**Swordsphere (a Vision Eerie production)**

Welcome to Swordsphere, the premier virtual world MMO! As you travel the lands of Spheria, you will conquer hordes of evil goblins, ephemeral ghosts, and corrupt knights, gather resources and use them to craft epic weapons and armor, and stand shoulder to shoulder with your allies to face off against rival guilds.

All of this and more in the most vibrant, hyper-real, virtual reality world ever created.

**Character Creation**

Before you can begin your adventures, you must create your avatar. Your avatar will determine how you look and perform in the world of Spheria. Once you create your avatar, it is linked to your account. If you decide you want to change your look, or change your profession, you will have to start all over, so choose wisely!

Character creation is a simple process following these steps:

* Choose your Background and option
  + Apply your stat increases
* Choose your Class
  + Apply your stat increases
* Figured Stats
* Choose your skills
  + Starting Level and Potential
* Starting Equipment

**Primary Stats**

Characters in Swordsphere have seven primary stats:

* ***Muscle (M)*** – Physical strength and the ability to leverage it
* ***Skill (S)*** – Agility, dexterity and hand-eye coordination
* ***Reflex (R)*** – Reaction time, raw speed, OODA and perception
* ***Toughness (T)*** – Ability to withstand hardship and damage
* ***Wit (W)*** – Intelligence and perception
* ***Power (P)*** – Force of will, luck, and magical aptitude
* ***Charisma (C)*** – Personality, looks, luck, and connection to the divine

**Stat Checks**

During your adventures, you will often be asked to make stat checks (also called saving throws). This could be to muscle open a door, to dodge a dart trap, or to keep your wits about you when affected by the enchanting song of a harpy.

Stat checks are made by rolling a d12 and adding the relevant stat to the roll. The GM also rolls a d12 and adds the ***Difficulty Level*** of the check (called the DL) to the roll. If you roll equal to or higher than the GM’s roll, you succeed.

**Opposed Checks**

Sometimes, your stat check is a result of an enemy character acting against you (as opposed to luck, or an inanimate object). In this case, each character rolls a d12 and adds his relevant stat (as opposed to a DL), and whoever gets the higher total wins.

**Bonus**

Each stat has a bonus associated with it. This value is used to calculate figured stats, as well as add to skill checks. The bonus for a stat is calculated as follows:

***Bonus = (stat – 10) / 2 (keep the fraction)***

So, a stat of 12 has gives bonus of +1 to relevant skill checks, and a stat of 8 gives a “bonus” of –1.

You do keep and record any fractions. Having a stat of 11 produces a bonus of ½. Since skills and figured stats are generated using two primary stats, two fractional bonuses can add up.

**Effect Dice**

Each stat also has an effect die based on your character’s score for that stat. When the result of an action isn’t simply pass or fail, you may be asked to roll one or more effect dice based on the stats involved in the task. The most common example of this is combat – when you hit your opponent, one of your damage dice is your muscle effect die.

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| **Stat Value** | **Effect Die** |
| 0-3 | 0 |
| 4-5 | 1d3-1 |
| 6-8 | 1d3 |
| 9-12 | 1d4 |
| 13-15 | 1d6 |
| 16-18 | 1d8 |
| 19-20 | 1d10 |
| 21-22 | 1d12 |
| 23-24 | 1d12+1 |

**Figured Stats**

There are four figured stats in Swordsphere:

* ***Hit Points =*** Toughness + ½ Muscle + ½ Power (fractions round up)
* ***Initiative =*** Reflex Bonus + Wit Bonus
* ***Base Move =*** 6 hexes/combat round (race, background might change this)
* ***Base Defense =*** 6 (backgrounds, talents might change this)

**Stat Increases**

In Swordsphere, ***your avatar’s stats start at a value of 10***. When you choose your background, you get access to three stat increases. You may apply them in any order. The first increase you apply raises the stat by 2 points, the second stat gives you a 2-point increase also. The third stat you choose increases by 1 point.

When you choose your class, you get another set of increases and they work in a similar fashion. You apply them in any order, and they raise the chosen stat by 2, 2 and 1 point accordingly.

Optionally, you can lower a stat by 2 points to increase another by 1 point. You can do this up to two times.

However, no stat can start higher than 14.

By the time you have chosen your background and class, you will have applied a total of 6 stat increases, and your starting stats should total 78-80 points.

**Backgrounds**

Your background describes what you were before you became a stalwart adventurer. Were you a noble knight, or a foreign raider? A holy scholar, or a mad warlock?

In game terms, your background determines what stats you can raise and gives you access to a set of skills and powers. Consider it akin to a “race” in other MMOs you might have played. Unlike many other MMO’s though, your background will have a significant impact on how your avatar plays, so think it over before you make your choice.

