

StarCraft Roleplaying Game

Basic Rules Reference Sheet

Procedure for weapon attack

- 1) Roll a d20 for an attack. Add your attack accuracy, +4 for every attack beyond the first
- 2) Compare the attack roll to the target's defense. If the attack equals or surpasses defense, it hits.
- 3) Determine how much the attack roll surpasses target's defense. This is the attack overage. The maximum attack overage you can benefit from is equal to your Strength (for melee attacks) or Instinct (for ranged attacks)
- 4) Add the attack overage to the damage of the weapon attack.
- 5) Reduce the target's damage resistance by the attack's penetration.
- 6) Compare the final attack damage to the target's damage resistance. The target takes damage equal to the amount the final damage surpasses damage resistance (after penetration).
- 7) Afterwards, compare the final damage dealt to the target's damage threshold. If the attack has any rending, reduce the target's damage threshold by the rending value.
- 8) If the damage threshold surpasses the target's damage threshold, they suffer a random crippling wound. They suffer an additional wound each time the damage surpasses the target's damage threshold
- 9) If the attack has Hailfire, multiple the final damage dealt by a factor of 1+ the hailfire value (so x3 for Hailfire (2)). If the base damage (before hailfire) deals a crippling wound, target receives extra crippling wounds equal to hailfire multiplier.

Special Actions

- Action Move**: Full-round action, moves normal movement speed +2, can make their attack at any point on their movement that turn, ranged attacks suffer -2 accuracy
- Charge**: Uses full-round action, moves normal movement speed +2 in straight line towards a target, target must be 4 squares away, making a single melee strike or multiple ranged strikes against that single target. All attacks gain +5 accuracy; melee attacks also gain +10 damage. Charger is flat-footed and cannot evade for 1 turn.
- Burst Fire**: Instead of attacking normally with automatic weapon, can make a single attack with Burst (1) and Hailfire (1). Expend 10 rounds. Fully automatic weapons can instead do Burst (2), but expend 20 rounds
- Focused Burst**: Instead of attacking normally with automatic weapon, can make a single attack against a target with Hailfire (2). Expend 10 round. Fully automatic weapons can also gain Advantage on attacks, but expends 20 rounds
- Suppressing Fire**: Instead of attacking normally with automatic weapon, can make a single attack versus the defense and resolve of all targets in a Burst (4) area. If defense is hit, target takes standard weapon damage. If resolve is hit, target must perform one of the following actions on their next turn: fall prone, move behind cover, move outside the area of the burst. Burst (4) area persists, and counts as difficult terrain. Anyone ending their turn in the area suffers two opportunity attacks against them. Expend 20 rounds. Fully automatic weapons can do Burst (6), but expend 40 rounds.
- Saturation Fire**: Fully automatic only. Expend 10 rounds, but gains +10 accuracy. No burst area or hailfire.
- Evading**: In a turn where the character used Bob and Weave, can try to dodge an attack with the Delay, Grenade, Rocket, or Missile trait. Make acrobatics check against the attack roll. On success, characters makes a shift. If outside the area of the attack, take no damage. Otherwise, take half damage. Can only successfully evade once per turn
- Emergency Evading**: Identical to evading, but can be done when not Bobbing and Weaving. Character takes -2 to acrobatics test, but is prone after action, regardless of success or failure

Turn Sequence, Initiative, and Actions

- Turn Sequence**: All characters roll initiative at start of their turns (d20+initiative bonus). Mark down initiative values, in order. Every round, characters action in initiative order, going down from highest to lowest initiative. At the end of turn, after everyone has gone, restart initiative back to the top.
- Actions**: When a character gets their turn, they gain a standard action, move action, and minor action every turn. Once all their actions are used, or they decide not to use them, their turn is over.
- Standard Action**: Used to make weapon attacks, manifest offensive powers, perform first aid, etc. Can be sacrificed to perform an additional move or minor action.
- Move Action**: Used to move your movement speed, shift your shift speed, or reload most weapons. Can be sacrificed to perform an additional minor action.
- Minor Action**: Used to pull something off a belt, perform a combat augmentation, combat behavior, combat influence, fall prone, crouch behind cover, or any lesser action such as pressing a button or opening a door.

Combat Behaviors

- One Combat Behavior can be used per turn. They are applied through using a minor action. They last until start of next turn
- Aiming and Called Shots**: While aiming, gains +2 accuracy with ranged attacks against the target being aimed at. Some factors increase this bonus. Alternately, can sacrifice aim bonus to make called shots. Can instead suffer -4 to accuracy, to ensure crippling wounds are dealt to the action, mobility, or core; can suffer -6 accuracy to ensure wounds are dealt to vital or critical. You must be able to see the target
 - Heavy Strikes**: When using melee attacks, can only make a single strike. But the attack gains +2 accuracy and +5 damage.
 - Bob and Weave**: Gains +2 defense, and can perform evade actions.
 - Focusing**: Gains +4 resolve, morale bonus, psionic attack rolls, and advantage on combat augmentations
 - Thought Blocking**: Character is immune to natural mind reading. Character adds their intelligence to their resolve versus telepathic powers.

