

STAR SAILORS

A MAGIC GIRL SUPPLEMENT FOR WHITE STAR RPG

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Introduction

This supplement is designed to introduce a new player character class into White Star campaigns. A Star Sailor is a “magical girl” trope often found in classic Japanese anime and manga, but with a science fiction twist. The Referee must first approve the use of any new classes in her campaign and should have final say if a player may play a Star Sailor character or not.

Basic Concepts

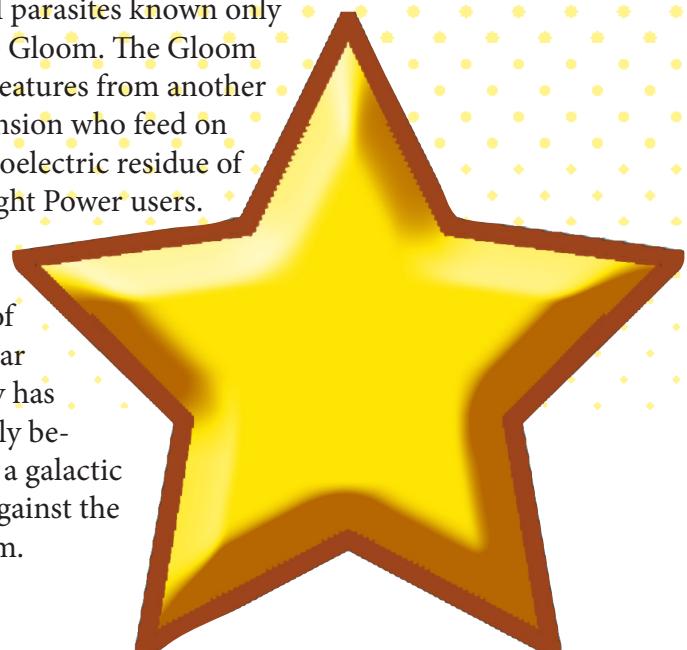
The Magical Girl Warrior genre focuses on the adventures of a super-heroic girl combating monsters or other threats such as aliens or demons.

Star Sailors are always preteen and teen girls. If it seems odd that such powerful characters are so young and idealistic it may have something to do with the fact that most don’t make it past the age of 20. The special women that defy the odds with luck and courage continue the battle against the Gloom and are regarded as powerful leaders. Experienced Star Sailors earn great power and respect, often gathering and leading a small army of warriors in an effort to train and identify young women across the galaxy exceptional enough to become Star Sailors.

The Star Entity

Millions of years ago there was a planet deep in the heart of the galaxy centre that created an artificial intelligence so powerful and wise that it was considered a superior being and worshipped as a god. Fueled by an ancient energy known simply as Starlight, the Star Entity gained sentience and became quite fond of the creatures that created it. The planet thrived for thousands of years, watched over by their benevolent protector. The Star Entity quickly realized that it would outlast the creatures that created it. It developed a plan to expand into the cosmos long after their inevitable extinction. The cosmic expansion revealed some surprising similarities that intelligent creatures across the galaxy shared. One important feature was the strength and resistance of youth when faced with adversity. The other important discovery was the presence of Starlight scattered throughout the galaxy, revealing the cross-dimensional nature of some catastrophe that originally unleashed the energy through the universe. The presence of Starlight meant that other species could tap into an ancient energy to fuel powers and abilities far beyond mere mortals. The use of Starlight, however, has certain unforeseen side effects, the greatest being the presence of interdimensional parasites known only as the Gloom. The Gloom are creatures from another dimension who feed on the bioelectric residue of Starlight Power users.

The mission of the Star Entity has quickly become a galactic war against the Gloom.



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Thank you Pauline Gay, Sebastian Giovianazzo, Mitchell Krajewski, Richard Kinchlea, David Kinchlea, Stephen Markan and Nicholas Rintche for all their years of fun and support and James Spahn for creating White Star.