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| raider***Bashkars***  The bashkars are fierce raiders that have invaded Spheria periodically over the past several generations. They are warriors who favor speed and skill over brute strength. | | | |
| **Stat Increase**s: Power, Reflex, Skill | | | |
| **Combat Skills:** Dueling, Dual-Wield | | | |
| **Bloodletter**   * +2 Hit Points * Bleeder (2) * Inspiration (1) * Heal Skill * Tactics Skill | **Outsider**   * 1 Color Slot * Type VIII Spells * Goblin Tongue * Dungeon Lore Skill | **Raider**   * +1 Initiative * +1 Move * Bearer * Athlete Skill * Sneak Skill * Steal Skill | **Slaver**   * +1 Initiative * +1 Move * Investigate Skill * Trade Skill * Traps/Trapper Skill |

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| crossbowman***The Company***  The company is a band of tough, cold-hearted mercenaries. They are skilled fighters who will take up almost any cause if the price is right. Still, they are not thieves; there is honor among them – do the job, do it well, get paid. | | |
| **Stat Increase**s: Muscle, Skill, Wit | | |
| **Combat Skills:** Crossbow, One-Hand, Spear & Shield | | |
| **Crossbowman**   * Inspiration (1) * Fast Draw * Point-Blank * Weapon Prof. | **Provisioner**   * Bearer * Tradesman * Alchemy Skill * Armor Smith Skill * Cook Skill * Trade Skill * Weapon Smith Skill | **Recruiter**   * +2 Hit Points * Greedy * Recruiter * Diplomacy Skill * Trade Skill |

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| great_swordsman***The Guard***  The guard is a remnant of Spheria’s majestic past. They are an order of fallen knights who sit vigil over the ruins of a lost civilization. They value strength of body and mind, and are ever watchful for threats from ancient threats lurking just out of sight of the common man. | | |
| **Stat Increase**s: Muscle, Power, Toughness | | |
| **Combat Skills:** Crossbow, Great Weapon | | |
| **Gate Guardian**   * +3 Hit Points * Inspiration (1) * Sweep I * Gate Lore Skill * Navigate Skill | **Grave Watcher**   * +3 Hit Points * Bone Bleeder * Fearless * Inspiration (1) * Dungeon Lore Skill * Heal Skill * Monster Lore Skill | **Vigilant**   * +3 Hit Points * Inspiration (1) * Vigilant * Watchful * Investigate Skill * Track Skill |

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| lancer***Lancers***  The lancers are a tribe native to the outlands of Spheria. Pushed out of their ancestral homelands by the continuing expansion of civilization, the lancers patrol and fiercely protect their remaining territory. | | |
| **Stat Increase**s: Charisma, Reflex, Skill | | |
| **Combat Skills:** Brawling, Spear & Shield, Throwing | | |
| **Scout**   * +1 Move * Camp Master I * Athlete Skill * Climb Skill * Navigate Skill * Survival Skill * Track Skill | **Skirmisher**   * +2 Hit Points * +1 Move * Skirmisher * Athlete Skill * Climb Skill * Sneak Skill * Tactics Skill | **Wise Man**   * 1 Color Slot * Create Grey * Wizened Healer * Cook Skill * Heal Skill * Monster Lore * World Lore |

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| knight ***Order***  The Order is a sect of holy knights who fervently protect and spread the teachings of the Old Religion. As civilization spreads throughout Spheria, the knights of the Order can be found ensuring the gods are properly revered. | | | |
| **Stat Increase**s: Charisma, Muscle, Power | | | |
| **Combat Skills:** One-Hand, Spear & Shield | | | |
| **Crusader**   * +2 Hit Points * Crusader * Language Skill * Navigate Skill * World Lore Skill | **Hammer of Justice**   * +4 Hit Points * Basher * Clear-Headed * Inspiration (1) | **Noble Knight**   * Knight’s Squire * Reinforced * Welcome Traveler * Diplomacy Skill * World Lore Skill | **Paladin**   * 1 Color Slot * Create White * Type I Spells * Combat Spell Skill * Spell Casting Skill |

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| ***Patrol***  short_swordsmanSpheria is a wild land with many places for outlaws and bandits to ply their despicable trade. The Patrol are agents of the law, rooting out criminals and bringing them to justice. | | |
| **Stat Increase**s: Muscle, Reflex, Wit | | |
| **Combat Skills:** One-Hand, Throwing | | |
| **Bounty Hunter**   * +1 Move * Iron Grip * Brawling Skill * Investigate Skill * Track Skill * Traps/Trapper Skill | **Caravanner**   * +4 Hit Points * Language Skill * Navigate Skill * Performer Skill * Track Skill * Trade Skill * Monster Lore * World Lore | **Sheriff**   * +2 Hit Points * Watchful * Welcome Traveler * Diplomacy Skill * Investigate Skill * Navigate Skill * Track Skill |

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| assassin***Rogues***  Rogues can be found most everywhere in Spheria. From the shadowy assassin skulking in the dark alleys of Lumina, to the boisterous ruffians gambling in the Inn at the Edge of The Woods, rogues have in common only their desire to profit off the misfortunes of others, and their disdain for the laws of the land. | | | |
| **Stat Increase**s: Charisma, Muscle, Reflex, Skill, Wit (choose three) | | | |
| **Combat Skills:** Brawling, Dirty Fighting, Dual-Wield, Dueling | | | |
| **Bandit**   * +2 Hit Points * +1 Move * Sneak Skill * Survival Skill * Tactics Skill * Traps/Trapper Skill | **Burglar**   * +1 Move * Acrobatic Feats * Break Fall * Athlete Skill * Climb Skill * Sneak Skill * Steal Skill | **Grave Robber**   * Cave Sight * Fearless * Dungeon Lore Skill * Monster Lore Skill * Sneak Skill * Steal Skill * Traps Skill | **Spy**   * Inspiration (1) * Diplomacy Skill * Disguise Skill * Sneak Skill * Steal Skill * Track Skill |

