

RULES OF SAGAS

(Version 0.995)

1. PRELIMINARIES

1.1. CONVENTIONS AND SPECIAL TERMS

In all the formulas of this text where divisions are involved, the rounding convention is to take the first integer value below the result of the division.

It will often be referred later to an "Universal table (UT) given in the appendix.

A convenient unit of time often used in the rules is the "round". It represents 3 seconds.

2. SAGAS IN A SHORT STORY

2.1. THE PRINCIPLES

SagaS is meant to be a generic role playing system. It has mechanisms common to most role-playing universes.

He has been used in games where magic was present, in universes with superpowers, and in science fiction contexts. Over time, the game system has evolved and the present document describes its latest version.

In SagaS, the specificities of the game world are seen as add-ons to the rules you are currently reading.

These current rules, are **default rules** applicable to all the universes in which you play SagaS.

However, in some universes, specific rules may apply and they will always have priority over the basic rules presented here.

2.2. THE BASIC ELEMENTS OF SAGAS

SagaS is based on Characteristics and Skills.

MAIN CHARACTERISTICS

STRENGTH	AGILITY	ENDURANCE	DEXTERITY
WIT	WILL	PRESENCE	INSTINCT

SECONDARY CHARACTERISTICS

INITIATIVE	CLOSE COMBAT	RANGED COMBAT	SPEED
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The man (or the woman) from the street has about 5 in each characteristic, except for the SPEED where he/she has 8.

HOW TO ROLL A DIE IN SAGAS?

In SagaS we use 6-sided dice in a special way.

By convention we note: 1D6 * the result of a 1D6 roll, where, if we made 6, a 6 is added and the die is thrown until it is no more a 6. Then last value of the die (different of 6) is added to the total which is the result of the 1D6* roll.

For example, if you roll 1D6 and the result is 3, the result of D6 * is 3. If you roll 1D6 and the result is 6 you reroll the die and if the new result is 6 you reroll and if you obtain 3, the result of the 1D6 * roll is: $6 + 6 + 3 = 15$.

HOW TO RESOLVE AN ACTION IN SAGAS?

To resolve an action in SagaS we generally make a roll under a skill (the exception being to make in some cases a roll under characteristic) this is called as Skill (or characteristic) test. At the result of this roll, which we call a **degree**, we can add situation modifiers which are positive or negative degrees.

To resolve an action you have to:

- Make a roll of 2d6 *(thus throw twice 1D6 * as previously described and sum the results), and divide the value of the skill by the result of the roll and round down the result: this is called the degree. Then you have to add degree modifiers to get the final degree
- If during the roll of the dice you make 2 (critical hit) or 12 (potential fumble) on the first roll, this is a special case to do with the referee
- If you strictly do more than 2x your skill value, it is a failure regardless of any degree bonuses. Yes it's hard, but obviously, you've been too bad to take advantage of any situation bonus

For those who are refractory to mental arithmetic, it is possible to use a small table given at 18 to determine this degree.

THE TIME SCALE IN SAGAS

In SagaS we distinguish:

- the narrative play mode where the passage of time is sufficiently elastic and is determined by the referee
- the tactical game mode where the unit of time is the round of 3s

The tactical mode is adapted to tense situations (combat, pursuit between vehicles ...) whereas the narrative mode is more adapted to situations of information sharing and collective thinking.

3. CHARACTER CREATION

3.1 THE CHARACTERISTICS

The characteristics **quantitatively** describe aspects of the character necessary for the mechanics of the game, in particular the resolution of the actions.

Remark: even if the characteristics are very important in terms of play, we remind you that in a role playing game, a character cannot be reduced to these values: his motives, his tastes, his purpose in life are not described by characteristics and should be developed by the player with the possible contribution of the referee. The rules that follow do not really treat this aspect, which does not mean that it must be ignored in a game.

There are two types of characteristics:

- **Main characteristics:** They quantitatively define the most important abilities of the character. They can be modified during the creation and evolution of the character

- **Secondary characteristics:** They depend on the main characteristics and some of them can be modified during the creation and evolution of the character

MAIN CHARACTERISTICS

STRENGTH	(STR)	<i>Represents the physical strength and strength of the body. Strength is useful for inflicting damage in close combat. It also allows for a better resistance to physical damage. Maximum weight portable by the character depends on Strength and is given by the UT. Strength is limited to 20 for normal humans.</i>
AGILITY	(AGI)	<i>Represents the ability to move one's entire body with ease and sense of balance. Agility also allows you to dodge melee or ranged attacks.</i>
ENDURANCE	(END)	<i>Represents the resistance to poisons, diseases, the ability to recover and the fatigue resistance.</i>
DEXTERITY	(DEX)	<i>Represents the precision of small movements, the ability to focus to perform the right gesture.</i>
WIT	(WIT)	<i>Represents the capacity for abstraction and reasoning, as well as memory and general knowledge.</i>
WILL	(WIL)	<i>Represents mental strength, the ability to resist influence and to follow one's goal at all costs.</i>
PRESENCE	(PRE)	<i>Represents the ability to influence, convince, charm, intimidate.</i>
INSTINCT	(INS)	<i>Represents the sixth sense, empathy, perception.</i>

SECONDARY CHARACTERISTICS

CLOSE COMBAT

Close Combat (CCO) = (Strength + 2 * Agility + Instinct + Will) / 5 + creation bonus

Represents the combat capability in melee: with bare hands or with a contact weapon

RANGED COMBAT

Ranged Combat (RCO) = (3 * Dexterity + 2 * Instinct) / 5 + creation bonus

Represents the ability to perform correctly a ranged attack

SPEED

Speed (SPD) = base species+ (Endurance + Agility)/ 4 + creation bonus

- Base species = 6 for normal humans
- Speed is limited to 16 for normal humans

Speed represents the character's ability to move at rate given on the UT. It also serves as a base for athletics skills.

Example: Padmyra Darkhope is human; she has 12 in Endurance and 10 in Agility. Her speed is: $6 + (12 + 10) / 4$ so $6 + 5 = 11$ (remember the rounding convention to the lower whole number). Its maximum motion rate on the UT (line 11) is 29 km / h or 24 m / r (m / r = meter per round).

INITIATIVE

Initiative (**INI**) = (Agility + Wit) / 2 + creation bonus

Represents the ability to react quickly under stress.

CHARACTERISTICS BONUS

In the course of the game, some actions are based on characteristics. If the value of the characteristic is high enough, then a bonus on the result of the action performed with a skill using this characteristic may exist. This bonus for a characteristic is given in the Universal Table. For characteristic values between 5 and 20 the characteristic bonus is:

(Value of the characteristic / 2) - 2

OTHER CHARACTERISTICS

THRESHOLDS AND HEALTH POINTS

Physical shock threshold = 10 + Strength characteristic bonus

Psychical shock threshold = 10 + Presence characteristic bonus

Maximum Physical Hit Points = 2 * (Strength + Endurance + Will)

Maximum Mental Hit Points = 2 * (Presence + Will + Instinct)

IMPACT BONUS

The characters (or more generally the «entities» in the game: creatures, non-player characters or vehicles) may have a protection which represents an armor and may absorb damage.

The maximum impact bonus is then given by:

Maximum impact bonus = 2 x Protection + Physical shock threshold

This is the **maximum** damage bonus that can be **inflicted** by using one's body as a weapon and aiming at full speed against an obstacle or an enemy that one seeks to damage.

Remark: This does not represent the maximum damage that can be **suffered** during an impact.

*Example: Ultraman has 30 strength and 10 protection. Its physical shock threshold is 10 + a characteristic bonus worth 40 (which corresponds to its strength of 30) = 50. The maximum impact Bonus is $50 + 2 * 10 = 70$. If he hits Captain Carnage, his nemesis, at full speed, he will not be able to inflict damage whose bonus will be greater than 70.*

REFLEX DODGE

In addition to the characteristics, each character has skills that represent his / her knowledge / skills / experiences in various fields. The Dodge skill plays a special role.

Indeed, Reflex Dodge is based on the Dodge skill of the character. It is very important because it is often the character's ultimate defense against physical aggression.

- The value of the reflex dodge is: Reflex Dodge = 2 + (Dodge / 2),

- Against any attack with no defense manoeuver (dodging or parrying), a reflex dodge can oppose the attack. One can do a reflex dodge even on an unseen attack if one is in combat (for more details, see the combat rules).
- Out of combat and without special warning a character totally surprised by an attack do not have the possibility to perform a reflex dodge

3.2 SKILLS

LIMITS AND LEVELS

A character has skills. Each skill is associated with a primary or secondary characteristic.

Each skill is characterized by a **learning level** that the character can increase.

To obtain the **total level** of a skill, we add the value of the associated characteristic and the learning level.

The initial learning level of a skill is : -15, -10, -5 or 0.

Skills **whose initial learning level is -15** are considered the most difficult. The referee may decide that the skill is not usable without a minimum of training, even if the associated characteristic is very high.

For example reading an unknown language is in general impossible (in this case the referee may however decide that a partial understanding is possible if the character knows a neighboring language).

The following table gives a qualitative interpretation of the total level in a skill.

Total level	Qualitative description
less than or equal to 0	Incompetent
between 1 and 5	Beginner
6 and 10	Amateur
11 and 15	Professional
16 and 20	Expert
more than 21	Master

It should be noted that the list and the basic level of the skills are related to the universe in which one plays.

The available skills depend on the level of technology of the universe in which the character evolves. The available skills tables are given at 17.

3.3. CHARACTERS CREATION

CREATION OF BEGINNING CHARACTERS

To create a character points are used to buy skills or characteristics.

The number of creation points for a beginning character is 150.

To have a reference, the average person usually has one to two main characteristics at 8 and has a learning level between 5 and 10 in the skills useful for his trade, which gives him between 50 and 100 points.

Points are used to increase characteristics and skills.

All main characteristics have a base of 5. To increase a **main characteristic** of 1, you have to pay :

- 3 if the final characteristic is less than or equal to 5 (in the case where one would have less than 5 for background reasons to be approved by the referee)
- 6 if the final characteristic is between 6 and 10
- 12 if the final characteristic is between 11 and 15
- 24 if the final characteristic is between 16 and 20
- 48 if the final characteristic is greater than or equal to 21

The **secondary characteristics** are then deduced (do not to forget to calculate the secondary characteristics again if one or more main characteristics are modified).

To buy a bonus of 1 for **secondary characteristics** : Close Combat, Ranged Combat, Initiative and Speed, the cost defined for the main characteristics are multiplied by 3.

To increase the learning level of a **skill** of 1, you have to pay :

- 1 to go from -15 to -10
- 1 to go from -10 to -5
- 1 to go from -5 to 0
- 1 if the final level is 1 to 5
- 2 if the final level is 6 to 10
- 4 if the final level is 11 to 15
- 8 if the final level is 16 to 20
- 16 if the final level is greater than or equal to 21

The available skills depend on the level of technology of the game universe and are described in 17.

CHARACTER CREATION WITH PRELIMINARY EXPERIENCE

In some cases, the referee will want to start his scenario or his campaign with more experienced characters. This is particularly the case if he wishes to move towards action scenarios rather than inquiry scenarios.

We can distinguish three levels of campaigns:

- “Low” level which is the default level. The characters are a little better than ordinary people. However, they remain vulnerable and must be cautious. This corresponds to contemporary investigation scenarios or low-level Heroic-Fantasy scenarios. As examples of literary references, include Detective stories as well as the horror stories of Lovecraft and his followers. In Heroic-Fantasy, we are close of universes like "The Black Company" by Glenn Cook.
- “Intermediate” level where the characters are more powerful than the average individual. This corresponds to scenarios where risky actions can be attempted. The literary references are the pulps of the 30s, contemporary spy and action stories, or in the cinematic field, the Indiana Jones series.

- “High” level where the characters are far more powerful than the average individual. We are close to the field of superheroes, at least in their original version as The Shadow, Doc Savage or original Batman. In Heroic-Fantasy, we are in the domain of "High Fantasy " or "Sword and Sorcery" with heroes like Conan, Fafhrd and the Grey Mouser or Elric the Necromancer.

