

SWORDS PENS & PAPER CUTS

DESIGN PHILOSOPHY:

SWORDS PENS & PAPER CUTS IS A TABLETOP ROLEPLAYING GAME DESIGNED AROUND META PROGRESSION BETWEEN SCENARIOS. CREATE A CHARACTER WHO SUSTAINS INJURIES OVER TIME, MAKING THEM MORE NUANCED. EARN, FORGE AND DEVELOP SWORDS THAT RAISE YOUR POWER AND EVOLVE YOUR FIGHTING STYLE. FACE OFF AGAINST DIFFERENT PLAYERS, LETTING YOUR HERO PARTICIPATE IN MANY SMALL ADVENTURES.

THE GAME IS PLAYED ON A GRID-BASED MAP, WITH TEAMS OF HEROES STARTING ON EITHER SIDE AND MOVING AROUND TO STAB ONE ANOTHER.

ALL OF THE HERO CHOICES, SWORDS AND SCENARIOS BELOW ARE PART OF THE BASE GAME, WHICH WILL BE EXPANDED AS CORE RULES ARE OPTIMIZED. THANKS FOR BEING PART OF THE DEVELOPMENT JOURNEY.

CREATING A HERO:

RACES:

CHOOSING A RACE FOR YOUR CHARACTER APPLIES CERTAIN TRAITS.

BY DEFAULT, *QUICK* RACES HAVE 5 MOVEMENT AND OTHER RACES HAVE 4.

FAWN *SHORT/QUICK*

FAWNS ARE A SMALL RACE OF HUMANOIDS WITH FURRY LEGS AND HOOVES, WHO LIKE A LITTLE ADVENTURE, BUT NOTHING TOO PERILOUS

HUMAN *TOUGH*

HUMANS ARE WELL MEANING FOLK WHO ARE OFTEN SEEN GOING ON ADVENTURES AND PITCHING IN WHEREVER THEY CAN HELP

ELF *QUICK*

ELVES ARE MASTERS OF MAGIC AND LIVE A LONG TIME. GRELF, THE ELDEST OF THEM ALL, PREDATES EVEN THE DINOSWORDS.

HIGH ELVES

HIGH ELVES ARE EXTREMELY LAID BACK, HAVING BUILT THEIR LIFESTYLE AROUND SMOKING HALFLING LEAVES

DARK ELVES

DARK ELVES HAIL FROM THE WORSTLANDS, A PLACE BEYOND THE BADLANDS. THEY HAVE DARK BLUE SKIN AND SCARY RED EYES, BUT THEY'RE NOT ALL THAT BAD.

DWARE *SHORT/TOUGH*

DWARVES LIVE UNDERGROUND AND LOVE TO MINE FOR PRECIOUS MATERIALS. THERE ARE AS MANY CLANS AS THERE ARE TYPES OF METAL.

THE GOLDEN DWARVES

THE SELF-APPOINTED LEADERS OF ALL THE CLANS, WHO HOST THE DWARVEN SUMMIT TO DECIDE DWARVEN POLITICS

THE SILVER SEEKER DWARVES

MORE NIMBLE THAN OTHERS, THE SIGIL OF THE SILVER SEEKERS IS THE STAR-NOSED MOLE

THE BRONZE DWARVES

HAILING FROM THE BURNING MOUNTAINS, THESE DWARVES ARE SHORT KINGS OF INDUSTRY

TRAITS:

SHORT - YOU CAN PASS THROUGH OBSTACLES THAT WOULD NORMALLY REQUIRE A 1 MOVEMENT PENALTY, LIKE A HOLLOWED OUT LOG OR A NARROW GAP
QUICK - QUICK RACES HAVE 5 MOVEMENT
TOUGH - YOU CAN RE-ROLL ONE DICE ONCE ON THE INJURY TABLE, WHEN KNOCKED OUT

CLASSES:

SOME SWORDS ARE CONFINED TO EACH CLASS

ASSASSIN	(DPS)
KNIGHT	(TANK)
NECROMANCER	(HEALER)

THE SWRD SYSTEM:

EACH STAT HAS A MINIMUM OF 1 AND A MAXIMUM OF 6. WHEN CREATING YOUR CHARACTER, ROLL FOR EACH STAT WITH A D6, OR BUY 14 POINTS WORTH.

STRENGTH (S)

REQUIRED TO LIFT HEAVY SWORDS

WISDOM (W)

DETERMINES THE SUCCESS OF CASTING SPELLS

RESISTANCE (R)

PREVENTS DAMAGE FROM STATUS EFFECTS

DEFENSE (D)

REDUCES DAMAGE TAKEN FROM SWORDS

EVERY HERO BEGINS WITH 10 HEALTH

SCARS FROM THE PAST:

YOUR CHARACTER CAN START WITH ANY INJURIES FROM THE *INJURY TABLE* THAT YOU WANT

TEMPERMENT:

YOUR CHARACTER CAN BE AN APPRENTICE OR THEY CAN BE **HARDCORE** - THE *INJURY TABLE* HAS A SECOND SECTION FOR **HARDCORE** ADVENTURERS, WHICH INCLUDES *PERMA-DEATH*

FAITH:

YOUR CHARACTER EITHER BELIEVES THAT KARGOB, THE GOD OF DARKNESS HAS **6 EYES** OR THAT HE HAS **8 EYES**. THE PEOPLE OF THIS WORLD HAVE NO DOUBT IN THEIR HEART THAT HE IS REAL. YOU MAY NOT PICK A DIFFERENT NUMBER OF EYES, AS ANY KNOWLEDGE YOU MAY HAVE GLEANED FROM THE SOURCE MATERIAL IS NOT SOMETHING THE PEOPLE OF THIS WORLD WOULD ALSO BE PRIVY TO.

