

Care Bears: The Staring



Role-Playing Game

A Shuffle System RPG

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NIGHTCANOLE IMAGINATIONS

Games from Outside the Box

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Legal

Care Bears: the Staring is an extremely compact RPG system based around the core concepts of the original Care Bears franchise. It is not in any way intended as a challenge of copyright to anyone that has a vested interest in the success and profitability of the Care Bears intellectual property. It exists because I had a thought about it and couldn't stop thinking about it. It isn't terribly original or special.

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Introduction

Care Bears: The Staring is a game of bright hope. The game, following the adventures of the mythic defenders of good will, the Care Bears, takes place in a world patterned after our own, a World of Brightness. This world is almost identical to the real world, but with one crucial difference: almost everything just works out better in the WoB. Crime rates are lower, the right person always wins presidential elections, there hasn't been a major war/conflict since World War II, and racism is almost non-existent. That isn't to say that the World of Brightness is without trouble, but it is saying this: smaller things constitute bigger trouble here. When you have any question about whether something that does or did happen in the real world did or does happen in the WoB, ask yourself this question: would the Care Bears allow it to happen? If the answer is no, then trust us: that doesn't happen in the WoB. Unless, of course, an Uncarer is behind it...

Resources

The **CB:tS** project is not without many, many people to thank. The following resources were invaluable in the compilation of this game and deserve your patronage:

- [Wikipedia](#) (World information)
- [Dafont.com](#) (Fonts)
- [Lulu.com](#) (Printing services)
- The 2004 Ames Gaming group, who put up with the initial brainstorm and first draft of this game... and have listened to me rant about it for all of a decade since.
- [Jlschwennen.wordpress.com](#) (my blog, where this project starts, ends, and lives)

Aspiring Narrators may want to check out the following critical resources:

- [Gamemastering](#) (a terrific manual on how to run RPGs, produced by [vagrantworkshop.com](#))
- The 1980s Care Bears animated series, particularly the first two movies.

Game Concepts

The game you are about to play is one in which you take the part of a Carer: a Care Bear or a Care Bear Cousin. Carers live in the enchanted cloud kingdoms of Care-A-Lot and the Forest of Feelings, where they watch over the Caring Energy of the world, represented by their Caring Meters. When the Caring Meter falls, it alerts the Carers to someone tampering with the strength of Caring in the world. The culprit behind such tampering is usually a foul Uncarer. Then the team of Carers (the players) embark on a Caring Mission to repair the damage done to the innocent Humans the Uncarer has manipulated. Finally, the Uncarer is confronted by the raw power of the Carers in the form of a Care Bear Stare or a Care Bear Cousin Call. In the end, since this is a World of Brightness, Good almost always prevails.

This game is a role-playing game. This means each player takes the part of a character in the story, usually a character of their own design, and pretends to be that character. While this is much like acting in a play, role-playing has one crucial difference: there is no script. One of the players takes the job of Narrator, the person who controls the opposition, moderates the rules, and in general, keeps things running smoothly.

In order to play the game, you'll need a few things other than this rule book. Copies of the Record Sheet for each player (or paper to record the information on), pencils or pens, and the key to conflict resolution in the game: at least one, preferably two, decks of playing cards. Any standard deck of cards will do. You WILL need the two jokers for each deck.

This game is best played with 4-6 players (including the Narrator). While you read through this book, keep one thing in mind: everything in this book is a guideline. If you don't like something, change it—just so long as the game is FUN!

History

Listen up cubs, this is important!

Today, Uncle Tenderheart is going to tell you the history of the Care Bears. I know you don't much care for school, and history least of all, but I promise you, if you just pay attention to what I have to say, things will come into perspective. You may even learn some things that will change your lives forever. Are you ready?

Put that Star Buddy down, Tons-O-Bubbles! Yes, right now!

Oh Great Star, sometimes I wonder what you were thinking when you brought us the New Generation. In the old days, things were simpler.

OK. Here we go. It all begins with the formation of Caring Energy, in the very distant past. Humans, I think, call the event that generated the Caring Energy Stream a "Woodstock."

No, I don't know what a Woodstock is. But I tell you this much, it sure has made the world a much better place.

Maybe I'm starting too late in the story, too close to the end, or at least the middle. Maybe you cubs need to understand what came before. Yes yes yes, I think that is indeed what you need.

Before Woodstock, there was trouble. The world was, well, a darker place. Most Humans didn't understand how to deal with each other. Bad people, actual Humans with badness in their blood, went about the world making everyone and everything miserable. There were wars. Big wars. Many people died—people who had a lot of love in their hearts. People who might have made the world a better place. So, somewhere along the line, when the last straw in a string of endless wars came about, people began to see the error of their ways. The lack of caring in the world finally started to make itself known.

So people got together. People brought love and happiness and joy and flowers and song and dance, and they brought it all to one place, one

moment in time. And in that moment, the Great Star looked down on Humans and said, after years and years of waiting, "Finally, they are ready."

Caring Energy

No one knows what exactly stimulated the emotional energy of Woodstock to coalesce into Caring Energy. No one, except perhaps the Great Star. But the effects of the event were wide-reaching and instantaneous. The conflicts brewing across the globe faded from thoughts. Crime rates dropped. Some of the worst Humanity had to offer simply curled up and vanished.

Somehow, the power of Caring that had been created, or rather unleashed, in the Woodstock Event had reached out and made contact with every Human on the planet, opening eyes and widening hearts. Humanity had finally found its power, the one gift it had that could overcome any obstacle and vanquish any hardship. Humanity had found its heart.

But the advent of Caring Energy was not the only change that awakened in the world that day. And the change that accompanied the Caring Energy Stream was perhaps the single greatest threat to Humanity of all time. While new power and joy had been washed into the lives of mankind the world over, new threats loomed in the shadows.

These threats were the Uncarers: beings whose very existence was derived from the occasional spaces in the world that the Caring Energy could not reach. The first Uncarer was born that day, and his name was Darkheart.

Now now, little cub, don't cry. I know you've heard the tales of Darkheart, I know you've heard the legends. But remember, this story has a happy ending. Darkheart was the beginning of a very long and dark road for Humanity, but he never succeeded in his ultimate goal. After all, we're still standing here, in Care-A-Lot, bright and safe.

Darkheart immediately realized that his existence depended upon the destruction of those who fed upon the Caring Energy. Worse, his strength and power grew as he defeated the Human spirit. His schemes were grand and deep, and before the first day of his Uncaring life was out, he had already

spawned new Uncarers, beginning the foundations of an army of dark beings who would threaten the Caring Energy of Earth for a lifetime to come.

But Darkheart's activities did not go unnoticed. Someone saw him. Someone watched. And someone had a plan to protect the Caring Energy Stream.

Someone we all know as the Great Star.

The Great Star

He may be great and unknowable, but the Great Star has ever been the champion of Caring Energy. He waited a thousand lifetimes for mankind to progress to the point where they could begin to feed the Caring Energy Stream with their own compassion and happiness. When the moment finally came, he was outraged at the existence of Darkheart and his Uncaring spawn.

So the Great Star created protectors for Mankind. He created Care Bears. It began with Proudheart and Trueheart. The first Heart Family and Cousin Family Carers. Born of all the best of Humanity, the Great Star sent them after Darkheart... but they were not powerful enough. Darkheart drew on decades of ill will within Humanity, while the Carers had only the newness of the Caring Energy Stream to feed their powers.

The First Family

So the Great Star intervened a second time, giving unto the Carers the First Generation. This was 1982, the First Year of the First Family.

But while the first Carers waited patiently for the First Family to grow up and take their place as defenders of Humanity and Caring, Darkheart schemed in the darkness, hiding and waiting for the Uncarers he had created to turn the world to shadow and ash.

The first true threat to Care-A-Lot came early in the career of the First Family. The Cousins had been hidden away in the Lost Kingdom of the Forest of Feelings to prevent a sneak attack from Darkheart. And, not knowing of their missing brethren, Care-A-Lot's Carers were unprepared for the damage that the Tome of Dark Sorcery worked upon the world.

The Mission of Caring

The Tome of Dark Sorcery was an enchanted book that worked its Uncaring will upon a young boy named Nicholas. When the Carers rose to the challenge of helping save Nicholas and defeating the Tome, they also found their missing Cousins. Thus began the true task of the Carers. They turned their eyes to the Earth and remained ever vigilant, waiting patiently for the next Uncarer to strike, for the Caring Energy to falter, and the defenders of Caring to be called upon again.

For years the Mission of Caring continued, and Humans were defended from the darkness of the Uncarers by Care Bears and Cousins.

Then Darkheart returned. His foul powers nearly destroyed Care-A-Lot, damaged the Caring Meter, and almost engulfed the whole of the Caring Energy Stream in shadow. But he was stopped, in the end, by the power of Caring. Darkheart's evil schemes fell when not Carers, but Humans, showed him the power of love.

Darkheart became the first Converted Carer, an Uncarer who had been turned to the power of Caring by love. With their sire Converted, the remaining Uncarers of the world went into hiding... biding their time and hatching new schemes. For a time, the Care Bears had won. For a time, Humanity was safe.

A New Generation

That time was thirty years of peace. In those years, Uncarers rose up only to be vanquished within hours, and the First Family grew old. That brings us, I think, to you, cubs. To the next generation. To new tomorrows and new hopes.

It's time, I think, now that we've reached the end of the story, to tell you the answer to the one question we always refuse you—where do Care Bears come from? Well, all I know is where you cubs came from.

The Great Star listened to our cries. He listened to our pleading for new blood, new life to take up the Mission of Caring. The time for me, and the rest

of the First Family, to protect mankind is at its end. We've left you a Brighter world. A new world, with new possibility and new love.

One day soon, when the First Family is gone, and the New Generation watches over Care-A-lot and Earth, you'll understand.

The burden of Caring is now yours.

Creating Characters

Now that you've learned about how the Care Bears came to be, it's time for you to make your own Carer. This chapter will provide you with the steps necessary for the creation and care of a Carer character. We will walk you through the Construction process step by step until you have your very own Carer!

Character Construction

Follow this step-by-step flow chart as you build your character. For ease of use, you may wish to make a copy of the Care Bears: The Staring Record Sheet located at the back of this book. Fill out this sheet as you go along!

Step 1: Choose a Name. By selecting a colorful and heart-warming name for your character, you help make important decisions about your character's Traits, Powers, Extras, Family, and more. Think of the Care Bear names mentioned in this book as a guideline for how to create your own Carer name.

Step 2: Draw your Carer! In the provided Illustration Box, draw a picture of your Carer. Be sure to pay close attention to the emblem, as this dictates your Family and the effectiveness of your Create Power. You may wish to create an emblem after selecting a Family.

Step 3: Choose a Family. Look through the Family descriptions in the book and choose the one that sounds the most like the Carer you are creating. Once you have selected a Family, make note of your Bonus Power and, if you haven't already, finish your emblem.

Step 4: Choose a Hue. As with choosing a Family, you should look through the book to find the Hue that most matches the types of Caring your Carer will encourage in others. Once you have selected a Hue, make a note of your Acts of Encouragement and color in your illustration with the appropriate color.

Step 5: Assign hearts to Traits. All Traits begin with one heart. All Carers except Dual Family Carers may add one heart to their choice of one Trait. Dual Family Carers receive an additional heart to use in this process. The Trait maximum is 3 hearts.