As a reminder, the player can create his characters at one of the 3 levels proposed, but, the referee is the only judge to validate this choice, and accept the character in his scenario.

Characters	Campaign type	Cinematographic and literary references	Creation points
A little more powerful than normal	Investigation/ Action Heroic-Fantasy Science-Fiction	<i>Continental Op</i> in "The red harvest" By Dashiell Hammett <i>Robert Olmstead</i> in «The Shadow over Innsmouth» by Howard Philips Lovecraft <i>Toubib</i> in «The black company" by Glenn Cook <i>Jon Snow</i> in «The iron Throne : the red dungeon» by Georges RR Martin <i>John Gordon</i> in «The star kings» by Edmond Hamilton <i>Ellen Ripley</i> in the movie «Alien» by Ridley Scott	150
More powerful than normal	Investigation/ Action Heroic-Fantasy Science-Fiction	<i>James Bond</i> in «James Bond vs. Dr. No» by Ian Fleming <i>André Moreau</i> in the film «Scaramouche» By Georges Sidney <i>Indiana Jones</i> in «Indiana Jones and the last crusade» By Steven Spielberg <i>Boromir</i> in «The Lord of the Rings» By JRR Tolkien <i>Etienne de Navarre</i> in the movie « Ladyhawke» By Richard Donner <i>Northwest Smith</i> in «Shambleau» By Catherine L. Moore	250
Much more powerful than normal	Investigation/ Action Heroic-Fantasy Science-Fiction	<i>Kent Allard</i> in «The Shadow» By Maxwell Grant <i>Bruce Wayne</i> in «The Batman» Bob Kane and Bill Finger <i>Clark Savage Jr.</i> in «Doc Savage» By Kenneth Robeson <i>Conan</i> in «The Scarlet Citadel» By Robert E. Howard <i>Elric</i> in »The black sword» By Michael Moorcock <i>Fafhrd and the Grey Mouser</i> in "Swords of Lankhmar» By Fritz Leiber <i>Luke Skywalker</i> in the movie «Star Wars: the return of the Jedi» By Richard Marquand <i>Eric John Stark</i> in «The people of the talisman» By Leigh Brackett	350

Example : Philippe wants to create a character playing the role of a bodyguard in a team of investigators. He chose Geoffrey Mac Murray as his name and gave him the background of a veteran in Iraqi war, victim of psychological trauma and reconverted in private security. It's an espionage / action campaign. The referee uses 250 creation points.

Mac Murray must have good physical characteristics: Philippe gives him 12 Strength, 8 Agility, 8 Dexterity and 10 Endurance. He does not see him as an intellectual, but rather an instinctive, he leaves his Wit to 5 but increases his will, presence and instinct to 8.

We calculate the cost of the characteristics, for example Strength: 6 to go from 5 to 6, 6 to go from 6 to 7, 6 to go from 7 to 8, 6 to go from 8 to 9, 6 to go from 9 to 10, 12 to go from 10 to 11 and 12 to go from 11 to 12 for a total of 54 points.

By doing the same for the other main characteristics, we obtain a cost of the main characteristics of 174.

Philippe does not spend points in his secondary characteristics which are then: 8 in Close Combat, 8 in Ranged Combat, 6 in Initiative and 10 in Speed. We deduce its Physical hit points (60), Psychological hit points (48), Physical Shock (14) and Psychological Shock (12).

Now, Philippe buy skills.

Given his past, Mac Murray must master several weapons. Philippe takes Pistol and Rifle to learning level 7, which costs 9 points for a total skill level of $8 + 7 = 15$. It also takes automatic weapons to learning level 5, for a total level of 13, which costs 5 points. He also adds 10 levels of learning in Martial Arts: Krav Maga for a total cost of 18 and a total level of 18. The Martial Arts skill of learning level 10 gives him a minimum Dodge skill of 10. He then invests two points in Combat with two weapons and heavy weapons (may be useful...who knows?).

He also considers Skydiving and Diving part of his military training as well as Security systems and the use of Explosives.

The vehicle driving skills is important for a bodyguard; he takes Driving, Driving aquatic vehicle, Driving heavy vehicle, Airplane piloting and Helicopter piloting.

Finally, he completes with general skills like Swimming, Climbing, Survival, Perception, Stealth, Intimidation, Electricity, Mechanics and First Aid. He does not forget a skill in American Football because he has practiced it in the past. This skill not being in the list corresponding to the level of Technology 5 he creates it with the referee who places it under speed because it is a sport of motion.

The total cost of skills is 76 points. The sum of the cost of the characteristics and the cost of the skills is 250 points.

WHAT TO DO IF YOU WANT A SKILL NOT LISTED ?

When a skill does not appear in the list corresponding to the level of technology in which the skill exists, there are several cases :

- If it is a very close skill of a listed one, consider that it is the one on the list
- If this is a completely new skill, the player must determine with the referee whether it is appropriate to create it and to which characteristic to attach it.
- Finally since no list of skills can be exhaustive, some skills are considered generic (present in the list underlined italics) and must be specialized. This is the case, for example, with foreign languages

PROFESSION AND SOCIAL LEVEL

In the above, the profession and the social level of the character have not been addressed.

For the profession, it is important that the skills of the character reflect this one. As an indication to practice a profession at a correct level requires at least 11 in the skills associated with this trade.

Rather than providing endless tables combining the profession and the skills associated we prefer that the referee and the player are co-responsible for a consistency between the profession of the character and skills.

For the social level and the income, the characters are supposed to be part of the middle class of the society in which they evolve. They can obtain coherent goods and services of this average level.

A player may in agreement with the referee asks that his character be part of a more privileged social class which will cost him 10 points of creation with in return access to extended goods and services .

He can also ask that his character be part of a social class less favored which allows him to earn 10 points of creation.

We do not recommend (except where the general context is appropriate) to the referee to let players embody "super-rich" or "super poor" characters. In each of these cases, the characters will likely have concerns that will prevent them from getting into an adventure.

SAMPLE CHARACTER SHEET

An example is Geoffrey Mac Murray's sheet. Only the skills he can use (value > 0) are shown to not clutter the sheet.

Picture

Name
Geoffrey Mac Murray

AGE & APPEARANCE
38 years old 1.85 m light brown hairs blue eyes

STRENGTH	12	CLOSE COMBAT (Str + 2 Agl + Wil + Ins)/5	8	Score	Bonus	Weight	Speed	Speed	Duration	Distance
AGILITY	8	RANGED COMBAT (3 Dex + 2 Ins)/5	8	0	-10	1 kg	0.25 km/h	20 cm/s	1 s	20 cm
ENDURANCE	10	INITIATIVE (Agl + Dex)/2	6	1	-8	3 kg	0.7 km/h	60 cm/s	3 s	60 cm
DEXTERITY	8	SPEED 6 + (Agl + End) /4	10	2	-6	6 kg	1.5 km/h	1.20 m/s	6 s	1.2 m
WIT	5	DAMAGE BONUS Φ	+4	3	-4	15 kg	3.5 km/h	3 m/s	15 s	3 m
WILL	8	HIT POINTS Φ 2 (Str + End + Wil)	60	4	-2	30 kg	7 km/h	6 m/s	30 s	6 m
PRESENCE	8	SHOCK Φ 10 + Strength bonus	14	5	0	60 kg	14 km/h	12 m/s	1 mn	12 m
INSTINCT	8	Stun / Injuries Φ		6	+1	70 kg	17 km/h	14 m/s	1 mn 10 s	14 m
		HIT POINTS Ψ 2 (Ins + Wil + Pre)	48	7	-1	80 kg	19 km/h	16 m/s	1 mn 20 s	16 m
		CHOC Ψ 10 + Presence bonus	12	8	-2	90 kg	22 km/h	18 m/s	1 mn 30 s	18 m
		Stun / Injuries Ψ		9	-2	100 kg	24 km/h	20 m/s	1 mn 40 s	20 m
		Protection Φ / Ψ		10	+3	110 kg	26 km/h	22 m/s	1 mn 50 s	22 m
		Reflex Dodge 7 2+ (Dodge/2)		11	+3	120 kg	29 km/h	24 m/s	2 mn	24 m
		Max Impact Bonus 14 2 Post Φ + Shock Φ		12	+4	130 kg	31 km/h	26 m/s	2 mn 10s	26 m
				13	+4	145 kg	35 km/h	29 m/s	2 mn 25 s	29 m
				14	+5	160 kg	38 km/h	32 m/s	2 mn 40 s	32 m
				15	+5	180 kg	43 km/h	36 m/s	3 mn	36 m
				16	+6	200 kg	48 km/h	40 m/s	3 mn 20 s	40 m
				17	+6	225 kg	54 km/h	46 m/s	3 mn 45 s	46 m
				18	+7	250 kg	60 km/h	50 m/s	4 mn 10 s	50 m
				19	+7	275 kg	66 km/h	56 m/s	4 mn 35 s	56 m
				20	+8	300 kg	72 km/h	60 m/s	5 mn	60 m

Skills	CCO	WIT	PRE	DEX
AGI	Brawling 8	Native language 5	Intimidation 8	Lock-picking 3
Dodge 10	Dagger 8	Investigation 5	Persuasion 8	Airplane piloting 8
Climb 8	Sword 8	Explosives 5	Interrogation 8	Helicopter piloting 8
Stealth 8	Rapier 8	Electricity 5	Command 8	Driving car -13
Dance 8	Axe/Mace 8	Méchanics 5	Bluff 8	Driving aquatic machine 8
	Shield 8	Computer Science 5	Charm 8	Driving heavy vehicle 8
	2 handed Axe / Mace 8	Security systems 5	Eloquence 8	
	2 handed sword 8			STR
	Spear 8			Weight lifting 12
	Flail 8			Arm wrestling 12
	Krav Maga 18			Weight throwing 12
SPE	RCO		INS	
Run 10	2 ranged weapons 8		Perception 8	
Jump 10	Pistol 15		Psychology 3	
Swimming 10	Gun 15		Pedagogy 8	
Diving 10	Automatic weapons 13		Animal Handling 3	
Skydiving 10	Bazooka 8		Survival 8	
Bicycle 10			Tracking 8	END
American Football 10			First aid 3	Physical resistance 10
	Throw 8			
	Dagger 3			WIL
	Javelin 8			Mental Resistance 8
	Axe 3			
	Bow 3			
	Crossbow 8			
	Sling 3			

Equipment & Possessions

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Background**Non expended experience points**

Born in Dallas in 1980. You are the only child of your family.
Joined the Marines at 17 years old.
Veteran of the battle of Fallujah. Received the Navy Cross for heroic behavior.
Suffered post-traumatic stress. Sink in alcohol. Divorced.
Left the army in 2008 to work in a private security company.
In 2015, recommended by a former officer, hired as a bodyguard by a team of government agents.

3.4. EVOLUTION OF THE CHARACTERS

GENERAL PRINCIPLES

The referee gives each player 5 experience points after each scenario. A scenario is not necessarily a game session. A scenario must correspond to the achievement of an intermediate objective by the players.

As an indication, you must allocate these points to the maximum after 3 sessions of play.

A player who has embodied his character in an exceptional way can be awarded up to 5 additional points. This must remain rare and correspond to a good role playing in full agreement with the character. This rule is totally optional and the referee must be able to justify it to other players: remarkable ideas, exceptional risk taking of the character, intense role playing.

The character's evolution must be done with the agreement of the referee on the choice of the characteristics / competences and must preserve a maximum of realism (in the sense of the universe where the scenario takes place).

The cost of progression is identical to the purchase cost during the creation phase of the character.

Unspent experience points can be kept from one scenario to another.

SPECIAL RULES

In the presence of a trainer (total skill level greater than or equal to 5 compared to that of the student character), the cost is halved.

The total number of skills and characteristics that can be studied simultaneously is equal to the minimum of Wit and Will divided by 2.

4. THE GAME SYSTEM

4.1. DETERMINATION OF DEGREES OF SUCCESS

D6 OPEN OR D6 *

We define the result of the throw of a d6 * in the following way: roll 1d6. If the result is 6, the die must be re-rolled, and accumulated to the previous result. The last die (not a 6!) is then added to the total.