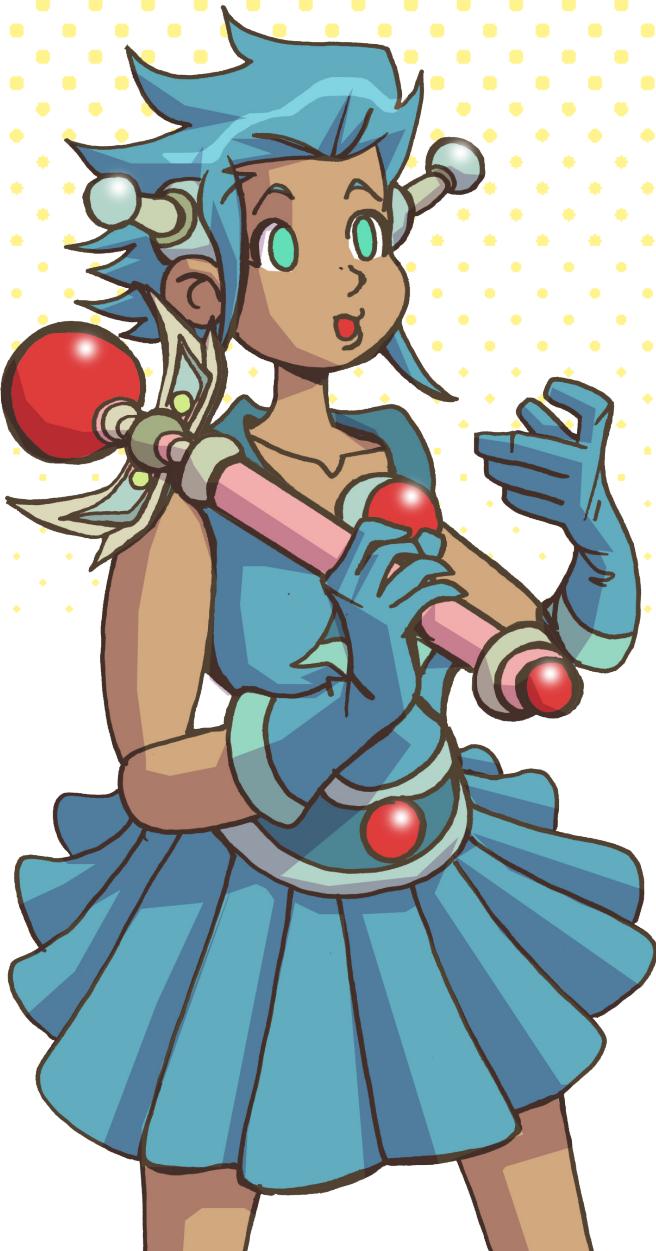
I'd also like to personally thank the creativity and vision of Naoko Takeuchi and the manga group Clamp for defining and refining the magical girl genre and Hayao Miyazaki for creating strong female characters that have important things to say and do.

The Star Sailors: The Chosen Few

Star Sailors are chosen, not trained. The common belief is that there can only be one Star Sailor per planet, but this is incorrect. Star Sailors are created through exposure to Starlight energy. A planet rich in Starlight could produce hundreds, even thousands of Star Sailors, but they are equally matched by the Gloom and most do not make it past their twentieth birthday.

Creating a Star Sailor

A Star Sailor often knows something is up before she realizes her full potential. She feels isolated, unique and different from her family and peers. She is often bullied and persecuted for her differences. The transformation process does not occur, however, until she is found by a mascot, an intelligent creature that serves the Star Entity and is filled with the power of Starlight. It takes a nudge from the mascot to activate the transformation process and turn the unsuspecting girl into a galactic warrior.



