

STARLEE ♀ DAVIDSON

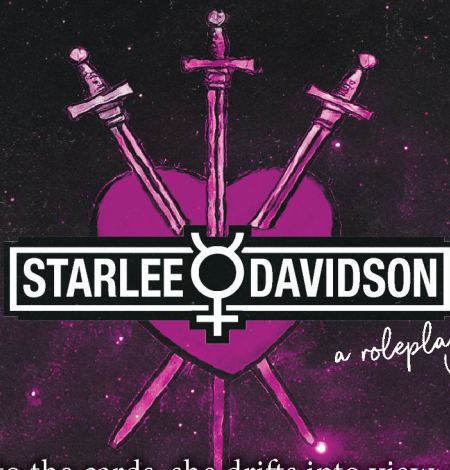
MOTORCYCLES,
HEARTBREAK,
& TAROT CARDS



powered by


polymorph

MOTORCYCLES, HEARTBREAK, & TAROT CARDS



a roleplaying game

As you gaze into the cards, she drifts into view: a woman, lovelorn and distraught. She is here, laying in bed, wondering why to get up in the morning after a breakup that shook her to the very core. Devastated, she's unsure where to turn next. Maybe she'll text her ex. She could adopt a dog. Maybe she should cut her bangs.

Her name is *Starlee Davidson*.

Starlee Davidson is a *polymorph*[™] game of **TAROT**, **MOTORCYCLES**, and **SELF HEALING**. A no-prep RPG, the cards lead the story for The Oracle and the Players as they take on different roles in a psychedelic explosion of mystery, mysticism, and motorbikes.

funshot



polymorph

9LG 1903



9TH LEVEL GAMES

STARLEE ♀ DAVIDSON

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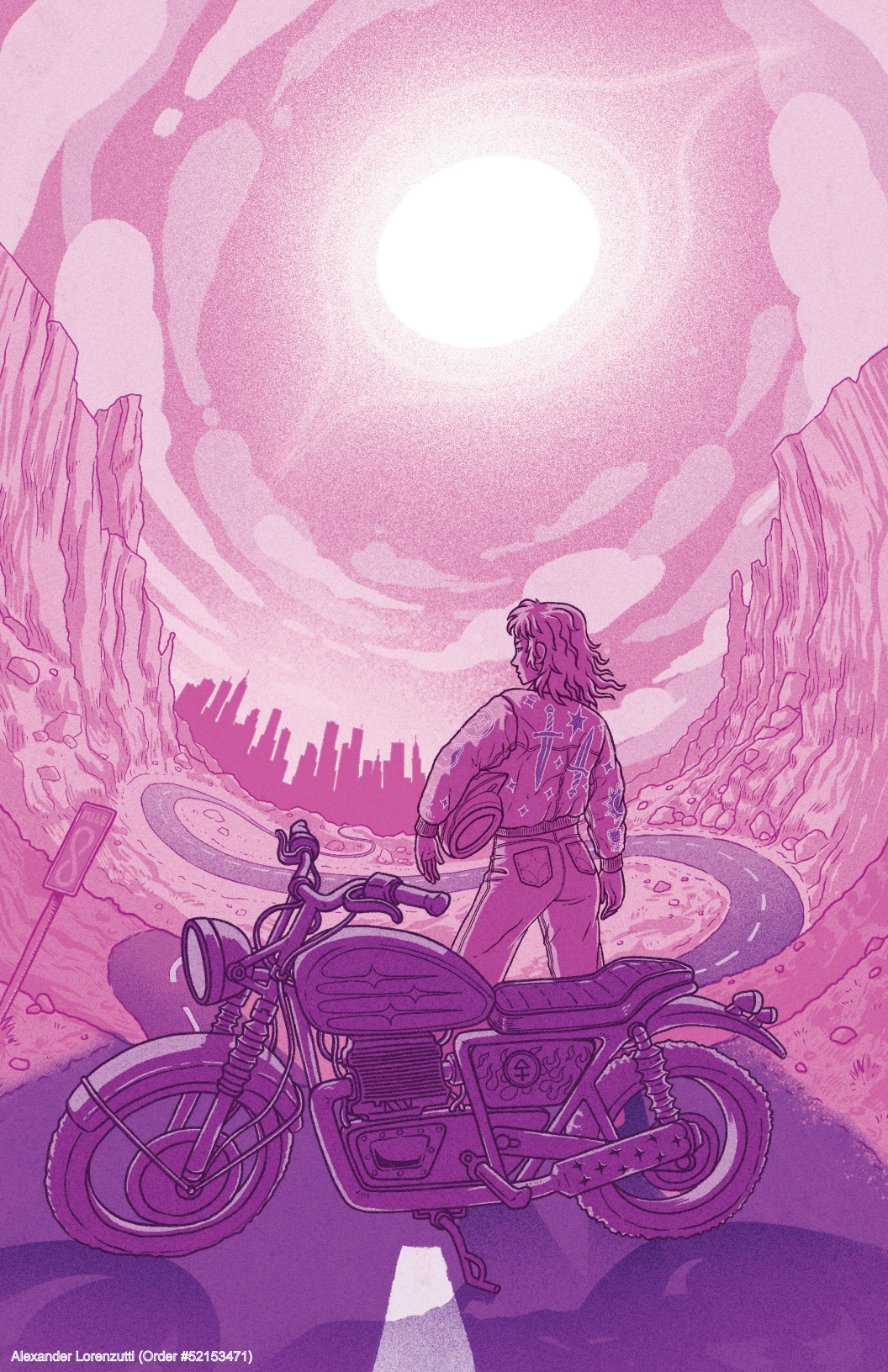
Heather O'Neill

9th Level Games

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polymorph



As you gaze into the cards, she drifts into view: a woman, lovelorn and distraught. She is here, laying in bed, wondering why to get up in the morning after a breakup that shook her to the very core. And not only is she devastated, and unsure where to turn next. She is also considering texting her ex, adopting a dog, and cutting her bangs.

This woman is **Starlee Davidson**.

Luckily, you are a magical being living in **Starlee's** inner Woo-Niverse and you know just how to cure her romantic hangover. You'll lift up this lost lover and remind her of her fundamental badassery. You'll drink with her inner demons, ride the rollercoaster of fate, and rally all your strength to usher in **Starlee Davidson's** new era: a post-breakup landscape untouched by the drama of a failed relationship and the darkness of a conflicted self.

And you'll do it all on motorcycles.



OVERVIEW

Who *is* she?

Once, there was a woman. Her name was **Starlee Davidson**. And she was in love with someone. The relationship ended, but the love didn't, at least not right away.

In times like this, late at night, when you know you're alone and you wish it was different, there's nothing you can do but melt down into jelly. But in that jelly, you'll find there are some parts of you that don't melt. The solidest, toughest, coolest, biker parts. Those inner voices that connect us to the cosmic and magical woo-niverse. In your lowest moments, when you don't have anyone else, you can still rely on the badass, magical, biker-girl motorcycle club in your head.

Tonight is just such a night for **Starlee Davidson**. Her love life has let her down; it's up to you to pick her up and get her back in the saddle. It's gonna be a bun-burner of a long ride, but if we all work together, she'll be shiny-side-up when the sun comes up tomorrow.

A World of Woo and Chrome

Inside **Starlee's** aching head is a world of woo and chrome: an endless blacktop winding through dusty arroyos, lush pine forests, pristine sea-sides, and innumerable weird magical landscapes. It's a mysterious place made of idle thoughts, psychic essences, and half-remembered superstitions. The roads here are always shifting. Tarot and astrology are far more reliable guides than the numbered highway system.



Through this psychedelic landscape streak flashes of metal, flake, and chrome: badass bikers that represent facets of **Starlee's** psyche. Some of these bikers — the ones you'll play as — are the best parts: brave gearheads, hard-core racers, wise ink-slingers, and magick nomads. These are the bits of **Starlee** that put her back together when things get rough for her. But there's other bits of her, outlaw gangs and shifting supernatural beings, the ones who feed on chaos and sadness. They're more interested in tearing her down and wallowing in self-pity than in doing the tough work of self-reflection necessary to move on.

And of course there's parts neither good nor bad. Just colorful and weird and doing their own thing. Heck, some of **Starlee's** inner entities don't even ride motorcycles.

The Ecliptic Angels

This motorcycle-riding girl gang is composed of avatars of the Woo-Niverse who ride sick bikes, tap into the cosmic, and strike off into the great beyond whenever healing is needed. They exist in the twilight between our world and the next one, where they tinker with their motorcycles, race each other for fun, and sit on grassy knolls gazing at the stars. Like in any community, there's some drama and frayed edges, but they keep it together like any road-worn gang of bikers must. The **Angels** understand that they're part of something larger — even if **Starlee**, the great being who makes up their entire universe, is someone they've never met.

