

ITEMS

Outside of combat, items are used freely. During combat, you have to burn dice to use items, and counts as an action.

Note: Some items have minimum Str, Dex, or Int requirements to use, violating this prohibits use of proficiency dice.

BURN COSTS

- 1 - Simple action (such as throwing an item)
- 2 - Moderate action
- 3 - Complex action (like using a Magic Scroll)

ITEM LIST

Item	MSRP	Description / Requirement
Healing Potion	50	Heals 1 damage (or exhaustion)
Gemstone [Rare]	100	Can store magical energy to be used to exhausted for spells so that the caster doesn't take exhaustion
Leather armor	20	-
Chain mail	100	-
Plate mail	800	-
Dagger	5	1 success, 5 blanks
Quarterstaff	5	1 success, 5 blanks
Short Sword	20	2 successes, 4 blanks
Hand axe	15	2 successes, 4 blanks
Hammer	25	2 successes, 4 blanks
Long Sword	50	3 success, 3 blanks
Battle axe	60	3 successes, 3 blanks
Maul	190	4 successes, 2 blanks
Greatsword	250	4 success, 2 blanks
Bow/Blaster	20	2 success, 4 blanks
Longbow/Heavy blaster	300	3 successes, 3 blanks
Hand Crossbow	15	1 success, 5 blanks
Spell Scroll	???	1 time use of a specific spell, requires number of +s equal to it's CP cost, and causes 1 exhaustion
Mithril item	???	One of this item's successes has 2 successes.

The rules found here are by no means all that one would need to play Starstream to it's fullest extent, though they are all that is necessary to play. For great reference, listen to Maximum Fun's 'The Adventure Zone', with Magnus, Merle, and Taako, and listen to the One Shot Network's 'Campaign', with Trist, Bacta, and Leenik.

These podcasted actual plays of D&D and Edge of the Empire exude the best type of improvisation and focus on the story along with excellently bringing the characters to life that tabletop gaming has to offer. Neither lay the story at the altar of strict rules adherence, and that's the way it should be for a game.

The best thing you can do to bring your stories to life are to practice, practice, practice. Play with people you know are hilarious, and don't feel embarrassed to get into character. Don't play a gimmick, play a person, who has feelings and different ways of dealing with things than you.

Final Note to GM's: The more you say "No" to your players, the less fun they have (you don't exactly have to say "yes", either).

Final Note to players: Bring on the shenanigans, but remember, you aren't the one telling the story. Play your character fun and seriously, just don't take yourself too seriously.