

WHAT IS SWORD WORLD 2.5?

① What kind of game?

Raxia is home to the Humanoids, creatures who have been transformed by the gods to wield swords in their hands, and who have been fighting for their life since time immemorial.



Sword World 2.5 is a TTRPG (tabletop role-playing game) based on Raxia, a world of swords and magic created by three swords.



The PC (player character) will become an adventurer in the branch of the adventurer guild, and form a party with their friends to solve requests.

You may have to delve into the dungeon, save the princess or even try to solve an inter-country conflict. It's up to you to decide what kind of experience you want to have.

Illust. by Susumu Kuroi

What you need to play

- Sword World 2.5 Core Rulebook I
- Copies of all sheets
- 2 hexahedral dice
- Writing utensils
- A friend

TRPG cannot be played by one person. At least one GM and at least one player is needed (3-5 is best).

What if one person is not enough?

- Use the new "Fellow" system (see p. 4)!



TRPG ONLINE : <https://fujimi-trpg-online.jp/>

What is a Tabletop Roleplaying 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 the story and situations they are in. With him, players can react, decide what to do, and progress in the game.



Go on an adventure with the diverse races that live in Raxia!

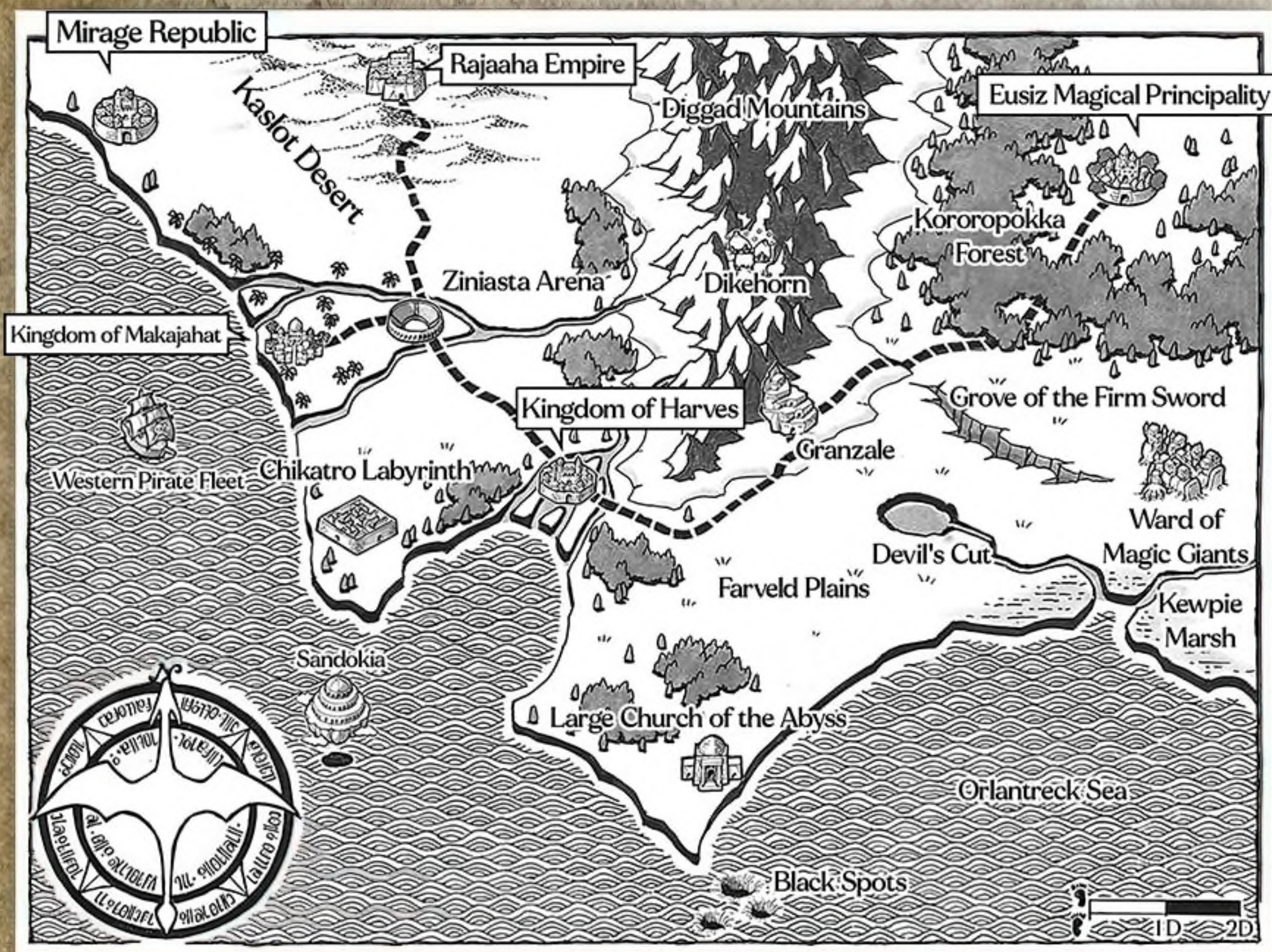
Raxia, a world of swords and sorcery, is home to a wide variety of races. There are humanoid races like us, long-lived Dwarf, Elf, Nightmare races, an artificial Runefolk race created by an ancient civilization, and beast-like looking Tabbie and Lykant races, each with their own unique characteristics.

