



WinterDawn

A Fantasy Role-Playing Game

Table of Contents

1. Prologue	3
Introduction	4
<i>What is a Role Playing Game?</i>	4
<i>The Game Master</i>	4
<i>What Material Do You Need to Play RPGs?</i>	5
<i>Why I Play RPGs And Why You Should Give it a Try?</i>	6
<i>What Qualities Do You Need to Play RPGs?</i>	7
<i>Why Did I Create this System and Wrote this Book?</i>	7
<i>Rules or Guidelines</i>	9
<i>Exposing my Biases</i>	9
<i>About the Organization of this Book</i>	11
<i>About the Writing Style of this Book</i>	12
Terms Definition	13
2. The SdA system: Engine of the Game	15
Basic Mechanics	16
<i>Attributes</i>	16
<i>Dice</i>	17
<i>Skills</i>	18
<i>Skill Test</i>	18
<i>Success and Failure</i>	19
<i>Difficulty Level</i>	20
<i>Hits</i>	21
<i>Types of Test</i>	21
<i>Static Test</i>	22
<i>Opposed Test</i>	22
<i>Open-Ended Test</i>	23
<i>Rolling Test</i>	24
<i>Assisted Test</i>	25
<i>Group Test</i>	25
<i>Composed Test</i>	26
<i>Mixed Test</i>	26
<i>Bonus and Malus</i>	27
<i>Flawless Success</i>	27

<i>Complete Failure</i>	28
<i>Spirit</i>	28
<i>Improving Skills and Attributes</i>	29
<i>Virtues</i>	31
Skills	38
<i>Acrobatics</i>	38
Combat	44
<i>Initiative</i>	44
<i>Rounds</i>	44
<i>Actions</i>	45
<i>Reaction</i>	46
<i>Free Actions</i>	47
<i>Movement</i>	47
<i>Surprise</i>	47
<i>Range of Attack</i>	48
<i>Melee Attack</i>	49
<i>Range Attack</i>	51
<i>Damage</i>	53
3. Spells	67
Introduction	68
Spell Description	68
<i>Fireball</i>	68
4. Appendices	69
Appendix A: Test	70
Appendix B: Glossary	71
Index	72

There's a race of men that don't fit in,
A race that can't stay still;
So they break the hearts of kith and kin,
And they roam the world at will.
They range the field and they rove the flood,
And they climb the mountain's crest;
Theirs is the curse of the gypsy blood,
And they don't know how to rest.

If they just went straight they might go far;
They are strong and brave and true;
But they're always tired of the things that are,
And they want the strange and new.
They say: "Could I find my proper groove,
What a deep mark I would make!"
So they chop and change, and each fresh move
Is only a fresh mistake.

And each forgets, as he strips and runs
With a brilliant, fitful pace,
It's the steady, quiet, plodding ones
Who win in the lifelong race.
And each forgets that his youth has fled,
Forgets that his prime is past,
Till he stands one day, with a hope that's dead,
In the glare of the truth at last.

He has failed, he has failed; he has missed his chance;
He has just done things by half.
Life's been a jolly good joke on him,
And now is the time to laugh.
Ha, ha! He is one of the Legion Lost;
He was never meant to win;
He's a rolling stone, and it's bred in the bone;
He's a man who won't fit in.

— Robert W. Service, *The Spell of the Yukon and Other Verses* (1911)

Book 1. Prologue

Introduction

My name is Max Boivin. I am the creator of WinterDawn and the SdA system and I would like to begin this publication by thanking you for your interest in this book. I hope you and your friends will get countless hours of enjoyment and excitement from this game. Make sure to visit our website at WinterDawnRPG.com [<http://WinterDawnRPG.com>] for printable character sheets, cheat sheets and other game help.

What is a Role Playing Game?

The chances are that most of you are already familiar with the concept of role-playing game (RPG), but it seems to be a tradition that every RPG book start with an explanation of what is an RPG.

If you have picked up this book without any prior knowledge of what it is about, hopefully this section will enlighten you. If you are a veteran role player, you may safely skip this section, but reading it might give you a clue as to how I perceive role-playing.

A role-playing game, as the name indicates, is a game where you play a role. Players each create a character with their own personality, qualities, flaws, history, skills, etc. Those characters (referred to as Player Character or PC) will venture together, overcome obstacles, gather treasures, defeat villains, become villains, save the day, fail and, sometimes, die.

Unlike most games, the players don't compete against each other and there are no winners and losers. Role playing games are fundamentally collaborative group games. There is no well define goal to reach, number of points to get or conditions for victory; the goal of the game is to create an interesting and entertaining story as a group, and the only way to "win the game" is to have fun.

Since there is no clear end-point in a role-playing game, the length of the games can vary greatly; some will last for a few hours, but most games will extend on many play sessions of a few hours each and can end up lasting years!

The Game Master

Another big particularity of RPGs is that one of the player hold a special role: the Game Master (GM). Unlike the other players, the GM does not play a specific character but will give life to all the supporting cast and antagonists the PCs will meet and face. Those characters are called non-player characters or NPCs.

The GM also create and populate the world in which the adventures take place and will describe the scenery and events of this world to the other players. The GM has the responsibility to prepare some kind of adventure for the PCs, propose hooks to allow them to jump on such adventures and present them with encounters and challenges to overcome.

The GM will also act as a referee for the game. In a RPG, PCs can attempt to do almost anything. Sooner or later, every GM will be made aghast by the plans and ideas of their players. It would be impossible to try to cover every situation with a clear-cut rule describing how it is to be resolved. This is where the GM as adjudicator comes in; GMs have the responsibility to interpret the rules and decide how the intentions of the players can be translated to the available game mechanics.

GMs also hold a veto on everything in the game. They can decide to change or ignore a rule or to declare a player's scheme to be unrealistic and not allow it. This power should be used with parsimony and restraint; if you want to alter or disregard a rule, make sure to discuss about it with your player before encountering a situation where this rule is called upon (ideally before starting playing). If a player wants his character to accomplish some crazy actions, instead of saying a strict no, the GM can try to tweak the idea with him to try to bring it back to an appropriate level of realism for the game being played or make the endeavour extremely unlikely to succeed. If the GM decides to take this later road, once he allowed a player to go ahead and attempt the action, even if he decided on a difficulty level he was sure would make the character fail, if this last one succeed by good fortune, the GM needs to let the deed be completed; it is now too late for veto.

Being the GM of a group represent more work, but is extremely gratifying. You get to create a world and present it to the other players, control many characters, and take your friends on great adventures.

Although it is the job of the GMs to bring resistance to the player characters, they do not themselves oppose the players; a GM and his players work together to create a vivid story. For this narrative to be interesting it will need challenges to overcome and this is the main responsibility of the GM.

What Material Do You Need to Play RPGs?

In order to play a role-playing game in general, you will need pencils, erasers, paper and dice. Some specific games require special material like playing cards, tokens, jenga™ blocks, etc.

To play WinterDawn specifically, all you need is the basic material required by most RPGs: something to write with, something to write on and polyhedral dice.

Polyhedral dice are dice of various shapes and number of faces. The classic set of polyhedral dice comes with 6 or 7 dice and include one die with 4 faces (d4, shaped as a pyramid), one die with 6 faces (d6, the cube used by

Book 1. Prologue

so many board games), one die with 8 faces (d8), one or two dice with 10 faces (d10, when two are included, one will usually be marked with “00”, “10”, “20”, “30”,... , up to “90”; this dice is sometime referred to as a percentile die, d% or d00), one die with 12 faces (d12) and one die with 20 faces (d20). WinterDawn uses all those dice (except for the percentile one) and it would facilitate play to own a few full sets.

Although they are not required, many groups use miniatures for a visual representation of combats and other situations where knowing the precise position of each member of the party is important. Of course, any kind of distinctive token can be used in place of miniatures. Some groups will otherwise completely forgo the use of such visual aids and rely completely on imagination and expansive descriptions. There is no right or wrong answer here and it is a simple matter of preferences.

The most important thing you will need to partake in a RPG is at least one other person. A minimum of two players is required to engage in the game; one will impersonate a character, the other will take on the role of GM.

Why I Play RPGs And Why You Should Give it a Try?

There is no other type of games out there that give you more freedom than role playing games. In RPGs, you are truly solely limited by your and your friends' imagination. Video games can be a great hobby but your options will always be limited by what the developers thought off (or by the bugs they left in that you can exploit). Board games are also a lot of fun but you have clearly defined actions you can do and strict rules framing and narrowing your possibilities.

In role-playing games, you can have your characters attempt to do almost anything (which doesn't mean they're going to succeed). Whenever you face an obstacle, the obvious solution is not always the best and the optimal approach can be different from character to character. RPGs really encourage the players to think outside of the box and GMs should rewards imaginative solutions (as long as they are realistic in the game world the GM designed).

Role playing games are also a good way to spend some social time with live people, away from a screen (of course, nowadays you can play online through video call but at least you are looking at someone's face). The fact that RPGs have so little limits regarding the actions you can attempt and the stories you can devise, each game will be truly unique and should create long-lasting shared memories with friends.

There are other benefits from playing role-playing games that may be more specific to certain situations. Since playing RPGs is about getting into the skin of somebody else (your character), it can help develop empathy and I believe empathy is what will save the world (or the lack thereof will doom it).

There is also many stories of stutterers who, while impersonating their character, lose their stutter, and

sometimes, like in my own personal case, they can learn to lose it in everyday life as well. Good riddance!

Role playing game can also be a fantastic teaching and learning tool. They can be used with children to have them solve problems in an engaging way, or to help them realize that their actions have consequences. It can also be used among adults to explore different “what if” scenarios or philosophical ideas and bring them to their logical conclusions in a ludic manner.

RPGs can also help anybody playing them develop their imagination, confidence and outgoingness as well as their problem solving, creative writing, improvisation and acting skills.

What Qualities Do You Need to Play RPGs?

The only quality you really need to take part in a role-playing game is the capacity to spend a few hours with your fellow players without arguing and fighting over menial things.

Being imaginative and outgoing help but don't worry if you are not; those qualities will develop over time as you play.

Playing WinterDawn may require you to do some additions and subtractions but I tried to keep those to a minimum and to keep every calculation very simple. The maths involved should be accessible to everybody able to count to fifty and then some.

So, if you are able to spend an evening with some friends without it devolving into chaos and violence, congratulations, you have what it takes to play a role-playing game.

Why Did I Create this System and Wrote this Book?

There is many role-playing systems (rule set) and games out there and a lot of them are really good, so why create a new one? Because there are many systems out there containing wonderful ideas. I admit it, I shamelessly pillage a lot of ideas from my favourite RPG systems, tweaked them and mashed them together to create WinterDawn. I then added some of my own original ideas that I came up with over my decades of playing RPGs.

I also had the desire to create a more realistic system than many popular RPGs, while keeping it simple enough so the play is not bogged down with rules and details and slowed to a crawl.

