

# STARSTREAM BETA

Centuries have passed since blah blah have fun. With very few exceptions, this tabletop roleplaying game is utterly paperless.

## OVERVIEW

This game is designed to be role play heavy, but it doesn't have to be. In fact, you can just create characters and play against each other if you want.

Normally, the GM creates or picks a story, and narrates it as the players who have chosen a character of their own within the story decide how their characters think and react.

## CHARACTER CREATION

Instead of HP, you have dice that you spend 10 character points (CP) on, and gain 1 more CP to spend each time you level up.

You can spend CP on Basic Action dice, then spend more to upgrade them to proficiency dice and skill dice. Proficiency dice can upgrade to either Savvy or Mastery dice. Magic is also purchased with CP.

To level up, you need to defeat the equivalent of 20 times your level in CP. There are no classes, instead, each character picks a vocation.

### ACTION DICE

Basic action dice - ++□□□□

Proficiency dice - ++++⊗□

Savvy dice - ++++⊗⊗

Mastery dice - ++++⊗⊗

Skill dice - (●●●●, ■■■■, or ⊕⊕⊕), and □□□

### KEY

++ - Success, ⊗ - Exploit

□ - Blank (no success)

● - Strength (athleticism)

■ - Intelligence (wit)

⊕ - Dexterity (agility)

## NOT DYING

Damage is tracked by the black side of ● (Injury Dice) and force you to burn (set aside) your rolled dice. If you have as many injury dice (damage or exhaustion) as your action dice, you pass out. If the whole party passed out, the GM can declare game over, or continue the plot in way that the party survives, such as being captured.

**When you roll your dice for any reason, you must first burn as many dice as you have damage dice in front of you before you can use any. You can burn blank rolls.**

Items are also dice, but not action dice. You never need to burn any. You roll them whenever you use them (attacking, blocking, etc), NOT when you roll at the beginning of your turn.

When you are healed, damage is converted to exhaustion (the grey side). Exhaustion still requires you to burn dice, but getting hurt again just converts the exhaustion back to damage.

Remove 1 exhaustion per in game hour, if you don't have any, convert 1 damage to exhaustion.

**Example 1:** Eric Genmage (level 2) originally spent 5 CP on action dice, and upgraded 3 to Intelligence dice, and 2 to proficiency dice. He then can roll 5 dice per round. At level 2 he upgrades one of his proficiency die to a Mastery Die. If he takes one damage then he still rolls all 5, but has to burn one before performing any actions. If he takes 4 more damage, he faints.

## TURN ORDER:

**Overview:** Everyone rolls to begin the first round, then each player takes successive turns within the round (usually more than 1) until the next round begins, or the combat ends. Each round represents about 10 seconds.

**Begin:** At the beginning of combat, all players roll all their action dice and can declare how many successes they have. The player with the most successes goes first, ties are broken by whoever has the most ⊕, then ■, then ●.

**Rounds:** Active player declares 1 action, spending as many points as they want. If not, they forfeit any more actions; though they can still take reactions by burning a die.

**[Playtesting:** A creature can burn 1 die per turn to advance to or retreat from melee, but it can be contested by the opposing creature by also burning a die. Creatures cannot retreat from a creature they just attacked. [can this be completely out of order?]] After the active player's action, the player to the left takes a turn. Keep going clockwise until everyone is out of unused successes, then begin the next round by everyone rolling all their action dice again. The first player to use all their successes in the former round starts the next round (since they are at a disadvantage having no successes to respond to everyone else's final actions, and logically they'd have the most time to observe and react to the next round).

Any hit deals 1 damage, and each boost adds 1 damage. If a player doesn't defend an attack with a reaction of some kind, they take all damage coming at them.

If a player has armor, they roll the corresponding number of the damage dice coming to them as shown in the chart on page 2. Any that roll grey are successfully defended by the armor, the black ones stay as damage.

**Example:** Strigh Benth has Chain mail and takes 4 damage dice in one attack. He takes two of them (the defense number on Chain mail) and rolls them. He gets one grey and one black. The grey one is removed and he only takes 3 damage total.

**Reactions:** Burn a die to react to someone's action.

**Used dice, damage dice, and burnt dice** should remain separate from your unused dice and cannot be hidden.

**Reroll all** rolls that you get zero successes.

## ABILITY CHECKS

When players want to perform a feat of some kind (out of combat), be it disarming a trap, kicking in a door, or piloting a ship, the GM decides the level of difficulty and rolls the number of action dice and/or skill dice necessary for the player to beat. The player then rolls all their dice, including relevant vocation bonuses, and if they don't match or exceed the successes and skills of the GM's roll, they fail. **Vocation bonuses** are given at GM discretion reflecting the character's chosen vocation (usually 1 skill die and 1 proficiency die).