

Star Striders

The Sol Empire rules the Orion Arm of the Galaxy. Through the empire humanity rules many star systems and the aliens that live among them. The Imperial Fleet and its Star Marine Corps protect from enemies without, but for threats within the empire calls the Star Striders: a secretive organization that recruits only the bravest, strongest, and smartest to protect humanity from the unseen. They delve into derelict space ships and abandoned worlds to end threats before they destroy the empire from within.

The Game

Star Striders is a table-top RPG played with any number of players and one additional player as Game Master (GM). The players each create Star Striders to go on an assignment. The Game Master tells the players the story of the assignment, explaining the actions of the rest of the characters, and controlling the adversaries in combat. Players will explain their actions to the GM, who will in turn explain the outcomes. When the outcomes are not certain a die roll is used to help determine the outcome. Die checks are annotated by the number of dice to be rolled followed by the number of sides on the die, like 1d20 or 2d6. It is the goal of the players to complete whatever objectives are set by the assignment. It is the goal of the GM to present the players a challenging but winnable assignment.

Characters

Characters are represented by their attributes. Each attribute is a rating which expresses the bonus that character gets to die checks used by that attribute. All sentient creatures have a rating in these attributes, though some unique creatures may have a value of "null" in an attribute.

(PH)Physique: Physical strength and endurance. **(AG)Agility:** Speed, evasion, dexterity, and sneaking.

(IN)Intelligence: Learning, knowledge, and recall. **(SE)Senses:** Awareness, social insight, and detection.

(CH)Charisma: Willpower, leadership, charm, deception, and intimidation.

The primary attributes combine with equipment to determine your combat attributes, which are listed below.

(ACC) Accuracy = AG: Bonus to hit and damage with guns.

(BRU) Brutality = PH: Bonus to hit and damage with melee weapons like blades and fists.

(RES) Resilience = (3xPH)+10: How much damage a character can take before being defeated. This is called base resilience.

(EVA) Evasion = Average of AG & SE: Bonus to avoid incoming attacks.

(SPD) Speed = 4+(½ AG): Determines movement rate of character, and bonus when determining turn order.

When you create a Star Strider, roll 1d4 for each of your primary attributes. You may reroll a single result. If none of your rolls are 3 or higher, you may re-roll the whole set. If more than two of your rolls are 4's you must re-roll the whole set. After rolling, assign the values to the primary attributes and then calculate your combat attributes.

Once you have your attributes you will choose up to two weapons and a suit of armor from the equipment list. Each Star Strider also goes on assignment with communicators cybernetically implanted that lets them communicate with each other without speaking, join digital networks, and provide access to some mission intel. If an assignment requires a prolonged stay in an area, the GM will tell you what other provisions the order gives your party to make sure you are prepared.

Assignments

The Game Master defines the assignment the heroes will go on. During the assignment the heroes will have to overcome various challenges. Star Striders have extensive enough training to be able to accomplish any non-combat action using one of their 5 attributes. To make an attribute check, roll 1d20 and add your attribute bonus and any other relevant bonuses or penalties. Your goal is to roll greater than or equal to the Challenge Rating, or CR, of what you are trying to do. The CR of the action will be set by your GM and is secret to you. You will know if you succeeded or failed based off what your GM tells you. Sometimes the CR is set by another character. If you are trying something that is opposed by another character (sneaking past them, beating them in a test of might, etc), then both characters make checks and the higher result wins with ties resulting in a stalemate.

Inevitably the Star Striders will need to engage in combat. When combat begins, each character will test for turn order by rolling 1d20 and adding their speed. Characters will then take their turns in order of highest to lowest. Once every character has taken their turn, start over at the top of the order until one side or the other is defeated. If one team has surprise, they add 20 to their initiative roll. On a character's turn they can take two actions. Generally speaking these actions are either to move or attack with an equipped weapons. Anything else nontrivial, such as reloading or switching weapons, would be an action. You may draw and attack with a weapon as a single action if you have nothing equipped. Giving a quick command can be done as part of another action, as can asking a question or responding.

On your turn you can move 5 feet for each point of speed you have. Characters can use their agility to jump over obstacles for any amount of this movement, or physique to climb for any amount of this movement. For either case they cannot move faster than their speed for any reason. The GM will likely indicate some areas as difficult terrain, which you move through at half speed. You may move through allies, but not foes, and you should never occupy the same space as another character.