The Nudge

A mascot is created by concentrated Starlight and the will of the Star Entity. The mascot is usually a life form common to the home planet of the potential Star Sailor, but with an unusual twist: a cat might have wings, for example, or a mouse dressed in tiny clothes. Mascots all share the disconcerting and incredibly cute ability to talk. They act as mentors and guides, as well as a bit of comedy relief for the fledgling Star Sailor. Eventually, they also add muscle and support for the war against the Gloom. The presence of the mascot coincides with the appearance of the Starlight Wand, often formed during the first transformation sequence under the guidance of the mascot. As soon as the Star Sailor has a mascot and a Starlight Wand they discover their "Color of the Heart" and are able to use the powers that relate to their power type.

Alter Egos

Star Sailors try very hard to maintain regular identities and lives while they are making the adjustment from regular person to super-powered defender. Maintaining a normal life with friends and family is difficult because everyone around the Star Sailor is at risk when the Gloom show up to feed. Creatures of unspeakable evil, the Gloom will target relatives and loved ones in an attempt to make the Star Sailor use her powers which gives the Gloom energy they need to survive. It makes little sense to destroy the source of nourishment, but it is perfectly logical to engage in deadly and destructive behaviour to bait the Star Sailor. Despite the dangers, most Star Sailors maintain an alter ego or "secret identity" as a way of moving through the galaxy without attracting too much attention.

The Star Maidens

A surprising number of young women devote their lives to battling the Gloom at the side of the Star Sailors. They are known as the Star Maidens and are pilots, mercenaries and warriors as worthy as any adventurer in the galaxy. The Star Maidens come from any quadrant, sector or solar system. They are all united in their fanatical opposition to the Gloom and their unquestioning support of the Star Sailors. They are often Star Sailors in training, usually unaware or unwilling to believe that they may never become that which they guard so well.



White Star Character Creation

Roll up the character as usual. Record any Attribute bonuses and Class Abilities on the character sheet.

Level	XP	HD	BHB	ST	Powers per Day
1	0	1	+0	14	2
2	2,500	1+1	+0	13	3
3	5,000	2	+1	12	4
4	10,000	2+1	+1	11	5
5	20,000	3	+2	10	6
6	40,000	3+1	+2	9	7
7	80,000	4	+3	8	8
8	160,000	4+1	+3	7	9
9	320,000	5	+4	6	10
10	640,000	5+1	+4	5	11

Star Sailor Class Abilities

Weapon/Armor Restrictions: Star Sailors are hunters of monsters and protectors of planets, but they have some limitations on equipment they may use in their battles. They may use small hand to hand weapons such as daggers and clubs and light ranged weapons such as laser pistols, but they rarely need them. They wear Light Armour only.

Star Sailor Transformation: The Star Sailor uniform is actually the energy that fuels the Star Entity and gives the Sailors their powers. The character appears as a normal civilian when not in Star Sailor form. They are harder to hurt when transformed (AC -2 descending and +2 ascending). They may not use their armor or powers until they have transformed. Transforming requires a full game round. Characters in mid-transformation are immune to any attacks as the raw quantum energy of the Star Entity surrounds them (this has saved many a Star Sailor from certain doom).

Star Sailor Starlight Wand: The focus of the Star Sailor's power is her Starlight Wand. It appears as a manifestation of the Star Entity and provides the energy required for her powers. It may be used as a club for 1d6-1 HtH damage. The main purpose of the wand is to act as a focus for the Starlight Blast and the specific "Colour of Your Heart" power. Without the wand the Star Sailor may still use the power, but they take 1d6-1 damage as the unfocused energy tears them apart from within.

The Starlight Blast: The main power of all Star Sailors, the Starlight Blast only works when the Star Sailor focuses her energy on the Starlight Wand, swings it around and yells, "Starlight Blast!" This is not a subtle power or something you want to do when you're trying to sneak around. A burst of Starlight energy will launch at the target. If successful, the target will take 1d6 + Level in damage. The base range increment of this blast is 100 feet. Starlight Blast counts as a power in powers per day.

Mascot: The Star Entity "discovers" Star Sailors through uplifted life forms that protect the Star Sailor and eventually activate her "Colour of Your Heart" powers. Mascots are small, cute and full of wisdom and comedy relief. The player should choose a suitable mascot and refer to the mascot section on page 6.

