**SwordSphere Concepts**

**Adventuring Skill List**

|  |  |  |
| --- | --- | --- |
| **Skill Name** | **Use** | **Attributes** |
| **Acrobatics** | Leap, dodge traps, perform amazing feats of agility and athleticism. | AGI/STR/SPD |
| **Animal Lore** | Know creature stats, tame creatures, care for animals, animal husbandry | WIL/CHA/PER |
| **Climb** | Climb surfaces | STR/AGI/AGI |
| **Diplomat** | Negotiate with npc groups | INT/CHA/PER |
| **Disguise\*** | Mimic faction uniform, mimic specific player character | INT/PER/CHA |
| **Dungeon Lore** | Acts like Wilderness Lore, but in dungeons only. Also gives information about dungeons (level, creatures, rumors) | INT/INT/WIL |
| **Enchanting\*** | Regain invested spell levels, create color, change the landscape  *Note: If you have the ability to create color, you may choose Enchanting as a skill. If the ability to create color is part of your class, you may take Enchanting as a class skill. If the ability comes to you from your background, you may take Enchanting as a primary or secondary skill.* | WIL/SPI/CHA |
| **Fast Draw** | Draw weapon instantly, influences time getting items out of pack | DEX/SPD/SPI |
| **Forgery\*** | Mimic official documents, recipes, able to use scrolls/items otherwise prohibited | DEX/INT/PER |
| **Gate Lore\*** | Discern the working of gates, find gates in the world | INT/INT/SPI |
| **Healer** | Heal wounds, remove penalties for wounds, speed healing | DEX/INT/SPI |
| **Historical Lore** | Collect knowledge of game world, historical notes, clues about places, NPCs | INT/INT/SPI |
| **Investigate** | Find clues, hidden stuff | INT/SPI/PER |
| **Item Lore** | Identify items, appraise items | INT/SPI/PER |
| **Language** | Speak/read the languages of the Realm | INT/INT/PER |
| **Locks** | Pick locks | DEX/INT/PER |
| **Navigate** | Find way, create accurate maps | DEX/INT/PER |
| **Sneak** | Sneak | AGI/AGI/PER |
| **Spell Casting\*** | Cast spells, avoid spell fatigue  *Note: If you have the ability to access spells of any type, you may choose Spell Casting as a skill. If the spells are part of your class, you may take Spell Casting as a class skill. If the ability comes to you from your background, you may take Spell Casting as a primary or secondary skill.* | INT/WIL/SPI |
| **Spell Lore** | Identify spells, learn spells | INT/WIL/SPI |
| **Steal** | Pick pockets, palm items | DEX/SPD/PER |
| **Swim** | Swim through the water | STR/AGI/TOU |
| **Tactics** | Combat bonuses, identify enemy leaders/plans | INT/WIL/PER |
| **Track** | See who has passed, find characters | INT/PER/SPI |
| **Trade** | Get better prices with npc merchants, get breaks on admin fees for guild stuff | INT/WIL/CHA |
| **Traps** | Find and disarm traps | DEX/SPI/PER |
| **Wilderness Lore** | Avoid wilderness hazards, move through bad terrain | INT/SPI/PER |

**Combat Skill List**

|  |  |  |
| --- | --- | --- |
| **Skill Name** | **Use** | **Attributes** |
| **Combat: Bow\*** |  | DEX/SPD/PER |
| **Combat: Brawling\*** | Unarmed fighting | DEX/STR/SPD |
| **Combat: Crossbow\*** |  | DEX/STR/PER |
| **Combat: Dirty Fighting\*** | Knife fighting, backstab, instant KO, throwing sand, etc. | DEX/SPD/INT |
| **Combat: Dual Wield\*** | Two weapon fighting, off-hand blocking, possible additional attack | DEX/AGI/SPD |
| **Combat: Dueling\*** | One hand, no shield | DEX/AGI/SPD |
| **Combat: Great Weapon\*** | Two handed axes, swords, mauls | DEX/STR/AGI |
| **Combat: One-Hand & Shield\*** | Sword, axe, mace & shield | DEX/AGI/PER |
| **Combat: Polearm\*** | Long spears, staffs, poleaxes & weapons with reach | DEX/STR/PER |
| **Combat: Spear & Shield\*** | Short spears and shield | DEX/AGI/PER |
| **Combat: Spell\*** | Using spells in combat | DEX/WIL/SPI |
| **Combat: Staff\*** | Defensive staff use, mostly for spell casters | DEX/AGI/SPI |
| **Combat: Thrown\*** | Thrown axes, hammers, javelins | DEX/STR/PER |

**“Ups”**

As you level up, you gain resources you can spend to increase your rolls. Players call these resources “Ups”. Ups come in different flavors and can benefit different types of rolls.

