

SWORD WORLD

2.0

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CORE RULEBOOK I

REVISITED

SW
2.0
RPG

ドラゴンブック



PART 1 CHARACTERS

This first part introduces player character (PC), which is the main character of the game.

Character Creation

PC (Player character) is the alter ego of the player in SW 2.0. The PC can take various actions according to the player's declaration. If the player declares the move action to the GM (game master), he or she can move the PC freely. If the PC wants to talk about something, the player can just say it out loud as the PC's remark. The PC is an adventurer in Raxia world. The adventurer's place in this world is described in "Part 4 - World", but you do not have to read it at first. All you have to do is remember what the GM explains.

How To Read Character Sheet

Here we will explain how to read character sheet that is used to manage PC data. The character sheet is used to store PC information, what you PC can, and the equipment and tools PC has.

For information on where and what is written in the character sheet, refer to the explanation corresponding to the character sheet number in the figure.

Character Sheet A

① Personality

It is a place to write the name, gender, age, race, and background of the PC. Write letters and numbers in each field.

Name: Feel free to decide. The names of the inhabitants of the Raxia are similar to the Western-style names of the real world.

Gender: Write down whether character is male or female. There is no difference in abilities between males and females.

Age: You can decide freely on age of PC, but the age of adulthood, life expectancy, and suitable age for an adventurer differs depending on the race. Please decide the age by referring to the explanation of each race (part 2).

Race and Background: If you're creating a PC with Easy Creation System (see later in part 1), it's already written. If you are creating using Normal Creation System (see later in part 1), write the selected race and background.

② Ability Scores

It is a column to write the ability scores of the PC. There are various types of ability scores, such as dexterity, agility, strength, vitality, intelligence, and spirit. The higher the number, the better the ability is.

Growth value is increased after session (see later in part 1).

⑧ Classes

It is a column to write the classes (see part 3) acquired by the PC and their level. The higher the level of class, the more proficient PC in that class.

⑨ Combat Feats

This is the column for writing combat feats (see part 3). Combat feats are special actions and beneficial abilities that a PC can do in combat.

⑩ 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" has new "Techniques" and "Spellsongs", and "Core Rulebook III" has new "Stuns", so write them in this column once you have mastered them.

⑪ Language

Write a language that PC can understand and use. When creating a character, all PCs can speak and read Trade Common, and speak and read his own racial language. For details, refer to Learning Language (see later in part 1).

⑫ Renowned Items and Points

It is a column to write the renowned items acquired by the PC and the honor points. For more information on the use of honor points, please refer to the "Core Rulebook II".

Character Sheet B

Here, there are mainly columns for writing information related to combat and equipment.

① Monster Knowledge

It is a column to write the monster knowledge check value (see part 2). Monster knowledge is used when PC is trying to remember information on monsters.

② Initiative

It is a column to write initiative. Initiative is used for the initiative checks at the start of the battle (see part 2).

③ Movement

Write movement of your PC. Basically, "normal move" is equal to agility value, and "full move" is triple the agility (see part 2).

④ Base Accuracy

It is a column to write the base accuracy of the PC. Based on this value, the base accuracy of each weapon is calculated. The base accuracy is used when making an accuracy check (see part 2). Each class name is followed by [m (n)]. In n, write the level of class you have, and in m, write the value obtained by adding the dexterity bonus and base accuracy.

1

2

3

PART 4

PART 5

⑤ Extra Damage

It is a column to write the extra damage of the PC. It is used when calculating damage (see part 2). Each class name is followed by [m (n)]. Write the level of the class you have in n, and in m, write the value obtained by adding the strength bonus and extra damage.

⑥ Weapons

It is a column to write weapons equipped on the PC. Write the values after making modifications for each weapon, such as required strength, power, and critical value.

⑦ Base Evasion

It is a column to write the base evasion of the PC. Based on this value, the total evasion of the PC can be obtained. Total evasion is used in evasion checks (see part 2). Each class name is followed by [m (n)]. Write the level of the class you have in n, and in m, write the value obtained by adding the agility bonus and base evasion.

⑧ Armor

This is the column for writing armor equipped on the PC. Write the values modified by armor and combat feats, such as min strength, evasion, and defense. For armor and shield, write the sum of each modification separately.

⑨ Accessories

This is a column for equipment and accessories you wear. Only one equipment or accessory can be equipped in one part.