While developing the SdA system, I tried to homogenize the rules as much as possible for the players to have

Book 1. Prologue

just a handful of mechanics to learn. The vast majority of times, whenever they have to attempt something requiring a dice roll, the same mechanic is going to be used; almost everything in the SdA system is a skill check.

The name SdA refers to the way most RPGs using polyhedral dice describe the number and type of dice to roll. It is traditional to describe a dice roll by the number of dice to be roll, the letter "d" and the type of dice to be used (the number of faces). 5d6 means to roll 5 dice with 6 faces. The "S" in SdA represents the skill level (+1) the player is about to test and the "A" represent the attribute governing this skill.

Example

A character with an acrobatics skill of 2 and an agility (the attribute governing acrobatics) of 6, will roll 3d6 whenever they need to test their acrobatics. One die is always added to the level of the skill, so a skill of 0 would still allow one die to be rolled.

Attacking someone, using magic, resisting the effect of a spell or from the elements, preparing a feast will all work in the same manner; all those are skills based.

The reason I went with this dice system is the good tactile feedback you get from the dice-pool and how it gives you an impression of the ability of your character. You can feel in your hand, before you roll, the difference between a task you are good at and one you are mediocre. You can feel the varying odds of success, in your favour when you roll 5d12, not so much if you can only roll 1d4.

Amongst the other things in the SdA system that distinguish it from other rule set you will find:

- A dynamic and strategic combat system base of choice and trade-off
- Damage and injuries with consequences
- A variety of weapon and armour type with implications beyond the cosmetic
- Characters not defined by a class but by their lived experience
- Progression not based on levels but on what the characters do and what skills they use.

Most of those mechanics exist in other systems in one way or another, I recognize that, but I wanted to bring them all together in harmony, in a coherent and easy to learn manner.

Rules or Guidelines

The goal of role-playing games usually is to collaboratively create a story where the player character are the protagonists. The players and GM, should work together towards this goal. If the rules get in the way of the story, the GM can decide to put them aside, tweak them, bend them.

At the start of a new campaign, feel free to have a discussion amongst your group and decide if some rules are going to be ignored or modified. Those changes are referred to as "house rules" or "homebrew". If you realize that those alterations are a detriment to the game, don't hesitate to take a moment to re-open the conversation with your group, preferably not mid-session.

Of course, every adjustment of the rules need to be approved by the GM. GMs always have the last word when it comes to guidelines interpretation, adaptation or abolition.

There is a maxim that is often considered to apply to all RPGs: the "rule zero", sometimes referred to as "the rule of cool". This 0th rule suggest that, since RPGs are entertainment, the group should do whatever is necessary to make the game as entertaining as possible. If a player or the GM suggest something that is not strictly by the rules as written (RaW) but is truly awesome, just go with it.

Of course, if the "rule of cool" is invoked too frequently, it will lose it's impact. As it is for spice, a touch can improve a meal, but too much will spoil it. Like in most things, it is a matter of balance.

The right amount of adherence to the RaW will vary from group to group. You will, over time, find the style of play that is right for you, that you enjoy the most.

In reason of the flexibility of the rules, they could be seem more as guidelines. This does not mean that they should be seen as mere suggestions; a great amount of thoughts and considerations has been put in the conception of this system to offer engaging experiences.

Remember that RPGs are intended to be games; if you completely ignore the rules, you'll lose that aspect of the activity.

Exposing my Biases

The SdA system has been design in a way to allow a variety of style of play, from epic fantasy game to more tone done gritty one. The power level of the player character can easily be scale to fit the type of game your group enjoy the most. However, despite my effort to minimize my biases towards one type of play, some will inevitably find their way in this tome. For the sake of transparency, I decided to be upfront about those inclinations. This is not done to push you towards a specific type of play, but it might help explain some design

decisions I made.

Magic

I always preferred setting where magic is rare, strange and scary and only a few people can practice it. Maybe it has to be kept underground, without the authorities or the non-initiated finding out. The unbegun are unable to make the distinction between the different types or sources of magic.

If the setting proposes a world where magic is ubiquitous, the implication of such powers should be accounted for. Those ramifications would be far reaching and impact every aspect of life from food production to political structures.

Power Level

I tend to enjoy a type of game where the player characters begins their adventures barely more competent than the average person of the setting, just slightly above average. I believe that what makes someone a hero is not having exceptional powers, but acting in an exceptional way in critical situations. Experiencing the growth of a character from humble beginnings to super-human capabilities.

Scope

I can see the appeal of epic game where the PCs have to save the world from a great evil. I, however, always preferred more toned-down campaigns, where characters pursue more personal goals. My predilections are towards narrative where the heroes are mostly good, but confronted to morally grey situations. Those kinds of scenarii are a good opportunity to explore different philosophical concepts and their logical conclusions.

Combats

In my opinion, violence in RPGs should be treated seriously. Combats are better when deadly and force players to think twice before engaging their characters in bloodshed.

Representing skirmishes using miniatures and a grid facilitates the exercise. It prevents confusions and allows the players to use more elaborate tactics.

I tend to prefer hexagonal grid, having the characters facing a point of the hexagon (instead of an edge). In this configuration, out of the six hexes surrounding a character, two are considered the front, two are in the rear and two are on the sides (one each).

Square grids have the advantage of fitting well with most artificial structures (usually built in rectangle shape). They do come with the inconvenient of making diagonal movement messy.

Nothing prevent a group to use both systems in their campaign; hexagonal grids for wilderness encounters and square one for interior ones.

Racial Bias

Here, I must admit to the shameful fact that I possess racial prejudices... when it comes to fantasy races.

Since playing Warcraft™ has a youth, I always had a soft spot for Orcs and Goblins.

On the other hand, Elves usually bore me (although, I'm happy with the spin I gave them in this game).

I tried to keep all the difference races as balanced as I could. Perfect evenness can never be achieved since the potency of a different features is dependent upon the setting and type of game you're engaged in.

In the end, I don't believe that any race is absolutely better or worse than the rest. Each have their own advantages and drawbacks. I might find some cooler than the others, but your opinion might (and hopefully will) vary.

Obviously, the races (species would be a better term) depicted in this book are from the realm of fantasy. None of them represent any real-world racial or cultural group.

About the Organization of this Book

I tried to present the information in this book in the manner that made the most sense to me.

Following this introduction, I'll present the basic rules that everybody should master. After reading this section, if you were to be handed a pregenerated character (some can be found on our website), you would know enough to begin play.

Playing a pregenerated character could allow you to quickly jump into the action, but creating your own is a big part of the fun or RPGs. The section concerning character creation will imediatly follow the presentation of the basic rules.

If the character you created is a magic user, you'll have to pay some attention to the spell section.

The adventuring section contains the more circumstantial rules that might not be relevant in every session. It

Book 1. Prologue

would be good if the GM and maybe at least one other player would be familiar with those rules, at least enough to know they exist and to be able to reference them quickly if need be.

The following two sections are the purview of the GM. The bestiary presents a variety of creature to populate the world with. They can be used to offer opposition as well as support to the players.

The GMing section is a collection of advice about preparing and running the game. Experienced GMs in other RPGs might not get much from it, but, if you are new to the activity, you'll sure find some valuable insight.

At the end of the book, you'll find an appendices section. Once you're familiar with the rules, you should basically be able to run the game completely from those appendices.

About the Writing Style of this Book

My focus while writing this book was to be as clear as possible. When I had to make the choice between style and clarity, I went with the later. This might leave the prose a little dry, but I believe it makes the rules easier to digest.

You'll notice that the SdA system design is based on the metric system. Movement and weapon ranges are calculated in metres, weights are calculated in kilograms and temperatures in Celsius.

I decided to favour the metric system over the imperial one for its international adoption and simplicity. Even someone who has never been exposed to the metrics systems can grasp its way of being subdivided rather quickly. Admittedly, having a good mental representation of the different distances, weights and temperatures described might take some time getting used to.

Remembering that 16 ounces make a pound and 14 pounds make a stone but 12 inches make a foot while 3 feet make a yard but it takes 1760 yards to make a mile can be confusing, even for people used to the imperial system.

The metric system also avoid confusion when decimal notations are used. 5.3 pounds is actually 5 pounds and 4 ounces and 6 drachms and 1 scruple and some minims. This is far from intuitive. And this is not even mentioning the possible confusion between ounces and troy ounces!

If you categorically refuse to use the metric system, a conversion chart is available at the end of the book with corresponding measurement, not exact, but close enough to not break the system and simple enough to calculate mentally (1 metre become 3 feet instead of 3 feet and 3 inches, a.k.a 3¼ or 3.25 feet).

Terms Definition

As you might have already noticed in this introduction, some terms are written in italics. This is an indication that the term is used in a precise way to refer to a specific element of the game. Those terms will be explained as they are introduced and their definition can also be found in the glossary at the end of this book. Some of the terms are so fundamentals that I will define them below. If you are familiar with RPGs, those terms should already be known.

Attributes

The physical and mental aptitudes of a character. 6 attributes compose a character: Agility, Constitution, Strength, Erudition, Persona and wisdom.

Character

A character refers to an individual in the game world, either controlled by the GM (NPC) or by another player (PC). This include humanoids, animals and monsters.

GM (Game Master)

A player fulfilling a special role of describing the scene, impersonating the characters not controlled by the other players and acting as a referee.

Player

The term player refers to a real world person sitting at the table, either controlling an in-game character or being the GM.

Skills

Represent the different levels of proficiency a character can perform actions.

Test (Skill Test)

Whenever a player attempts an action that could succeed or fail (and if there is dramatic outcome to success or failure), a skill test can be requested by the GM. Different types of test exist for different situations and each one will be covered later in this book.

Book 2. The SdA system: Engine of the Game

Basic Mechanics

In order to add both objectivity and randomness to role-playing games, game mechanics are used to define what a character can and can't do, how well-equipped they are to overcome different challenges and if they succeed or fail at whatever they are trying to accomplish.

Attributes

Six attributes define every character. Those are agility, constitution, strength, erudition, persona and wisdom.

Attributes for a humanoid character will usually vary between 4 and 12. The highest the attribute's score, the better.

- Scores below 4 are crippling.
- Scores of 5 or 4 are considered weak.
- An average attribute has a value of 6 or 7.
- Scores of 8 or 9 are relatively strong.
- Scores of 10 or 11 are viewed as exceptional.
- Scores of 12 are worthy of heroes.
- Scores of 20 or higher would be supernatural.

Agility

This attribute represents the dexterity and nimbleness of the character. It covers fine motor skills, eye-hand coordination and balance.

Constitution

A character's constitution represent not only his health but also their resistance to different types of punishment.

Constitution also affect the rate at which a character recover from injuries.

Strength

Strength represents the physical power and explosiveness of a character.

Erudition

Erudition is the attribute for formal learning, academic knowledge and book-smartness.

Persona

This attribute represents the strength of personality and charisma of the character. Characters with a high persona score tend to be very polarizing individuals and will leave a strong impression on the people they meet.

Wisdom

Wisdom is the sagacity and common sense of the character. A down to earth, no non-sense, resourceful character would be one with a high wisdom score.

