

FALLING STARS

Roleplaying & Tactical Game System



BEGINNER GAME



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FALLING STARS

Roleplaying & Tactical Game System

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Why we do what we do: We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family, friends, and, of course, our fans

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1 INTRODUCTION

Welcome to the Falling Stars Roleplaying Game! This book contains rules and descriptions on how to start playing the game, as well as some helpful hints on role playing games in general. Using this book as a guide, you, your friends, and family can create worlds and adventures that are only limited by your imagination.

WHAT IS A ROLEPLAYING GAME?

A Roleplaying Game is best described as a collaborative story telling experience. Have you ever sat around with friends and had conversations about ‘what if’, or spun a yarn about how you would have handled a situation ‘if only’? Well, playing a Roleplaying Game, or RPG is very much the same, only in the game, you have a character who has certain skills, abilities, and equipment that can be used to find their way through the story.

To play the game, one person will describe a situation, explain what anyone there who is

not one of the player characters is doing and then ask the players what actions they will take. All of these actions and descriptions work together to create an entire story that the players can influence the outcome of.

The game may be played with or without dice, depending upon how you and your friends want to proceed. If you choose to play with dice then combat and skill usage will be resolved by rolling the dice and adding any bonuses, which will be described in the “Your Character” section below.

If you choose to play without dice, then combat and skill usage is resolved by comparing the rank of your skills against the difficulty of the task you are trying to accomplish, or the rank of the character or creature you are up against.

WHAT IS A TACTICAL GAME SYSTEM?

A tactical game system allows players

to skirmish one-on-one with each other using the Falling Stars Opposed d10 game system. Players can take a break from role playing (or completely ignore that aspect of the game) and simply enjoy fighting other players.

Players can select teams or elect to play free-for-all or anything else in between. The maps in Falling Stars are scaled perfectly for 28mm miniatures, or players can make their own maps using half-inch grid squares or as a miniature gaming system with ranges measured in half-inch increments.

Maybe that tough talking UPCN Marine thinks he can take your Brawler. So take a break for the RPG and let the two players settle the argument with the Tactical Game System. Bragging rights goes to the winner, and then the group can get back to playing the role playing game. The possibilities are endless!

If you want to jump right into the tactical system, use the characters in the Appendix against Brigands and Privateers, whose stat blocks are on pages 47 and 49.

BEFORE YOU BEGIN...

The Falling Stars Roleplaying Game is designed as an interactive storytelling experience. As such, it is ideally played by three or more people. One of those people must be the Game Master, and the rest are Players.

THE GAME MASTER

The Game Master is the person who sets the stage, describing the scene for the players, and explaining what all of the NPCs, or Non Player Characters, are doing. Game Masters create much of the drama and often provide an end goal or plot hook for the players to be drawn into. When the GM describes a

situation, the players will then explain what they intend to do, and the GM will tell them how the situation is influenced by them, or what the NPCs do in response to their actions.

While it is the GM's responsibility to describe and manage the world around the players, it is important to note that the game is not intended to be the GM vs. the Players. Rather, it is the GM providing challenges for the players to overcome in their own grand story!

Just as if the players were in a book or movie the obstacles they try to overcome shape how the story unfolds. However, as the GM reveals the story and controls enemies and NPCs, he (or she) has to strike a careful balance between imperiling the players without guaranteeing their destruction.

The players must play wisely – the galaxy can be a dangerous place and foolish decisions can destroy a player, a ship, or an entire world. But if the players are brave and wily enough to outwit their enemies they may live to enjoy many adventures.

THE PLAYERS

Anyone playing the game who is not taking on the role of the GM is a Player. Players choose, or build, characters who provide them with skills, abilities, and equipment that they can use to interact with the world, do battle with the enemy, and overcome other obstacles.

WHAT'S IN THE BOX

This Rules and Adventure Guide

Except for the dice, this book contains everything you need to run your first adventure, including several pre-made characters which you will find included in the

box. Further in you will find the rules of play, descriptions of weapons and equipment, and a few important places where the story in the book takes place.

Character Sheets

Each character sheet contains all of the pertinent information for a single character. Each Player should have one character sheet.

