

FALLING STARS

Roleplaying & Tactical Game System



FIRST LOOK

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WHAT KIND OF GAME IS FALLING STARS?

Falling Stars is a tabletop Roleplaying game. A Roleplaying game is much like telling a story, only in this format, the characters in the story are the players at the table rather than simply being pure fiction.

In a Roleplaying game, someone assumes the role of the Game Master, and then everyone else assumes the role of a “character” in the story. The Game Master is someone who oversees the story and guides the action for the players, while the players interact with the world the Game Master creates to help shape the story.

When players attempt to do something, they tell the Game Master what they want to do. The Game Master then determines the difficulty of the task at hand and assigns a difficulty to it, or makes the opposed skill check for any characters that might be working against the players (unless they are being opposed by another character, in which case they each roll their own dice). Sometimes the story will take place with talk

around the table, other times combat will be the correct course of action, but everything in the game is a story telling opportunity.

Whether using a skill outside of combat, or shooting a target in combat, a quick roll of the dice will determine the outcome in most cases!

Dice

Roleplaying games usually use a set of polyhedral dice that can range from four sides to twenty sides. For Falling Stars, you will only need a pair of ten-sided dice, commonly abbreviated as “2D10”. The 2 represents the number of dice being rolled, D for dice, and the 10 to indicate the number of sides or faces the dice have. These can be purchased at most gaming and hobby stores and some comic book shops that also sell gaming supplies. Even many mainstream bookstores may carry these dice, or can special order them for you. Dice are also available at gaming conventions and can be ordered by mail or over the internet.

All die rolls in Singularity revolve around rolling these two dice. For most rolls, the rolled numbers of the two ten-sided dice will simply be totaled together, usually adding various other numbers in the form of modifiers or bonuses.

However, sometimes it will be necessary to roll what is known as “percentile” dice or D%. To do this, select one D10 as the “high” die, or tens place, and another die as the “low” die, or ones place. Roll both dice together, but instead of totaling the results, read them by placing the digit on the high die in front of the digit on the low die.

Example: If you roll a 2 on the high, or tens die, and a 3 on the low, or ones die, then the result would be a 23. While a 9 on the tens die and a 5 on the ones die would be a 95.

When rolling percentiles this way, a roll of two 10's, or 0's, depending on your dice, is treated as a 100, not a 0.

In cases where there is a remainder and rounding is required, always round down. For example, 4.8 should be rounded down to 4.

Interacting with the Game World

Your character is your avatar within the world of Falling Stars. It is through your character that you will interact with the universe and everything in it, and their skills and abilities will determine how you are able to do so.

Most of these interactions will take place either as combat actions, or non-combat actions. Your character will explore the world, interacting with the people and things within it by using their skills, abilities, weapons, and equipment to aid them.

At times, these interactions will require you to make skill checks, which usually involves the rolling of dice and adding of bonuses to try and meet or exceed a Target Number.

Other times, these interactions may lead to conflict between your character and someone else's character, be they another player, or an NPC (Non Player Character) that is controlled by the Game Master. When this happens, combat occurs. Combat is resolved much the same as skill checks, but in this case there is the addition of damage being done and the need to track it, plus the fact that nearly all of the rolls made will be ‘opposed’, which means the Target Numbers will be set by someone else rolling dice, rather than statically assigned by the Game Master.

EXAMPLE OF PLAY

Four players gather to play the game, Samantha, Dean, Jeff, and Zoe. Samantha has taken on the role of the Game Master for this session, so she will be controlling all of the NPCs, directing the action, and describing to the other players what is going on in the world around their characters. Dean is playing a psy'ryllion Paragon, Jeff is playing a cybernetic human Marine, and Zoe is playing a Genetically Engineered human Hacker.

Samantha begins the game by describing the scene the other players find themselves in.

Samantha: “Okay, picking up where we left off last time, your group has landed on the small moon after ducking under the Outsider's sensor net. You found a place to land and made your way through the valley to the secret entrance to the weapon's cache. You now stand before a huge metal door that looks as if it could take a

broadside from a UPCN flagship and still keep you out. Next to it is a small terminal that looks as if it is the locking mechanism for the door. What do you guys do?”

