

## SWORDBOUND TABLE

Skill trees for Swordbound; and weapon descriptions.

**STORY AS IT STANDS:** Some two hundred years ago, an alien invasion threatened a peaceful planet on the edge of the Milky Way. Life there much resembled Feudal Japan- So the half organized rabble was not able to defend themselves until such point as the Glorious Sun General appeared, wielding twelve blades like nothing anyone had seen before. Rallying a number of lieutenants, he managed to drive back the alien force in the space of days. Within months, the planet was loyal to him and not their previous lords.

He immediately started training the populace in the use of well made duplicates of his twelve blades- in case any alien threat ever came again. Each person who wished it (And many did) would train in the use of one blade, mastering it above all other weapons.

And then, rather suddenly, the Sun General died. The world turned into warring nations as lieutenants tried to seize control of the whole planet.

As it has been since that day. The lieutenants have passed away, giving rise to splinter factions. Armies continually clash, some for nothing more than to fight. Some people even develop their own blades, to garner an edge.

Some say the war will be eternal, unless a legendary warrior arises, one to rival the Sun General himself, who is one and the same with their blade. To whom the flow of battle is nothing but a slow dance. A warrior without peer, a true master of the blade: A SwordBound.

**SETTING:** I don't have anything yet D:

### IMPORTANT RULES:

**Proximity Rolling:** this uses a d20 system for to-hit, but it's a different system than the standard "roll high". Instead, at the beginning of the game you pick a number and that's the number that your "critical hit" is on with the dice being treated similarly to a circular scale. For example:

(Critical Roll Number: 6)

- 1: (Glance (Half damage)
- 2: Glance (Half Damage)
- 3 Hit (Standard damage)
- 4 Hit (standard damage)
- 5 Near Critical (1.5 damage)
- 6 Critical Hit (2x damage)
- 7 Near Critical (1.5 damage)
- 8 Hit (standard damage)
- 9 Hit (standard damage)

10 Glance (half damage)  
11 Glance (half damage)  
12 miss  
13 miss  
14 miss  
15 Critical Failure (Fix your shit, bro. DM picks your mishap)  
16 OH SHIT: Serious disaster, Cross your fingers. (DM picks your serious mishap)  
17 Critical Failure (Fix your shit bro, DM picks your mishap)  
18 Miss  
19 miss  
20 miss

You'll notice it's easier to hit than miss. This is because you've trained all your fucking life.

**HARVESTER:**

A sweeping martial blade utilizing Shelltech (Vibrating shells that trigger on impact) to increase cutting power. Very sharp, good for disabling or outright killing opponents.

BASE STATS:

DMG: 1d6, 1d8 when using a charge.

ATTACKS PER TURN (APT): 2

SPECIAL STATS:

Clip Size (Base): 3

**SIDEARM:** .45 Autopistol

BASE STATS:

DMG: 1d6 per shot

APT: 2

Clip Size (Base 9)

**SKILL TREE KEY:**

\* Denotes that the skill benefits the sidearm.

+Denotes an active skill

-Denotes a passive effect

**BOLD** Signifies things that change per rank.

TREE: SHELLTECH BASIC Immediately Improving the cutting power of those little cartridges in the blade.

SKILL NAME	Req.	SKILL EFFECT
Extended Magazine*-	N/A	(Ranks: Up to five): One more shell per reload per rank
Multiloading*+	EM1	(Ranks: Up to three.) <b>Can load one more shell per rank into the chamber before firing</b> , amplifying damage appropriately. You can chamber up to two shells a turn. Each extra shell adds 1.50x extra damage.
Magnum Shell*-	EM5	(Ranks: One) Replaces the standard Vibroshells with Magnum Vibroshells, tripling the damage bonus per charge, but halving clip capacity.

**SKILL ADVANCEMENT::** After the first load of Magnum Shells damaged your blade, you went to have it repaired. You realized, however, that you could customize your blade... And hey, why not? (You can pick one advanced tree from Shelltech)

ADVANCED TREE: SHELLTECH/EXPLOSIVE BLADE: Deciding to add some vents to your blade, when the shells go off now, you don't experience any power loss, and in fact the massive vent of energy can be channeled into raw explosive damage.

SKILL NAME	Req.	SKILL EFFECT
Blast Sweeper-	ST/EB	(Ranks: One) Venting massive explosions, your Harvester is crazy scary now. Especially because it can explode people in half. (On a critical hit, roll again. If you roll another critical, instant kill (If okayed by DM))
Welder's Shells-	ST/EB	(Ranks: Two) A focused explosion, if you will, These shells burn long and steady, breathing a steady stream of flame and spark from the vents. <b>+1 damage die per rank.</b>
Buster+	WS2	(Ranks: One) Full blown explosions on second trigger pull, with a large AOE. +1 damage die.

ADVANCED TREE: SHELLTECH/GUNBLADE: It's been done a lot, but you bet you could do it better. With a little locking mechanism, you don't lose your original abilities, but can now fire actual slugs on demand..

