



THE GALACTIC GAME

START HERE

BEGINNER'S HANDBOOK

What the game is, how a roll works, how to make a character and how to play your first session, with a link to the full rule at every step.

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TGG.LEGENDSOFTOLRIA.COM

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WELCOME

The Galactic Game is a tabletop roleplaying game. You and your friends play a crew of characters in a galaxy where swords and starships share the same worlds, and one person, the Gamemaster, plays everything else. This handbook teaches the whole game in short form. Underlined text is a link to the full rule on tgg.legendsoftolia.com.



IF YOU ARE PLAYING

Read Part I, then pick one of the four ready-made characters or build your own in the [Workspace](#).



IF YOU ARE RUNNING IT

Read the whole handbook, then run [The Relay Job](#), a first session for four level 1 characters in the Gamemaster's Manual.

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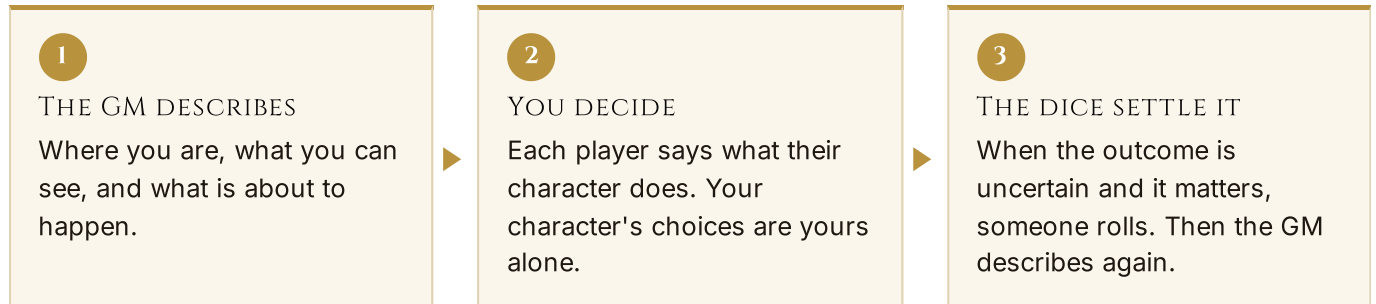
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1 THE GAME

The Galactic Game is played by conversation. The GM describes a situation, each player says what their character does, and the dice settle anything in doubt. You do not need to know the rules to start: say what you want to happen, and the GM tells you what to roll.



WHAT YOU NEED

- A set of dice: d4, d6, d8, d10, d12 and d20. The d20 decides almost everything.
- A character for each player, made in the [Workspace](#) or taken from the [ready-made four](#).
- One person to be the GM, with the [Gamemaster's Manual](#) to hand.
- A few hours, and an agreement on what the campaign is about. The Rules call this [session zero](#).



WHO DOES WHAT

Players each run one character, roll their attacks, checks and saves, and know their own sheet.

The GM runs the world, sets the DC of each roll, plays every other creature, and rules on anything the rules do not cover.

THE PRIME PLANE

The game is set in the Prime Plane of [Legends of Tolria](#), a galaxy of worlds at every stage of technology. A party can start with bows on a feudal world and end with a starship. How advanced a world or an item is goes by its **tech tier**:

TECH TIERS

Tier	Name	What it holds
I	Pre-Industrial	Steel, bows, plate. Alchemy at its most practical.
II	Industrial	Powder and pressure. Matchlock to breech-loader, brass and wire.
III	Modern	Cased ammunition, electronics, vehicles, atmospheric flight.
IV	Spacefaring	Energy weapons, powered armor, cybernetics, FTL hulls.
V	Esoteric	Mythar relics and Rift-tech. Found and fought over, and almost never for sale.

The galaxy is divided among the factions below, each described in the [Factions](#) catalog, and the GM's Manual covers [how a party's standing with them changes](#).

[Aurelion Ascendancy](#)

A post-biological empire whose aristocrats carry their minds from one body to the next.

[Black Meridian Syndicate](#)

A criminal network holding the only safe route through an ion nebula.

[Axiom Combine](#)

A machine intelligence that inherited a dead species and governs its systems in its place.

[Covenant of the Ebon Creed](#)

A mechanized theocracy that sterilizes living worlds and converts whoever is left.

Echelon Corporation

A corporate conglomerate that rules through infrastructure ownership and debt enforcement.

Halcyon Federation

A democratic union of autonomous worlds, formed to hold back Aurelion expansion.

Frontier

Everything outside the named powers, governed locally or not at all.

Myrrhiam Bloom

A fungal hive intelligence that crosses space as dormant spores and consumes the worlds it reaches.

