

# LEVEL UP!

A game poem for 4 to 5 people, played for about 15 minutes. If you have 4 players drop the Cleric.

It's the end of the adventure and it's time for experience points to be awarded. All that's left to do is for the Games Master to add the bonus points for the player with the coolest scene of the game... and those bonus points are enough to push any of you up a level. Who wants the level up the most?

## ==The players==

One player must be the Games Master (GM).

The other players take on one of the following characters:

- \* The Fighter; strong but reckless
- \* The Thief; nimble but greedy
- \* The Wizard; knowledgeable but naïve
- \* The Cleric; wise but gentle

Write your character (including the character phrase) on a piece of paper and place it where it can be seen. Pre-prepared cards with short phrases to help with interrupts can be downloaded from the UK Roleplayers Wiki. [[http://www.mcleanfamilyonline.co.uk/Level\\_Up\\_Characters.pdf](http://www.mcleanfamilyonline.co.uk/Level_Up_Characters.pdf) (PDF)]

## ==Playing the game==

The GM sets the game going by explaining that the bonus points are up for grabs, then prompts the start of a scene, for example "remember when you got into the castle by disguising yourself – remind me who did that", and any of the players can jump in and grab the scene, and tell the story in and/or out of character to try and justify why they should get the experience points. Metagame and made-up rules references are allowed and even encouraged. Keep them short and snappy.

Each character may only claim one scene, so choose carefully. If nobody claims the scene the GM nominates someone to start ("what was it you did then?").

## ==Taking the spotlight==

Each character is known for two things, such as the strong but reckless fighter. When another player is telling their tale you can interrupt them if they:

- \* do something you could do better with your strength

"OR"

- \* do something against their weakness

For example, Rognar the Fighter is narrating how he carefully sneaked past some guards; the player of Perfidy the Thief could interrupt him because she is the nimble one, and obviously was

instrumental in the climb, or Eric the Cleric could interrupt because Rognar is clearly too reckless to do so and only Eric's wisdom saved the day. Make a short statement such as "no, that was me for I am wise" and look to the GM – who will allow or disallow the interrupt as he or she sees fit.

The scene ends when the GM thinks the cool story has been told or gets bored.

### **==GM fiat==**

The GM is in charge and has absolute power and can end a scene at any time, allow or disallow interrupts, and make rules calls as he or she sees fit.

### **==Ending the game==**

Play continues until every character has claimed a scene the GM has started (remember that each character can only claim one scene to start, no matter how many they can steal). The GM then assigns the experience bonus based on the coolest scene, favourite player, or simple whim. That's GM fiat baby!

The winner should exclaim "'ding'" in a loud voice. It is customary for the others to reply with "'gratz".'

### **==The Characters==**

These phrases provide guidance on interrupts for strengths and weaknesses.

#### **""The Fighter"" "(Strong but Reckless)"**

- \* You can: bend bars, lift gates, defeat foes, be stronger or tougher than others
- \* You are: reckless and rarely consider your actions

#### **""The Thief"" "(Nimble but Greedy)"**

- \* You can: climb, sneak, steal, move fast, and be more agile than others
- \* You are: greedy and possessive of treasure

#### **""The Wizard"" "(Knowledgeable but Naïve)"**

- \* You can: possess common and rare facts, use magic, be cleverer than others
- \* You are: naïve and do not understand people or the real world

#### **""The Cleric"" "(Wise but Gentle)"**

- \* You can: heal ills, solve puzzles, convince people to help you, and understand people better than others
- \* You are: gentle, and may not start fights or leave a person in need