⑩ HP Field

It is a column to write the current value when HP decreases or recovers. Write the maximum value in the box.

⑪ MP Field

It is a column to write the current value when MP decreases or recovers. Write the maximum value in the box.

⑫ Fortitude and Willpower

It is a column to write fortitude and willpower. Write the same value as in character sheet A (④).

⑬ Combat Notes

It is a column to write magic that was effective during battle, frequently used combat feats, etc.

⑭ Magic

In the column where you write the magics that you learned with the classes you have acquired and its magic power. Magic power is used when making a spellcasting check (see part 2).

⑮ Money

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

⑯ Equipment, Items, etc.

This is a column for equipment and items other than armor and weapons.

17 Power Table

It is a column to write the powers of weapons and magics used by the PC. Power is used in various situations during the game (see part 2).



How To Create a PC

There are two ways to create a PC with SW 2.0: "Easy Creation" and "Normal Creation".

When using easy creation, you can select from one of the sample characters introduced later and use it on your own PC. As the name implies, you can create a PC right away. It takes about 0 minutes to create, and if you are new to TRPG or playing SW 2.0 for the first time, you should create a PC using this method. Also, it's suitable for those who want to start the game immediately.

On the other hand, in normal creation, the player decides all the races, stats, skills, etc., and can create truly unique PC. It will take a little longer than easy creation, but it creates PC only for you. The time to create PC using normal creation varies from person to person, but if you are a player who is accustomed to TRPG, you can create it in about 30 minutes. If you want to discuss the role of each PC in group and decide on buying accessories, etc. it could take longer.

Easy Creation

EASY CREATION CHART

Easy creation is done as follows.

1. Choose a sample character



2. Determine character's history



3. PC creation is complete

Sample Characters

In this book, we will introduce one of eight sample characters. Sample characters are of each race. It also includes a guide on how to use the character, and guidelines for growth. First of all, don't think hard, and choose a character that you like the illustration and feeling of.

Human Warrior

PART 1

PART 2

PART 3

PART 4

PART 5



“The sword is telling me to defeat you...
So I'll do my best”

Character Commentary

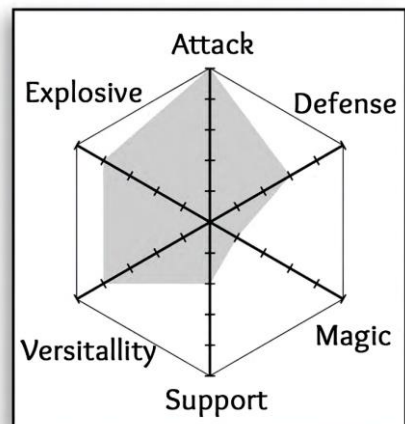
Humans are the most prosperous race in Raxia and are a comfortable race to use as a character.

This character is a fighter equipped with a double-edged sword and dressed in leather armor. He handles his sword with both hands and can do a one-shot deadly attack.

It is a character specializing in attacks that takes the initiative in combat in front of the enemy. When it's time to strike, you can use [Power Strike] to do a lot of damage.

Humans are called "fate-loved" race and can use the racial trait of changing their own destiny [Sword's Salvation-Change Fate]. It is a very convenient feature that you can switch face of rolled dice. Whenever they fail at something and desperately doesn't want to, this ability will definitely help.

In addition, he has the classes of a scout and a ranger, so he is good at exploring and detecting hidden things, and he is one of the characters who you can call an adventurer. Believe in your power and run through Raxia with your friends!



Human Feytouched



“Come on, fairies. It’s about time.”

PART 1

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Character Commentary

A human feytouched who can call various fairies and use magic.

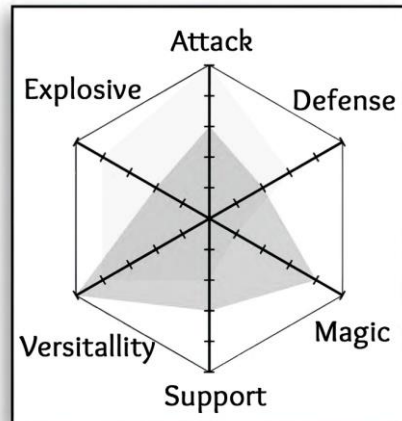
Fairy magic is a very handy magic that is useful in various situations. There are magics that can be used in almost any situation, such as [Fire Bolt] for attack, [Whisper Heal] for recovery, and [Fairy Wish] for exploration.

