Starport

A tabletop roleplaying game for kids

This book is dedicated to my children, Luke and Brin, with whom I've had many adventures, in Starport and life.

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Chapter 1:
Introduction

Blaze likes to freeze things with his wand, Orion likes to sneak around so nobody can find him, and Angel is such a smooth-talker that no Creature in Starport can resist becoming friends with her. What kind of a Character will you be?

Starport is an amazing open world where anything might happen, where unicorns walk alongside robots, where a starship might be visiting from an unknown world. Where magic is real, and adventure is just around the corner.

A non-violent game of adventure and imagination designed to facilitate growth in problem-solving, creativity, teamwork, critical thinking, reading, writing, oral communication, mathematics, and self-esteem.

In the **Starport** tabletop roleplaying game designed for children aged 5-12, each Player assumes the role of the character they create. A Guide, usually an adult, sets the scene for a story, place, or situation in a fantasy world where the Player's characters exist. The Players react by describing what their characters will do.

This book provides a guide for building characters and resolving an array of possible actions that might occur during the game. Please keep in mind that this book is not intended to provide a comprehensive rule set, but rather a guide to playing a structured story-telling game with exciting character building and customization options. The game is designed to emphasize non-combat encounters and allows characters to use a variety of different skills to accomplish tasks and overcome obstacles.

What you need to play?

2 to 6 Players: Starport will work with just one Player and a Guide, but it is better with 2 to 5 Players and a Guide.

A Guide: The Guide is a special Player who is in charge of knowing the rules and guiding Players through the story.

Rules and Adventures: You'll need at least one copy of the rules that are included in this book. You can use one of the pre-made adventures included in this book or make up your own.

Game Pieces: Each Player will need a twenty-sided die (called a d20), a printed character sheet (found at the end of this book), and something to write with. You may also want to use printed Trait Tokens, Energy Point tokens, adventure maps, or character and Creature tokens, all of which can be found at the end of this book.

Time: The adventures provided in this book are designed to take 30 to 60 minutes.

Other Props: You can use toys, figures, pictures, music or anything else that makes the game more fun and engaging for Players.

What does the Guide do?

The Guide knows the rules of the game, describes to the Players what their characters see in a fantasy world, and guides the Players through the adventure their characters are experiencing. The Guide plays the role of any Creature or other characters the Players meet along the way.

Don't get bogged down by the rules. The most important thing for the Guide to do is to keep the game moving and facilitate a fun experience.

What do the Players do?

Players create their character by choosing Traits and abilities and buying equipment. They describe all the actions their character takes in the game and roll a d20 to see if those actions are successful.

What is an "Adventure"?

In **Starport**, Players take on the role of a character living in a fantasy world. These characters can go anywhere and do anything within that fantasy world. The Guide prepares an "Adventure" for the Characters which acts as a storyline for players to follow. During an adventure, Players complete tasks and have encounters that move them along the storyline. This book has three premade adventures for Guides to use with Players.

One rule to rule them all

There is one basic rule that is used to resolve all actions in the game. Any time a Player wants their character to do something in the game the Player describes the action. The Guide decides the level of difficulty for any character action and assigns a number from 1 to 20 to that action. Normal, everyday actions, like talking, eating, and traveling around don't require a roll. If a character attempts to do something that might involve some skill (such as persuade someone to do something, climb a wall, or disable a robot with a Freeze Wand), the Guide should assign a difficulty to the action and the Player must roll equal or higher than the assigned difficulty on the d20. The Guide may also decide that an action is impossible, such as jumping over a 100-foot-wide hole or making friends with a mindless pile of goo. In these cases, no roll is allowed; the Guide would simply tell the Player the action is impossible.

⭐ Terms Used in the Game ⭐

Guide: Typically, an adult or an older kid who knows the rules, reveals the world to the Players, and controls the flow of the game.

Player: A person who plays the role of a character who exists in the Starport world and describes the actions of that character.

Player Character (PC): A fictional person in Starport controlled by a Player. The terms "Player" and "Player Character" can be used interchangeably.

Non-Player Character (NPC): All people, Creatures and anything else living in Starport besides the Player Characters. Non-Player Characters are controlled by the Guide.

Creature: A special type of NPC that Player Characters encounter and sometimes defeat during adventures.

Turn: In turn-based encounters, all Players have a designated time when they can describe a single action their character performs. This is a turn.

Round: In turn-based encounters, all Players and Creatures have a chance to act in one round.

Trait: There are four Traits (Helpful, Smart, Sneaky, and Tough). All actions in the game are linked to one of three Traits (Smart, Sneaky, or Tough). The Helpful Trait is used to help friends with their actions.

Ability: A special skill possessed by a Player Character.

Pet: A companion that gives special powers to a Player Character.