Example : Aaron Myschkin has to make a psychology check to see if his interlocutor, Reverend Walker, is lying to him. He starts by casting 1d6 *. He throws 6, he makes another roll and it is 6 again, worried, he rolls again and obtains 3 ... The result of the roll is $6 + 6 + 3 = 15$.

ROLL UNDER A CHARACTERISTIC OR SKILL

In SagaS, a roll of dice under a characteristic or the total level of a skill is obtained by throwing two d6* and summing their results.

Example After rolling his first d6 * with a result of 15, Aaron then rolls his second d6 *. He rolls 1. The result of the roll is the sum of the two d6 *: $15 + 1 = 16$.

DEGREE OF A ROLL UNDER A CHARACTERISTIC OR SKILL

The result of a roll under a characteristic or the total level of a skill is measured by a degree. The higher the degree, the better the result. This degree from the roll of dice can be strictly positive or zero.

The degree of a roll under a characteristic or under the total level of a skill is calculated as follows (the term "score" refers to the value of the characteristic or the total level of the skill):

- if the value of the roll is **less than or equal to the score**, the degree is: **(score / throw) rounded down**
- if the value of the roll is **strictly greater than the score**, the degree is **0**: this is in principle a failure, but positive situation modifiers can transform it into success
- if the value of the roll is **strictly greater than twice the score**, it is a failure, the degree is always **0**, whatever the subsequent degree modifiers are

Degrees due to circumstances modifiers may be added or subtracted from the resulting degree of this roll to obtain the final degree. The degrees other than 0 are often noted in the form of Roman numerals (for example + III for a degree 3).

Example : Aaron has 10 in Psychology. He made 16 for his throw, the degree is 10/16 rounded below, i.e. 0. However Aaron's interlocutor is drunk and the referee gives Aaron a bonus of situation of + I. The degree of Aaron is therefore + I. If Aaron had made a roll of 21 or more (strictly greater than twice his score in Psychology) then his degree would have been 0, a failure, and the situation bonus would not have been taken into account.

ROLL OF A NATURAL 2

Obtaining a natural 2 **when it allows the success of the action taken** may give the character an advantage if the referee agrees. This applies to both Player and Non Player Characters. In the case of Player Characters, the Referee may let the player imagine his advantage and negotiate it in the interest of the story. In the case of an action in opposition (described in next section), it is recalled that the success of an action requires a degree at least equal to I.

Example : Jason Darnell almost out of ammo pulls the last bullet from his Mauser C-96 on the executioner of the Hong Kong triad. He does a 2, for a skill of 17, thus achieving a degree of 8! The executioner makes an opposition rolls under his Dodge skill and fails: he suffers the damage and misses his shock roll! The referee decides that, shot in the heart, he collapses, instantly killed. The 2 having been a success, the player who embodies Darnell suggests that he finds a last charger in his jacket. As there will be some fight in the future, the referee agrees in the interest of the story.

ROLL OF A NATURAL 12

Obtaining a natural 12 in the first roll of dice (6 and 6) will require additional rolls of dice.

When at the end of these rolls, the action taken leads to a degree 0 (so a failure including situational modifiers), the referee may give a penalty to the character. In the case of a Player Character, the Referee may let the player imagine his penalty and negotiate it in the interest of the story. The player may negotiate a short-term penalty that gives him an advantage in the longer term. It is common in many stories.

Example : Lord Jasper Drake furiously swords his arch-enemy Prince Radu Sânge as his vampire legion burst into the room. Following a double 6 leading to a score of 32 (6 + 6 + 5 + 6 + 6 + 3) compared to his skill of 15 in saber, Drake misses his stroke completely, because he made a double 6 and made strictly 2 times more than its total skill level. The fight taking place near a window the player suggests that carried by his momentum Drake crosses the window and lands in the yard. The referee agrees. Although hurt by his downfall, Drake has the opportunity to temporarily flee the blood drinkers.

NOTE : TOTAL LEVEL OF A SKILL LESS THAN OR EQUAL TO 0

If the total level of skill is less than or equal to 0, you have no chance of succeeding in an action using this skill, unless the referee decides it is so simple that the success is automatic.

4.2. SIMPLE ACTIONS AND OPPOSING ACTIONS

In SagaS, we distinguish the **simple actions** where only one of the protagonists must make one or more rolls of dice and the **actions in opposition** where each of the protagonists the rolls, the winner being the one having the most degree.

SINGLE ACTION RESOLUTION

One who tries the action must make a roll and get a degree of at least I. Situation modifiers may apply.

The degree of success is then the total degree obtained including the situation modifiers.

In case of failure, you can try again if you have a higher skill level (this is the case if you get help) or a bigger situation modifier.

RESOLVING AN OPPOSING ACTION

Opposing actions are to be used in situations where active opposition may be considered.

In this case, to succeed, it is not enough to obtain a degree of at least I, it is also necessary that this degree to be strictly greater than that of the opposition.

In an opposition, the degree of success is the difference of degrees between two opponents. Be careful, in this case, the degrees of success may be negative, for example if one of the protagonists is a degree I and his opponent a degree II, the resulting degree is $I - (II) = - I$.

In a Characteristic vs. Characteristic Opposition: we determine a degree using the characteristic value of each protagonist then we calculate the degree of success as above.

Example: Strength vs. Strength can be used to prevent an opponent from opening a door.

Skill against Skill: we determine a degree below the score in the skill of each protagonist then we calculate the degree of success as above.

Example Discretion against Perception to progress without the knowledge of a sentinel.

The winner of a roll in opposition is one who has a strictly positive degree of success and **who has achieved at least a degree I on his action**. If there is no winner, the situation does not change.

If the situation must necessarily evolve the referee can ask for another roll in opposition.

*Example : Aaron's guest, reverend Walker, after drinking bourbon offered by Aaron makes a comedy roll to explain that the rate of unsolved child disappearance in the local area is quite normal. He has 8 in comedy and makes a roll of 2d6 *, the total of which is 5. So he has a degree of $8/5 = 1$. Aaron also has a degree I on his psychology roll. Aaron's degree of success in this opposition is therefore zero: the situation is not progressing and Aaron cannot tell if Reverend Walker is lying to him.*

4.3. RESOLUTION OF LONG-TERM ACTIONS

In SagaS, one also distinguishes the rather short actions which generally require a single roll, or a sequence of rolls, and the actions of longer duration which require several rolls and the accumulation of their results during the execution of the action.

The important actions for the fate of the characters are rather treated as long-lasting actions in order to avoid giving too much importance to a single roll of dice. For example, a fight is a form of long-term action with a specific method of resolution given later.

Another example of a long-running action might be an oratory or eloquence challenge, where a character tries to prove his or her good faith to a suspicious audience, or even to jurors in the case of a trial.

A general rule is given here that the referee may modify if he deems it necessary.

To resolve a long-running action, the following rule applies:

- The referee indicates the time interval between two rolls of dice
- It determines (it may or may not communicate to the players) the number of degrees of success to accumulate for the task to be considered complete
- It can also communicate the degree of negative success that if it is achieved irretrievably fails the action
- He determines the value of the opposition
- When the time has come to make a roll, the character or characters wishing to perform the action accumulate their degrees, the referee does the same and we then determine for the characters a degree of success that can be positive or negative
- This degree of success is added to the total degree of the characters
- If the total degree is greater than or equal to the number of cumulative degrees to be achieved by the characters, then the action is a success, if it is less than or equal to the negative degree that makes it fail then it is a failure
- Time can also enter into account: if the situation is not resolved then one of the two sides can win or if it is necessary at all costs a winner is determined according to the sign of the degree of success

Example : Aaron must search the archives of the Danforth Gazette. He has an investigative skill of 13. The referee decides that he must accumulate a number of degrees greater than or equal to II before finding anything. He considers that the period is one hour and that the library resists with a score of 5. Aaron rolls 5 + 6 + 5 = 16 in his first throw, it is a 0 degree and the library is resistant by making a throw of 3 which is a degree I. The degree of success, for the benefit of the library is I. An hour passes and there are still 2 successes to accumulate with a penalty of a success. The second hour, Aaron does 3 which gives him a degree IV. The library makes 8 for a degree 0. At the end of the second hour, the accumulated degree is IV-I = III which is greater than the two degrees required. Aaron finds what he looks for after two hours.

This general rule can be adapted as shown in the following example.

Example : Players' characters are charged with trespassing because they entered the Danforth asylum without authorization. A trial is held during which the director of asylum intends to have the characters heavily convicted in order to dissuade them from continuing their investigations. The latter, caught in the act, do not really have a way to counter the accusation but will try to influence the course of the trial by showing that the asylum is making forbidden experiments on his patients. Bale Bardyke one of the characters is a lawyer and tries to ensure the defense of the players. He has 10 in Law and 13 in Persuasion. After reflection and preparation, the referee decides that to win (that is, pushing the local authorities to investigate the asylum) the players will have to accumulate a degree IV and they lose (that is to say, will be sentenced before being able to sow the doubt about the integrity of the asylum) if the degree becomes inferior or equal to -II. The period is one hour. The legal representative of the asylum is William Steiner with 12 in Law and 12 in Persuasion. The referee decides to use alternatively the skills Persuasion and Law. At the first hour we test the Law: Bardyke rolls 5 for a degree II and Steiner 8 for a degree I, the players gain a degree. At the second hour we test the Persuasion, the player embodying Bardyke is particularly eloquent and the referee grants him + I. Bardyke rolls 18, a degree of 0 + I = I while Steiner rolls 3 for a degree IV. The degree of success accumulated by the players is then: I (previous result) + I (current result) -IV (result of Steiner) = - II. At the end of two hours judgment is given: the players are guilty and the asylum remains in the eyes of Danforth citizens a perfectly honorable institution.

4.4. HELP OF A CHARACTER BY ANOTHER CHARACTER

There are cases where the help of a character by one or the other characters is easy to evaluate: for example to lift a heavy stone, we can add the maximum weights that may be lift by the characters to know if the stone is moved.

In other cases, the solution is less simple: the referee may allow characters (auxiliary actors) to help a character (main actor) for the use of a skill.

One of the auxiliary actors adds half of his skill to that of the main actor; the second auxiliary actor adds a quarter of his skill and so on.

It does you rule is available only where there is no other obvious solution.

Example : Geoffrey Mac Murray (Mechanical Repair 5) tries to help Jeremiah Stone (mechanical repair 14) to restart an old truck to leave the dark forest south of Danforth. Jeremiah assisted by Geoffrey will have to make a roll under a mechanical repair skill whose value will be: $14 + 5/2$ so 16.

4.5. MANAGEMENT OF NEIGHBORING SKILLS

When a character does not have a skill but has a neighboring skill (to be approved by the referee), he may, if he so desires, use the neighboring skill in place of the skill required to do so: he may use half of its value rather than using the default value.

Example : Padmyra Darkhope has to mount a giant eagle to escape the Battle of the Wolf Peak. She has 15 in Horse riding (8 of instinct + 7 in level of learning « Horse riding»). Like setting up and guiding an eagle is still particular, the referee considers that it is a skill that starts at -10. So Padmyra should have $-10 + 8 = -2$ to mount the eagle. The referee decides that it is a neighboring skill of Riding, it can use a «Ride eagle» skill at $15/2 = 7$, which is more favorable to Padmyra.

4.6. SKILLS USED SIMULTANEOUSLY

When two skills are used simultaneously, the value of the weakest skill must be taken to determine the eventual success of the action.

This is for instance the case for two-weapon action, fighting on a mount, attack while driving a vehicle.

