

Game Master  
Tips for  
running an  
OSR #1:

Session 0:  
Game Setup

# As I Learn...



# ***Session 0: Character Creation***

- ***show all character options***
- character creation in a circle
- at least 1 good stat - arrange scores
- all roll for money, take the highest
- search for picture
- hp, roll? MAX, OR add constitution?



# White Star Example

## **CHARACTER CLASSES AND RACES** **15**

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*READING CHARACTER CLASS TABLES* 15

*Aristocrat* 16

*Mercenary* 17

*Pilot* 19

*Star Knight* 20

**CHARACTER RACES** **22**

*Alien Brute* 22

*Alien Mystic* 23

*Robot* 25

## **CLASSES** **7**

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**BOUNTY HUNTER** 7

**DEEP SPACE EXPLORER** 9

**FREED ASSIMILANT** 11

**MAN OF TOMORROW** 12

**NOVOMACHINA** 14

**PLUCKY SIDEKICK** 16

**TWO-FISTED TECHNICIAN** 17

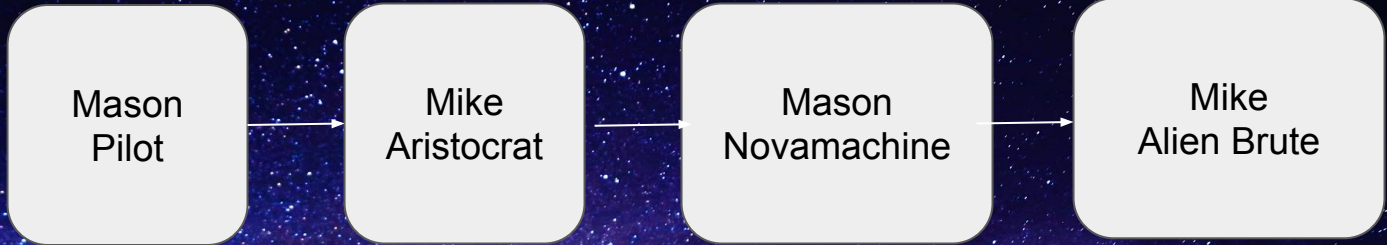
**YABNABS** 19

# ***Session 0: Character Creation***

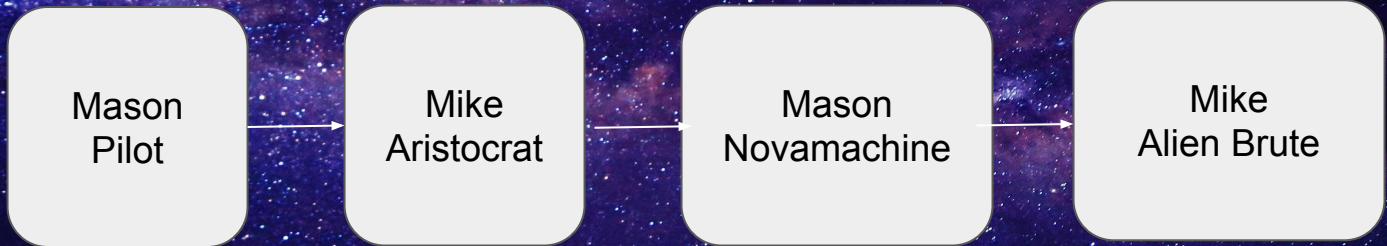
- show all character options
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# White Star Example

