones (50G/Red B)	11+	Tainted Skull (300G/Red A)
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Like *Zombie*, it is a corpse in motion, but it differs from *Zombie* in that its body tissues are dry and tight, giving it the appearance of a skeletal Human from a distance.

They are light and agile. If you approach them carelessly, they will cut you down to pieces in no time, and you may lose your life.

5 Phantom

Intelligence: Average **Perception:** Magic **Disposition:** Hostile
Language: Trade common **Habitat:** Various
Rep/Weak: 10/16 **Weak Point:** HP Recovery (deals damage instead) +3 points
Initiative: 13 **Movement Speed:** ~/11 (Floating) **Fortitude:** 6 (13) **Willpower:** 8 (15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Fists	6(13)	2d+4	7(14)	0	42	16

Unique Skills

- **Normal Weapon Immunity**
- ▶ **Undead Blessing/5(12)/Optional**

It empowers other undead characters within "Range: Self" and "Target: 2-3 area (10m radius/All)". The targets receive a +2 bonus for Accuracy checks and +2 points to damage for 10 seconds (1 round).

This effect is a curse type.

- ▶ **Hateful Scream/7(14)/Willpower/Half**

Phantom emits a cursed cry to the living at "Range: Self" and "Target: 1 area (6m radius)/All". All targets except for the undead are dealt 2d+2 curse magic damage.

This ability cannot be used on consecutive turns.

Loot

2 - 6	None	11+	Ancient Cloak (800G/White A)
7 - 10	Old Cloak (200G/White A)		

It is the consciousness of someone that has died, leaving behind a strong grudge. It reacted with mana and became undead. It takes on the form of a living being but has no substance and wanders about covered in a white cloth.

They hate the living with a passion and attack them to welcome new members into the ranks of the undead. This resentment is feared because it curses and debilitates the living and empowers the undead, giving them more power and increasing their threat.

7 Dullahan

Intelligence: Average **Perception:** Magic **Disposition:** Hostile
Language: Arcana **Habitat:** Unknown
Rep/Weak: 11/18 **Weak Point:** HP Recovery (deals damage instead) +3 points
Initiative: 16 **Movement Speed:** 25 (4 Legs & wheeled)/-
Fortitude: 10(17) **Willpower:** 10(17)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Sword (Rider)	10(17)	2d+12	9(16)	5	53	44
Charge (Chariot)	8(15)	2d+14	7(14)	7	62	-
Hoof (Horse)	9(16)	2d+8	8(15)	3	37	22
Hoof (Horse)	9(16)	2d+8	8(15)	3	37	22

Sections: 4 (Rider, Chariot, Horse x 2) **Main Section:** Rider

Unique Skills

<p>● Rider ○ Normal Weapon Immunity ▶ Truespeech Magic, Divine Magic 5 Level / Magic Power 8 (15) ○ ◀ ▶ Magic Aptitude They can use the Combat Feats [Targeting], [Magic Convergence], [Violentcast II].</p> <p>● Chariot ○ Iron Body The Chariot is immune to criticals from edged weapons.</p>	<p>○ Attack Obstacle - Impossible • None The Chariot's size hinders attack. The Rider cannot be attacked, whether melee or ranged. When the Chariot falls to 0 HP or lower, this effect disappears.</p> <p>● Horse ○ Power Strike I They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.</p> <p>○ Less Mobile Each time the HP of a Horse section falls to 0 or below, the Dullahan movement is reduced by -10.</p>
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Loot

2 - 4	None	8 - 12	Premium Magical Wood (500G/Gold Green A)
5 - 7	Magical Wood (200G/Gold Green A)	13+	Mithril (2,600G/Gold S)

An immense figure, a Dullahan is composed of a large, headless knight in black armor, driving a hellish chariot pulled by skeletal horses. Carrying its head in its left arm, a Dullahan will sentence a man to death in one year. It is said that this death sentence cannot be avoided, and the Dullahan will come for the doomed no matter where they are. (Illustration see p. 337)

Constructs

1 Ghast

Intelligence: Servant **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Forest, Ruins
Rep/Weak: 5/10 **Weak Point:** Physical damage +2 points
Initiative: 9 **Movement Speed:** 15/- **Fortitude:** 2 (9) **Willpower:** 2 (9)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Smash	3(10)	2d+2	2(9)	0	14	-

Unique Skills

None.

Loot

2 - 9	None	10+	Magical Stone (250G/Gold A)
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A lost soul bound to a shadow, Ghasts live a sorry existence. Originally thought to have been created during the Magic Civilization period, Ghasts continue to spawn and thrive today in the shadows of civilization. The reason for their creation has been forgotten to time, though their extremely gaunt frame and pitch-black body are difficult to forget. Ghasts are not known to be solitary, so if one is seen, others are sure to follow.

Occasionally, Ghasts will be summoned by Barbarous carrying magical stones. These stones are given to the regular members by Drakes, who keep close the secret of manufacturing.