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| pikeman***Soldiers***  When the Kingdom fell, the king’s armies were scattered across the land. Bitter and without work, these former soldiers band together in small packs, turning to adventuring, mercenary work, or banditry as their disposition dictates. | | |
| **Stat Increase**s: Muscle, Skill, Toughness | | |
| **Combat Skills:** All Combat Skills | | |
| **Deserter**   * +4 Hit Points * +1 Move * Disguise Skill * Sneak Skill * Survival Skill * Track Skill | **Man at Arms**   * +3 Hit Points * Offensive Stance * Weapon Proficiency * Athlete Skill * Tactics Skill * Weapon Smith Skill | **Shield Bearer**   * +3 Hit Points * Armor Proficiency * Defensive Stance * Armor Smith Skill * Heal Skill * Tactics Skill |

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| archer***Woodfolk***  In the deepest of woods, out of sight of civilization’s gaze, live a tribe of mysterious faeries who protect the wilderness from mankind’s depredations. The woodfolk sneak in the forest, keeping to themselves, until their precious woods are invaded. Then with unnatural skill and fury, they lay the trespassers low with arrows and magic. | | |
| **Stat Increase**s: Power, Reflex, Skill | | |
| **Combat Skills:** Bow, Dueling, Thrown | | |
| **Elf Kin**   * 1 Color Slot * Create Gold * Type III Spells * Combat Spell Skill * Spell Casting Skill | **Forest Protector**   * +2 Hit Points * +2 move * Athlete Skill * Climb Skill * Sneak Skill * Survival Skill * Tactics Skill | **Sniper**   * Ambusher * Eagle Eye * Sniper (4) * Steady Aim * Watchful |

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| ***The Crone***  The crone is a withered old witch practicing dark magic on the edges of the realm. Though she has a reputation as frightful and capricious witch, the brave, curious, or just foolish will travel to her hut seeking advice, or her peculiar brand of arcane assistance. | | |
| **Stat Increase**s: Power, Reflex, Wit | | |
| **Combat Skills:** Spell, Staff | | |
| **Crone**   * 1 Color Slot * Familiar * Alchemy Skill * Disguise Skill * Spell Lore Skill * World Lore Skill | **Inheritor**   * 1 Color Slot * Start with Amulet * Enchanter Skill * Item Lore Skill * Spell Lore Skill | **Witch’s Apprentice**   * 1 Color Slot * Create Black * Type VIII Spells * Spell Casting Skill |

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| ***The Scholar***  The scholar is a collector of knowledge both practical and esoteric. He roams Spheria, gathering information on every topic imaginable. In doing so, he has acquired innumerable skills and talents, some of which are useful to would-be adventurers. | | |
| **Stat Increase**s: Charisma, Skill, Wit | | |
| **Combat Skills:** Spell, Staff | | |
| **Acolyte**   * 1 Color Slot * Create White * Type I Spells * Spell Casting Skill | **Doctor**   * Healing Hands * Tradesman * Alchemy Skill * Cook Skill * Diplomacy Skill * Heal Skill | **Lore Master**   * Gate Lore Skill * Item Lore Skill * Monster Lore Skill * Scribe Skill * Spell Lore Skill * Survival Skill |

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| ***The Shaman***  The shaman is a reclusive wise man who makes his home among the trees and rivers of Spheria. He lives in harmony with nature and the beasts will protect him if he is threatened. He is a simple man whose only goal is to harness the power of the natural world to forge a connection with the spirit world. | | |
| **Stat Increase**s: Charisma, Power, Wit | | |
| **Combat Skills:** Spell, Staff | | |
| **Naturalist**   * 1 Color Slot * Animal Companion * Climb Skill * Monster Lore Skill * Navigate Skill * Survival Skill | **Ritualist**   * 1 Color Slot * Create Grey * Type II Spells * Spell Casting Skill * Spell Lore Skill | **Spiritualist**   * 1 Color Slot * Create Grey * Type VII Spells * Spell Casting Skill |

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| ***The Warlock***  Like the scholar, the warlock travels the whole of Spheria to further his goals. Unlike the scholar, he is not interested in knowledge for the sake of it. Instead, the warlock seeks to increase his power by delving into the most dangerous magics. | | |
| **Stat Increase**s: Power, Toughness, Wit | | |
| **Combat Skills:** Spell, Staff | | |
| **Conjurer**   * 1 Color Slot * Type VI Spells * Quick Conjuring * Spell Lore Skill | **Demonologist**   * 1 Color Slot * Create Black * Type V Spells * Spell Casting Skill | **Elementalist**   * 1 Color Slot * Create Purple * Type IV Spells * Spell Casting Skill |