Dean: “I search the surrounding area for any signs of surveillance equipment.”

Jeff: “I ready my assault rifle and prepare to cover the others while they work on the door.”

Zoe: “A control panel, eh? That sounds like it’s right up my alley. While the others look around for trouble, I go examine the panel to see if I can do anything with it.”

Samantha: “Okay, Dean, you survey the area and find that the many trees and bushes growing near the door are going to make it nearly impossible to be sure you are alone. Jeff, you ready your weapon and set up a field of fire that looks like you’ll be able to see anyone coming from the obvious point of entry. Zoe, you approach the panel and it appears to be a pretty standard mechanism. You’re sure you can work some magic on it with a little time.”

Dean: “Lots of places to hide, eh? Alright I’m going to really study the area and see if there are any signs of others being around.”

Zoe: “While he’s doing that, I try to hack the console to get the door open.”

Samantha: “Okay, Dean, roll on your Perception using your Intelligence Attribute, and Zoe, give me a Hacking skill roll against a Target of 18, whichever Attribute you feel is appropriate.”

Dean rolls 2D10 for his Perception skill and adds 3 for his rank 3 skill and 1 for his Intelligence bonus.

Meanwhile, Zoe rolls 2D10 for her Computer Hacking skill, adding 4 for her 4 ranks in that and 2 for her Intelligence Attribute, since she feels it is most appropriate to the situation.

Dean: “Okay, I rolled an 18, plus bonuses for a total of 22.”

Samantha: “Okay Dean, you hear the sound of armored boots approaching your position. From the sound of it, it’s probably half a dozen people.”

Dean: “Uh oh, company, Jeff, get ready to hold them off. Zoe, how’s that Hack going?”

Zoe: “I rolled a 9, with my bonuses it’s a 15.”

Samantha: “That’s not going to get it, Zoe, you’re going to have to try again, but now it will be while under fire. Everyone, roll for initiative as the local garrison comes into sight, weapons ready...”

CORE GAME MECHANICS

The Opposed D10 Mechanic

Falling Stars uses a unique die rolling system called Opposed D10. Under most circumstances, when rolling dice, you will be doing so against the Game Master, or another player's roll. When you are in your Active Turn, that is, deciding what to do and announcing it to the group, your roll will set the Target Number that others will need to beat with their rolls in order to beat you to the proverbial chase.

Occasionally, the Game Master will set a simple, static Target Number (Usually identified by the parlance Target: 12, or Target: 21 in modules and examples of play) that players will need to try and best with their rolls, but this is usually only done when there are no other characters involved in what is happening. An example of this would be if your character is picking a simple mechanical lock, or cleaning their weapon.

In all cases, whether the GM sets a Target Number or it is an Opposed roll, you will be rolling 2D10. This will be covered in greater detail in the Core Manual or Quickstart Guide

Attribute+Skill Rolling Mechanic

As with other RPG's, Falling Stars uses a combination of attributes and skills, combined with dice rolls to determine the outcome of any given scenario. What makes the game unique though, is how attributes and skills are combined.

Whereas in most games, a skill is bound to a particular attribute, in Falling Stars, attributes and skills can change on the fly to meet different scenarios. What this means is, you may sometimes roll a particular skill and add your Agility bonus to the roll, but other times when rolling the same skill,

you will be adding your Strength Bonus to the same skill roll instead, because that is what the situation calls for. This is outlined in greater detail in the Core Manual or Quickstart Guide

The Action Point Mechanic

Action Points are a measure of how much a character can attempt to accomplish in a Round of combat. Each character has a pool of Action Points that they can draw upon to try to do things during combat. Running out of Action Points during a Round means the character is unable to do anything more that Round.

Once all characters involved in the combat run out of Action Points, or choose to hold in reserve (and possibly forfeit) those they have remaining, then the current Round is over and a new one begins. At the beginning of a Round, all characters have their Action Points restored (unless there is some holdover effect, discussed below) and a new round of Initiative is rolled to determine the order for Active Players. This mechanic is gone over in greater detail in the Core Manual or Quickstart Guide