5. CHARACTER HEALTH : DAMAGES AND INJURIES

5.1. INJURIES AND STUN

The damage is of type :

- Physical Injuries: they last a long time and their accumulation can kill
- Physical Stun: they are temporary, but their accumulation can cause unconsciousness
- Psychical Injuries: their accumulation can lead to madness
- Psychical Stun: they are temporary, but their accumulation can cause a state of confusion

5.2. PHYSICAL DAMAGE

- the physical damage taken by a character is the sum of the Physical Injuries and the Physical Stun
- if the total physical damage is greater than or equal to the character Physical Hit Points, the character is unconscious and dying, he takes 1 point of Physical Injury every 4 rounds (12s) unless he is healed.
- when the total of Physical Injuries attains maximum Physical Hit Points + Endurance, the character dies
- when the total Physical Stun points taken by the character is greater or equal to the character's Physical Hit Points, any Physical Stun damage suffered is transformed into Physical Injury

5.3. PSYCHICAL DAMAGE: CONFUSION AND MADNESS

- the psychical damage taken by a character is the sum of the Psychological Injuries and the Psychological Stun
- when the total psychical damage is greater than or equal to the Psychological Hit Points, the character is confused: he no longer behaves coherently
- when the Psychological Injuries taken by a character reaches his Psychological Hit Points + Presence, he becomes mad
- note that some situations can create Psychological Stun
- when the total Psychological Stun Points taken by a character is greater than or equal to the character's Psychological Hit Points, any Psychological Stun damage incurred is transformed into a Psychological Injury
- **State of Confusion:** the character has difficulty making coherent decisions outside reflex acts. If attacked, he will defend himself or flee. Otherwise he will wait without doing anything. A roll intended to influence him (persuasion, intimidation or charm) is necessary to make him act. The character will not perform actions against his nature. He will come out of his state of confusion by reducing the sum Psychological Stun + Psychological Injuries strictly lower than his Psychological Hit Points
- **State of Madness:** When he goes crazy, the character is initially confused as above but in addition he develops a permanent mental illness to be determined with the referee

5.4. PHYSICAL SHOCK

- Physical Shock Threshold = 10 + Strength characteristic bonus
- As soon as a character receives Physical Damage (after subtraction of his physical protection) strictly superior to the Physical Shock Threshold, he must make an Endurance roll. If the degree is lower or equal to 0, the character faints
- at the discretion of the referee, a Minor Non-Player Character may be considered to be dead if he or she is shocked due to physical damage

5.5. PSYCHIC SHOCK

- Psychological Shock Threshold = 10 + Presence characteristic bonus
- as soon as a character receives Psychological Damage (after subtraction his psychological protection) strictly superior to the Psychological Shock Threshold, he must make a Presence roll. If the degree is lower or equal to 0, there character becomes confused
- at the discretion of the referee, a minor non-player character can be considered mad if he suffers a Psychological Shock

5.6. RECOVERY OF PHYSICAL AND PSYCHOLOGICAL INJURIES

Once a day after a sleep, a character recovers:

- the degree of success of an Endurance roll applied to physical injuries

- the degree of success of a Presence roll for psychological injuries
- physical and psychological stun are fully cured

After having suffered damage, a character may, **after 10 minutes of rest:**

- Recover 5 x degree of an Endurance roll applied on the Physical damage. This simulates the fact that some apparent injuries were "only scratches"
- the Physical and Psychological Stun damage are completely cured after this period
- An unconscious character wakes up
- A confused person recovers his spirits

The use of the First Aid skill allows you to:

- treat the diseases and poisoning: the degree of success of First Aid is added to the degree of success of the victim's physical resistance roll
- wake up from a shock
- stop the descent to death when a character is dying. If the skill fails, nothing happens. In case of critical failure, it goes wrong : there may be complications and the victim dies if a shock roll is missed

If the rest is complete, the endurance roll has a +1 degree of success bonus.

In a medical institution with complete rest, the total damage recovered is doubled.

Madness can be cured only when the psychic wounds have been canceled and after treatment at the discretion of the referee.

6. THE DANGERS OF THE ENVIRONMENT

6.1. POISONS AND DISEASES

Every poison or disease has virulence.

- At inoculation and at each time, the poison attacks with its virulence and the character makes an opposition roll with his Physical Resistance skill.
- If the character makes a final degree ≥ 1 at inoculation, he is not affected
- If the character makes a final degree ≥ 1 at the end of a period, he is no more affected
- Otherwise he suffers the effect of poison or disease at the end of the period

6.2. DAMAGE CAUSED BY FALLS

For objects weighing at least 1kg, the basic damage is $1d6 * / 3m$ (maximum $20d6 *$).

Falling on a soft ground can divide the damage, falling on a hard and rugged ground can increase them.

Very light, elastic or low density objects take less damage.

6.3. DAMAGE CAUSED BY CHOKING / DROWNING

In case of suffocation or drowning, the victim loses $1d6 *$ per round.

If prepared, one may hold his breathing 2 x Endurance round (s) automatically. After this time, one must make an Endurance roll for the following 2 x Endurance round and an Endurance roll with a cumulative -1 for each 2 x Endurance next round

In case of no preparation, the 2 x Endurance round automatic breathing restraint is not available.

The Swimming or Diving skill may be used instead of the Endurance roll.

The Damage incurred is Physical Stun.

6.4. DAMAGE CAUSED BY FLAMES

- 1d6 * of Physical Injuries per round of exposure to flames for a small fire.
- 2d6 * for a big fire

7. THE FIGHT

7.1. BATTLE SEQUENCE

Combat sequences are broken down into 3s rounds.

The order of action in the round is as follows:

- surprise: if a character is surprised, he is not entitled to any defense, not even a reflex Dodge. To avoid being surprised, a character has to make a perception roll in opposition , or he must expect the danger
- determination of initiative: 1d6 * + Initiative. The highest begins. The initiative is kept for all rounds of the fight. In case of tie, the character with the highest initiative characteristic acts first
- actions resolution : Actions are resolved in descending order of initiative
 - it is not necessary, for a character whose it is not the turn of initiative, to declare in advance what he will do. *Example: When Jasper Drake attacks Radu Sânge, he does not know in advance what Sânge will do. The latter may decide to attempt an active defense (parry or dodge) or to rely on his reflex dodge to defend himself, which will allow him to attack at his initiative. If he chooses an active defense, he must do it before the attack roll*
 - a character may delay his action by waiting to see how the situation evolves, or by conditioning it to an event. The rank of initiative where the character acts determines his new rank of initiative for the following rounds
 - An opposition roll under initiative may be necessary to determine if one is able to stop an action that was expected. If a character wins the opposition he may intervene just before his opponent action, in the same rank of initiative. Otherwise he intervenes just after in the same rank of initiative.
 - One can use a defensive action like dodging or parrying before his initiative. It is counted as a combat action for the round
 - A character may pass a round without doing anything to be able to restart an initiative at +10 the next round
- action phase. The following actions are possible :
 - move within the limit of its maximum movement per round (given by the UT)
 - move in the limit of half of its maximum movement per round. Then make an offensive action but that ends the movement
 - do an action out of combat
 - break a fight
 - charge: Move at full speed and make an attack

- make a move-by attack (see special situations below)
- one must choose an option in combat. The options are :
 - offensive option: attack. Only one attack is possible. We attack at his initiative
 - defensive option: parry or dodge. Several defensive actions are possible
 - one can defend oneself from an attack even outside of its initiative provided that the attack is perceived

Choosing a defensive option prohibits an attack option. The choice of an offensive option forbids any defense except the reflex Dodge.

Complementary rules:

- a successful parry with a relative degree greater than or equal to II allows an immediate counterattack against the parried opponent. A counterattack cannot be parried or dodged but a reflex Dodge is always possible
- a successful dodge with a relative degree greater than or equal to II allows an action with + II next round against one of the opponent which has been dodged and against which this degree was obtained
- the only always available defense against a perceived attack is the reflex Dodge

7.2. OFFENSIVE ACTIONS

MAXIMUM WEAPON EFFECT DICE (DMAX)

This is the maximum number of d6 * that is thrown to produce a damage with a weapon.

Example : A 4DMAX sword means that even if Lord Jasper Drake succeeds in a sword attack with a relative degree of 8 on Lady Margret Bathory, only 4 out of 8 dice will be used to determine damage done by his sword (he will then add his Strength bonus)

CHARGE

- when a character charges without a mount, he attacks at the end of its movement and may add to its strength bonus 2 x the bonus corresponding to his speed on the UT. The total damage bonus is limited by the maximum impact bonus of the character charging
- when a character charges he is more vulnerable and has -I for any parry or dodge including the reflex Dodge
- **Charge on a mount:** when a character charges on a mount, he may add to its strength bonus 2 x the bonus corresponding to the speed of his mount on the UT. This damage bonus is limited by the maximum impact bonus of the character His mount may also use his body to inflict damage (if the rider so wishes and it will happen on the rider's initiative) but will suffer damage in return (see below)

Example : Riding his trusty steed Hellwind, Walter de la Mar charges a troll marauder. De la Mar wears full plate armor with a helmet for a protection of 10, and his physical shock threshold is 15. His maximum impact bonus is therefore 35. The strength bonus of de la Mar is +5 and the Speed bonus of his mount is: +4. De la Mar can attack with an equivalent force bonus of +13. This bonus is well below his maximum impact bonus of 35 and is therefore not limited by it. Hellwind can also inflict damage to the troll, so it makes a "bare-handed" attack (i.e. trampling) with a damage bonus equal to his strength (+15 for a strength of 23) plus 2 times his speed bonus (so 2x4 = 8) for a total of 23.

- a creature can charge, using his body as a weapon. It's a natural weapons attack and the creature may add to its damage 2 times its speed bonus. This total damage bonus is limited to the maximum impact bonus. If successful, the attacking creature takes half of the damage.

Example : If Hellwind decides to attack, admitting that it inflicts a damage of 26, it will suffer 13 points of damage.

7.3. DEFENSIVE ACTIONS

DODGE

- dodge allows you to subtract its degree from the attacker's degree. If the attacker has a relative degree greater than or equal to one, he deals damage
- if the attacker has a relative degree less than or equal to -II, he automatically loses the initiative against the one who dodged and the latter a + II in the next round
- one can make a dodge roll against each attack. Attacks must be anticipated, in contact and at a distance.

PARRY

- a parry can be used to subtract its degree of success from the attacker's degree. If the attacker has a relative degree greater than or equal to one, he deals damage
- if the attacker has a relative degree less than or equal to -II, the one who has parry wins an immediate counterattack. This attack can be done with another weapon than the one that has parried. One can neither parry nor dodge this counterattack, but a reflex Dodge remains possible
- one can make a parry roll against each attack. Attacks must be anticipated
- a hand-to-hand parry against an attack with a weapon is at -I. Attacks with natural weapons like claws or fangs are considered as attacks with a weapon
- against large weapons that are parried with small weapons, the parry penalty is -I combined with the penalty to the inferior strength (if any) described in the following
- against creatures or characters whose strength is at least 10 greater than the one who parries, the parry penalty is -II
- one may parry missiles if a suitable means of defense exists. There is a penalty of -I against rapid missiles

Example Walter de la Mar dismounted to fight the troll. The latter attacks him furiously and tries to disembowel Walter with its claws. He has 10 in hand-to-hand combat and does 13 for a 0 degree. De la Mar chose to parry with his shield (parry 15) and did 5 for a degree III. As the troll has 22 strength and de la Mar 12, the latter parry at -II but with a shield that gives him + I in total De la Mar succeeds his parry with a degree II. The degree of attack of the troll is therefore -II and De la Mar is entitled to a counterattack which is an immediate attack that can only be countered by a reflex Dodge.

REFLEX DODGE

- The value of the Reflex Dodge is : $2+ (\text{Dodge} / 2)$
- for any attack against a character has not defended him (by dodging or parrying), he can make a reflex Dodge that he subtracts to the degree of the attack. He can do a reflex Dodge on an unseen attack if he is combat

*Example: Walter de la Mar (sword 20) makes his counterattack against the troll marauder. He rolls 6 for a degree III. The troll has a reflex dodge 4 and rolls 7, which is a failure (degree 0). He therefore suffers $3d6 * + 4$ (Strength bonus of De la Mar) + 6 (damage bonus of the long sword). That's 23 points of injury after rolling the dice. The thick leather of the troll absorbs 5 points of damage and he takes 18 points of injuries. It's good but not enough to cause a shock roll.*

USE OF A SHIELD

- to use a shield, use the Shield skill,
- against a close combat attack:
 - the shield brings + I to the parry on one attack with a small shield and for all frontal attacks for medium and large shields
- against a ranged attack:
 - a medium shield gives + I and a large shield gives + II to parry against attacks with visible missiles

A shield may also be used in 2-weapon combat as a second weapon.