2 Cheap Stone

Intelligence: None **Perception:** Magic **Disposition:** Hostile
Language: None **Habitat:** Caves, Ruins
Rep/Weak: 7/10 **Weak Point:** Energy type damage +3
Initiative: 8 **Movement Speed:** 8 (Rotation)/- **Fortitude:** 3 (10) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	3(10)	2d+1	4(11)	3	13	-

Unique Skills

► Crawl In/2(9)/Danger Sense/Neg

It moves under the feet of "Target: 1 Character" within "Range: Touch" and causes the target to fall prone.

Loot

2 - 9	None	12+	Mako Stone (2 pts.) (100G/-)
10 - 11	Mako Stone (1 pts.) (50G/-)		

These are palm-sized rocks found at Magic Civilization Period sites, etc. They are monsters that were moved out of the ground during the mining of mako stone, etc. They were called scrap stones or cheap stones and were considered of little or no value.

When a creature with mana approaches, it may start to move. It does not fly but only rolls and moves.

They have no purpose for their behavior but move around and sometimes bump into each other. However, they are sometimes found clustered together in piles of soil, and there have been sightings of them gathering at the feet of people in ruins.

3 Gargoyle

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 9/14 **Weak Point:** Bludgeoning type damage +3

Initiative: 12 **Movement Speed:** 15/30 (Flying) **Fortitude:** 4 (11) **Willpower:** 4 (11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	5(12)	2d+4	4(11)	3	26	-

Unique Skills

<p>○Mimicry/12/Danger Sense/Neg It mimics a stone statue. While mimicking, characters cannot perform a Monster Knowledge check on this monster. If the character approaches it unintentionally, they need to make a Danger check with target number 12, and if it fails, they will be surprised.</p>	<p>Mimicry will be automatically ended once the monster starts to act. This monster can be detected with [Sense Magic].</p> <p>○Fight Receives a +1 bonus to Accuracy and Evasion only for melee attacks.</p>
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Loot

2 - 7	Sharp Stone (20G/Black B)	8+	Enchanted Stone (250G/Gold A)
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A variety of golem with both claws and wings, a Gargoyle is a beast of stone animated by long-lost magic. Gargoyles were famous guardians of the Magic Civilization period, and most seen today are still following instructions given to them from that time. While Gargoyles seem to act as living beings, they can choose to camouflage themselves as stone, taking advantage of unaware and careless adventurers. (Illustration see p. 117)

3 Door Limiter

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 9/12 **Weak Point:** Physical damage +2 points

Initiative: 10 **Movement Speed:** -/5 (Floating) **Fortitude:** 5 (12) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	5(12)	2d+7	3(10)	5	22	-

Unique Skills

<p>○Mimicry/11/Danger Sense/Neg It mimics a door. While mimicking, characters cannot perform a Monster Knowledge check on this monster. If the character approaches it unintentionally, they need to make a Danger check with target number 11, and if it fails, they will be surprised.</p>	<p>Mimicry will be automatically ended once the monster starts to act. This monster can be detected with [Sense Magic].</p> <p>○Throw If the melee attack hits, the target is knocked to the ground and falls prone.</p>
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Loot

2 - 6	None	12+	Premium Magical Wood (500G/Gold Green A)
7 - 11	Magical Wood (200G/Gold Green A)		

It is a construct disguised as a door in the corridors of labyrinths, ruins, and discarded mansions. Generally, they are responsible for repelling intruders, remaining completely motionless until an enemy approaches, at which point they attack as soon as they get close enough to open the door.

4 Ghost Knight

Intelligence: Servant **Perception:** Magic **Disposition:** Instructed
Language: None **Habitat:** Ruins
Rep/Weak: 7/13 **Weak Point:** Physical damage +2 points
Initiative: 11 **Movement Speed:** 8/- **Fortitude:** 7(14) **Willpower:** 4(11)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	6(13)	2d+8	5(12)	2	32	-

Unique Skills

None.

Loot

2 - 6	None	12+	Dense Magic Jewel (700G/Gold A)
7 - 11	Magical Stone (250G/Gold A)		

These Ghost Knights have been trained to use weapons and still retain some martial prowess from when they were once alive. Now able to fight and move efficiently, their understanding of commands has grown as well. They can be seen commanding other weaker Ghosts.

5 Homunculus

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade common, Arcana **Habitat:** Various
Rep/Weak: 10/15 **Weak Point:** Physical damage +2 points
Initiative: 14 **Movement Speed:** 16/- **Fortitude:** 7(14) **Willpower:** 8(15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	7(14)	2d+4	6(13)	6	39	37

Unique Skills

► **Truespeech Magic, Spiritualism Magic 3**
Level / Magic Power 6 (13)

○ **Magic Aptitude**

They can use the Combat Feats [Targeting], [Magic Convergence], [Hawk Eye], [Metamagic/Targets] and [Wordbreak].

Loot

Always	Jelly-like Material (100G/Red A)	13+	Ancient Writings (2,000G/White S)
2 - 12	None		

It is an artificial Human that is believed to have been created during the Ancient Magic Civilization period. Although they are completely Human-like in appearance, they are always expressionless and do not change their facial expressions.

Homunculi were a major source of inspiration for the creation of Runefolk.