Token: A Player Character starts each adventure with a number of Tokens associated with each Trait. Tokens are primarily used to increase action rolls and are used and lost throughout an adventure. Having zero Tokens in a Trait means the Player can no longer use actions associated with that Trait which require an action roll.

Energy Points: Energy Points fully restore all Tokens in all Traits to their maximum level.

Action Roll: Any time a Player rolls a d20 to see if a described action succeeds.
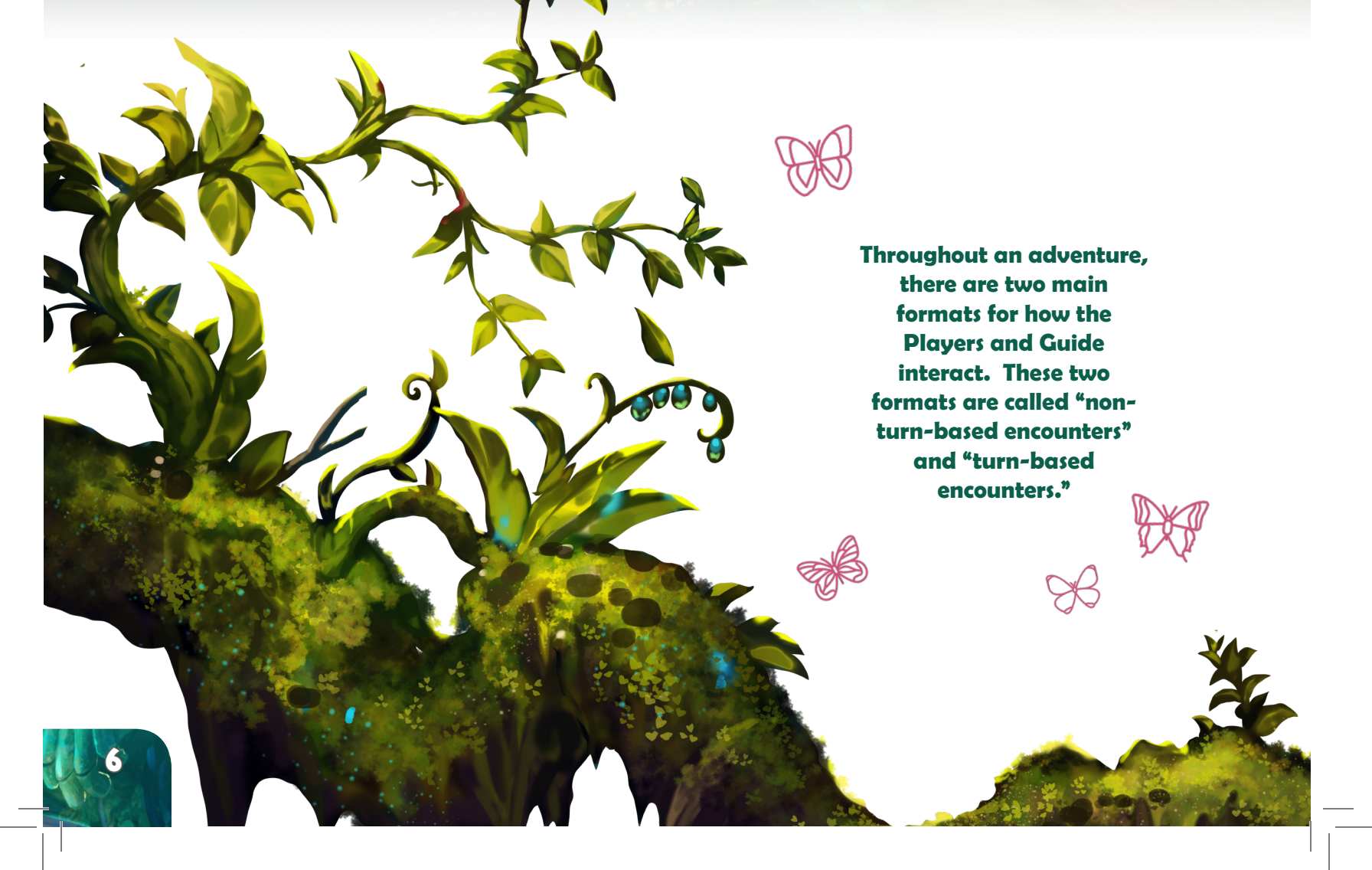
Difficulty: The lowest number a Player needs on a roll for their Player Character to be successful at performing an action.

Coins: Currency used in Starport.

Equipment: Items that can be bought and found in Starport.

Chapter 2:
Playing the Game

Throughout an adventure, there are two main formats for how the Players and Guide interact. These two formats are called "non-turn-based encounters" and "turn-based encounters."

Non-turn-based encounter example

Guide: OK, you collected your reward, and now you're back in Starport city. What do you want to do?