Zodiac Garage

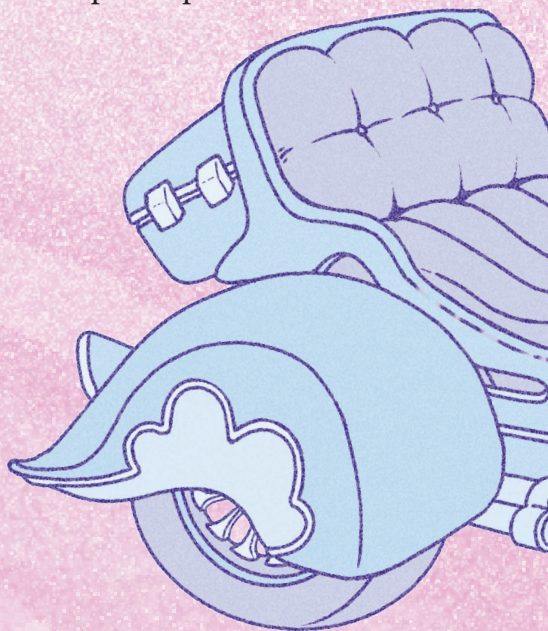
Crowded with motorcycle parts and tools, illuminated by twinkly lights — and glowing spotlight-lanterns when needed — this mechanic's paradise is where the



Ecliptic Angels spend the bulk of their time. In the back, there's a lounge full of video games, snacks, and comfortable couches. Over the garage is a room where they store their crystals, birth chart tomes, and other witchy and astrological gear attuned to the vibrations of the universe. When the doors are pulled open, motorcycles and parts often spill out onto the concrete in front, especially on sunny days when **Starlee's** in her best moods. Leading away from the **Zodiac Garage** is a long driveway that connects up with **Starlee's** Inner Highways.

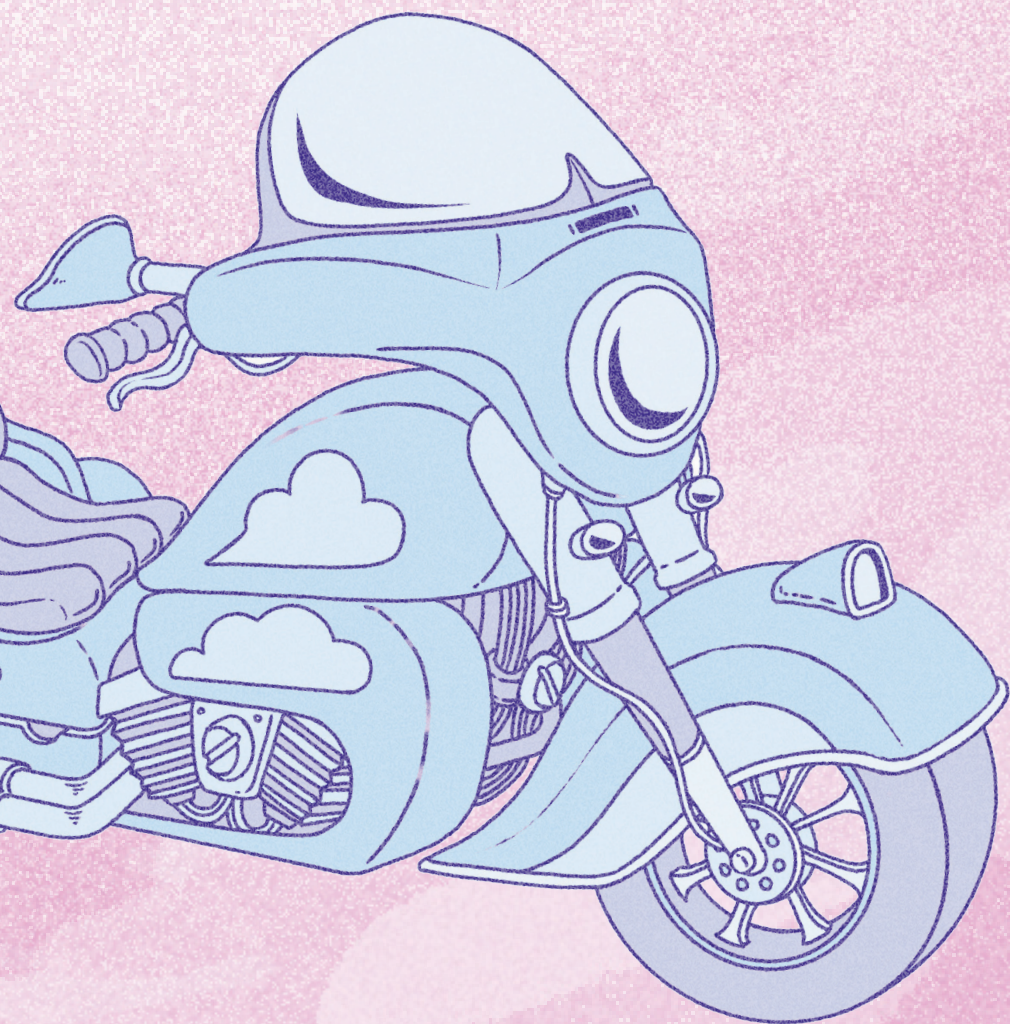
The Inner Highways

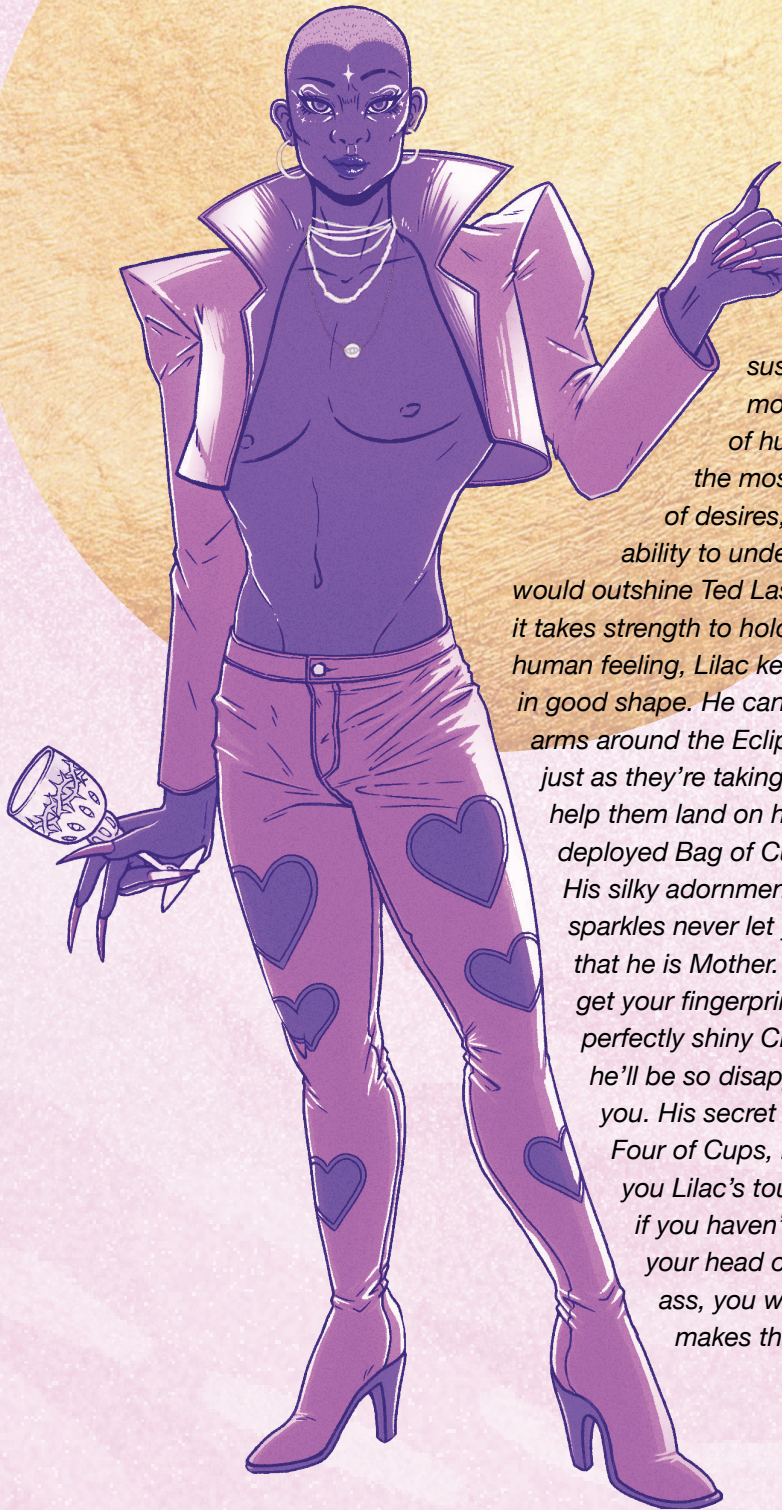
Infinite, snarled roads routing between nodes of **Starlee's** consciousness, this blacktop is an endless source of mystery and enticement for the **Ecliptic Angels**. Long, unremarkable stretches unfold among shifting mists, terminating in strange crossroads — and then, along the way, towns, cities, and ruins reveal themselves, arising like mirages to entrap intrepid riders.