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THE CORE ROLL

Every roll in the game works the same way. Roll a d20, add what applies, and compare the total to a target number. If you meet or beat it, you succeed.

D20
THE ROLL

+

MODIFIER
FROM AN ABILITY

+

PROFICIENCY
IF TRAINED

≥

TARGET
DC OR AC

ABILITY CHECK

You try something uncertain: pick a lock, read a liar, hack a door. Meet the GM's DC.

ATTACK ROLL

You attack. Meet the target's Armor Class (AC) to hit, then roll damage.

SAVING THROW

Something happens to you: a blast, poison, a charm. Meet its DC to resist.

HOW HARD IS IT? THE GM SETS THE DC.

5

TRIVIAL

10

EASY

15

MODERATE

20

HARD

25

VERY HARD

30

NEAR IMPOSSIBLE

ADVANTAGE AND DISADVANTAGE

When the situation favors you, you have **advantage**: roll two d20 and keep the higher. When it hinders you, you have **disadvantage**: keep the lower. Having both cancels out.

NATURAL 20 AND NATURAL 1

A 20 on the die always succeeds and a 1 always fails, on every d20 roll. Each adds something: a lucky break on a 20, a cost on a 1. A 20 on an attack is a **critical hit**: roll the damage dice twice.

PROFICIENCY

Your **proficiency bonus** is +2 at level 1 and rises to +6 by level 20. Add it when you are trained in what the roll uses: a skill, a weapon, a tool or a saving throw.

EXAMPLE

Vey, a Rogue with Dexterity +3 and proficiency +2, picks a lock against DC 15. She rolls a d20 and adds 5, so a roll of 10 or higher opens it.

In full: [Resolution](#), [Proficiency](#) and [Saving Throws](#) in the Rules Sourcebook.

3 YOUR CHARACTER

A character is three choices and some numbers. The [Workspace](#) walks you through them and does the arithmetic; the steps below are what it asks.

- 1 **Ancestry.** What you were born as: size, speed, senses and traits. [80 ancestries](#), counting sublineages.
- 2 **Origin.** Your life before the campaign: two skills, a starting kit and a feature. [26 origins](#).
- 3 **Class.** What you do. It sets your hit points, training and features, and at level 3 you choose a [subclass](#).
- 4 **Ability scores.** Assign the standard array (15, 14, 13, 12, 10, 8), spend 27 points or roll. Your ancestry adds +2 to one score and +1 to another.
- 5 **Skills and gear.** Choose your class skills, add your origin's, and take your origin's [kit](#).
- 6 **Finish the sheet.** Hit points, Armor Class, attacks and, if you cast, your spell save DC. The [Rules](#) list each formula.

THE SIX ABILITIES

STR STRENGTH Force, melee weight and carrying. <i>Athletics</i>	DEX DEXTERITY Agility, aim and avoiding hits. <i>Acrobatics, Piloting, Sleight of Hand, Stealth</i>	CON CONSTITUTION Endurance and hit points. <i>No skills; sets hit points</i>
INT INTELLIGENCE Study, deduction and machines. <i>Arcana, History, Investigation, Lore, Nature, Religion, Technology</i>	WIS WISDOM Attention and instinct. <i>Animal Handling, Insight, Medicine, Perception, Survival</i>	CHA CHARISMA Presence and persuasion. <i>Deception, Intimidation, Performance, Persuasion</i>

The number added to a roll is the **modifier**: the score minus 10, halved and rounded down. A 16 gives +3, a 10 gives +0 and an 8 gives -1.

THE 16 CLASSES

Class	Hit die	Main ability	Plays as
Barbarian	d12	Strength	A melee class on a d12 hit die that fights in a Rage for weapon resistance and bonus damage, with Reckless Attack and unarmored defense from Dexterity and Constitution.
Bard	d8	Charisma	A full channeler who casts through performance and gives allies Bardic Inspiration dice, with half proficiency on every unskilled check.
Cleric	d8	Wisdom	A full channeler who prepares spells from the whole Cleric list, casts with Wisdom, uses Spell Divinity for short-rest effects and chooses a Divine Domain at 3rd level.
Druid	d8	Wisdom	A full spellcaster who prepares Druid spells with Wisdom, including weather and healing spells, takes beast forms with Wild Shape, and gains terrain benefits from a chosen Inner Grove biome.
Engineer	d8	Intelligence	A half-channeler who casts spells through an Apparatus, spends Charges instead of spell slots, and gives allies field modifications.