Step 6: Assign hearts to Powers. Each Carer receives five hearts to divide amongst four Powers. Most Carers receive a bonus heart for use in a specific Power based on their Family. Rainbow Family Carers may add a heart into the Power of their choice. The Power maximum is 3 hearts. Remember you must take at least one heart in Create, and only Cousin Family Carers may take Improve (which they *must* take one heart in.)

Step 7: Assign hearts to Extras. Each Carer receives seven hearts to divide amongst their choice of Extras. No more than one Extra can be taken at the 3 heart level. Remember that all Carers must take at least one heart in Belief, and no Carer may begin with hearts in Converted Carer. All Extras have a maximum of three hearts.

Step 8: Choose a Quirk related to your name and emblem. For example, Grumpy bear is always grumpy (and has the Quirk: Grumpy) while Secret Bear can only talk in whispers (and has the Quirk: Silent.) These Quirks help flesh out your character and make him or her unique in the Care Bears: The Staring world.

You're finished!

Character Construction Example

Let's follow someone through the Care Bears Character Construction process, just to make sure everyone has a handle on things. Our volunteer is Tasha. She is new to the game, and is very excited about constructing her first Carer.

Step 1: Tasha considers the name for her Carer carefully, and finally determines that she wants a Carer who helps people fix broken relationships. Her Carer will be named Heartmender Bear.

Step 2: Tasha cobbles together an emblem for her Carer, and decides she wants a bear, so she draws a rough sketch of Heartmender Bear. Her emblem is a compass with heart markings and a heart-shaped arrow pointing North.

Step 3: Tasha sees that, based on her emblem, she is a good fit for the Heart Family. Not only that, but the leadership and organizational skills of the Heart Family sound like the perfect match for Heartmender Bear.

Step 4: Tasha loved the color Violet, and she thinks Acts of Compassion are right up Heartmender's alley, so she chooses the Violet Hue.

Step 5: When it comes time for Heartmender's Traits, Tasha fills in one heart for each Trait. Now she has to choose which Trait gets the extra heart, and for her it's no contest: she wants Heartmender to be very observant, so the extra heart goes under Observant!

Step 6: For Powers, Tasha knows Heartmender has to have at least one heart in Create (which she gets for free as a Heart Family Carer,) and can't take Improve or Sorcery. She chooses Intuit for two hearts to represent Heartmender's insightful nature, then a single heart in Hideaway in case she needs to hide from Uncarers. For her last two hearts, since she is limited to 4 Powers and doesn't want to increase any of her other three, Tasha chooses to put two hearts in Clear Sight. This way she can be certain that no Uncarers will trick her!

Step 7: Tasha decides she wants only 3 Extras, so she has seven hearts to work with. Heartmender should be able to affect change in all kinds of people, so Tasha puts three hearts in Belief, meaning she cannot have another Extra at the three heart level. Tasha wants a mode of conveyance for Heartmender, so she gives her a two heart Rainbow Rescue Beam. Lastly, Tasha gives Heartmender Bear a two heart Staroscope to help locate any Caring Crisis that comes up.

Step 8: That's it! Tasha's first Carer is done... now it's your turn!

Families & Hues

Every Carer is a member of a family and possesses a hue. These defining characteristics of a Carer are outlined in this chapter.

Families

A Carer Family is the larger sub-group of Carers that he or she belongs to. There are six basic Families, and each has certain characteristics that unite all its members. Every family has a certain shape or device incorporated into its emblem in some fashion. Furthermore, one Family, Cousin, is composed of non-bear animals, while all other Families are Bear-only. The game effects of your Family are limited to a special advantage unique to your Family, as described in the Family entries below. If a Carer's emblem contains aspects of multiple non-Cousin Families, that Carer's Family is considered Dual OR whichever of the multiple Families the Carer's player chooses at Character Creation.

Smiles

The Smiles Family is composed solely of Bears. One of the youngest Families, their powers are often bound up in the inspiration of happiness and joy in others. Smile Family Carers tend toward the Yellow Range of Hues, and are often reluctant to use the flashier or showier Powers possessed by Carers.

Summary Table:	Smiles
Type:	Bear
Emblem:	Smiley face
Bonus Power:	Inspire
Exemplar:	Funshine Bear

All Smile Family Carers have emblems featuring a smiley face of some sort. Examples of Smile Family Carers include Laugh-a-Lot Bear (A Dual who has chosen to follow her Smile heritage,) Friend Bear, and Funshine Bear.

The first Power a Smile Family Bear learns is Inspire. Because of their natural affinity with bringing happiness to others, all Smile Family Carers receive the first heart of Inspire as a Bonus Power.

The current leader of the Smile Family is Funshine Bear, although the Smile Family rarely gathers for any purpose. Smilers are renowned for their parties and gift-giving celebrations, and it is often said that the only time two Smilers are in a room together is when someone is about to yell "Surprise!"

Hearts

The Hearts Family is composed only of Bears. The largest and oldest Family, Heart Bears often find themselves helping to spread the ideals of cooperation and helpfulness to Humanity. Heart Family Carers tend to migrate towards the Red Range of Hues and are known to have an affinity for the more concrete Caring Powers.

Summary Table:	Hearts
Type:	Bear
Emblem:	Heart
Bonus Power:	Create
Exemplar:	Tenderheart

All Heart Family Carers have emblems featuring a heart of some sort. Examples of Heart Family Carers include Love-A-Lot Bear, Grumpy Bear, Tenderheart Bear, and Secret Bear.

The first Power a Heart Family Bear learns is Create. Because of their natural talent at bringing concrete change into the world by applying the Caring Energy in a variety of ways, all Heart Family Carers receive the first heart of Create as a Bonus Power.

The current leader of the Heart Family is Tenderheart Bear. The most regularly meeting of the Families, the Heart Family makes up much of the administrative body of the Carers, and meet regularly with their kin in order to discuss plans and strategies for spreading Caring throughout the world.

Stars

The Stars Family is made up of Bears. The smallest Family, Star Family Bears have a great ability to understand the nature of things, and serve primarily as advisers and counselors for those in need. Star Family Carers are the most likely to choose the Gray Range of Hues and are known to preferring helping Humans from "behind the scenes."

All Star Family Carers have emblems featuring a star of some sort. Examples of Star Family Carers include Wish Bear, Champ Bear, and Bedtime Bear.

Summary Table:	Stars
Type:	Bears
Emblem:	Star
Bonus Power:	Intuit
Exemplar:	Wish Bear

The first Power a Star Family Bear learns is Intuit. Because of their natural ability to figure out the source of a problem, all Star Family Carers receive the first heart of Intuit as a Bonus Power.

The current leader of the Star Family is Wish Bear. While the Star family rarely gathers because its members often have other obligations, during times of great danger or great hope, Star Family gatherings serve as a rallying point for those Bears who truly believe the Star Family to speak with the authority of the Great Star.

Rainbows

The Rainbows Family is a Bear-only Family. Perhaps the most noticeable Family, Rainbow Carers represent the median in age and size for Carer Families. Versatile and flexible, Rainbow Family Bears usually do their best to adapt to

Summary Table:	Rainbows
Type:	Bear
Emblem:	Rainbow
Bonus Power:	Choice
Exemplar:	Cheer Bear

challenges and help Humanity see the value in compromise. Rainbow Family Carers tend to gravitate towards the Red and Blue Ranges of Hues and are known to focus on becoming "Jacks of All Trades."

All Rainbow Family Carers have emblems featuring a rainbow. Examples of Rainbow Family Carers from the First Family are rare, but Rainbow Carers are more common in the New Generation.

Because of the Rainbow Family's talent for adaptation, all Rainbow Family Carers receive the first heart of the Power of their choice as a Bonus Power.

The current leader of the Rainbow Family is Cheer Bear. While Cheer Bear represents the Rainbowners, she is aware that her voice is not best suited to meeting the needs of the more populous Rainbowners of the Second Generation. Always keeping things moving and maintaining a vibrancy and vitality of purpose that puts other Carers to shame, Rainbowners know that their role in Carer politics is rising.

Dual

The Dual Family is made up solely of Bears. The newest Family, but not smallest, Dual Bears are explorers and rebels, defying the old orders and always seeking out new paths and methods to bring the Mission of Caring to Humans. Dual Family Carers are often found in the Blue Range of Hues and have shown a strange weakness in manipulating Caring Energy in its pure form, a sign seen by some as an omen of an emerging threat to the Caring Energy Stream.

Summary Table:	Duals
Type:	Bear
Emblem:	Combination
Bonus Power:	Trait
Exemplar:	Hug-A-Lot Bear

All Dual Family Carers have emblems featuring a combination of Family Emblems, such as a Rainbow and a Star, or a Smile and a Heart. Any combination of the four Primary Families is possible for a Dual.

Exemplars of the Dual Family include Laugh-a-Lot Bear (who recently gave up her ties to the Dual Family in order to join the Smiles Family) and Hug-a-Lot Bear, formerly known as Baby Hugs.

Because of the strange inability of Dual Bears to properly manipulate Caring Energy, Powers often come slowly to Dual Bears. As a result, these Bears learn to harness their mental and physical skills to impressive levels. Dual Family Bears receive an additional heart in the Trait of their choice instead of a Bonus Power heart.

The current leader of the Dual Family is Hug-a-Lot Bear. Since many of the Duals are young, and their leader herself is still fairly new to the role of adult, the Duals are not, as yet, taken very seriously by the Carer community. But when a Caring Mission arises that demands innovation, creativity, bravery, and cunning, there can be no doubt that Dual Bears are among the first to heed the call to Caring.

Cousins

The Cousins Family is a catch-all Family made up of any non-Bear animal. Growing larger by the year, Cousins must rise above their limitations, what with being unable to contribute to a Care Bear Stare, in order to spread their own unique brand of Caring to Humanity. Cousin Family Carers have access to Powers unknown to Bears, and find themselves in all Hues and all manner of affinities.

All Cousin Family Carers have emblems featuring a heart of some sort. Furthermore, the word "heart" always appears in their names. Examples of Cousin Family Carers include Braveheart Lion, Brightheart Raccoon, and Cozyheart Penguin.

Summary Table:	Cousins
Type:	Non-Bear
Emblem:	Heart
Bonus Power:	Improve
Exemplar:	Braveheart Lion

The first Power a Cousin Family Carer learns is Improve. Since this Power is only knowable by Cousins, the mastery of Improve as a Power is something most Cousins take upon themselves as a matter of pride. Improve is the Bonus

Power of all Cousins.

The current leader of the Cousin Family is Braveheart Lion. Because of their diverse nature, Cousins fit poorly in the hierarchy of Care-A-Lot, but in their homeland of the Forest of Feelings, the Cousins believe in distribution of responsibility based on ability and merit, not the class-like structure of Family stratification. While many believe the Cousins to be pale imitations of the Care Bears, the Cousins know that, in time, they will prove their worth.

Hues

Hue is the formal name for the color of your Carer. Color is very important to a Carer, because it represents that Carer's basic nature. Furthermore, whenever a Carer solves a Caring Crisis by inducing Acts of a specific emotional nature in the affected Humans, that Carer receives a bonus. This mechanic is in place to reflect how different personalities of Carers are better-suited to different types of Caring. Under very rare circumstances, a Carer's Hue may change due to in-game events.