Angel: I want to go to the Equipment Shop and spend my Coins

Orion: I want to go to the Kid's Club. Remember that boy who told us he likes collecting books? We found some books on our adventure, and I want to bring them to him.

Blaze: I want to go to the Equipment Shop too!

Guide: OK, so what will you do?

Blaze: How about we split up? Orion goes to the Kid's Club, and we go to the Equipment Shop.

Orion: I'd rather stay together in case something happens. I'll go to the Equipment Shop first with you.

Guide: You walk into the Equipment Shop, and you see the store owner, Bardo, whom you've met before. "Welcome friends! What can I do for you today?"

Blaze: Hi Bardo, we have a lot more Coins now, what can we buy?

Guide: "Well take a look at the list. Everything here is for sale".

The guide hands the equipment list to the Players, and they mull it over for a few minutes, looking at the pictures, the cost of each item and asking the guide for help reading the descriptions when needed. Blaze and Orion each buy something, adjust their Coin totals on their character sheets and say thanks to Bardo.

Angel: Hi Bardo, I have 19 coins, but I want to buy a Hoverboard, and it costs 20. Can you give me a small discount because we're friends, pleeease!

Guide: Roll a d20, Angel. It's not a big discount, so it's an average difficulty of 10 to persuade Bardo to give you a discount.

Angel rolls a 14 and succeeds.

Guide: "Well I guess I can make an exception this time," says Bardo. "Come again anytime. Where are you heading next might I ask?"

Orion: We're going to the Kid's Club.

Guide: "Oh the Kid's Club, how wonderful! I heard they're doing an activity about the solar system today. It should be fun!"

Non-turn-based encounters

This type of encounter happens any time the Players are freely exploring the world of Starport. Players can visit locations in the city, meet people, buy things, plan an escape and do many other activities in the open world of Starport. It's important to encourage all Players to participate in these encounters, and not let one Player do all the talking. The time between adventures when Players are free to explore is an essential part of the game. It's during these times that kids get to feel like their Player Characters are genuinely in an open world where they can do anything.

Turn-based encounters

As the name suggests, these encounters have a set turn order, with every Player having a chance to act. At the beginning of these encounters, the Guide sets the turn order by having every Player roll a d20 and act in descending order. This encounter type is used any time the Player Characters are trying to overcome a challenge in

which the Guide would like to give each player a turn to act. Turn-based encounters commonly take place when the Player Characters start an interaction with a Creature they need to defeat. **The Guide triggers a turn-based encounter by saying, "Everyone, roll a d20 to see who goes first."**

> There are no game boards and no tactical movement in Starport, so unless there is a physical obstacle between a Player Character and where they want to go, moving does not use a turn.

Turn-based encounter example

Guide: Your group comes to the end of a hallway and standing in front of a large metal door is a Robot with waiving arms. In a robotic voise, it says, "You may not pass". Everyone, roll a d20 to see who goes first.

Blaze – 18, Angel – 11, Orion – 7.

Blaze: I use my Freeze Wand and try to Freeze it!

Guide: OK, roll a d20, it's a difficulty of 10.

Blaze rolls a 7.

Guide: Blaze, would you like to use three Sneaky Tokens to increase your roll to a 10? The Sneaky Trait is used for all ranged actions. Your friends can also use Helpful Tokens to an increase your roll by +1 for every Helpful Token used.

Blaze: No, I'll save my Tokens.

Angel: I try to convince the robot there is danger in the other room and it should go investigate.

Guide: OK, roll a d20, it's a difficulty of 10 (the robot is not very smart, so this might just work).

Angel rolls a 2.

Guide: Your roll fails, Angel. You can increase your roll by +1 for every Smart Token you use. The Smart Trait is used for all actions involving clever ideas, not physical action. Your friends can also use Helpful Tokens to an increase your roll by +1 for every Helpful Token used. You need to use 8 Tokens to succeed.

Angel: That's too many! No thanks.

Orion: I try to make friends with the robot.

Guide: OK, it's a difficulty of 10 (again, the robot is not very smart, so this might just work).

Orion rolls a 1.

Guide: Your roll fails, Orion. You can increase your roll by +1 for every Smart Token used by you or Helpful Token used by your friends.

Orion: I don't use any Tokens.

Guide: The robot launches a net at Angel. She loses a Token and misses her next turn because she's caught in a net. Angel, you can use one Sneaky Token to avoid losing a turn.

Angel: I don't have any Sneaky Tokens left.

Blaze: I use my Freeze Wand again.

Guide: OK, Blaze, go ahead and roll a d20. You need a 10.

Blaze rolls an 8.

Blaze: I'll use one Sneaky Token. Can someone use a Helpful Token to get me up to a 10?

Angel: I'll use a Helpful Token!

Guide: You finally succeed. A shower of ice covers the Robot. All its gears freeze, and it's totally disabled.