Magitech

2 Dorn

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed
Language: None **Habitat:** Ruins, Habitat
Rep/Weak: 9/12 **Weak Point:** Lightning damage + 3 points
Initiative: 8 **Movement Speed:** 13 (Wheels)/- **Fortitude:** 3 (10) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Hammer	3(10)	2d+4	3(10)	2	18	-

Unique Skills

○Mechanical Body

It is immune to criticals from edged weapons.

Loot

Always	Iron (20G/Black B)	11+	Crude Magitech Components (100G/Black White A)
2 - 10	None		

This security magitech was produced in large numbers during the Magitech Civilization Period.

It is about one meter long and appears like a large Human child, and its entire body is covered with hard metal. It has one arm, a large hammer, which it wields to attack. With wheels mounted on its legs, it is more agile than it appears. (Illustration see p. 425)

3 Zerlay

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed
Language: None **Habitat:** Ruins
Rep/Weak: 10/13 **Weak Point:** Bludgeoning type damage +3 points
Initiative: 9 **Movement Speed:** 10/- **Fortitude:** 5 (12) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Slam	4(11)	2d+3	4(11)	3	25	-

Unique Skills

○Mana Coating (1)

Reduces magic damage received by 1.

▶Light Bullet/5(12)/Willpower/Half

It leans forward and shoots a light projectile from its launcher. This ability can only be used with Limited Move.

It cannot be used in consecutive turns. With "Target: 1 Character" and "Range/Area: 2 (20m)/Shot" deals 2d+3 energy magic damage.

○Targeting

[▶Light Bullet] fired into a skirmish cannot stray.

Loot

Always	Daemon-Resistant Material (40G/Gold Black B)	9+	Crude Magitech Components (100G/Black White A)
2 - 8	None		

This is a magitech that can be found on the Allframe continent. It has a slender Humanoid form, but it carries a launcher on its back, and when attacking, it leans forward and shoots a light projectile. Once used, the light projectile needs to be refilled with mana and cannot be fired in rapid succession. It is also characterized by the use of a special material that is inferior in hardness but superior in resistance to magic. (Illustration see p. 424)

4 Burrdorn

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 11/14 **Weak Point:** Lightning damage +3 points

Initiative: 10 **Movement Speed:** 14 (wheels)/- **Fortitude:** 6 (13) **Willpower:** 6 (13)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Hammer (Right Side)	6(13)	2d+6	5(12)	4	32	-
Hammer (Left Side)	6(13)	2d+6	5(12)	4	32	-

Sections: 2 (Right Side/Left Side) **Main Section:** None

Unique Skills

● **All Sections**

○ **Mechanical Body**

It is immune to criticals from edged weapons.

▶ **Hammer Throw & Pull**
Back/5(12)/Evasion/Neg

It can throw a hammer and immediately pull it back.

With “Target: 1 Character” and “Range/Area: 1 (10m)/Shot” deals 2d+4 physical damage.

The section that uses this ability takes a -1 penalty to its Evasion check until the beginning of its next turn.

Loot

Always	Iron (20G/Black B)	6 - 9	Crude Magitech Components (100G/Black White A)
2 - 5	None	10+	Magitech Components (300G/Black White A)

This is a larger version of the Dorn, with a shooting mechanism on both hammers, which allows them to attack an opponent at a distance.

The “Dorn series” of magitechs were widely used in Alframe and can still be seen in operation in the cities.

Zerlay

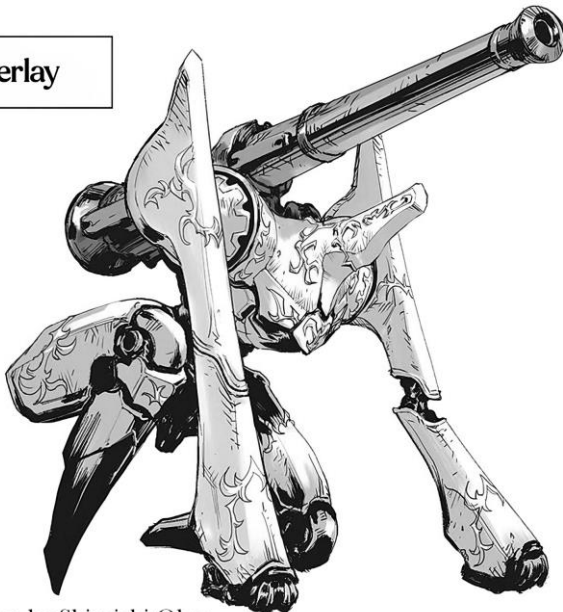


Illustration by Shiroichi Ohno

5 SZerlay

Intelligence: Servant **Perception:** Mechanical **Disposition:** Instructed

Language: None **Habitat:** Ruins

Rep/Weak: 12/15 **Weak Point:** Bludgeoning type damage +3 points

Initiative: 11 **Movement Speed:** 10 (4 legs)/- **Fortitude:** 7 (14) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tube (Launch Tube)	7(14)	2d+4	7(14)	3	30	-
Slam (Body)	7(14)	2d+6	7(14)	4	40	-

Sections: 2 (Launch Tube/Body) **Main Section:** None

Unique Skills

• **All Sections**

○ **Mana Coating (1)**

Reduces magic damage received by 1.