The combat feat called [Guided Magic] possessed by this character is sure to hit the enemy who is fighting in thick of battle. Work with warriors to destroy your enemies.

Humans are called "fate-loved" race and can use the racial trait of changing their own destiny [Sword's Salvation-Change Fate]. It can also be used to ensure that the magical effect is affects the enemy, so it is very reliable in case of emergency.

In addition, feytouched has on level in Fencer class, so you can go forward and fight in time of need. However, don't be overconfident as its equipment is weaker than the warrior.

Human feytouched is a very reliable Support role for its magical attacks and support, as well as exploration. Be active in every situation and support the party!



※Monster Knowledge = Sage Level (-) Rider Level (-) = 0
 + Intelligence Bonus [] = Initiative 4 = Scout Level (1) Warlord Lvl() + Agility Bonus [3] = Limited Move = 3m
 Normal Move = 18m Full Move = 54m
 Agility [18] =

※ [Base Accuracy: 2] = Fighter () Grappler () Other() + Dexterity Bonus [2]
 ※ [Extra Damage: 3] = Fencer (1) Marksman () + Strength Bonus [1]

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
Short Sword	1H	5	-	3	5	*	0	1	1	2	2	3	4	5	5	5		2	
						*													
						*													
						*													
						*													
						*													

※ [Base Evasion : 4] = Fighter () Grappler () Fencer (1) Other() + Agility Bonus [3]

Armor	Min STR	Evasion	Defense	Notes	Slot	Accessory	Effect
Armor: Cloth Armor	1	-	2		Head		
					Face		
Shield: Buckler	1	+1			Ears		
					Neck	Gem Case	
Other Modifiers					Back		
					Right Hand		
					Left Hand		
					Waist		
					Feet		
					Other		

Combat Notes	Total Evasion	Total Defense
	5	2

Magic Damage Reduction

HP 21	Fortitude 4
MP 21	Willpower 4

Money
 Cash: 345 G Deposit/Debt: G

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power
Fairy Magic	2	4

Equipment, Items, etc.
 Adventurer Set
 Scout's Tools
 Key of Unlocking x 2
 Fairy Gem x 4

Consumables
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []
 [] [] [] [] [] [] [] [] [] []

Power Table

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

Elven Priest

PART 1

PART 2

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“Don’t move. I’m going to treat the wound now”

Character Commentary

This character is an elf priest who serves the sun god Tidan.

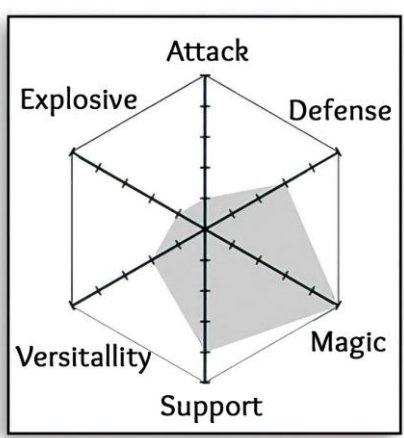
Elves are a race that is taller than humans and often has a beautiful appearance. Although not very numerous, they have a longer lifespan than humans and is known as a water loving race.

The sacred magic used by priests is excellent at healing and supporting and has many magics to help allies. When your allies are injured, use [Cure Wounds] to heal them, and when fighting powerful enemies, use [Field Protection] to reduce the damage your allies receive.

In addition, you have a combat feat called [Metamagic-Targets], so you can use recovery and support magic for multiple friends at the same time.

Elves have two racial traits: [Sword's Salvation-Gentle Water] and [Darkvision]. [Sword's Salvation-Gentle Water] is the ability to stay underwater for longer time, and [Darkvision] is the ability to see even in dark places. Only elves can move without restrictions underwater.

With just one priest, the survival chances of the party are dramatically increased. With that power, spread the splendor of the sun god Tidan to the world!



Dwarven Priest Warrior



“Bring it on! I’ll show you
teachings of the knight god Zaiya!”

“Should children withdraw? Hmm... Can you
say the same thing if I eat everything?”

Character Commentary

A dwarf armed with an axe, metal armor, and a shield; he is a priest warrior of the knight god Zaiya.