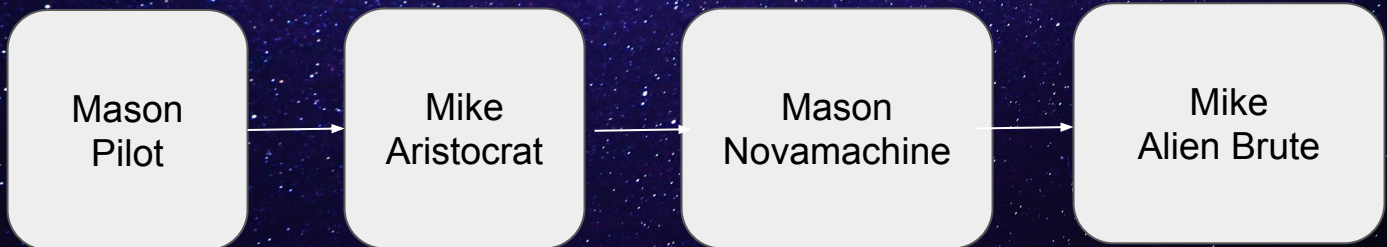
Roll for stats  
Choose Class



Choose Skills



Roll for HP



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# White Star Example

Character Name

Jimmy Pike

Player Name



**WHITE STAR**

STAT	SCORE	+/-	SKILLS BONUS
STR	8	+0	
DEX	10	+0	
CON	7	+0	
INT	12	+0	+2 TECH 2/6
WIS	8	+0	+1 MED 1/6
CHA	16	+1	+2 (+1) INT 3/6

Character Name

Pilot = Spike MeGee



**WHITE STAR**

STAT	SCORE	+/-	SKILLS BONUS
STR	8		+2 (+1) NAV 3/6
DEX	12		+2 (+1) TECH 3/6
CON	11		+1 (+1) KNOW 2/6
INT	15	+1	
WIS	7		
CHA	4	-1	

Character Name

Otis

Player Name



**WHITE STAR**

STAT	SCORE	+/-	SKILLS BONUS
STR	15	+1	+2(+1) ATH 3/6
DEX	13	+0	+1 LAR 1/6
CON	13	+0	+2 SURV 2/6
INT	8	+0	
WIS	12	+0	
CHA	9	+0	

Character Name

BOT-Novamachine

Player Name



**WHITE STAR**

STAT	SCORE	+/-	SKILLS BONUS
STR	13		+2 TECH 2/6
DEX	15	+1	+2 KNOW 2/6
CON	8		+1 (+1) LAR 2/6
INT	9		
WIS	6	-1	
CHA	6	-1	

# ***Session 0: Character Creation***

- show all character options
- character creation in a circle
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# White Star Example

Character Name

Jimmy Pike



**WHITE STAR**

$3d6 = 11$

Character Name

Otis



**WHITE STAR**

$3d6 = 9$

Character Name

Pilot = Spike McGee



**WHITE STAR**

$3d6 = 16$

Character Name

BOT-Novamachine



**WHITE STAR**

$3d6 = 12$

**160 Credits**



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# White Star Example



Captain  
Jimmy Pike



Pilot  
Spike MeGee



Muscle  
Otis




Resources  
BOT

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- search for picture
- **hp, roll? MAX, OR add constitution?**



# White Star Example


Character Name	<b>Jimmy Pike</b>		Player Name
	<b>WHITE STAR</b>		
STAT	SCORE	+/-	SKILLS BONUS
STR	8	+0	
DEX	10	+0	
CON	7	+0	
INT	12	+0	+2 TECH 2/6
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CHA	16	+1	+2 (+1) INT 3/6



**7 + Roll 4 = 11 Hit Points**



# White Star Example

Character Name	Pilot = Spike McGee		Player Name
	<b>WHITE STAR</b>		
STAT	SCORE	+/-	SKILLS BONUS
STR	8		+2 (+1) NAV 3/6
DEX	12		+2 (+1) TECH 3/6
CON	11		+1 (+1) KNOW 2/6
INT	15	+1	
WIS	7		
CHA	4	-1	



**11 + Roll 6 = 17 Hit Points**



# White Star Example

Character Name

Otis

Player Name



## WHITE STAR

STAT	SCORE	+/-	SKILLS BONUS
STR	15	+1	+2(+1) ATH 3/6
DEX	13	+0	+1 LAR 1/6
CON	13	+0	+2 SURV 2/6
INT	8	+0	
WIS	12	+0	
CHA	9	+0	