• **Launch Tube**

▶ **Light Ray/7(14)/Willpower/Half**

Attacks with a huge ray of light.

Attacks target within "Range/Area: 2(20m)/Line" and deal 2d+5 energy magic damage.

This unique skill cannot be used on consecutive turns.

○ **Targeting & Hawk Eye**

▶ Light Ray] fired into a skirmish cannot stray and can attack through shielding.

• **Body**

○ **Attack Obstacle - +4 • None**

SZerlay height prevents enemies from attacking it. The Launch Tube receives a +4 bonus to Evasion checks against melee attacks.

When the Body falls to 0 HP or lower, this effect disappears.

○ **Loss of Mobility**

When the Body section HP becomes 0 or less, SZerlay cannot move.

Loot

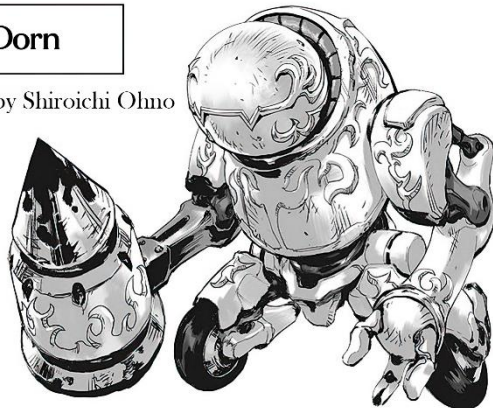
Always	Daemon-Resistant Material (40G/Gold Black B)	6 - 8	Crude Magitech Components (100G/Black White A)
2 - 5	None	9+	Magitech Components (300G/Black White A)

This is one of the larger magitech in the Zerlay series, carrying a larger launcher on its back. The larger size allows it to shoot as a light beam. It is also able to move while maintaining its posture when shooting the light beam.

There were produced as part of the "Zerlay series." Still, production numbers did not reach those of the Dorn series due to difficulties in securing parts for the optical projectile firing mechanism and special materials for the armor.

Dorn

Illustration by Shiroichi Ohno



Mythical Beasts

3 Deela Harpy

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Neutral
Language: Elven, Arcana **Habitat:** Forest, Mountain
Rep/Weak: 8/14 **Weak Point:** Physical damage +2 points
Initiative: 11 **Movement Speed:** 13/26(Flying) **Fortitude:** 5(12) **Willpower:** 5(12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	4(11)	2d	5(12)	2	24	21

Unique Skills

► **Enchanting Song/3 (10)/ Willpower/Neg** The commands must be in a language that the Deela Harpy sings a song with “Range/Area: target understands. The commands must be 2(20m)/Target” to “Target: 1 Character”. The simple, and the target will not obey any target obeys Deela Harpy’s commands in the commands to harm themselves. This effect is treated as psychic type (weak).
 song’s lyrics.

Loot

2 - 9	None	10+	Arcana-Language Book (170G/White A) x 1d
-------	------	-----	--

A mythical beast, combining the appearance of a bird with that of a beautiful woman. Quietly interacting with Humans during the Magic Civilization period, Deela Harpy now lives deep in mountains and forests. If one happens to know either the Arcana or Elven languages, it is quite possible to converse with Deela Harpy.

Often mild-mannered, a Deela Harpy avoids fights with Humanoids unless there is a compelling reason to do so. In addition, some prefer reading to talking, and some carry manuscripts of books dating back to the Magic Civilization period.

4 Hellhound

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile
Language: None **Habitat:** Ruins
Rep/Weak: 9/15 **Weak Point:** Water/Ice damage + 3 points
Initiative: 16 **Movement Speed:** 18(4 Legs)/- **Fortitude:** 6(13) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	7(14)	2d+4	6(13)	2	38	20

Unique Skills

○ **Fire Immunity** This unique skill cannot be used in consecutive rounds.
 ► **Fire Breath/5 (12)/Fortitude/Half**
 A Hellhound breathes fire in a “Range: Touch”, dealing 2d + 4 fire magic damage to up to 3 targets.

Loot

2 - 3	None	12+	Flame Crystal (1,600G/Gold S)
4 - 11	Mythical Beast Hide (140G/Red A)		

Hellhounds are large dogs with jet-black fur, often seen spitting gouts of flame. It is sometimes found in and around "Shallow Abyss," which is why it is also called “Watchdogs of Hell”.

Rarely, a red stone with a faint heat may be found inside its body.

5 Thunderbird

Intelligence: Low **Perception:** Five senses **Disposition:** Hungry

Language: None **Habitat:** Mountains

Rep/Weak: 10/16 **Weak Point:** Magic Damage +2 points

Initiative: 14 **Movement Speed:** -/50 (Flying) **Fortitude:** 8 (15) **Willpower:** 8 (15)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak (Body)	7(14)	2d+8	7(14)	5	37	22
Wing (Wing)	8(15)	2d+6	6(13)	3	28	10
Wing (Wing)	8(15)	2d+6	6(13)	3	28	10

Sections: 3 (Body/Wing x 2) **Main Section:** Body

Unique Skills

● **All Sections**

○ **Lightning Immunity**

● **Body**

▶ **Thunderclap/6 (13)/Willpower/Half**

Summons lightning with "Range: Self" and "Target: 1 area (6m radius)/20" and deals 2d+4 lightning magic damage to the target.