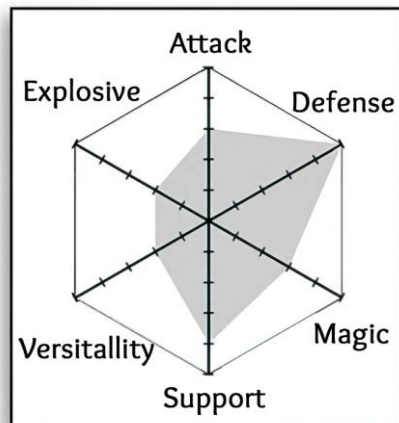
Dwarves are smaller than humans but have a muscular body and are a good in battles. They are sturdy and nimble.

Zaiya is a god who protects the weak, and this character is also the cornerstone of the protection of allies and has the strength to withstand any attack.

As a priest, you can use divine magic to help your friends, and you can also use the combat feat [Cover] to defend your friends from attacks.

In addition, dwarves have two racial traits: [Sword's Salvation-Body of Flame] and [Darkvision]. [Sword's Salvation-Body of Flame] is a racial feature that allows you to not take any damage from any fire or fire-type attack. [Darkvision] allows you to see things in the dark. The fire magic and fire attacks will not burn even a single line of Dwarf's hair.

When it comes to protecting allies, there is nothing like this character. Show your power of guardian deity!