> You can use Tokens to boost action rolls – notice the Guide in this example asks the Players if they would like to use Tokens to boost action rolls. **Allow Players to first see their roll result** and then use Tokens to increase the roll to a success if they wish to do so.

Typical actions in a single turn

Players will often describe several actions they would like to do on their turn. For example, "I want to drink my Potion of Flight, fly up the cliff and tell a joke to the Joke Troll." It's up to the Guide to break down the Player's description into actions that can be accomplished in one turn. Below are examples of typical actions that can be completed in a turn. Ultimately the Guide decides what counts as an action and what can be achieved in a single turn.

- ✔ Persuade an NPC
- ✔ Use a wand or throw something
- ✔ Climb, jump, swim or overcome an obstacle
- ✔ Hide or defend
- ✔ Use a potion
- ✔ Use an ability

Traits

There are four Player Character Traits

- ✔ Helpful
- ✔ Smart
- ✔ Sneaky
- ✔ Tough

All Player Characters have different levels in each Trait. The number of Tokens a Player Character possesses in a Trait represents their level in that Trait. If a Player Character has 0 Tokens in a Trait, it means that character may not attempt any action rolls associated with that Trait. See the next page for **Typical actions and associated Traits**.

Tokens

Player Characters get Tokens that represent their levels in each Trait. The more Tokens they have in a given Trait, the more they can increase action rolls associated with that Trait. At the beginning of each adventure Player Characters start off with a number of Tokens based on where they chose to place their Tokens during character creation as well as any additional tokens gained from equipment, pets, or leveling up. During the adventure, Player Characters use Tokens to increase rolls and help succeed on actions.

If a Player uses all their Tokens in a given Trait, they automatically fail any future action that requires a roll associated with that Trait. For example, if a Player has used all their Sneaky Tokens and they attempt to use their Stink Wand on a group of Creatures (an action that requires a Sneaky action roll), the Guide would tell them they can't do it because they have no more Sneaky Tokens. If a Player uses all their Tokens in every Trait, this means they have gotten tired and can't use any actions that require rolls. They must use an energy point to restore all their Tokens or go home and rest. After some rest at home, Player Characters regain all their Tokens and energy points. Typically, rest at home happens between adventures, but it's possible the Players may want to retreat and go home for a rest in the middle of an adventure.

Players lose Tokens during the game for many reasons, such as boosting action rolls or getting affected by Creature actions. Unless an action or event calls for the loss of a specific type of Token (such as boosting a specific action roll), Players may choose which Tokens their Player Characters lose when the Guide tells them they have lost a Token.

The Guide should warn Players if they are ever about to use all their Tokens in a given trait, leaving them with zero Tokens in the Trait. If a Player uses all their Tokens in a given Trait, they may not even attempt to make any action rolls associated with that Trait. If they leave at least one Token in the Trait, they may continue making action rolls associated with that Trait.

Energy Points

In addition to Tokens, Player Characters have Energy Points. Spending 1 energy point allows a Player Character to immediately restore all Tokens.

ENERGY POINT

Managing the loss and gain of Player Tokens is the key to managing a balanced and exciting game.

If Players never come close to running out of Tokens, the Guide should add more encounters that will cause them to lose or use Tokens.

If Players are always running out of Tokens and having to return home for rest, the Guide should give them more equipment or energy points to increase their maximum Token number and make their Tokens last longer.

Typical actions and associated Traits

Any time a Player wishes to perform an action, the Guide decides if an action roll is necessary. Every action roll is associated with a Trait. After making an action roll and seeing the result, a Player then has the choice of using Tokens to boost the action roll to a success. To boost an action roll, a Player must use one or more Tokens from that Trait, gaining +1 on the action roll for every Token they use. The list below can help the Guide decide what Traits should be associated with what types of action rolls.

Helpful

This Trait is only used to help other Players boost action rolls. Any time a Player makes an action roll for any reason, another Player may boost the result by +1 for every Helpful Token used.

⭐ Action Difficulty Guide ⭐

Difficulty 0 (automatic): Walk around town, talk with people.

Difficulty 5 (easy): Balance on a chair, jump over a small hole, climb a wall with a rope.

Difficulty 10 (average): Climb a wall with no rope; persuade a shop owner to give a small discount.

Difficulty 15 (hard): Break down a door or lock; swim in stormy water.

Difficulty 20 (really hard): Convince someone you're actually an alien; tie up a Difficulty 20 Creature so it won't escape.

Difficulty 25 (nearly impossible): Jump across a 30-foot hole; Fly through a tornado.