SKILL NAME	Req.	SKILL EFFECT
Boom, Headshot+	ST/GB	(Ranks:2) First rank- Line up a shot, fire on the second turn, and your near criticals now count as criticals. Rank Two: Do it all on the same turn.

.50 Cal*-	ST/GB	(Ranks: One) Upgrade from .45 ACP to .50 Cal Magnum Cartridges, doubling your damage multiplier, and increasing damage die by a size.
God Of Gunplay+	BH2, 5c1	(Ranks: One) Pick a target for each chambered shell in both your blade and pistol. You make attacks against all of them and then spend the next turn reloading.

ADVANCED TREE: SHELLTECH/ION FREQUENCY: Why just vibrations? Why not some honest to god electricity, too? Upgrading to some custom Magnum Ion Shells, you can cleave things and tase them at the same time now!

SKILL NAME	Req.	SKILL EFFECT
Stunner*-	ST/IF	(Ranks: Up to Three) On <b>Critical Hit/Near Crit/Standard hit</b> , enemy is stunned for one turn per charge.
High Shock Shells*-	ST/IF	(Ranks: One) Upgrade into much higher grade shock shells. -1 die size, stuns last twice as long.
Raigeki Break+	St 3, Hss 1	(Ranks: One) On a full load of shells, you can convert it from stun damage, to lightning damage with a 2x damage multiplier.

TREE: REAPING: Harvester Wielders are well known for their slow, purposeful strokes that can take people apart in a spectacularly short amount of time.

SKILL NAME	Req.	SKILL EFFECT
Measured Stroke+	N/A	(Ranks: Up to five) May only attack once this turn. Do 2x damage+ <b>0/5/10/Additional die/Additional die+20</b> damage
Disabling Strike+	MS1	(Ranks: Up to two) May only attack <b>once/twice</b> this turn, must use this attack. Can either, on hit, immobilize target, or the target may not make an attack.
Hawk Eye -	MS5	(Ranks: One) All blade attacks critical on near criticals, near critical on standard hits, and standard hit on glancing hits.

**SKILL ADVANCEMENT:** You've mastered the very basic reaping style, now to expand upon it. Slight modifications to your blade reveal a small tube containing the concepts for a more advanced style of fighting!

ADVANCED TREE: TOWERING REAPER: You decide to focus on individual, cleaving, high damage strikes. To achieve this, you lengthen and add more weight to your blade, making it almost a no-daichi.

SKILL NAME	Req.	SKILL EFFECT
Cleave-	R/TR	(Ranks: One) You've become especially good at long strikes, and can easily carry your blade from one target to the next in a single stroke. <b>You may pick two targets that are adjacent to you for every melee strike.</b>
Knock Aside-	CI/1	(Ranks: Two) Your attacks <b>knock prone/Knock prone and knock back one square</b> on <b>near critical/standard hits</b> and up.
Towerfall-	CI/1	(Ranks: One) You may only attack once per turn, but gain double damage and stuns targets in burst one from impact zone for one turn unless saved.

ADVANCED TREE: FLOW OF HARVEST: You've brought your focus to a nonstop barrage of attacks, hitting multiple opponents and striking multiple times with precision. You've trimmed and lightened your blade to be able to attack even faster, too!

SKILL NAME	Req.	SKILL EFFECT
Flurry-	R/FoH	(Ranks: Three) Gain <b>2/3/4</b> additional attacks. Also, if you make all attacks against different targets,, they take 1.5 times damage.
Perfectionist-	F/3	(Ranks: One) Roll all damage rolls twice. Take the higher result.
God of Swordplay+	F/3	(Ranks: One) Pick a target. Make all attacks against it with one to-hit roll and 1.25 damage. On the next turn, you may not use this skill and suffer a -1 hit range penalty.

ADVANCED TREE: HONORED DUELIST: You've mastered single combat, and can use it to great effect on the battlefield. Runes of honor inscribed along the blade enforce these challenges.

SKILL NAME	Req.	SKILL EFFECT
Challenge+	R/HD	(Ranks: One) You may challenge any opponent. This marks the opponent, and you gain +1 range to hit against them. If the marked opponent makes an attack against any other target, they take 1/20'th their health in damage.

Lethal Focus-	Ch/1	(Ranks: One) On subsequent hits against your Challenged target, you gain +6/12/24/48/etc. damage.
Victorious Charge+	Ch/1	(Ranks: One) If you incapacitate your opponent, you may challenge another foe, charge your speed, and attack them as a free action. This stacks.

### ***PEERLESS:***

A quick and snappy blade, Peerless swaps openly between blade and SMG. With a pair of them, it can be expected that a Peerless is indeed without peer in crowd control.

BASE STATS:

DMG: 1d6

APT: 1

***SIDEARM:*** .Peerless Gun Mode

BASE STATS:

DMG: 1d4 per shot

APT: 3

Clip Size (Base 30)

### **SPECIAL RULES**

MODE SWITCH: You may swap the mode of the Peerless between Gun and Sword mode as a minor action. If both weapons are in the same mode, you may use all of the available attacks.