Each possible Hue is listed below, along with what particular Acts Carers of that Hue are awarded their bonus for.

Red Range

- Red: Acts of Encouragement
Example: Helping a Human to see the bright side of things.
- Pink: Acts of Kindness
Example: Helping a Human to see the value in being nice to people.
- Orange: Acts of Selflessness
Example: Helping a Human to learn to think about others before him or herself.

Yellow Range

- Yellow: Acts of Joy
Example: Helping a Human to find the value in spreading happiness to others.
- Light Green: Acts of Hope
Example: Helping to restore a Human's lost faith that things will turn out well in the end.
- Dark Green: Acts of Perseverance
Example: Helping a Human to learn how to stick with things and not give up.

Blue Range

- Dark Blue: Acts of Nobility
Example: Helping Humans to stand up for others.
- Light Blue: Acts of Initiative
Example: Showing a Human how to take charge and not be afraid of making the first move towards a good deed.
- Violet: Acts of Compassion
Example: Helping a Human to learn about understanding other people's feelings and beliefs.

Gray Range

- White: Acts of Dedication
Example: Showing a Human about loyalty and trust in their friends.
- Gray: Acts of Reason
Example: Helping a Human to learn how to balance their emotions with common sense.
- Black: Acts of Self-Sacrifice
Example: Helping a Human to see that sometimes the only way to solve a problem is to give up your own involvement in it.

Traits & Powers

Every Carer has a combination of hearts on their character sheet representing their innate characteristics (Traits) and their special abilities (Powers). Both of these two vitally important parts of a Carer are more fully defined in this chapter.

Traits

Traits represent the basic abilities of a character. Traits are the one thing that all characters, be they Carer, Uncarer, Human, Animal, Monster, or Unknown, have in common. There are six Traits, and they are divided into two broad categories, Physical and Mental.

Physical Traits

- **Strong** is the Trait that represents how much your Carer can lift or carry, as well as how hard he can hit things or break out of or through things.
- **Fast** is the Trait that represents how quickly your Carer moves and thinks. Fast also covers how quiet or coordinated your Carer is.
- **Tough** is a Trait that describes both physical and mental resistance. Tough shows how hard it is to hurt your Carer or to manipulate his/her mind.

Mental Traits

- **Smart** is the Trait that covers how much your Carer knows and how well he or she can use the knowledge he or she has.
- **Nice** represents the force of your Carer's personality. Nice is used to show how convincing or charming your Carer can be.
- **Observant** is the Trait that reveals how good your Carer is at noticing or finding things. Observant also helps gauge how well your Carer can resist being tricked.

Powers

Create	Improve
Inspire	Bravery
Intuit	Leadership
Invent	Clear Sight
Sorcery	Hideaway

Powers represent the special abilities each Carer possesses. Powers are the skills that allow a Carer to manipulate Caring Energy in order to make the task of completing the Mission of Caring easier. Some Powers, such as Sorcery, are difficult to learn and may take a Carer a lifetime to master, while others, such as Create, are basic Powers that even the newest Carer can use. There are ten Powers covered in this book.

Inspire

Power:	Inspire
Targets:	Any
Opposed By:	Nice
Duration:	Sunrise/Sunset
Notes:	2 emotions/heart

This Power gives the Carer the ability to Inspire emotions in the target. This Power works on Carers, Uncarers, and Humans. For every heart the Carer has in Inspire, the player must choose two emotions

which the Carer knows how to Inspire. These emotions can never be changed or taken back, so choose wisely!

Inspire is a potent ability. Because of this, a target may never be successfully Inspired more than once per day, not even by two different Carers. Each successful use of Inspire lasts until the next Sunrise or the next Sunset, whichever comes first. Once an Inspiration wears off, the target becomes vulnerable to Inspire again.

To use Inspire, the Carer using Inspire draws one card for each heart in Inspire. The target being Inspired draws cards equal to his/her hearts in Nice. Inspire is successful if Carer holds a superior card.

Intuit

Power:	Intuit
Targets:	Human
Opposed By:	Smart
Duration:	Instant
Notes:	3 uses per heart per day

This Power gives the Carer the ability to discover and understand the thoughts and emotions of the target. This Power works only on Humans. For every heart

the Carer has in Intuit, the Power may be used three times per day. A failed use of Intuit still counts as a use.

Like Inspire, Intuit has a powerful effect on people. A Human may never be successfully Intuited by the same Carer twice in the same day.

To use Intuit, the Carer using the Power draws one card for each heart in Intuit. The target being Intuited draws cards equal to his/her hearts in Smart. Intuit is successful if Carer holds a superior card. Once a Human has been Intuited, the player of the Intuiting Carer may ask the Narrator one question about the current thoughts or emotions of the Human.

Create

Power:	Create
Targets:	N/A
Opposed By:	N/A
Duration:	1 Hour
Notes:	Hearts=Creations/ day

This Power gives the Carer the ability to Create objects from pure Caring Energy. These objects must be based in some way on the Carer's emblem, and spring forth in a burst of light from the Carer's tummy. Each heart in Create grants the Carer the

ability to Create once per day.

Every Carer learns Create as a basic survival tool, so each Carer must take one heart in Create. Objects Created exist for a maximum of one hour, and may be dissolved early if the Creator so wishes.

To use Create, the Carer simply chooses the shape to create and declares the action. Created objects have relevant Traits at one heart each, plus a number of hearts equal to the Carer's hearts in Create.

For example, if Swiftheart Rabbit Creates a winged heart to carry a message to Tenderheart Bear, that Creation, based on a Create Power of 2 hearts, has Strong, Fast, and Tough Traits of one. Swiftheart wants the message to get there quickly, so he gives both his Create hearts to Fast. If something does catch the heart, it won't stand up to much knocking around, but it should, with a Fast Trait of 3 hearts, be tricky to catch in the first place!

Invent

Power:	Invent
Targets:	Mechanical
Opposed By:	Difficulty
Duration:	Variable
Notes:	Also Repairs

This Power gives the Carer the ability to Invent or Repair Caring Devices, such as Cloud Cars, Rainbow Rescue Beams, Uncarer Nets, or any other Caring-energy-fueled contraption. Each heart in

Invent increases the speed and chance of success for Inventing, Building, or Repairing objects. Invent is a Power that can only be used on inanimate objects, but it could theoretically have applications when used against mechanical creatures, such as robots.

Inventing (or repairing) takes time determined by the draw of a card. Draw a number of cards equal to hearts in Invent, then choose the most favorable result.

Card Draw:	Heart	Diamond	Club	Spade	Joker
Invent:	1 day	1 week	2 weeks	1 month	6 months
Repair:	6 hours	1 day	1 week	2 weeks	3 months

In order to Invent or Repair, draw cards equal to the Inventor's hearts in Invent. This is a separate draw from the Duration draw mentioned in the paragraph above. The Narrator then draws cards equal to the difficulty (see the Difficulty Table, below, for sample difficulties.) The Invention is conceived (and ready to be built) if the Carer holds a superior card. The Invention then requires an amount of time to complete as determined by the Duration Draw.

Difficulty	Average	Hard	Improbable
Examples	Communicator, Staroscope, Healing Device	Rainbow Roller, Cloud Car, Hologram	Rescue Beam, Rainbow Shield, Caring Meter

Bravery

Power:	Bravery
Targets:	Human, Carer
Opposed By:	N/A
Duration:	Encounter
Notes:	Each heart grants one additional target, must be used with Inspire

This Power gives the Carer the ability to protect himself or herself from the Uncaring Power: Fear. This Power has the added benefit of shielding others, either Carer or Human. For every heart the Carer has in Bravery, the Power may

be extended to an additional target, when used in conjunction with Inspire.

Bravery can be used an unlimited number of times each day, and lasts for the duration of the encounter with the Uncarer that has the Fear Power.

To use Bravery, the Carer announces his intention to activate Bravery. If the Brave Carer wishes to extend the Bravery to additional targets, the Carer must successfully use Inspire on the target, with the emotion "Brave." This is an exception to the Inspire Emotion limit: the Carer need not have declared "Brave" as a learned emotion for the purposes of Inspire. Once a target (or the Carer) has been granted Bravery, the target gains the Carer's hearts in Bravery as additional card draws when drawing Tough cards to resist Fear.

Improve

Power:	Improve
Targets:	User
Opposed By:	N/A
Duration:	1 Hour
Notes:	1 use per day

This Power gives the Carer the ability to channel Caring Energy into his or her own Traits, increasing them dramatically. This Power works only on the user. For every heart the Carer has in Improve, the Improvements are more

potent.

Improve may only be learned by members of the Cousin Family. Each use of Improve lasts for one hour, and Improve may only be used once per day.

To use Improve, a Carer must declare the Improve action and concentrate for one turn. At the end of that turn, the Carer may add the hearts from Improve to any Traits he or she wishes. These hearts may be distributed in any way the Carer wishes, disregarding Trait Maximums. Most Carers have "favored distributions" that they most frequently utilize. Some Carers refer to these forms as their Improved Selves.

For example, Braveheart Lion has Improve with two hearts. He uses Improve, and decides to add one heart to Fast and one heart to Tough. Another day, he may decide to add both hearts to Strong, or perhaps one to Fast and one to Smart.

Hideaway

Power:	Hideaway
Targets:	User
Opposed By:	Observant
Duration:	Concentration
Notes:	Unlimited uses

This Power gives the Carer the ability to vanish from sight or conceal him or herself from unwanted attention. This Power works only on the user. For every

heart the Carer has in Hideaway, the Carer increases the chances of successfully Hiding from the enemy.

Hideaway lasts as long as the Carer remains concealed and unmoving. Making any movement or noise will end the effect of Hideaway. Hideaway may be used an unlimited number of times per day.

To use Hideaway, the Carer simply adds the hearts from Hideaway into his/her hearts of Fast and draws that many cards. The person being hidden from then draws cards equal to Observant. Hideaway succeeds if the Carer holds a superior card. Any time an additional attempt to locate the Hidden Carer is made, these cards must be drawn again.

Clear Sight

Power:	Clear Sight
Targets:	User
Opposed By:	Variable
Duration:	1 Turn
Notes:	3 Uses/ day

This Power gives the Carer the ability to penetrate attempts at confusion, illusion, and concealment. This Power works only on the user. For every heart the Carer has in Clear Sight, the Carer

increases the chances of successfully penetrating the effect.

Clear Sight lasts only one turn (long enough to see through the effect) and can be used up to three times each day. A Carer may expend a single point of Caring Meter Energy to restore him or herself to the full three uses of Clear Sight for the day.

To use Clear Sight, the Carer simply adds the hearts from Clear Sight into his/her hearts of the relevant Trait to defeat the chosen effect and draws that many cards. Clear Sight can be used against the Caring Power: Hideaway, and also the Uncaring Powers: Transformation and Illusion. Clear Sight may, at the Narrator's discretion, aid in defeating certain Spells and Extras, such as Shadow.

Leadership

Power:	Leadership
Targets:	Teammates
Opposed By:	N/A
Duration:	1 Action
Notes:	Each Heart may be given once/ day

This Power gives the Carer the ability to share hearts with Caring teammates. This Power works on Carers and Humans. This Power represents the ability of good Carers to support one another on Caring Missions. For every heart the Carer has in Leadership, the

Carer gains one Bonus Heart that may be assigned to a teammate on a Caring Mission.