The Real World

The world, much like you and I know it, full of ennui and disappointment and hope and delight, burdened and animated by complexity and constant change. It's a place the **Ecliptic Angels** have heard of, but only by proxy, speaking to a wise woman once who distracted them on a particularly long journey past. Some **Ecliptic Angels** wonder what it might be like to ride the Real World's highways, while others are happy to remain in their starry abode, periodically exploring **Starlee's** mysterious, shrouded inner roads.





With a watchful eye, Lilac susses out the most subtle of hurts and the most hidden of desires, with an ability to understand that would outshine Ted Lasso's. As it takes strength to hold so much human feeling, Lilac keeps himself in good shape. He can wrap his arms around the Ecliptic Angels just as they're taking a fall, and help them land on his savvily deployed Bag of Cushioning. His silky adornments and epic sparkles never let you forget that he is Mother. Just don't get your fingerprints on his perfectly shiny Cruiser — he'll be so disappointed in you. His secret card, the Four of Cups, brings to you Lilac's toughest love: if you haven't pulled your head out of your ass, you will when he makes this play.

NAME

Lilac

PRONOUNS

he/him

SOURCE OF POWER

Collective Unconscious

FACET OF STARLEE

I am the part of Starlee who is dedicated to standing up for the weak.

SECRET CARD



STARLEE ♀ DAVIDSON

**Astral** Max**Direct** 5 6 7 8 9**Dust-up** 4 5 6 7**Dodge** 3 4 5**Divine** 2 3**Internal** 1

BUILD

Cruiser

EDGE

Pretty

GIZMO

Bag of Cushioning

BIKE SIZE

LIGHTWEIGHT
MIDDLEWEIGHT
HEAVYWEIGHT

SAFETY TOOLS

9th Level Games© truly wants everyone to be able to embrace and enjoy the tabletop experience. To do that, we need to be aware that the improvisational nature of roleplaying leaves open the possibility of crossing into areas that may be uncomfortable or even triggering for our friends (and doubly so when playing with people that we don't know well, or even at all). It's important for players to feel comfortable and safe when they are engaging with roleplaying games.

It is imperative when gaming with other people to set boundaries and expectations before playing, and using an explanation of Safety Mechanic is a good way to have this conversation in a no-worry, pressure free environment. Even when you are gaming with people that you know well, having a conversation about boundaries and a discussion of whether you should use specific safety mechanics is a good idea (especially if you have been playing with that group for a long time - things and people change).

Open Door Policy

We strongly believe that all games should have an Open Door: anyone can leave the game for any reason at any time, and they will not be judged for doing so. If you need to go, then go; you do not need permission from anyone to leave this game for any reason. It could be for an emotional reason, a bio break, to take an important phone call, or just because you know that you need to leave the game. No one should ever be questioned, made fun of, or coerced to stay and play - even if that means there aren't enough players for that particular game to continue. The



important part of having an Open Door policy used in your game is making sure that everyone understands that comfort and safety is everyone's first priority. Players should feel comfortable leaving if they need or want to. While not required, if you don't plan on returning you might choose to let someone that you trust know so they can continue without you. You are NOT required in any way to explain or defend your decision; take the door and stay safe.

Enthusiastic Consent

Ask permission if what you're about to say or do affects another player. An enthusiastic yes means yes, anything else means no! No means say something else, do something else.

Transparency and Content Warnings

Transparency for the person running the game means being up front with your players about what to expect. You don't need to spoil your plots, but it's important for players to know what they are getting into. If your game is going to be a lighthearted romp through the neighborhood trick or treating, tell them. If it's going to be a serious exploration of body horror, make sure they know.

Transparency for players means letting the table know what to expect from your character and goals. You don't need to reveal every secret, but it's important for everyone to know what ideas you're bringing to the table and accommodate people's needs.

Lines & Veils

Lines and Veils is a safety tool that facilitates having a conversation about boundaries before the game. At the start character creation, establish what lines YOU don't want to cross and tell your players/your group



what those lines are. Ask and allow space for everyone to establish and communicate their lines. When anyone establishes a line—everyone else needs to respect that line. Record the everyone's lines somewhere available for everyone at the table, like on a piece of paper or a digital document. There should be no argument on anyone's lines. It is not a topic for debate, it is a hard line that someone doesn't want to include in their roleplaying games.

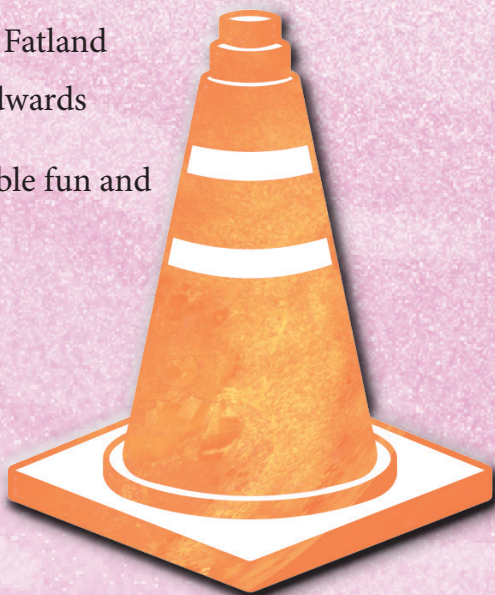
A veil is similar to a line, acknowledging that something can/will occur in our game world, but that we would rather not directly roleplay that activity. We don't want a graphic description of the details—we are going to acknowledge the fact that it happened and move on. Record these in the same way you have recorded the lines. Again, ask for and allow space for everyone to establish and communicate their veils.

No discussion, no debate - respect everyone's lines and veils!

For more on the safety tools listed, please look up:

- ⊗ Consent in Gaming, by Sean K. Reynolds and Shanna Germain
- ⊗ The Open Door, by Eirik Fatland
- ⊗ Lines and Veils, y Ron Edwards

Thank you for making your table fun and safe for everyone!



WHAT YOU NEED TO PLAY

To play **Starlee Davidson**, you will need a deck of tarot cards and your favorite guide to the tarot if you don't have the meanings well-memorized. Players are invited to bring their own decks and preferred guides, each sharing their own unique experience of tarot. You'll also need polyhedral dice (at least one **d4**, **d6**, **d8**, and **d10**) and pencils and paper.

READING THE CARDS

When you sit down to play **Starlee Davidson**, you will experience a unique tarot reading — and together, you'll imagine a unique story of breakup drama and spiritual misalignment that only your characters can solve. You'll need to know the details of this reading, and the exact **Starlee Davidson** it belongs to, before you can create your characters.

Starlee's Reading

Choose a tarot deck that speaks to everyone playing; or, you may bring multiple decks, and draw one card from each deck. In either case, you will conduct a unique tarot reading, answering the following questions one at a time in response to each drawn card.

Beginning with the player who drew the card, take turns filling in your interpretation of the story as outlined by the card's meaning, artwork, and position (inverted or upright) if you want. You can do this in a few different ways. If your group is already familiar with one another, you might be able to develop your readings in an improvisational way, by informally taking turns interpreting each card, and building upon each other's interpretations.

Another way to do this is to designate one player to be responsible for each of the four cards. In this format, whichever player is responsible answers the questions associated with that card, and their interpretation becomes part of your game's expanding canon.

Just remember to be generous with your interpretations, and read in the spirit of tarot. If you find yourself filling in details that will be answered by the next card in the reading, stop yourself and let the tarot decide what comes next.

This reading is the worldbuilding phase for the game you're about to play. Allow yourselves to feel the cards and develop as much specificity and detail as is possible. Avoid rushing through this phase of play, as it is the foundation for everything that will come after.

As you conduct the reading, lay the cards out as follows:

First Card: Who did Starlee Davidson just break up with?

This card helps you to tune in with your unique version of **Starlee**. Read it to understand who **Starlee's** ex is, and start to characterize the relationship she just exited, as well as **Starlee** herself.

- ⊗ Who was this person that **Starlee** once dated?
- ⊗ What is their job and living situation?
- ⊗ Where did **Starlee** and this person first meet?
- ⊗ What was so alluring about them?



Second Card: How did they fall in love?

This card helps you understand the relationship's beginnings. Read it to understand why **Starlee** was attracted to her ex, and the best parts of their story together.

- ⊗ What was so perfect about their relationship at the time?
- ⊗ When did **Starlee** know this was more than just a crush?
- ⊗ What was a promise they made to one another?
- ⊗ What was the gift that **Starlee's** ex gave her that she still possesses now?



Third Card: Why did it end?

This card reveals the crux of the conflict. Read it to understand the nature of this relationship's dissolution.

- ⊗ Why did they end it?
- ⊗ Who was at fault? One of them? Both?
- ⊗ Who broke up with who?
- ⊗ Was anyone else involved?

Fourth Card: What is Starlee holding onto that keeps her from moving on?

This final card is the biggest roadblock in **Starlee's** journey. Read it to reveal the thing that's preventing her from letting the relationship go. This memory, conflict, or cosmic force is dragging her down — and it's what your gang is here to fight against.

