

**SHATTERED STARS GAME**

### It is modern-day Earth and the characters will discover that reality is more deadly than what they were lead to believe. There are things that man was not meant to know. It is up to the characters to defend the world from an unknown reality. Will they survive with their sanity intact?

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### Introduction & Character Background

### You are entering a low-level modern fantasy game where your deeds could save Earth from being corrupted on a cosmic scale. Each player needs to develop a character background based on the following:

* It is Earth as you know it today; December 18, 2019.
* All characters will work for or be associated somehow with the Geode Corporation. (Family member, invited friend, vendor, etc.) A small (50 employees) software development company in Irvine. Your exact job is immaterial but can be included in your character background if it is important to you.
* Your character starts the campaign between 21 and 35 years old. There is no advantage or disadvantage to any selected age. Choose based on your character history for role-playing purposes.
* Consider the following questions when developing your background:
  + Are you cowardly, foolish, impulsive, greedy, or merciful?
  + Who or what ideology would you die for?
  + Do you have a family? Friends? Pets?

### Character Creation

1. We will be the homebrew 3d6 mechanic.
2. Use the **provided character sheet** to help with the creation process.
3. Your character will be **human**.
4. **Concept**: Players should originate a description that explains their characters’ current vocation and status in life. Examples include mid-level Accounting Manager, Life-Guard, Construction Worker, Police Officer, and so on.
5. **Intimacies**: Select at least one of your two intimacies. (A 3rd intimacy is reserved to be assigned during play.) These are things you care about most (Page 90 Exalted), a motivation, a goal, a fact about your character, or even a secret. These will provide a +/- 2 to rolls when appropriate. You can even have a “Limit Break” or “Consuming Temptation” if it helps with the role-playing of your character.
6. **Attributes**: There are six attributes. At PC Creation you get a total of five (5) “+1” bonuses to add to these attributes. You can add a maximum of +3 to any one attribute at first level. In addition, you can take up to a total of -2 negative attributes to other Attributes.
   1. **Body** – Toughness & Agility
   2. **Mind** – Intelligence & Wisdom
   3. **Charisma** – Appearance & Leadership
   4. **Spirit** – Psionic power & Luck
   5. **Attack** – Melee and Missile
   6. **Defense** – Dodge and Block/Parry
   7. **Sanity**  - See the explanation below. Not part of PC creation
7. **Associated Sub-Skills**: Each Attribute has associated skills as shown on the character sheet. The *Everyman* skills can be used untrained at disadvantage. *Trained* skills cannot be used if the character has no training in that skill. The character gets four skill dots + Mind at character creation..
8. **Weapon Proficiencies**: A character learns how to use one weapon at first level without disadvantage. All other weapons are at disadvantage. You add an additional weapon proficiency for every point of *Attack.*
9. **Add** a dot for a selected profession. Examples include accountant, CPA, Finance Manager, Plumber, etc.
10. **Life Points:** At first level, you have ten (10) Life Points plus your Body score.
11. **Powers**: You start with no “powers” or special abilities. You are essentially zero (0) level. You will gain powers as the game progresses.
12. ***Wealth Level***: All characters start with an “*Average*” level of wealth with the trappings appropriate to their profession and the ability to buy goods of average price or less each month as part of their disposable income. You may optionally choose to be *Struggling*, gaining an additional +1 Statistic point but this does not allow you any discretionary income. You could also choose to be *Affluent*, which results in a starting *Insanity Level*  of ten (10) to reflect a mind unaccustomed to the harsher truths of the world. This level of wealth allows you to purchase one “quality” item (+1) once a month. Start with one such item.
13. **Equipment**: Since this is a modern world, you will start with normal clothing, a cell-phone, and miscellaneous items you would carry in everyday life. Based on your *Wealth Level*, establish your home and associated assets.

Above all else, have fun! Good Luck!

