Introduction

Welcome to SOLAS! It's a rules system for running tabletop role-playing games (TTRPGs) that anybody can pick up and play. TTRPGs are about getting together with others and letting a story play out, with players controlling characters of their own creation.

To play, you'll need more than two people (one of whom is the Game Master, referred to as the GM), a way to take notes, and at least one standard six-sided die. Other materials are nice to have (like more d6s, some way to take notes), but are certainly not needed.

Rolling

A die roll is when someone rolls at least one standard six-sided die to determine an outcome. A roll of four or higher is a success (a six is worth two successes), meaning a three or lower is a failure. The "result" of a roll is how many total successes there are. In these rules, rolls are indicated in these rules by an **R**, followed by a number such as R1, R4, etc. The **R** indicates a roll, and the number after it is the number of dice that you are rolling.

Sometimes a roll is specified as "advantaged" which means dice rolls succeed on a 3 or higher. Another variant is "disadvantaged" which means dice rolls succeed on a 5 or higher. Rolling a 6 is always considered to be 2 successes. Advantages and disadvantages don't stack, you can only be "advantaged" or "disadvantaged" and any amount of each cancels out.

Rolls can be used to determine damage, healing, or checks of your abilities. The weapon, spell, or GM will describe what you are trying to accomplish and what attribute you will be using.

Checks

A check is when you rely on a particular skill to determine an outcome. If your GM calls for a Dexterity Check (perhaps you've activated a trap!), you would roll a number of dice equal to your dexterity score, and count your successes. If you meet or exceed the difficulty of the check, you succeed!

Checks can also be **contested**. This is where a character attempts a roll against someone else's score. If the character gets more successes that the score they're against, they succeed! These checks will be written as **Attribute Check vs Attribute**

Damage Types

SOLAS contains many different damage types for different weapons and spells. This list can be expanded upon for your needs, but the standard categories as follows:

- **Physical**: Bludgeoning, Piercing, Slashing
- **Elemental**: Acid, Poison, Fire, Cold, Lightning
- **Celestial**: Radiant, Necrotic, Force, Psychic

Point Pools

These are points you can save up to spend attacking, moving, or doing spells. When combat ends, these are returned to their maximum.

Focus is your mental concentration at any given moment. These points are used up when you use spells and certain abilities, and some are given back at the start of each turn.

Stamina is your physical ableness at any given moment. These points are used up when you move or attack, and some are given back at the start of each turn. Every character has 3 stamina points.

Primary Attributes

Characters in the game have different attributes to describe their general skills. The number associated with each attribute is its relative effectiveness, 1 being the minimum possible. The categories are as follows:

Strength

Natural athleticism, physical power

Your strength limits what armor you can wear. Ask your GM if you are allowed to start with armor, or if armor will be available in their setting.

Dexterity

Physical agility, reflexes, precision

Your **dexterity** affects your **speed**. This is equal to **five plus half of your dexterity** score (rounded down).

Constitution

Physical/Mental toughness, persistence

Your **constitution** affects your **heart** (also referred to as health and/or hit points). This is equal to your **constitution** score times your level, plus five.

Mind

Analytical skill, intuition

Your **mind** score is your amount of **focus** (the amount of which you have at the start of combat).

Your **mind** also affects what spells you know. A character can only memorize a certain number of spells at a time, this being your **mind**. The ones you have memorized can be swapped during rests, but if you don't have a spell prepared, you cannot use it. Characters with a **Mind** score higher than one can use **spells**, so check out the section to make sure you know your character's options.

Tiles

A tile is typically a square or hexagon on a grid, and is considered to be 5 feet (or 1.5 meters). While you may not be playing with an actual grid at all, this still describes specific distances for spells, ranges, and movement.

Creating a Character

To play this game, each player must create a character, a member of the setting that the GM is describing. SOLAS is designed to have very a simple character creation system, but one that lets creativity run wild. The easiest way to create a character is to break it down into two parts: Before they became an adventurer, and where they are now. Doing this naturally flows with the character creation process. The first step is...

Attributes and Scores

Start your character with one point in each of your **Primary Attributes**, then add one point to the attribute of your choice.

You then must figure out your other scores (focus, speed, etc), referring back to the **Primary Attributes**.

Choosing Boons & Classes

When you're starting out, your character receives a **boon**, which is a special ability that helps them to be more effective. These boons are sorted into **classes** to help keep track of prerequisites, but do not feel locked into a class! Mixing and matching abilities to build a character that suits the story you are helping tell is more important.

A **boon** is a unique skill that shapes how your character interacts with the world, that they have acquired throughout their journey. Which boons you can take are determined by if you already have the required prerequisite ones.

You get to choose one boon when you create your character, as well as an additional boon every three levels after that (levels four, seven, ten, thirteen, sixteen, and nineteen).