**13 + Roll 5 (+1) = 19 Hit Points**



# White Star Example



Character Name

BOT-Novamachine

Player Name



## WHITE STAR

STAT	SCORE	+/-	SKILLS BONUS
STR	13		+2 TECH 2/6
DEX	15	+1	+2 KNOW 2/6
CON	8		+1 (+1) LAR 2/6
INT	9		
WIS	6	-1	
CHA	6	-1	

**8 + Roll 6 & 6 = 20 Hit Points**



# ***Session 0: Character Creation***

- **Explain skill checks.**
  - 1d6
  - 2d6
  - 3d6 under
  - d20 under
  - d20 over 20
  - DC 10, 15, 20 checks
  - None
- Crits & Fumbles
- Saving throws
- Last 5min

# White Star Example

TABLE: 1

## White Star: 1d6 SKILL Checks

Skill	Rank	Without attribute bonus	With attribute bonus
CLASS Skill	+2	2/6	3/6
Player 1 <sup>st</sup> Selected	+2	2/6	3/6
Player 2 <sup>nd</sup> Selected	+1	1/6	2/6
Unskilled	0	0/6	1/6

TABLE: 2

## White Star: 1d6 SKILL Checks

Ability	Skill in that Area	Added to the d6 roll
Mild	opening a normal electronic door by hacking control panel, flying ship, lifting 100lbs, climbing a rough wall, hacking a computer (not security), scanning a ship for type, hacking a mech-droid	-2
Medium	<i>(Failing a Mild Check)</i> opening a 2 <sup>nd</sup> level electronic door, flying ship through asteroid field, lifting 150lbs, Climbing a smooth wall, hacking an administrative computer (not security), scanning a ship for schematics & number of crew, hacking a diplomat-droid.	-1
Hard	<i>(Failing a Medium Check)</i> opening a 3 <sup>rd</sup> level electronic security door, flying ship through asteroid field while being shot at, lifting 200lbs, Jumping an 8ft wall, hacking a security computer, scanning a ship for personnel location types of weapons- shields-guns, hacking a combat- droid.	+0
Nearly Impossible	<i>(Failing a Hard Check)</i> & referee decision, scanning a ship for a person's location, using perception to detect hit points-strength-weaknesses.	+1

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Player Name



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Character Name

Otis

Player Name



**WHITE STAR**

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STR	15	+1	+2(+1) ATH 3/6
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INT	8	+0	
WIS	12	+0	
CHA	9	+0	

Character Name

BOT-Novamachine

Player Name



**WHITE STAR**

STAT	SCORE	+/-	SKILLS BONUS
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- Explain skill checks.
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  - 2d6
  - 3d6 under
  - d20 under
  - d20 over 20
  - DC 10, 15, 20 checks
  - None
- **Crits & Fumbles**
- Saving throws
- Last 5min



# White Star Example



## 1d6 critical hit results



Roll	Result
6	Double max damage
5	Max damage
4	Roll for damage + 3
3	Victim's AC damaged (-4 permanent)
2	Victim's AC damaged (-2 permanent)
1	Roll for additional attack



## 1d6 fumble results



Roll	Result
6	You are ok - nothing happened
5	Weapon malfunction, lose next round
4	Hit closest ally for max damage
3	Hit closest ally, roll for damage
2	Hit closest ally, 2hp damage
1	Cell explodes 3d6 damage 10' radius

# ***Session 0: Character Creation***

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  - 1d6
  - 2d6
  - 3d6 under
  - d20 under
  - d20 over 20
  - DC 10, 15, 20 checks
  - None
- Crits & Fumbles
- **Saving throws**
- Last 5min

## Questions...

- Poison - save or die vs save roll for permanent constitution point loss?
- Death saving throws?
- 3/6 chance of stabilizing, or continue to bleed out?
- Raise from Dead?

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  - 1d6
  - 2d6
  - 3d6 under
  - d20 under
  - d20 over 20
  - DC 10, 15, 20 checks
  - None
- Crits & Fumbles
- Saving throws
- **Last 5min**



# White Star Example - Last 5 Minutes