- ⊗ How is this roadblock a consequence of what's come before?
- ⊗ What piece of personal growth does **Starlee** need to get over it?
- ⊗ Why is it so hard for her to get there?
- ⊗ How will the players know when **Starlee** has finally overcome this roadblock?



SETTING THE MOOD (WHEEL)

Now that you've collaborated to create the details of **Starlee's** break-up it's time to find out how she feels about it. Together, the players and the **Oracle** should discuss **Starlee's** tarot reading as a whole. Given what you know, where is **Starlee's** mood? Is she feeling pretty dark about her state of affairs, or already moving toward self-healing? Regardless of the option you choose, **Starlee's** journey will be a roller-coaster — this is just where she's starting.

Choose one of the following together and set **Starlee's mood wheel** to the appropriate section; **RESENTFUL**, **INSECURE**, **UNCERTAIN**, or **HOPEFUL**.

From here, player actions will influence **Starlee's** mood on the **Mood Wheel** throughout the game.



YOUR CHARACTERS

Now that you understand who **Starlee Davidson** is, and what she's going through, you can make your characters. You will play as a gang of badass, motorcycle-riding avatars of all things mystical, intuitive, spiritual, and fated — **The Ecliptic Angels**. You are **Starlee's** inner voices, the cosmic chorus of self and stars. You're the best parts of her and will be there for her when she just doesn't have anyone else.

Playing with *polymorph*™


Before you create your character, it's important to know that **Starlee Davidson** is Powered by *polymorph*™. *Polymorph* roleplaying games all share a common core with some minor variations that make each game unique. The common core is the rule of four: four dice, four moves, and four outcomes. When you make your character, you'll pick one of the four dice (**d4**, **d6**, **d8**, or **d10**). As you play you'll describe what your character is trying to do and the facilitator (in this game we call them the **Oracle**) will tell you to roll against one of four Moves. The number you see on the die will determine one of four outcomes: extraordinary success, ordinary success, ordinary failure, or unusual failure.

In most *polymorph*™ games, the Moves correspond to mental, physical, combat, and social actions. Meanwhile, the dice are always the same — you'll need a **d4**, **d6**, **d8**, or **d10** depending on the character you are playing. When you determine outcomes, the highest number on your die and the lowest number (aka, 1) usually result in special outcomes. First look at the Move table on your character sheet. The numbers you see there are ordinary successes.



Anything else is a special outcome or failure.

Owner's Manual

NAME	PRONOUNS
SOURCE OF POWER 	FACET OF STARLEE

SECRET CARD



BUILD

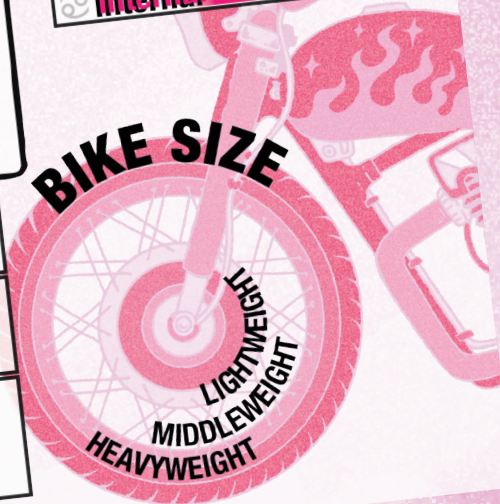
EDGE

GIZMO

STARLEE ♀ DAVIDSON

☉	Astral	Max
♀	Direct	5 6 7 8 9
♂	Dust-up	4 5 6 7
♀	Dodge	3 4 5
♂	Divine	2 3
☾	Internal	1

BIKE SIZE



Source of Power

We all have inner voices that sometimes disagree over what's most important. As one of **Starlee's** inner voices, you'll need to decide where you draw your power from. Your answer to this question will determine which die you roll. And that die will influence which Moves you are good at.

Where do you draw your cosmic power from?

Insight and intuitions.

The **THIRD EYE** is your source of power.
Take the **d4**.



All things physical.

The **SUBTLE BODY** is your source of power.
Take the **d6**.



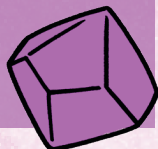
The white-hot energy of passion.

RIGHTEOUS FURY is your source of power.
Take the **d8**.



The invisible threads that connect us all.

The **COLLECTIVE UNCONSCIOUS**
is your source of power.
Take the **d10**.



When you describe something your biker is trying to do and there's opposition or a chance of failure, that's called making a Move. Every Move falls into one of four categories:

DIVINE → For actions involving thinking, studying, perceiving, and generally using your intuition and senses. When you make a **DIVINE** Move, you succeed if the die shows a **2** or a **3**.

DODGE → For drifting, jumping, towing, or otherwise using your physical strength and agility. When you make a **DODGE** Move, you succeed if the die shows a **3, 4, or 5**.

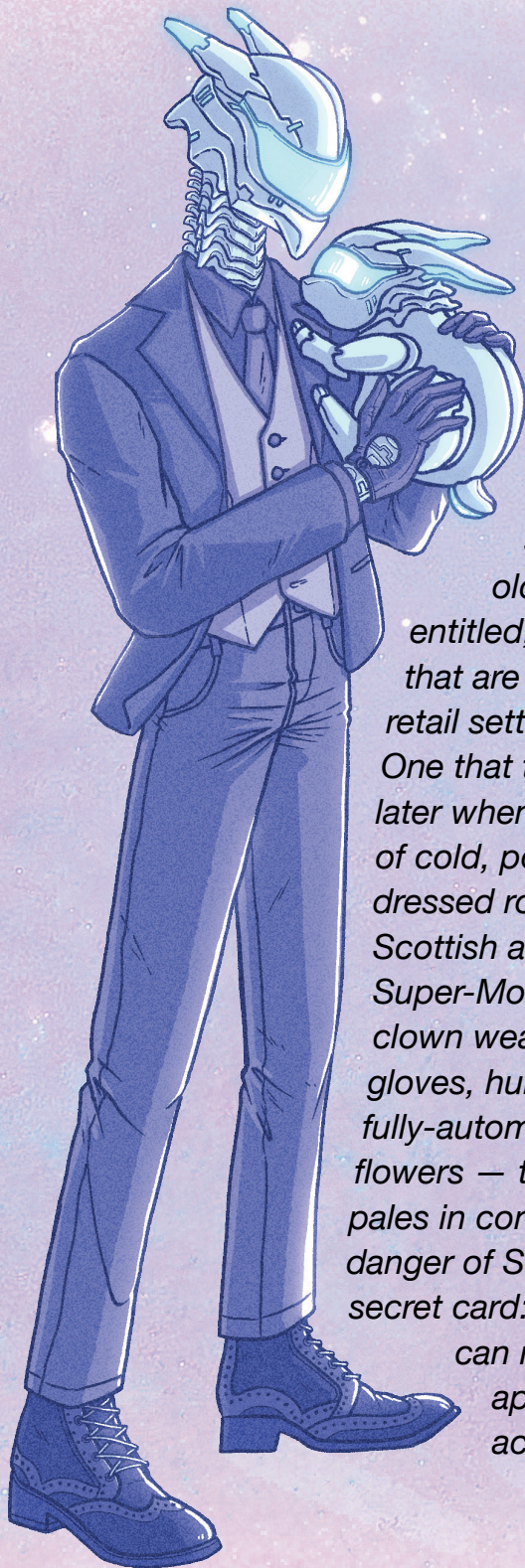
DUST-UP → For fistcuffs, combat filtering, and BUG hunts. When you make a **DUST-UP** Move, you succeed if the die shows a **4, 5, 6, or 7**.

DIRECT → For social interaction, asking for help, persuading others, and so on. When you make a **DIRECT** Move, you succeed if the die shows a **5, 6, 7, 8, or 9**.

When your character makes one of these Moves, you'll roll your die and check against the success numbers on your character sheet. Remember, rolling the highest and lowest numbers on your die also results in special outcomes (so the **D4** can still succeed on **DIRECT** rolls by rolling a **4** or a **1**). For more information on those special outcomes see page 32.

Facet of Starlee

Now that you know your source of power, describe how you wield it. What facet of **Starlee's** self do you hold domain over? Are you an avatar of **Starlee Davidson's** self-worth? Do you represent her career ambitions? Are you the clever one who rallies **Starlee's** perception to see through scams and lies? Answer the prompt on your Owner's Manual that begins, I am the part of **Starlee** who...



Don't let Secret Danger's calm, urbane exterior fool you. Secretly, they're quite dangerous. Sometimes in this mean old world, people are rude, entitled, or otherwise bully those that are just trying to help them in retail settings. This is a tragic error. One that they realize only weeks later when they are served a dish of cold, poetic revenge by a well-dressed robot with a buttery-smooth Scottish accent. Secret Danger's Super-Moto bristles with hidden clown weaponry: spring-boxing gloves, hunter-killer bunny drones, fully-automatic water-squirting flowers — the works. But all of this pales in comparison to the secret danger of Secret Danger's dangerous secret card: a three of swords that can make those who see it feel appropriately guilty for their actions.