NOTE

Erudition and Wisdom

If erudition is related to being book-smart, wisdom will cover the street-smart of a character. While erudition is very theoretical, wisdom is more on the practical side of things.

Dice

WinterDawn is played with polyhedral dice. 6 types of dice are used: 4-sided, 6-sided, 8-sided, 10-sided, 12-sided and 20-sided.

Those dice are usually referred to by the letter “d” followed by the number of faces (d4, d6, d8, etc). When a number is noted before the letter “d”, it represents the number of dice to be rolled.

Example

“3d12” means three twelve-sided dice.

Skills

A large array of different skills covers what a character can reasonably be expected to do. Each of those skills is linked to one or two attributes.

Each skill is going to be described in the following chapter.

Skill specialities

Some skills are subdivided into five specialities.

Those skills should not be tested directly but tests should be made with one of their speciality.

The ranks of the parent skill should always be added to the speciality when this last one is being tested.

The ranks of the skill and of the speciality being tested should always be added together.

Example

A character needs to make a sheltering test to build camp for the night. Sheltering is a Survival speciality; those two scores will be added together to determine the size of the dice-pool.

Skill Test

Whenever a player desires to attempt an action which could either succeed or fail, the GM may ask for a skill test.

The number of dice to be rolled for a skill test is equal to 1 + the ranks of the skill being tested. The type of dice is determined by the attribute[lexicWord] governing the skill being tested; the dice used must have no more face than the value of the attribute. If the skill is governed by more than one attribute, the player can usually choose the one to use. Some circumstances will force the use of one attribute over an other.

The resulting combination of the number and type of dice is referred to as a dice-pool.

Example

A skill with a rank of 3 will allow the player to roll 4 dice. If this skill is governed by an attribute with a value of 7, the player can roll 6 sided dice. His dice-pool for this test would then be of four six-sided dice, abbreviated as 4d6.

Even if a character has no rank in a skill, the player can still roll 1 die, granted by the attribute.

If the attribute is lowered than 4, the dice-pools will still be composed of d4s, but the character will have to spend 1 spirit point per rank below 4, per die rolled. If the test is opposed, the character will have disadvantage.

Example

If a character has an attribute of 2 but a skill of 1, the player has access to a dice-pool of 2d4 but will need to spend 4 spirit points $((4-2)*2 = 4)$.

A test can involve more than one roll and/or more than one dice-pool. The different types of test will be discussed later in this chapter.

A skill test should only be asked for if the success or failure of an action will impact the narrative outcome.

Dice-Pools and Rolls

A dice-pool represents the number and type of dice available to a player for his character to perform a certain task or action.

NOTE

A roll is the actual dice used to perform the task or action.

In most cases a dice-pool and a roll will be the same, but a player can decide to roll fewer dice than their dice-pool would allow. The reasons and circumstances a player would choose not to roll their full dice-pool will be covered later in this book.

Success and Failure

To succeed on a skill test, a number of measure of success (MoS) equal or superior to a difficulty level must be obtained.

Each die showing a 4 or more gives one or more MoSes.

MoS (Measure of Success) Per Die

- Every dice showing 4 to 7, inclusively, give 1 MoS.
 - Dice showing 8 to 11 grant 2 MoSes.
 - Dice showing 12 to 15 count for 3 MoSes.
 - Dice showing 16 to 19 award 4 MoSes.
 - Dice showing 20 deliver 5 MoSes.
-

Difficulty Level

A wide array of tasks will call for a variety of difficulty level. Some will be mundane, some will be near impossible.

The GM will determine the number of MoSes required to succeed at the task.

- **Easy tasks** need 1 MoS to be accomplished.

Such tasks have 50% chance of success when attempted by an average character, untrained in the skill being used.

- **Moderate tasks** need 2 or 3 MoSes to be accomplished.

An average character need to be at least initiated in the skill tested to have a chance at succeeding.

- **Difficult tasks** need 4 or 5 MoSes to be accomplished.

Average characters without proper experience in the skill being tested cannot expect to overcome such challenge.

- **Very difficult tasks** need 6 or 7 MoSes to be accomplished.

Even a character highly trained in the skill being tested can be expected to fail at such tasks most of the time.

- **Near impossible tasks** need 8 or 9 MoSes to be accomplished.

A character accomplishing such a feat in front of an audience will leave them in awe.

- **Legendary tasks** need 10 or more MoSes to be accomplished.

Witnesses of such accomplishments will have a hard time finding people to believe their recounting of the event.

The difficulty level is either determined by the GM, by a roll made by an opponent or by different environmental factors.

Those numbers are for simple tasks which can be done in one action, in a short amount of time. More complex enterprises that can be worked on for a prolonged amount of time can have much higher difficulty level. The GM can allow a player multiple test to achieve these kinds of undertakings.

Hits

MoSes exceeding the difficulty level are called hits.

Example

The GM ask a player a test. He determines the task is difficult and, therefore, the difficulty level should be 3. The chatacter is quite good at the task, has a good dice-pool and manage to roll 5 MoSes. This result in a success with 2 hits.

Many skills, spells and other abilities have varying degree of effectiveness depending on the number of hits obtained on a roll.

Types of Test

Not every context calls for the same type of test. In some matters, a character can take his time to overcome a static obstacle while in other, time is of the essence. There will be circumstances where two characters either work against each other or collaborate together. Some tasks are complex and involve an array of skills. For some situations, characters won't have a predetermined objective and will simply try perform as good as they can.

The various types of tests for those distinct eventualities are described below.

Static Test

A static test is a single roll made against a difficulty level determined by the GM.

Difficulty level should be based on the inherent obstacle presented by the task, not on how challenging the task should be for the character attempting it.

Example

A disc of stone is blocking the entrance of a tomb. A character wants to push it out of the way. This boulder is about 1.5 metres in diameter and half a meter thick and the GM estimates that it weight about 800 kilograms (charts are provided in the adventuring chapter to estimate the weight of different objects). Since it is roughly rounded, it can be rolled. After consulting the athleticism skill description, the GM determines that 7 MoSes are required to move this stone by 1 metre. This is a very difficult task.

The skills, adventuring and running the game chapters offer guidelines to determine difficulty levels for all kind of situations.

Opposed Test

Opposed tests are used when two characters are working against each other.

A roll is made for each character. Both rolls can be made with the same skill or each use their own. The roll with the most MoSes wins. The difference between the two results gives the number of hits scored by the victor.

If both characters roll the same number of MoSes, the status quo is preserved.

Example

Two character are engaged in a tug of war. Both players do a lifting roll and end up with the exact same number of MoSes. Neither side gains ground; they're in a stand still.

If the circumstances make it impossible or unclear to determine the status quo, prior to the rolls being made, the GM will declare one of the characters has having the advantage. This character will win the opposed test in case of a tie.

Example

A rogue tries to sneak in a manor. Her stealth will be opposed by the awareness of the characters who could spot her. Guards on duty are actively looking out for intruders; they will have the advantage on the test. Meanwhile, the rogue will have the advantage against the unsuspecting occupants of the manor.

If a character suffers a malus that would bring his result below 0 MoSes, his result will remain at 0, but each additional malus will allow the opposing character to add one additional die to their roll. It could happen that both character end up with negative MoSes and grant each other additional dice.

Example

Two characters are attacking each other across an obstacle covering about half their bodies. Such type of cover will grant a 2 MoSes malus to each fighter. The attacker rolls and score only 1 MoS. The defender fails to score any. After the malus are applied, the attacker end up with -1 MoS and the defender has -2 MoSes. The attacker rolls an extra 2 dice and score 1 MoS, which will give her a final result of 1 MoS. The defender roll an extra die, gets lucky and obtained 2 MoSes, which will be his final result. The defender therefore scored 1 hit.

More details about malus will be given further in this chapter.

Open-Ended Test

Open-ended tests don't have difficulty levels per se, but the number of MoSes will determine how well a task is performed. In essence, every MoS counts as a hit.

This type of test is appropriate for tasks like playing a musical instrument, running as fast as you can, cooking a feast, building a shelter for the night, etc.

Those actions have effect for every hit scored.

Example

A character wants to put as much distance between her and an enemy. The player makes a running test. Each MoS will allow the character to add half their speed to their movement. The roll result in 3 MoSes. The [lexicWord]#character has a movement speed of 9 metres. She can therefore move 22.5 metres in a round ($9 * 0.5 * 3 + 9$).

Rolling Test

Some tasks are complex and can be worked on over a long period of time; this is what rolling tests are for. Those tests can have higher difficulty level and be achieved in multiple rolls. Each roll will represent a certain amount of time passed, depending on the type of undertaking.

There are two types of rolling test: first fail and setback.

First Fail Rolling Test

A first fail rolling test allows the player to keep rolling and adding their MoSes until one roll get no MoSes. At that point, all the previous MoSes are lost.

Example

Picking a lock would require a first fail rolling test. The lock will have a difficulty level assigned to it. For every roll, a round passes. If a roll obtains no MoSes before the thief reaches the difficulty level, he will have to start over from 0.

Setback Rolling Test

A setback rolling test does not fail upon a roll with no MoSes. The character simply fails to progress.

If roll is subjected to some malus greater than the number of MoSes obtained, the difference is subtracted from the tally of the previous rolls.

Example

A woodworker is building a cart. The GM decides that on a number of MoSes required to complete the car. The character will be allowed to roll once per day spent working on the cart. The number or rolls made to reach the difficulty level will represent the number of days that have been necessary to complete the construction.

Assisted Test

Characters will have a lot of opportunity to collaborate on arduous exercise. In those situations, every player will make a roll and the MoSes are aggregated to beat the difficulty level.

The GM can put a limit on the number of characters who can effectively work on a task.

Example

A big fallen tree is blocking a road the characters are travelling on. They are going to all work together to free the way. The tree being big enough, everybody can contribute fully. All their MoSes will be added together to beat the difficulty level.

Assisted Test, Halved

In some situations, a character can assist an other but at reduce efficiency. For those instances, a halved assisted test can be performed.

One character will be designed as the main actor; his MoSes will be counted fully. For the other characters assisting, one MoS will be tallied for every two MoSes rolled.

Example

A thief is attempting to disarm a trap. The GM decides that due to the nature of the trap, one character can assist but halved.

Group Test

Group tests are used for situations where multiple allied characters are simultaneously performing the same task. Part of the MoSes scored by one character can be transferred to one or more ally.

Example

A party of 3 adventurers needs to cross over a chasm on a fallen tree. The difficulty level to cross this improvised bridge without falling is 3. Each player makes an acrobatics roll. The result obtained are 5, 4 and 0 MoSes. The player with the 5 MoSes will help the one who score none; 2 of his MoSes will be transfer to the less fortunate character. The player with 4 MoSes can also assist and transfer a single MoS. This will result in a final tally for the party of 3 MoSes for each party member. Working together, they all succeed in overcoming this obstacle.