Star Sailor "Color of Your Heart" Power: Choose or roll randomly to determine the Star Sailor's dominant color and power set. A Star Sailor using Blasts or Powers without the focus of the Starlight Wand suffers 1d6-1 damage. The character must be able to say (or yell) the power name in order to use the power.

2d6	Color	Power
2	Pink	"Pink Force Defense"
3	Teal	"Raging Sea Tsunami"
4	Red	"Lava Ray Escalation!"
5	Blue	"Blue Sky Ascent"
6	Yellow	"Luminous Courage Glow"
7	Orange	"Healing Orb"
8	Green	"Verdant Creeper Entrap!"
9	Violet	"Royal Passion Rapture!"
10	Black	"Dark Matter Transmutation!"
11	White	"Light Force Engage!"
12	Quantum	Roll for a different colour each time the character transforms.

XP Bonus for Wisdom: Star Sailors with a Wisdom of 13-14 gain a 5% Experience Bonus. Those with 15 or higher gain a 10% Experience Bonus.

Mentor (10th): When a Star Sailor reaches 10th level she will work to train young women in an attempt to find a new "chosen one" to take up the fight against the Gloom and create a highly trained force of 2d6 warriors that are loyal to the character.



“Color of the Heart” Star Sailor Powers

“Pink Force Defense”

Range: Self and up to four others

Duration: 2 hours

This power creates a protective dome of pink energy that surrounds the Star Sailor and anyone standing directly beside her (up to 4 others). This Defense bubble protects the Sailor from all ranged attacks and acts as life support and protection from the elements and radiation.

“Raging Sea Tsunami”

Range: 120 ft diameter from self

Duration: Immediate

The Sailor transforms a landscape into rubble with a tsunami wave of teal-colored energy that tears down all structures in an area around the character (60 ft radius) and hits with a $1d6 + \text{Level}$ damage (save for half damage).

“Lava Ray Escalation!”

Range: 120 ft diameter from self

Duration: Immediate

The Sailor creates an explosion of lava streams, ash clouds and debris made entirely of Starlight energy.

This impressive display levels an area around the character (60 ft radius) and inflicts $1d6 - 1$ damage (save for half damage) in the affected area for $1d3$ rounds.

“Blue Sky Ascent”

Range: Self and up to four others

Duration: 3 rounds per level

This power allows the Sailor to fly using glowing white energy wings. Solo flyers fly at 120 feet per round, with one or two “hanger’s on” they fly at 60 feet per round and with three or four people they fly at 30 feet per round.

“Luminous Courage Glow”

Range: Self

Duration: Until damage is taken or enemy has been vanquished, whichever comes first.

The Sailor is surrounded by a glowing yellow energy field that adds a +2 bonus to all Saving Throws, attacks and Armour Class (AC -2 descending and +2 ascending).

“Healing Orb”

Range: Self or Touch

Duration: Instant

This power surrounds the target in a bright orange ball that heals $2d6 + \text{Level}$ in Hit Points. This power also cures all diseases, even those that are magical or technological in nature.

“Verdant Creeper Entrap!”

Range: 240 ft

Duration: Permanent until broken free.

Glowing green energy vines rise from the ground, snag existing terrain (such as wires, metal beams, etc.) and wrap around the target, trapping them. A successful Save vs Traps (Dex) avoids the trap. A failed Saving Throw means that the characters are trapped and cannot escape for $2d6$ turns.



“Royal Passion Rapture!”

Range: 240 ft

Duration: 2d6 rounds

This power can affect up to the character's level in targets or may focus on a single person who must make a save at a -2 penalty. The Sailor may not use this power on any targets with a HD above the level of the character. The effect of “Royal Passion Rapture” is to mesmerize and turn the target into a pathetic wretch with no ability to make decisions or take any actions except staring into space and drooling.

“Dark Matter Transmutation!”