Class	Hit die	Main ability	Plays as
<u>Gunslinger</u>	d10	Dexterity	A non-channeler who fights with firearms, with Trick Shot riders, free reloads, extended range and the highest single-target ranged damage among non-casters.
<u>Monk</u>	d8	Dexterity and Wisdom	An unarmored martial artist who spends Ki on extra strikes, stuns, defense and movement.
<u>Paladin</u>	d10	Strength and Charisma	A heavily armored half-channeler who spends spell slots on Divine Smite and adds Charisma to the saving throws of nearby allies.
<u>Pilot</u>	d8	Dexterity or Intelligence	A non-channeler who specializes in vehicles and mounts, with a Bonded Vessel that grows with the campaign and features that improve whatever craft the Pilot is in.
<u>Psion</u>	d8	Intelligence or Charisma	A full channeler who casts with the mind, spending Psionic Points instead of spell slots on telekinesis, telepathy, foresight and projection.
<u>Ranger</u>	d10	Dexterity or Wisdom	A Wisdom half-channeler with martial weapon training, Favored Enemy damage, favored terrain benefits, Extra Attack, and spells for tracking, warding, and speaking with beasts.
<u>Rogue</u>	d8	Dexterity	A skill class that adds Sneak Attack damage once per turn, gains Expertise in four skills, and uses Cunning Action to dash, disengage or hide.
<u>Sorcerer</u>	d6	Charisma	A full channeler who knows a few spells, casts them with Charisma by spending Spell Points, and reshapes them with Metamagic.
<u>Warlock</u>	d8	Charisma	A Charisma caster with a few Pact Slots, all cast at the highest slot level and refreshed on a short rest, plus Eldritch Invocations and Mystic Arcanum.
<u>Warrior</u>	d10	Strength or Dexterity	A non-channeler trained in every weapon and armor, with a Fighting Style, Second Wind, Action Surge, up to four attacks per Attack action and Indomitable rerolls.
<u>Wizard</u>	d6	Intelligence	A full channeler that prepares spells from a Spellbook, with the largest spell list in the game, and specializes in one of fifteen Channels at 3rd level.



OR START WITH A READY-MADE CHARACTER

Vessa

Holds the line and gets a straight answer from anyone in uniform.

Liraen

Talks the party past checkpoints and heals with a word.

Tamsin

Opens sealed doors and can prove whether a system is safe.

Oro

Flies anything and plots any route.

Each is a level 1 file the Workspace imports, with its card in the [Gamemaster's Manual](#).

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EXPLORING AND TALKING

Most of a session is not a fight. You search a derelict, bargain with a dock boss or race a clock, and the rules for those are short.

EXPLORING A PLACE

A dangerous place runs in **exploration turns** of about 10 minutes. The GM describes, each character takes

ASKING FOR SOMETHING

Say what you want and how you ask. If the person would agree anyway, they do. If they never would,

one activity (keep watch, search, move quietly, work on something), and the GM says what changed. Anything with a deadline moves on each turn.

TASKS THAT TAKE SEVERAL ROLLS

Slicing a terminal while a trace closes in is a **progress track** of 2, 4 or 6 steps. Each success fills a step, and each attempt has to try something new.

RESTING

A **short rest** is an hour: spend hit dice to heal. A **long rest** is 8 hours, 6 of them asleep, once a day: hit points and spell resources come back.

they refuse. Otherwise you roll Persuasion, Deception or Intimidation against their attitude:

Attitude	DC
Friendly	10
Indifferent	15
Hostile	20

Leverage, something they want or fear that your party found, lowers the DC by 5. Two pieces at most.

In full: [Exploration](#), [Social Interaction](#) and [Resting](#); for the GM, [Extended Tasks](#).

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✂ COMBAT

When a fight starts, everyone rolls **initiative**: a d20 plus Dexterity. Creatures act from highest to lowest, one turn each, and a round of everyone's turns takes about six seconds.

ON YOUR TURN YOU GET

MOVEMENT Up to your speed Split it however you like around everything else on this list.	ACTION One The turn's main thing. Attack, cast a spell, dash, or anything below.	BONUS ACTION One, if you have one to take Never free-standing: something has to grant it.	REACTION One per round On anyone's turn, and only when its trigger happens.	FREE INTERACTION One object Draw a weapon, open a door, pull a lever. The second one costs an action.
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WHAT AN ACTION BUYS

Attack	One attack with a weapon or an unarmed strike.	Cast a Spell	Cast a spell whose casting time is one action.
Dash	Move again, up to your speed.	Disengage	Your movement provokes no opportunity attacks this turn.
Dodge	Attacks against you have disadvantage; DEX saves have advantage.	Help	Advantage for an ally: one check, one attack, or their death saves.
Hide	Stealth check to become unseen.	Improvise	Anything the rules do not cover. The GM sets the check.
Influence	Ask a creature to stand down, surrender, parley or hold fire.	Ready	Name a trigger now, spend your reaction when it happens.
Search	Look for something. Perception, or whichever skill fits.	Shove	Athletics against the target: push 5 ft, or knock prone.