Composed Test

Composed tests are use for tasks involving two skills. They always require a minimum of two rolls; one with each skill. The MoSes from each rolls are added together to beat a difficulty level. If more than two rolls are required to accumulate the required number of MoSes, the skills used must be alternated.

Composed tests follow the rules of rolling tests; they can either be setback or first fail.

Example

Disabling a trap can be made with a composed test of mechanics, to understand the trap design, and sleight of hands, to disable it without triggering. It will be a first fail test.

Mixed Test

Test types can be combined together in a mixed test. You can make open-ended assisted test, rolling first fail opposed test, composed group test or any other combination.

In the case of a composed group tests or assisted composed tests, characters can each focus on one specific skill.

Example

Two characters are facing a locked door. Picking a lock is composed test of mechanics and sleight of hand. The characters decide to work together; one will observe and study the lock, while the other will follow the instructions to move the tumblers in their unlocked position. The GM decide that this will be an half-assisted composed test; only half the MoSes scored by the player rolling for mechanics. The MoS rolled by the character in charge of the sleight of hand will be counted in full.

Bonus and Malus

Dice-pools and rolls can be modified by bonuses and maluses based on the situations the characters find themselves in.

Bonuses grant additional dice to a dice-pool. If a bonuses is applied to a rolling test, it will benefit every rolls, until the situation changes.

Example

Maluses remove MoSes from the roll. If a malus affects a rolling test, it will be applied to every roll, unless the situation changes between rolls.

Example

A character is looking for tracks in the woods at night without a proper light source. The tracking rolls will receive a -2 MoSes malus.

If a character involved in an opposed test suffer maluses that would bring his total MoSes below 0, his opponent can add a number of bonus dice equal to the remainder of the malus to their roll.

Example

An assassin sneaked up on her target to stab him in the back. Being reared, the mark would suffer a malus of 2 MoSes on his defence. Since he is unaware of the attacker, he is not allowed a roll and the assassin will add 2 dice to her dice-pool.

Flawless Success

For a roll to be considered a flawless success two conditions must be met:

1. Every dice rolled must grant at least one MoS and
2. The task attempted must be successful.

Flawless successes can be used to either regain a number of spirit points equal to the number of MoSes obtained or gain one experience point in the skill tested.

Complete Failure

If no dice in a roll grant any MoS, it is considered a complete failure.

In case of a complete failure, the player must do an ego test as a free roll. The difficulty level of the ego test is equal to the rank of the skill which caused the complete Failure.

If the ego test is successful, the character gains one experience point in the skill which caused the complete failure. If the ego test is failed, the character loses a number of spirit points equal to the rank of the skill that caused the complete failure.

If a character obtains a complete failure on a skill with no ranks, the ego test cannot fail. It is still worth rolling the ego test as it can be subject to flawless success and complete failure.

Example

During a fight, a character wants to flip a table to take cover behind it. The GM announces a single MoS will be necessary. The character has an athleticism score of 2, allowing 3 dice to roll. The player decides to only use one die, in order to keep more dice available for defence. The roll grants no MoSes, forcing the player to make an ego test. The difficulty level is 2, the athleticism level of the character. If the ego test is successful, 1 experience point will be gained in the athleticism skill. If it is failed, 2 spirit points will be lost.

Spirit

Spirit points represent both the stamina and morale of a character.

A dice-pool can never contain more dice than the current number of spirit points of the character.

The maximum amount of spirit points for a character is equal to the sum of his constitution, persona and wisdom.

Spirit will fluctuate vastly during play. Many circumstances can drain or raise the spirit of a character.

Spirit Drain

Common causes of loss of spirit points include complete failure, fighting, long travel, restless nights, starvation, extreme weather, seeing an ally falls in combat, etc. Each will be described in their appropriate section.

Increasing Dice Pool with Spirit

A player can spend the spirit of his character to add dice to a dice-pool (before any roll is made). One die can be added at a cost equal to the current number of dice in the dice-pool. A player can double his dice-pool in this way (but not purchase more dice than his dice-pool originally grants him.).

Example

A character with a cooking skill of 3 would have a dice-pool of 4 dice. If the player wants to increase his chance of succeeding at creating a sumptuous meal, he could decide to spend 4 spirit points to add a die, 9 spirit points to add two additional dice (4 + 5) or 15 spirit points (4 + 5 + 6) to raise his dice-pool to 7 dice or go all in and spend 22 spirit points (4 + 5 + 6 + 7) to double his dice-pool and get 8 dice.

Regaining Spirit

A character can replenish his spirit in many ways: A good night of sleep, eating a good meal, being victorious in combat, witnessing a beautiful artistic performance, etc. Details about the different ways to regain spirit will be given in their respective sections.

Whenever a character wake up from a full night of sleep, he double his remaining spirit points (up to his maximum). A character with no spirit points left is depressed and won't be able to regain spirit solely by resting. He will need some cheering up from a companion to start his recovery.

Improving Skills and Attributes

Experience is gained per skills and per attributes and cannot be transferred.

A character can gain experience for his skills in a few different ways:

- Rolling a flawless success grant 1 experience point in the skill used.
- Rolling a complete failure could gain an experience point if the player succeed at a Confidence & ego test. Details in the complete failure section.
- Finally, the GM is free to award experience points to a player when this one uses a skill in an original manner to advance a significant plot point.

A player can raise the rank of a skill at any moment by spending an amount of experience points linked to that skill equal to the current rank of the skill plus 1, multiplied by 4.

Book 2. The SdA system: Engine of the Game

Example

A skill at a rank of 2 will cost 12 experience points $((2 + 1) * 4)$ to be raised to a rank of 3.

Skills subdivided in specialities does not directly gain experience, but experience is attributed to the speciality being tested.

speciality ranks are raised in the same manner as the skills, but the rank of the parent skill should always be added to the rank of the speciality for calculation of the cost.

Example

A speciality with a rank of 2, governed by a parent skill with a rank of 2, would cost 20 experience points $((2 + 2 + 1) * 4)$ to increase.

Skills subdivided in specialites are raised by lowering the rank of three different specialities by 1 to raise the parent skill rank by 1.

Example

A character with an athleticism rank of 1, with the specialities climbing 2, running 1 and jumping 1, can subtract 1 from those three specialities, bringing back climbing to 1, jumping and running to 0 to increase athleticism to 2. This will not affect the dice-pool of any of the three specialities which were part of the trade, but it will increase the dice-pool of the other two athleticism specialities, lifting and swimming.

Every time a player uses experience to raise the level of a skill or of a speciality, he can add 2 experience points in the attribute governing this skill. If this skill is governed by more than one attribute, the experience can be split between two governing attributes.

Attributes can be raised by spending an amount of experience points equal to the current level of the attribute.

Example

An attribute with a rank of 10 will cost 10 experience points to be raised to 11.

Some traits can be purchased using skill or attribute experience points. Details will be provided in the character creation section.

Lowering specialities ranks to increase their parent skill does not give attribute experience.

Mentoring

A character can help another improve a skill by mentoring. The mentor's skill rank must be above the skill rank of the apprentice by at least 2 ranks.

When the mentor uses the skill to perform a task, the apprentice has a chance of gaining experience in this skill.

If the task is of a type which can be assisted, the apprentice must assist with their own dice-pool. Whenever the mentor rolls a flawless success, both him and the apprentice gain an experience point in the skill. If the apprentice rolls a flawless success, the normal rule applies.

If the task is one where assistance is impossible or impractical, the apprentice must look closely. If the mentor rolls a flawless success, the experience point can be attributed to the apprentice instead of to the mentor (at the mentor's discretion)

Training and sparing

Two characters can work together to improve skills which require opposed test (which can be the same or two different skills).

The two characters each make their roll normally but, whenever one of them rolls a flawless success, both earn an experience points in the respective skill they were training.

Sparing is training for combat skills. The rules are the same as for regular combat but damage is not rolled and spirit lose is halved. In the similar way as in training, if one character score a flawless success, both him and the character against who the hit has been scored earn an experience point.

Sparing is not limited to two characters at a time, but only the character scoring the flawless success and the character against whom it has been scored will gain experience.

Virtues

Virtues help define a character's personality and support consistency in his behaviour. They can also represent a way to gauge the evolution of the character, or serve as a goal to attain.

There are seven virtues defining a character, each existing on a spectrum. One end of those spectra represents a lack of the virtue, while the other stands for an excess of it. An argument can be made for balance, but different people and different cultures will consider different position on those spectra has being the ideal ones. This is why the extremes are presented with a pair of terms, one being more positive, the other more negative.

Vices and Virtues

Virtues	Lack of	Excess of
Bravery	Craven / Prudent	Reckless / Daring
Faith	Iconoclast / Skeptic	Zealot / Devotee
Integrity	Devious / Cunning	Intransigent / Honourable
Pride	Meek / Humble	Vain / Dignified
Temperance	Debauched / Epicurean	Insensitive / Disciplined

Each spectrum is divided in 6 steps; the character will be place on one of those step for each virtue.

Those steps can be described as:

- The complete lack of the virtue
- Leaning towards the lack of the virtue
- The two median step represent the balance between the two extremes
- Leaning towards the excess of the virtue
- The complete excess of the virtue

If a character is in a situation where they have to act in accordance with one of the extreme end of a virtue, they can call upon this virtue to assist them in their task. The player have to state their case to the GM and explain why the way their character is acting express the virtue called upon. The GM has the final word as to if the virtue is appropriate or not to support the action. If he authorizes it, the player will do a virtue roll. The type of die to be used for this roll depends on where on the spectrum of the virtue the character is; the closer he is to the exhibited extreme, the bigger the die used.

Die types for Virtue tests

Placement on the spectrum	Enacting	
	a lack of the virtue	an excess of the virtue
Complete lack	d12	d4
Leaning towards a lack	d10	d6
Balanced	d8	d8
Leaning towards an excess	d6	d10
Complete excess	d4	d12

Virtues test's dice-pool are composed of one die by default. Players can add dice by spending a number of spirit points equals to the current number of dice in their dice-pool, as per any other rolls, but are not limited in the number of dice that can be bought in this way.

Example

A character is facing an enemy of a similar power level, but she decides nonetheless to run rather than confront him. The player asks the GM to call upon her character's prudence. The GM agrees that running from this enemy is a cowardly thing to do, so he allows the roll. The character is leaning towards craven / prudent so the dice-pool will be of 1d10. An additional die could be added to the dice-pool by spending 1 spirit point. Alternatively, two dice could be added by spending 3 spirit points (1 + 2), or three dice for 6 spirit points (1 + 2 + 3), etc.

For every MoSes obtained on the virtue roll, the player can add 1 die to every dice-pool that supports the character acting accordingly to the end of the spectrum of the virtue called upon. On the other hand, an equivalent malus will be applied to every roll going against the virtue called upon.

Those bonuses and maluses will last until the scene end.

Example

The player makes her craven / prudent roll. She decided to add two dice to her dice-pool, bringing it to 3d10, and obtained 4 MoSes. This will allow her to add 4 dice to every dice-pool to run away, hide or any other activity with the objective of avoiding the conflict (at the discretion of the GM).

