

SCROLLS & SWORDS!

A bare-bones, lighthearted fantasy RPG

CHARACTER CREATION

First, roll or choose a **Style**:

1) Drunk	5) Master	9) Idiot
2) Righteous	6) Criminal	10) Dangerous
3) Sexy	7) Wild	11) Civilized
4) Novice	8) Genius	12) Dark

Next, roll or choose a **Role**:

1) Warrior	5) Bard	9) Ranger
2) Wizard	6) Priest	10) Paladin
3) Thief	7) Monk	11) Assassin
4) Illusionist	8) Barbarian	12) Necromancer

Now, roll or choose an number from **2-11**

A **high** number means your are better at **SCROLLS** (magic; devices; cold rationality; calm, precise action). A **low** number means you're better at **SWORDS** (intuition; diplomacy; seduction; wild, passionate action).

Then, choose an adventurer **Name**.

You have: a weapon of choice, an item from your adventures, clothing to fit your role

Finally, roll or choose a **Bond**. Apply to the player to your left:

1) ... owes me their life.	7) ... is my mercenary.
2) ... saved my life.	8) ... hired me.
3) ... is my sibling.	9) ... knew me in the war.
4) ... needs my help.	10) ... tried to kill me.
5) ... owes me gold.	11) ... is a family friend.
6) ... is the Chosen One.	12) ... stole my lover.

RULES

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (*The GM tells you how many dice to roll, based on your character and situation.*) **Roll your dice and compare each die result to your number.**

↓ If you're using **SCROLLS** (magic, reason), you want to roll **under** your number.

↑ If you're using **SWORDS** (fighting, passion), you want to roll **over** your number.

0 If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

2 If **two dice succeed**, you do it well. Good job!

3 If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly, you have a Scroll of Swords. You get special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions: *What are they really feeling? Who's behind this? How could I get them to ___? What should I be on the lookout for? What is the best way for us to ___?*

HELPING: If you want to help someone else who is rolling, say how you try to help them and make a roll. If you succeed, give them **+1d**.

GM: RUN THE GAME

Play to find out how to defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do.

Call for a roll when the situation seems uncertain. Don't pre-plan outcomes – let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

CREATE AN ADVENTURE!

Roll or choose on the tables below.

A threat...	
1) A cruel and evil King	7) A barbarian Chieftain
2) An invading Goblin tribe	8) A cabal of Psion Masters
3) A dark Witch/Warlock	9) A rogue General's army
4) A powerful undead Lich	10) A lesser Demon of Hell
5) A large undead Army	11) A band of Pirates
6) A large, ancient Dragon	12) A mythological Terror
...wants to...	
1) Completely destroy	7) Empower with magic
2) Corrupt with dark powers	8) Craft from rare materials
3) Steal from another land	9) Alchemically synthesize
4) Capture from the enemy	10) Pacify through force
5) Magically merge with	11) Occupy with an army
6) Protect from harm	12) Do terrible things to
...the...	
1) Queen of the land	7) elusive Bandit leader
2) Giant psionic Crystal	8) Powerful magical Staff
3) Huge, formidable castle	9) Nearby Forbidden land
4) Abandoned Dwarf mine	10) Peaceful Elf tribe
5) Scrolls of the Old Ones	11) Ancient ruins
6) Hidden demonic Portal	12) A mysterious Ring
...which will...	
1) Destroy the Kingdom	7) Cause political Strife
2) Raise the Dead	8) Burn a forest of Ents
3) Start a bloody War	9) Open a portal to Hell
4) Enslave the Halflings	10) Reverse local Time
5) Tear a hole in Reality	11) Unleash a Dragon
6) Fix Everything!	12) Bring about Apocalypse

Based on the wonderful **LASERS & FEELINGS** by John Harper
<http://www.onesevendesign.com/>
 Also mostly stolen from reddit user McDie88
<http://www.reddit.com/r/rpg/comments/1ruq1d>