* Accuracy (yellow) – Used to affect to hit rolls with all attacks
* Damage (red) – Used to affect damage rolls with all attacks
* Defense (green) – Used to increase defense rolls against all attacks
* Armor (grey) – Used to reduce incoming damage
* Spell Casting (blue) – Used to increase spell casting rolls
* Skill Use (white) – Can be used for all skill attempts

**Hit Points**

Unlike Runebearer, starting characters do not get a +8 bonus to hit points. Instead, each level, characters’ hit point totals increase. Every level up to level 8, characters get +2 hit points. Every level after 8, characters get +1 hit point when they level up.

**Healing Sources**

Damage and wounds in Swordsphere work similarly to standard Runebearer – damage is divided into wound and non-wound damage. Penalties for a wound remain in effect until the wound is healed.

All healing can be applied to any damage, wound or non-wound. All healing is tagged with a source. Examples are alchemy, magic, healing skill, Rallying Cry, etc. An injured character can only receive healing from any source ONCE until his healing sources reset (by resting). If you drink 20 healing potions, only the first one will heal you; the rest are wasted.

Healing sources reset by resting at a campfire, or in a bed.

Healing sources I can think of right now:

* Magic
* Potions
* Heal Skill
* Food
* Performance Skill
* Individual player powers have their own tags

Something else to consider is whether the healing sources reset if you are healed up to full HP. This allows a properly prepared character to act as an MMO combat healer of sorts. The build would focus on different types of healing and bringing those to bear quickly on an injured ally, to get them to full as soon as possible to reset their healing sources. Various spells and skills would help this, as well as special gear (potions that can heal by being thrown at the ally, for instance).

(I am also considering combat heals that would be healing DoTs or reactive heals. These would be keyed to the particular combat you are in. They could not heal damage from previous fights, but could heal any damage received in the current battle.)

**Encumbrance**

Encumbrance in Swordsphere is handled in a streamlined manner. Each item is assigned a weight of Negligible (-), Light (L), Medium (M), Heavy (H) and Tremendous (T). Based on their weight class, a character has a number of “slots” of each weight that they can carry in their inventory. Characters only get the inventory slots of their weight or below.

* An infinite number of Negligible items
* 20 Light items
* 8 Medium items
* 5 Heavy items
* 1 Tremendous item (though there are no Tremendous characters in the game, so no PC actually gets this slot)

Each character also has 6 equipped slots to carry weapons and armor.

* Main Hand
* Off Hand
* Head
* Chest
* Arms
* Legs

Items in the equipped slots don’t count against your inventory slots. However, you are still only allowed to use armor and weapons of your weight or less. Stowed weapons and armor count as inventory.

Armor and Weapon Proficiency allow you to use items one weight class higher than your character’s weight. They also allow you to carry one weapon (1 inventory slot), or one set of armor (up to 5 slots), in your inventory even if it is one weight class too high for you to normally carry in your inventory.

**Camping**

When players want to rest, they can either return to a rest zone (a town, or inn), or they can create one by using a campfire. Using a campfire requires a skill check pitting the character’s Dungeon or Wilderness Lore skill against the DL of the region. A relatively safe clearing next to a well-patrolled road might have a DL of 8, while the middle of a legendary dungeon might have a DL of 25 or more.

On a successful check, the campfire is consumed, a camp is created, and up to 4 players (or more based on the campfire used and the player making the camp) can eat a meal, drink a drink, recover a single UP, reset their healing sources, and take a ***single*** camp action.