Range: See below

Duration: See below

The Sailor must declare how the power is being used:

1. The Sailor may take the shape of any object or creature and acquires abilities of the new creature (flight, bite, claws, etc.), but retains the character's Hit Points, intelligence and combat skill. Powers or special abilities are lost while transformed. The Referee may allow a better armor class due to small size, or armored hide. Other details must be decided by the Referee as the character transforms. This form lasts one hour per level of the Sailor.

2. Alternately, the Sailor may transform another creature into a different creature. This creature gains the abilities of the new form, but keeps the intelligence and Hit Points of the original form. Powers or special abilities are lost while transformed. The spell's range is 60 feet. The power lasts for 24 hours per level of the Sailor.

“Light Force Engage!”

Range: 240 ft

Duration: Immediate

The Sailor taps into the basic building blocks of existence and purifies the target, literally re-writing the genetic or atomic structure of the subject. The process heals disease and cures wounds of friendly targets, but causes $2d6 + \text{Level}$ damage to unfriendly targets. If the target resists the Light Force they are allowed to make a Saving Throw vs Death or Disease.

Quantum

The Sailor randomly gains a “Color of the Heart” power every time a power is used, shifting from one color to the next randomly based on the original

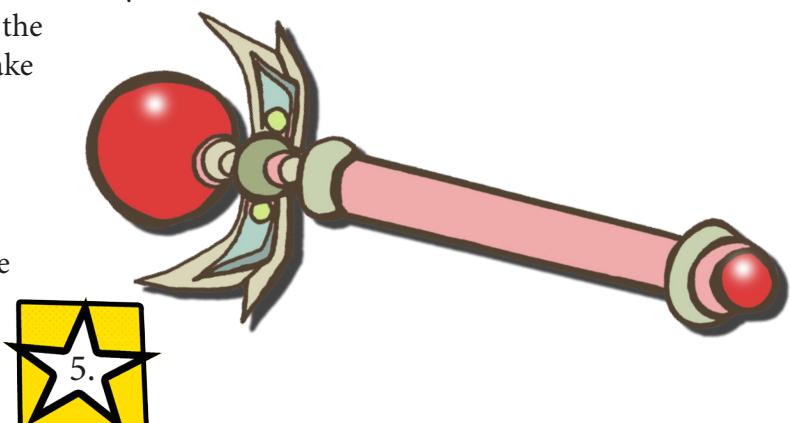
table reading Quantum as retaining the current color and “Color of the Heart” power.

The Power of Starlight

Star Sailors are not using magic, their powers are based on a cosmic force called Starlight. Starlight is an ancient energy that can be traced back to a single blast millions of years ago that emerged from a quantum singularity deep in the heart of the galactic core. This mysterious energy fueled the massive artificial intelligence of the Star Entity and is used as a food source by extra dimensional creatures known as the Gloom. Every time a Starlight Power is used the Star Sailor must make a successful Saving Throw (Wisdom) or attract 1d3 Gloom Entities that will attempt to destroy the Star Sailor and drain all of the Starlight residue. The Gloom materialize in a black cloud of negative energy 2d6 yards away from the Star Sailor and diligently make their way toward them to feed on the Starlight energy residue trapped in her body. It's not a pretty sight. The Gloom attack drains life energy, turning unfortunate targets into withered husks.

The Starlight Wand

The quantum energy needed to use Starlight Powers would tear apart most living things. The Starlight Wand focuses the energy to efficiently manifest the powers of the Star Sailor. It is possible to use the Starlight powers without the wand, but the character takes 1d6 damage every time she uses a Starlight power as the energy rips her apart from within. Starlight Wands also detect the presence of Gloom Entities by glowing when one is within 200ft. The wand may also be used as a 1d6-1 damage club in HtH combat. Starlight Wands can never be stolen, lost or destroyed: they are a part of the energy that powers the Star Sailor. If something does happen to the wand during the game, the Star Sailor must turn into their normal Alter Ego and then back into a Star Sailor (a minimum of three rounds). The wand will reappear in their hands once they transform.



