

Sword and Spell

To play all players must create a character.

Players must also assemble a few custom dice for Sword and Spell.

You may create dice as you wish so long as all players understand a clear representation of the three symbols needed to play.

The dice for play are six sided dice with two copies of each symbol.

The dice symbols are: Energy -  Experience -  Blade - 

You will require 6 dice to play.

You may require extra tokens to track, level, health, and energy.

Playing the game

When players have prepared to play they may begin.

Each player will roll all five dice and whoever rolls the most blades in a single roll takes the first turn, then play will continue clockwise.

All players start the game with ten health(when reduced to 0 leave the game).

During your turn you may roll the dice depending on your characters level: Lvl1 = 3 dice. Lvl2 = 4 dice. Lvl3 = 5 dice. Lvl4 = 6 dice.

After rolling the dice you may take any number of the dice and re-roll them, after this you must resolve the dice.

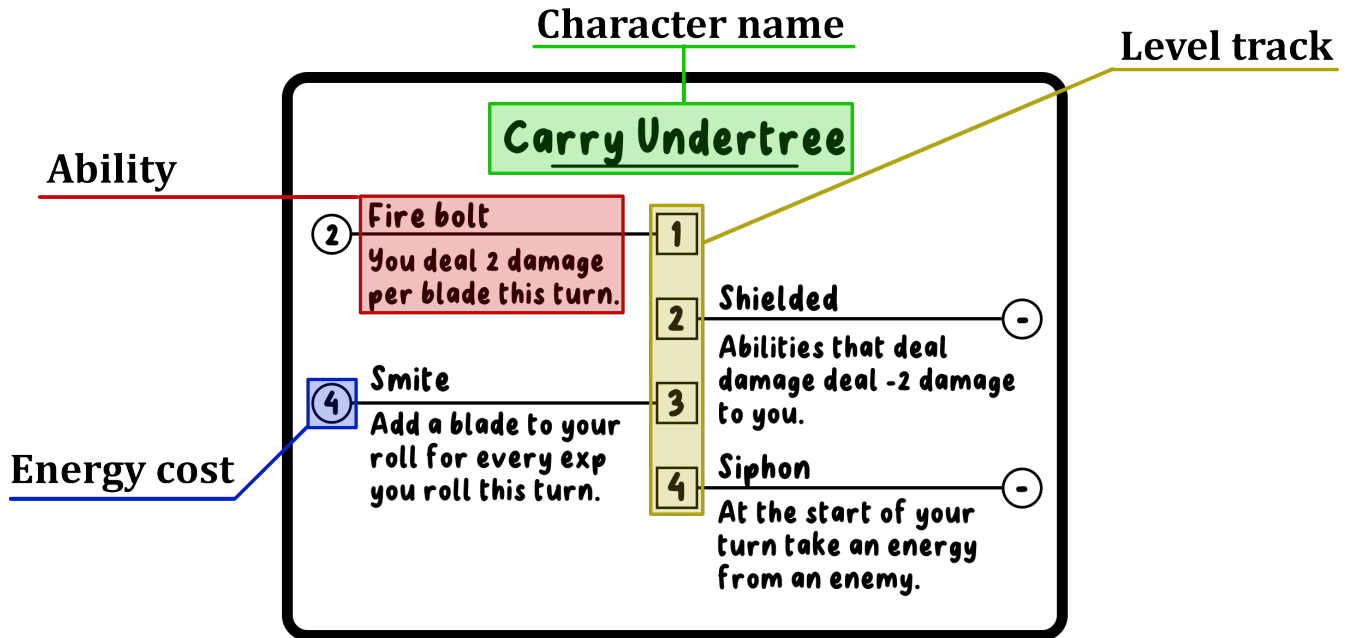
When resolving the dice take note of the results of your roll, for every blade shown you may deal 1 damage to any one character (reduce their Health by 1), for every energy shown you gain an energy token, and if the total number of experience resolved is a higher number than your current level you move up to the next level.

After leveling roll the dice once and heal 2 health for each energy rolled.

You may activate abilities at any time by spending energy equal to their energy cost (But not between dice being rolled and being resolved).

Play continues until only one player remains.

Character cards



Character creation

When creating a character you must give your character three abilities. Your character has one level1 ability slot, one level2 ability slot, one level3 ability slot, and one level4 ability slot.

You may fill these slots with abilities of no higher level than the slots level.

During play you may only activate abilities in the slots related to your current level or lower.

Level 1 abilities

- | | | |
|----------|----------------------------------------------------------------------------------------------------|----------|
| 2 | Fire bolt
You deal 2 damage per ✂ this turn. | 1 |
| 2 | Arcane bolt
Deal 2 damage to an enemy. | 1 |
| 2 | Bewilder
Re-roll your dice an extra time. - This ability may be activated durring rolls. | 1 |
| 1 | Cut
Deal 1 damage to an enemy. | 1 |
| 3 | Ice barrier
The next damage you would recive is reduced to 0. -
Until your next turn. | 1 |
| 1 | Protection
Reduce damage being recived by 1. | 1 |
| 2 | Deflect
Reduce damage being recived by 1, and deal 1 damage to any enemy. | 1 |
| - | Fighter
When you gain a level deal 1 damage to an enemy. | 1 |

Level 2 abilities

- Brute

When you deal 3 or more damage in a single turn, heal 1 health.

2
- Shielded

Abilities that deal damage deal -2 damage to you.

2
- X

Fire ball

Deal X damage to any one enemy.

2
- 2

Slice

Deal 3 damage to an enemy.

2
- 2

Parry

Reduce damage being received by 1, and deal 2 damage to the enemy damaging you.

2
- 3

Wisdom

Add + to your roll this turn.

2
- 2

Divine favor

You may re-roll an extra time this turn.

2
- 2

Chill

Target enemy loses 1 dice on their next roll.

2

Level 3 abilities

- | | | |
|----------|---------------------------------------------------------------------------------|----------|
| 4 | Frostbite | 3 |
| | Until your next turn each ✂ that target enemy rolls deals them 1 damage. | |
| X | Life drain | 3 |
| | Deal X damage to an enemy and heal half that rounded down. | |
| 5 | Cleave | 3 |
| | Your ✂ deal damage to all enemies this turn. | |
| 3 | Regenerate | 3 |
| | For each ● you roll this turn heal 1 health. | |
| 4 | Smite | 3 |
| | Add ✂ to your roll for every + you roll this turn. | |
| - | Energized | 3 |
| | If you resolve at least one ● gain +1 more. | |
| 3 | All out | 3 |
| | This turn your roll result is all blades. | |
| 2 | Heal | 3 |
| | Heal 1 health. | |

Level 4 abilities

- | | | |
|----------|---------------------------------------------------------------------------------------|----------|
| 3 | Luck
Add an extra dice to your rolls. | 4 |
| 3 | Healing light
Roll your dice and heal 1 health for every + you roll. | 4 |
| - | Siphon
At the start of your turn take an energy from an enemy. | 4 |
| - | Tough
Reduce the damage you receive by 1. | 4 |
| 2 | Alteration
Change the result of a die once this turn. | 4 |
| 4 | Burning rage
Your ⚔ deal 3 damage this turn. | 4 |
| 6 | Confuse
All damage you are receiving is redirected to target enemy. | 4 |
| - | Might
Your ⚔ deal +1 damage. | 4 |