Camp actions include:

* *Alchemist* – You may use your ***Alchemy*** skill to identify a potion (1 use)
* *Artificer* – You may use your ***Item Lore*** skill to identify an item and learn its properties (1 use)
* *Cook* – You may use your ***Cooking*** skill to create food/drinks for your allies (4 uses)
* *Medic* – You may use your ***Healing*** skill on everyone in camp (4 uses)
* *Meditation* – You may use your ***Enchanting*** skill to create a mote of color (2 uses)
* *Perform* – You may use your ***Performance*** skill to give your allies a benefit (1 use)
* *Repair* – Using your ***Armor Smith***, or ***Weapon Smith*** skill, you can repair your allies’ equipment (4 uses)
* *Rest* – By taking no other actions this camp, you may rest and regain a number of hit points
* *Spell Caster* – You can invoke ***one*** mote of color and/or cast any number of spells, until the point where your spell casting skill is exhausted
* *Stand Watch* – You take no actions this camp, but reduce the chance of an encounter, and if an encounter occurs, you will not be ***surprised***. Multiple people taking watch will reduce the chance even further

**Crafting Primer**

**Crafting Skill List**

|  |  |  |
| --- | --- | --- |
| **Skill Name** | **Use** | **Attributes** |
| **Alchemist** | Herbs, balms, salves, potions | INT/SPI/WIL |
| **Armor Smith** | Medium, heavy armor, shields | DEX/TOU/INT |
| **Clothier** | Light armor, cloaks, robes, fashionable clothes | DEX/PER/SPD |
| **Construction** | Building structures, useful in towns/guilds | AGI/CHA/INT |
| **Cook** | Food, drinks, buffs, heals | PER/SPI/WIL |
| **Jeweler** | Rings, necklaces | DEX/PER/WIL |
| **Performer** | Songs, Poems, buffs, heals, remove statuses | AGI/CHA/PER |
| **Scribe** | Scrolls, books, official documents | DEX/SPD/SPI |
| **Trapper\*** | Snares, Traps |  |
| **Weapon Smith** | Weapons of all types except staffs/bows | DEX/SPI/STR |
| **Woodworking** | Staffs, bows, instruments, tools? | DEX |

**Crafting Materials**

Crafting in Swordsphere consists of gathering a number of materials, taking them to a crafting station (or having a mobile crafting station) and then making a skill test vs. the DL of the recipe. The materials used are consumed regardless of the success or failure of the attempt.

Materials come in two types, Base Materials and Special Materials. Base materials are used to create the basic formulas, while special materials are added to a formula in order to give the resulting crafted item special attributes and powers.

Players with crafting skills can use those skills to gather certain materials.

|  |  |
| --- | --- |
| **Skill** | **Gathers** |
| Alchemy | Chemicals |
| Armor Smith | Metal |
| Clothier | Cloth |
| Construction | Special |
| Cook | Food |
| Jeweler | Metal, Stone |
| Performer | None |
| Scribe | Wood |
| Trapper | None |
| Weapon Smith | Metal |
| Woodworking | Wood |

(Characters with Construction are special in that they cannot gather any material, but can instead declare a building project and allow a number of other players and NPCs in the region to gather materials for that project.)

**Base Material List**

|  |  |  |  |
| --- | --- | --- | --- |
| **Material** | **Found** | **Used In** | **Base Cost** |
| Chemicals | Beasts, Minerals, Plants | Alchemy\*, Clothier, Scribe | 25g |
| Cloth | Beasts, Plants | Clothier\*, Construction, Scribe | 10g |
| Food | Beasts, Plants | Cook\* | 5g |
| Metal | Minerals | Armor Smith\*, Construction, Jeweler\*, Trapper, Weapon Smith\* | 10g |
| Stone | Minerals | Construction, Jeweler\* | 15g |
| Wood | Plants | Construction, Scribe\*, Trapper, Woodworking\* | 5g |