Leadership hearts lasts only for the action they are assigned to, and each heart can be assigned once per day. A single Leader may never assign more than one heart to a single action.

To use Leadership, the Carer simply declares the use of a Bonus Heart. This declaration is made during the target teammate's turn, never during the Carer's own. The Carer must be able to speak and communicate effectively with the teammate in order to give the Bonus Heart. The recipient then treats his or her Trait or Power as if it possesses one extra heart for the purposes of Action Draw ONLY. The recipient may refuse the Bonus Heart if he or she wishes.

Sorcery

Power:	Sorcery
Targets:	Varies by Spell
Opposed By:	Card Type of Spell
Duration:	Varies by Spell
Notes:	Hearts= Spells/ day

This Power gives the Carer the ability to focus Caring Meter Energy into powerful effects. Each heart in Sorcery allows the Sorcerer to cast one Spell per day. Sorcery is a powerful ability, and its overuse can cause permanent damage to

the Caring Energy Stream. Sorcery requires a great deal of study and energy to master. Carers may not begin the game with Sorcery. Furthermore, in Campaign Games, a Carer cannot learn Sorcery until he or she has 3 hearts in Smart *and* 3 Converted Carers.

Sorcery requires a single turn to activate. In a turn in which the Sorcerer wishes to use Sorcery, the Sorcerer acts last. To use Sorcery, the Carer declares his or her intentions to cast a Spell. Once it is the Carer's turn, the Carer draws cards equal to hearts in Sorcery (Leadership may never aid in a Sorcery draw.) These cards are then compared to the Spell's Card Type (see **Spells** chapter for Spell descriptions). If the Carer meets the requirements for casting (as described in the Spell's description) the appropriate amount of Caring Meter Energy is expelled. The Spell then takes effect. Note: Caring Meter Energy is never expelled on an unsuccessful casting.

Extras

Extras represent special advantages, resources, and devices to which a Carer has access. Extras are acquired in a number of ways, but are usually potent additions to a Carer's arsenal. Less directly effective than Powers, Extras have special qualities dictated by the number of hearts assigned to them. All Extras have a heart maximum of three, regardless of any attempted modification.

Belief	Famous
Rescue Beam	Converted Carers
Buddies	Cloud Car
Fan Club	Home
Rainbow Roller	Staroscope

Belief

1 Heart	Children
2 Hearts	Adults
3 Hearts	Scientists

Belief is a crucial Extra, possessed at least in some part by all Carers. The hearts in Belief determine what kinds of Humans believe in the Carer. Any type of Human that does not Believe in the Carer is immune to all of the Carer's

Powers except Sorcery.

Fan Club

1 Heart	3 Children
2 Hearts	10 Children
3 Hearts	25 Children

Fan Club represents the Human allies a Carer can call upon in times of trouble. These are a Carer's Human friends. While Fan Club members cannot be asked to do dangerous tasks or be expected to give up things that are

precious to them, Fan Club members can be called upon for any number of reasons. Actions of Fan Club members are ultimately at the Narrator's discretion.

Rainbow Roller

1 Heart	Permanent
2 Hearts	Returns home on command
3 Hearts	As 2, plus can be summoned at will.

Rainbow Roller represents access or ownership of a single Carer-capacity flying vehicle. This vehicle is stored in the

Carer's home Cloud Kingdom. The Rainbow Roller's Traits are Strong 1 Fast 3 Tough 1. Rainbow Rollers are useful, speedy devices that can greatly decrease travel time. A Carer must have some form of conveyance, be it Rainbow Roller, Cloud Car, or Rainbow Rescue Beam, in order to reach Earth from a Cloud Kingdom.

Cloud Car

1 Heart	Permanent
2 Hearts	Has Hideaway 3 when empty
3 Hearts	As 2, plus can be summoned by remote when empty.

Cloud Car represents access or ownership of a 4 person capacity flying vehicle. This vehicle is stored in the Carer's home Cloud Kingdom. The Cloud

Car's Traits are Strong 2 Fast 1 Tough 2. Cloud Cars are not as quick as Rainbow Rollers, but significantly more durable. A Carer must have some form of conveyance, be it Rainbow Roller, Cloud Car, or Rainbow Rescue Beam, in order to reach Earth from a Cloud Kingdom.

Rainbow Rescue Beam

1 Heart	Blacks and jokers
2 Hearts	Black Faces and jokers
3 Hearts	jokers

Rainbow Rescue Beam represents access to (and willingness to use) the Rainbow Rescue Beam to teleport to the site of Uncarer-trouble (once located, of course.) The Rainbow Rescue

Beam can only be utilized from the Carer's home Cloud Kingdom. Once a Caring Mission is completed, and the Caring Meter returns to full power, the Rainbow Rescue Beam can be used on anyone, regardless of Extras, including Humans. The RRB counts as a conveyance for the purposes of getting to Earth to accomplish Caring Missions. When using the RRB, draw a card. The RRB sends the Carer to the wrong place on a draw of cards determined by the Carer's hearts in Rainbow Rescue Beam. Wrong locations usually lead to hijinks and shenanigans.

Famous

1 Heart	Blacks and jokers
2 Hearts	Black Faces and jokers
3 Hearts	jokers

Famous represents a Carer's notoriety in the Human world. Famous Carer's can gain access to people and places that those without Famous would have to work much harder to

gain entry to. Essentially, Famous allows a Carer to gain favors from people. A Carer's Famous Extra may never be used against someone outside of the Carer's

Belief rating. Draw a card each time Famous is used against someone. The target will not grant the favor if the card is of a type determined by the Carer's hearts in Famous. Note: Famous NEVER works on Humans who are the targets of uncaring Powers.

Buddies

Buddies represents your tiny flying star or heart allies. While these buddies are weak (Stars: Strong 1 Fast 1 Tough 0, Hearts: Strong 1 Fast 0 Tough 1) they can be helpful. All Buddies must be of the same type, either heart or star. Buddies may accompany a Carer on Caring Missions, but they have only one oval on their Status Bar: Zonked. A single Status Penalty will knock a Buddy Unconscious. The number of hearts in Buddies a Carer has determines the number of Buddies that Carer has, on a one for one basis.

Home

1 Heart	5 Rainbow Energy
2 Hearts	10 Rainbow Energy
3 Hearts	15 Rainbow Energy

Home represents a Carer's ability to defend Care-A-Lot (or the Forest of Feelings.) Whenever a Carer is present at home, his Home extra contributes to the realm's Rainbow Shield (the only defense that keeps Uncarers out of those realms!) For more details on how Home and Rainbow Shields work, see the Uncarer Power: Nightmare. Home works on any Cloud Kingdom the Carer is present in, not just the Carer's actual home Kingdom.

Staroscope

1 Heart	Blacks and jokers
2 Hearts	Black Faces and jokers
3 Hearts	jokers

Staroscope represents a Carer's skill in using a Staroscope to locate the source of an Uncaring Event. Without any Staroscope Extras in a team, a team must wait for the Caring Meter to fall to 1 before an Uncarer can be located. With it, an Uncarer can be located at 2. Each Cloud Kingdom has one Staroscope. If that Staroscope is damaged or destroyed, this Extra is useless until that Staroscope is repaired, or a new one is Invented/found. The Staroscope succeeds as long as the draw of a single card does not turn up the card types determined by the Carer's hearts in Staroscope.

Converted Carers

Converted Carers represent Uncarers who have been changed into Carers that claim your Carer as friend. Converted Carers can be powerful allies and also contribute to a Carer's ability to learn Sorcery. Only one Carer can claim Converted Carer status for a defeated Uncarer, leading to some tough decisions. No Carer may begin the game with Hearts in Converted Carer. Converted Carers may be counted on as resources for uncovering secrets and lore. The role and value of Converted Carers is up to your Narrator. A Carer has a number of Converted Carers equal to his or her hearts in Converted Carer.

Spells

There are four types of Spells described below. Minor Caring Sorcery Spells are available to any Carer with the Sorcery Power. Major Caring Sorcery Spells are available to only those Carers that have crossed the 75 Reward Stars level (see *Above and Beyond: Campaign Play* in the **Narrating the Game** chapter). Uncaring Sorcery Spells are available only to Uncarers with the Sorcery Power (see *Antagonists* in **Narrating the Game**). Human Sorcery Spells are available only to Humans with the Magical Skill (see *Antagonists* in **Narrating the Game**).

What follows is only a sampling of possible Spells—players and Narrators should feel free to invent additional spells inspired by and balanced against these!

Caring Sorcery

Minor Sorcery

Illusion

Card Type: 5 Cost: 1 CME

Effect: This Spell functions just like the Uncaring Power: Illusion. The number of cards that matched or beat the Card Type determine the Traits of the Illusion.

Rainbow Beam

Card Type: 9 Cost: 1 CME

Effect: This Spell drains away an Uncarer's Uncaring Energy. Each card drawn that equals the Card Type or better reduces the Uncarer's Uncaring

Energy by one. The Uncarer may attempt to reduce the effect with a Toughness draw against difficulty 9.

Summon Buddy

Card Type: 3 Cost: 0 CME

Effect: This Spell is only useful if the Carer has the Buddies Extra. For each card that matches or beats the Card Type, one available Star or Heart Buddy is instantly summoned to the Sorcerer's side.

Reflection of Power I

Card Type: Jack Cost: 1 CME

Effect: This Spell cancels the effects of one Power (Caring or Uncaring) or Skill used directly against the Sorcerer, so long as the Power or Skill in question has 3 or fewer Hearts. If the Sorcerer's draw produced more than one match or beat against the Card Type, the effect can, if applicable, be turned back against the original user. Note: This Spell has no effect on Powers or Skills that alter the user, such as Violent.

Reflection of Sorcery I

Card Type: Jack Cost: 1 CME

Effect: This Spell cancels the effects of one Minor Spell (of any type) used directly against the Sorcerer. Reflection of Sorcery I can NOT be used against someone else's Reflection of Sorcery effect. If the Sorcerer's action draw produces a number of matches/beats equal to or greater than the original caster's Sorcery or Magical Hearts, the Spell is turned back on its caster at the same level of effect as the original casting.

Touch of Joy

Card Type: Ten Cost: 1 CME

Effect: This Spell can be cast on any Carer or Human the Sorcerer is touching. Each card draw that matches or beats the Card Type will repair the target's Status Bar by one oval.

Dream of the Great Star

Card Type: King Cost: 2 CME

Effect: This Spell grants the Sorcerer the ability to see the future. Each card draw that matches or beats the Card Type reveals one important event from the future. The Sorcerer has no control over how far in the future this Spell covers.

Major Sorcery

Erect Rainbow Shield

Card Type: 8 Cost: 3 CME

Effect: This Spell allows the Sorcerer to convert another Carer's CME into Rainbow Shield points (for repelling a Nightmare attack on a Caring Haven.) Each card draw that matches or beats the Card Type allows the Sorcerer to pick one more Carer to contribute CME to the Shield. Each point of CME contributed is multiplied by 3 for determining the number of cards in the Rainbow Shield's pile. A Carer with Hearts in the Home Extra MAY also contribute to the Rainbow Shield as usual.

