

Sords

A d20-like combat game

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BETA EDITION, FOR FREE DISTRIBUTION

1. Create Your Character

5 Points, 5 Skills

All Skills start at 1.

STR - To wield weapons, bonuses to dmg.

AGI - For initiative, allows you to Quick Atk.

ATK - Controls how well you attack

DEF - Controls how well you defend

VIT - Health levels

Now, find health by formula $HP = (VIT \times 10) + (LEV \times 3)$

2. Arm Yeself

Start with 200 Gold.

Melee Weapons

Rusty Knife, q1, (1d4d4)-3, 100g

Knife, q2, 1d4d4, 150g

Long Knife, q4, 1d6d4, 400g

Shortsword, q7, 1d8d6, 1000g

Sword, q13, 1d8d10, 2500g

Claymore, q20, 1d12d10, 10000g

Requirement: Strength

Armor

Light Armor, q1, -1, 100g

Medium Armor, q6, -2, 250g

Iron Armor, q12, -3, 500g

Magic Armor, q15, -4, 2500g

Black Armor, q21, -5, 10000g

Gold Armor, q26, -6, 25000g

Requirement: Defense + Agility

3. Fight!

1. Roll a die to select who is challenger.

2. Roll a die to select who is defender.

3. Whoever has higher AGI goes first.

4. Fight Mechanics

Fights take turns, higher AGI goes first.

In order to hit, you need to roll 15 modified by (Your ATK - His DEF).

This constitutes a normal attack.

If your AGI > Your Level x 1.5, then you can "Quick Attack".

Quick Attacks deal half damage, or 66% damage if AGI is your highest skill.

However, you only have to roll 10 modified by (Your ATK - His DEF).

If your STR > Your Level x 1.5, then you can "Power Attack".

Power Attacks deal 150% damage, or 250% if STR is your highest skill.

However, you have to roll 20 modified by (Your ATK - His DEF).

If an attack hits, then you roll the first die (xdx in xdx dy).

This die's result is then modified by your enemy's armor.

This result is the number of the second die (dy in xdx dy) that you can roll.

Example:

I hit with a normal attack. I am wielding a knife, so I roll 1d4.

I roll a 3. I subtract 1, my enemy's armor modifier, to make 2.

I roll 4 and 3, making 7 damage to my opponent.

After you finish, give spoils (see ch. 5) and roll again to fight again!

5. The Winner's Spoils

When you win a battle, you get gold and experience.

The amount of gold you get is determined by the length of the battle.

Experience is not.

Calculate "base" gold, which is also your experience, by

$$((\text{His Level} - \text{Your Level}) + 3) \times ((\text{Your Level} + \text{His Level}) \times 100)$$

The amount of gold you get is decreased by 10% every turn. It compounds.

Example: It takes me 2 turns to defeat an enemy that gives me 100 exp.

$$100 \times .90 = 90, 90 \times .90 = 81. \text{ I get 81 gold.}$$

To level up, it takes $(\text{Level you are going to})^2 \times 100$ experience.

When you level up, get 4 skill points to distribute.