If for some reason, inside the same scene, the character has to change strategy, face the enemy and act bravely, every roll supporting this new attitude will have 4 MoSes subtracted from its result.

At the end of the scene, if the character achieved his goal in a way supporting the end of the spectrum called upon, he will regained a number of spirit points equal to the size of the dice rolled for the virtue roll and the virtue is moved one step towards the extreme impersonated. If this is not judged to be the case, the virtue of the character will be moved towards the opposite extreme of what has been called upon. He will also lose a number of spirit points equal to the size of the dice used for the virtue roll.

Book 2. The SdA system: Engine of the Game

Example

If our earlier character manages to avoid the combat by running away or hiding, at the end of the scene, she will regain 10 spirit points and her bravery will be move one step toward craven / prudent, birnging it to the complete lack of the virtue.

If the scene is resolved in a different manner, if there is a confrontation or if it conclude at the disadvantage of the character, this last one will lose 10 spirit points and her virtue will be moved one step towards reckless / daring, bringing her to balanced.

Calling upon a virtue can grant a powerful advantage, but committing to one extreme interpretation of a virtue is also inherently risky.

Bravery

Bravery represent the way a character will react in face of danger.

Craven / Prudent

Basic Rules

- Every character is defined by six attributes: Agility, Constitution, Strength, Erudition, Persona and Wisdom.
- A multitude of skills determine the different level of competency of the characters at different tasks.
- When a character attempts a task that could result in a failure, a test is in order.
 - This test is made by rolling a dice-pool composed of a number of dice equals to the rank of the skill associated with the task.
 - If a skill is subdivided in specialities, the number of dice in the dice-pool is equal to the ranks of the speciality plus the ranks of the parent skill.
 - The type of dice to be used cannot have more faces than the rank of the attribute governing the Skill.
 - Every dice can grant a certain number of Measure of success (MoS) depending on the value they show:
 - Between 4 and 7 (inclusively) grants 1 MoS.
 - Between 8 and 11 (inclusively) grants 2 MoSes.
 - Between 12 and 15 (inclusively) grants 3 MoSes.
 - Between 16 and 19 (inclusively) grants 4 MoSes.
 - a 20 grants 5 MoSes.
 - If the number of MoSes equal or surpass a difficulty level determined by the GM, the task is successful.
 - Easy tasks require 1 MoS.
 - Moderate tasks require 2 to 3 MoSes.
 - Difficult tasks require 4 to 5 MoSes.
 - Very difficult tasks require 6 to 7 MoSes.
 - Near impossible tasks require 8 to 9 MoSes.
 - Legendary tasks require 10 or more MoSes.
 - MoSes over the difficulty level are called hits and can impact the result of a task.
- Different situations can call for different types of test.
 - Static tests have a simple difficulty level than must be beaten in a single roll.

- Opposed tests involves two characters, each rolling their own dice-pool.

The character with the most MoSes succeed.

The difference in MoSes between the two rolls are the hits of the winner.

- Open-ended tests don't have a difficulty level to beat, but the number of MoSes will influence how well a task is performed.
- Rolling tests can be made with multiple dice-pools, adding the MoSes together to beat the difficulty level.
 - First fail rolling test will fail if one roll result in no MoS before beating the difficulty level.
 - Setback rolling test will not fail if a roll result in no MoS, but no progress will be made.
- Assisted test are for situations where characters can work together.

They each roll their own dice-pool and add their MoSes together to beat the difficulty level.

- Halved assisted tests are like assisted tests but the assisting characters will only add half their MoSes to those of the main character undertaking the task.
- Group tests are used for when multiple characters attempt the same task, can assist each other in succeeding, but will succeed or fail individually.

Characters can transfer part of their MoSes to each other.

- Composed tests are for complex tasks relying on two different skills.

At least two rolls must be made, one with each skill, and their MoSes are added together.

- Mixed tests are two or more of the previous types of tests combined together.
- Some circumstances can give bonuses to a roll.

They will add dice to the character dice-pool.

- Other circumstances will impose maluses to a roll, subtracting MoSes from the result.
- When every dice in a roll show at least one MoS and the attempted task is successful, this is considered a flawless successes.

The player who rolled the flawless success can chose to either regain one spirit point per MoS on the roll or to gain one experience point in the skill rolled.

- If a roll grants no MoSes, it is considered a complete failure.

This will have the player rolls an ego test with a difficulty level equals to the rank level of the failed skill.

- If the ego test is successful, the failed skill gains one experience point.
- If the ego test fails, the character loses a number of spirit points equal to the rank of the failed skill.
- A dice-pool can never contains more dice than the current amount of spirit points held by the character.
 - A player can add dice to a dice-pool by spending an amount of spirit points equal to the number of dice currently in the dice-pool.

A dice-pool can be doubled in this way.

- A full night of sleep allows a character to double his remaining spirit points, up to his maximum.
- Skills, specialities and attributes all gain their own experience points.
 - Skills with no specialities are increased by spending a number of its experience points equal to its rank plus 1, multiplied by 4.
 - Specialities are increased by spending a number of its experience points equal to its ranks plus the ranks of its parent skill plus 1, multiplied by 4.
 - Parent skills of specialities don't earn their own experience and are increased by subtracting one rank from 3 of its specialites.

Skills

Skills are a big part of what defines a character. They are the interface with which the characters interact with the world around them.

Skills can be used in many ways, to overcome many types of obstacles. It may sometimes seem obvious which skill to use in a certain situation but a player can always think outside the box and take a different approach to solve the problem at hand.

Skills (and attributes) can also give information about how the character should be (role) played; a character with a high Confidence & ego will act differently than one with no ranks in this skill.

In the following chapter, each skill is going to be briefly described and given some example of use. Like everything in this book, those are simply guidelines and should not limit the players or GM in the way they want to use the skills.

The skills are presented in alphabetical order.

Acrobatics

Attributes: Agility

Acrobatics represents the capacity of a character to tumble, roll and balance themselves.

Acrobatics can be used to mitigate damage from falls, to walk on narrow ledges or pathways or to move while avoiding range attacks.

Every MoS rolled on an acrobatics test can negate one die from a damage roll dice-pool from falling (falling damage are explained in the adventuring chapter).

While performing a dodge roll manoeuvre, every MoS allow the character to move 1 metre. For every metre moved in this way, one MoS is subtracted from every range attack targeting the character.

Narrow ledge and pathway may reduced movement speed dramatically (details in the adventuring chapter). Every MoS on an acrobatics roll can add 1 meters per rounds to the movement speed, up to the regular movement speed of the character.

Skills

- **Acrobatics (Agility):** Balance and nimbleness. Used to mitigate fall damage and for doge rolling.
- **Appraise (Sagacity):** Used to determine the value and quality of things.
- **Arts & Performance (Persona):** Capacity to entertain or move an audience through art.
 - **Acting:** Used to play a role, impersonate, disguise or lie.
 - **Dancing:** The art of gracious movement.
 - **Drawing & Painting:** Creating visual image with paint, ink or charcoal.
 - **Music & singing:** Using musical instruments and one's voice to make beautiful sounds.
 - **Oration & Poetry:** Composing verses and reciting in an appealing manner.
- **Athleticism (Power):** The pure physical aptitude of a character.
 - **Climbing:** The ability to move over more or less vertical surface.
 - **Jumping:** Either vertical or horizontal, useful to go over some obstacles.
 - **Lifting & Pushing:** Moving heavy objects.
 - **Running:** Used to cover distance rapidly using one's legs.
 - **Swimming:** The ability to move in water.
- **Charm & Persuasion (Persona):** Convincing and seducing people.
- **Cooking (Sagacity):** Preparing fancy feast or large quantity of food.
- **Confidence & ego (Persona or Sagacity):** Resisting fear and intimidation.
- **Crafting (Sagacity):** Using raw material to create finished objects.
 - **Metalworking:** Range from pot and horseshoes to weapons, armour and jewellery.
 - **Scribing:** Writing texts, copying books and everything related to those activities.
 - **Stone-cutting:** Cutting stones, from basics rocks to precious gems.
 - **Tailoring:** Making clothes, sails, drapery and anything made with textile, canvas or leather.
 - **Woodworking:** From framing house to carving spoon, anything made out of wood.
- **Detect Motive (Sagacity):** Used to figure out if somebody is lying, to resist being conned or to resist taunt.
- **Elementalism (Erudition or Persona):** Magic relying on the study and control of the elements.

- Aether: The element of the spirit and soul, mainly used to control mind.
- Air: Can be controlled to create terrible gust of winds or to fly.
- Earth: Can shape the ground and stone.
- Fire: Control of the flame to devastating effects.
- Water: Can shape and manipulate water to create big wave or to calm the sea.
- Insult & Intimidation (Persona): To cause fear in someone, to influence them to do as told or to demoralize them and have them flee.
- Knowledge (Erudition): The mastery and knowledge of the facts of the world.
 - Geography: Knowledge of the features of the land and ability to draw and read maps.
 - Heraldry & Nobility: Knowledge of the lords and nobles and how to recognize their coat of arms.
 - History: Knowledge of the past events.
 - Linguistic: Knowledge of different languages.
 - Religions: Knowledge of the different systems of beliefs and of their rituals.
- Laws & Legal System (Erudition, Persona or Sagacity): Mastery of the laws and ability to argue them.
- Luck (Persona): The inherent good fortune of a character. Used in gambling or if a player take wild guess.
- Mechanics (Sagacity): Ability to understand and repair mechanical devices, notably traps and locks.
- Melee Combat (Agility or Power): Fighting up close.
 - 1-Handed Swords: Fighting with swords wielded in one hand.
 - 2-Handed Swords: Fighting with swords wielded in two hands.
 - Axes, Clubs & Maces: Fighting with tip heavy weapons wielded in one hand.
 - Brawling: Fighting unarmed or with really short weapons. Useful for grapple.
 - Polearms: Fighting with longer, hafted weapons, either in one or two hands.
- Mysticism (Persona or Sagacity): Magic taking its source from the gods.
 - Bless & Curses: Used to give benefits or penalty to allies and enemies.
 - Divination: Used to see remotely or peek in the past or future.
 - Cure & Heal: Used to cure diseases and heal injuries.
 - Necromancy: Speaking to, controlling and raising the dead.
 - Retribution: Bringing divine fury to defeat one's foes.