Crack the Sky

Card Type: Queen Cost: 2 CME

Effect: This Spell allows the Sorcerer to call bursts of Rainbow Energy to shoot from the sky, striking Uncarers and Humans alike. For each

card that matches or beats the Card Type, one Uncarer or Human MUST suffer from an unavoidable 2 point attack on their Status Bar or Uncaring Energy (as appropriate.) The same target may not suffer from two bolts of Rainbow Energy. Any Aces drawn may be cancelled if the Sorcerer wishes to rein in the effect of Crack the Sky.

Example: If two Carers and two Humans are attacking an Uncarer, and the Sorcerer draws three Queens on the Sorcery Draw, a Beam strikes

the Uncarer, but one also strikes each Human!

Transformation of Love

Card Type: Ace Cost: 5 CME

Effect: This Spell allows a Sorcerer to change the Family, Emblem, or Hue of a VOLUNTARY target Carer. This Spell can even enable a Cousin to become a bear! If a Carer changes Family, he or she loses his or her bonus ability from the old Family, but gains the bonuses of the new Family.

Uncaring Sorcery

Waste the Land

Card Type: Black Cost: 1 UE

Effect: This Spell transforms a small region of land into a desolate wasteland. No Carer can enter a Wasted Land without at least 3 CME.

Waste the Flesh

Card Type: Black Face Cost: 3 UE

Effect: This Spell corrupts a Human and makes that Human immune to all Caring Powers and Caring Sorcery. Each additional card draw after the first that matches or beats the Card Type reduces the Cost of the Spell to a minimum of 1.

Feed the Shadow

Card Type: Jack Cost: 1 UE

Effect: This Spell allows an Uncaring Sorcerer to increase the power of one of his/her Shadows. Each card draw that matches or beats the Card Type grants the Shadow 1 Uncaring Energy. This Spell is the ONLY way a Shadow can gain Uncaring Energy (Apathy will not do it!)

Perversity of Chaos

Card Type: 8 Cost: 2 UE

Effect: This Spell allows an Uncarer to turn any non-Carer or non-Human into a servant of Uncaring. The servant will do the Uncarer's bidding and may communicate telepathically with the Uncarer at any distance. This Spell is often used on animals and the Living Trees of the Forest of Feelings.

Eviction of Truth

Card Type: 5 Cost: 1 UE

Effect: Once cast, this Spell gives the Uncarer (or the Target if used on someone else) extra hearts in Nice for lying to people. Each card draw that matches or beats the Card Type grants the target one extra heart for telling convincing lies.

Banishment of Caring

Card Type: Spade Face Cost: 3 UE

Effect: This Spell prevents the target Carer from being able to participate in Calls or Stares against the Sorcerer.

Forge Against the Spell I

This Spell is identical to the Caring Sorcery Spell: Reflection of Spell I, save that it costs UE instead of CME.

Human Sorcery

Mystic Force

Card Type: 7 Cost: 1 SP

Effect: This Spell creates a mystical blast against the target. Each successful draw creates one damage for the attack. The Target may draw Toughness against 7 to resist. Carers and Humans suffer Status Penalties, Uncarers lose UE.

Glimmer of Tomorrow

Card Type: Jack Cost: 2 SP

Effect: This Spell allows the caster to see the future. Each successful draw shows the Magician one future event. The caster has no control over how far in the future these events will occur.

Spell of Stopping

Card Type: 4 Cost: 1 SP

Effect: This Spell immobilizes a target. The number of successful draws determines the difficulty of breaking free of the spell on a Strong draw.

Spell of Sleeping

Card Type: 6 Cost: 1 SP

Effect: This spell works just like Spell of Stopping, except it puts the Target to sleep. This Spell is broken from with a Tough draw.

Protection of Power

This Spell works exactly like the Caring Sorcery Spell: Reflection of Power 1, except it costs SP instead of CME.

Protection of Magic

This Spell works exactly like the Caring Sorcery Spell: Reflection of Sorcery 1, except it costs SP instead of CME.

Protection of Gift

This Spell works exactly like the Caring Sorcery Spell: Reflection of Sorcery 1, except that it applies to Extras and costs SP instead of CME.

Action Mechanics

Whenever an action occurs in a game of **Care Bears: The Staring**, it must be resolved. In order to do that, this game uses a card-drawing system. Players of this game will need at least one, preferably two, decks of playing cards, jokers included. These cards should be kept in two separate decks, used sequentially. This means that, if you draw cards equal to the remainder of the first deck, the opposing cards will be drawn from the top of the second deck. Once the first deck's cards have been exhausted, it is reshuffled and readied to be used when the second deck's cards are gone.

Cards are never *held* in **Care Bears: The Staring**. Cards are drawn as needed and discarded into the appropriate discard pile immediately after use. Now that we've talked about deck etiquette, let's get down to business!

The Action Draw

Whenever a character attempts an action, the character (most often in our case a Carer) draws a number of cards equal to their hearts in that action. This **Action Draw** works the same for a Trait as a Power, and is occasionally used for Spells and Extras. As a rule, the only thing that matters on this draw is the single highest card. Occasionally an action will depend on something called Shades of Success (this most often occurs in Spells.) In these events, the number of cards that match or beat the target card are counted, and the more of these "shades" that are generated, the more successful the action is. But more on that later.

There is usually only one modifier to worry about in **Care Bears: the Staring**. Rarely will any circumstance outside of injury affect your character's Action Draws. However, if your character has incurred a **Status Penalty** (a wound), this penalty comes into play immediately after drawing your Action cards. Status Penalties are labeled with card values, from Ace to Nine (for Carers.) If you have taken any Status Penalties, cards of those values must be discarded from your Action Draw. If your Status Penalties remove all of your

cards, you are considered too wounded to attempt the action, and may not attempt any other actions until your next turn (except reflex actions such as those required in Combat.)

One more factor about Action Draws: Jokers. If you draw a Joker on an Action Draw, you must discard it AND your highest remaining card, AFTER applying Status Penalties. This can devastate an otherwise well-planned action, so be advised to watch the deck for jokers!

Example: Harmony Bear wishes to use her Inspire Power on a nasty Human. The Human has already thrown a rock at her, giving her a Status Penalty of one (Ace.) She draws her three cards (she has Inspire 3) and gets a Queen, an Ace, and a Joker! Bad luck for Harmony Bear, as she must first discard the Ace (because of Status Penalties) and then the Joker and her highest remaining card, the Queen. This leaves Harmony with no cards, and thus, a completely failed action.

Difficulty Draw

Now that you know how to put together an Action Draw, it's time to think about determining the difficulty of an action. In most cases, a character will be taking an Action that has no direct opposition. In these cases, the Narrator will draw cards for what is called the **Difficulty Draw**. In a Difficulty Draw, a number of cards are drawn equal to the **Difficulty Class** of the Action. These Classes—Average, Hard, and Improbable—are summed up on the following table. As with an Action Draw, only the highest card drawn for the Difficulty Draw matters, and this becomes the number that must be beaten by the Action Draw.

Difficulty Class:	Average	Hard	Improbable
Cards Drawn:	One	Two	Three
Examples:	Climbing a wall	Climbing an ice wall	Cracking a safe lock
	Answering a riddle	Solving a calculus problem	Predicting complex patterns
	Throwing a box	Throwing a small boulder	Lifting a car
	Persuading a calm person	Persuading a stubborn person	Persuading a hateful person

Opposed Draws

There will be times when a Carer needs to perform an action that is opposed by another character in the game. This is frequently the case when using Powers. When an action is opposed, the Action Draw is not compared to a Difficulty Draw, but is instead compared to an Action Draw from the opposition. Each character's Status Penalties apply in an Opposed Draw.

Example: Funshine Bear wishes to use her Inspire power on Carrie, a poor Human who has let her mother's death ruin her entire life. Carrie has a Nice of 2, and Funshine has an Inspire of 3. Funshine's Action Draw reveals a 3, a 8, and a Jack. In the case of Inspire, the action is Opposed, and the Inspire description says that Inspire is opposed by hearts in Nice. So Carrie draws 2 cards for her Nice Trait and gets a 7 and a 3. Funshine's Power succeeds, and Carrie begins to feel better.

Action Ties

Regardless of the nature of an Action Draw, whether it is against a Difficulty Draw or against an Opposed Action Draw, ties are always resolved in the same way. Whenever the end result of two Draws ends in a tie, use the following steps to resolve the Action. If you are a Carer involved in an Action Draw against a Difficulty Draw, you win the tie if you have any Caring Meter Energy (CME), and lose if you have none. If you are not a Carer and are in the same situation, you lose ties. If you are a Carer in an Opposed Draw against a non-Carer, you win if ties if your character has any CME. If your character is involved in an Opposed Draw against another Carer, the Carer with the most CME wins the tie. If both Carers have the same CME level, re-draw the Action Draws.

Trait-Based Actions

The next section is designed to help players and Narrators determine which Traits are used when a Carer performs an action. When a Carer performs an action that does not appear on this listing, it is up to the Narrator to determine which Trait is applicable.

Physical Actions

Strong

The Strong Trait is used to resolve any test of physical strength. Examples include lifting objects, bursting down doors, throwing things, prying open locks, and pushing things. If a Carer must resort to physical violence, a much-abhorred event, the Action is an opposed draw of the Carer's Strong vs. the Target's Fast.

Fast

The Fast Trait is used to resolve any test of quickness and agility. Examples include running away, hiding, picking a lock, tying or untying a knot, and most forms of athletics. Fast is also used to avoid contact with an attack.

Tough

The Tough Trait is used to resolve any test of endurance, durability or willpower. Examples include resisting heat exhaustion, resisting fear or intimidation, and otherwise overcoming adversity. Whenever a Carer's Status Bar is affected, except in the case of the Uncarer Power: Malefic

Beam, the Carer may draw cards for Tough. Each heart drawn reduces the Status Bar change by one (to a maximum of reducing the entire effect, but not any remaining penalties from previous effects.)

Mental Actions

Smart

The Smart Trait is used to resolve any test of intelligence or intuition. Examples include solving problems, figuring out a mystery, understanding languages, and identifying things.

Nice

The Nice Trait is used to resolve any test of personality or manipulation. Examples include convincing someone to do you a favor, making a friend, making a good impression, and lying convincingly (something a true Carer would never do!)

Observant

The Observant Trait is used to resolve any test of perception or attention. Examples include noticing details, spotting hidden things, discovering clues and more.

Combat

As much as Carers abhor violence and combat, the sad fact remains that, even in a World of Brightness, bad things can happen. Occasionally,

combat occurs. This section will reveal the sequence of events in a combat, as well as the key Action Draws that will be needed from Carers involved in combat. Keep in mind that Care Bear Stares, and Care Bear Cousin Calls, are a form of Combat.

Combat Sequence

Reveal Initiative

Characters go in order of their Fast Trait + Observant Trait + CME + face value of one card (Aces count as 1, Jack, Queen, King as 11, 12, and 13 respectively): Highest to Lowest. In the event of a Total Initiative Tie, the character with the higher card goes before the character with the lower.

Action Resolves

The first character makes an action. This action may be a Declaration, an attack, a Power or Spell, or a miscellaneous action. Extras that require card draws may not be used in combat.

