Saeculum Adstructum (version 0.20, alpha build)

Saeculum – a generation; the spirit of the age , the times; a hundred years, a century, an age
Adstruo – To build to or near; to add on

The Actors

   The one major idea that separates Saeculum Adstuctum from other games is that each player does not own one character. While wonderful for giving players the feeling of actually being in the world they play, this idea is often limiting as well. For example, in many traditional role playing games, the story must always have an equal number of players and main characters. If a character should die, the player must create a new character, or even stop playing all together. In Saeculum Adstuctum, the players influence the main characters on a group to group basis. Should, for some reason, a team of heroes split into two teams, the focus can jump back and forth between the two groups, while maintaining full player involvement the whole time. A beloved hero can fall, without any player losing a moment of the fun.

   There are two types of characters, or actors, in the game. The first are the main characters, or the lead actors. The second type are the secondary characters, or the supporting cast. The difference between the two is the level of development. The lead actors are the characters that the players have direct control over. They are the parts they play, and the focus of the stories. A lead actor has a character sheet, listing his experiences, motives, and personality. The supporting cast is not defined ahead of time, and serves to fill the world and help to propel the story along. A pack of hungry wolves chasing down the heroes, would qualify as supporting cast.

Scripting an Actor

   To create a lead actor, you will need some sheets. How big, and how many depends on how in depth you intend on going with your characters, though several sheets of notebook paper work well. If you are playing with technology at hand, then a computer word processor will do the job nicely, also.

   A page will serve as the actor's script, or general description. This serves for three purposes. First, it is a introduction to the character. If a new person joins a game, they can read this sheet, and get a feel for the character. Second, it contains all of the character's traits acquired. Traits are used in the resolution of play. Third, it lists the major events and experiences of the character.

   For a beginning character, about 50 words or so makes for a good introduction. It's always good to leave the character open for development. Next, underline three words or phrases from this passage that you feel are important to the character. These are the character's traits. That's it. Your new actor is now ready for play.

   During and after play, you will gain chances to develop the actors further. Each scene, a character may gain an additional line, further describing the character's experiences. Under certain circumstances, during play, a character may gain a trait. This may come

from the existing text, or new text may be added to reflect the new trait. Just as long as it is appropriate for the narration.

Resolution

Action resolution in Saeculum Adstructum is scene based, which means one roll (or set of rolls) resolves a whole scene, as opposed to a single action. Also, action resolution is only used in major scenes, when failure or success is in question. If it isn't important to the plot, or could only be resolved with a single action, then it probably doesn't need to be rolled. If a character is trying to jump over a hole in the floor, he could either jump over unharmed, or fall to his doom. This really isn't an issue for this game, and should simply be narrated freely. However, if a character fell into the hole, but managed to survive, the rescue attempt may be a fitting plot point for resolution.

When it comes time to roll, one player is chosen to go first. That player then rolls one six-sided die. The outcome of that roll decides that players segment of narration. The different possible rolls are as follows:

1	Gain one negative trait.
2	Event greatly hindering for the lead actor(s)
3	Event slightly hindering for the lead actor(s)
4	Event slightly helpful for the lead actor(s)
5	Event greatly helpful for the lead actor(s)
6	Gain one positive trait.

The player then gives a short narration of the events that take place, such that they have an impact on the lead actors similar to the chart. Obviously, what constitutes helpful and hindering is open to interpretation. What is beneficial to one main character, could be hurtful to another, especially if they are rivals. When the "gain one trait" is rolled, the player gets to grant a lead actor a new trait. The new trait is discovered through the narration, just like the other events, and can have an impact on the scene, as well. Afterward, that player chooses another player to roll and narrate the next segment of the scene. This continues until every player has gone. If the scene is not resolved, then play continues for another round.

Using Traits

While the roll dictates how the player should narrate the scene, the dice do not rule the players. After the roll, the player may choose to call on any of the lead actors' traits. For each trait that the player calls into play, that player may adjust the roll one point in either direction. However, the player must then include each trait called into the narration.