

CAMPAIGN GUIDE



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INTRODUCTION

Welcome to the 26th century! The *Star Legends: The Explorer's Saga Campaign Guide* provides the information a player needs to start and maintain a character in this campaign. In addition, the player will need both the *d20 Modern Roleplaying Guide* core rulebook and the *Star Legends Setting Guide* in order to play.

CHARACTER CREATION

The Star Legends campaigns use rules defined in the *d20 Modern Roleplaying Game* core rulebook. Player Character (PC) creation follows the instructions provided in the "Creation Summary" section in the Introduction and Chapter One with the following modifications for all Star Legends campaigns.

Generating Ability Scores

The base ability scores are generated using the "Planned Generation" method described in Chapter One of the *d20 Modern Roleplaying Game* core rulebook. Use 32 points instead of the 25 points mentioned in the rulebook.

Determining Hit Points

PCs start play with maximum hit points for his or her first class level.

Choosing a Starting Occupation

In addition to the Starting Occupations outlined in the *d20 Modern Roleplaying Game* core rulebook, the section in the *Star Legends Setting Guide* titled "Starting Occupations" presents additional starting occupations available to PCs.

Selecting Skills

In addition to the Skills as described in the *d20 Modern Roleplaying Game* Core rulebook, the section in the *Star Legends Setting Guide* titled "Skills" expands the skill descriptions for use in the *Star Legends: The Explorer's Saga* campaign.

Selecting Feats

In addition to the Feats described in the *d20 Modern Roleplaying Game* Core rulebook, the

section in the *Star Legends Setting Guide* titled "Additional Feats" lists more feats that are available to PCs.

Determining Wealth

Determine a PC's Wealth bonus using the standard method described in the *d20 Modern Roleplaying Game* Core rulebook. However, use the average die value of 5 in place of rolling 2d4 when determining the Wealth bonus.

GAME PLAY UNITS

The following rules apply to Game Play Units (GPUs) used in all Star Legends campaigns:

- All PCs start play with 365 GPUs;
- A PC must have at least 10 GPUs available in order to play a Star Legends module;
- Once all of a PC's GPUs are spent for a particular year, the PC cannot be played again that year. The player must wait for the GPUs to reset before continuing play with that PC.
- GPUs reset to 365 on January 1st of each year;
- GPUs cannot be carried over from one year to the next; and
- GPUs cannot be borrowed from the next year without appropriate campaign documentation.

CHARACTER SHEETS

The d20 Modern or d20 Future character sheets published by Wizards of the Coast are the preferred form for tracking character attributes and items.

The forms generated by computer-based applications, such as PCGen, are acceptable although players are responsible for the accuracy of their character sheets and as such should validate the information provided by any computer-based application.

CHARACTER REBUILD

The Star Legends campaign enables players to recreate a character after the first module

that character is used in. This enables players the opportunity to adapt a character to their particular play style. The only restriction is that the PC must retain any rewards or penalties from the first module played as recorded on the adventure summary.

CHARACTER RETIREMENT

When a character reaches the 20th level in the *Star Legends: The Explorer's Saga* campaign, that character is automatically retired and no longer valid for play in the campaign.

ADVENTURE SUMMARIES

Players are given an adventure summary after each Star Legends campaign module. This form provides the amount of XP, Wealth, GPUs, and special items a PC received from the module. The summaries have a real world value of \$0.00. They cannot be transferred between players or PCs. Upon request by the campaign coordinator, the summaries must be returned or destroyed as requested.

PHILOSOPHICAL ISSUES

Star Legend campaigns are stories about heroes, even grim ones. However, this does not give players or their characters license to engage in evil acts. Unfortunately, there is no textbook definition of what constitutes an “evil act” so the table judge has the final determination. The table judge will make a subjective determination based on the age, maturity, and temperament of the players at the table. What might be ok at one table may not be at the next. The table judge will warn the player if he or she is inappropriate and will ask a player to leave the table if necessary.

The rules were written to consistently map the actions of several PCs into the campaign setting. There will be times when a player's interpretation of the rules differs from the table judge's. In these situations, the judge should consider the player's argument before making a ruling, but the judge's interpretation of the rules is final.

RESTRICTED MATERIALS

Certain materials are marked as “Restricted”. These materials are available only with proper campaign documentation.

The following items are Restricted in any Star Legends campaign:

- The following feats from the Feats section of the *Star Legends Setting Guide*: Alien Weapons Proficiency, Craft Cybernetics, Cybernetic Surgery, Cybertaker, Jack of all Trades, and Xenomedic;
- The following advanced classes from the *d20 Modern Roleplaying Game Guide Core* rulebook: Xenophile;
- Material listed in Chapters Seven, Eight, Nine, and Ten of the *d20 Modern Roleplaying Game Guide Core* rulebook;
- The Magic and Psionic sections of the *Star Legends Setting Guide*;
- Any other d20 Modern supplement;
- Any other 3rd party d20 supplement that can be used with the d20 Modern game system; and
- Any reward card, die bump, or certificate not approved by the *Star Legends: The Explorer's Saga* campaign coordinator.

NON-RECOMMENDED FEATS/ADVANCED CLASSES

The Star Legends: The Explorer's Saga campaign is not focused on the piloting of aircraft/spacecraft or the driving of vehicles. The campaign coordinator recommends players to be mindful of this fact when choosing feats and advanced classes for their characters. The following feats/advanced classes fall into this category:

- *d20 Modern Roleplaying Game Guide* core rulebook feats: Aircraft Operation, Force Stop, Surface Vehicle Operation, Vehicle Dodge, and Vehicle Expert.
- *Star Legends Setting Guide* feats: Starship Battle Run, Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility,

Starship Operation, Starship Strafe, and Vehicle Specialization.

- *Star Legends Setting Guide* advanced classes: Dogfighter and Speed Demon

CHARACTER ADVANCEMENT

Use the Character Advancement rules described in Chapter One of the *d20 Modern Roleplaying Guide* core rulebook with the following modifications.

Hit Points (HP)

Star Legends campaigns do not use the rolling of dice to determine the amount of hit points a PC gains at a new level. Instead, the Star Legends campaign uses the half plus one rule as shown in the following table.

Hit Die	Hit Points
d4	3
d6	4
d8	5
d10	6
d12	7

Table: Hit die to Hit points comparison

Wealth Bonus

The Profession check for the Wealth bonus increase must be made in front of a table judge and recorded as a note on the back of the Adventure Summary.