If a declaration of Care Bear Stare or Care Bear Cousin Call those procedures take over.

If a physical attack, character draws cards for Strong and the target draws cards for Fast. If the attacking character wins, Status Bar is affected by one for each of the Character's hearts in Strong. The target character may reduce Status Bar affects by drawing cards for Tough and reducing penalty by one for each heart drawn.

If the action is a Power use, follow that power's procedure. If using the Carer Power: Sorcery, the Spell will not go into effect until the end of the round.

Next Character in Initiative Sequence Resolves Action

Once all characters have resolved an action, the round is over. Refigure Initiative for the next round and begin with the new highest Initiative character.

Caring Meter Energy

Starting Meter Energy

The Caring Meter in Care-A-Lot determines the Caring Meter Energy of all Care Bears at the start of a Caring Mission. When an Uncaring Event begins, the Caring

Meter, and thus all Caring Meter Energy, falls to 2. If someone in the party has the Staroscope Extra, he/she may check the Extra in order to locate the Uncarer. If the Uncarer is located, the Caring Mission begins at Caring Meter Rating 2. If the Staroscope is unsuccessful, or if no Staroscope Extras are present, the Meter falls to 1 and the Mission begins. All Carers mark the Caring Meter Energy Gauge on their character sheet at the appropriate starting level.

Accumulating Meter Energy

Once on a Caring Mission, Carers must seek out Humans to teach them how to care. In doing so, Caring Meter Energy is accumulated. Every time a Carer helps a Human learn to care, that Carer's individual Caring Meter Energy (recorded on the character sheet) raises by one point. Multiple Carers can profit from the same act of caring. Raising personal Caring Meter Energy is important because that energy is used in Care Bear Stares and Care Bear Cousin Calls (the final conflict with the Uncarer.) Caring Meter Energy may not exceed 5 per Carer.

The Hue Bonus: If the act of caring just completed is of the same basic type as your Hue's Bonus Act, you may draw one card. If that card is a heart, you gain 2 Caring Meter Energy instead of 1.

Losing Meter Energy

Meter Energy may be lost if your Carer is the victim of the Uncarer Power: Apathy. See the Apathy Power description for details. Meter Energy may never be less than 0.

All Caring Sorcery Spells cost Caring Meter Energy to cast. The Energy is expelled when the Spell is successfully cast. Energy may never be reduced below 0 through Sorcery Casting Costs.

Care Bear Stares and Care Bear Cousin Calls cost Caring Meter Energy equal to the Carer's contribution to the effect. Caring Meter Energy can never be reduced below 0 (now that it has been said three times, hopefully it will stick!)

The Stare and The Call

Care Bear Stares

When an Uncarer is found and ready to be confronted, all Care Bears in the party may sacrifice as many as 5 points of Caring Meter Energy each to create a Care Bear Stare. Deal a number of cards equal to the Care Bear Stare

Caring Meter Energy Total to the Care Bear players, in one pile. Any Care Bear unable to participate when the pile is drawn may NOT add Caring Meter Energy at a later time.

The Uncarer then acquires a pile of cards equal to his/her Uncaring Energy. Any Caring Meter Energy stolen from a Carer through the use of the Uncaring Power: Apathy is added to the Uncarer's Uncaring Energy.

The two piles of cards, the Caring Pile and the Uncaring Pile, are then used to play WAR. Keeping the cards face down, each pile's top card is flipped up. The superior card holder takes both the superior card and the inferior card and adds it to the bottom of his/her pile. If a tie occurs, three cards from each pile are removed as a "wager" and the next cards are flipped. Superior card holder takes the original pair of cards, the latest pair of cards, and both wagers. If a tie occurs again, repeat this process. The Stare ends when one pile has all of the cards. If the Carers win, the Uncarer is Converted. If the Uncarer wins, the Care Bears must retreat and rebuild their Caring Meter Energy.

Additionally, if the Uncarer wins, permanently raise its Uncaring Rating by the number of Carers defeated.

Care Bear Cousins Call

When a Care Bears Stare is begun, Care Bear Cousins may not contribute to the Caring Pile, because they do not possess the ability to Stare. They may, however, use a Care Bear Cousins Call. Any Care Bear Cousin unable to participate when the Call is initiated may NOT add Caring Meter Energy at a later time. The Call forces the Uncarer to discard one card from the top of the Uncaring Pile for each Caring Meter Energy spent on the Call. Multiple Care Bear Cousins may combine Calls against the same Uncarer. The only way a team composed solely of Care Bear Cousins can defeat an Uncarer is by reducing the Uncarer's Uncaring Pile to zero cards.

Narrating the Game

There are many considerations that a Narrator must keep in mind when running and planning a game of Care Bears: the Staring. This chapter covers these key ideas, including details about the setting, antagonists, and the responsibilities of telling a good story.

The Setting

Care-A-Lot

Care-A-Lot holds a special place in the hearts of Carers. As the first Kingdom of Caring, it has always been the heart and soul of Carers everywhere. Representing everything that is good about the Carers, it serves as a safe haven for Carers and a home for the famous Heart and Star buddies that have served the Carers faithfully for years.

Cloud Kingdoms

Care-A-Lot is a Kingdom of Clouds, forged and built in the sky atop a blanket of magical clouds. It may not, however, be the only Cloud Kingdom. The magical layer of clouds that supports Care-A-Lot high in the sky is powerful enough to support multiple havens, and the Care Bears have entertained the notion more than once of building a new Haven. But for the time being, Care-A-Lot is big enough for the needs of the Care Bears.

Cloud Kingdoms, as a rule, make spectacular havens for those with as broad a mission as the Care Bears. Since the kingdom floats in the sky, it is only a short jaunt from the kingdoms of clouds to any place on earth.

The Caring Meter

The Caring Meter was built years ago to monitor the flow of Caring Energy on Earth. It ranges in power from 0 to 5, with 5 being the natural state of Caring in the World of Brightness.

The Caring Meter is vulnerable to attack, as proven almost thirty years ago by Darkheart. Without the Meter, the Care Bears are somewhat at a loss, unable to determine the exact nature of a Caring Crisis. Fortunately, if the Caring Energy falls to 0, even the most uninitiated Carer can sense the source of a disturbance.

Denizens

The most obvious denizen of Care-A-Lot is the Care Bear. The natural home of all Carers, Care-A-Lot is the primary home of all Carer Families except the Cousins, although the Cousins are now more and more likely to make their home in Care-A-Lot.

The only other natives of Care-A-Lot are the Heart and Star buddies, small enchanted hearts and stars that have obeyed and assisted the Care Bears for years. Fiercely loyal and incredibly courageous, the Buddies lived in Care-A-Lot before the coming of the Care Bears. In their past, the answers to the origins of the Cloud Kingdoms may be found.

Dangers

Care-A-Lot has few natural dangers, but the two that do exist are indeed worthy of respect. Falling off the cloud border, while usually not a threat because of the watchful Border Guardian Star Buddies, can be fatal to a Carer. In fact, falling from Care-A-Lot is the only known event that can kill a Carer.

The second danger of Care-A-Lot is Cloudquakes. While really a related danger to the first, Cloudquakes occur when the Caring Meter drops to 0. In such an event, the cloud layer that supports Care-A-Lot weakens, and the chances of someone being shaken off of Care-A-Lot increase dramatically.

The Forest of Feelings

As the Care Bears discovered during the Tome of Dark Sorcery affair, there are Cloud Kingdoms that have been lost over the years. One such Kingdom is the Forest of Feelings. Originally built as a companion retreat from Care-A-Lot, the Forest became the home to the Cousin family of Carers. But then, partly due to Darkheart's schemes, the Forest was lost.

There may be other Lost Kingdoms out there, it is impossible to know. Now that the Forest of Feelings has been found, and its Caring Meter built, it serves as an excellent jumping off point for the exploration of the Cloud Layer.

The River of Caring

The Forest of Feelings is connected to Care-A-Lot in the same way that the Cloud Kingdoms are all connected- by way of the River of Caring. A seething tide of water that varies in strength of flow as dictated by the Caring Energy Flow, the River can be used to navigate to any Cloud Kingdom or to discover new ones.

The River of Caring presents endless possibilities to industrious Carers, but all Carers must remember this: many have become hopelessly lost in the River, never to be found again.

Denizens & Dangers

The Forest of Feelings is possessed of many natural residents. The Care Bear Cousins are the most populous, but Living Trees, and all manner of mystical creatures, are also to be found there. The only true dangers of the Forest are its denizens.

Living Trees are trees that are able to move and interact with the world, and occasionally they possess Carer powers. Sadly, Living Trees are very vulnerable to Uncarer attack, and have often fallen under the spell of an Uncarer.

The other creatures of the Forest are often just normal creatures that happen to be more intelligent or possess a supernatural ability. While few are deadly, many are dangerous.

Earth

Most Caring Missions occur in North America. While there is no known reason for the Uncarer reliance on the United States and Canada, it has statistically proven to be the region most frequently attacked by Uncarers.

The North America of the World of Brightness is identical to that of the real world. For any questions about this aspect of the setting, refer to the Introduction.

Legacy of the First Generation

The First Generation of Carers left quite a legacy on Earth for the Second Generation to live up to. Fan Clubs and large chains of Believers are but a few of the side-effects of Carer involvement in the world's affairs.

There are negative side-effects too. For every ally or connection made by the First Generation, there are enemies, foes, and grudges. There are Humans who the Carers

could not save, there are Uncarers who eluded Conversion. The world may be a better place because of the Carers, but it is still a world where Uncaring has handholds.

Bastions of Uncaring

There are places and situations on Earth that are particularly vulnerable to Uncarer assault. These places and situations frequently become the focal point of Caring Missions.

Middle Schools, Courthouses, Small Towns, Funerals, and Summer Camps are all powerful places where Uncarers can easily get a hold on Humans. Because of these commonalities, many Carers have developed habits of attending such events as regularly as possible, often in hopes of heading off Uncarer attacks at the pass.

Antagonists

A wide variety of troubles can arise to imperil the Mission of Caring. This section outlines the ways that the key antagonists of the game differ from Carers!

Humans

Traits

Humans have the same six Traits as Carers. They function in exactly the same ways with exactly the same limitations. Trait Maximum for Humans is 3 hearts.

Skills

Humans have access to Skills instead of Powers, but they work in much the same way as Carer Powers. The Skills Humans can have are...

Scientific

Each heart in Scientific increases a Human's ability to understand science and create scientific devices and compounds.

A Human with even one heart in Scientific is considered a Scientist for the purposes of the Belief Extra.

Scientific adds hearts to Smart in relevant situations. Devices and compounds created using Scientific work similarly to devices created through the Caring Power: Invent.

Magical

Each heart in Magical increases a Human's ability to understand and resist magic (including Caring and Uncaring Sorcery.)

A Human may know one Human Sorcery Spell for each heart in Magical. Note that instead of costing CME or Uncaring Energy, Human Sorcery Spells cost Status Penalty levels.

Magical adds hearts to relevant Traits to resist Sorcery Spells and adds hearts to Observant to notice Spells. Magical also adds hearts to Smart to identify magic.

Athletic

Each heart in Athletic increases a Human's ability to perform athletic actions, including running, hiding, jumping, lifting, and more.

A Human adds hearts in Athletic to hearts in Fast to determine Initiative.