To attack you must declare your weapon and target(s). For the target to be valid the attacker must know their position, have a line of fire not completely obstructed by terrain, and be in range. Some terrain and characters partially obscure targets, giving a bonus to their evasion set by the GM, generally +2 for light cover, +4 for heavy cover. To see if you hit, roll 1d20 and add your ACC for ranged weapons and BRU for melee. Roll less than EVA+5 and you miss completely. Roll EVA+5 or higher and you inflict a grazing hit. Roll EVA+10 or higher and you inflict a solid hit. Roll EVA+20 or higher, or if the die comes up 20, and you inflict a critical hit. If your attack hits you roll for damage. For grazing hits, roll the weapon's damage. For solid hits, roll the weapon's damage and add your ACC or BRU to the roll. For critical hits maximize the damage die, add ACC or BRU, then add 1d12 more damage.

At 0 RES or lower, a character is defeated and can no longer act until healed. They lose 1 RES a minute and die outright at negative their base resilience. So long as you are not dead, being healed stops RES loss per minute and restores you to 0 plus the amount healed RES. You may stand up and resume fighting as an action on your next turn.

Equipment

New Star Striders can choose from the following equipment to outfit for their assignments. They will likely find better equipment on assignment, and are encouraged to keep any found gear to aid them in future assignments. A Star Strider can carry up to 3 weapons at once, only 2 of which may be 2-handed weapons.

Each weapon indicates the die you roll when you deal damage as DMG. Each weapon also lists a range in ft, indicating how close your target must be to hit it. Melee range means adjacent (5 ft). Weapons with the "MAG" rule indicate how many attacks you can make with the weapon before an action must be spent to reload it. Weapons with the "CLD" rule can only be used once before waiting the indicated number of actions to be used again. If a weapon lacks MAG or CLD it may be used every action without limit. Each weapon indicates if it requires one or two hands to use. You may wield a 1-handed weapon in each hand and attack with both using one action at a -2 penalty to hit. When using a 2-handed ranged weapon you cannot shoot targets next to you. Such weapons can also make the following attack: Melee | DMG 1d6 | Savage, Push. Making this attack doesn't end heavy weapon set up. Weapons have special properties, the definitions of which are listed below.

Armor is how a Star Strider defines their role in combat. Armor makes you harder to kill, and thus adds to your resilience total. It may also improve attribute checks or give you new actions in combat.

Weapon Rules

Rapid: Make 2 attack rolls, use the best roll. No ACC bonus to damage. **Ruthless:** Crit hit on Evasion+19 or 19/20.

Spread: Reduce damage by 1 die every 10ft target is away. **Push:** Solid/Crit hit: push the target away 5ft.

Savage: Ranged weapon uses BRU instead of ACC.

Finesse: Melee weapon uses ACC instead of BRU.

Blast: Solid/Crit hit: all characters adjacent to the target, except yourself, also take damage.

Heavy: You must spend an action to set up this weapon before firing. Once setup, you can keep attacking until you move.

Weapons

Rapido Inc Pistol: 1h | DMG: 1d6 | RNG: 60 | MAG: 5 | Rapid

Claymore Industries Pistol: 1h | DMG: 1d10 | RNG: 200 | MAG: 6

Quelltech Shotgun: 2h | DMG 6d4 | RNG 60 | MAG: 5 | Spread, Blast

Templar Systems Assault Rifle: 2h | DMG 1d8 | RNG 500 | MAG 8 | Rapid

Claymore Industries Longshot: 2h | DMG 1d12 | RNG 1000 | MAG 1 | Ruthless

Rapido Inc Autocannon: 2h | DMG 1d10 | RNG 500 | MAG 10 | Rapid, Heavy, Savage, Blast

Cyberblade Manufacture Shinobi Sword: 1h | DMG 1d6 | Melee | Finesse, Ruthless

Templar Systems Longsword: 1h | DMG 1d10 | Melee

Quelltech Arm Shield: 1h | DMG 0 | Melee | Push. +4 Evasion against attacks in front of you.

Claymore Industries Heavy Blade: 2h | DMG 1d12 | Melee | Ruthless

Armor

Templar Systems Armor: +20 RES, -4 to sneak, -1 speed. Overshield: Take 1d6 less damage from glance/solid hits.

MediStar Armor: +10 RES. (action) Healing Gauntlet: Heal 1d8+SE Resilience to a character within 25ft. CLD1

Pryce Systems Tech Armor: +10 RES, +4 to all tests interacting with computerized equipment.