> Classes
>
> Consider these "classes" as areas of expertise, in how your character interacts with the world. Each of the introductory boons for each class can be taken by anyone, and any number of boons from each "tier" can be taken. However, you must take at least one boon in all lower tiers to take a higher one.
>
> These categories and classes are simply general indications of what the boons are like and what they rely on. Each main statistic features martial and caster options. Creativity is encouraged in this game, and here is no exception. Mix and match to your heart's content!

Strength

Strength-based classes rare known for their physical strength to brute force their way through obstacles and situations alike.

> Barbarian
>
> Untamed warriors fueled by primal fury, embodying the raw essence of chaos and unrestrained power. Channeling their inner beasts, they unleash a torrent of unbridled rage, becoming living tempests on the battlefield, leaving destruction in their wake.
> Boons

> Evoker
>
> Wielders of primal strength and cosmic destruction who harness the raw, untamed power coursing through the natural and supernatural realms. They manifest the powers of creation and destruction through their unbreakable physical and mental strength.
> Boons

Dexterity

Dexterity-based classes rely on their deftness and agility, their goals being success through sheer physical perfection.

> Master
>
> Agile practitioners of finesse and blade, seamlessly blending martial prowess with the grace of a dancer, embodying the fluidity of combat. With nimble strikes and disciplined

precision, Masters excel in artful maneuvers, evasive techniques, and swift strikes, carving through adversaries with unparalleled finesse in the dance of combat. Boons

Bard

Nimble maestros of the arcane, weaving enchantments with finesse, their dexterous movements orchestrating spells that dance through the air like musical notes. Through a harmony of both magic and agility, they captivate their audience not only with melodious tunes but also with the dazzling spectacle of their deft spellcasting. Boons

Constitution

Constitution-based classes rely on their ability to just keep pushing, their wills and bodies toughened to survive much more strain.

Champion

Indomitable defenders of unwavering ideals or chosen by powerful beings, standing as bastions of unyielding fortitude on the battlefield. They embody the resilience of their convictions, shielding allies and confronting adversaries with unwavering determination. Boons

Alchemist

Masters of the eldritch concoctions and divine elixirs, stand as the conduits between the cosmic forces of creation and the mortal realm. These divine artisans channel their mental and physical will into their craft, creating concoctions or contraptions to shape the world around them. Boons

Mind

Mind-based classes use their knowledge of inner workings (people and the cosmos alike) to create favorable situations where success is guaranteed.

Ranger

Master tacticians armed with a razor-sharp intellect, who navigate the battlefield with precision discerning vulnerabilities and exploiting weaknesses in their adversaries' defenses. Through strategic insight, Rangers emerge as cerebral assassins, excelling in the art of calculated strikes and unraveling the mysteries of both the natural world and their unsuspecting foes. Boons

> Arcanist
>
> Wielders of the boundless power of the intellect, delving into the deepest recesses of the mind to unravel the secrets of arcane and cosmic knowledge. Combining intellectual prowess with the art of spellcasting, they seamlessly manipulate the fabric of reality through their profound understanding of arcane forces. As guardians of ancient wisdom and architects of the arcane, they weave intricate spells, unlocking the mysteries of the cosmos and prove that true power lies within the boundless depths of the mind. Boons

Leveling Up

After some progression in the story, your GM may decide that it is time for your characters to become stronger! You get to add another point to one of your **Primary Attributes**, and if at an appropriate level (four, seven, ten, fourteen, seventeen, and twenty) you also receive another **Boon**!

Playing the Game

Most TTRPGs are broken down into a cycle of play, but this is by no means a one-size fits all solution. Generally, a GM will describe the environment, and the players respond with what their character does. The GM then goes back and forth with the players, narrating the results of their actions and having the players respond, until a scene comes to a natural close.

Initiative (or Order of Combat)

When you begin playing, everybody rolls a dexterity check, including the GM. This order is written down, and is the order that combat will happen in, the first of the order going after the last. This can be re-rolled at the end of combat, or only when you pick up in another session, up to the discretion of the GM. This temporary ordering is referred to as **Initiative**.

Combat

Struggle is a part of every story, and it may present itself in the form of combat. Your characters have specific strengths and weaknesses based on your primary attributes. When somebody announces that they are doing something combative enough to warrant a full fight, that person goes first, and play follows the pre-rolled initiative starting from them.

When in combat, you naturally recover some of your reserves each turn. On the start of your turn (before you do anything), **your character recovers two stamina and one focus**.

Resting

Your characters cannot stay awake indefinitely, and will need to recover and heal their wounds. Characters will need to rest for a total of 8 hours, up to two of which can be sitting/lying down but conscious. If characters go 24 hours without resting, they gain a **point of exhaustion**. Resting removes all points of exhaustion.