Smart

This Trait must be used any time a Player Character performs an action related to using their mind or attempting something clever. Here are some suggested Smart actions:

- ✔ Persuading or negotiating
- ✔ Making friends
- ✔ Searching for something
- ✔ Guessing if someone is lying
- ✔ Noticing something
- ✔ Fixing something

Sneaky

This Trait must be used anytime a Player Character performs an action requiring dexterity or coordination. Some suggested Sneaky actions:

- ✔ Throwing something
- ✔ Using a ranged item like a wand
- ✔ Moving fast or performing quick actions
- ✔ Sneaking, moving silently, or hiding
- ✔ Balancing or performing acrobatic actions

Tough

This Trait must be used anytime a Player Character performs an action requiring physical strength. Some suggested Tough actions:

- ✔ Jumping, swimming, pushing, lifting, climbing

Degrees of success

In some cases, an action might be easy to perform but require skill to perform well, such as tying a rope or playing an instrument. In these cases, the Guide should have the Player make an action roll without telling them any set Difficulty. If they roll low (10 being average), they simply do a poor job at the action, which might mean the rope they tied comes apart, or the people they're playing for cringe.

Hiding & Defending

Sometimes when facing one or more Creatures in a turn-based encounter, a Player doesn't want to perform an action on their turn that affects a Creature, and they decide to focus on hiding or defending themselves. In these cases, the Player must make a Sneaky (hide) or Tough (defend) roll (Difficulty = the Difficulty of the Creature(s)). If they succeed, the Creature(s) can't target them with any abilities this round. If facing multiple Creatures, they might succeed in hiding from one Creature, but not another, depending on their roll result.

Chapter 3:
Character Building

This section introduces rules and customization options for building Player Characters in the Starport game. Before starting the Player Character creation process, the Guide should print out a character sheet for each Player. The character sheet can be found at the end of this book.

For young players (5 or 6 years old) skip steps 3-6 in the character building process described below. With young players, the Guide should focus more on the role-playing aspects of the game and less on Character building and customization. As long as Players have Tokens, they can perform all necessary actions and encounters during their adventures.

Player Character Creation Steps

1. Choose a picture and name

2. Choose Tokens

3. Choose an Ability

4. Give Starting Coins

5. Buy a Pet

6. Buy Equipment

1. Choose a picture and name

There are several Player Character sample pictures at the end of this book, but Guides and Players should feel free to use any image they want. Each Player should come up with a unique name for their Character and write it at the top of their character sheet.

2. Choose Tokens

Each Player starts the game by choosing ten Tokens. They can select their ten Tokens from any combination of Traits. For example, they can choose ten Tough Tokens or four Helpful and six Smart Tokens. If using physical, printed Tokens, Players can take their Tokens; otherwise, Players should record their Tokens on their character sheets.

> The Guide should inform Players that if they choose to place zero Tokens in a Trait, they may not use any actions associated with that Trait.

3. Choose an Ability

Players start the game by choosing an ability from the abilities section found later in this chapter. Players can also select additional abilities at later levels (see **Experience and Leveling** on page 24).

4. Give Starting Coins

Coins represent currency in Starport, and Player Characters start the game with at least five Coins. The exact amount is up to the Guide. If running a one-shot adventure, the Guide should give Player Characters twenty or more Coins, so they have more purchase options up front. If running multiple adventures, it's better to start by giving five Coins, as Player Characters will earn and find more Coins throughout their adventures.

5. Buy a Pet

Pets are friendly Creatures that hang out with the Player Characters, give them advice, and keep them on track during adventures. Pets also provide their owners with special benefits described in the **Pets** section on page 15. A Player does not have to buy a pet and may only have one pet at a time.

6. Buy Equipment

Buying equipment is a great way to use Coins and improve Player Character power as they adventure. Players start the game by using their Coins to buy whatever equipment they'd like from the **Equipment** section on page 18.

Player Characters can carry up to five items at any time. A backpack or magical backpack allows them to carry more.

> Buying equipment is a great way to introduce Players to Starport and help them understand that their Player Characters are in an open world where they literally can do anything, go anywhere, and interact with anyone. The Starport Equipment Shop is a great place to shop where Players can find all of the items on the Equipment List. Give Players their starting Coins and set them loose in the city to go shopping!

Abilities

Player Characters start the game by choosing one ability found in this section. They can gain multiple abilities as they level up (see the experience points and leveling table later in this chapter).

In most cases, using an ability takes a turn, so during turn-based encounters using an ability forgoes a Player's turn. During non-turn-based encounters, Players can freely use abilities as much as they'd like.

⭐ X-Ray Vision

You can see through any wall that is one-foot thick or less.

⭐ Protection

No Creatures can affect you with any abilities for one round.

⭐ Genie

A Genie appears. It knows everything and will truthfully answer one question for every Smart Token you use.

⭐ Mind Hand

Move any non-living object you can see (100 pounds or less) with your mind.

⭐ Smash

Break any door, chest, box or another small object.

⭐ Disguise

Change yourself to look like any other NPC of a similar size as you. You don't gain the abilities of an NPC you change into.

