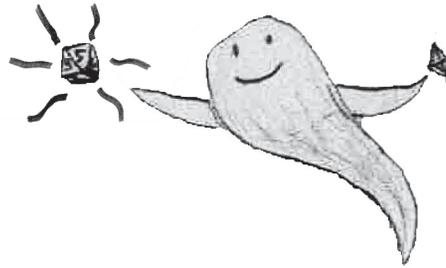


STAR LEVEL TEN

A live action roleplaying game
by *Madeline Wedig* (age 9)
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Y*ou have died.* Which is, after all, sad. There is good news, though: You will get to live again. After you die, your ghost flies into the night sky to collect fragments of stars. As you collect stardust from the sky, you meditate upon what was pleasing about your previous life. These pleasant memories then become your gifts of positive destiny in the lives of others. If you can collect enough bits of stars from the sky, then you can ensure their new life is pleasant and nice. They will be working to make your new life as pleasant as possible as well.

Get Ready

Get 3-10 people together to play ghosts.

Get a big handful of really pretty dice. You want your best looking d4s, d8s and d10s. Ideally, you want 8-10 d10s per player, plus 3-5 d4s and 3-5 d8s for each player. If you don't have enough, use as many dice as you can get your hands on. (But don't use d6s, or anything bigger than a d10.) More dice will make the game easier, fewer will make it more difficult. It also helps if all the players have pockets or bags to hold their dice as they collect them.

Get a large, empty room. You want a place where you can have clear floor space, without much furniture or places you could lose your dice. If you can, you want a dark blue or black carpet, so the dice will glitter on it like stars in the sky. But any floor will do just fine.

Randomly scatter them across the floor of the area. Let the dice roll as they land on the floor, so they have a random value facing upwards.

Characters

Each person playing should describe who they were very briefly, before they died. “A friendly firefighter” is good enough. Maybe “A schoolteacher who wanted to be a poet”. More than a sentence or so is unnecessary. You’ll create more detail about your character as you play. Don’t worry about how you died just yet, either. When you initially come to the afterlife, ghosts often find their memories are vague and confused, but they will remember as they gather up stardust.

Everybody should introduce their characters to each other. Explain who you were in life. Then you’re ready to begin playing.

Play

Play slowly, and listen to what other players say and do. Move around the playing area slowly, like a ghost. Get down close to the ground to see the dice when you have to. Talk with the other spirits in character, perhaps using stage whisper voices to sound like ghosts.

Each ghost character begins at Star Level 0. Your goal is to get each ghost to Star Level 10. You increase a ghost’s Star Level by giving them a piece of stardust. Each die on the ground is a piece of stardust. Each stardust piece that you give away unlocks a positive memory of who you were before you died. By giving that stardust piece away, then you put a similar positive experience in someone else’s fate.

Every piece of stardust has a value, which is the number the die rolled when you scattered them on the floor. The value determines which stardust you can gather at what time.

At any time, you can pick up a piece of stardust that has a value one higher than your current Star Level.

So at first, anyone can pick up a die showing a value of 1. Later, when you have a value of 3, you can pick up a die with a value of 4, and so forth.

Whenever you pick up a die, describe a brief, happy memory you have of the life you just had. These memories could be major (“Getting married to the person I love”) or minor (“Sitting on a grassy hillside, watching clouds go by”) but they shouldn’t take more than a sentence or so to describe. Don’t repeat any other positive memory that you have heard already, if you can.

After you describe that happy memory, give the die to another player. By giving them the die, you are deciding their destiny for their next lifetime. They will, in their new life, experience that same pleasant experience. When you give a die away, you can give the die to any ghost whose current Star Level is one or two points lower than the die’s value. Their Star Level then becomes equal to the die’s value.

So for example, if you are giving away a die of value 7, you could give it to someone at Star Level 5 or 6, but not anyone 4 or lower, or anyone 7 or higher. The recipient would then have a Star Level of 7.

Ghosts can talk to each other in character. If you want to know what Star Level a ghost is at, you can make the **Sign of the Third Eye** (make a circle with your thumb and forefinger, then press it to your forehead, where your third eye would be) at them, to show that you are examining their destiny. They then hold up a number of fingers equal to their current Star Level.

Be careful walking around the area. Ghosts glide softly past like the breeze, but humans can often be clumsy and less than careful. If you accidentally kick some of the dice, then some of the stars fall out of the sky, without inspiring positive experiences. If you bump some dice enough that they change the value that they are showing, then you have to remove one of those dice from play entirely, and reroll the other dice you bumped. Describe to other people a negative experience you had in life, that you hope others won’t have in their next life. Every ghost had, at the very least one, bad experience when they died. (This rule is to prevent people ‘accidentally’ bumping the dice to change either values to something useful. And to encourage everyone move slowly and carefully around the area, like a ghost.)

It might happen that the dice are against you, and there are not dice of the values the group needs to get each player to Star Level 10. In this case, someone can sacrifice one of the positive destinies they have been granted to reroll some dice. When you make a sacrifice like so, you drop one Star Level. You’ll never have the last positive experience another player gave you, and you will have to be given another die to progress further. But in exchange for your sacrifice, you can choose a number of dice equal to your former Star Level and reroll them, hoping for a different value.

Endings

The game can end two ways: either everyone reaches Star Level 10, or some people get stuck at a lower level while the rest of the group goes on to 10.

If everyone reaches Star Level 10, then you win! Each ghost flies back down to earth to find a place to be born, so that they can live out the destiny we outlined together.

If one or more players failed to reach Star Level 10, then their ghost will never return to Earth. They instead travel off among the stars. Maybe there is another planet with sentient life you could reincarnate on instead, out there somewhere in the galaxy?



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