Tabbit Wizard

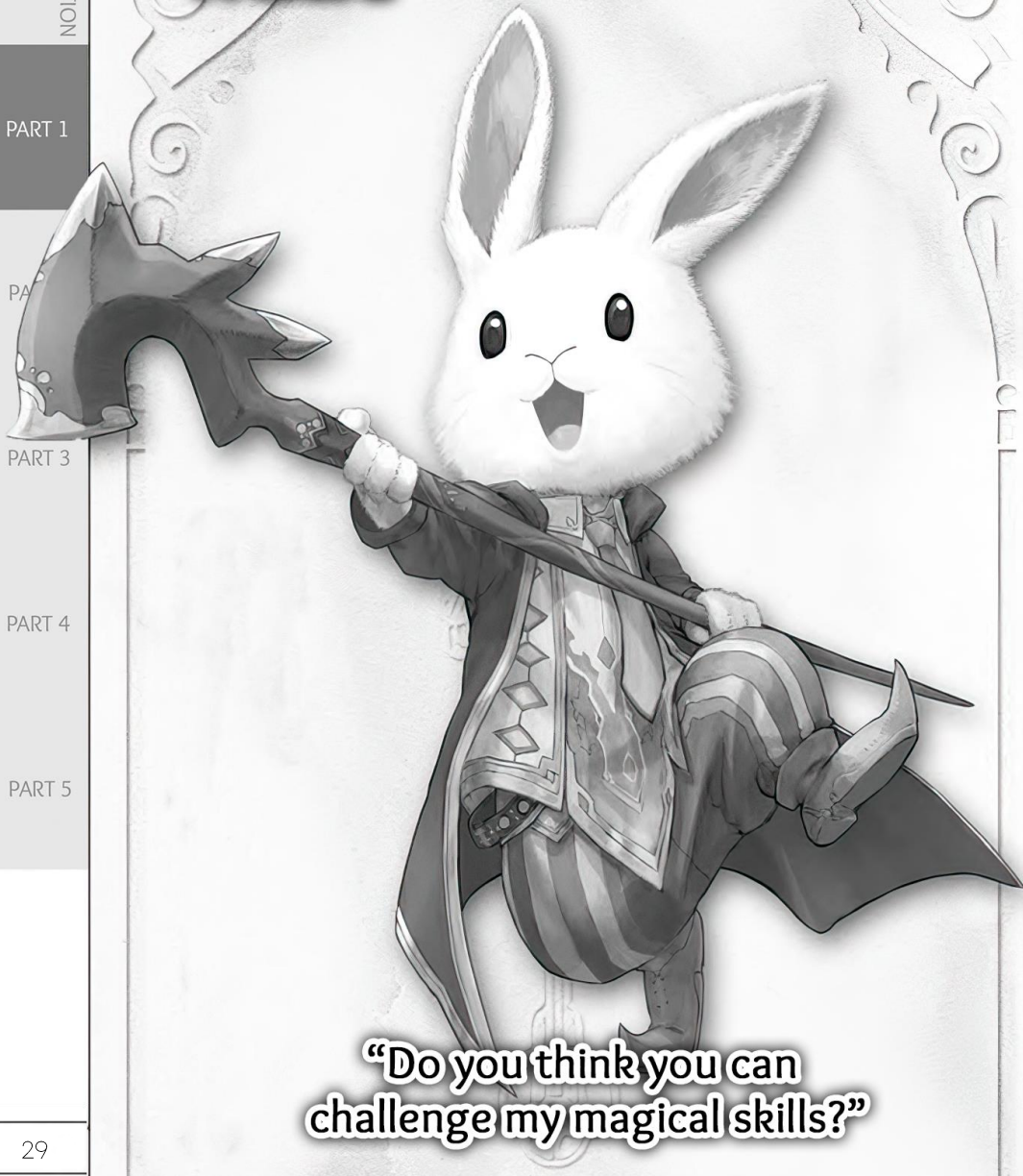
PART 1

PA

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“Do you think you can challenge my magical skills?”

Character Commentary

This character is a rabbit wizard who mastered two types of magic.

Tabbits are upright rabbits a height of about 1m. They are very smart and civilized like any other race. They are very skillful wizards but is not good at handling weapons.

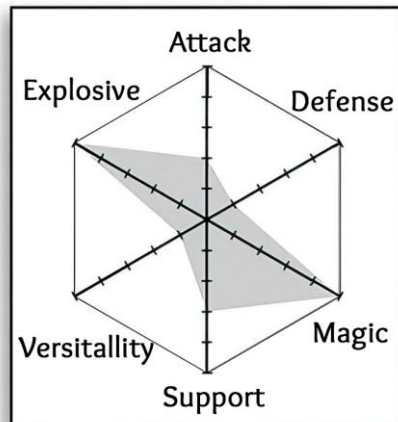
This character mastered two types of magic: truespeech magic and spiritualism magic. You can use powerful assault magic such as [Energy Bolt] from truespeech magic, and support magic such as [Counter Magic] from spiritualism magic.

Furthermore, thanks to the combat feat called "[Guided Magic]", attack magic can accurately target only enemies.

They can be called experts in magic and can use most effective forms of magic depending on the situation.

Tabbit has a racial ability called [Sixth Sense]. You can sense danger faster than your friends and greatly reduce your chances of getting into trouble.

It is one of the characters who can aim to be become the greatest wizard. Beat strong enemies with your magic and bring victory to your friends!



※Monster Knowledge = Sage Level (-) + Intelligence Bonus [-] = Rider Level () + Intelligence Bonus [-] = 0
 ※Initiative = Scout Level(-) + Agility Bonus [] = Warlord Lv(-) + Agility Bonus [] = 0
 Limited Move = 3m [Normal Move] = 9m [Full Move]
 Agility [9] = 9m × 3 = 27m

※ [Base Accuracy:] = Fighter () Grappler () Other () + Dexterity Bonus []
 ※ [Extra Damage:] = Fencer () Marksman () + Strength Bonus []

※ Treat as 0 if no levels in relevant Class

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
						*													
						*													
						*													
						*													
						*													
						*													

※ [Base Evasion:] = Fighter () Grappler () Fencer () Other () + Agility Bonus []

Armor	Min STR	Evasion	Defense	Notes
Armor: Soft Leather	7	-	3	
Shield: Round Shield	8	-	+1	
Other Modifiers				
Combat Notes				
		Total Evasion	Total Defense	
		0	4	

Magic Damage Reduction

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand	Magical Implement	
Left Hand		
Waist		
Feet		
Other		

HP Fortitude

MP Willpower

Money
 Cash G Deposit/Debt G

Equipment, Items, etc.

Adventurer Set
 Magic Herb x 3
 Mako Stone (3 pts)
 Awake Potion

Consumables

[] []
 [] []
 [] []

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power
Truespeech Magic	2	6
Spiritualism Magic	1	5

Power Table

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

Runefolk Magitech

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“There is a magical reaction to
Magisphere. We need to be careful now.”

“Target is confirmed.
Leave support to me, master.”

Character Commentary

A runefolk gunner who shoots guns using magitech.