Athletic adds hearts to Fast, Strong, or Tough whenever the Athletic Human is involved in non-combative actions of physical skill.

Genius

Each heart in Genius increases a Human's ability to understand the world around him/her and to solve problems.

A Human with two or more hearts in Genius is considered a Scientist for the purpose of the Belief Extra.

Genius adds hearts to Smart for any intelligence-type action. Under no circumstances can Genius add hearts to Smart for defeating Caring or Uncaring Powers.

Popular

Each heart in Popular increases a Human's ability to manipulate people and sway others to his/her way of thinking.

A Human with Popular always has friends of similar Traits but without Popular at his/her side. The number of Human followers is equal to the Human's hearts in Popular.

Popular adds hearts to Nice for most social actions, but like Genius, never helps defend against Caring or Uncaring Powers, except the Uncaring Power: Isolation.

Sneaky

Each heart in Sneaky increases a Human's ability to move silently, perform sneaky or illegal activities, and lie.

A Human with Sneaky receives one extra card draw when defending against the Caring Power: Intuit.

Sneaky adds hearts to any Trait when that Trait is performing an action the Narrator agrees is "sneaky."

Sneaky functions exactly the same as the Caring Power: Hideaway, and that purpose, hiding, is the only way to gain hearts from Sneaky on an action during combat.

Violent

Each heart in Violent increases a Human's tendency towards violence and cruelty.

A Human with Violent receives one extra card draw when defending against the Caring Power: Inspire.

Violent functions identically to the Caring Power: Improve, except it may never be used to affect Traits in the Mental Trait Box.

Status Bar

A Human's Status Bar is Identical to a Carer's Status Bar except for one difference: There is no Nine Oval. After Ten comes Zonked.

Uncarers

Traits

All Uncarers have the same six Traits as Carers. Unlike Carers, however, Uncarers have a Trait maximum of 5 hearts.

Powers

The total hearts an Uncarer has in all Powers cannot exceed an Uncarer's Uncaring Energy Score. An Uncaring Power may have no more than 5 hearts.

Apathy

Generates absolute disinterest in targets. Each heart in Apathy represents one target per day that may be Apathized.

Apathy affects a target until the Uncarer's Uncaring Energy is depleted.

When Apathy is employed, the Uncarer draws cards for hearts in Apathy, and the Carer draws cards for hearts in Caring Meter Energy. If the Uncarer wins, the Carer loses one Caring Meter Energy, and the Uncarer gains one Uncaring Energy. Humans have no defense against Apathy, but

Uncarers gain no Uncaring Energy from its use.

Dominion

Enslaves the will of targets. Each heart in Dominion represents one target the Uncarer can Dominate.

Dominion lasts until an Uncarer cancels it, or the Uncarer's Uncaring Energy is depleted.

When Dominion is employed, the Uncarer draws cards for hearts in Dominion, and the target draws hearts for ALL mental Traits. If the Uncarer wins, the target's will is the Uncarer's to command. Each sunrise, the test must be repeated as the target tries to break free. Carers gain one extra card draw for each day they have been Dominated. Also, use of the Caring Power: Inspire on a Dominated individual grants that individual an immediate attempt to break free of Dominion.

Enrage

Enrage inspires hatred and anger in Humans. Each heart in Enrage gives the Uncarer the ability to use Enrage three times per day.

Each use of Enrage lasts for one hour.

When using Enrage, the Uncarer draws cards for Enrage, while the target draws cards for Nice. The use of a *relevant* emotion Caring Power:

Inspire can grant a Human a retest against the Uncarer's Enrage Power. Enraged Humans either gain the Human Skill: Violent at one heart, or increase their hearts in an existing Violent Skill by one. Repeated uses of Enrage on the same Human CAN increase this effect.

Fear

With this power, an Uncarer can strike terror in to the hearts of Carers. Each heart in Fear increases the potency of the Fear and allows the Uncarer to use Fear once daily.

Each use of Fear lasts for the duration of the encounter between the Uncarer and the Carer affected.

When using Fear, the Uncarer draws cards for Fear and the Carer draws for hearts in Tough. If the Uncarer wins, the Carer can take no action that could anger or irritate the Uncarer during this encounter. Furthermore, a Fear-victim Carer can NOT participate in a Care Bear Stare or Care Bear Cousin Call.

Illusion

This power grants an Uncarer the ability to create false images to trick and deceive both Humans and Carers. Each heart in Illusion allows an Uncarer to create one Illusion per day.

Each Illusion lasts from sunrise to sunset or sunset to sunrise.

When using Illusion, an Uncarer simply describes the Illusion as created. Anyone attempting to disbelieve such an Illusion may draw cards for Observant versus the Uncarer's Illusion hearts. Any Status Bar Penalties accumulated from conflict with an Illusion are removed in the event of the Illusion being seen through.

Isolation

With this power, an Uncarer bombards a target with feelings of loneliness and abandonment. Each heart in Isolation grants the ability to Isolate once per day.

Isolation lasts until the Uncarer's Uncaring Energy is depleted.

To use Isolation, the Uncarer draws cards for Isolation while the target resists using Nice. If the Uncarer wins, the target becomes IMMUNE to the following Caring Powers: Leadership, Intuit, Inspire, and Bravery. The target is unable and unwilling to accept help from anyone. Each sunrise the target may retest the Action in an attempt to break free.

Malefic Beam

This power blasts a target with dark energy. Each heart in Malefic Beam allows an Uncarer to produce two Malefic Beams per day.

Malefic Beam has no duration.

To use Malefic Beam, the Uncarer draws cards for Malefic Beam while the target resists, as described in the Combat Sequence, with Fast. If the Malefic Beam is successful, the Uncarer draws cards for hearts in Malefic Beam. Each black card drawn results in a status bar penalty. If this draw results in ANY jokers, Malefic Beam may not be used again until the next sunset. The target may NOT draw cards for hearts in Tough to reduce this damage.

Sorcery

Sorcery enables an Uncarer to transform its Uncaring Energy and cast spells using that energy. Each heart in Sorcery gives the Sorcerer one spell.

Sorcery's duration is determined by the particular spell cast.

To use Sorcery, a Sorcerer draws one card for each heart in Sorcery, and compares them to the Card Type of the spell. If the Sorcerer holds a superior card, the spell is successful. Each Spell will describe its own Card Type, and also the amount of Uncaring Energy that is used up for the casting. Uncaring Energy is NOT used up during unsuccessful Sorcery attempts.

Transformation

With this Power, an Uncarer can assume any Human, Carer, or Animal form imaginable. Each heart in Transformation allows one Transformation per day.

Transformations last until the next sunrise or sunset, or until voluntarily ended by the Transformed Uncarer.

When using Transformation, all Physical Trait Box hearts can be reassigned, plus the hearts from Transformation. Flight and/or water-breathing can be gained at the cost of one heart each. When activating Transformation, draw cards for hearts in Transformation. The highest card becomes the difficulty for an Observant Action to recognize the Transformed Uncarer for what he/she really is.

Wish Gift

An Uncarer may use this Power to bestow amazing gifts to Humans and Carers. Each heart in Wish Gift grants the ability to create one Wish Gift per day.

Wish Gift lasts until the Uncarer's Uncaring Energy is depleted.

Wish Gift can bestow ANY Skill upon a Human at the two heart level, or ANY Power upon a Carer at the one heart level. Furthermore, a Carer can be Gifted with a two heart Extra. In order to create the gift, and force the target to become the Uncarer's friend, draw cards for hearts in Wish Gift. The Draw is opposed by Smart plus Converted Carer Extra hearts. If the Uncarer wins, the target will do EVERYTHING in his/her own power to protect the Uncarer and will feel overwhelmingly indebted to the Uncarer. Wish Gifts often take the form of objects or wealth, such as gold coins that bestow Popular or a necklace containing Leadership, etc.

Extras

Uncarer Extras have a three heart maximum. The total hearts of an Uncarer's Extras cannot exceed half, rounded up, of the Uncarer's Uncaring Energy.

Cult

Cult represents an Uncarer's devoted following. All Uncarers have at least one heart in Cult. If an Uncarer is defeated, and thus Converted, his or her Cult may attempt to restore the Uncarer's Uncaring Energy, allowing the Uncarer to flee to fight another day rather than becoming Converted. A common tactic for defeating powerful Uncarers is to first create Acts of Caring in their cult members to undermine the value of this Extra.

1 Heart: Draw one card. If that card is an ace, the Cult's belief restores the Uncarer to 5 Uncaring Energy and the Uncarer flees.

2 Hearts: Draw one card. If that card is a King or an Ace, the Cult's belief restores the Uncarer to 5 Uncaring Energy and the Uncarer flees.

3 Hearts: Draw 2 cards. If either of the cards is a King or an Ace, the Cult's belief restores the Uncarer to 5 Uncaring Energy and the Uncarer flees.

Guile

Guile represents an Uncarer's reputation among the Uncaring Community. If an Uncarer has Guile, he or she may use Guile to make the Staroscope test an Opposed Draw rather than the standard Staroscope

draw. Staroscope cards are drawn against Guile cards. If the Staroscope wins AND meets the criteria of the Staroscope Extra, then the Mission begins at CME 2. If the Guile wins or the Carer's draw fails to meet the criteria of the Staroscope Extra, then the CME falls to 1 before the Uncarer is detected.

Shadow

Shadow allows an Uncarer to exist simultaneously in more than one place at once. Each heart in Shadow allows the Uncarer to send its Shadow to an additional location. Shadows have all of the Uncarer's Traits, Extras, and Powers. A Shadow, however, has no Uncaring Energy and is instantly destroyed if a Stare or a Call is declared. An Observant Action versus hearts in Shadow can detect the false nature of a Shadow.

Nightmare

Nightmare allows an Uncarer to assault a Carer Haven (Cloud Kingdom). The Nightmare's Uncaring Energy is pitted against the Rainbow Energy from the Home Extra of those Carer's defending the Haven. The procedure is identical to resolving a Care Bear Stare (note that this is NOT a Stare, and thus Cousin Family Carers can contribute if they have the Home Extra). If the Uncarer wins, the

Caring Meter Energy falls to 0. If at least 1 point of CME is not restored to each Carer in the party within 24 hours, the assaulted Haven is DESTROYED!

1 Heart: Uncaring Energy of Nightmare equals half, rounded up, the Uncarer's Uncaring Energy.

2 Hearts: Uncaring Energy of Nightmare equals the Uncarer's Uncaring Energy.

3 Hearts: Uncaring Energy of Nightmare equals the Uncarer's Uncaring Energy PLUS 5!

Transit

Transit allows an Uncarer to instantly teleport from one location to another. The location teleported to must be a place where someone currently under the effect of one of the Uncarer's Uncaring Powers is located, or else be a place where the Uncarer has a Shadow or Minion. Transit may NOT be used during a Stare or Call. To use this Extra, the Uncarer draws a single card and compares it to the criteria below.

1 Heart: Draw a card. The Transit is successful if the card is a black face card.

2 Hearts: Draw a card. The Transit is successful if the card is black.

3 Hearts: Draw a card. The Transit is successful if the card is NOT a Joker.

Minions

Minions represents an Uncarer's Lesser Uncarer servants. Each heart in Minions represents one Minion. A Minion has the same physical and mental Traits as its Master's base form, and has all of its Master's Powers except Sorcery at one heart. Minions have no Extras and have an Uncaring Energy of 5.

