

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 –

Create Your Character:

Assign ability scores: Strength, Agility, Constitution, Knowledge, Wisdom, Influence

Pick 2 abilities to be proficient in.

Choose an Echelon (unlocks unique powers).

Choose a Class for your core feature and two proficiencies.

Pick Disciplines tied to abilities.

Know Your Pools:

Movement: 50ft of movement (base for characters 4-6ft height).

Source: Fuels everything. Starts at 6d6 Source Dice (SD); increases at higher levels.

Hit Points: Based on your Source Pool (total available Source. ex: 8d8 = 64 HP).

Proficiency: Sets how many SD you can spend on an action

At a Glance

Base Movement: 50 ft (adjust by size & Agility).

Core Action: Spend 20ft Movement, 2SD, or 10ft + 1SD Movement to Attack, Cast, or special

Spell Cost: Core action + spell level in SD

Scaling: +10ft Movement or +1SD or = + damage/effect

Replenishment: Out of Combat regain Source Dice equal to your proficiency every unstressed hour

How to Take a Turn

Spend Movement/Source — 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.

Example Turn

On her turn: Vera spends 20ft of Movement to take a Core Action: Attack (vs target's Agility), committing +1 Source to increase the 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.

3 Ways to Push Your Limits

Movement = Action — Turn positioning into immediate offense or defense.

Movement = Source — Take a Core Action to turn unspent Movement into Source (+10ft = +1SD)

Extra SD for Scaling — Expand an attack or spell 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.