Mascots

All Star Sailors are accompanied by a creature that is a servant of the Star Entity. This creature is often referred to as a “mascot” and it is responsible for finding the young woman that has been chosen by the Starlight Power and assisting her in transforming into the Star Sailor. At first the mascot is usually small and cute. It is a local animal, but with some unusual characteristic: antenna, wings, odd colouration or some other quirk. The mascot is intelligent and speaks the same language as the Star Sailor. It is fiercely loyal and will protect the Star Sailor until the end. If the end ever comes and the mascot is killed, a new mascot will fill the void, but not until the Star Sailor “levels up”.

There are three “stages” of mascots and they get stronger along with the Star Sailor. Use the write up for the Alpha Mascot for levels 1-4, Beta Mascot for levels 5-8, and the Delta Mascot for levels 9-10. If a mascot is killed after 10th level, it is gone forever.

The Mascot is a powerful and fierce fighter and each one has unique abilities and temperments. Roll on the following tables to determine the abilities and temperment of each mascot.

Alpha Level Mascot (Levels 1-4)

Armor Class	5 [14]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Bite/Claw (1d6-1)
Saving Throw	17
Special	See Power Table below
Movement	12
HDE/XP	2/45

Beta Evolution Mascot (Levels 5-8)

Armor Class	4 [15]
Hit Dice	5
Total Hit Bonus	+5
Attacks	Bite/Claw (1d6+1)
Saving Throw	14
Special	See Power Table below
Movement	12
HDE/XP	5/255

Delta Evolution Mascot (Levels 8+)

Armor Class	2 [17]
Hit Dice	8
Total Hit Bonus	+8
Attacks	Bite/Claw (1d6+2)
Saving Throw	11
Special	Roll Twice on Power Table
Movement	12
HDE/XP	8/815

1d6	Special Power
1	Flight (as movement)
2	Tough Skin (AC -2 descending and +2 ascending)
3	Ranged Attack (1d6+2 damage), Range 100 ft.
4	Fast: double the movement.
5	Improved HtH Attack (add 1d6 to base damage).
6	Sneaky (Alpha: 1-2 on 1d6, Beta: 1-3 on 1d6, Delta: 1-5 on 1d6)

1d6	Temperment
1	Timid and shy.
2	Cute and cuddly.
3	Cautious and careful.
4	Protective and curious.
5	Assertive and confident.
6	Fierce and warlike.



The Gloom

The extinction of the Star Entity's home planet was no accident. Starlight energy had to come from somewhere and the truth was that the power came from a rift in the dimensional fabric of space and time. What was considered an inexhaustable and free source of power was actually a leak across dimensions. The Gloom followed and began to terrorize the planet, but were fought back into the void. Dimensional rifts scattered throughout the galaxy provided a source of Starlight and access to our reality for these energy parasites.

Gloom feed on the life energy of living creatures. They are particularly fond of the residue left when organic creatures process Starlight energy.

Gloom Entity

Armor Class	5 [14]
Hit Dice	3
Total Hit Bonus	+3
Attacks	Claw (See below)
Saving Throw	14
Special	See below
Movement	12
HDE/XP	5/240

Gloom entity are extra-dimensional energy vampires. They feed on the life force of organic beings. Gloom are immune to sleep and charm Spells, Meditations or Gifts. They take half damage from normal weapons, but the Star Sailor's wand and powers do full damage. The claws of the Gloom do no physical damage to the target, but drain levels (1 level per hit) if the target fails a Saving Throw (Con). This level heals back after 24 hours of rest, but all the effects of the lost level (HP, power effects, etc.) are gone until the level returns. Creatures killed by the Gloom collapse into a withered husk. Star Sailors drained by Gloom create a Gloom Singularity Effect (see below). Gloom are creatures of the night and attack at -2 in full sunlight.