There are many other races in Raxia, but we will leave that for you to discover. We hope you will experience adventures with these diverse races.

New Race Lykant

Lykans (singular Lykant, pronounced Lewkaant) are a Humanoid race indigenous to the Alfleim 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.

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



Magic Train

In the northern part of the continent, there is a network of rails that are used as a means of transportation.

In the northern cities, various guilds use magic trains for their activities.

"Shallow Abyss"

The major features of the Alfleim 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, which was 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 period did everything in their power to seal the hole and magically constructed the "Wall of the Abyss," a huge, long wall to prevent daemons from emerging from the breach. Its height is over 100 meters and its length is thousands of kilometers.

These Shallows are popular places for the adventurers to explore, along with the ruins and Sword Labyrinths.

Of all the continents in the world of Raxia, the Alfleim continent is the largest. 300 years ago, civilization was destroyed by the Diabolic Triumph, and only recently has a functioning nation been established on the Alfleim continent.

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 Alfleim have a feudal system centered on the king.

There are, of course, a wide variety of other forms of statehood, including states with a parliamentary system, religious states, and federations formed by multiple city-states.

There are still few safe areas, and interactions between nations are not flourishing. There are often several nations clustered in a certain area, forming a single region.

The roads connecting these different regions are poorly developed, and travel is considered extremely dangerous.



④ Fellow

Fellow is the one who helps the PCs and provides support for them.

The fellow follows set patterns and performs supportive actions according to the roll of the dice.



Fellow can be easily created from the PC.



Share on social networking sites and go on an adventure with your friends and family!

Illust. by Susumu Kuroi

New friends, Fellows

Fellows are people who help the PCs to explore the land together. If you want to go on an adventure but don't have enough people, or if you want to go on an adventure with your friend's PC (player character) who is far away, you can use a fellow to help you enjoy the same adventure. Fellows are there to help you on your adventures.

2

Level

Name

Wolf

Player Name

Hajime

Race

Human

Gender

Male

Age

16

Classes

Fighter 2

Scout 1

Languages

Trade Common (Speak/Read)

Regional (Burlight: Speak/Read)

Self-Introduction

I'm a hot-blooded guy who loves a good adventure. Nice to meet you!

Experience

☐ Yes ☒ No

Rewards

☒ Yes ☐ No

MP

10

Id	Result	Action	Dialogue	Value	Effect
7	Attack with Sword (Melee Attack)	"I'll turn you to rust on my blade."	12	Power 25/ Crit Value 10 + 4	
8	Scout Observation Check	"This is...!"	11		
9	[Power Strike] (Melee Attack)	"This is the end!"	14	Power 25/Crit Value 10 + 8, spend next turn recovering	
10	Scout Movement Check	"Leave this one to me!"	13		

Notes:

Wolf Fellow
Illustration by
Konno Takashi

Fellows will help you in your adventures according to the above action chart. Create and publish a fellow based on your PC!