NAME

Secret Danger

PRONOUNS

they/them

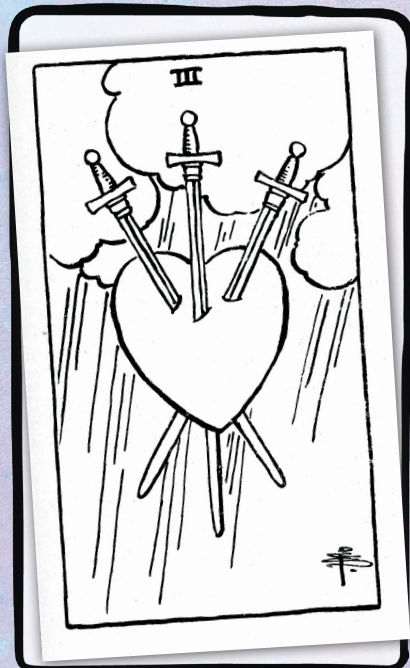
SOURCE OF POWER

Righteous Fury (d8)

FACET OF STARLEE

I am the part of Starlee who provides "customer service" to the very rudest of customers.

SECRET CARD



STARLEE ♀ DAVIDSON

**Astral** Max**Direct** 5 6 7 8 9**Dust-up** 4 5 6 7**Dodge** 3 4 5**Divine** 2 3**Internal** 1

BUILD

Super-Moto

EDGE

Zippy

GIZMO

War Wagon

BIKE SIZE



Your Bike

It is time to envision the sublime chariot you will cruise the byways of **Starlee's** heart with. Whatever awesome bike you choose, this vehicle is how your cosmic power manifests; it is through engine, road, and wind that you bring about your special form of woo.

Motorcycles come in three sizes, but remember, bigger isn't always better. Choose the bike **SIZE** and **BUILD** that best fits your **Ecliptic Angel**, and emphasizes the **Facet of Starlee** that she represents.

Lightweight

Scooter-weight bikes, dirt bikes, and “naked” bikes that sacrifice casing for speed. These bikes can zip around, delivering pep and buzz, despite having smaller engines.

Lightweight Builds

Scooter

Scooters range from small commuter bikes built for hopping around town, to puttering mopeds tricked out with gear and custom casing while still light and dynamic on their wheels. Scooters are for small-sized or casual riders who want to feel the wind in their hair — but not too much.

Super Moto

A tricked-out dirt bike built for racing across any surface. Take this high-performance vehicle from mud to road, over jumps, and end up ahead of the competition. Super Motos are light, resilient, aerodynamic, and built for the sportiest of riders.

Hooligan

A chopped-up, stripped-down motorcycle for the daredevil who wants to go fast and ride dirty. Rocking an insane power-to-weight ratio, these “naked” bikes truly contain nothing extra: just engine, torque, and the irresistible impetus to pop a wheelie.

Middleweight

Fast, dynamic motorcycles with scrappy speed and high power to weight ratio. These are the versatile, exciting bikes ridden in races, across town, and on shorter highway journeys with the crew. From sleek sport bikes that rocket into street races to classic chrome and leather choppers, these bikes are powerful feats of engineering — a bike mechanic's love made motor and wheels.

Middleweight Builds

Cafe Racer

A sexy, rock and roll sport motorcycle that's fast, stylish, and utterly rebellious. Perfect for street races and charming the ladies when you pull up outside the Lipstick Lounge. Minimal builds allow for no-nonsense, speedy engines. Outfit with a dual seat for riding with a companion.

Crotch Rocket

A highly aerodynamic sport bike favored by daredevils and stuntwomen out for spectacular speed, jumps, and torque. Often built out with a sleek, colorful exterior and ready to win the most competitive of street races. Wear a helmet.

Chopper

A highly customized motorcycle built from the “chopped up” pieces of one or more other bikes. Built for drama, some choppers come with long forks and modified steering angles, and extra-large front wheels. Ride in a relaxed position and wear a neon pink bandanna to maximize impact.

Heavyweight

Resilient, larger cruisers built for distance. These can be lush traveling bikes complete with wide, soft seats and stereo systems for touring, or these can be high-performance sport bikes aimed at breaking speed records, similar to specialized luxury cars that benefit from intense upkeep and occasional use — a truly luxe vehicle.

Heavyweight Builds

Cruiser

With a wide, low-slung seat and a relaxed riding position, Cruisers are for going the distance without sacrificing ultimate cool or speed while on the road. Hop in the duo saddle and hit the highway for a trip to the shore, the wind blowing in your locks.

Touring Bike

For true long-distance travel, Touring Bikes are fuel efficient and come with the luxury needed to endure days on the road. From windshields to heated seats, these motorcycles entice you to adventure without sacrificing comfort. It's basically a car.

Trike

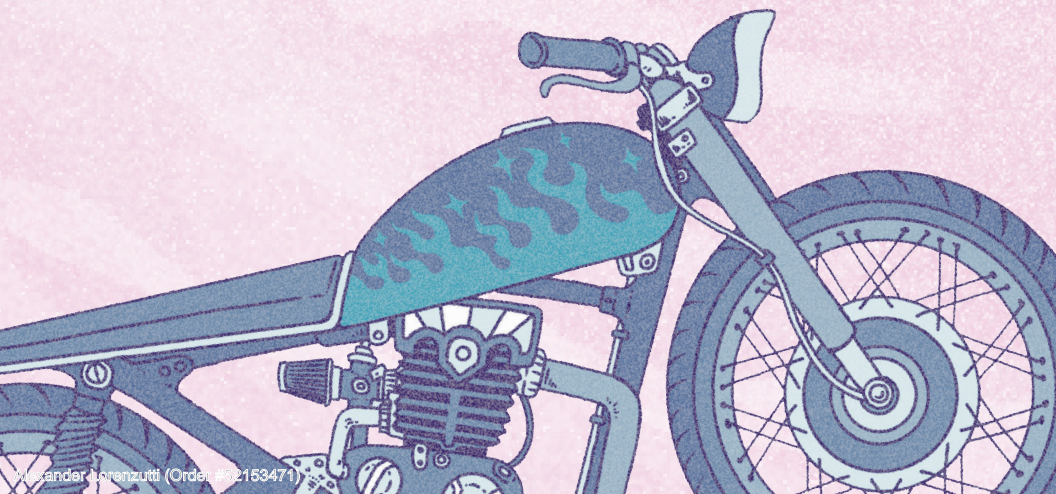
Low to the ground and a breeze to control, these three-wheeled motorcycles look ostentatious and spectacular around town while also providing ample storage and the luxury required for longer trips. It's not a bike for everyone, but if a Trike is for you, you'll know it.

Bike Edges

You will also choose one unique motorcycle **EDGE** that gives your **Ecliptic Angel ADVANTAGE** in certain situations. When your **Ecliptic Angel** is in a situation or faces a challenge where their bike's **EDGE** might be useful, declare it. The **Oracle** will then confirm whether an **ADVANTAGED** roll is appropriate. You may also use your **EDGE** to inspire a moment or color an entire scene.

Name	Effect
Zippy	Your bike is slicker than owl snot on a glass doorknob. It's dynamic and able to dodge through narrow alleyways, crowds, and traffic jams. Good luck sticking you with the blame for things!
Practical	It's got great gas mileage, reasonable storage, durable seats. It's the motorcycle equivalent of a sensible shoe.
Stalwart	Tumble down a mountain? Crash into a barricade at top speed? No trouble, rub some dirt on it. Stalwart bikes just keep on ticking. They're made with the best parts, and, even if a little dented or damaged, their engines just keep on running.
Wrenches	Kitted out with tools and spares. This bike is a rolling mechanics station. While it's no Zodiac Garage, it's kit is good in a pinch for diagnosing minor ills and patching them up.
Loud	Vroooooom! POTATO! POTATO! POTATO! POTATO!
Beefy	It's heavy, turns like a concrete pig, and drinks gas like nothing you've ever seen. But the torque this thing has can tow a literal train

Expensive	Everything has a price, and not everyone can afford it. This bike can though.
Overclocked	A bike with this edge has had...things... done to its engine. At what cost, you ask? Well, you'll forget all about that question when you see it put the hammer down on the straightaway.
Comfortable	Fur-lined saddlebags, padded seats, kid-leather handlebar covers, and...is that a pillow with "live, laugh, leather" stitched on it?
Quiet	Ever see Miami Connection? Ever wonder how those ninjas managed to sneak up on people while riding motorcycles? Well now you know.
Well-Traveled	A Well-Traveled bike knows the road, and can sometimes help direct its rider in the right direction, if she gives herself over to its powers of navigation — made known by a slight pull to the right or the left when help finding the way is needed.
Pretty	Some bikes you just have to sit and look at for a while to believe that such gorgeous things could exist in the same dirty old world we all live in.



GIZMOS

That button on the handlebars? Don't touch that button. Well, maybe in emergencies. Well, maybe just this once.