The best defense against the Gloom is to keep it out of hand to hand range and pummel it with ranged attacks. A Gloom is fast, but cannot fly or navigate terrain very well. Luring them into full daylight also levels the playing field in combat.

Ironically, the Gloom can piggyback on the Starlight energy summoned by the Star Sailor when she uses her powers. The Referee must decide if the power manifests a Gloom Entity (usually a 1 in 6 chance). The Star Sailor must then make a Wisdom-based Saving Throw. A failed Saving Throw spawns 1d3 Gloom entities within 2d6 yards from the Star Sailor (Referee determines the location secretly). Very sneaky Referees may opt to roll these results in secret to add to the dramatic tension of a game. Gloom Entities will usually move in to destroy the Star Sailor and feed on her energy. This can really complicate things in the adventure and it is the reason many Star Sailors work with a group of assistants or Star Maidens whose main job is to battle the Gloom while the Star Sailor stays focused on the task at hand.

The Gloom Singularity Effect

Gloom Entities who have fed on a Star Sailor (drained a level) create a ripple in time and space. The ripple requires Star Sailors, Mages, Star Knights, Psychics and anyone else using a power or channeling energy to make a Constitution-based Saving Throw. Success allows the character to continue using the powers. Failure means that the character has lost the power until another Saving Throw is rolled successfully.



Campaign Ideas

There are many different ways to use magical girls in your White Star campaign, but they could conceivably find a home in a White Box fantasy game as well. The key is to have fun and play up the over the top role-playing opportunities. Encourage players to yell power names as they are activated during their epic battles against the forces of Gloom throughout the universe.

Planetary Defenders

In this campaign, the characters are all Star Sailors and their allies who tirelessly defend a planet or solar system from danger. Gloom Entities may be attempting to open more rifts to their dimension using loyal henchmen or they may unleash a “Monster of the Week” to cause havoc and destruction. These monsters are mutants caused by exposure to the negative energy of the Gloom dimension.

Monster of the Week (MOTW)

	Alpha	Beta	Delta
Armor Class	7[12]	5[14]	3[16]
Hit Dice	2+2	3+3	5+5
Total Hit Bonus	+2	+3	+5
Attacks	1d6	1d6+1	2d6
Saving Throw	17	16	15
Special	Immune to mind-influencing attacks		
Movement	12	15 (special)	20 (special)
HDE/XP	2/45	3/60	5/240

The details of the monster vary from adventure to adventure, but generally the MOTW's sole purpose is to do as much damage until it is defeated by the Star Sailor.

• **Attack (roll 1d6):** 1 claws, 2 teeth/fangs, 3 tentacles 4 blast (range increment 50), 5-6 Alien Gifts (as per level/Hit Dice)

Special Movement (roll 1d6): 1-2 Flight, 3-4 Swimming, 5 Climbing, 6 Teleportation

Sometimes the monster is a distraction from a larger, more nefarious scheme. The MOTW's attack may vary from tentacles to claws or fangs or even an Alien Gift. MOTW vary in appearance and abilities, but they are usually dark, twisted creatures consumed by the pain and rage of the Gloom. MOTW are all immune to mind-influencing attacks or effects as they are

driven by an extra-dimensional madness to destroy. To keep things really interesting, try using a monster from White Box, just re-skin it as a Gloom-powered beastie and you're good to go. A ghoul or wight would make a fine MOTW for an unsuspecting party of Star Sailors. There may even be a way to turn the MOTW back into its original form. The Referee should determine if this is even possible.

Adventurers

This campaign is a standard White Star adventure with the Star Sailor taking a back seat to the story at hand. She travels the universe with the other adventurers righting wrongs and fighting the good fight. From time to time she may be the focus of an adventure if Gloom Entities rear their ugly heads, but mostly she uses her powers to support her friends and see the universe. While not as focused as a standard Star Sailor campaign, it encourages variety and lets each character shine from adventure to adventure.