Movement Basics

- Basic Movement**: Move a number of squares equal to 4+ ½ agility as a move action. Provokes opportunity attacks if moving out of enemy's threatened squares.
- Shift Movement**: Move a number of squares equal to 1+ 1/5 agility as a move action. Does not provoke opportunity attacks.
- Difficult Terrain**: Hazardous terrain costs 2 squares for every 1 square of movement
- Limited Movement**: Climbing, swimming, balancing, etc. Moves at half speed, and is considered flat-footed.
- Sprinting**: Full-round action, moves 4x move speed in straight line. Can only sprint 1 round every minute for every 2 points of fortitude, or gains fatigue.

Crippling Wounds

- You receive a crippling wound when damage surpasses damage threshold. Crippling wounds accumulate with multiple wounds, and increases the ongoing penalty with additional wound points. Roll d20 to see which limb is wounded.
- Mobility (1-4)**: Target is knocked prone; suffers -1 speed, athletics, acrobatics, stealth and pilot per wound. On 5 wound points a limb, usually a leg, is severed.
 - Action (5-8)**: Drops one-handed item of attacker's choice; suffers -1 to attack accuracy, and all skill checks relating to using hands per wound. On 5 wound points, a limb, usually an arm, is severed.
 - Core (9-12)**: Target takes +5 damage; loses 1 healing threshold until healed per wound. On 5 wound points, character is permanently killed.
 - Vital (13-16)**: Target takes +5 damage and suffers 2 bleed; loses 1 damage resistance and regeneration per wound. On 5 wound points, character is permanently killed.
 - Critical (17-20)**: Target suffers +10 damage; -1 defense attacks, and skill checks per wound. On 5 wound points, character is permanently killed.

Morale

- Morale Basics**: Characters gain morale through combat situations. They start morale at 0 morale level. Whenever they are at positive morale (1 or more) they spend a morale level taking -1 morale, to gain a bonus to a single check that they have already rolled equal to their morale bonus. Low morale makes targets more susceptible to combat influence actions.
- Gaining and Losing Morale**: Morale levels can be gained and lost through using the influence or leadership skill or through situational modifiers.
- 1 Morale: suffer a crippling wound point or roll a natural 1 on a check
- +1 Morale: kill an enemy (once per turn), or roll a natural 20 on a check

You cannot gain a morale on an action you spent a morale on.

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Advanced Rules

Tactics Combat Augmentations

-You can activate a tactics augmentation as a minor action. Tactics last a number of rounds equal to intelligence.

-Make a tactics skill check. The DC is 15. You gain a larger bonus if you score a 20 or 25.

Tactics Options

Precision Aim: +1 attack accuracy, +1 per additional success (max +3)

Defensive Stance: +1 defense and toughness, +1 per additional success (max +3)

Fast March: +1 speed, +1 per additional success (max +3)

Long Shot: +2 attack range, +2 attack range per additional success (max +6)

Hardiness: +1 damage resistance, +1 damage resistance per additional success (max +3)

Lore Combat Augmentations

-You can activate a lore augmentation as a minor action. You chose a target for the action. If you succeed, you gain the augmentation bonus against that target for the remainder of the encounter

-Make a lore skill check. The DC is 15. You gain a larger bonus if you score a 20 or 25.

Lore Options

Armor Vulnerability: Gain +1 penetration against the target, +1 penetration per additional success (max +3)

Weak Point: Gain +1 rending against the target, +1 rending per additional success (max +3)

Patterns of Movement: you gain +1 accuracy against the target, +1 additional accuracy per additional success (max +3)

Leadership Combat Augmentations

-You can activate a leadership augmentation as a minor action.

Leadership lasts a number of rounds equal to willpower. Effects all allies that can hear or see the leader.

-Make a leadership skill check. The DC is 15. You gain a larger bonus if you score a 20 or 25.

-While leadership is active, can make a rally action once per round as minor action to give allies morale points. DC 15 gives 1 morale, +1 morale per 5 above 15 (max 3, 1 per ally)

Leadership Options

Coordinate: Allies can spend morale to shift as a minor action once per turn, +1 speed on this action per bonus success

Responsive Strategy: Allies can spend 3 morale to make a standard action against a target that hit them as a reaction, +1 accuracy per bonus success

Defensive Formation: Allies can spend morale to add +2 to defense while allies are adjacent, +1 to defense per bonus success (max +4)

Efficiency: Allies can spend a morale point to reroll a skill check and add morale bonus to reroll, +2 to the reroll per bonus success.