⭐ Strong

Get +2 on all Tough action rolls. This ability does not require you to use a turn. It is always active.

⭐ Clever

Get +2 on all Smart action rolls. This ability does not require you to use a turn. It is always active.

⭐ Agile

Get +2 on all Sneaky action rolls. This ability does not require you to use a turn. It is always active.

⭐ Illusion

Make a holographic illusion of anything. The illusion lasts for one minute.

⭐ Confusion

You can spend 3 Smart Tokens and cause any one Creature to be confused. You automatically gain one success towards defeating the creature and if it requires more than one success to defeat, it does something crazy or random on its next turn.

⭐ Teleport

Immediately transport you and your friends to any place in Starport you have physically visited before.

Pets

Pets are companions with special powers to help Player Characters. Pets also act as helpful allies in the game. They help Players move through the game when they are stuck and sometimes give them suggestions for overcoming problems or making choices.

The Guide should roleplay pets. Pets have their own feelings and desires, so they can sometimes disagree with their owners, but usually, pets try their best to help their owners.

A Player Character may only have one pet at a time. If the Player decides to get a new pet, the current pet runs away.

Chomper

Cost: 1 Coin

+1 to your maximum Helpful Tokens.

Trio

Cost: 1 Coin

+1 to your maximum Smart Tokens.

Scrappy

Cost: 1 Coin

+1 to your maximum Sneaky Tokens.

Mini Bull

Cost: 1 Coin

+1 to your maximum Tough Tokens.

Crystal Bug

Cost: 5 Coins

+1 to your maximum Tough Tokens.

Every time you level up while Crystal Bug is your pet, it makes a small crystal worth 3 Coins.

Shifty

Cost: 5 Coins

+1 to your maximum Smart Tokens.

Shifty can turn into a duplicate of you for 1 minute.

Scout

Cost: 6 Coins

+1 to your maximum Smart Tokens.

+1 to your maximum Sneaky Tokens.

Scout can fly.

Spiky

Cost: 10 Coins

+4 to your maximum Helpful Tokens.

Proto

Cost: 20 Coins

+1 to your maximum Helpful Tokens.

+1 to your maximum Smart Tokens.

+1 to your maximum Sneaky Tokens.

+1 to your maximum Tough Tokens.

Proto can fly.

You can see and hear what Proto sees and hears.

Blank Pet Cards

Part of what makes Starport amazing is the ability to create a fantasy world together among the Guide and Players. The following pet descriptions have been left blank so the Guide and/or Players can create their own custom pets.

Cost: Coins

Cost: Coins

Cost: Coins

Cost: Coins

Cost: Coins

Cost: Coins

Equipment

All of the equipment shown here can be bought at the Starport equipment shop. Equipment can also be found in different places while Player Characters are adventuring. This list is not meant to be an exhaustive list of items that can be found in Starport, so if Players want to buy something else, it's up to the Guide to decide if they can find it and how much it costs.

Player Characters may have up to five pieces of equipment unless they have a Backpack or Magical Backpack that allows them to carry more.

The items marked with a star ⭐ are consumable and can only be used once each time they are purchased.

Flashlight

Cost: 1 Coin

Lets you see in the dark.
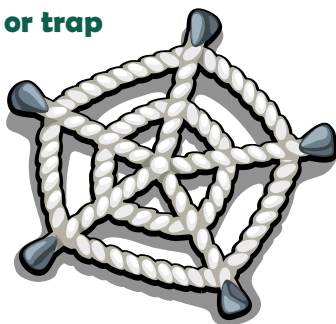
Rope and Grappling Hook

Cost: 1 Coin

Used to climb up walls, cliffs, buildings, and other structures.

Net

Cost: 1 Coin

Used to capture or trap Creatures from a distance. A net can only be used on 1 Creature at a time.

Backpack

Cost: 2 Coins

Can hold up to 10 pieces of equipment.

Magical Backpack

Cost: 5 Coins

Can hold unlimited pieces of equipment.

Magical Paintbrush

Cost: 10 Coins

You can paint a picture of any non-living thing on a wall or ground, and that picture will become real for 1 minute.

Potion of Energy

Cost: 5 Coins

Pouring this potion over your head restores all your Tokens.

Potion of Protection

Cost: 5 Coins

After pouring this potion over your head, the next time a Creature uses an ability that affects you, it fails.

Potion of Flight

Cost: 5 Coins

After pouring this potion over your head, you can fly for one minute.

Potion of Invisibility

Cost: 5 Coins

After pouring this potion over your head, you are invisible for 1 minute.

Potion of Power

Cost: 5 Coins

After pouring this potion over your head, each Token you use gives you +2 instead of +1 for 1 minute.