- Natural Healing (Constitution): The capacity of the character to recover from injuries without help.
- Range Combat (Agility or Power): Fighting from afar, at a distance.
 - Bows: Used with arrows, can reach long distance without sacrificing speed.
 - Crossbows & Firearms: Powerful but long to reload, once loaded, aim and shoot.
 - Javelins & Spears: Long hafted weapons to be thrown.
 - Slings: A piece of fabrics used to accelerate and launch stones or bullets.
 - Thrown: Used for throwing knives, axes, darts or small improvised projectiles.
- Reflex (Agility): Can be used for initiative or to avoid dangers.
- Resist Cold (Constitution): Used to prevent damage and lost of spirit from extreme cold.
- Resist Fatigue (Constitution): Used to resist the hardship of long travel and lack of sleep.
- Resist Heat (Constitution): Used to prevent damage and lost of spirit from extreme heat.
- Resist Hunger (Constitution): Used to prevent damage and lost of spirit from starvation.
- Resist Pain (Constitution): Used to ignore pain and avoid penalties from suffering.
- Resist Poison (Constitution): Used to resist toxins, poisons, spoiled food and anything harmful to the body while ingested or once in the blood stream.
- Resist Shock (Constitution): Used to resist concussive force and being stunned.
- Ridding (Agility): The ability to ride horses and other mounts.
- Science (Erudition): The mastery of concepts and theories regarding the natural world.
 - Alchemy & Chemistry: Used to create and analyse potions and explosives, so long as they do not rely on magic.
 - Botany: Knowledge of plants, their property and how to care for them.
 - Engineering & Physics: Used to calculate ballistics trajectory or load bearing for structures.
 - Medicine: Used to heal serious and life threatening injuries and diseases.
 - Zoology: Knowledge of animals, their habitats, their mode of living, their nutrition, etc.
- Seamanship (Sagacity): Everything one need to know to operate a ship or a boat.
- Shamanism (Sagacity): A form of magic coming from the spirits inhabiting nature.
 - Ancestors: Allows a shaman to see remote events or to peek in the past or future.
 - Beast: Allows the shaman to temporarily gain features from an animal.
 - Lakes & Rivers: Allows a shaman to control water.

- Mountains & Rocks: Allows a shaman to shape the ground and stones.
- Plants & Trees: Allows a shaman to control the growth of plants or to animate vegetation.
- Sleight of Hands (Agility): Manual dexterity, used notably for pickpocketing, cheating while gambling and reloading firearms.
- Sorcery (Persona): A form of magic coming from pacts with occult force.
 - Abyssal Magic: Dealing with demons and devils, the sorcerer can summon them to do their bidding.
 - Blood Magic: The sorcerer use the power of fresh blood to control and twist minds and bodies.
 - Chaos Magic: The sorcerer tap from the primordial force of the universe to transform and destroys things.
 - Death Magic: Dealing directly with Death, the sorcerer can gain power over undeads.
 - The Unknown: A mysterious force allowing the sorcerer to see remote events, peek in the future or the past or to drive their opponent insane.
- Stealth (Agility): The ability to move unseen or unnoticed.
- Survival (Sagacity): The ability to survive and thrive in the wild.
 - First-Aid: Used to heal superficial wounds and to stop light bleeding.
 - Foraging & Hunting: Used to find food while in the wild.
 - Navigation: Used to avoid getting lost while travelling.
 - Sheltering: Used to make camps and rest comfortably while in the wild.
 - [lexicWord]#Tracking*: Used to follow signs and trails left by a character or creature.
- Taming & Training (Persona): The ability to domesticate wild animals and to teach tricks to domesticated ones.
- Torture (Persona or Sagacity): Used to inflict pain without killing, either to extract information or simply for pleasure.
- Witchcraft (Erudition or Sagacity): A form of magic used to create magical trinkets, wands, potions, etc.
 - Balms & Potions: Used to create balms and potions with all kind of effects.
 - Curios: Used to create magical objects.
 - Fumes & Phials: Used to create bottles of liquid and gas to be thrown and broken to release the effect,

- Third Eye: Used to see remotely or peek in the past or future.
- Wands & Staffs: Used to create magical wands and staffs.
- Wizardry (Erudition): Form of magic based on the study of ancient formulas and rituals.
 - Abjuration: Protective and defensive form of magic.
 - Conjunction: Allows a wizard to summons creatures and have them serve them or to move instantaneously from one point to another.
 - Enchantment: Used to alter the abilities of allies, enemies or objects.
 - Evocation: Allows a wizard to create energy from nothing, mainly used to cause damage and destruction.
 - Illusion: Used to confound people and create images and sounds that aren't there.

Combat

A good story requires drama. Drama is conflict and conflicts can often turn to combats.

Different characters can adopt different approach to combat but the end goal is usually the same: survival.

Initiative

At the start of a combat, initiative should be rolled for every character. An initiative roll is an open-ended composed test of reflex and perception & vigilance.

Characters act in order of their initiative, from the highest to the lowest.

The initiative number of a character can change during a combat. The prevalent causes of initiative change are detailed further in this chapter.

Rounds

Combats are divided in rounds. A round is about 6 seconds (there are 10 rounds in a minute). This is more of an average than a fix measure.

Every round, the GM should called initiative number from the highest initiative counting down to the lowest.

When a character's initiative number comes up, it is their turn to act. On their turn, a character can perform actions and move up to their movement speed.

If their initiative is greater than 0, a character can delay their turn to the negative of their initiative number.

If a character delay their turn, their initiative return to normal on the following round.

If two or more have the same initiative score, the character with the most spirit acts first.

Example

A character with an initiative of 3 could decide to wait to act at -3.

Actions

Every round, a character can choose amongst the following actions:

- Melee Attack
- Range Attack
- Reloading a firearm or crossbow
- Casting a Spell
- Athleticism or Acrobatics action
- Stop bleeding through Medicine or First Aid
- Intimidation
- Taunt
- Inspire their ally
- Reassess the situation
- Use or interact with an object
- Any other action that can realistically be performed inside of roughly 6 seconds, at the GM discretion.

Those actions will be described in more details further in this chapter.

Performing Two Actions

If a character has an initiative greater than 0, they can choose to split their turn between their regular initiative number and the negative of their initiative number. By splitting their turn, a character can perform two actions, divide their movement or both. If the player decide to perform two actions, the total number of dice used for both actions cannot be greater than the largest dice-pool of those two actions.

Example

A character with an initiative of 4 decide to split their turn in two. On their initiative number they will intimidate an opponent. Their insult & intimidation skill grant them a dice-pool of 5d6. They also intend to perform a melee attack as their second action, at -4 initiative. Their relevant melee attack skill grant them 6d8. The total number of dice used for both actions can therefore not exceed 6 dice.

The player decide to use 4 dice for the intimidation and the remaining 2 for the melee attack.

Reaction

Reactions are actions performed out of turn. They do not count as part of the actions a character can perform and have their own dice-pool.

The most common reactions a player can perform in a rounds are the following:

- Defending against a melee attack
- Avoiding a range attack or spell attack
- Performing an attack of opportunity

More details about the specific of those reactions further in this chapter.

The total number of dice used for reactions in a round cannot exceed the number of dice granted by the reaction granting the largest dice-pool.

Example

A character is being targeted by a range attack and decide to dodge. Their acrobatics skill grant them 2d6, the player decides to use them.

Later in the same round, some circumstances would grant an attack of opportunity to the character. The relevant melee attack skill of the character would allow them 3d10. Since they already used 2 dice for a reaction, they can only roll 1 die for their attack of opportunity.

Free Actions

Free actions are actions which are either very swift to perform or can be done in simultaneously to another action or movement.

Talking, drawing a weapon (but not sheathing one) or dropping a held object are examples of common free actions. Those free actions do not require any dice roll.

In some cases, a character can be entitled to a free action which will require a dice roll. Resisting an intimidation or taunt attempt are typical examples of free actions calling for a test.

If a free action requires a test, the dice used do not count as part of the dice used for actions nor reactions.

Movement

A character can move up to their movement speed in a round. This movement can be split, evenly or not, part of it being performed at the initiative number, the rest happening at the negative of the initiative.

The movement can be made before or after an action or on its own.

Most humanoid characters have a movement speed of 9 meters per rounds.

The type of terrain can affect the distance a character can move in a round. Details will be provided further in this chapter.

Surprise

If some characters are surprised at the start of a combat, they roll initiative normally but every dice used for the perception & vigilance roll are calculated as part of the actions dice-pool and the dice rolled for the reflex roll are counted as part of the reaction dice-pool for the first round. The player can choose to roll less than the normal amount of dice granted by their perception & vigilance or reflex in order to keep more dice available for their action and reaction.

Example

A character is being ambushed by some opponents. They would have access to 3 and 2 dice from their perception & vigilance and reflex skills respectively. The player decides to roll 2 dice for each, keeping an extra die for their action.

Range of Attack

The range of attack represents the distance at which a weapon can effectively attack. Every weapon has at least one range of attack but some are effective at more than one range of attack.

Range of attacks are divided into four types: close, medium, long and far.

Close, Medium and Long Ranges

Those ranges are used for melee combat.

- Close range is for unarmed combat or very short weapons like knives and daggers. In close range the opponent faces each other with no more than a metre between them.
- In medium range the opponent are facing each other with 1 and 2 metres between them. Most swords, maces and one-handed axes are most effective in medium range.
- When two opponents are facing each other with 2 or 3 metres between them they are considered at long range. Spears, halberds and great swords are at their best at long range.

A melee weapon can still be used outside of its range of attack, but one MoS will be subtracted for every range outside of its effective range of attack.

Example

Using a spear, a long range weapon, at medium range will give a 1 MoS penalty on every roll. Using the same spear at close range will grant a 2 MoS penalty on every roll.

A character cannot cause damage to an opponent outside of the range of attack of the weapon used for the attack, but the control effect can be applied normally.

More details about melee combat further in this chapter.

Far Range

Far range is for thrown or projectile weapons.

Every far range weapon will be noted with a number next to the far range mention. This number represents the range increment in metres. Every time the range increment is passed, 1 MoS is subtracted from the attack roll.

More details about the far range and range increment further in this chapter.

Melee Attack

If a character has an opponent inside the range of attack of a wielded melee weapon, they can attack this opponent on their initiative turn.

Every melee weapon has one or more melee combat specialities associated with it; the player choose one of those specialities to perform the attack. If an attribute is noted next to a speciality, this attribute must be used to build the dice-pool, otherwise, the player can choose between using power or agility.

Defending Against Melee Attack

If the character targeted by the attack has not used their whole dice-pool on this round, as a reaction, they can make a melee combat roll of their own to defend against the attack.

If the attacker is outside the range of attack of the defender, the defender will suffer malus to their roll. 1 MoSes is subtracted per difference in the range of attack.

Example

A defender with a close range weapon defending against a long range weapon will suffer -2 MoSes from the melee combat roll while a defender wielding a medium range weapon fighting at close range will receive -1 MoS on their roll.

Attacker & Defender

Whenever two characters are facing each other, one is considered the attacker while the other is considered the defender.

The attacker has to announce the number of dice they intend to use for the attack before they roll. The defender can use this information to select the number of dice they are going to use for their defence. The defender cannot change the number of dice used for their defence after the attacker made their roll.

The character acting on their initiative turn to attack will be considered the attacker while the character acting out of turn as a reaction is considered the defender.

In the case where the two characters have the same initiative number, they are both considered attackers. In this situation, the character with the most spirit announce the number of dice they are going to use first.

If a character uses a reaction to perform an attack of opportunity, they are considered the attacker while the target is considered the defender.