Phase Armor: +5 RES, +2 speed. Blink: Instantly move from start to end point, ignoring everything inbetween.

Cyberblade MFG Stealth Armor: +5 RES, +5 to sneak, +2 evasion. (action) Cloak: AG check to hide in plain sight.

Psychic Armor: +5 RES. (action) Mind Blast: RNG: 40 | DMG: 1d6+IN | Hit if target fails a CR=10+your IN test | Blast. CLD 1

Vanity Hologram Armor: +10 RES, +4 bluff/charm. (action) Shapeshift: Appear as someone else. Opposed by foe's SE.

Progression

Between each assignment your GM may decide enough time passes to allow a Star Strider to train. Training improves a character's Star Strider level by 1, allowing them to improve any of their primary attributes by 1 point. They can never improve an attribute to higher than 4+½ their new level, or higher than 10. Star Striders can reach level 15 at the highest.

Running an Assignment

As the Game Master you will need to prepare the assignment for your players to run, the narrative of which is up to you. Assignments should be full of encounters, both in and out of combat, and be challenging but not impossible. If your party is mostly charismatic, make assignments that feature tougher negotiations. If your party are built for battle, then give them battle. For non-combat tasks here are some example CRs. **Easy Tasks:** CR 5; **Moderate tasks:** CR 10; **Difficult Tasks:** CR 15;

Specialist Tasks: CR 20+. Feel free to increase these by 1 every 2 levels.

When designing foes, consider all enemies as one of three types: Fodder, Leaders, and Nemesis. Fodder are weak enemies that are not threatening unless in higher number and tend to outright die when reduced to 0 RES. Leaders are challenging foes that lead Fodder into battle, almost as strong as a PC, while Nemesis are foes so strong it will take a team of players to take them down. Nemesis get 3 actions on their turn instead of 2. Nemesis should have 2 or 3 weapons and a way to use two without spending an action switching. Below are guides for creating each kind of enemy, where LV = average level of the player characters. Some foes may be larger or smaller than the players. Larger foes deal 2+LV extra damage and an extra 5ft to their reach, but lose 2 EVA and 1 SPD. Smaller foes gain 2 EVA and 1 SPD, but deal 2+LV less damage. If you make foes even bigger, further magnify the effect. Feel free to adjust these numbers to fit the theme you want for your foes.

Fodder: RES: 8+LV, ACC or BRU: 2+LV, EVA: 2+LV, SPD: 3+LV, DMG: 1d6 ranged, 1d8 melee.

Leader: RES: 17+(3*LV), ACC or BRU: 3+LV, EVA: 3+LV, SPD: 4+LV, DMG: 1d8 ranged, 1d10 melee.

Nemesis: RES: 36+(4*LV), ACC or BRU: 4+LV, EVA: 3+LV, SPD: 4+LV, DMG: 1d10 ranged, 1d12 melee.

You should reward your players for accomplishing their mission with new gear. New weapons should add +1 to ACC or BRU every 2 levels, and armor should add +3 RES every 2 levels. Other bonuses can scale at ½ LV. Weapons and armor can also gain new special rules, so mix and match and be creative! You could make weapons that deal bonus damage on solid/crit hit, or reduce one of the victim's base attributes for 1 turn, or armor that gives unique attribute bonuses.

Character Sheet

Character Name: _____ Player Name: _____
 Species: _____ Gender: _____ Age: _____ Height: _____ Weight: _____ Eyes: _____ Hair: _____
 Star Strider Rank: _____

Primary Attributes

PH	ysique
AG	ility
IN	telligence
SE	nses
CH	harisma

Check Bonuses:

Combat Attributes

	=		+	
Resilience		10+PHx3		Armor

	=		+	
Evasion Defense:		(AG+SE)/2		Armor
		Grazing Hit (Evasion+5)		Solid Hit (Evasion+10)
				Critical Hit (Evasion+20)+

	=		+	
Speed		4+(AG/2)		Armor

	=		+	
Accuracy		AG		Gear

	=		+	
Brutality		PH		Gear

Equipment:

Weapon:	
Attack:	
	Accuracy or Brutality
Damage:	
	dice + Acc or Brutality
Range:	
MAG/CLD:	

Properties:

Weapon:	
Attack:	
	Accuracy or Brutality
Damage:	
	dice + Acc or Brutality
Range:	
MAG/CLD:	

Properties:

Armor:	
Resilience:	
Properties:	