This ability cannot be used on consecutive turns.

● **Wing**

○ **Flight**

A Thunderbird receives a +1 bonus to Accuracy and Evasion only for melee attacks.

If one of the Wings falls to 0 HP or lower, this unique skill cannot be used.

Loot

2 - 7	None	11+	Lightning Crystal (1,600G/Gold S)
8 - 10	Mystical Beak (350G/Red A)		

A huge bird cloaked in lightning, a Thunderbird's body shines brightly in the sky. Even amid combat, the electricity arcing off of one of these great birds is rather intense.

Thunderbirds often do not stay in one territory for long and are difficult to track down for any purpose. Only rarely does a Thunderbird settle down and create a nest, and more often than not it is due to spawning.

They may lay eggs in Shallow Abysses for self-preservation, which can create dangerous beasts for intruders.

Erbirea



Illustration by Yukihiko Maruo

7 Gryphon

Intelligence: Low **Perception:** Five senses **Disposition:** Neutral
Language: None **Habitat:** Mountains
Rep/Weak: 12/18 **Weak Point:** Wind type damage +3 points
Initiative: 18 **Movement Speed:** 20(4 Legs)/40 (Flying) **Fortitude:** 12 (19) **Willpower:** 9 (16)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak (Body)	9(16)	2d+11	11(18)	5	58	26
Wing (Wing)	10(17)	2d+8	9(16)	4	39	11
Wing (Wing)	10(17)	2d+8	9(16)	4	39	11

Sections: 3 (Body/Wing x 2) **Main Section:** Body

Unique Skills	
<p>● All Sections ○ Continuous Attack If a Gryphon successfully hits a target in melee, they may make a second attack against the same target.</p>	<p>● Wing ○ Flight A Gryphon receives a +1 bonus to Accuracy and Evasion only for melee attacks. If one of the Wings falls to 0 HP or lower, this unique skill cannot be used.</p>

Loot			
2 - 5	None	13+	Mithril (2,600G/Gold S)
6 - 12	Gems (150G/Gold A) x 1d		

A mythical beast with the head and wings of an eagle and the body of a lion. Gryphons are surprisingly agile in the air for their bulk and often nest in holes dug into cliffsides. A Gryphon is attracted to and tends to collect shining objects, such as precious metals and gemstones. If they find an intruder trying to steal their shimmies, a Gryphon will attack violently. Rarely some Gryphons understand the common trade language.

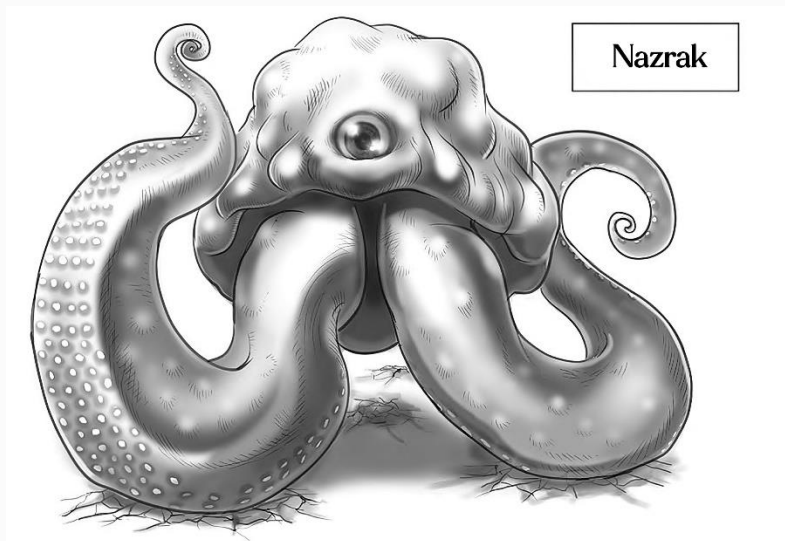


Illustration by Yukihiro Maruo

Daemons

3 Erbirea

Intelligence: Animal **Perception:** Five senses **Disposition:** Hostile

Language: None **Habitat:** Shallow

Rep/Weak: 9/13 **Weak Point:** Magic Damage +2 Points

Initiative: 8 **Movement Speed:** 8/- **Fortitude:** 4 (11) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	5(12)	2d+6	4(11)	3	24	9

Unique Skills

○ **Mana-inhibiting Poison/4(11)/Fortitude/Neg**

If the claw attack hits, the target's Magic Power is reduced by -1 for 10 seconds (1 round). This effect is poison-type.

Loot

Always	Daemon's Blood (100G/Red A)	11+	Abyss Shard (200G/-)
2 - 10	None		

This is a shrimp-faced daemon, spotted in and around Shallow Abysses, about the size of a Human child, with thick, short limbs and dull indigo skin.

