The Stardust Spectrum Player Guidbook

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1. Introduction to The Stardust Spectrum

How to play

The Stardust Spectrum is a D20-based tabletop RPG system that combines resource management, tactical combat, and immersive storytelling. Players need only a single 20-sided die to engage in all core mechanics, including attacks, skill checks, and saving throws. The game utilizes hexagonal combat maps to emphasize positioning and strategy, where Spectrum zones dynamically affect gameplay. While offering familiar RPG features like leveling, equipment upgrades, and dice rolls, the SSRPG stands out with its vibrant stat pools, environmental interactions, and innovative Clash system for high-stakes encounters. This blend ensures that every session feels both approachable and refreshingly unique.

Core Themes

- Adaptability and Strategy: Emphasizing resource management and tactical decision-making.

- Environmental Interaction: Leveraging Spectrum zones for survival and dominance.

- Creativity in Gameplay: Encouraging players to build and strategize freely.

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2. Game Mechanics

Character Creation

1. Choose a Character Type: Determines the doubled core stat (Vigor, Stamina, or Mana).

   - Power Type: Boosts melee damage and fortitude.

   - Speed Type: Enhances mobility and ranged weapon range.

   - Magic Type: Amplifies spellcasting and spell effects/effectiveness.

2. Allocate Core Stats (Vibrant Stats): Vigor, Stamina, Mana, and Hope. These stats are considered pool and will move up and down to their base number.

   - Starting Points: Allocate 3 points among stats. All stats start at 1.

3. Select Starting Skills and Abilities: Equip Level 1 options tailored to the character's type.

4. Choose Equipment: Start with a Level 1 weapon and armor. Customize as you progress.

Core and Substats

- Core Stats (Vibrant):

  - Vigor: Governs melee actions and damage.

  - Stamina: Influences movement, speed and ranged actions.

- Mana: Governs spellcasting and intelligence checks.

- Hope: It regenerates whenever a player rolls a natural 1 or 20 and fully refreshes at the end of every scene. Players can expend points in this pool to add to their roll to hit rolls.

- Substats (Vivid): Include Skills/Spells, Abilities, Proficiencies, Augmentations, and Armor. Each is upgraded independently.

Dice System

1. Roll to Hit: Use 1d20 for attacks, adding core stat bonuses based on the type of roll.

2. Roll States: Determine success levels:

   - Fail (1–5), Mixed (6-15), Success (16–20), Critical Successes (21+).

3. Saving Throws: Use Vigor, Stamina, or Mana for resistance rolls.

Combat Mechanics

- Dynamic Pools: Spend Vigor, Stamina or Mana during turns. Regenerate fully at turn start.

- Clash System: Engage in high-stakes duels with resource-dependent outcomes.

- Spectrum Zones: Leverage environmental boosts for tactical advantages.

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3. Spectrum Mechanics

Spectrum Zones and Effects

General: Spectrums will have a 1-5 level that determines the AoE and amount of points that can be drained from it before it goes dormant for the rest of the scene.

- Yellow Spectrum: Regenerates Hope points.

- White Spectrum: Boosts Health and healing effects.

- Red Spectrum: Increases Vigor for melee actions.

- Blue Spectrum: Enhances Stamina, mobility, and ranged attacks.

- Purple Spectrum: Amplifies Mana, AoE size, and spell potency.

- Green Spectrum: Provides Prisms for leveling.

- Black Spectrum: Drains all core stats, acting as a hazard.

- Dormant Spectrum Zones: Once a spectrum zone is drained, the dormant zone produces a 'grey' AoE that absorbs the corresponding stats. Once it reaches its max in what it can absorb, the dormant zone becomes active again but starting at 1 and each turn increasing its range and effectiveness by 1 until it reaches the normal max level for the zone.

Tactical Implications

- Resource Denial: Absorb Spectrums to prevent enemy use.

- Overcapping: Temporarily exceed stat caps with Spectrum boosts.

- Max Cap: Stats cannot exceed 10.

- Team Strategy: Coordinate Spectrum usage for collective advantage.

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4. Character Advancement

Leveling Systems

- Core Stats: Upgrade with Vibrant Prisms including character level.

- Substats: Enhance Skills/Spells, Abilities, and more using Vivid Prisms.

- Health Scaling: Exponential growth from 20 (Level 1) to 240 (Level 5).

Prism Usage

- Vibrant Prisms: Core Stats, Weapon level and Character Level.

- Vivid Prisms: Substats and Weapon Stats.

- Vapid Prisms: Weapon Repair, Alchemy, Item creation, currency.

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5. Weapons and Equipment

Weapon Stats and Customization

- Core Stats: Vigor, Stamina or Mana to determine weapon functionality.

- Leveling Weapons: Use Vibrant Prisms for overall level and Vivid Prisms for stats. Parent level determines its stats cap. Must level the weapon to level 2 before stats can be leveled up.

- Hybrid Weapons: Switch between melee and magical modes.

Durability and Augmentations

- Optional Durability System: Manage wear and repair.

- Augmentations: Add status effects.