Your motorcycle has one secret gizmo that you can activate once per game session to create some kind of spectacular mechanimagical effect. Pick your favorite gizmo from the following table and write it in your gizmo box. You might also describe how it looks on your bike and how it works when you use it.

Hack of Holding

A sidecar springs suddenly out of the side of your motorcycle. Inside is a massive extra-dimensional space that can carry up to a dozen passengers or several tons of gear. At your discretion, it can contain one helpful item smaller than a hippopotamus or an NPC with knowledge and skills useful to the situation at hand.

Nitro of Restoration

A bottle of nitro. It can be expended to make any motorcycle go unbelievably fast, or, alternatively to restore any biker, motorcycle, or NPC to robust good health even if dead, incapacitated, or otherwise indisposed.

War Wagon

Your bike brims with hidden weaponry: spikes, bombs, spike-bombs, lasers, swords, laser-swords, and very large rocks. At the touch of a button, it can immediately defeat an ordinary foe, or strike a tremendous, staggering blow against even the most powerful adversaries. Also, even if there's nothing to bring violence against, you can still impress goons with your cool heavy metal gear.

Living Hive of Tinier Motorcycles

Your motorcycle is like a bee-hive for a colony of several thousand tiny, sentient motorcycles. They are friendly and won't sting you. You can direct the swarm to do various motorcycle-y things so long as you ask nicely.

The Motorcycle of Kwalish

Your bike can transform into a giant crab robot capable of submarine travel. It has large claws on the front and can fit the other bikes inside.

Emergency Wings

They thought they'd challenge you to a game of chicken where you both raced toward the cliff's edge. Little did they know that you had a FLYING BIKE! Get wrecked! With a good head start and a handy ramp, your bike can fly for about 15 minutes.

Zany Rally Commemorative Tailpipe

Your bike's tailpipe is capable of producing a number of valuable substances in great volume. When you choose one of the substances, it creates up to 10 cubic meters of it. The Tailpipe may be used multiple times, choosing a new substance each time. You may choose each substance only once. The substances are: engine oil, glitter, rye whiskey, smoke, glue, mashed potatoes, and hamsters.

Bag of Cushioning

You can deploy a gigantic airbag 100' across that instantly cushions impacts, blocks damage, and is also usable as a bouncy castle.

Holographic Projector

Great for discrete sneaking and distraction, the Projector can render your bike impossible to see for a few minutes. Alternatively, it can display illusionary sights and sounds projected off the front of your bike.

T-Shirt Cannon of Olympus

A massive, belt-fed, air cooled, fully automatic T-shirt cannon that can deliver up to 1500 t-shirts per minute. You decide the design and message on each T-shirt.

Love Radar

Your bike has a powerful emotional divining system that allows you to send out a ping of emotional energy and detect resonances. You have a heads-up display that displays a minimap of vibes in a mile radius. This can be used to find and track individuals, animals, or locations (so long as they're passionate enough to have an emotional signature) and get a rough sense of what they're feeling.

Pandemonium Horn

Your horn is really loud. Shatter the winds loud. Shake Starlee from sleep loud. You're going to be careful with how you use it, right?

You are also welcome to invent your own gizmos. Give your gizmo a title and describe what it does. Be sure to check with the **Oracle** and the other players on whether your gizmo makes sense in your story before proceeding to outfit your bike with it.

Secret Card

There's one more important thing to do in order to create your character. Secretly draw one more tarot card, look at it, take a moment to assess the meaning of this card; it reveals to you something important about the nature of your biker. Once you have understood the message, place this card face down in front of you, near your character sheet. Do not reveal it to anyone else! This card will allow you to deploy powerful magic and shift the course of **Starlee's** fate to align with your character's energies at a critical moment during the game.

Name, Pronouns, & Picture

Finally, note down your name and pronouns! Who are you? Write your name under Name.

LET'S PLAY!

A game of **Starlee Davidson** brings you in contact with fate, the stars, and the intuitive power of all things new age. It is an occasion to share what tarot and astrology mean to you, and to tell the story of how you usher in a new era of growth and peace for someone who deserves to be defended and cared for — even if your **Angels** disagree about exactly how to do that.

The Oracle

One player will take the role of the **Oracle**. This experienced seer will bring NPCs to life and narrate **Starlee's** scenes. You can have one **Oracle** referee a whole Reading, or players can take turns being the **Oracle** in different scenes.

During play, the **Oracle** will describe the scene, allowing players to react to and interact with what's happening. When a player wants to do something that affects the larger world, the **Oracle** will decide what kind of Move that player is attempting: **DIVINE, DODGE, DUST-UP, or DIRECT**. Then the **Oracle** will ask that player to roll their die.

If your group is very familiar with roleplaying, you may not need an **Oracle**. Instead, everyone can take turns describing scenes, narrating their character's actions, and voicing NPCs. If your group is less experienced, it's usually best to have your most experienced player act as a dedicated **Oracle**.



Rolling Dice

When it's time to roll dice, players always roll their polyhedral die — **d4**, **d6**, **d8**, or **d10**, depending on the kind of character being played. When you roll your die, one of four things can happen:

ASTRAL PROJECTION, **INNER CONFLICT**, or success / failure.

Oracles never roll dice.

After you've rolled your die, check the target numbers for your Move to determine success / failure before checking for **ASTRAL PROJECTION** or **INNER CONFLICT**.

Astral Projection

If you roll the highest number on your die, you have a spectacular triumph! Brighten **Starlee's** mood by one notch on the **Mood Wheel** (see "**Starlee's Mood Wheel**" below), and describe your awesome outcome, why the part of **Starlee** that you're connected with was critical to achieving that outcome, and how **Starlee** reacts in response to this heartening shift.

NoVa is trying to fix the broken heart of a grandfather clock in a highly metaphorical scene based on the Wheel of Fortune. Because NoVa is the part of **Starlee** that people come to when they need cheering up, she wants to try to remember a lullaby **Starlee's** mom used to sing. The **Oracle** tells NoVa that this sounds like a "**DIVINE**" roll. NoVa rolls her **d4** and gets a 4. The result is so successful that NoVa describes the grandfather clock remembering himself as a much younger clock. It's a tearful scene like the end of *The Notebook*, and the **Oracle** increases **Starlee's** mood from "resentful" to "insecure."

Internal Conflict

If you roll the lowest number on your die, you have a catastrophic failure. Nothing goes your way! And as we all know, when we're at our lowest, the danger of lashing out is highest. You'll narrate how this catastrophe contributes to internal conflict, drama, and discord among the **Angels**. Then, the **Oracle** will shift **Starlee's** mood by one notch (see "**Starlee's Mood Wheel**" on page 36), and choose an **Angel** to describe how this drama spills out into **Starlee's** life in the waking world.

NoVa's new friend the grandfather clock is so happy he tries to jump on a motorcycle and peel off with the gang. NoVa thinks this might be dangerous for a timepiece of his age. She'd like to convince him to take it easy and wear a helmet. The **Oracle** tells NoVa that this is a **DIRECT** roll. NoVa rolls her **d4** and gets a 1. NoVa's failure sparks a conflict with Pop Rocks, who always chooses the wind in her hair. Pop Rocks peels out in front of NoVa in frustration. Finally, the **Oracle** informs the gang that this infighting has caused **Starlee's** mood to drop to "resentful." Pop Rocks narrates that **Starlee** has decided to get a tattoo of a rose that says "NEVER FORGET" in unreadable cursive.

Success / Failure

Whether you succeed or fail depends on you're.

You succeed at the Move you were trying when you roll one of the target numbers on your die. For example, rolling a 2 or a 3 on your die is a success if you were attempting to **DIVINE** something. When you succeed, you get what you want, and you have brief "narrative control" of the scene. You get to dictate the results of your Move, so as long as the **Oracle** is cool with it and it fits with the story your group is telling.

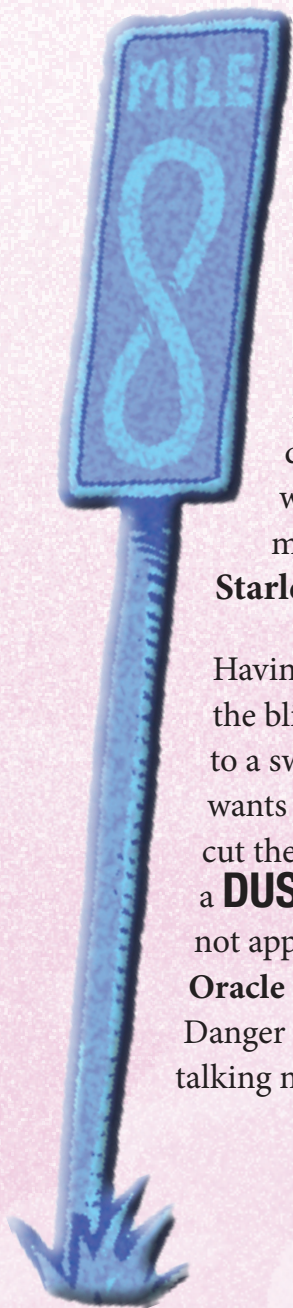


Secret Danger is slaloming their Super Moto through a fence of swords in an 8 of Swords inspired scene. The **Oracle** tells them to make a **DODGE** roll to navigate the swords. Secret Danger rolls their **d8** and gets a 4, matching one of the numbers beside **DODGE** on their Owner's Manual — a success! The Super

Moto slips between the swords like a dolphin swimming with the current.