Although not much of a threat on their own, they can appear in large numbers at once, and often the Adventurers' Guild is asked to exterminate these monsters. (Illustration see p. 427)

4 Aetherbeast

Intelligence: Low **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Labyrinths

Rep/Weak: 12/15 **Weak Point:** Physical damage +2 points

Initiative: 12 **Movement Speed:** 14 (4 Legs)/- **Fortitude:** 5 (12) **Willpower:** 5 (12)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	6(13)	2d+5	5(12)	3	32	15

Unique Skills

None.

Loot

Always	Daemon's Blood (100G/Red A)	10+	Daemon's Fangs (300G/Red A)
2 - 9	None		

Beasts from another world, Aetherbeasts are loyal to and follow around other daemons. Often taking the appearance of a much larger wolf, they will savagely bite any who threaten them. While the stats given are for this particular form, GMs may also use other stats to represent other Aetherbeast forms.

5 Nazrak

Intelligence: Average **Perception:** Five senses (Darkvision) **Disposition:** Hostile

Language: Daemonic **Habitat:** Shallow

Rep/Weak: 13/16 **Weak Point:** Magic Damage +2 points

Initiative: 12 **Movement Speed:** 5/- **Fortitude:** 7 (14) **Willpower:** 7 (14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
None (Head)	-	-	6(13)	4	26	16
Tentacle (Tentacle)	7(14)	2d+6	5(12)	6	34	22
Tentacle (Tentacle)	7(14)	2d+6	5(12)	6	34	22

Sections: 3 (Head/Tentacle x 2) **Main Section:** Head

Unique Skills

•Head

► Intimidating Gaze/6(13)/Willpower/Neg

Nazrak stares at “Target: 1 Character” within “Range/Area: 2 (20m)/Target” and is terrified it. The target takes a -2 penalty on all action checks for 10 seconds (1 round).

This effect is of the psychic type.

► Frenzied Gaze/6(13)/Willpower/Neg

Nazrak stares at “Target: 1 Character” within “Range/Area: 2 (20m)/Target” and drives it temporarily crazy. The target receives a +2 bonus to any action check for 3 minutes (18 rounds), but it loses 5 points of HP at the end of its turn. This may result in a zero or negative HP. If the target becomes unconscious, the effect is automatically removed.

This effect is of the psychic type.

•Tentacle

☞Tail Sweep

It can attack up to 3 characters that can be reached with Tentacle attacks. The Accuracy check should be rolled once, and if multiple characters are hit, the damage is determined individually.

This ability cannot be used on consecutive turns.

○Attack Obstacle = +4 • None

Nazrak height prevents enemies from attacking it. Head receives a +4 bonus to Evasion checks against melee attacks.

If any of the Tentacle sections have 0 HP or less, this effect is lost.

Loot

Always	Daemon's Blood (100G/Red A)	9+	Abyss Shard (200G/-)
2 - 8	None		

This 5-meter-long daemon is found mainly in and around Shallow Abysses. It is octopus-shaped with only two tentacles, its body is the head, and it has only one huge eye without eyelids.

A daemon tends to remain where it is thought to have been summoned or come through and does not significantly shift where it is active. (Illustration see p. 428)

Humanoids

2 Bandit Trooper

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade common, Regional dialect **Habitat:** Various
Rep/Weak: 5/- **Weak Point:** None
Initiative: 9 **Movement Speed:** 14/- **Fortitude:** 4 (11) **Willpower:** 3 (10)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Weapon	4(11)	2d+2	3(10)	3	20	10

Unique Skills

OSword's Grace/Change Fate

Once per day, they may choose to change the result of a Skill Check or Damage roll, by switching the faces of the rolled 2d to the opposite sides.

Loot

2 - 6	None	11+	Bag of Silver (50G/-) x 1d
7 - 10	Bag of Silver (50G/-)		

Armed with weapons, these thugs attack merchants and travelers. They are armed only with mundane one-handed melee weapons and crude leather armor.

They are bandits if they are out in the wilds; if they are out at sea, they are pirates. In larger organizations, they are the lowest ranks of the armed population, but they can gather in large numbers.

This data can be used to represent lower-level soldiers, villagers with weapons, etc.

5 Skilled Mercenary

Intelligence: Average **Perception:** Five senses **Disposition:** Neutral
Language: Trade common **Habitat:** Various
Rep/Weak: 8/- **Weak Point:** None
Initiative: 14 **Movement Speed:** 20/- **Fortitude:** 8(15) **Willpower:** 7(14)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Sword	8(15)	2d+10	8(15)	5	52	12

Unique Skills

QQuick Slash

Gains +1 to Accuracy. This ability has no effect on characters equipped with metal armor.

QPower Strike I

They can deal an additional 4 damage on their next attack. However, any Evasion Check made by them this turn receives a -2 penalty.

OSword's Grace/Change Fate

Once per day, they may choose to change the result of a Skill Check or Damage roll by switching the faces of the rolled 2d to the opposite sides.

Loot

2 - 3	None	8 - 9	Bag of Silver (100G/-) x 1d
4 - 7	Bag of Silver (30G/-) x 1d	10+	Gem (150G/Gold A) x 1d

With sword and shield at the ready, this mercenary relies on his sword arm and leather armor to protect him from the dangers of the road.

Familiar Data

Here is the data for Familiars that can be summoned with the Truespeech Magic spell [Familiar] (see p. 219).