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6. Player Roles

Narrator Responsibilities

- Guide the story and manage Spectrum zones.

- Ensure balanced challenges and engaging gameplay.

- Reward players appropriately with prisms, including everything outside of combat.

Player Guidelines

- Strategize resource usage and coordinate with allies.

- Embrace role-playing and creativity.

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7. Environments and Exploration

Dynamic Battlefield Mechanics

- Spectrums shift during battles, encouraging adaptive strategies.

- Environmental hazards and bonuses add layers to gameplay.

Interaction Rules

- Use skills and stats to navigate obstacles and unlock opportunities.

Quick Reference Tables

Color Key

Color	Represents	Context
Red	Vigor and all melee-based actions	Used for strength, physical combat, and fortitude.
Blue	Stamina and all stamina-based actions	Represents endurance, movement, and energy-related activities.
Purple	Mana and all magic-based actions	Associated with spells, magical energy, and casting abilities.
Yellow	Hope and critical roll states	Highlights moments of luck, critical successes, or pivotal actions.
Green	Prisms (style indicates vivid or vibrant types)	Refers to prism type needed to level up based on if its Vibrant or Vivid.
Black/White	Health and weapon durability	Tracks damage taken, remaining health, and item longevity.

1. Core Stat Pools and Actions

Stat	Used For	Depletes When	Regenerates
Vigor	Melee attacks, fortitude checks	Melee actions or Power-based rolls	At the start of the player's turn
Stamina	Movement, dodging, item use, abilities	Non-damage actions like movement	At the start of the player's turn
Mana	Spells, perception, intelligence checks	Casting spells or magical actions	At the start of the player's turn
Hope	Boosting rolls	Used to modify dice rolls	Between scenes or on a nat. 1/20 roll

2. Roll States and Outcomes

Roll Range	Roll State	Effect
1	Critical Failure	x2 damage multiplier against the roller (cannot modify this roll)
2–5	Fail	Action fails
6–10	Mixed	Success depends on difficulty/context
11–15	Mixed	Action usually succeeds on normal things
16–20	Success	Action succeeds
21–25	Critical Success	x2 damage multiplier
26–30	Double Critical Success	x3 damage multiplier
31–35	Triple Critical Success	x4 damage multiplier
36–40 (MAX)	Max Critical Success	x5 damage multiplier

3. Spectrum Zones

Color	Associated Stat	Effect
White	Health	Temporarily boosts Health Pool (Level × 10).
Red	Vigor	Temporarily increases Vigor stat (melee focus).
Blue	Stamina	Temporarily increases Stamina stat (movement and range focus).
Purple	Mana	Temporarily increases Mana stat (AoE and spell enhancements).
Yellow	Hope	Temporarily increases Hope stat for better roll modifications.
Green	Prisms	Provides Prism rewards for leveling stats and gear.
Black	Drains stats	Reduces resource pools by 1–5 per turn; affects all stats except Health.

4. Vivid Stats (Substats)

Substat	Category Level Determines	Individual Slot Use
Skills/Spells	Number of spell slots and their max level	Used for active abilities or magic spells
Abilities	Number of ability slots and their max level	Grants passive or active gameplay bonuses
Proficiencies	Number of proficiency slots and their max level	Non-combat skills like crafting or stealth
Augmentations	Number of augmentation slots and their max level	Provides stat boosts or unique effects
Armor	Reduce incoming damage based on Armor level and effected slot level, up to Armor Category level.	Slots provide additional durability

5. Combat Action Economy

Action	Stat Used	Cost	Effect
Melee Attack	Vigor	1 Vigor	Damage based on Vigor + Weapon Power
Magic Attack	Mana	1 Mana	Damage based on Mana spent + Spell Level
Ranged Attack	Vigor	1 Vigor	Damage based on Vigor + Weapon Power (range determined by Weapon Speed+ character Stamina)
Movement	Stamina	1 Stamina	Move up to current Speed stat in hexes
Dodge	Stamina	1 Stamina	Add current Stamina stat to roll to avoid an attack
Perception	Mana	1 Mana	Identify hidden details, traps, or weaknesses
Item Use	Stamina	1 Stamina	Use consumables like healing potions or tools

6. Clash Mechanics

Phase	Description
Initiation	Two participants engage in simultaneous attacks.
Roll to Hit	Both roll 1d20; successful rolls add damage to the Clash Pool.
Clash Pool Damage	Normal attack damage is added to the pool (not applied to players).
Direct Damage	Both participants take damage equal to their opponent's Vigor or Mana.
Clash Multiplier	Multiplier increases with critical roll states (x1 to x5 max).
Clash Resolution	The loser takes the total Clash Pool damage, multiplied.

7. Leveling Costs

Category	Cost (Per Level)	Maximum Level
Core Stats	Current level in Vibrant Prisms	5
Substat Levels	Current level in Vivid Prisms	Matches parent level
Character Level	Current level in Vibrant Prisms	5
Weapon Level	Current level in Vibrant Prisms	5

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8. Health

Level	Health Pool
1	20
2	40
3	80
4	160
5	240

7. Licensing and Legal