Magic Shovel

Cost: 3 Coins

If you stick this shovel in the ground, you can magically make a 10-foot x 10-foot hole in front of you.

Hoverboard

Cost: 20 Coins

The Hoverboard lets you fly. Every time you ride the Hoverboard, you must succeed on a Difficulty 5 Sneaky roll or fall off.

Super Duper Glue

Cost: 2 Coins

Glue any two things together permanently.

Freeze Wand

Cost: 15 Coins

You use the Freeze Wand from a distance by making a Sneaky roll. If you use the Freeze Wand on a Creature and succeed on your Sneaky roll, you gain one success towards defeating the Creature, and the Creature also misses its next turn.

Shock Wand

Cost: 15 Coins

You use the Shock Wand from a distance by making a Sneaky roll. When you use the Shock Wand always add +1 to your Sneaky roll. If you use the Shock Wand on a Creature and succeed on your Sneaky roll, you gain one success towards defeating the Creature.

Helpful Wand

Cost: 10 Coins

You use the Helpful Wand from a distance by making a Sneaky roll. If you use the Helpful Wand on a Creature and succeed on your Sneaky roll, you gain one success towards defeating the Creature, and you can restore 1 lost Helpful Token.

Stink Wand

Cost: 15 Coins

You use the Stink Wand from a distance by making a Sneaky roll. You can use the Stink Wand on all the Creatures you can see, with one Sneaky roll. If you succeed on your Sneaky roll against any Creature, you gain one success towards defeating that Creature.

Earthquake Hammer

Cost: 40 Coins

You slam this hammer on the ground and create an earthquake that affects all the Creatures you can see, with one action roll. If you succeed on your action roll against any Creature, you gain one success towards defeating that Creature, and that Creature misses its next turn.

Helpful Helmet

Cost: 10 Coins

+2 to your maximum Helpful Tokens.

Smart Helmet

Cost: 10 Coins

+2 to your maximum Smart Tokens.

Tough Helmet

Cost: 10 Coins

+2 to your maximum Tough Tokens.

Sneaky Ring

Cost: 10 Coins

+2 to your maximum Sneaky Tokens.
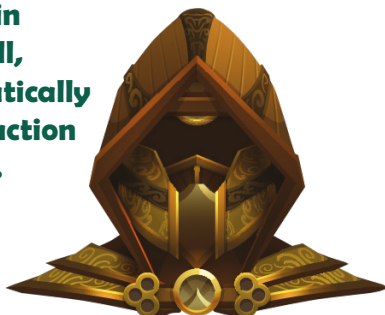
Luck Ring

Cost: 50 Coins

Once per round, you may spend one Smart Token to avoid the effects of one Creature's ability.

Cloak of Hiding

Cost: 10 Coins

If you remain perfectly still, you automatically succeed on action rolls to hide.

Blank Equipment Cards

Similar to the pet section, the following Equipment descriptions have been left blank so the Guide and/or Players can create their own custom equipment.