Common Data

Common Basic Data

Int: None **Perc:** Shared with Caster **Disp:** Instructed
Lang: None **Hab:** Various
Rep/Weak: 8/- **W. P.:** None
Fortitude: -(-) **Willpower:** -(-)

This data is common to all Familiars. It is omitted in the individual data.

Common Abilities of Familiars

Familiars have the following unique skills in common:

Poison Immunity, Disease Immunity, Psychic Immunity

Familiars, being constructs, are immune to any damage or effects of these types.

Can be Detected

Familiars, being constructs, can be detected by spells such as [Sense Magic] (see p. 220) and [Mana Search] (see p. 242).

Familiar Contract

A Familiar's Master can only have one Familiar at a time. The Familiar's Master can cancel the contract using a Major Action. If the contract is canceled or the Familiar's Master dies, the Familiar will immediately disappear.

If the Master falls unconscious, their Familiar remains in place and cannot act at all.

Familiars Knowledge = Sorcerers

The Sorcerer class automatically succeeds in any Monster Knowledge Checks against Familiars. Familiars don't have a Weak Point.

○No HP

If damage is inflicted on a familiar, that damage will instead reduce the HP of the Familiar's Master. The Familiar has no HP of its own.

○Shared MP

The Familiar's Master can use the MP of their Familiar as if it were their own. In this case, the Familiar and the Master must be physical contact.

The MP of the Familiar is restored at the same rate as that of its Master (via resting, etc.).

○One Mind, One Character

Suppose a Familiar is touching its Master. In that case, both are treated as 1 Character, so that when magic, unique skills, traps, tricks, etc., have an Area effect, the Master and Familiar are not affected twice.

Also, a Familiar that is touching its Master cannot become the target of melee attacks, ranged attacks, magic, or effects where a character is a target.

If the Familiar makes a melee attack itself, this unique skill is lost for the next 10 seconds (1 round).

○Resistance Sharing

When a Familiar makes a Fortitude or Willpower save, it uses its Master's Standard Values. The Master always knows if their familiar must make a save (even if it is far away).

○Senses Sharing

A Familiar shares sight and hearing with its Master (including Darkvision). Anything one sees the other does as well.

○Fall Resistance

A Familiar takes no damage from falling (no matter the height).

○No Loot

Characters can't get loot by defeating a Familiar.

○Will-less

A Familiar has no free will of its own.

Familiar Detailed Data

This data uses the general monster data layout (see p. 388).

0 Familiar: Frog

Initiative: 10 **Movement Speed:** 5 (4 Legs)/10 (Swimming)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Tongue	1(8)	2d-2	1(8)	0	-	10

Unique Skills

○Frog's Body

The frog can move underwater. Its mobility is equal to that of a normal frog.

0 Familiar: Spider

Initiative: 11 **Movement Speed:** 7 (Many Legs)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	1(8)	2d-2	2(9)	0	-	7

Unique Skills

○Spider's Body

The spider can move freely on walls and ceilings. While sticking to the ceiling, it will not target a wide range of effects unless the enemy specifically target's familiar. Its mobility is equal to a recluse spider.

0 Familiar: Bird

Initiative: 13 **Movement Speed:** ~/30 (Flying)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Beak	2(9)	2d-1	2(9)	0	-	7

Unique Skills

○Bird's Body

Capable of flight. Physical ability is that of a normal bird.

○Flight

A Bird Familiar receives a +1 bonus to Accuracy and Evasion only for melee attacks.

0 Familiar: Cat

Initiative: 12 **Movement Speed:** 12 (4 Legs)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Claws	3(10)	2d	3(10)	1	-	7

Unique Skills

○Cat's Body

Can pass through narrow gaps, etc. Physical ability is the same as an ordinary housecat.

○Gives Darkvision

Shares its Darkvision with the Master.

0 Familiar: Snake**Initiative:** 11 **Movement Speed:** 10 (Snaking)

Fight. Style (section)	Accuracy	Damage	Evasion	Defense	HP	MP
Bite	2(9)	2d-1	2(9)	1	-	7

Unique Skills

○Snake's Body

The snake can pass through extremely narrow spaces. Its physical ability is equal to that of the normal snake.

○Toxic Tooth

When a familiar makes a melee attack and hits, it automatically deals 1 poison magic damage to the target of the melee attack. This ability only works if the familiar is in touch range with the Master.

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It has been 10 years since the previous “SW2.0”. It has been 30 years since the first “Sword World RPG.” We are thrilled to be able to publish the new “Sword World 2.5” in this anniversary year.

This renewal has a new setting, the Alframe Continent, and was conceived to create an ideal environment for those who are just starting out. New rules for Fellows should help you. We hope you will use social networks and other means to expand your circle of play and interaction. Let's all set out on a new adventure together!

Finally, I would like to thank Ryo Mizuno and Miyuki Kiyomatsu for entrusting us with a great project, the Dragon Book editorial team, the test players, and everyone who has supported us.