7.4. SITUATIONS AND VARIOUS COMBAT ACTIONS

BREAK A FIGHT

When at the start of a round a character is in contact with an opponent, in order to get away from him, it is necessary to break the fight.

To break a fight :

- the character must take dodge as a defensive action. This action is performed normally
- he then may attempt to break the fight at his initiative:
 - he has to be able to move
 - against any opponent likely to attack, he must pass a test in opposition with his speed against speed of the opponent. If the test fails, the opponent is entitled to an immediate attack against which only a reflex Dodge can be made
 - he can then move at full speed

Example : Battling with two guards from the City of Seven Moons, Padmyra Darkhope, disarmed decides to flee the fight. Padmyra has 10 of initiative, the guard1 has 13 and the guard2 has 7.

The guard1 attacks Padmyra with his mace and does 11 for a skill of 8, he misses. Padmyra made a dodge roll 8 for a skill of 15 it is a degree I. On her initiative, she tries to break the fight: she makes a roll of 7 for a speed of 11 so a degree I while the guard1 makes a roll of 9 for a speed of 8, Padmyra wins the opposition against the guard1. Against the guard2 it is a roll 10 at a speed of 11 it is therefore a degree I. the guard2 makes a roll of 4 for a speed of 8, so he makes a degree II. Padmyra thus loses the opposition and the guard2 is entitled to an immediate attack and performs a degree I attack with his mace. Padmyra rolls a 10 for her reflex Dodges and misses. Guard2 inflicts 10 points of damage but Padmyra is disengaged and leaves the fight at full speed. In the next round, the guards may attempt to pursue her.

MOVING NEAR AN ACTIVE OPPONENT

When a character moves at close combat range near an active opponent who has perceived him, the character has to make a Speed vs. Speed opposition to avoid an attack from this opponent.

MOVE BY ATTACK

When a character moves near an opponent, he may attack him with a "move by" attack. This attack is at -1 and may be used with a base movement (half movement) or a charge (with full movement but with -1 to defense actions, a reflex Dodger in this case).

FIGHTING WITH TWO WEAPONS

- the character rolls for each weapon. The character chooses the roll he wants from the two attacks. The skill level of each weapon is limited by the level of the skill "Close Combat 2 weapons" for close combat attacks or "Ranged Combat 2 weapons" for ranged attacks.
- note: The "non-primary hand" penalty does not apply in this case.
- some martial arts skills (see the "martial arts" section below), such as boxing, gives automatically a level of "combat with 2 weapons" equal to the martial arts level
- in the event of a counterattack following a parry, this two-armed combat skill can be used for the counterattack

GRAPPLING

To grapple, it is necessary:

- to declare the intention before the attack roll
- to hit the opponent (adding possible martial arts skills to grapple)

In case of success, the opponent is grappled. He does not receive any damage. He can be released himself immediately by succeeding in an opposition test Strength vs. Strength, for which he has a +1 situation bonus.

The grappler can each round generate a DA attack degree on Strength. The one who is grabbed can automatically try to free himself by trying to generate a degree $DD > DA$ with his Strength. It is not considered a combat action.

He may also attack using his weapon while attempting to defeat the DA degree of the grappler.

The attacker can inflict combat damage with his bare hands or use a weapon, in which case he has a DD penalty on his attack.

Each of the protagonists can only have a reflex Dodge as a defense against an external attack.

A character can grapple to prevent his opponent from using a weapon: he does not any damage. The opponent cannot use the weapon (contact weapon or firearm), but may attack with bare hands. A successful Strength vs. Strength opposition makes the opponent drop the weapon.

The equivalent Strength coming from the use of martial arts can be used.

Example: the troll marauder seriously wounded by the sword of de la Mar is trying to grab him to exploit his superior strength. De la Mar has chosen to parry. The troll attacks with his bare hands and makes a degree 1. De la Mar tries to parry with his shield (15 in parry) and makes 8 for a degree 1, his shield gives him a bonus of +1, but he suffers a penalty of -11 because the troll has a force worth 10 more than that of De la Mar. In total the relative degree of attack of the troll is $1 - (1 + 1 - 11) = 1$. So he grabs De la Mar who immediately makes an opposition with +1 between his Strength (12) and that of the troll (22) to free himself. De la Mar makes a roll of 8 which gives a degree 1 for a total of 11. While the troll also does 8 for a degree of 11. The relative degree of the action attempted by De la Mar is therefore 0 and he is grabbed. The next round he intends to pull out his dagger to continue the fight.

PASSING THROUGH AN OPPONENT

It is necessary to perform Strength vs. Strength opposition to pass through an opponent. This is considered an offensive action.

CALLED SHOT

A called shot must be announced before the round. It is translated by a penalty in the one who tries it.

The same type of called shot on the following table can only be chosen once in the same action round.

Examples of effects that can be achieved by a called shot:

Divide the armor of the opponent by two	-I
Grapple a specific part of the opponent body	-I
Hit a specific part of the opponent body	-I
Divide the opponent's Physical shock threshold by two	-I

The modifiers are cumulative.

INFLECTING STUN INSTEAD OF INJURY

Blunt weapons can inflict their damage in stunning at the cost of a penalty of -I.

Non blunt weapons can inflict their damage in stunning at the cost of a -II penalty.

EXPLOSIVES OR AREA OF EFFECT ATTACKS

A single attack roll is made for the whole area.

In its radius of action the explosive acts by using the degree of the thrower / explosive setter.

A character can dodge by opposing him a roll of dodge or reflex Dodge. This means that he goes himself on the ground to protect himself.

The character always suffers the base damage plus the relative degree $1d6 \times *$ but the relative degree can be negative which reduces the suffered damage.

*Example : A Spetsnaz member throws a defensive grenade at Geoffrey Mac Murray. The throw is successful with a degree II and falls at the feet of Mac Murray. The grenade does damage 20 in the near area and has a combat score of 16. It makes 11 on the roll for a degree + I. Mac Murray, who had not yet done any defensive action, tries to dodge. His dodge score is 10 and he rolls 3, to obtain a degree III. The relative degree is therefore -II and Mac Murray suffers $20-2d6 *$ points of physical injury.*

Heavy machine gun type spreads bullets in an area of effect of 30 degrees of angular sector.

Each character in the area receives an attack based on the machine gun skill of the firer. Then it is solved like explosives.

SHOOTING WITH AUTOMATIC WEAPONS

The required skill is "automatic weapons".

A number of shots may be fired for a round less than or equal to the firing rate (ROF) of the weapon.

- the firer has to focus on a single target or an area of 30°
- The maximum number of targets affected is equal to the number of bullets fired in the first burst. The targets in the area are chosen
- In a burst, there is a number of bullets equal to $1d6 * + 1$

- the damage inflicted on a target is that corresponding to a single bullet
- There is have + 1d6 * per number of bursts fired at a target, respecting the weapon DMAX. If there are not enough bullets to finish a burst the charger is empty and there is no + 1d6 * extra.
- focusing on a single target gives + I on this target

*Example : furious, Mac Murray retaliates for the next round and fires 3 bursts of his M16 (DMAX 4 and damage +12) to the Spetsnaz member who threw a grenade at him. Mac Murray has a score of 13 in automatic weapons. He does 3 at the dice for a degree IV. As he pulled on a single target, it has a +I bonus .Its opponent misses his dodge and therefore Mac Murray has a relative degree of + V. As he fired three bursts (5 bullets, 3 bullets and 2 bullets) it inflicts potentially 3d6 * additional damage, since his M16 has a DMAX of 5, Mac Murray can only inflict 5d6* + 12 points of physical injury.*

SEMI-AUTOMATIC AND DOUBLE ACTION WEAPONS

This includes modern weapons with rapid fire rate (and which are not considered automatic weapons) and automatic weapons with a shooting mode that limits the number of bullets fired.

If you wish, you can shoot up to 3 bullets per round on a single target:

- the damage inflicted on a target is that corresponding to a single bullet ,
- For each bullet shot at a target beyond 1 there is + 1d6 * respecting the weapon Dmax

Remark: The skill to use is Rifle for Machine Guns and Pistol for Machine Guns.

SHOTGUNS AND FLAMETHROWER

The modifier is + I on the target.

Anyone can be reached 1 m away from the target (with no + I). The attacker has simply to success in its attack.

PREPARE A WEAPON

To prepare a weapon: if one succeeds in drawing it, it is ready for the normal initiative this turn, if not at the normal initiative the following turn. The draw skill must be used.

DESTRUCTION OF AN OBJECT OR STRUCTURE

Every object has at least 1 Physical Hit Points or a number of 1 Physical Hit Points equal to its protection if it has one.

An object or structure taking more or equal Physical Injuries is considered reduced to small fragments.

A Physical shock does not completely destroy the object but is enough to make it non-functional.

Shock is achieved when you inflict more than 1/5 of the object's Physical Hit Points s at once.

A character destroying an object takes damage equal to those inflicted limited to the Maximum Impact Bonus of the object.

A character can break an object without damage by passing a round but he divides by 2 the damage inflicted on the object.

ARMOR PIERCING AND RESILIENT ARMOR

Some weapons have a level of armor piercing: one compares their level of armor piercing (noted AP) with the resistance level of the armor (noted RA by default 0). Per point of higher AP, the armor is divided by 2. Firearms generally have a AP of 1.

7.5. MARTIAL ARTS

GENRES AND DOMAINS

- starts at -15 ,
- martial arts are divided into three areas :
 - Blows
 - Projections
 - Holds
- Each domain is associated with a skill

The use of the Martial Arts skill allows, if the character wishes it, to modify its equivalent strength, the equivalent strength corresponds to the level of learning in the domain of martial arts +5 on the UT.

When attacking with martial arts a character must decide before rolling the dice the type of his attack (blows/ projections / holds).

Example : Jason Darnell has 23 skill levels in Martial Arts / Kung Fu. His Strength is 10. When he makes a martial arts blow attack, his equivalent strength is that of his martial arts / blow level (15) plus 5 or 20 on the UT. His damage bonus is thus +8.

STRIKES

Strike with a part of the body.

The damage bonus is given by the equivalent force from the UT.

Depending on the style of martial art considered, one can either :

- grant a DMAX number of 3 (instead of 2 for an attack with your bare hands) ,
- or grant an automatic use of a two-weapon combat skill for that type of attack (allowing the character to make two rolls and take the best).

PROJECTIONS

If successful, the opponent is projected a distance equal to one quarter of the distance it has traveled during the previous round (or at the foot of the one who projects).

The weight limit is given by the equivalent force on the UT.

The damage is $1d6 * + 1d6 * / 3m$ away. The degree of a roll of Acrobatics or Martial Arts in the successful projection area can be subtracted from the number of damage dice. Of course the nature of the land on which one falls can inflict additional damage. You can only project someone moving or someone who attacks.

HOLDS

Can be used to grapple.

The Strength to be used is the equivalent force from the UT competence. This extra strength cannot be used to project someone.

DODGE

The martial arts skill gives a Dodge skill at least equal to n, where n is the level of learning of the skill (not the total level).

PARADE

No penalty of -1 to parry against an armed opponent.

INITIATIVE

The martial arts skill gives an initiative characteristic at least equal to n, where n is the learning level of the skill (not the total level).

EXAMPLES OF MARTIAL ARTS OF TWENTIETH AND TWENTY-FIRST CENTURY

If the referee desires, he can detail each martial art by giving level modifiers of learning in the previous domains:

Martial art	strikes	projections	holds
Karate (Taekwondo ...)	0 3DMAX instead of 2 on bare hands	nothing	nothing
Boxing (English, Savate, Thai)	0 allows to fight like 2 weapons	nothing	nothing
Kung Fu	0 3DMAX or lets fight like 2 weapons (choice at creation)	nothing	nothing
Aikido	nothing	-5	0
Wrestling, Sumo	nothing	-5	0
Judo, Jiu-Jitsu	nothing	0	-5
Krav Maga	0	-5	-5

The preceding table means that for example a Krav Maga level 10 learning skill will be able to strike a blow with this level of learning but also to project and immobilize with a level of learning of $10-5 = 5$.