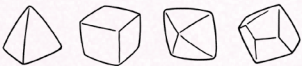
When your roll misses your target number (and you didn't roll the highest or lowest number either), then the Move fails. Failure means you didn't get what you wanted, or maybe you got what you wanted but it didn't really turn out the way you hoped. The **Oracle** has narrative control over the action and will describe the less-than-blessed outcome. If this was a high-stakes or risky situation, the **Oracle** might also have you take a **QUIRK** or darken **Starlee's Mood Wheel**.

Having slipped past the swords, Secret Danger sees the blindfolded woman depicted on the card tied to a sword. Their player narrates that Secret Danger wants to use War Wagon to launch bunny drones to cut the blindfolded woman free. The **Oracle** calls for a **DUST-UP** roll. Secret Danger rolls a 2, which does not appear next to **DUST-UP**, so it's a failure. The **Oracle** tells Secret Danger to choose a **QUIRK**. Secret Danger chooses Talking Motorcycle, and plays as a talking motorcycle for the rest of the session.



NAME
NoVa

PRONOUNS
she/her

SOURCE OF POWER
Third Eye, d4


FACET OF STARLEE
I am the part of Starlee who people come to when they need cheering up.

SECRET CARD



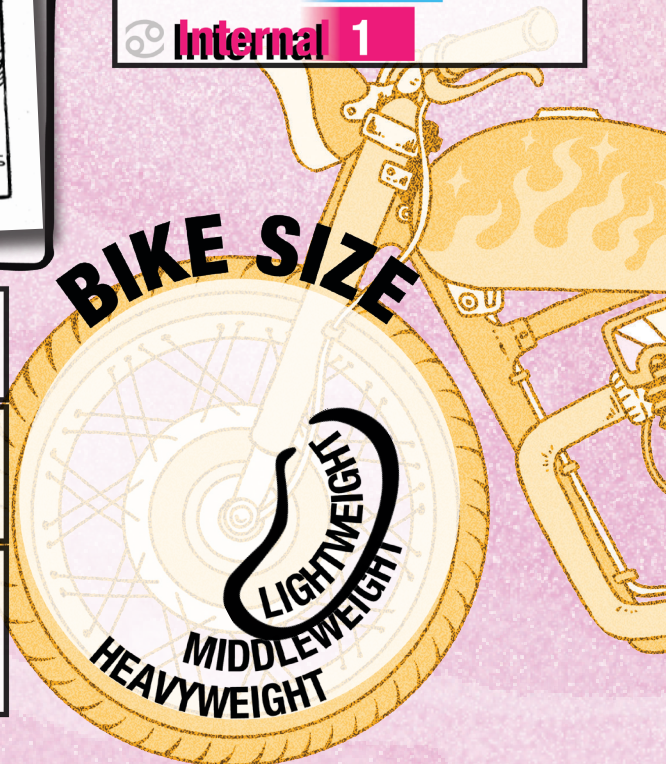
STARLEE ♀ DAVIDSON

☉	Astral	Max
♀	Direct	5 6 7 8 9
♂	Dust-up	4 5 6 7
♀	Dodge	3 4 5
4	Divine	2 3
☾	Internal	1

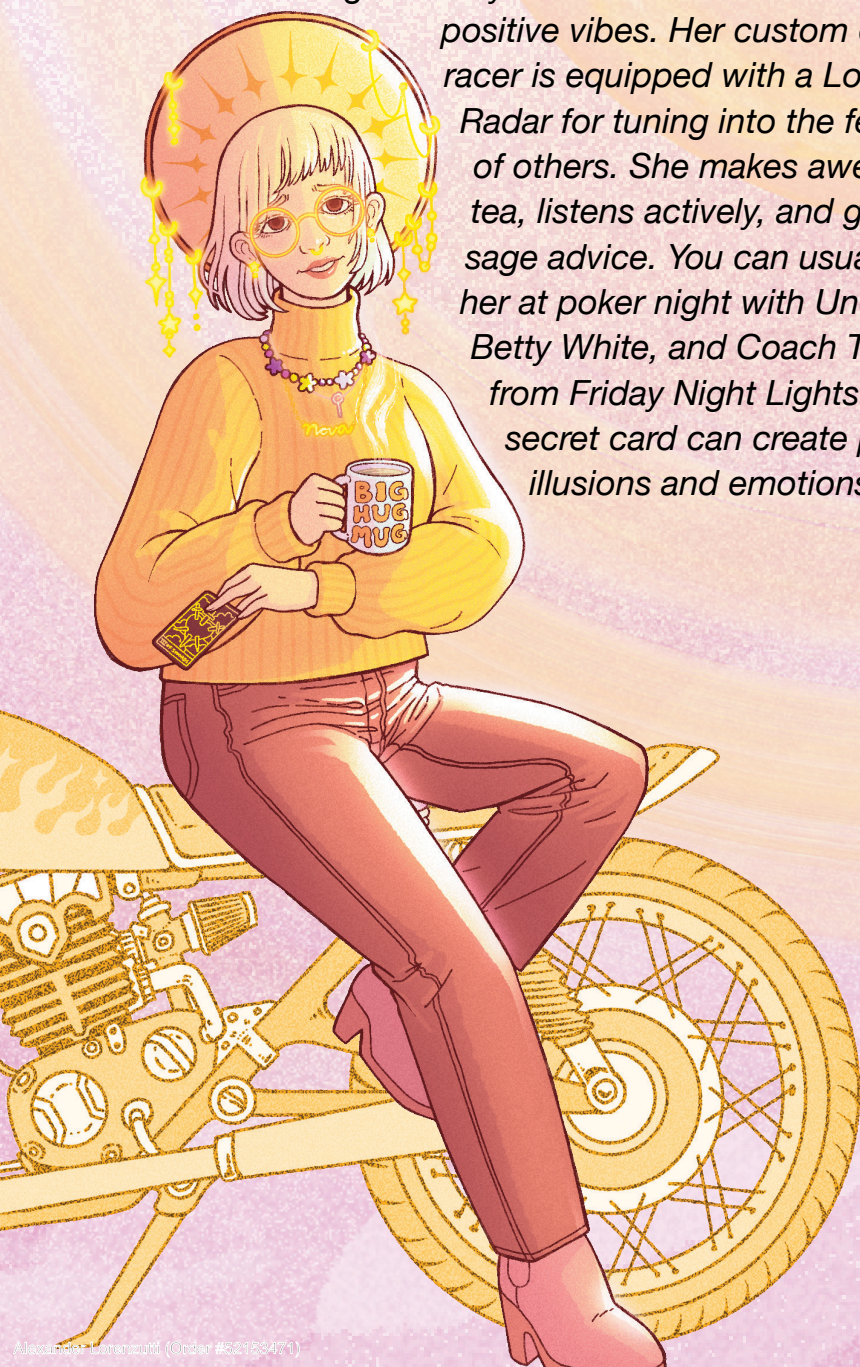
BUILD
cafe racer

EDGE
practical

GIZMO
cafe racer



NoVa's friends like to tease her by pronouncing her name as "No Va" (Spanish for "it does not go"), which always makes her laugh good-naturedly. She has the warmth, gravity, and light of a star. NoVa is the guru everyone on the team comes to for positive vibes. Her custom cafe-racer is equipped with a Love-Radar for tuning into the feelings of others. She makes awesome tea, listens actively, and gives sage advice. You can usually find her at poker night with Uncle Iroh, Betty White, and Coach Taylor from Friday Night Lights. Her secret card can create powerful illusions and emotions.



Only Players Roll

Remember, only players roll dice. When you're acting as **Oracle**, you shouldn't ever roll dice. Instead the players roll dice corresponding to the Move they're taking, or in response to **Oracle** statements, with the latter happening most often during a fight.

In combat if the **Oracle** says that a certain player is being attacked, that player should roll **DUST-UP** to defend themselves, and mount a successful defense if they roll an **ASTRAL PROJECTION** or a regular success. On a failure or Internal Conflict, that player will suffer the consequences and choose a **QUIRK** to gain.

Advantage and Disadvantage

The **Oracle** has one more tool for driving the action of a scene: **ADVANTAGE** and **DISADVANTAGE**. Sometimes, circumstances will be in the **Angel's** favor. Their bike might give them an appropriate **EDGE**, they might be working in tandem with one of the other **Angels**, or it might just seem like the sort of situation they should be good at. In such cases, the **Oracle** should tell that **Angel** to roll with **ADVANTAGE**. This means that the player will roll their die twice and take the better outcome.