THE INJURY TABLE:

WHEN YOUR CHARACTER IS KNOCKED OUT IN BATTLE, ROLL ON THE INJURY TABLE AT THE END OF THE SCENARIO. THIS WILL PERMANENTLY AFFECT YOUR HERO IN FUTURE OUTINGS.

1/ NOTHING HAPPENED, YOU'RE FINE!

2/ INJURED LEG - YOUR HEROS MOVEMENT IS PERMANENTLY REDUCED BY 1 (MIN. 1)

3/ BODILY HARM - YOUR HEROS HEALTH IS PERMANENTLY REDUCED BY 1 (MIN. 1)

4/ INJURED ARM - YOUR HEROS STRENGTH IS PERMANENTLY REDUCED BY 1 (MIN. 1)

5/ SENSITIVE SKIN - YOUR HEROS RESISTANCE IS PERMANENTLY REDUCED BY 1 (MIN. 1)

6/ BATTLE SCARS - YOUR HERO IS SCARY! ADJACENT ENEMIES HAVE RESISTANCE REDUCED BY 1 (DOES NOT STACK)

THE **HARDCORE** INJURY TABLE

ADD A SECOND DICE IF YOUR CHARACTER IS hardcore

- 7/ INJURED JOINTS - YOUR HEROS DEFENSE IS PERMANENTLY REDUCED BY 1 (MIN. 1)
- 8/ GREIVOUS BODILY HARM - YOUR HEROS HEALTH IS PERMANENTLY REDUCED BY 2 (MIN. 1)
- 9/ MISSING EYE - YOUR HERO CAN NOW BE BACKSTABBED ON THEIR LEFT OR RIGHT SIDE. IF YOUR HERO LOSES BOTH OF THEIR EYES, THEY ARE ALWAYS BACKSTABBED*.
- 10/ BONK ON THE NOGGIN - YOUR HEROS WISDOM IS PERMANENTLY REDUCED BY 1 (MIN. 1)
- 11/ MISSING ARM - YOUR HERO CAN NO LONGER DUAL-WIELD, WIELD TWO-HANDED WEAPONS OR CARRY A SHIELD (EXCEPT AS THEIR PRIMARY GEAR). IF YOUR HERO LOSES BOTH OF THEIR ARMS, THEY CAN ONLY WIELD 1 STRENGTH WEAPONS IN THEIR MOUTH.
- 12/ DEATH - YOUR CHARACTER HAS DIED AND THEIR POSSESSIONS ARE MOVED TO A NEW CHARACTER

*BACKSTABBING

WHEN A HERO IS ATTACKED FROM BEHIND, THEIR DEFENSE STAT IS REDUCED BY 1

SWORDS

SWORDS ARE THE MAIN COMPONENT OF THE GAME. THEY CAN GROW AND CHANGE OVER TIME.

SWORDS HAVE THE FOLLOWING ATTRIBUTES:

STRENGTH REQUIREMENT (1-6)

ELEMENT (FIRE, WIND, WATER, DARKNESS, LIGHT, CHAOS)

DAMAGE

ABILITY

EXTRAS:

RUNES : SWORDS CAN HAVE RUNES WHICH ADD MORE ABILITIES

GADGETS : A SWORD CAN HAVE GADGETS THAT ADD MORE ABILITIES

POMMEL : A SWORD CAN HAVE A SPECIAL POMMEL WHICH ADDS MORE ABILITIES

SOULS : A SWORD CAN HAVE A SOUL WHICH ADDS MORE ABILITIES

100-YEAR BLADE

A SWORD GAINS ITS OWN SOUL NATURALLY WHEN IT TURNS 100 YEARS OLD

SOULSWORD

A SWORD CAN HAVE A MORTAL SOUL PUT INTO IT

ENCHANTED

A SWORD CAN HAVE AN ARTIFICALLY MADE SOUL PUT INTO IT, SYTHENSIZED FROM EXISTING SOUL MATERIAL

STEELBORN

A SWORD CAN BE BORN BIOLOGICALLY WITH ITS OWN SENTIENCE. DON'T ASK US HOW.

EXAMPLE SWORD:

ASSASSINS DAGGER (ASSASSIN ONLY)

ST 1/DARKNESS

D3 DAMAGE

WHEN SUCCESSFULLY BACKSTABBING, ADD +1 DAMAGE