Sneaking and Cloaking

-Can gain the sneaking condition by making a DC 15 sneak test while not being observed.

-While sneaking, enemies do not know what square you occupy. They suffer -5 accuracy against attacks versus your square

-Enemies you attack while sneaking are flat-footed. Any attacks that are not silenced reveal your location once used, but do not break the sneak benefit

-While sneaking, you must move at half your speed

-Spotter actions reveal sneaking enemies as a standard action.

Finding a sneaking enemy can be shared with allies as a move action.

-Cloaking is identical to sneaking, except you do not reveal yourself by attacking or moving at full speed

-Detector actions are similar to spotter actions, except they can detect cloaked targets. Cloaked targets have their squares and presence revealed, and target is rehidden once they move again

Psionics

-Manifesting Powers: Chose power and make a psionics skill check against the DC of the power. On a success, the power manifests and you gain energy fatigue equal to the power's cost. On a failure, the power does not manifest and you gain no energy fatigue.

-Energy Fatigue: Reduce your manifestation bonus by your energy fatigue. If your manifestation bonus reaches +0, you cannot manifest powers. You can spend a full-round action removing energy fatigue. Make a DC 10 willpower test and cancel all active psionic effects. On success, removes energy fatigue equal to willpower, +1 for every point they surpass the DC.

-Boosting Powers: Can manifest powers at higher PL, up to half again their PL (PL 4 can boost up to 6, for example). Gains +2 to manifestation check equal to amount boosted. Boosted powers automatically overload, with 3x PL boosted bonus on overload check.

-Overloading Powers: Characters overload their powers when they roll natural 1s on psionics check. Uncontrolled psychics or controlled psychics at low morale overload on 1-4. Uncontrolled psychics at low morale or controlled psychics at -5 morale overload on 1-9. Uncontrolled psychics at -5 morale always overload their powers. When overloading, roll a d20 + 3x boosted PL (for overloads from boosting). Refer below for overload result.

-5 or less: +1 energy fatigue

-6-10: +2 energy fatigue

11-12: +5 energy fatigue

13-14: +10 energy fatigue

15-16: suffers 5xPL psionic damage

17-18: Next power in 5 minutes is fully boosted and overcharges

19-20: caster makes DC 25 psionics check, on success they manifest the power at +2 psi level, otherwise power fails

21-22: Caster makes DC 25 psionics or is stunned for 1 round, all within 2xPL squares suffer 5xPL psionic damage

23-24: Caster makes psionic skill check versus toughness of all targets within PL squares. Struck targets are pushed by 1 square +1 square per 5 points of success. Also suffers 7xPL damage if hit

25-26: Character suffers 10xPL psionic damage, and must make DC 25 psionics check or be unconscious for 2 hours

27+: All within 5xPL suffer 8xPL psionic damage. Caster must make DC 30 psionics check or be unconscious for 2 hours

-Psionic Energy Shields: Protoss can recover energy shields as a full-round action, regaining energy shields based on their psionics skill check

-Recharge Psionic Implements: A full-round action to recharge a psionic implement requires a psionic check as a standard action at a dc set by the weapon. Success fully recharges the implement

Combat Influence

-Combat influence can be used against sapient enemies to taunt, dismay, or manipulate your enemies. Combat influence is done as a minor action and requires an influence skill check versus the target's resolve. Combat influence requires the enemy to hear you and understand your language. The Game Master can rule that combat influence is ineffective against certain adversaries or certain situations. Most combat influence requires spending the target's negative morale markers to take effect.

Combat Influence Types

-Demoralize: Used as a minor action that requires spending 0 morale, target loses 1 morale level +1 per 5 points over resolve

-Taunt: Used as a minor action that requires spending 1 morale, target suffers a -5 penalty on attacks against all targets other than you. Lasts until start of your next turn.

-Terrorize: Used as a standard action that spends 4 negative morale, causes the target to flee the combat.

-Demand Surrender: Used as a standard action that spends 5 negative morale, causes the target to lay down their weapons and surrender. Target gains +5 to their resolve against this check

Combat Modifiers

Concealment: Caused by partial lack of vision, causes -5 accuracy

Total Concealment: caused by total lack of vision, causes -10 accuracy

Cover: Caused by obstruction of line of fire (roughly 50%), gives +5 defense against ranged attacks

Improved Cover: Caused by greater obstruction of line of fire (roughly 80-95%), gives +10 defense against ranged attacks

Flat-Footed: Target is unable to dodge attacks, loses agility bonus to defense

Flanking: Target has an attacker on either side directly across from them, they are flat-footed and attackers gain +2 accuracy

Prone: Target is lying on the ground, +5 defense against ranged attacks, -5 defense against melee attacks