Exhaustion

This comes when a character has undergone such a heavy burden (being awake for too long, physical exertion, or sustaining too much damage). There are different degrees of exhaustion, and they correspond with how many **points of exhaustion** that you have. For each point of exhaustion you've accumulated:

- You recover one less stamina and focus at the start of your turns (to a minimum of zero).
- Your speed is reduced by one tile (to a minimum of zero).

Exhaustion is not removed by healing. Only resting does this.

On a Turn

It's your time to shine! Your character starts their turn by recovering some of their **Stamina** points (up to their maximum) the amount you recover of each is equal to your **Constitution**. Additionally, all characters recover at least one **Focus**, up to their maximum.

Now you're ready to go! You can take any of the following actions for the cost of 1 stamina point:

- Moving a distance up to your speed
- Attacking with a weapon (you must be on an adjacent square to do so with a melee weapon, or the target must be within range for a ranged weapon)

You can also use a spell for the cost of one **Stamina** point, as well as the listed **focus** cost for the spell.

If you do not have enough stamina and/or focus to take an action, you cannot do it.

Resistances/vulnerabilities

Some enemies or characters may be resistant or vulnerable to certain types of damage (see **Damage Types** in the Introduction). If something is vulnerable to a type of attack, count your successes with advantage. If something is resistant to the type of attack, count the successes with disadvantage.

Fading

Once your character reaches 0 heart, their grip on mortality is weakening and could soon die. On the start of your turn when you're fading, you gain a point of exhaustion. If you end your turn with three points of exhaustion, your character dies.

If you take damage while fading, consider your heart to be negative. Healing must bring you back up above 0 for you to be no longer fading.

Spellcasting

There is magic out in the world, and some have been able to hone their minds to channel and control it to suite their needs (referred to here as **casters**). A character can only memorize a certain number of spells at a time, this being your **Mind** score. The ones you have memorized can be swapped during rests, but if you don't have a spell prepared, you cannot use it. Most casters have a few favored spells, but feel free to get creative!

> Spells
>
> To cast a spell, you must spend **one stamina** as well as its **focus cost**. A spell failing (no damage on the roll, targets making their checks, etc) still expend this amount. If you don't have enough focus OR stamina, you cannot use it. Some spells require concentration, meaning that if your heart is reduced, or you cast another spell, the spell ends.
>
> *Scalable*. Some spells scale with the ability of your caster. Damage could increase, and area of effect could get bigger, number of targets, etc. Each scalable spell will be specified, as well as how the spell scales with your level. Spells scale with your **Mind Score**, after two. If you had a mind score of four, you would add the **scalable** effect twice.
>
> ## Primary Spells
>
> These spells cost two focus to cast.
>
> > Acid Splash
> >
> > **Scalable: +R2 Acid**
> > Range: Six Tiles
> > Damage: R3 Acid
> >
> > You hurl a bubble of acid at a spot you can see within range. All creatures within one tile are hit, but reduce their individual damage with a dexterity check.
>
> > Eldritch Blast

Scalable: +R2 Force

Range: Twelve Tiles

Damage: R3 Force

A bolt of crackling energy streaks toward a creature you can see within range.

Fire Bolt

Scalable: +R2 Fire

Range: 24 Tiles

Damage: R3 Fire

You hurl a mote of fire at a creature you can see within range. A flammable object hit by this spell ignites it if it isn't being worn or carried.

Guiding Bolt

Scalable: +R2 Radiant

Range: 18 Tiles

Damage: R3 Radiant

A flash of light streaks toward a creature you can see within range. If the target's heart is reduced, a mystical dim light glitters on them until the next attack, which has advantage.

Ice Knife

Scalable: +R2 Cold

Range: Six Tiles

Damage: R3 Cold

You hurl a shard of ice at a spot you can see within range. All creatures within one tile are hit, but reduce their individual damage with a dexterity check.

Poison Spray

Scalable: +R2 Poison

Range: Three Tiles

Damage: R4 Poison

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. A creature targeted by this, reduces the damage taken with

a constitution check.

Ray of Frost

Scalable: +R2 Cold
Range: Twelve Tiles
Damage: R3 Cold

A frigid beam of blue-white light streaks a creature you can see within range. If the target's heart is reduced, its speed is reduced by two tiles until your next turn.

Witch Bolt

Concentration
Scalable: +R2 Lightning
Range: 12 Tiles
Damage: R3 Lightning

A beam of crackling energy lances out towards a creature within range, forming a sustained arc of lightning between you and the target. If the target's heart is reduced, the arc stays connected. On each of your following turns until you lose **concentration** or the target leaves range, you can spend **one stamina** to deal damage to the target with no focus cost (subsequent damage is not **scaled**).

Secondary Spells

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