Vanquished Hearts

Vanquished Hearts represents the Carers who have been defeated by the Uncarer's Energy. Each time a Stare and/or Call is unsuccessful, the Uncarer gains one heart in Vanquished Hearts for each defeated Carer. Vanquished hearts CAN exceed the 3 Heart Maximum rule, and each heart in Vanquished Hearts adds 1 to the Uncarer's Uncaring Energy. Vanquished Hearts does not figure in to the total hearts of Extras in regards to the Extra Hearts= $1/2$ Uncaring Energy rule. Uncarers should rarely begin the game with any hearts in this Extra.

Uncaring Energy

Uncarers have no Status Bar: They can only sustain harm by way of Care Bear Stares and Care Bear Cousin Calls.

An Uncarer's Uncaring Energy Score is the totality of its Uncaring abilities. When confronted by a Stare and/or a Call, an Uncarer's Uncaring Energy score determines how many cards are dealt into the Uncaring pile.

Uncaring Energy is fairly stable: it is either all there, or, after a Stare/Call, it is not. Once Uncaring Energy is completely exhausted, an Uncarer is Converted (as per the Extra).

Some Caring Sorcery Spells can reduce an Uncaring Energy Score, and use of the Uncaring Power: Apathy can increase the Score. Lastly, most Uncaring Sorcery spells cost Uncaring Energy to cast. These are the only methods of altering an Uncarer's Uncaring Energy Score.

Uncaring Energy is determined by the Narrator, but is best determined by finding the proposed difficulty of the Mission on the table below and multiplying the noted number by the number of Carers in the group.

Difficulty	Easy	Average	Challenging	Very Hard
UE Base	2	3	4	5

Telling Stories

Responsibilities of a Narrator

By now you know almost everything there is to know about the basic game of **Care Bears: The Staring**. The only thing we haven't really discussed is, "Who's going to run this thing?" Unfortunately, as much as we wish we could help you out on that one, this has to be YOUR decision. Narrating can be one of the most challenging, difficult, and mind-numbing experiences of your life. It can, however, also be among your fondest memories.

As Narrator, you are responsible for making the game work. You must have a firm handle on the rules, create Caring Missions and Uncarer foes, moderate disputes between players, and, let's face it, you will probably be stuck printing more books and paying for more food than anyone else. Does this sound like a challenge you can rise to? We hope so, because this section will teach you how to do almost all of those things in that list. Sorry, but we can't do much to help you with printing costs or pizza purchasing duties.

Building a Caring Mission

Building a Caring Mission is the most important job a Narrator has, but we think we can sum it up in a few easy to follow steps.

Step One: Select an Uncarer. The Uncarer is the main foe for the Caring Mission, and his/her motivations, goals, and personality will likely decide the shape of the Caring Crises he/she creates. This is your chance as Narrator to really let your Character Constructing skills come into play. Build an Uncarer using the guidelines in the Antagonists section, above.

Step Two: Decide what that Uncarer would do to lower the Caring Energy in the world. Once you have developed the Uncarer's master plan, you can determine the next step. This step relies upon a well-developed understanding of your Uncarer's goals and motivations, so think carefully about these things as you create the Uncarer.

Step Three: Create between 3 and 5 Caring Crises. These Caring Crises are the events involving Humans that the Uncarer is using in its ploys. Develop these Crises and the Humans that go with them. Make sure that the Crises has at least two possible solutions, and try to keep in mind your team of Carer's abilities so that each can have a chance to shine at least once.

Step Four: Develop a Final Confrontation Scene. Once the Carer's have foiled at least a few Caring Crises, they'll feel confident, and have the CME, to confront your Uncarer. Design a location and situation for the final confrontation. This is also a good time to pick a strategy for the Uncarer. Less-skilled Uncarers may simply engage in Confrontation (Calls or Stares) with Uncarers right away, but cleverer or experienced Uncarers may choose to hide a bit, and may use their Powers to interfere with Caring Crises along the way.

Step Five: That's it! Some of those steps may seem pretty complicated, but we promise, after the first two or three Missions are written, you'll be a Narrating Pro!

Narrator Challenges

Sometimes things come up in the game that the design team here at World of Brightness Central didn't prepare you for. So here's what you do: IMPROVISE! The game you hold in your hands is yours, and no one will come after you to punish you for doing it "wrong." Play the game the way that feels right to you, and you can't go wrong. Just remember: you are playing the game your way, not ours. As long as you keep that golden rule in mind, and you treat all of your players fairly, you'll be on the road to success.

Damaging Care-A-Lot

One thing we want to talk about before you move on to the next chapter is the possibility of Care-A-Lot, or the Forest of Feelings, coming under direct assault by an Uncarer. The Uncaring Extra: Nightmare allows an Uncarer to attack a Caring Haven. The Caring Extra: Home protects against this. As described under Nightmare, if a Caring Haven's CME is reduced to 0, and the at least one point of CME is not recovered through resolution of one of that Uncarer's Caring Crises, the Haven is destroyed. What does this mean for your game? Well, we'll give you a hint: It changes everything! The threat of destruction should be enough to motivate your players... we hope you never have to follow through with the destruction of Care-A-Lot. But if you do, our suggestion is this: Move the setting to the Forest of Feelings. Or vice-versa. A Care Bear without a Caring Haven is a sad thing indeed.

Above and Beyond: Campaign Play

What is a Campaign Game?

A Campaign game of **Care Bears: The Staring** resembles a regular game in all but a few key ways. In a campaign game, the events of one Caring Mission have an impact on other Caring Missions, and your characters are able to grow as individuals, and develop their personality more fully, as they go along. There are several different approaches to campaign gaming, but they all have one thing in common: Carer Advancement. In a Campaign Game, the Narrator will reward the players for successfully completing a Caring Mission. Rather than just the simple reward of knowing that the Caring Meter has been restored, Carers are given Reward Stars. These stars have various effects, but they primarily allow you to develop new Traits, Powers, and Extras for your Carer. This means that, in a Campaign Game, you finally get the chance to learn Sorcery! Now let's take a look at a few of the types of Campaign Games your Narrator might consider...

Overarching Plots

In an Overarching Plot game, there are themes and events that tie all of the Caring Missions together. Be it a villainous Uncarer who plots the destruction of Care-A-Lot through his minions, or a particular family of Uncarers plaguing Earth, in an Overarching Plot game, all Missions lead you one step closer to an ultimate

goal. Overarching Plot games are the type of Campaign Game most of the development staff here prefer, and are also the most common style used in other RPGs.

Disjointed Gathering

In a Disjointed Gathering game, the Caring Missions don't have anything to do with each other, but the Reward Star system is still used. This is ideal for game where the position of Narrator rotates between players, or, perhaps, for those times when you feel like a simple, uncomplicated game but would like to still have the feeling of accomplishment that comes from gaining and spending Reward Stars.

Trail of Breadcrumbs

Trail of Breadcrumbs games are the trickiest to execute for Narrators. These games bounce between Disjointed Gatherings and Overarching Plot style Caring Missions, but, when all the Missions are through, layer after layer of connection become apparent. Trail of Breadcrumbs games usually feature incredibly devious and powerful Uncarers as the antagonist, and rely strongly on suspense and surprise from the players.

Carer Advancement

Awarding Stars

Reward Stars are given out by Narrators at the end of a Caring Mission. While the Narrator is free to give out Reward Stars however he or she sees fit, we recommend the following scale:

- Failed Mission, but Care-A-Lot survives: 1 Star
- Successful Mission: 2 Stars
- Uncarer Successfully Converted: 1 Star for every Carer who did NOT get the Converted Carer Extra Heart.
- Important Clues to the Big Picture Discovered: 1 Star
- Imaginative or Creative Solution to a Caring Crisis: 1 Star
- Major Uncarer (Main Villain of Campaign Game) Defeated: 3 Stars

Unless the Mission involved the Defeat of the Major Uncarer for the Campaign, no Carer should ever be awarded more than 5 Reward Stars in a single Mission.

Star Levels

A Carer should keep track of how many Reward Stars he or she has received total over the life of the character. Special Advantages are granted when this total RS number reaches certain points.

- RS1 - 15 Reward Stars: Choose one Trait Box. Those Traits now have a Maximum of 4 Hearts.
- RS2 - 30 Reward Stars: There is no longer a Heart Maximum on your Converted Carer Extra.
- RS3 - 50 Reward Stars: All Powers now have a 4 Heart Maximum.
- RS4 - 75 Reward Stars: You may now learn Major Sorcery Spells or any one Power (other than Sorcery) gains a Heart Maximum of 5.
- RS5 - 100 Reward Stars: If a Joker comes up on one of your Action Draws, draw a new card to replace it.

Spending Stars

Not only does the total number of Reward Stars count towards your Carer's advancement, but those stars can also be spent to improve your character's scores. The following list shows the costs of buying Hearts in different boxes.

- New Traits cost The New Rating +1
- New Powers cost the New Rating +3
- New Extras cost New Rating +2
- New Spells cost 3 Reward Stars for Minor and 7 for Major

There is only one restriction on Reward Star spending: a Carer may never add more than one Heart to a section of the character sheet between Missions. So this means that a Carer's maximum Hearts added between Missions is 3- One for a Trait (even though there are two types of Trait Boxes, for the purposes of Advancement they count as a single Box), One for a Power, and one for an Extra.

Character Sheet

Name: Player:	Illustration and/or Emblem Box
<p style="text-align: center;">Physical Trait Box</p> <p>Strong </p> <p>Fast </p> <p>Tough </p>	<p style="text-align: center;">Extras Box</p> <p>1: </p> <p>2: </p> <p>3: </p> <p>4: </p> <p>5: </p> <p>Quirk:</p> <p>Family:</p> <p>Hue:</p> <p>Bonus Acts:</p>
<p style="text-align: center;">Mental Trait Box</p> <p>Smart </p> <p>Nice </p> <p>Observant </p>	<p style="text-align: center;">Reward Stars</p> <p>Current Reward Stars <input style="width: 100px; height: 20px;" type="text"/></p> <p>Reward Star Level</p>
<p style="text-align: center;">Powers Box</p> <p>1: </p> <p>2: </p> <p>3: </p> <p>4: </p> <p>5: </p> <p>Spells:</p>	<p style="text-align: center;">Caring Meter Energy</p> <p style="text-align: center;"> 1 2 3 4 5 </p>
<p style="text-align: center;">Status Penalty Bar</p> <p style="text-align: center;"> Ace King Queen jack Ten Nine Zonked </p>	<p style="text-align: center;"> 1 2 3 4 5 </p>

Appendix

If you are at all like the author of this book, you like to have a book in your hands, not just on your screen. Since it would be wrong (and illegal) for the author to print this book and charge you for the product, since he does not own the IP for Transformers in any way, this appendix contains the directions required to print it yourself at a fabulous online printing company, Lulu (lulu.com).

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Version History

0.0: Original release of complete rules. 60 pages. 12-31-2014

A Note on Revisions: If you have suggestions or requests for revision or expansion for **CB:tS**, please send those thoughts to nightcandleimagination@gmail.com or leave comments on the **CB:tS** hosting page at

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