Example :

Ludwig von Graffenberg throws a sword at Jason Darnell who catches him on the fly.

"Herr Darnell, as an offender I have the choice of weapons. It will be the cavalry saber. It would not be, how do you say, fair play, I believe, not to warn you that I excel in this weapon".

Graffenberg makes an intimidation attempt with a score of 10 but he rolls 11 and fails.

Darnell shakes his head: "Bloody hell Graffenberg, Otto sacrificed himself voluntarily to save us, he died as a hero. Help us to rid Germany of these demons".

Darnell makes a persuasion roll to try to rally Graffenberg. The referee would have given a +1 if Darnell had developed the circumstances of Otto's death. But Darnell is not an eloquent one and his player knows it. He has 8 of persuasion and makes 7, a degree 1 but Graffenberg succeeds in a throw of mental resistance with a degree 1, so the situation does not progress. Even if Graffenberg hesitates.

"I... Yes Herr Darnell, my brother was a hero. He won the war cross just like me. You are responsible for his death and you will pay. As for those who defile Holy Germany their turn will come, trust me".

Darnell drops the sword that bounces off the ground in a metallic clang. He unbuttoned his shirt and rolled up his sleeves.

"So your spies must have told you that this can opener is useless. After 5 years fighting for my life in the Kyanlan pits I realized that I did not need any weapons anymore."

In Darnell's turn to make an intimidation attempt, he makes 4 for an intimidation score of 8 so it is a II degree.

Graffenberg makes a mental resistance roll with a degree I. The referee decides that it is not enough for Graffenberg to give up the fight but gives Darnell an advantage: he can once during the confrontation win a + I before making a roll if he wishes.

Graffenberg notices tattoos on Darnell's forearms: «The two-headed dragon ... So that was true, you are the only westerner to be part of the black dragons. I will only feel more satisfaction in killing you ».

The initiative is determined. Graffenberg (Initiative 10) rolls 11 and rolls 21. Darnell (initiative 15) rolls 2 and rolls 17.

Round 1

Graffenberg (saber 15) carries a sword blow to Darnell (Kung Fu Martial Art 23 with the choice of two-weapon attack). Darnell decides to parry. Graffenberg makes 6 for a degree II, Darnell is 10 for a degree II, he has no parry I penalty to parry without weapon but he still suffers a penalty of I because of to the sword size. So his degree is I and Graffenberg relative degree is II-I = I. Graffenberg therefore inflicts damage of $1d6 * +3$ (strength bonus) +6 (bonus of weapon damage). Damage is beyond the shock threshold of Jason Darnell (13) who makes a shock roll of 8 and succeeds.

Round 2

Graffenberg attacks and makes 10 for a degree I while Darnell does 3 for a degree VII or VI by integrating the parry penalty of a larger weapon. The relative degree of Graffenberg is I-VI = - V, and Jason is entitled to a counterattack. He uses the two-armed fighting ability that Kung Fu confers and makes two rolls : a 13 which gives a degree I and an 8 which gives a degree II. Jason retains this last roll and Graffenberg attempts a reflex Dodge by doing 9 for a score of 9 i.e. a degree I. Darnell thus inflicts a degree I that is $1d6 * + 8$ (for an equivalent Strength of 20). The damage done is above the Graffenberg shock threshold (13). Graffenberg must make a shock roll and make 5, it's a success. The fight goes on.

Round 3

Graffenberg attacks and Darnell decides not to use active defense, he relies on his reflex Dodge. Graffenberg does 7 for a degree II. Darnell decides to use the + I obtained through his intimidation action and makes his reflex dodge roll he has 9 and makes 9 for a degree I + I = II. Darnell succeeds in dodging Graffenberg and attacks in his turn he makes 8 for a degree II and 5 for a degree IV. Darnell chooses degree IV. Graffenberg succeeds in his reflex Dodge (he makes 6 dice for a reflex evasion of 9) with a degree I. The relative degree of Darnell is thus IV-I = III. He inflicts $2d6 * + 8$ for a total of 17 damage points. Graffenberg makes a shock roll and misses his roll: he collapses. The referee can decide whether he is dead on the spot or not (after all, Darnell did not say he was particularly restraining his blows). Since Graffenberg is an important character and Darnell was fighting with his bare hands, it is plausible and dramatically interesting that Graffenberg is only stunned.

8. SOCIAL INTERACTIONS

Social interactions often occur in a scenario. Generally, they are not very well codified because this is the area of choice for role playing where dialogue should be used instead of rolling dice.

A SAGA proposes however some simple rules that the referee will be able to adapt.

8.1. INFLUENCE

To influence the behavior of others, the skills to use are :

- Intimidation : to scare. Attempt to impress physically or mentally. For that we need arguments
- Persuasion : it covers bluffing and in-depth discussion to try to convince others
- Charm : it covers seduction, flattery
- Comedy : to play a role, to pretend to be what we are not able to influence others
- Eloquence when it comes to influencing an audience overall (but this is less effective than a direct influence)

As a general rule, we resolve this as a quick action with opposition : one resists with a roll of mental resistance.

The player embodying the character must correctly interpret the action intended to influence, otherwise he has a penalty of -1 and he can have +1 if he interprets remarkably.

In case of failure nothing happens but we can start again if we have a bonus situation higher.

If successful, the referee determines the outcome of the influence action. This result can be very variable depending on the situation and the protagonists. In case of marginal victory the following rule is suggested : the winner can only obtain when he wants, in the current scene, a situation bonus of +1 against the one he has influenced. Just declare when this bonus must be activated (it must be activated before the roll of the dice).

8.2. INTERROGATION

An interrogation resolves itself like a long action.

The Interrogation skill is used to find out if the right questions are correctly asked (the player obviously has a vital role because he is the one who provides the questions).

One can alternate by intimidation sequences that also contribute to the cumulative degree of the interrogation.

8.3. DECEPTION

To lie, one can use the skills of :

- Persuasion
- Charm
- Comedy

As a general rule, it is resolved as a quick action with opposition: the opponent resists with a roll of psychology.

The player embodying the character must correctly interpret his action to make it credible, otherwise he has a penalty of -1 and he may have +1 if he lies remarkably.

In case of failure, the opponent knows there has been a lie to but not on what.

8.4. SEDUCTION

This is a form of influence that can only be exercised as a long action using the Charm skill.

Given the strong implications that a sentimental relationship can have on the scenario, it is up to the referee to manage this situation.

9. CHASES

A chase is set as a long action using rolls with the speed (possibly speed of vehicles or mount) modified with appropriate skills.

The fight between vehicles is regulated in the same way as between characters: if the vehicle gets a shock it can stop working where one of its functions can be rendered inoperative. The nature of what stops working must be determined by the referee.

TABLES AND APPENDICES

10. UNIVERSAL TABLE

Score	Effect Bonus	Portable Weight	Speed (km / h)	Speed (m / r)	Duration	Distance
0	-10	1 kg	0.25 km / h	0.20 m / r	1s	0.2 m
1	-8	3 kg	0.7 km / h	0.60 m / r	3s	0.6 m
2	-6	6 kg	1.5 km / h	1.20 m / r	6s	1.2 m
3	-4	15 kg	3.5 km / h	3 m / r	15s	3 m
4	-2	30 kg	7 km / h	6 m / r	30s	6 m
5	0	60 kg	14 km / h	12 m / r	1 mn	12 m
6	+1	70 kg	17 km / h	14 m / r	1 mn 10 s	14 m
7	+1	80 kg	19 km / h	16 m / r	1 mn 20s	16 m
8	2	90 kg	22 km / h	18 m / r	1 mn 30 s	18 m
9	2	100 kg	24 km / h	20 m / r	1 mn 40 s	20 m
10	3	110 kg	26 km / h	22 m / r	1mn 50s	22 m
11	3	120 kg	29 km / h	24 m / r	2 mn	24 m
12	4	130 kg	31 km / h	26 m / r	2 mn 10s	26 m
13	4	145 kg	35 km / h	29 m / r	2 mn 25s	29 m
14	5	160 kg	38 km / h	32 m / r	2mn 40s	32 m
15	5	180 kg	43 km / h	36 m / r	3 minutes	36 m
16	6	200 kg	48 km / h	40 m / r	3 mn 20s	40 m
17	6	225 kg	54 km / h	45 m / r	3mn 45s	45 m

18	+7	250 kg	60 km / h	50 m / r	4mn 10s	50 m
19	+7	275 kg	66 km / h	55 m / r	4mn 35s	55 m
20	8	300 kg	72 km / h	60 m / r	5 minutes	60 m
21	9	400 kg	96 km / h	80 m / r	6m40s	80 m
22	12	500 kg	120 km / h	100 m / r	8 mn 20 s	100 m
23	15	750 kg	180 km / h	150 m / r	12 mn 30 s	150 m
24	18	1 ton	240 km / h	200 m / r	17 mn	200 m
25	21	1.5 tons	360 km / h	300 m / r	25 minutes	300 m
26	24	2.5 tons	600 km / h	500 m / r	40 minutes	500 m
27	27	3.75 tons	900 km / h	750 m / r	60 minutes	750 m
28	30	5 tons	1,200 km / h	1000 m / r	80 mn	1 km
29	35	10 tons	2,400 km / h	2000 m / r	2 hours and 30 minutes	2 km
30	40	20 tons	4,800 km / h	4000 m / r	5 hours and 30 minutes	4 km
31	45	40 tons	9,600 km / h	8000 m / r	11 am	8 km
32	50	75 tons	18,000 km / h	15000 m / r	9 pm	15 km
33	55	250 tons	60,000 km / h	50 km / r	3 days	50 km
34	60	1000 tons	240,000 km / h	200 km / r	12 days	200 km
35	65	4000 tons	960,000 km / h	800 km / h	50 days	800 km
36	70	17 500 tons	4 200,000 km / h	3500 km / h	200 days	3,500 km
37	75	70 000 tons	17,000,000 km / h	14000 km / h	2 years 80 days	14,000 km
38	80	0.315 Mt	0.2 C	180000 km / r	10 years	63,000 km
39	85	1,125 Mt	0.75 C	660000 km / r	36 years	225,000 km
40	90	4.5 Mt	C	900000 km / r	143 years	900,000 km
+1	(5)	x 4	x 4	x 4	x 4	x 4

Abbreviations: C = light speed = 300 000 km / s, Mt = Megaton (1,000,000,000 kg).

11.

TABLE OF DIFFICULTY LEVEL

DIFFICULTY LEVEL	DEGREE MODIFIER
obvious	+ IV
very easy	+ II
easy	+ I
difficult	-I
very difficult	-II
extremely difficult	-III
almost impossible	-IV
theoretically impossible	-VIII

12. CUMULATIVE COMBAT MODIFIERS

12.1. CLOSE COMBAT

POSITION	DEGREE MODIFIER
Attack an invisible opponent	Impossible if no clue on the location -I otherwise
Defend against an invisible opponent	-I the opponent can have the attack bonuses in the back and by surprise for the first attack
opponent in the back	-I
to be on the ground	-I
attack in the back	+ I
attack by surprise	+ I
called shot	-I
size of the weapon used 2 x human 4 x human 8 x human	+ I + II + III etc.
using secondary hand	-I
parry with a shield on contact	+ I
parry with medium / large shield at a distance	+ I /+ II
fight on mount	skill limited weapon by riding
fight with 2 weapons	skill weapon limited by combat with 2 weapons
to parry a weapon attack with a bare hand	-I
parry a very strong creature attack (superior strength of 10 or more)	-II
parry an attack of a larger weapon	-I
parry a fast missile	-I
totally helpless opponent	+ IV
force less than the required minimum	-I

parry or dodge (including reflex) if one is charging	-I
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12.2. RANGED COMBAT

POSITION	DEGREE MODIFIER
invisible opponent	Impossible if no clue on the location -II otherwise
range short / normal / long / extreme	+ I / 0 / -I / -II
aim carefully **	+ I
called shot	-I
partially concealed target	-I / -II / -III
target size	scope change ***
Use secondary hand	-I
shoot at a single target	+ I
shoot with a shotgun	+ I on target person
fight with 2 ranged weapons	skill weapon limited by combat with 2 weapons
target in transverse motion	- (speed effect on UT) / 5
force less than the required minimum	-I
point blank (distance <1m)	+ I cannot be cumulated with short range

* a normal projectile has a sufficiently low speed to be able to parry

** spend a round adjusting a still target without moving

*** multiply the useful range of the weapon by the ratio human size / size of the target

13. TECHNOLOGICAL LEVELS

Technological level	Examples of technology
TL0	The Stone Age: bow, arrows, knives, teeth, fists,...
TL1	The Bronze Age: swords, shields, spears,...