Group SNE official website (see here for errata, etc.) <http://www.groupsne.co.jp/>
Fujimi Shobo Official TRPG ONLINE (see here for additional materials)
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Original Release Date: 2018/07

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**This is a free, unofficial, fan-based translation.
Please support original creators by buying Sword World
books and supplements.**

Translator's Notebook

Auquid

Hi! We are happy to present the much-requested translation of the Sword World 2.5. We had several people working on this book, with me compiling, editing, and translating the book, Momo doing the races, Alondaar doing the classes, skills, and combat, Ceria doing the fellows, and IosueArdeus proofreading the whole book. And, of course, big thanks to Aniodia, whose translation of Sword World 2.0 was used here for the parts that remained the same and most of the old terms.

Please support the creators, and hope we will continue releasing more translations of SW2.5 books. And don't forget Sword World 2.5 is compatible with Sword World 2.0, and you can use many translated SW2.0 campaigns, monster books, or world books about another continent Terastier.

Translator's Notebook

Momo

Welcome to Sword World! 2.5 has been a long time coming, and I for my part am happy to see it finally come to fruition.

As I have been working on SW for over a year now, the sections I translated weren't the most daunting things I have done for the series, but the book itself was pretty daunting nonetheless, I'm sure (haha).

As far as notes to translation, I just got one thing to add since it might have gotten some raised eyebrows:

Lykans (or Lykant in singular) have a peculiar pronunciation and may have thrown some people off. I have gotten the comment "why not Lycan?" several times pre-release.

This is because the Japanese word (リカント) is also very peculiar. I wasn't the only one who read it as "Lycan" at first sight. Looking at their lore and pronouncing リカント out loud, it's clear that it can't be Lycan. If we take a look at Lycanthropes (first printed all the way back in BT), their name contains the word "Lycan" and is written as ライカンスロープ.

ライカン vs リカント, are very different.

To me, リカント sounds german, so to distinguish between them and their mortal enemy, I went with the more german pronunciation of "Lewkaant". It's closer to the Japanese text anyways.

For obvious reasons, I pluralized the word as in English instead of going with the more german "Lykanten", so it became "Lykans" in pluralized form.

The language, Lycant, is a pun if you couldn't tell. It's the cant of the Lykans.

Sage Rider Scout Initiative Limited Move Normal Move Full Move
 Class Levels + Intelligence Modifier = Class Levels + Agility Modifier = ※ Treat as 0 if no levels in relevant classes m m x 3 = m

Fighter Grappler Fencer Marksman Monster Knowledge Scout Initiative Limited Move Normal Move Full Move
 Class Levels + Dexterity Modifier = **※Base Accuracy** Monster Knowledge Scout Initiative Limited Move Normal Move Full Move
 Class Levels + Strength Modifier = **※Extra Damage** Monster Knowledge Scout Initiative Limited Move Normal Move Full Move

Movement enhancements

Weapon Name/Notes	Stance	Min STR	Weapon Accuracy	Total Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Value	Extra Damage	Total Extra Damage
							*												
							*												
							*												
							*												
							*												

Accuracy, Extra Damage enhancements, etc.

Section	Name of Accessory, Effect
Head	
Face	
Ears	
Neck	
Back	
Right Hand	
Left Hand	
Waist	
Feet	
Other	

Fighter Grappler Fencer Class Levels + Agility Modifier = **※ Base Evasion**

Armor Name/Notes	Min STR	Evasion	Defense
Armor			
Shield			
Other			

※ Magic Power (Wizard-Type Classes Levels + Intelligence modifier) etc.

Class Name Class Name Class Name

Total Evasion	Total Defense

Evasion, Defense enhancements, etc.

HP **Fortitude**

MP **Willpower**

HP = Adventurer Level x 3 + Vitality MP = Total Wizard-Type Classes Levels x 3 + Spirit Fortitude = Adventurer Level + Vitality Modifier Willpower = Adventurer Level + Spirit Modifier

Money / Deposit / Debt

Items in Possession, etc.

Adventurer Set
 Backpack, Waterskin, Blanket, 6 Torches, Tinderbox, 10m Rope, Small Knife

Power Tables

	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
0	*	0	0	0	1	2	2	3	3	4	4
5	*	0	1	1	2	2	3	4	5	5	5
10	*	1	1	2	3	3	4	5	5	6	7
15	*	1	2	3	4	4	5	5	6	7	8
20	*	1	2	3	4	5	6	7	8	9	10
25	*	2	3	4	5	6	7	8	8	9	10
30	*	2	4	4	6	7	8	9	10	10	10
35	*	3	4	5	7	8	9	10	10	11	12
40	*	4	5	6	7	9	10	11	11	12	13
45	*	4	6	7	9	10	10	11	12	13	14
50	*	4	6	8	10	10	12	12	13	15	15

Consumables

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Sword World 2.5 is a game in which you and your friends explore Raxia, a world created by three swords.

In a time when those who barely survived the all-out war against the Barbarous are on the road to recovery, become an adventurer and experience your own adventure story as you explore the ruins of ancient civilizations, fight dangerous Barbarous, and take on a variety of other missions!

No.1 TRPG in Japan is now available in a new version after 10 years of development. Start your adventure in the Alframe Continent, a new setting with Abyss leading to the other world, and the ruins of the magical civilizations remain!