Flanking and Rearing

If a character is attacked by from the side or the back, they can still defend against the attack but will receive malus to their roll.

If attacked from the flanks, they receive -1 MoS on their roll.

If attacked from the rear, they receive -2 MoSes on their roll.

If they win the engagement or on their turn, a character can pivot to face their opponent without spending any movement or causing attack of opportunity.

Resolving a Melee Attack

The MoSes obtained on the melee combat roll of the characters facing each other are compared. The difference between the result of the two rolls is the number of hits scored by the character with the most MoSes.

The character the hits have been scored against lose 1 spirit points per hits.

The hits scored can also be used for control, damage or for a mix of both.

Damage can only be dealt if the character the hits are scored against is inside the range of attack of the weapon

used by the character scoring the hits.

Control

Control are effects to change the situation of the combat in the favour of the character performing them.

A character can spend hits to apply one or more of the following effect:

- 1 hits: The character can move 1 metre inside the range of attack of their opponent without causing an attack of opportunity. This only protect against the attack of opportunity from the character the hits has been scored against. This can allow a character to move in the middle of the attack resolution.
- 2 hits: The initiative of the character the hits have been scored against is lowered by 1.
- 2 hits: The character the hits have been scored against is moved by 1 metre in a direction decided by the player which scored the hits. A character moved in this way can trigger attack of opportunity. To push a character of a ledge or in a hole in this way, 1 additional hit must be expended.
- 4 hits: The character the hits have been scored against is disarmed. The weapon falls at the feet of their feet. The character who scored the hits can spend additional hits to send the weapon flying in a random direction. The weapon will land 1 metre away per additional hits spent.

Multiple effects (or the same effect multiple time) can be applied on the same attack.

Range Attack

If a character has a line of sight on an opponent and is equipped with a range weapon, they can try to hit them from a distance.

Every range weapon has one or more range combat specialities associated with it; the player choose one of those specialities to perform the attack.

If an attribute is noted next to a speciality, this attribute must be used to build the dice-pool, otherwise, the player can choose between using power or agility.

Doing a range attack in the range of attack of an opponent will grant this one an attack of opportunity.

Dodging a Range Attack

If a character is target by a range attack and is conscious of it, they can try to avoid the projectile by doing a reflex roll. The number of MoSes obtained on that roll will be subtracted from the range combat roll of the attacker.

Dodging cause attack of opportunity.

Size Modifier

The size of a character impact how hard they are to hit at range.

- Range attacks targeting mini characters receive -1 MoS.
- Range attacks targeting micro characters receive -2 MoSes.
- Range attacks targeting large characters receive +1 MoS.
- Range attacks targeting huge characters or bigger receive +2 MoSes.

Range Increment

The range increment of a far range weapon represent the maximum distance at which an attack can be made without suffering any malus.

Every time the range increment is passed 1 MoS is subtracted from the attack roll.

Example

A weapon with a range increment of 5 metres can be used up to this distance without any malus. If this weapon is used between 5 and 10 metres, 1 MoS is subtracted from the attack roll. If it is used between 10 and 15 metres, 2 MoSes are subtracted from the attack roll. If it is used between 15 and 20 metres, 3 MoSes are subtracted and so forth.

Resolving Range Attack

The attacker rolls their attack roll with the appropriate range combat speciality. From the MoSes obtained are subtracted all the malus which apply: the MoSes from the reflex roll of the target, the penalty inflicted by a dodge roll, the size modifier and the range increment penalty.

The remaining MoSes are the hits of the attack. For every hit one die of damage can be rolled. There is no control effects in range attack and the defender can't affect the attacker.

Damage

If the character scoring the hits is the attacker, they can roll 1 damage die per hits used. If they are the defender, 1 damage die is rolled for every 2 hits used.

The type of dice to be used for damage can not have more face than the damage indicated by the weapon. If the weapon's damage is noted as an attribute plus a number (usually power), the total is the maximum size of dice to be used.

Before rolling the damage, the type of damage must be announced. Most weapons can deal one or more of the three following type of damage: piercing, cutting and bludgeoning.

If a type of damage is followed by a negative number, the weapon can still cause this type of damage but MoSes are subtracted from the damage roll.

The MoSes rolled on the damage roll are compared to the corresponding passive defence of the armour of the target. The difference is the hits of the damage roll.

For every hits on the damage roll the character receiving the damage must tick one injury box. All the injuries boxes ticked must be on the same line. The character receiving the injury can decide if the injury boxes are ticked on a new line (if one is available) or if they are added to a line with previously ticked injury boxes.

If the amount of injury boxes is greater than what is available on a line, the character becomes incapacitated.

If a damage roll cause a major injury or worst, extra effects are added to the injury depending on the type of attack.

Damage Effect

If a major injury box is ticked, an additional effect is applied depending on the type of damage.

Cutting and piercing attacks cause bleeding wounds while bludgeoning attack can stunned the target.

Book 2. The SdA system: Engine of the Game

Bleeding

Piercing major injuries cause a level 1 bleeding wounds while cutting major injuries cause a level 2 bleeding wounds.

For every bleeding wounds a character suffer they can either subtract one die from every power and agility dice-pool or one bleeding wounds get one level more severe.

Example

A character received 1 piercing major injury and 1 cutting major injury. Both are bleeding, the first one is a level 1 wound while the second one is a level 2 wound. The character's melee combat dice-pool is of 5d8. If the player rolls the whole 5 dice, the bleeding wound from the piercing injury will advance to level 2 while the bleeding wound from the cutting injury will advance to 3. The player decide to roll 4 dice. Their bleeding wounds from the piercing injury will advance to 2 but the bleeding wound from the cutting injury will remain at 2.

If a level 3 bleeding wound is aggravated, the character becomes incapacitated and start bleeding to death.

Stunned

Bludgeoning major injury cause the character receiving it to become stunned. The player must make a resist shock test. This test does not count as part of the dice-pool for the round but has its own dice-pool.

The number of MoSes obtained is the limit of dice which can be used on the next round. This limit is raised by 1 on every subsequent rounds until the end of the combat or until every dice-pool is back to normal.

Incapacitated

If a character becomes incapacitated they fall prone, their movement speed is reduced to 0 and all their dice-pool are reduced to 0 dice. The character is still aware of its surrounding but cannot perform any action. They can only talk very low.

If a character becomes incapacitated while suffering one or more bleeding wound start bleeding to death.

If a character becomes incapacitated through a bludgeoning attack, they become unconscious.

Bleeding to Death

When a character starts bleeding to death, the player must make a natural healing test. The character will die after a number of minutes equal to the MoSes obtained on the natural healing test + 1.

Unconscious

If a character is made incapacitated by a bludgeoning weapon, they become unconscious.

While unconscious, the character is totally oblivious to its surrounding. The only action the character can do is a resist shock rolling (step back) test. The character regain consciousness when 10 MoSes are accumulated or at the end of the scene.

Dead

If a character receive any damage while incapacitated, they die.

An ally can try to reanimate a dead character with a first-aid static test or a medicine rolling (first fail) test. The difficulty level for both those test is equal to the number of minutes passed since the character died plus 1. Each roll takes one minute.

Shield defence

Characters wielding shield can, once per round, used it to protect themselves against damage.

Shield have the special attribute shield defence, a number representing the protection offered.

The player willing to cause damage to the character using their shield must spend an amount of their attack hits equal to the shield defence before they can spend hits to roll damage.

Example

A character is attacking an opponent wielding a shield with a shield defence of 1. The attacker scores 3 hits on their attack roll and wants to roll damage. The defender decide to use their shield so the attacker must spend one hit to overcome the shield defence and can then roll 2 damage dice.

Damage to Armour

When a character is receiving damage, instead of ticking injury boxes they can permanently reduce the protection of every type offered by one piece of armour by 1 per injury boxes.

If the protection of a piece armour of armour is dropped to 0 for all types, the piece is ruined and fall apart.

Damage can not be reduce in this way by natural armour.

Attack of Opportunity

An attack of opportunity is a melee attack done as a reaction to certain conditions.

The most common cause of attack of opportunity are: * A character moving inside the range of attack of an opponent.

- A character doing a range attack inside the range of attack of an opponent.
- A character casting a spell inside the range of attack of an opponent.
- A character fixing a wound inside the range of attack of an opponent.
- A character reloading a weapon inside the range of attack of an opponent.
- A character doing a reflex roll to avoid a range attack.
- Any other action made inside the range of attack of an opponent that require to take the attention away from this opponent.

A character can only do one attack of opportunity per round.

A character is only entitled to an attack of opportunity if the triggering condition happens in his line of sight (in front of him or on his flanks). Attacks of opportunity done on a target on one of the flank receive -1 MoS.

If a character moves inside the range of attack of an opponent, the attack of opportunity can only be done at the start of the movement (if the character is already inside the range of attack and line of sight) or when the character enters the range of attack or line of sight (If the movement started outside the range of attack or line of sight).

If a character is inside the range of attack of multiple opponent, they can provoke multiple attacks of opportunity.

While performing an attack of opportunity, a character is always considered the attacker. The target of an attack

of opportunity is normally considered the defender, even if the attack happens on their turn.

Attacks of opportunity grant the attacker +1d to their roll, therefore, even if a character's dice-pool is completely depleted they can still roll at least one die (of the appropriate type for the attribute they use for the attack).

Grappling

Grappling an opponent give access to special control effects. To initiate a grapple the character must be at close range and score at least 2 hits on a brawling attacks.

To perform a brawling attack the character must be at close range and wielding the appropriate type of weapon or have at least one free hand.

Once a character is grappled, their movement speed becomes 0, and they receive -1 MoS on all their power and agility rolls.

Both the grappler and the grappled can only attack each other (but can defend against other) and every attacks other than brawling ones receive an additional -1 MoS. Neither can use their shield defence.

A grappled character can reverse the situation and become the grappler by spending 1 hit from a brawling attack against their grappler.

Two or more characters can grapple an opponent together. Each potential grappler must make their attack to enter grapple normally. The malus suffered by the grappled character are cumulative.

Moving

When a character is grappling an opponent, they can move with this last one in any direction by 1 metre per hit scored on a brawling roll.

This control effect cannot be used to move the grappled character off the ledge of a building or in a hole. To do so, the throw effect is in order.

Throw

A throw allows a grappled to send the grappled character to the ground.

Book 2. The SdA system: Engine of the Game

In order to do so, 2 hits from a brawling roll must be spent.

The grappled character is now prone. The grappler can either go prone with the thrown character and make it pinned or release the grapple and remain standing.

Pinned

A pinned character suffer the same restrictions as a grapple character but receive an additional -1 MoS on their power and agility roll (-2 MoSes total).

A pinned character can reverse the situation and become the one doing the pinning by spending 2 hits from a brawling attack against the character pinning them.

Choke

A grappling character can attempt to choke the grappled character.

To do so, the grappling character must spend 3 hits from a brawling roll.

A choke can be broken by the choked character by spending 2 hits from a brawling roll.

A choked character cannot become the grappler until they break the choke.

