

★ Stargazing ★

An easy to learn universal roleplaying system for children!

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**FUGUE
GAMES**

Stargazing is a roleplaying game for children, it is about imagination and creating. The Core rule is that anything can be done as long as it's plausible in the game setting. The game mechanics are simple, using 2D6 (2 six sided dice), anytime the players try something that sounds like it should be rolled on, set a "Target number" or "reachable" modifier and have them roll.

Example:

Martin wishes to pry open the treasure chest with his wooden sword.

The storyteller decides he will need a 5 or better.

Martin rolls 2D6 and adds his "Body" bonus +1, and gets a 6!

The treasure chest pops open and he finds 10 gold pieces inside!

CHARACTER CREATION

WHO I AM!

In the "Who I am!" section, ask your players to explain what they want to be, give them examples, and let them imagine the character they want to play.

Ask them what their character looks like, and tell them to draw a picture of their character.

Ask them what their character has in the way of equipment.

Write all of this down, unless they are old enough to write this themselves.

ATTRIBUTES!

Body and **Mind**, roll 2d6 and record a +1 on the character sheet for every die that comes up a 5 or 6, with none showing record only a +1.

Health points, roll 2d6 and add the body and mind bonuses.

CANDY!!!!

Sometimes the dice don't roll the way we want, it happens and can frustrate a new player. So, At the beginning of the game give each child 3 or 4 pieces of your favorite candy. Explain when they roll all "6s", they can eat one. If they want to change a roll to succeed, then they need to give you a piece of their candy.

Substitute raisins, or grapes etc. for a healthier choice, or poker chips for a non-edible choice.

ENEMIES!

All enemies have 3 basic bits of information that form them.

- What and Who is the enemy? Why?
- Health points and Attack value
 - HP can be anything you decide, or a roll for random number. Attack is +1 or +2 depending on how hard you want the encounter to be.
- Description
 - Describe the enemy, and its attacks.

Example:

Wolf pup, who is lost and hungry, tries to get into the players food rations.

HP: 3 Attack: +1

Description:

Has silver fur, large teeth and a mean stare. Attacks by lunging and biting.

COMBAT

Player rolls for combat by rolling 2D6 and adding either Mind or Body bonus, determined by type of action. Then Storyteller rolls 2D6 and adds the "Enemies" Attack bonus. Whoever is higher wins! Roll 1D6 and add the Body or Mind bonus, this is damage done.

HEALING!

If a player Character gets hurt refresh half of their HP after the encounter. The other half will come 1 per a minute of game play, or through healing, magic, potion, or use of a candy (they eat one and declare that they are healed!)

Example Character:

Name: Hector

Body: +2 Mind: +1 Health: 10

Who I am: Hector is a fighter from yore. He uses a sword, shield and shiny plate mail armor.

NEW RULES AND ALTERNATIVES!

FLASH CARDS

When playing Stargazing I want my players to learn something while they play. To that end I came up with another approach. Instead of target numbers and dice rolls, maybe Flashcards!

If your player wants to do something then determine the level of difficulty based on 3 levels, easy, difficult, and hard. The levels correspond to flash cards that are, easy – 1 grade below player, difficult – players grade level, and hard – 1 grade above their level. Randomly draw a card, and ask them to solve it.

If they get it wrong, allow them to try again as many times as they have +’s from the associated attribute!

Player: I will solve the puzzle!

Storyteller: the puzzle is difficult!

Storyteller: draws a card and presents it. The card is “3X2”

Player: hmm... 5?

Storyteller: no, that is not correct, but you have a +2 in mind, so you can try again!

Player: great! is it... 6?

Storyteller: that is correct! you solve the puzzle!

If they use up all of their tries, then have them use a candy for another try!



ADVENTURE: WEB OF APPLES

A Stargazing adventure for 1 – 4 players. Perfect for a quick adventure on a lazy Sunday afternoon.

The adventure begins in the small hamlet of Adventure-villa. In the center of town, there is a bulletin board that lists all the adventures that are available to accomplish for the day. Today there is only one listed on the board, “the Web of apples”.

Farmer Tagger needs a group of adventurers to go into the back of his orchard and ask or make a young Giant spider leave. The Spider has lived there for the winter and now that summer is coming, farmer Tagger needs to start planting. However, the spider keeps attacking him.

1. The Apple thieves

3 goblins are routing through the orchard for anything edible, and are also stealing some of the smaller trees. They are close to where the spider lives, as the players approach.

- The players can talk to the goblins and persuade them to leave the orchard.
- The players may wish to trick the goblins into encountering the spider.
- The players could attack the goblins.

The Goblins: Body+1, Mind+1, Health: 6, Description: Hungry, dirty and disheveled, the goblin appears to be doing anything it can to survive. A couple of barely sprouting apple trees protrude from his old ripped backpack.

Goblins:

- Health: 6 (carrying shovel and 1 tree)
- Health: 5 (carrying 2 trees)
- Health: 6 (carrying 1 tree) and A Ring of Animal talk, allowing the wearer to talk to animals, however, the goblin doesn't know how to use it.

2. The Giant Spider

If the players try to communicate with the spider, or have the *Ring of animal talk*, they will learn that the spider is willing to work out a deal. She will not attack anyone but rats, and will not harm the trees, if she is allowed to stat and raise her young.

GIANT SPIDER

Body +1 Mind +0 Health: 4

Description: The giant brown spider is looking after her egg sack. She decided to live in the orchard for the protection, and the fact that a large amount of food, in the form of rats, come through often.



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