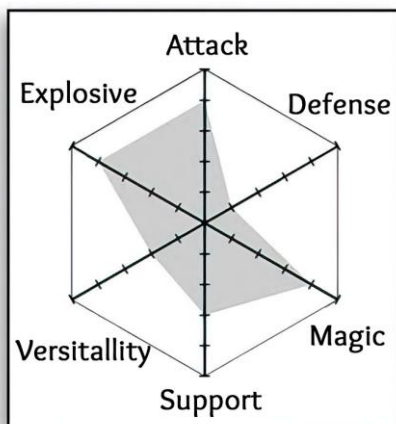
Unlike other races, runefolk is a descendant of androids created by ancient civilization. They were made to resemble a human being, but there is something artificial to their body.

Magitech is the magic of creating and manipulating magical machines, a legacy of ancient civilization. You can also create bullets for a variety of guns. Attack enemies with [Solid Bullet] and heal allies with [Healing Bullet].

[Precise Shot] is a combat feat that allows you to reliably aim at the enemies even during a chaotic battle and can be essential for gunners.

Runefolk has two racial traits: [HP Conversion] and [Darkvision]. [HP Conversion] reduces your own HP and converts it to MP. Even if you use too much magic and run out of MP, runefolk he can use magic again. [Darkvision] is a racial feature that allows you to see things even in the dark.

It is a character who is good at accurate and powerful attacks by making full use of its guns. Shoot down enemies to your heart's content with your favorite gun!



※Monster Knowledge = Sage Level (1) Rider Level () = 3
 Intelligence Bonus [2] = 0
 ※Initiative = Scout Level (-) Warlord Lvl (-) + Agility Bonus = Limited Move = 3m
 Agility [14] = Normal Move [14] × 3 = Full Move [42]m

※ [Base Accuracy:] = Fighter () Grappler () Other () + Dexterity Bonus [3]
 ※ [Extra Damage: 3] = Fencer () Marksman (1) + Strength Bonus [2]

Weapon	Stance	Min STR	Weapon Accuracy	Base Accuracy	Power	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	C Value	Extra Damage	Notes
Toradar	ZH	5	-	4	*												10	4	30m
					*														
					*														
					*														
					*														
					*														

※ [Base Evasion :] = Fighter () Grappler () Fencer () Other () + Agility Bonus []

+

Armor	Min STR	Evasion	Defense	Notes
Armor: Cloth Armor	1	-	2	

+ +

Shield:

--	--	--	--

+ +

Other Modifiers

--	--	--	--

Combat Notes

--	--	--	--

+ +

	Total Evasion	Total Defense
	0	2

Magic Damage Reduction

Slot	Accessory	Effect
Head		
Face		
Ears		
Neck		
Back		
Right Hand		
Left Hand	Magisphere (Small)	
Waist	Gun Belt	
Feet		
Other	Gun Belt	

HP 22 Fortitude 4

MP 17 Willpower 3

Money
 Cash 45 G Deposit/Debt G

Equipment, Items, etc.

Consumables

[Bullet x 24] []

[] []

[] []

Magic (Magic Power = Class Level + Intelligence Bonus)	Level	Magic Power
Magitech	2	4

Power Table

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



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“I will beat you to my heart's content. Be prepared!”

“Ha-ha! If you notice my fist, I'll praise you!”



Nightmare
Magic Fist

Character Commentary

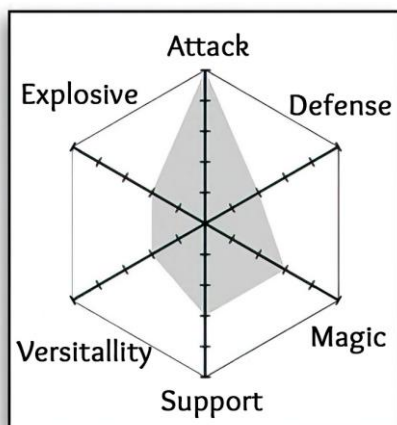
This character is nightmare magic fist who uses martial arts and spiritualism magic at the same time.

Nightmare is born from humans, elves, dwarves, or other races by mutation. Its usual appearance is almost the same as that of a human being, and it has small inconspicuous horns on its head. All of them are highly capable as warriors and-or as magicians.

Grappler class is a combat class that specializes in fighting with bare hands. You can use [Chain Attack] to launch two attacks at the same time, or [Throw Attack] to throw your enemy and stop its movement. In addition, you can strengthen yourself and your friends with spiritualism magic.