**House Rules**

* **Languages:**  All characters start knowing how to read and write English. If your concept allows, you may add one additional language known.
* **Luck Check**: Each character can use their “luck” once per session to re-roll anything; even a DM’s roll. Additional luck checks can be acquired during play for good role-playing.
* **Used Equipment**: There is a limited market for used equipment. Selling of used equipment yields 25% of its retail price. Purchasing used equipment is 50% of the retail price. However, used equipment will be damaged or sub-standard. In all those cases, these items function at a -1 penalty (when appropriate).
* **Items of Quality**: Masterwork and items of Quality are available in this campaign similar to the Black Company campaign book.
* **Sanity**: Adding this *Attribute.* It starts at zero (0) and goes up based on the character’s’ experiences. If this score reaches 100%, the character is no longer playable and becomes an NPC.

**Meta-Gaming Notes**

* In this game, there are no resurrection spells, long-distance teleport abilities, summoning spells, or time-travel abilities available to the characters.
* **Tone**: This is supposed to be a serious and deadly game with the feel of *The Black Company* meets *Cuthulu* in the world of “*Wild Cards”.* Many times you will be fighting against the supernatural that is more powerful than your party. Play cagey and smart in order to survive. Character death and/or insanity is expected.
* All characters must be willing to cooperate with others in order to accomplish tasks only your characters can perform. Characters cannot be “evil”.
* Please create a **name** for your character that is appropriate for the period and setting. No joke or pun names.
* This could eventually turn into a sandbox campaign. At times, you will have to be self-motivated to find adventures. In some cases, the adventure will find you. (Fair warning given.)
* Replacement characters will use the same character generation as original characters and will come into the campaign at the same level as the rest of the characters.
* This campaign is intended to be hard, dirty, and deadly. Attempts will be made to keep the campaign serious. (But the referee may get campy on occasion because he cannot help himself.)
* This chapter is focused on action, adventure, and exploration. Make sure to develop a character that has depth that you will enjoy playing.
* Stunting is greatly appreciated. If done well, you can gain bonuses.

## Character Niche Ideas

It is best for each character to be unique. Noted below are some ideas. The referee has a random chart if the Player wants to roll.

Artist Sailor

Athlete Solider

Bodyguard Scientist

Bum Stay-At-Home Spouse

Bureaucrat Student

Business Owner Writer

Clergy Professor

Con Man Programmer

Drifter Reporter

Engineer Musician

Entertainer Physician

Farmer Pilot

Gangster Laborer

Laborer Lawyer

**Available Powers**

For this game, the available *Powers* are modified as follows when your character is able to acquire these special abilities. This is a change to the normal 3d6 rules set:

* You may only select powers that a very skilled or peak human could possibly possess
* You cannot take powers that have *Life Point* cost or ones that seem supernatural or magical in natures

**Power Examples**

* Cleave – if you “drop” an opponent in combat, take another attack on a new opponent within range. This continues until you don’t kill an opponent in one hit or you run out of movement/range. Think in terms of “Great Cleave” from D&D. (Can also be useful for an Archer type character.)
* Great Leap – Jump up to 20’ as part of your movement action. You may not exceed your total movement allowance
* Extra Lucky – gain an additional luck role during the gaming session.
* Enhanced Attribute – increase one *Attribute* by +1.
* Attribute Specialty – give a specific skill +2 to the die roll. IE: Perception checks, or an attack roll with a specific type of weapon.
* Reach attack. You use a long melee weapon. Therefore, you gain an opportunity attack when an enemy enters the area you threaten. I.E.: Pike, or Long-spear
* Extra Attack – gain an extra attack with a specific weapon. You are at *disadvantage* with all other weapons and you are at *disadvantage* for your defense when you take the 2nd attack. You can only gain this power once.
* Backstab – Gain +2 to your attack roll if you surprise your opponent.
* Sharp-Shooter – You no longer shoot into melee combat at *Disadvantage.*
* Healthy Body – Gain an additional two (2) Life Points + Body modifier
* Low light vision – you can see in darkness as a normal human sees in light if there is a little bit of light in the area.
* Swift of Foot – Increase your movement by 10’ per round
* Skilled – gain proficiency in two additional skills or weapons. (Can take one of each.)
* Weapon Improviser – you can pick up and use almost anything as a melee weapon so that you are not at an *Attack* *disadvantage* when doing so
* Throw Anything – the PC can throw almost any hand-held (light) item and throw it at a range of 30’ as a weapon without *disadvantage*