TL2	The Middle Ages, before the powder: masses, crossbows,...
TL3	The end of the Middle Ages with the discovery of the powder: harquebuses, cannons,...
TL4	The Industrial Revolution: trains, cars, electricity,...
TL5	The 20th century: planes, rockets, nuclear science, computers,...
TL6	The 21st century: networks, artificial intelligences, robots, nanotechnologies,...
TL7	Climatic machines, sub quantum energies,...
TL8	Far space travel

14. EQUIPMENT

14.1. TABLE OF CLOSE COMBAT WEAPONS

SKILL	COVERED ARMS	STRENGTH REQUIRED	BONUS DEGAT	DMAX	SIZE	TL
BARE HANDS	fist		0	2	1	0
DAGGER	knife	3	2	4	1	0
	dagger	3	2	4	1	1
	short sword	3	4	4	1	1
SWORD	long sword	5	6	4	2	2
	wide sword	5	6	4	2	2
	saber	5	6	4	2	2
	scimitar	5	6	4	2	2
	short sword	3	4	4	1	1
	rapier	3	4	4	2	3
	stick	4	4	3	2	0
RAPIER*	rapier	3	4	5	2	3
AXE / MACE	axe	5	8	3	2	0
	mace	5	8	3	2	0
FLAIL	flail	5	9	3	2	2
	whip	4	2	2	2	1
SWORD 2 HANDS	2-handed sword	8	12	3	3	2
	stick with 2 hands	5	8	4	3	2
AXE 2 HANDS	2 handed axe	8	12	3	3	2

	2-handed mace	8	12	3	3	2
LONG WEAPONS	pike	8	12	3	3	2
	halberd	8	12	3	3	2
	2-handed spear	8	12	3	3	0
SPEAR	1-handed spear	5	6	4	2	0
	2-handed spear	8	12	4	3	0
	one-handed stick	4	4	3	2	0
	stick with 2 hands	5	8	4	3	0
SHIELD	small	4	+1	2	1	1
	medium	5	2	2	3	1
	large	5	3	2	3	1

Note: below the required Strength, we have -1 because of the lack of maneuverability of the weapon

* the rapier skill optimizes the use of this weapon

14.2. RANGED WEAPONS TABLE

SKILLS	WEAPONS	DAMAGE BONUS	STRENGTH REQUIRED	DMAX	RANGE	TL
CROSSBOW	light	6	4	4	9	2
	heavy	12	5	4	16	2
BOW	long	9	5	4	9	1
	short	6	4	4	9	1
SLING	sling	4	3	3	9	0
DAGGER	dagger	2	3	4	4	0
AXE	axe	6	5	3	4	0
	small axe	3	3	3	4	0
JAVELIN	javelin	6	5	4	5	0

PISTOL	small caliber	+3 AP = 1	3	4	16	3
	medium caliber	+6 AP = 1	4	4	16	3
	large caliber	+9 AP = 1	5	4	16	4
	very big caliber	+12 AP = 1	8	4	16	4
RIFLE	small caliber	+6 AP = 1	4	4	21	3
	medium caliber	+9 AP = 1	4	4	21	3
	large caliber	+12 AP = 1	5	4	21	4
	very big caliber	+15 AP = 2	8	4	21	4
		+18 AP = 2	10	4	21	
		+21 AP = 2	12	4	21	
SHOTGUN*	buckshot	12	5	3	5	4
	sawed cannon	12	5	3	4	4
WEAPONS AUTOMATICS	submachine gun	+6 AP = 1	4	4	18	5
	machine gun	+9 AP = 1	4	4	18	5
		+12 AP = 1	5	4	23	5
HEAVY WEAPONS	gun	+50 fight 16 on 10 m AP = 3		3	30	3
	mortar	+18 fight 16 on 5 m AP = 1		3	27	5
	heavy machine gun	+21 in zone AP = 2		3	25	5
	bazooka	+27 AP = 3		3	25	4
	flamethrower	+12 and burns		2	4	5
THROWN	defensive grenade	+20/15/10 fight 16 on 5m / 10m / 15m AP = 1		5	5	5
	offensive grenade	+12/8/4 fight 16 on 3m / 6m / 9m		5	5	5
	dynamite	+24/18/12 fight 16		5	5	5

		on 5m / 10m / 15m				
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Note: below the required force we have -I because of the decline

* long range: damage divided by 2, very long range: damage divided by 4

The short range is a -10 range on the UT

The long range is in range +3 on the UT.

The very long range corresponds to +6 range on the UT.

14.3. EXAMPLES OF TL4 OR TL5 RANGED WEAPONS

AUTOMATIC GUNS

They allow shooting in semi-automatic.

WEAPON	DATE AND ORIGIN	RANGE	DAMAGE	DMAX	SHOTS	WEIGHT (kg)	STRENGTH
WALTHER PPK 7.65	1929 DE	16	+6 AP = 1	4	7	.6	4
BERETTA 9mm	1976 IT	16	+6 AP = 1	4	15	1.2	4
LUGER P08 9mm	1904 DE	16	+7 AP = 1	4	9/32	1	4
MAUSER C96 .30	1896 DE	16	+7 AP = 1	4	10	1.4	4
COLT.45	1910 US	16	+9 AP = 1	4	7	1.4	5
AUTOMAG .44M	1971 US	16	+12 AP = 1	4	7	1.6	8
IMI EAGLE .44M	1982 US / IL	16	+12 AP = 1	4	9	2	8

REVOLVERS

WEAPON	DATE AND ORIGIN	RANGE	DAMAGE	DMAX	SHOTS	WEIGHT (kg)	STRENGTH
DERRINGER 95 M	1866 US	9	3	4	2	.3	3
S & W.38 special	1902 US	16	+6 AP = 1	4	6	1	4
COLT Python .357M	1955 US	16	+10 AP = 1	4	6	1.5	5
S & W M29 .44M	1956 US	16	+12 AP = 1	4	6	1.7	8

GUNS

WEAPONS	DATE AND ORIGIN	RANGE	DAMAGE	DMAX	SHOTS	WEIGHT (kg)	STRENGTH
Winchester 44 40	1873 US	21	+9 AP = 1	5	11	3.5	4
Winchester 30 30	1894 US	21	+12 AP = 1	5	6	3.5	5
LEBEL 86	1886 FR	21	+12 AP = 1	5	8	4.5	5
SPRINGFIELD 30.06	1906 US	21	+12 AP = 1	5	5	4	5
M1 GARAND .30 06	1936 US	21	+12 AP = 1	5	8	5	5
ENFIELD .303	1895 GB	21	+12 AP = 1	5	5	4.1	5
MARLIN 444	1964 US	21	+15 AP = 2	5	5	3.2	8
RIFLE .375 H & H	1912 GB	21	+15 AP = 2	5	3	4.3	8
WINCHESTER .458M	1956 US	21	+18 AP = 2	5	3	4.5	10
WEATHERBY .460	1957 GB	21	+18 AP = 2	5	3	5	10
RIFLE .600 H & H	1903 GB	21	+21 AP = 2	5	3	7	12

ASSAULT RIFLES

WEAPON	DATE AND ORIGIN	RANGE	DAMAGE	DMAX	SHOTS / ROF	WEIGHT (kg)	STRENGTH
AK47 7.62	1949 RU	21	+12 AP = 1	5	30/2	5	5
M16 223 REM	1964 US	21	+12 AP = 1	5	30/3	4	5
BARETT M82 .50	1982 US	23	+21 AP = 2	5	10/2	17.5	TRIPOD

SUBMACHINE GUNS

WEAPON	DATE AND ORIGIN	RANGE	DAMAGE	DMAX	SHOTS / ROF	WEIGHT (kg)	STRENGTH
MINI UZI 9mm	1948 IL	16	+6 AP = 1	4	32/3	3	4
INGRAM M 11 .38	1970 US	16	+6 AP = 1	4	32 or 16/3	2	4
THOMPSON .45	1922 US	16	+9 AP = 1	4	30/3	6	5
INGRAM M 10 9mm	1964 US	16	+9 AP = 1	4	32/3	4	4
UZI 9mm	1952 IL	16	+9 AP = 1	4	32/3	4	4

HUNTING RIFLES

WEAPON	DATE AND ORIGIN	RANGE	DAMAGE	DMAX	SHOTS	WEIGHT (kg)	STRENGTH
Remington M 70 12G	1950 US	5	12	3	5	6	5
Ithaca 37 M & P	1937 US	5	12	3	8	3	5

MACHINE GUNS

WEAPON	DATE AND ORIGIN	RANGE	DAMAGE	DMAX	SHOTS / ROF	WEIGHT(kg)	STRENGTH
VZ 52	1952 CZ	21	+21 AP = 2	5	100/3	8	TRIPOD

HEAVY WEAPONS

WEAPON	RANGE	DAMAGE	DMAX	FAVORITES	WEIGHT (kg)	STRENGTH
BAZOOKA (RPG)	21	+27 AP = 3	3	1	13	8
LIGHT MORTAR	27	+18 EX AP = 1	3	1	10	TRIPOD
FLAME THROWER	3	+12 BURNS	2	1	25	8

15. PROTECTIONS

NAME	TYPE	EFFECT	TL
SHIELD	small	+ 1 parries against 1 contact attack +0 parry s against normal projectile	1
	medium	+ 1 parries against any attack + 1 parry s against normal projectile	1

	large	+ I parries against any attack + II parries against normal projectile	1
ARMOR	soft leather	1	1
	rigid leather	2	1
	chainmail	4	2
	plates	6	1
	complete plates	8	2
	normal helmet	+1	1
	full helmet (only plates or complete plates)	2	2
	lightweight Kevlar garment / small bulletproof vest	3 RA = 1 (6 against balls and impact)	5
	heavy Kevlar garment / large bulletproof vest	6 RA = 1 (9 against balls and impact)	5
	light futuristic armor	RA = 1	6
	heavy futuristic armor	25 RA = 1	7

16. PROTECTION TABLES AND RESISTANCE OF STRUCTURES

MATERIALS	ARMOR	POINTS OF LIFE 1M X 1M X .1M	TL
softwood	3	30	0
hardwood	6	60	0
earth	3	60	0
brick	6	30	3
ice	9	10	0
concrete	15	60	4
rock	20	80	2
soft metal	12	120	1
hard metal	RA = 1	120	2
very hard metal	30 RA = 2	120	5
super metal	50+ RA = 3	200	7

17. BASIC SKILLS AND THEIR MINIMAL TECHNOLOGICAL LEVEL

In the following, the SagaS skills are given in terms of basic, minimal technology level (TL) where the skills are applicable. They are also succinctly described.

The exact use of a skill depends on its level of technology. An excellent physicist of the seventeenth century (for example 16 in physics) will not know the atomic physics developed in the twentieth century. If it was projected in the twentieth century it would take a period of learning to recover his level of 16.