Nightmare has two racial traits: [Alternate Form] and [Weakness]. [Alternate Form] is a racial feature that enlarges the horns and turns the skin pale and changes its appearance. You can use magic just by thinking about it without verbal and somatic components. [Weakness] is a racial feature that makes you vulnerable to silver weapons and certain attributes.

They have some weaknesses, but its extraordinary physical qualities and outstanding magical talents more than make up for it. Use your fists and magic at the same time to make your name known to the world!





**“We live in the dark world.
I'm willing to get my hands dirty”**

 **Shadow Spy**

Character Commentary

A shadow nimble warrior from the northern continent.

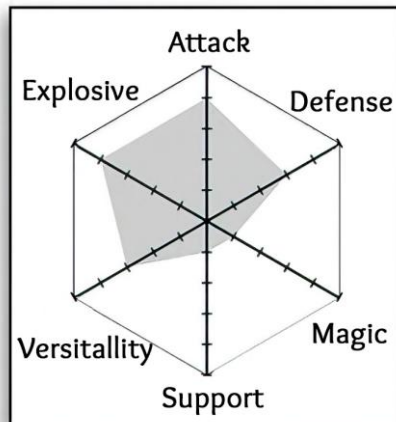
Shadow is dexterous and nimble race and is very talented spies. They are also good at using light weapons.

They mastered Fencer and Scout classes at 2 levels and can play an active in both of them. Especially in the initiative checks during battle, you should be able to go first and gain an immediate advantage.

With combat feat [Lethal Strike] you can greatly raise the possibility of critical hits. It should be noted that your evasion will be reduced, but bold moves can lead to big damage.

In addition to being able to see things in the dark with [Darkvision], shadow have the racial ability of increasing Willpower [Moonlight's Protection]. For you it is easy to resist magic and special abilities from enemies.

Guide everyone with your scouting skills of exploration and quick thinking. Be a frontline warrior, help your friends!



History Determination

After deciding which of the sample characters to use, the next step is to decide on a history. History represents the events that character experienced and can be used to create a personality for PC.

PART 1

Characters stats such as ability scores will not change depending on your history and background. History is used as a guide when playing a PC, or when GM introduces a person related to PC history.

PART 2

History is decided from the tables on the right. You can choose freely, or you can roll the dice to decide. In that case, roll 3d to decide.

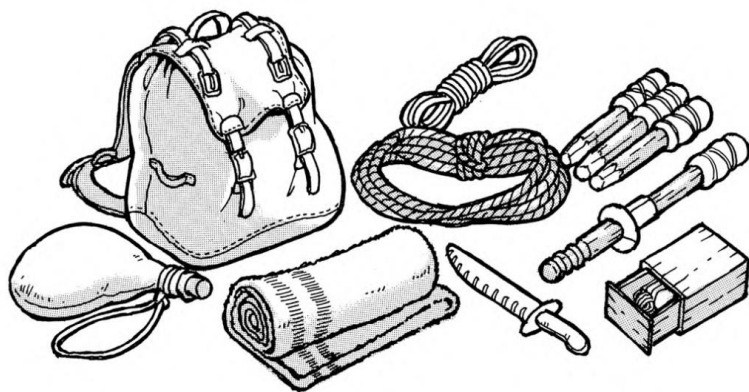
PART 3

If the first roll is 1-3, use Table A, and if it is 4-6, use Table B. The second and third rolls will determine PC's history.

PART 4

You can choose up to 3 histories. If you don't like the result of roll, you can re-roll it, or you can choose the one you like. If you wish, you can consult with GM to create a unique history.

PART 5



First Roll 1-3 - Chart A

2d	Personal Experience	2d	Personal Experience
1-1	There was a great love in your past.	4-1	You were imprisoned.
1-2	Your life was saved by someone.	4-2	You were betrayed by someone close.
1-3	You ran away from home as a child.	4-3	You experienced unforgettable horrors.
1-4	You went broke at some point in the past.	4-4	You grew up with loving parents.
1-5	You committed a crime.	4-5	You rescued someone else.
1-6	There was an adventurer who you admired.	4-6	You have (or had) famous friends.
2-1	You had a near death experience.	5-1	You discovered a large ancient ruin.
2-2	Born to a wealthy family.	5-2	You are still in love with a childhood sweetheart.
2-3	Abandoned by your parents.	5-3	You don't know where your hometown is.
2-4	There is mixed blood in your family.	5-4	There is a hobby you are completely absorbed in.
2-5	You were formerly nobility.	5-5	You were famous for having a certain talent.
2-6	You had your heart broken.	5-6	Was a bully.
3-1	You were badly injured.	6-1	You have (or believe that you have) heard the voice of a God.
3-2	You have a period of lost memory.	6-2	One of your siblings drowned.
3-3	You were told a strange prophecy.	6-3	Had a prophetic dream as a child.
3-4	You were raised as a different gender.	6-4	You have a distinctive tattoo somewhere on your body.
3-5	You have (or had) a fiancée.	6-5	One of your relatives is a widower.
3-6	You have had a major setback.	6-6	You have a lot of useless knowledge.