TREE: FINESSE: The dancing cuts with paired blades is a definite signature within the Peerless style. Offhand deflections and incredible critical strikes are this thing's bread and butter.

SKILL NAME	Req.	SKILL EFFECT
Viper Strike	N/A	(Builds Fang Charges, spend them for forced crits)

### **SKILL ADVANCEMENT:**

ADVANCED TREE:

SKILL NAME	Req.	SKILL EFFECT

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SKILL NAME	Req.	SKILL EFFECT

ADVANCED TREE:

SKILL NAME	Req.	SKILL EFFECT

TREE:

SKILL NAME	Req.	SKILL EFFECT

**SKILL ADVANCEMENT:**

ADVANCED TREE:

SKILL NAME	Req.	SKILL EFFECT


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SKILL NAME	Req.	SKILL EFFECT

**THREADBARE:**

A nightmare of a weapon which does not seem it. A rapier, lace, and gauntlet, alongside a collection of needles.

BASE STATS:

DMG:

ATTACKS PER TURN (APT):

SPECIAL STATS:

**SIDEARM:** Sidearm

BASE STATS:

DMG:

Clip Size:



**SKILL TREE KEY:**

\* Denotes that the skill benefits the sidearm.

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-Denotes a passive effect

**BOLD** Signifies things that change per rank.

## TREE:

SKILL NAME	Req.	SKILL EFFECT

**SKILL ADVANCEMENT:**

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IDEAS: TOSS IN BELOW THIS LINE

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Tundra- ice formation- offensive such as a ranged shrapnel launcher, defensive as an ice wall, and mobility as either ice skates or just really slippery tracks of ice- aoe walls of ice, or blizzard focused around blade

Hexed-

TMW- bite attack, tongue grapple, bladecatcher (on opponent roll of failure- Can grab blade in bite attack and disarm) teeth stay in wound?

TMW/O(BG)-necrotic bolt +DoT(subsequent attacks deal extra damage) summoning? nasty grapple- tongue out of palm? Teeth?

Inferno-

BBB-Deals less weapon damage for more burn damage (hollowed out spine, accelerant tubing?) accel. sprayer? Napalm on strike?

LIAOF(FH)- Grapple+ burn DoT?- wall of fire on impact of ground?

Kazejin-

C,K-extra attacks after hits, deal damage again on next turn? hindering target in tornado on crit? sheathe launch, pneumatic stab, jet assist?

WLA\*(PoB)-wind bomb, smoke bomb, jet assisted hover?

Mirage-

HT- +holoburn dmg, 'set' holoblades in midair and swing from distance, hardlight whip?

C-change from 2 sided to one- sided- added countering ability in exchange for symmetrical attack capabilities, exchange pistol for small gunblade? holoshield?

Mult&Mault-

FoB- not sure of all the diff effects. dmg die get smaller the more layers removed, but attack speed increases, and water effects get better?

HT- Water jets (knockback), mist (cover), hydrocutter (super thin stream of armor piercing goodness), 'blocks of water' (slow effects)- couple with a tundra?

Peerless-

Finesse-faster mode switch, blade size decrease for output increase, somebody has to put two of these together to get a bastard sword with a gatling alt...

Spray and Pray - smg-> gauss repeater-> triple gauss repeater?, spread alteration (increase for close range, decrease for mid),

Piledriver-

PB- vibrating spikes, faster extension, shockwave on contact?

EC-personal stone golem?, quake function, throw an earthquake (ball of explosive vibration)?, wall of stone defense/ pillar of stone to knock over target?

Ripjack-

CoT-dps, carbide teeth, upgraded motor, make front of blade a drill(big daddy not handheld power version)?, buzzsaw discs instead of single chain (counter-rotating tiny circular saws?) handle up near tip to improve against blocks?

BC- chem that improves reflexes (Fury Mark style)?

Tundra-

E-extra wire- for more cowbell, rapid expand/retract, shoot the segments like blades, etc.

IF-aforementioned trio of ice abilities

Demonsong-

SR-Each consecutive strike deals a little more damage, bigger the bonus= more negative effects on target (weakened armor,nausea, lowered to hit, up to helplessness)

CotD- Nasty Grapple+ screaming in face= ouch, fus ro dah, instill terror, buff allies, debuff targets

Electric Eye-

FO-split beam, increased power,

CL-F-crystal armor plating? increased blade size? bladeshatter for laser refraction?

Devourer- needle gauntlet could get barbed needles, making pulling them out harder and deal a lil damage? able to heal allies after hurting opponents?

Echo Seeker-

Eminence-

NEW SWORDS COMING UP!

woo!

Weaver's Needle (working title)-

Red Wing- (Throw away blades)

Formatting:

**WEAPON NAME:**

Description

BASE STATS:

DMG:

ATTACKS PER TURN (APT):

SPECIAL STATS:

**SIDEARM:** Sidearm

BASE STATS:

DMG:

Clip Size:

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