BASED ON STRENGTH			
NAME	BASE	TL	DESCRIPTION
Arm wrestling	0	0	Talent at the sport of the wrestling. A confrontation usually requires a long action with a cumulative degree of success and a threshold to exceed.
Weight lifting	0	0	Competence in the sport of weightlifting. Can be used to find out if a heavier weight than lifting capacity can be lifted for a very short time.
Weight throwing	0	0	The sport's skill in throwing weight. Can be used to launch a heavy object as far as possible.
Other	Variable	Variable	other skills requiring mainly Strength to be used.

BASES ON AGILITY			
NAME	BASE	TL	DESCRIPTION
Climb	0	0	The ability to climb. A failure indicates a lack of progression and a potential fall. A second throw may catch the first or confirm the fall.
Acrobatics	-15	0	The ability to make acrobatic movements: dangerous jumps, tightrope walking. Can be a substitute for climbing.
Stealth	0	0	Move silently and hide.
Dodge	0	0	Avoid obstacles or threats that have been perceived. Used in the calculation of the reflex Dodge level.
Dance	0	0	The ability to dance harmoniously.
Other	Variable	Variable	Other skills requiring mainly Agility to be used.

BASED ON DEXTERITY			
NAME	BASE	TL	DESCRIPTION
Lock picking	-5	0	The ability to pick locks. Mechanics can be used as neighboring skill. Does not work against electronics security systems.
Sleight of hand	-15	0	The ability to do small magic tricks (encasing small objects ...) and to pick pockets.
Driving car	-5	4	The ability to drive a car
Motorcycle driving	-5	4	The ability to ride a motorcycle
Airplane piloting	-10	5	The ability to fly an airplane.
Helicopter piloting	-10	5	The ability to fly a helicopter
Driving aquatic machine	-5	4	The ability to drive a motorized watercraft.
Driving heavy vehicle	-5	4	The ability to drive a heavy vehicle: big truck, construction equipment or armored vehicle.
Pilot spacecraft	-5	7	The ability to fly a spaceship.
Battle Armor	-5	6	The ability to master combat armor with power amplification.
<i>Games of accuracy</i>	-5	Variable	Skill in games of accuracy (billiards, pinball, video games...)
Other	Variable	Variable	Other skills requiring mainly dexterity to be used.

BASED ON ENDURANCE			
NAME	BASE	TL	DESCRIPTION
Physical resistance	0	0	Ability to withstand fatigue or long lasting damage. Used to fight against disease and poison and to determine fatigue levels after prolonged physical exertion.
Other	Variable	Variable	Other skills requiring mainly stamina to be used.

BASED ON WIT			
NAME	BASE	TL	DESCRIPTION
General culture	-10	0	The general knowledge corresponding to the environment and the period in which the character lives.
Native language	0	0	The mother tongue, supposedly spoken and written (except in particular cases to do with the referee)
Investigation	0	0	The ability to conduct an investigation by searching places and analyzing clues. Do not substitute for character decisions to pursue a particular trail, but can serve as a guide. Further analysis requires the use of technical or scientific skills.
Computer science	-10	5	Allows you to use a computer, program and hack.
Security systems	-10	5	Knowledge of the main security systems and how to disable them. Mechanical systems require picking.
Explosives	-10	3	Knowledge of explosives, how to use them, and where they do the most damage.
Electricity	-10	4	Ability to analyze and repair electrical equipment.
Electronics	-10	5	Ability to analyze and repair electronic equipment.
Mechanical	-10	1	Ability to analyze and repair mechanical equipment.
Physics	-15	3	Knowledge and capacity to apply physical theories. Can be used to design new equipment.
Chemistry	-15	3	Chemistry knowledge and ability to apply them. Physics can be used as a neighboring skill.
Astronomy	-15	1	Astronomy knowledge and ability to apply them. Physics can be used as a neighboring skill.
Zoology	-15	1	Knowledge about the animal kingdom and ability to apply them.
Botanical	-15	1	Knowledge about the plant kingdom and the ability to apply them.
Biology	-15	4	Living knowledge and ability to apply them. Zoology and Botany can be used as related skills related to the animal kingdom and the plant kingdom.
Geology	-15	4	Knowledge of rocks and how to apply it.
Archeology	-15	4	Knowledge of the lost civilizations. History can be used as a neighboring skill.

History	-15	3	The knowledge of human history.
Paleontology	-15	4	Knowledge of extinct animal and plant species. Zoology and Botany can be used as neighbouring skills related to the animal kingdom and the plant kingdom.
Law	-15	3	Knowledge of the law. Can be used to solve bureaucratic problems.
Medicine	-15	2	The ability to heal living beings.
Psychiatry	-15	5	Ability to cure mental illness
Occultism	-15	1	The knowledge of the occult sciences.
<u>Handcrafts</u>	-10	Variable	Other craftsmanship skills: pottery, jewelry, forge ...
<u>Other knowledge</u>	-15	Variable	other knowledge various: foreign culture, role playing, heavy bands metal of the 80s ...
<u>Foreign languages</u>	-15	Variable	Knowledge of foreign languages
<u>Other sciences</u>	-15	Variable	Knowledge of other scientific fields
<u>Other techniques</u>	-10	Variable	Knowledge of other technical fields
<u>Mind games</u>	-5	Variable	Knowledge of puzzle games like: chess, go ...
Other	Variable	Variable	Other skills mainly requiring the Wit to be used.

BASED ON WILL			
NAME	BASE	TL	DESCRIPTION
Mental Resistance	0	0	Ability to resist mental fatigue or mental influence. Used especially to resist torture.
Other	Variable	Variable	Other skills requiring mainly Willpower to be used.

BASED ON PRESENCE			
NAME	BASE	TL	DESCRIPTION
Persuasion	0	0	The ability to convince, rather in personal relationships than in a group setting.
Intimidation	0	0	The ability to inspire fear.
interrogation	0	0	The ability to conduct an interrogation.
Command	0	0	The ability to control a large enough group.
Disguise	-10	0	The ability to physically pass for someone else.
Bluff	0	5	The ability to lie.
Charm	0	4	The ability to seduce others.
Eloquence	0	4	The ability to speak well and to influence a group.
Other	Variable	Variable	Other skills requiring mainly Presence to be used.

BASED ON INSTINCT			
NAME	BASE	TL	DESCRIPTION
Perception	0	0	Sensory acuity
Psychology	-5	0	The ability to grasp the motivations of an interlocutor.
Pedagogy	0	0	The ability to learn to an interlocutor.
First aid	-10	0	Allows you to do some makeshift care to wait while waiting for a more important medical intervention.
Animal Handling	-5	0	Allows to train an animal.
Tracking	-10	0	Allows to follow outdoors tracks.
Survival	-5	0	Helps survive in the wild by being able to orient and feed at least when possible.
Horse riding	-10	0	Allows mounting a horse or equivalent creature.
Painting	-15	0	The art of painting
Music	-15	0	The art of music

Writing	-15	1	The art of writing
Sculpture	-15	0	The art of sculpture.
Dramatic Arts	-15	0	The art of theater Can sometimes be used advantageously instead of Disguise or Bluff.
<i>Other Arts</i>	-15	Variable	Other artistic skills.
Other	Variable	Variable	Other skills requiring mainly Instinct to be used.

BASED ON CLOSE COMBAT			
NAME	BASE	TL	DESCRIPTION
Brawling	0	0	The capacity fighting with bare hands without special technique.
Axe / Mace	0	0	The use of unbalanced weapons in contact combat.
Dagger	0	0	The use of short-bladed weapons in contact combat.
Sword	0	1	The use of long-bladed weapons in contact combat. Also cover the stick with one hand.
2-handed sword	0	1	The use of heavy weapons with long blades in contact combat. Also cover the stick with both hands.
Axe / Mace with 2 hands	0	0	The use of heavy weapons imbalanced in contact combat.
Flail	0	1	The use of flexible weapons in contact combat. Also covers the whip.
Spear	0	0	The use of long-handled thrusting weapons in contact combat. Also cover the stick with one and two hands.
Long weapon	0	2	The use of long arm and long-handled thrusting weapons in contact combat. Also covers the stick with one and two hands
Shield	0	1	Covers the use of the small, medium and large shield.
Cavalry Spear	0	2	The use of the horse lance.

Close Combat with 2 weapons	-10	0	The ability to simultaneously use two weapons in contact combat. We make two attack rolls (one for each weapon) and we choose the one that we keep.
Draw weapon on contact	-10	0	The ability to quickly get out a contact weapon. In case of success it can be released at its initiative and you can attack by taking the minimum between the value of the attack skill and that of draw.
<i>Martial Arts</i>	-15	Variable	The different techniques of martial arts.
Other	Variable	Variable	Other skills requiring mainly Close Combat to be used.

BASED ON RANGED COMBAT			
NAME	BASE	TL	DESCRIPTION
Bow	-5	0	The ability to use a bow.
Crossbow	0	0	The ability to use a crossbow.
Dagger	-5	0	The ability to throw a dagger.
Chopped	5	1	The ability to use an ax.
Sling	-5	0	The ability to use a sling.
Throw	0	0	The ability to throw an object like a stone, a grenade.
Javelin	0	0	The ability to throw a javelin.
Gun	0	3	The ability to use a long barrel Rifle.
Pistol	0	3	The ability to use a short barrel pistol.
Automatic weapons	0	4	The ability to operate automatic weapons with a high rate of fire (ROF). We take the minimum between this skill and the gun or gun skill according to the automatic weapon used.
Draw weapon	-10	0	The ability to quickly draw a weapon from a distance. In case of success it can be released at its initiative and you can attack by taking the minimum between the value of the attack skill and that of draw.
Combat 2 ranged weapons	-10	0	The ability to simultaneously use two weapons in ranged combat. You make two attack rolls (one for each weapon) and you choose the one that you keep. In the case where one wants to use simultaneously a weapon of contact and a weapon at a distance one takes the minimum of combat with 2 weapons with the contact and fights with two weapons at a distance.
<u>Heavy weapons</u>	-10	4	The ability to use a heavy weapon such as antitank, mortar, flame or cannon.
Others	Variable	Variable	Other skills primarily requiring Ranged Combat to be used.

BASED ON SPEED			
NAME	BASE	TL	DESCRIPTION
Run	0	0	The ability to run fast. Serves during prosecutions or competitions.
Jump	0	0	The ability to jump high and far.
Swimming	-5	0	The swimming skill that allows you to keep your head out of the water or to perform apnea maneuvers. Also allows swimming faster.
Skiing	-15	3	Allows you to ski fast and without falling.
Tennis	-15	3	To play tennis well.
Hang-glider	-10	5	Know how to use a hang glider.
Sail	-10	0	Know how to maneuver a sailing boat.
Skydiving	-5	5	Know how to jump parachute and land at the desired location.
Diving	-5	5	To know how to use diving equipment one can use Swimming like competence nearby.
<i>Other Sports</i>	Variable	Variable	Sports based on movement.
Others	Variable	Variable	Other skills requiring mainly Speed to be used.

18. CALCULATION TABLE OF THE DEGREE

		Dice roll																													
		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Skill	1	0																													
	2	1	0	0																											
	3	1	1	0	0	0																									
	4	2	1	1	0	0	0	0																							
	5	2	1	1	1	0	0	0	0	0																					
	6	3	2	1	1	1	0	0	0	0	0	0																			
	7	3	2	1	1	1	1	0	0	0	0	0	0	0																	
	8	4	2	2	1	1	1	1	0	0	0	0	0	0	0	0															
	9	4	3	2	1	1	1	1	1	0	0	0	0	0	0	0	0	0													
	10	5	3	2	2	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0											
	11	5	3	2	2	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0									
	12	6	4	3	2	2	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0							
	13	6	4	3	2	2	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	14	7	4	3	2	2	2	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	15	7	5	3	3	2	2	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	16	8	5	4	3	2	2	2	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	17	8	5	4	3	2	2	2	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	18	9	6	4	3	3	2	2	2	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	19	9	6	4	3	3	2	2	2	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	20	10	6	5	4	3	2	2	2	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0
	21	10	7	5	4	3	3	2	2	2	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0
	22	11	7	5	4	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
	23	11	7	5	4	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	24	12	8	6	4	4	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0
	25	12	8	6	5	4	3	3	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0