At the start of their turn, on every round, a choked character must make a resist fatigue test with a difficulty level equal to the number of round passed since the beginning of the choke. This test does not count against the dice-pool for this round or as an action. If the test is failed, the character become unconscious. The character can regain consciousness when 10 MoSes are accumulated on a resist fatigue rolling (step back) test.

Cutting and Piercing Attack While Grappling

If a grappling character scored some hits on a brawling roll against the grappled character, they can use some of those hits to roll for damage. If the damage is of type cutting or piercing, the protection from the armour is ignored.

Example

A character grappling an opponent try to stab the grappled character with a dagger. They score 2 hits and decide to use them for piercing damage. The damage roll result in 4 MoSes, those do not need to be compared to armour so the grappled character must tick 4 injury boxes on the same line.

Spirit Surge

At the end of a combat, every character on the victorious side can roll either a resist fatigue or a Confidence & ego open-ended test. Each character gains 2 spirit points per MoSes they obtained on their roll.

Special Manoeuvres

Some special manoeuvre allow a character to perform two actions on the same initiative number.

Special manoeuvre still require the character to split their dice-pool.

Charge

A charge consist of running followed by an attack.

To perform a charge a character must be at a distance to their target at least equal to their movement speed.

The charging character must make a running test. Each MoS allow the character to move an extra 2 metres. The MoSes unused to reach the target can be added to the charge attack roll.

The target of the charge is entitled to an attack of opportunity (if the charging character enter their range of attack) but both characters are considered attackers.

A charge can not cause a disarm.

Defensive Stance

A defensive stance is a way for a character to trade all offensive capability for a more effective defence.

Book 2. The SdA system: Engine of the Game

To enter a defensive stance, on their initiative turn a character can roll a melee combat open-ended test. The MoSes obtained can be kept until the start on the character next turn and spent to oppose the melee attack rolls made against the character.

Example

A character adopts a defensive stance and rolls 4 MoSes. A first opponent attack them and obtains 3 MoSes on their attack roll. The defending character uses 3 of their MoSes to nullify the attack of the opponent. If a second opponent attacks the defender and obtained 2 MoSes, the defender can use their left over MoS to reduce the attack to 1 hits.

Dodge rolling

A character can move by doing a dodge roll, making them harder to be hit by range attacks.

The player must make an acrobatics test. For every MoS obtained the character can dodge roll for 1 metre.

For every metre moved in this way, all range attack made against this character during this round receive -1 MoS.

If the character rolling pass in the range of attack of one or more opponents, they can make an attack of opportunity.

Mounted Combat

Moving with a mount does not require a test.

Bringing a mount which is not combat trained in the range of attack of an opponent require a riding test. The difficulty level of such a test is equal to 1 + 1 per size category bigger than the mount. If the mount is entering the range of attack of multiple opponents, the difficulty level is added for all those opponents and a single test is made. If the test is failed, the mount refuse to enter the range of attack.

Mount have their own dice-pool but act on the initiative of the rider.

A charge made while mounted use the running skill and dice-pool of the mount.

Jumping over obstacles require a ridding test from the rider and a jumping test from the mount. The difficulty level for both those tests is related to the obstacle to overcome, as per the athleticism rules. The hits from the riding test can be transferred to the mount's jumping test. If the riding test fails, the mount refuse to jump. If the

jumping test fails, the mount fails to pass the obstacle.

When the mount or the rider receive a major injury the rider must make a riding test to remain on the mount. The difficulty level for this test is equal to the number of major injury suffered by the rider and the mount (added together).

If a rider falls from a mount they may suffer damage as per the regular falling rules.

Mounted characters cannot perform dodge rolling nor shield wall.

While fighting an opponent on foot, the mounted character is considered to be on high ground.

A character on foot cannot choke a mounted character and all their control attacks cost 1 extra hits.

More detailed on mounted combat in the chapter about vehicle.

Prone

A character can chose to get prone or become prone due to adverse circumstances.

Getting prone takes 2 metres of movement.

Getting up from being prone takes half a character's movement.

While prone, moving takes twice as much movement (every metre moved count as 2 metres).

A prone character receives -2 MoSes on all melee combat rolls against a standing character.

A prone character receives -2 MoSes on all range combat rolls except crossbows & firearms rolls, which receive +1d.

A character targeting a prone character with a range attack receive -1 MoS on their attack rolls and the range increment malus is doubled.

Getting prone behind cover can increase the protection offered, at the GM discretion.

Kick Up

A prone character can get up by doing an acrobatics test. Every MoS reduce the movement needed to get up by 1 metres. This provoke attacks of opportunity.

Book 2. The SdA system: Engine of the Game

Reassessing the Situation

A player can use their action or part of their action to reroll their initiative. They must use the new initiative number even if it is lower.

Inspire

A character can make a short speech to motivate their allies.

The player does an oratory & poetry test. For every MoS they can distribute 2 spirit points among their allies (excluding themselves).

Intimidation

A character can try to intimidate an opponent.

The player makes an insult & intimidation roll opposed by a Confidence & ego test from the target.

The Confidence & ego test of the target does not count as part of their dice-pool.

Intimidation functions as a far range weapon with a range increment of 5 metres for the distance malus.

There is no size modifier.

For every hits on the insult & intimidation roll, the target lose 2 spirit points.

Taunt

A character can provoke a target.

The player must make an insult & intimidation test opposed by a detect motive test by the target.

The detect motive test of the target does not count as part of their dice-pool.

Taunt functions as a far range weapon with a range increment of 5 metres for the distance malus. There is no size modifier.

Starting from their next turn, every action not directed against the taunting character have a dice-pool reduce by -1d per hits on the insult & intimidation roll. The dice-pool of the target recover 1 dice per turn.

Example

A character tries to taunt an opponent. The taunter rolls 4 MoSes on their insult & intimidation roll. The target rolls only 1 MoS on a detect motive rolls. The taunter scores 3 hits. On their next turn, if the target does any action not targeted against the taunter, their dice-pool will be reduced by 3 dice. On the following turn, the malus will be reduced to 2 dice, then 1 dice, then the effect will be dissipated.

Shield Wall

If two or more characters are wielding a shield with the special attribute hide behind shield, they can form a shield wall.

Every frontal attacks made against characters in a shield wall receive -1 MoS, on top of any malus granted by the hide behind shield special.

While used to make a shield wall, shield cannot be used to reduce attack hits for damage in their regular manner.

Characters in a shield wall can only move at the speed on the slowest character.

Characters in a shield wall act at their regular initiative but every movement must be made at the lowest initiative among the party of the shield wall.

Shrugging Off Wounds

A character can decide to spend their turn or part of their turn shrugging off wounds.

To do so, the player must chose a line of injury boxes with minor injuries ticked but no major injury. The player than do a resist pain test with a difficulty level equals to the total number of injury boxes ticked. If the roll is successful, one injury box can be unticked.

In case of a complete failure, one more injury box is ticked for every loss.

Throwing Non-Range Weapon

Every weapon and objects can be thrown with the thrown skills.

Every thrown attack made with a weapon or object not specifically made for throwing receive a malus.

Book 2. The SdA system: Engine of the Game

- Small objects and weapons which can be more or less contained in one hand (knives, small rocks, tomatoes, mugs, etc) receive -1 MoS and have a range increment of 5 metres.
- Medium objects and weapons which are used with one hand (arming swords, skillets, books, etc) receive -2 MoSes and have a range increment of 4 metres.
- Large objects and weapons which usually require two hands to use (great swords, chairs, pumpkins, etc) receive -3 MoSes and have a range increment of 3 metres.

Two Weapons Fighting

Characters equipped with a weapon in each hand can do two attacks on the same initiative number.

The dice-pool must be split normally.

The second attack receive -1 MoS.

Casting Spell

Characters with spell casting abilities can cast spells in combat.

Casting a spell causes attack of opportunity.

If attack hits are scored against a character while they are casting a spell, the casting fails.

More details on casting spell in the magic chapter.

Terrain Modifiers

Different types of terrain can affect combat. Terrain can hinder or advantage characters depending on the situation and on how they use the different obstacles.

Cover

Cover makes a character harder to hit.

Cover is divided in 4 categories according to how much of the character's body is hidden.

- $\frac{1}{4}$ cover: Attacks made against a character behind this type of cover receive -1 MoS.
- $\frac{1}{2}$ cover: Attacks made against a character behind this type of cover receive -2 MoSes.
- $\frac{3}{4}$ cover: Attacks made against a character behind this type of cover receive -3 MoSes.
- Full cover: Attacks cannot be made against character fully covered.

It is possible that a cover apply to both opponents simultaneously.

Character of different size can receive different protection from the same cover.

Difficult Terrain

Different types of terrain can hinder the movement of characters.

Difficult terrains are divided in four categories, according to how much they hinder movement.

- Minor impediment: Every 2 metres moved count for 3. If a character runs on such terrain, 1 MoS is used not to fall.

Example

Loose rocks on the ground or large exposed tree roots.

- Medium impediment: Every metre moved on such terrain counts for 2. If a character runs on such terrain, 2 MoSes are used not to fall.

Example

Muddy ground or moderately steep hill.

- Severe impediment: Every metre moved on such terrain counts for 3. If a character runs on such terrain, 3 MoSes are used not to fall.

Example

Icy ground or marshy land.

- Extreme impediment: Every metre moved on such terrain counts for 4. It is impossible to run on such terrain but an athleticism or acrobatics test can increase the movement at the GM discretion.

Example

Thick bush or jagged rocks.

High Ground

Attacking a character on lower ground gives the character on high ground +1d.

Book 3. Spells

Introduction

This is place holder text.

Spell Description

Fireball

A ball of fire explode, burning everyone in the blast radius.

Components

Essence: Fire

Duration: Instantaneous

Target: Sphere

Effect: Damage + Burning

Range: Sight

Save: Reflex (Dodge)

Description

The radius of the sphere is 1 metre per MoS obtained on the damage roll. Every character caught in the first metre from the centre of the sphere will take the full damage rolled. The damage is reduced by 1 for every additional metre away from the centre.

Every character caught in the radius of the explosion can do a reflex roll as a reaction. For every MoS obtained on that roll, the character can move 1 metre away from the center of the explosion.

Example

A sorcerer cast a fireball nearby 1 metre away from an enemy. Due to a good roll on casting, the Sorcerer rolls 3d8 burning damage and obtains 3 MoSes. The fireball will thus have a radius of 3 metres.

The enemy situated at 1 metre from the centre of impact would then receive the full 3 level of burning injury. This enemy can use their reaction to move away from the centre of the explosion; 2 MoSes. Enough to move just at the edge of the blast radius and reducing the damage to 1.

Book 4. Appendices

Appendix A: Test

This is a test appendix where some information need to go.

Appendix B: Glossary

Here is a list of terms which are used in very specific manner. Every time you see a word written in this format, you can find its definition in this section.

character

A person in the game, either controlled by the GM or one of the other players.

Index

D

- Dice
 - Polyhedral Dice
 - Material, 5

G

- Game Master
 - GM, 4