First Roll 4-6 - Chart B

2d	Personal Experience	2d	Personal Experience
1-1	Made a huge mistake in your life that people still remember.	4-1	Helped out at a family business.
1-2	You have a mentor you can call on.	4-2	You've had a large quarrel with someone.

1-3	You have friends of different races.	4-3	An artist lives (or lived) in your neighborhood.
1-4	There is an important promise you must keep.	4-4	You have an important commitment you need to keep.
1-5	You have suffered through a severe illness.	4-5	You've either eaten or drank poison before.
1-6	There was once a trustworthy friend.	4-6	Someone you know has died and been resurrected.
2-1	Grew up in a city predominantly run by another race.	5-1	You are (or were) afraid of other races.
2-2	You're haunted by a recurring dream.	5-2	You have defeated a monster before.
2-3	Grew up in the countryside.	5-3	A loved one you lived with has passed on.
2-4	A friend was always there, competing with you.	5-4	You have a unique, but useless, skill.
2-5	You were attacked by a monster.	5-5	You have served a lord in the past.
2-6	You were often absorbed in books.	5-6	There is a secret that you do not wish to be known by anyone.
3-1	Something happened that you needed to confess.	6-1	You have an embarrassing habit.
3-2	Won a tournament involving one of your hobbies.	6-2	There is someone you know that is practically your twin.
3-3	You were one of the smartest children in the neighborhood.	6-3	You saved someone else's life.
3-4	Made something unforgettably delicious.	6-4	There is (or was) a certain race you liked to be around.
3-5	Have (or had) a friend who lived rather far away.	6-5	Tended to stay indoors.
3-6	Your father is (or was) away on a long journey.	6-6	You are (or were) looking for one of the Swords of Creation.



Finalizing PC with Easy Creation

Select one character you want to use from the sample characters and copy the character list to be available to you.

After that, decide on name, age, and history and write it down. With that simple creation of character is completed.

Now that you have your alter ego, your PC, you're all set to play your role in life of Raxia. All you have to do now is start a session with the players who created characters in the same way.

Example of Character Creation with Easy Creation

Yajime is to playing SW 2.0 for first time, so he decided to create a character with simple creation.

From one of the eight sample characters, Yajime chose "Human Warrior". Yajime thought that the warrior was easy to handle from the start, but above all, it was because of he liked illustration of chosen character.

He will receive explanations of the numerical values of the characters later, but for the time being, he made a copy of the character sheet. Then he decided on its background and personality and filled in the blanks.

Yajime looked at the history table and thought it would be interesting to use it, so he decided to roll the dice to decide his history. When he rolled the dice, the rolls were "3", "4", and "6". When he checked with history tables - this character had "a famous friend".

However, Yajime said, "I don't know anyone famous in the world of SW2.0". When he talked to GM about what to do, Yajime suggested that his character be friends with the master of a large shop for adventurers. So, Yajime's character comes up with the idea of becoming an adventurer at the recommendation of his famous friend Yaji. GM was willing to accept Yajime's proposal.

Yajime decides to use the history table further. The history that was decided after rolling twice was "You went broke at some point in the past" and " An artist lives (or lived) in your neighborhood". However, he didn't like those two, so he decided to use only "has a famous friend" history and his friend master Yaji. Yajime tried to add more histories, but GM stopped him because Yajime couldn't get enough of it even if GM gave him more history choices.

Finally, Yajime decided on character's personality (character's name and age, hometown, etc.). Since humans are considered to be adults and suitable for adventurers at 16 years old. Yajime named the human warrior Wolf, male, 16 years old. Yajime wanted to play a young man who is full of life and never gives up.

Yajime's PC, Wolf, is now complete. All he has to do is wait for the session to start.

