

# STARGAZER

A Game of Superheroes and Superadventure!

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# Chapter 1

## Character Generation

### Races and their Natural Powers

**Human:** Humans are the most common race. They have no natural powers.

**Terran Elf:** Terran Elves are very powerful but rare creatures. They have natural flight and a Fire Beam From Hands as their natural born powers.

**Martian Elf:** Martian Elves are the main form of life on Mars, but are extremely rare on other planets. They have a Water Beam From Hands as their natural power, as water is scarce on Mars.

**Giant:** Giants are common on Earth and Venus. They get a +1 to strength but have no natural powers.

**Sigmus:** Sigmis are energy-beings that live only on Mercury. They must be in the sun at all times or fall dormant. They have Energy Beam From Hands and Shape Energy as their natural powers.

**Homo Sigmus:** Homo Sigmis, or Human Energies, are the incarnations of human brainpower. They have no physical form, so are often placed in robots so as to give them a body. If the body is destroyed, then the Homo Sigmus simply leaves to find another one. They have no natural powers other than the ability to command machines.

**Galaga Creature:** The Galagas are highly intelligent beings that can assume other forms at will. They have Fire, Mist, and Water Transformation as their natural powers. However, there is only a 30% chance that a player can be a Galaga.

### Hero Classes

**Intergalactic Traveller:** To be an Intergalactic Traveller you must have a high speed score. Travellers all have Flight powers.

**Intergalactic Guardian:** Intergalactic Guardians need a strength score of 17 or more. They gain heat vision as an added power.

**Planetary Traveller:** PTs travel between the worlds of their home solar system only. They must have a speed score of 13 or more. When you become a PT you gain Eye Beams.

**Planetary Guardian:** PGs must have a strength score of 15 or more. They gain Ice Shaping powers.

**Single Planet Guardian:** SPGs are weak versions of Planetary Guardians. They must have a strength score of 13 or more. They gain no added powers.

**Single Planet Peacekeeper:** SPPs are the most powerful superheroes in the game. They must have an agility score of 15 or more, a strength score of 13 or more, and a speed score of 13 or more.

## Ability Scores and How to Handle Them

**Strength:** This ability score determines if players can bend bars, lift cars, etc. A high strength score can result in the ability to shatter an opponent in one hit. See critical damage in the Combat section.

**Agility:** This ability score determines how quick on their feet players are. A high agility score results in the player always attacking first during battle.

**Speed:** This ability score determines how fast players are. A high speed score results in the player's ability to travel back through time.

**Perception:** This ability score determines how sharp eyed players are. A high perception score results in the ability to always hit during combat.

**Hit Points:** Not really an ability score, this is how much damage a character can take.

To roll ability scores, you roll a 3d6 for each one. These ability scores are used in a manner suitable to the situation. For example, if Swiftwind, a peacekeeper, has a speed score of 16 and is attempting to run across water, chances are that he'll be able to. If a player has no high ability scores, he can either be a superhero trainee or reroll the ability scores. When players advance in levels, they gain 1 in any ability score of the GM's choice. See Experience for more information on level advances.

## Super Powers

- Flight
- Eye Beams - 1d6 damage
- X-ray Vision
- Heat Vision - 1d6+1 damage
- Transformation:
  - Metal
  - Stone
  - Energy
  - Water
  - Fire
  - Cloud
  - Mist
- Beam From Hands:
  - Fire - 1d6 damage
  - Energy - 1d8 damage
  - Water - 1d4 damage
  - Air Burst - 1d6-1 damage
- Magnetic Field
- Shaping:
  - Ice
  - Fire
  - Metal
  - Energy

- Sonic Scream - 1d8 damage
- Control:
  - Machines
  - Weather
  - Volcanic Activity
  - Earthquakes
  - Air (can compress it, causing 1d4 damage to the one compressed)
  - Water
  - Animals
- Increased Strength - 1d6
- Increased Agility - 1d4+1
- Increased Speed - 1d6+1
- Increased Perception - 1d8-1
- Charge Object With Explosive Energy - 1d10-1 damage
- Steel Claws - 1d4+2 damage
- Psionic Projection (Duplicate Self)