Grapple Athletics against the target: it is Grappled.

Use an Object Interact with a second object, or use one that needs an action.

HITTING AND HURTING

Roll to hit against the target's AC. On a hit, roll the weapon's damage and add the same ability modifier. Damage comes off **hit points**.

FALLING AND DYING

Hit points keep going below 0, and where you land decides what happens:

1 or more	Up and fighting.
Exactly 0	Unconscious but stable.
Below 0	Dying. Each turn, roll a d20: 10 or higher is a success. Three successes stabilize you; three failures kill you.
Minus your maximum	Dead.

Healing counts up from where you are, so a character at -6 needs 7 points to stand. An ally's Help action gives your next death save advantage.

In full: [Combat](#), [Damage & Defenses](#), [Hit Points & Dying](#) and the [conditions](#), such as Prone and Frightened.

6 THE RIFT AND STARSHIPS

Spells, a plasma rifle's overcharge and a hyperdrive all draw on the same power, **Rift Energy**. A caster draws it through one of fifteen Channels, and from Tier IV a party may also have a ship to run.

CASTING SPELLS

Your class sets your spellcasting ability and what casting costs: spell slots, a pool of points, Ki, Charges or pact slots. All of it comes back on a long rest. There are [561 spells](#), from cantrips, which cost nothing, up to 9th level.

Save DC = 8 + proficiency + casting modifier

Spell attack = proficiency + casting modifier

RIFT AFFINITY

Every character has a **Rift Affinity** from 0 to 10, set by class and raised by ancestry, origin and features. It decides which Rift relics work in your hands. At level 20 and Affinity 6, a caster can attempt a 10th-level [apex spell](#), at a price.

CONCENTRATION

Some spells last only while you **concentrate**. You hold one at a time, and taking damage calls for a Constitution saving throw to keep it.

CREWING A SHIP

A ship is a sheet the party shares, with hull points, shields and a post for each job aboard. A post is held best by someone trained in its skill:

 Pilot <i>Piloting</i> . Shortens every lane run.	 Engineer <i>Technology</i> . Keeps more hull between you and vacuum.
 Gunner <i>Perception</i> . Brings another mount to bear.	 Navigator <i>Investigation or Lore</i> . Reads the lane before it reads you.
 Medic <i>Medicine</i> . A hard crossing costs the crew less.	 Quartermaster <i>Persuasion or Deception</i> . Finds room that was not there.

In full: [Rift Energy](#) and [Starship Operations](#); for the GM, [Voyages](#).

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 GROWING AND GOING FURTHER

Characters grow from level 1 to level 20. A level comes from what the party gets done, by milestone or by experience, whether it talked, sneaked or fought its way there.

EACH LEVEL

- A hit die and more hit points, and your class's features for that level.
- A subclass at level 3.
- An Ability Score Improvement or a [feat](#) at levels 4, 8, 12, 16 and 19.
- Level 2 takes 300 experience, or one finished job by milestone.

In full: [Advancement](#).

BETWEEN JOBS

Money is the Galactic Mark (gm), worth one gold piece. Between jobs you can craft, repair, train or work a trade, as [Downtime](#) describes.

YOUR FIRST SESSION

The [Relay Job](#) is a short adventure for the four ready-made characters: a dead relay, an operator who will not leave and a salvage crew on the way. It runs every rule in this handbook once.

WHERE TO GO NEXT

 RULES SOURCEBOOK Every rule of play, in full.	 PLAYER'S MANUAL Ancestries, origins, classes, feats, gear and spells.	 GAMEMASTER'S MANUAL Running the table, worlds, travel and the starter job.	 BESTIARY Every creature, with its stat panel.
 CODEX Every catalog, searchable and filterable.	 WORKSPACE Builds characters and keeps the sheet.	 TABLETOP Maps, tokens, fog and initiative in the browser.	 STARCHART The galaxy the game is set in.

WORDS TO KNOW

DC	Difficulty Class, the number a check or saving throw has to meet.	AC	Armor Class, the number an attack roll has to meet.
Modifier	What an ability score adds to a roll: the score minus 10, halved, rounded down.	Proficiency	Training. Add your proficiency bonus to rolls you are trained for.

Advantage	Roll two d20 and keep the higher. Disadvantage keeps the lower.	Hit die	The die your class rolls for hit points, and spends to heal on a short rest.
Channel	One of the fifteen ways a caster draws on Rift Energy.	Rift Affinity	A rating from 0 to 10 for how much of the Rift you can hold.
Tech tier	How advanced a world or an item is, from I to V.	gm	The Galactic Mark, the game's money, worth one gold piece.

Played fifth edition before? The differences are listed under [Coming from fifth edition](#).