Cost: Coins

Cost: Coins

Cost: Coins

Cost: Coins

Cost: Coins

Cost: Coins

Character Building

Earning Experience Points and Leveling

As Players complete adventures they gain experience points. Experience points allow Player Characters to gain levels, giving them access to more Tokens and abilities as described in the following table. As Player Characters become more powerful, they will be able to take on more daring adventures.
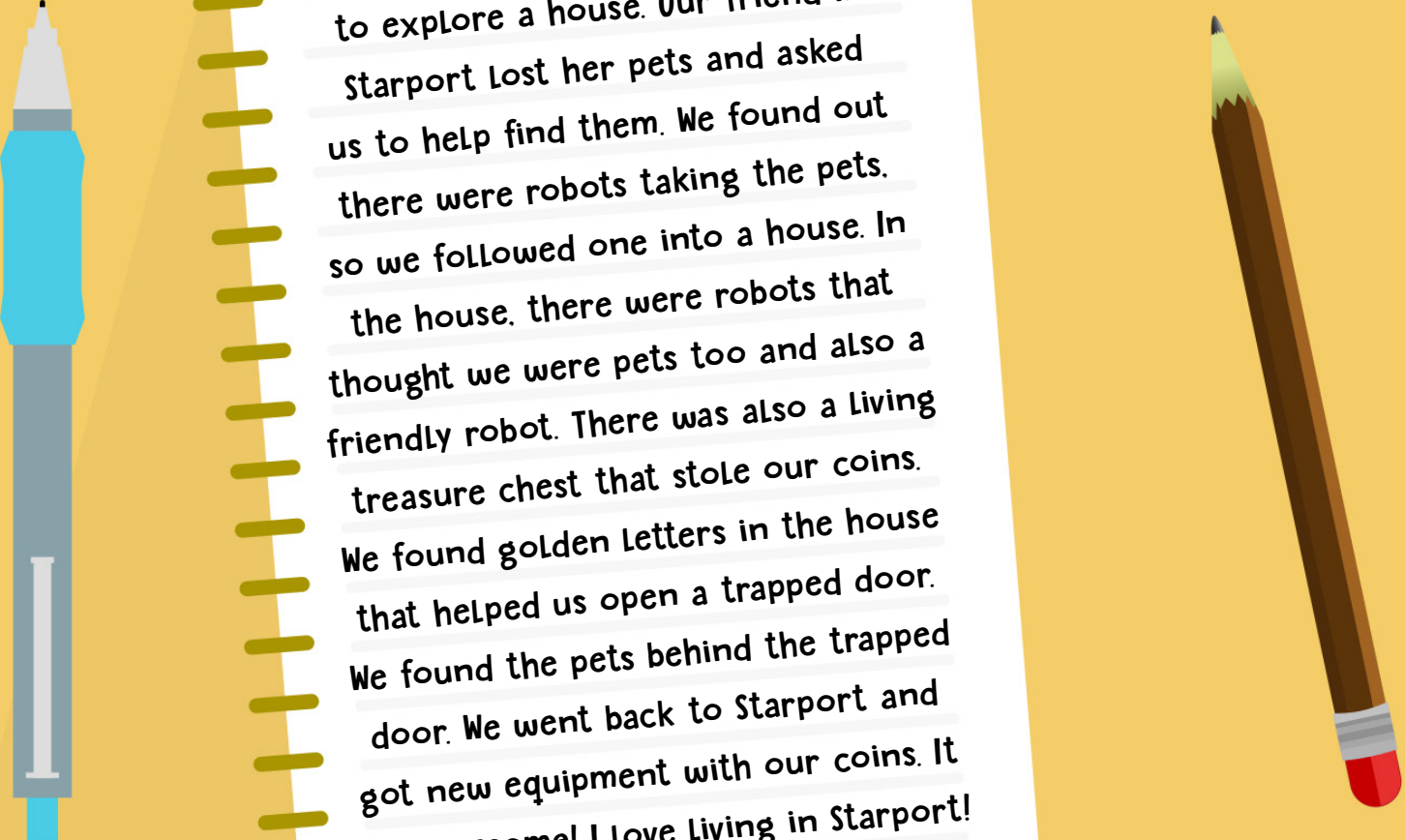
To keep the game exciting, it's best to award enough experience points for Player Characters to level up after every adventure or every other adventure. If using the optional journaling rule, the Guide should award Players slightly fewer experience points than would allow them to level up and tell them they will level up once they complete journal entries for their Player Characters.

The Guide should award experience points at the end of adventures. Leveling up in the middle of the adventure will stall play and can throw everyone out of the action.

Experience Points	Level	Benefits
0	1	10 Tokens, 1 ability, 1 energy point
3	2	+2 Tokens
9	3	+2 Tokens, +1 ability
27	4	+2 Tokens
65	5	+2 Tokens, +1 ability
140	6	+2 Tokens
230	7	+2 Tokens, +1 ability
340	8	+2 Tokens
480	9	+2 Tokens, +1 ability
640	10	+2 Tokens

Journaling (Optional Rule)

Journaling is a great way to get kids excited about writing. After each adventure, the Players can write journals about what happened to them in Starport from the perspective of their Player Character. The Guide should award experience points to Players for writing journals. See a sample journal below.

Today, me, Blaze, and Orion went to explore a house. Our friend in Starport lost her pets and asked us to help find them. We found out there were robots taking the pets, so we followed one into a house. In the house, there were robots that thought we were pets too and also a friendly robot. There was also a living treasure chest that stole our coins. We found golden letters in the house that helped us open a trapped door. We found the pets behind the trapped door. We went back to Starport and got new equipment with our coins. It was awesome! I love living in Starport!

– Angel

Chapter 4:
Starport

Welcome to Starport

Starport is a fantasy world where Characters and Creatures from all walks of life and all times, past, present, and future come together to live their lives. In Starport, anything can happen. One day you might see a spaceship carrying aliens from a faraway galaxy, and the next you might see a medieval knight riding on a friendly dragon.

This section will help the Guide make Starport come alive for the Players. It provides numerous encounters within Starport for the Guide to use. Several places in Starport are designed to encourage the Player Characters to return before or after each adventure so they can regularly and freely interact with the people and activities in Starport.

Each location description includes information about the typical inhabitants of the location as well as exciting activities or short encounters for the Guide to use when the Player Characters visit the location. The Guide should use these encounters to spice up the game and make Starport a more interesting place for Player Characters to explore. Remember, the encounters are suggestions. Not every encounter needs to be available to Player Characters. The Guide should choose what encounters are available to the Player Characters on any given day.

Locations

Don't let the descriptions in this book or places labeled on the map limit you. Starport can be as vast as you make it.