**Basic Crafting Recipes (Tier 1)**

Note: The retail price one these goods sets a hard upper limit to the price players can charge, which means that most of these recipes are barely profitable, if at all.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Recipe** | **Skill** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Base Potion | Alchemy | 10 | Chem x 1 | Does nothing, but acts as a base for other potions. | 30g |
| Basic Bedroll | Clothier | 8 | Cloth x 2 | Gives user a +1 to any skill rolls when taking camping activities. When used, it has a 6/12 chance to be consumed. | 30g |
| Basic Beer | Cook | 8 | Food x 2 | Returns 1 UP when consumed. | 15g |
| Basic Campfire | Woodworking | 8 | Wood x 2 | Allows up to 4 people to rest, take camping activities. | 15g |
| Basic Stew | Cook | 8 | Food x 2 | Returns 1 UP when consumed. | 15g |
| Color Vial | Alchemy | 14 | Chem x 2 +  Metal x 3 | Can be enchanted to contain one mote of color. Breaks once the color is invoked. | 100g |
| Heal Potion | Alchemy | 12 | Chem x 2 | Heals 1d4 hit points. | 75g |
| Ornamental Ring | Jeweler | 8 | Metal x 1 +  Stone x 1 | Just for show. | 30g |
| Potion Vial | Alchemy | 8 | Metal x 1 | Used to hold potions. | 15g |
| Recipe Book | Scribe | 12 | Chem x 2 +  Cloth x 4 +  Wood x 2 | Can hold a single augmented crafting recipe. | 150g |
| Repair Kit | Armor Smith, Weapon Smith, Woodworking | 10 | Metal x 1, Wood x 2 | Allows the crafter to repair damaged weapons and armor. Contains 3 charges. | 15g |
| Starter Axe, Dagger, Mace, Sword | Weapon Smith | 8 | Metal x 2 | You begin with one of these, but if they are lost, a replacement will cost you. | 30g |
| Starter Bow, Crossbow, Spear, Staff | Woodworking | 8 | Wood x 4 | You begin with one of these, but if they are lost, a replacement will cost you. | 30g |
| Starter Mage Staff | Woodworking | 10 | Wood x 4 +  Metal x 4 |  | 80g |
| Starter Great Axe, Great Sword | Weapon Smith | 10 | Metal x 4 | You begin with one of these, but if they are lost, a replacement will cost you. | 50g |
| Starter Great Spear | Woodworking | 10 | Wood x 8 | You begin with one of these, but if they are lost, a replacement will cost you. | 50g |
| Starter Heavy Armor (AV 3) | Armor Smith | 12 | Metal x 5 | This is per location (Head, Arms, Legs, Chest). | 75g |
| Starter Light Armor (AV 0) | Clothier | 10 | Cloth x 2 | This is per location (Head, Arms, Legs, Chest). | 30g |
| Starter Medium Armor (AV 2) | Armor Smith, Clothier | 12 | Cloth x 4,  Metal x 4 | This is per location (Head, Arms, Legs, Chest). | 60g |
| Starter Shield | Armor Smith | 10 | Metal x 3 | This is per location (Head, Arms, Legs, Chest). | 40g |

**Basic Crafting Recipes (Tier 2)**

Note: The retail price one these goods sets a hard upper limit to the price players can charge, which means that most of these recipes are barely profitable, if at all.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Recipe** | **Skill** | **DL** | **Requires** | **Effect/Notes** | **Retail** |
| Lore Book | Scribe | 14 | Chem x 2 +  Cloth x 8 +  Wood x 2 | Allows the owner to collect lore and can grant extra XP upon completing collections. | 200g |
| Mana Potion | Alchemy | 14 | Chem x 4 | Regenerates 1d4 spell levels instantly | 150g |

**Crafting Augments**

When you craft at a station, you can add augments to the basic materials in hopes of getting a special effect and possibly an augmented recipe. The number of augments you can add to a basic recipe is equal to its tier+1. Each augment added to a recipe has a chance to add some kind of boon to the created item.

Augments are named to give a rough idea of the types of benefits they can provide. To learn exactly what effects an augment can have, you need to make a crafting roll based on the DL of the augment.

**How to Find Augments**

Any time you roll an 11 or 12 on a successful harvesting roll, you get an augment. Augments will sometimes drop from creatures, especially named enemies, who often have unique augments.

**How Augments Work**

Augments have 6-20 possible effects (most have 6-8). When you add augments to a crafting recipe, you roll separately for each one to determine which effect it might have. Then, each augment has a percentage chance, based on your crafting skill level (effective skill level – 2), to be imprinted on the finished item. This chance is increased if two or more augments appear with the same effect.

If the crafting fails, or the augments fail to imprint onto the final item, the augments are consumed.

If the augments take, and you have a recipe book available, you can write the recipe into the book and it becomes a permanent recipe for you. That basic recipe, with those particular augments, will always produce the same final product. You can either continue to produce the augmented item, or give/sell the recipe book to another player so they can produce the item (though if you do, you will lose the ability to create that item).