Modern Era

This campaign is set in modern times. Some super technology and special powers may be a bit more exotic than the everyday experiences of the players, but everyone will know how a toaster works or what current events are happening in the world. In this case, the Star Sailors are even more important, fighting a secret war against the forces of the Gloom to save the earth. Some secret government forces could assist the characters from time to time, but mostly it's a low tech and thankless battle. Modern campaigns should also focus on the Star Sailor's alter egos, exploring who these people are, what they've lost and how difficult it is to keep a powerful secret. Modern campaigns usually feel less superhero and more like the X-Files or Buffy. The MOTW is a terrifying creature that is now stomping through a defenseless hometown and the Star Sailors are more or less on their own to deal with it.

Fantasy Setting

A Star Sailor fantasy campaign simply drops the Star Sailor into the midst of the standard fantasy archetypes and unleashes them into the standard dungeon crawl. White Box provides a world of adventure ideas and resources to make for a fun campaign. The Gloom could be worshipped by local cultists, eager to tear the fabric of reality asunder and unleash madness upon the land.

Adventure Structure

The standard Star Sailor adventure usually breaks down into the following pattern:

1. Home

There is a scene where the character enjoys the complexities of life in their Alter Ego, but they can't totally commit to this life because some crisis always comes up to drag them away into the world of adventure.

2. Crisis

There is a crisis that must be averted or a plan that must be stopped. Usually this just drives the threat away or reveals the existence of a larger threat.

3. Investigation

Further investigation leads the heroes to a lonely hide-out where evidence of the evil scheme is found, but it is often too late and the plan is already in motion.

4. Showdown

The heroes arrive at the site of the evil scheme and must battle a series of minions or solve a sequence of puzzles to get to the big bad.

5. Climax

A final battle against the big bad (usually the boss monster) must occur to stop the evil scheme.

6. Resolution

Back in the normal world of the character's Alter Ego the hero's secret life of monster fighting is never recognized and they feel unappreciated because they are not reliable and keep running off when things get tense. It's hard to live a double life.

Adventure Hooks

Here are a few ideas to get the creative juices flowing. Feel free to mix and match or modify any of these ideas. It's your campaign, after all.

The Lost Child

A child has been lost from a community. Clues left at the scene of the abduction indicate the presence of Gloom Entity energy. It is possible the child has been taken to turn into a MOTW or they could be a potential Star Sailor, kidnapped before she could realize her destiny.

Clear and Present Danger

The adventure begins with the MOTW zeroing in on the Alter Egos of the Star Sailors. They will need to transform discretely and defend themselves if they hope to maintain a secret identity. Either way, the monsters or Gloom Entities should be working hard to chase down the characters right from the get-go. The characters should devise a plan to fall back and confront the bad guys on their own terms. The enemy forces are overwhelming and the characters wouldn't stand a chance against the forces initially unleashed upon them.

Find the Whatsit

Something important has gone missing and the Gloom Entities are going to use it for something really bad. The side effect of the item is to double the effect of a power or attack, making the bad guys temporarily stronger (double the effect of one power or attack while the monster is connected to the item). The twist is that the item, if destroyed, will also destroy those that are using its power.

Protect the Target

An evil scheme has been uncovered that reveals a threat to a person, place or thing from the forces of the Gloom. The information could come from an ancient prophecy, a news story, a call for help or an intuitive feeling as if a thousand voices called out at once and were suddenly silenced. The characters set out at once, but depending on where they are in the plot the threat could be just about to strike, in the process of striking or successful in their scheme and it's up to the players to exact revenge.

Change of Pace

Every once and a while it is fun to throw the characters off kilter and give them an unexpected challenge. The characters could awaken in an alternate future where they obviously lost a great battle with the Gloom, the universe has been plunged into chaos, and it's up to the them to set it right. Alternately, the characters could lose the ability to transform into Star Sailors and be forced to use conventional methods to battle the Gloom. The Referee should scale the adventure to reflect this handicap, but should not miss the opportunity to play on the anxiety and uncertainty the players feel when put into an unusual situation.



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