## Group Affiliation (Optional)

A group of players can decide to put their characters in a Supergroup, such as the X-Men and the Justice League. The groups must have a leader, who will be chosen by the players. If a player wants to join an existing group, then the members of that group must consent to his/her offer. A majority vote will allow him/her in. Here is two groups that beginners can join right away:

- X-Men: Gambit, Storm, Nightcrawler, Wolverine, Cyclops, Colossus
- Justice League: Ice, Fire, Blue Beetle, Bloodwynd, Guy Gardner

If the leader of a group is destroyed, then another leader must be chosen.

## Experience

Superheroes gain experience for each crime they stop, villain they capture, and mystery they solve. The experience points they receive for each is given here.

- Small Crime (Bank Robbery): 100 Experience Points (EP)
- Large Crime (Murder, Kidnapping): 150 EP
- Easy Mystery: 175 EP
- Hard Mystery: 200 EP
- Weak Villain: 300 EP
- Strong Villain: 350 EP
- Supervillain: 500 EP

Each class has a set amount of experience needed to advance a level:

## Traveller



Level	EP Needed
1	300
2	750
3	1250

Table 1.1: Traveller Experience Needed

**Guardian**

Level	EP Needed
1	350
2	900
3	1500

Table 1.2: Guardian Experience Needed

**Peacekeeper**

Level	EP Needed
1	1000
2	1500
3	3000
4	5000
5	10000

Table 1.3: Peacekeeper Experience Needed



## Chapter 2

# Combat

### Initiative

When a superhero(s) encounters a villain, then a battle ensues. The ability to attack or reason first, or initiative, is determined by the roll of 1d6. The villain and hero rolls, and the higher number gets the initiative.

### Short Range Combat

#### Body Weaponry

The use of bare hands to pummel your foes is called body weaponry. There are two styles: Karate and street fighting. Street fighting often uses punches to KO your opponent. It does 1d4-1 damage, except when you have a strength score of 16 or more. Then it does 1d6 damage. Karate is a hard technique to master; only 40% of the heroes can master it. It allows the use of speed and strength together, creating a whirlwind of power against your foes, doing 1d8 damage. Your style of fighting is recorded on your character sheet.

### Long Range Combat

Long range combat is handled the same as short range, except are no fighting styles, and beam powers can be used.

### Hand Weapons

Yes, even superheroes use guns. The following weapons and damage are used by this game:

- .45 Colt: 1d6 damage
- Laser Gun: 1d8-2 damage
- Kryptonite Ray: 1d10+1 damage (can't be used by heroes)
- Anti-Hero Ray: 1d10 damage (can't be used by heroes)
- Katana: 1d4 damage (+2 if you have Karate fighting style)
- Broadsword: 1d6 damage (must have 15+ strength)
- Battle Axe: 1d8 damage (must have 16+ strength)
- Iron Glove: 1d8 damage (must have street fighting style)

- Scythe: 1d6 damage

Only one weapon can be selected per level. So, if you're a 3rd level hero, you can have 3 weapons.

## Mass Combat

Superheroes vs. supervillains! A group fighting another group, a nation fighting another nation, or a planet fighting another planet! ALL OUT WAR!!!! GMs need to know how to handle wars. And this is how:

1. There is an initiative roll.
2. The winner of the roll attacks, using an average of the powers of his/her side's superpowers. Example: Bob's Army as many Fire Beams, so that's his average power that he'll use in combat.
3. Each member is treated like a one-hit point person. For more on hit points, see Character Generation.
4. When all of one side is dead, then the war is won by the other.

## Chapter 3

# Conclusion

There will be no new modules due for this game until June 1, 1995. If you wish to play other high quality games by Dragonlord Gaming, then try Cybertech: The Aftermath.