Game Tokens

These cardboard and plastic tokens are used to represent the NPCs, enemies, and players on the game board/map.

Maps/Game Boards

This book contains 5 map illustrations for you to use to recreate specific spaces described in Chapter 1 of the “Into the Long Dark Night” adventure campaign. Each is designed to represent the area in which a combat encounter takes place. To identify which map goes with which encounter, refer to the start of the chapter to determine which maps are needed.

This Beginners Game box also contains these 5 maps as multi-part printed items that you can assemble on your table instead of re-creating them from the appendix entries. All maps are scaled to work either with the provided 1-inch game tokens or with any other 28mm miniatures players may wish to use in their place. These maps may also be used outside the adventure for Game Masters to create their own stories and encounters on.

RULES

The rules of the game are easy to learn and designed to be as transparent as possible.

The idea of any role playing game is to step into the role of your character, see the world through their eyes, and solve problems using their skills, and their environment.

For the most part, this is done through cooperative storytelling. That means that the GM, or Game Master, will describe the situation and what you, the character, see. Then you describe how your character reacts to the situation. You can use your character’s skills, attack or defend, or try to talk through the situation, it’s entirely up to you and your group.

Throughout this book, there will be the occasional offset text box, like this, that will supply information or concepts specific to the context of the book.

Usually, this information will be directly relevant to the material on the page, and most often, it will be during a portion of the adventure when a new concept is being introduced for the first time.

One of the advantages of playing a role playing game is that there really are no wrong answers. You and your group are encouraged to adapt the rules to your play style, and look for creative and interesting ways to solve problems. That’s what this game is all about. Having adventures and solving problems and puzzles along the way.

The first decision you need to make is whether your group wants to play with or without dice. Either choice is fine, but your entire group should agree on a single method since it is much more complicated if some try to play with dice and some want to play without. If you decide to use a skill, or engage in combat, the decision about using dice will affect how the combat or skill use is resolved.

With dice, almost all rolls are made with two ten-sided dice (2D10), adding the results together, then adding the character's applicable bonuses. If a character is opposing someone else, then the other person will also roll 2D10, add their appropriate bonuses and the highest total roll wins (the person on the defensive always wins in the event of a tie).

If a player is attempting to accomplish a task he first declares which skill he is using, then rolls 2D10 adding the applicable bonuses. There will be a target number to meet or beat.

For example, picking a simple lock might be Target 12, meaning the player must achieve a roll plus modifiers of at least 12. Some skills may have multiple targets, meaning that the higher the roll the more success or information (or whatever) will be achieved. Also remember that there may be negative modifiers depending on the task and circumstances surrounding it.

When using skills while not working against an opponent the GM will assign a difficulty to the task at hand then the player's roll is compared to that target number. If they roll equal to or higher than the Target Number, then they are successful in overcoming the difficulty or completing the task.

There are cases where a throw of the dice results in an automatic success or failure. These instances are referred to as Critical Success or Critical Failure. This kind of outcome results when the player or GM rolls 2D10 and the outcome is doubles.

Double 1 – 5 is an automatic failure, while double 6 – 10 is an automatic success. In the instance of combat the following outcomes occur:

TABLE 1.1 DOUBLES EFFECTS

<u>Doubles Rolled</u>	<u>Possible Effect</u>
1	You miss an attack, you drop weapon, and you trip and fall
2	You miss with an attack and trip and fall
3	You miss with an attack and drop your weapon
4	You miss with an attack
5	You miss with an attack
6	You hit with an attack
7	You hit with an attack
8	You hit with an attack and the enemy falls prone
9	You hit with an attack and do damage x2
10 (0)	You hit with an attack and do damage x2 and knock the enemy prone

Keep in mind that a Critical Failure is a Critical Failure no matter what, so, for instance if a player needs to beat Target 8 but rolls two fours, it is still a Critical Failure.

Without dice, the game is much more story driven. In combat as well as when using skills, the rank the character has in a skill or ability is compared against that of their opponent, or the difficulty of the situation. In this case, the character with the higher rank should always win/succeed, but the fun is in describing how that happened.

That's basically it. To play the game, you pick a character, the GM describes the situation, and you and your fellow players describe how you react.