How to Play Sundered

Sundered is a system of agency, risk, and creativity. Every decision matters, and every resource is in your hands. Here's how to jump in and play:
Character Basics

Create Your Character:

Assign ability scores: Strength, Agility, Constitution, Knowledge, Wisdom, Influence
Pick 2 abilities to be proficient in.
Choose an Echelon (optional, but unlocks unique powers).
Choose a Class for your core feature and two proficiencies.
Pick Disciplines tied to abilities.

Know Your Pools:

Source Pool: Fuels everything. Starts at 6d6; increases at higher levels.
Hit Points: Based on your Source pool (ex: 8d8 = 64 HP).
Movement: 50ft of movement (base for characters 4-6ft height).
Proficiency: Sets how many SD you can spend without Strain (Proficiency Cap).

How to Take a Turn

Spend Source / Movement — Take Core Actions, enhance attacks, or boost spells.
Roll Check — d20 + Ability Mod (+ Proficiency if proficient) vs target's relevant ability score.
Resolve Outcome — Deal base damage (Ability Mod + Proficiency) plus any SD committed.
React / Counter — Spend SD to block, parry, dodge, or counterspell.

At a Glance

Base Movement: 50 ft (adjust by size & Agility).
Core Action: Spend 2SD, 20ft Movement, or 1SD + 10ft Movement to Attack, Cast, or special
Spell Cost: Core action + spell level in SD
    Scaling: +1 SD or 10ft Movement = + damage/effect
Replenishment (Combat): Out of Combat: Automatically regain Source Dice equal to your proficiency every unstressed, unstrained hour

Example Turn

On her turn: Vera the Ranger moves 30ft and uses her Core Action to melee attack (Agility vs target's Agility). She spends 2 SD to make an extra Core Action: attack, and commits +1 SD to boost its damage.

Outside her turn: An enemy casts a level 1 spell targeting her Constitution. She spends 20ft of movement and 1 SD to roll a counterspell check, adding her Knowledge + Proficiency vs the caster's roll. She fails the check but rolls 1 SD to block some of the incoming damage.

3 Ways to Push Your Limits

Movement = Action — Turn positioning into immediate offense or defense.
Movement = Source — Trade movement for power at a critical moment.
Extra SD for Scaling — Overpower a hit or extend a spell's damage/effect.

When You're Targeted

Block: Spend SD; Strength vs incoming damage → absorb damage.
Parry: Spend SD; Agility vs melee damage
Counterspell: Match SD of the spell; roll your casting ability vs caster's roll.

Tip: Conversions, check formats, and passives live on your sheet — use this page to drive moment-to-moment choices.

Play boldly. Trade, spend, convert, and shape every encounter with the resources you control.