Sailor of the Stars

Setting: The game takes place in a Star Sea, an unexplored part of space with who knows what hiding within it. Unseen aliens, Uncharted Planets, Lost Treasures, a new age of exploration has started! With reward comes risk however, and with so many crews and planets exploring, you are bound to run into some competition.

Aesthetics: This game is very much Science Fantasy, meaning that the advancements and machinery is less high tech or scientific and more Wounderus and weird. Just imagine what someone in the 19th century would think the future is like. (Jules Verene novels are excellent examples of this and science fantasy as a whole)

Creating Characters: When making your character you must first decide its species, this means you can choose a listed alien or create an alien from scratch. You then just create a ranged and melee weapon they would use (don't be afraid to get creative with your characters, you could make a sentianty cloud with a sword made out of an asteroid or a gun that shoots antimatter)

Creating ships: this can either be decided by the players or the GM. THe ship is somewhat sentient, in the fact that players can talk to it or give it commands. Can also move parts of itself to try to communicate or give players ideas. (the GM can use this to try and push players in the right direction.)

Rolling: You start with 1 energy and will gain and lose energy depending on what type of check you make. You will roll a different amount of d6 depending on what you choose. when rolling for a check half or more of the d6 must be greater than 3 for it to succeed. For 0 energy you can just roll base 3d6. You can spend 1 energy to roll 4d6 or you can gain 1 energy by rolling 2d6.

Alien Species: Some of the alien species you can play as or that you may encounter in your game. Don't be afraid to create your own. In fact it's encouraged.
-**Humans:** After Colonizing the moon they have been able to expand to the corners of the galaxy.
-**Sqlids:** floating creatures with many tentacles they use to move. They are small but are very fast

-**Cosmosions:** Tall and blue, they are very wise and athletic. They prefer peace and logic over violence.
-**Droid:**A robot designed with sentience, they are considered vital crew mates. -**Flows:** An ancient race of aliens resembling birds. Their feathers are very colorful and their minds are easily distracted.
-**Phluntis:**A plant-like species that uses starlight as energy.

Hooks:
1: You find a treasure map that leads to a planet in the Star Sea

2: A rival crew challenges you to a ship race, from one side of the star sea to the other

3: Rumors have sparked about ruins of ancient alien civilization holding some ancient wonder

4: A small space militia is looking to take over a small planet sized town

5: A planet's gravity fields have failed and need to be repaired.

6: A city will pay you lots of money to mine and bring back some power crystals.

Combat

Crew vs Crew Combat: Turn orders are just going clockwise from the GM. Once everyone has had a turn then the enemies go.

At the start of combat every player has 1d4 AP (action points). Players can use 1 AP to move closer to another creature, to heal for 1d6 health, use a melee attack on the closest enemy, or a ranged attack on any enemy.

After all players attack the GM rolls 2d4 for each attacking enemy to see what 2 actions they perform. 1:they move to a random player. 2:they use a melee attack on the nearest player. 3. They use a ranged attack on the nearest player. 4:they deal for 1d4 health. If both d4 are 1s then their turn is skipped and nothing happens.

All creatures start combat with 12 max hp, when the hp reaches 0 then they are either in critical condition, they black out, or they die (which one depends on how the GM wants the game to play out). Either way they are out of combat and their turn is skipped. At the end of combat all max hp is restored.

Ship vs Ship combat: All space ships start with 25 health. When fighting ships one player must choose to be the captain. Captains, on both player and enemy turns, go first. They can choose to either make a tactical maneuver which allows players on the ship to take an extra action, Evasive maneuvers making it so that the enemy only deals half damage rounded down, or risky maneuvers which makes the enemies ship take 1d6 damage but your ship takes 1d4 damage. (If no player want to player as the captain then the ship cannot perform maneuvers) Players who are not the captain must choose to either use a ballista, use a space suit, or fix the ship. There are 3 kinds of ballistas, gattlers: laser gatling guns that deal 2d4 damage, Cannos: which deal 1d6 damage, and harpoons: which deal 1d4 but if you roll a 4 then the target ship must use its maneuver to break free. Players can use a space suit and a ranged weapon to go into space and try to shoot the crew, they must roll a d4 and roll a 3 higher to take one enemy crew member down. Lastly they can try to fix the ship, meaning they heal the ship for 1d6 max hp and if you roll a 6 you add 1d4 to the roll.

On the enemies turn the GM rolls 1d4 for every enemy crew member that hasn't been shot down. On a 1 nothing happens, on a 2 their ship heals 1d4, on a 3 they deal 1d4 damage to the player ship and on a 4 they deal 1d6 damage.

Space Giant Fights: Space giants are huge ship sized creatures that evolved to live in space and eat passing by ships.

On the player side of combat things are the same as the ship combat, with captains, repairing and ballistas, except that space suits, on a 3 or higher when rolling a d4, instead deal 5 damage to the giant.

Giants, however, are different as they have 30 max max hand on their turn they roll 1d4 to determine their actions: on a 1 they reroll and if the reroll is a 1 they do nothing that turn, on a 2 they telegraph dealing a weak attack meaning they deal 2d4 on their next turn, telegraph a heavy attack dealing 1d6 damage, and on a 4 they heal themselves for 1d6 health Giants also make maneuvers at the start of their turn unless they have been harpooned.