On the other hand, perhaps today isn't quite your day. Maybe your chakras are out of alignment, you've accumulated bad karma, or acquired a disastrous **QUIRK**. In any case, the fates ain't smiling. In such cases, the **Oracle** might tell you to roll with **DISADVANTAGE**. You should roll your die twice and take the worse outcome.



Remember to advocate for your **Angels**! If you have an **EDGE** or circumstance you think would be helpful for a Move, remind the **Oracle** and see if they agree that you deserve **ADVANTAGE**. And be honest. If you have a **QUIRK** or an obstacle that the **Oracle** has forgotten, remind them and keep **Starlee's** journey difficult and true to the struggles of her heart.

Lilac is sharing a glass of smoky single-malt at an **Angels** gathering, in a scene inspired by the bar where **Starlee** once dated her lost love. He is trying to catch the eye of a sultry Magician across the bar. The **Oracle** tells him to roll **DIRECT**. Fortunately, Lilac's bike (and by extension, Lilac himself) has the "Pretty" **EDGE**, so Lilac suggests that he should have **ADVANTAGE** on this roll. The **Oracle** agrees, and so Lilac rolls **2d10**, getting a 3 (a failure), and a 6 (success), giving him a success on his Move. Lilac chooses to keep the better roll and the Magician notices his sultry winking and comes over.

However, an earlier encounter with an overripe garbage truck gave Lilac's bike the Foul Odor **QUIRK**. So when he tries to strike up a conversation to convince the Magician that they should go for a ride together, the **Oracle** gives Lilac **DISADVANTAGE**. He rolls **2d10**, getting outcomes of 5 (success) and 3 (failure) and is forced to choose the 3. The Magician demurs and chooses a less ripe ride for the evening.

Secret Card

Each **Angel** has an “ace” in the hole: the secret card they drew during character creation. This card gives them extraordinary power to reshape **Starlee’s** fate. Once per episode, a player can turn their secret card face up to narrate a powerful, magical, and reality bending effect. This effect should have something to do with the interpretation or imagery of the tarot card in question, For instance if your secret card was Temperance, you could use it to calm down an army of angry foes. If your secret card was the Six of Rods you could use it to make sure someone gets credit for their good actions. The player using the card should propose their intended effect to the table. If the **Oracle** agrees, you are free to apply the effect creatively and appropriately during play.

Pop Rocks is at her wits’ end trying to convince the dude on the Seven of Pentacles to leave his squash and go after the things he really wants in life. He seems so tired and so into the squash, though, that it just seems hopeless. Pop Rocks reaches deep inside and pulls out their Secret Card — The Knight of Rods. Anyone who sees it immediately gains the courage to say yes! Pop Rocks describes the man dropping his hoe, stepping over his squash and running away toward the Eight of Swords where his true love has been captured.



The Mood Wheel

When the **Ecliptic Angels** roll an **INNER CONFLICT** result or an **ASTRAL PROJECTION** result, **Starlee's** mood will shift one notch on the **Mood Wheel**. The **Oracle** may choose in which direction to shift **Starlee's** mood; in general, **INNER CONFLICT** should result in **Starlee's** mood becoming worse, while **ASTRAL PROJECTION** should move **Starlee's** mood in a “brighter” direction. The **Ecliptic Angels** should try to keep **Starlee's** mood sunny while they vanquish everything that's preventing her from moving on if they are to succeed, but note that too much positivity is toxic as well. **Starlee's** moods are a wheel, and moving too high or too low can result in apocalyptic behavior.

In addition to helping the players keep track of how things are going in the external world, the stormy seas of **Starlee's** moods also affect the challenges facing the **Ecliptic Angels**. Whenever the **Oracle** narrates a scene, she should use **Starlee's** mood to influence the “weather” of the internal world.

When **Starlee** is Resentful, Insecure, or Uncertain her inner “weather” is more or less normal. The **Angels** face no special head or tail winds. The optimistic might call it partly sunny, the pessimistic might call it partly cloudy, but it's temperate and no one's complaining. Most journeys start in one of these states.

When **Starlee** is feeling Bleak or Manic, her internal weather is seriously stormy. When any **Angel** rolls an ordinary failure, the **Oracle** rolls choose a **QUIRK** from the **QUIRK** table (see page 38) and the **Angel's** bike develops that **QUIRK**.

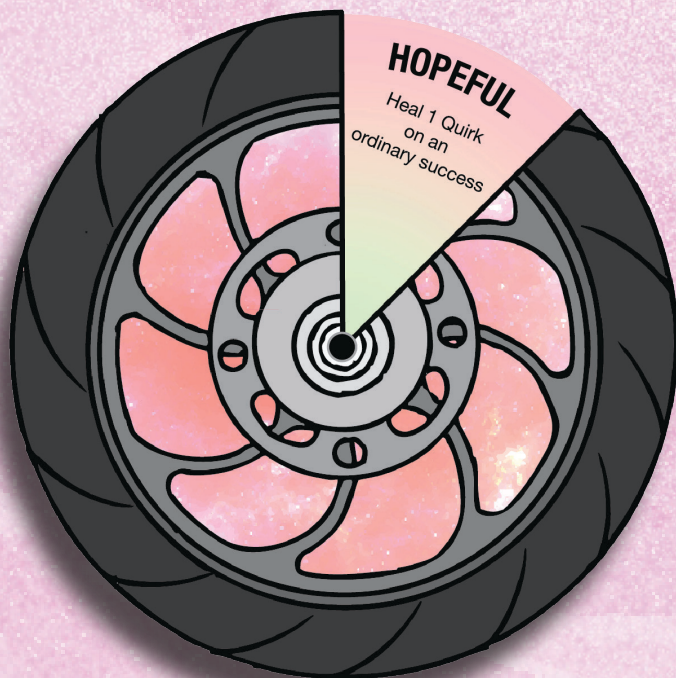
When **Starlee** is Hopeful or Grounded, things are sunnier than usual. When any **Angel** rolls an ordinary success they can remove one of the **QUIRKS** afflicting



their bike.

Finally, should **Starlee** ever fall into an apocalyptic mood, all hell breaks loose. Fire rains. The earth cracks. The **Angels** find themselves riding through a hurricane, blizzard, earthquake, or volcanic eruption. In the external world the unthinkable is happening: **Starlee** reaches for the phone to call her ex. The **Oracle** should throw in an unavoidable miniboss-style challenge that the **Angels** will have to address immediately to get **Starlee** out of this funk.

Whenever **Starlee's** mood changes, the **Oracle** may opt to cut back to how **Starlee's** dark night of the soul is going in the real world. Narrate a short scene characterized by **Starlee's** current mood on the **Mood Wheel**. What's she doing as her inner voices battle it out? Is she frantically seeking out the exact right midnight snack to help her forget all that she lost when her ex dumped her? Cutting her bangs? Describe how **Starlee's** real life is shifting as a result of the gang's spiritual actions.



Quirks

Since the **Angels** are aspects of **Starlee's** psyche, they generally aren't in traditional physical danger, but this doesn't mean they're invulnerable! Indeed, they and their motorcycles can become weird. Whenever you fail a check while **Starlee's** mood is Manic or Bleak or get into a circumstance that would ordinarily cause substantial physical or emotional harm, the **Oracle** should choose a **QUIRK** from the following table and assign the resulting effect to the **Angel** in question. You should roleplay the effects of this **QUIRK** until you're able to remove it by getting **Starlee** in a better mood or you return to the **Zodiac Garage** at the end of the adventure and fix it. The **Oracle** may assign you **DISADVANTAGE** or, less commonly, **ADVANTAGE** due to the **QUIRK** if they seem appropriate.

Bucket Seats

The seat of your hawg is unpleasantly, constantly, and mysteriously moist. No amount of drying, mopping, or towel-draping can prevent a slippery, disconcerting, and icky riding experience. Where is it all coming from???

Tinytus

Your motorcycle shrinks to half of its ordinary size. It remains rideable, but your knees stick out and you become incapable of maintaining the effortless gravitas that normally accompanies being an awesome motorcycle Angel.

Clutchy

Whenever your bike changes speeds, it does so suddenly and precipitously. It either surges forward fast enough to cause you to flap from the handlebars like a flag or stops suddenly enough to lift the back wheel off the ground. There is no way to smooth out these sudden shifts in pace.

Insulting Paint Scratch

The paint of your beauty is scratched, which is bad enough on its own, but worse, it's scratched in a way that, unbeknownst to your character, resembles a phrase or image that at least one NPC will take as an outrageous insult. The Oracle will reveal to you when the scratch boils someone's blood.

Talking Motorcycle

Your bike has decided that the situation is too dangerous for your Angel and has activated a safety protocol that sucks them into an extra-dimensional space in the gas tank and activated the autopilot. For the rest of the adventure, you effectively play as a talking motorcycle with all of the social awkwardness and difficulty in grasping things that that entails.

Foul Odor

You are accompanied by a pungent cloud of burned rubber, acrid chemicals, and sweaty leather orders. The downsides are obvious. The best thing that can be said about it is that it might give you Advantage on checks to avoid being swallowed by large beasts.

10-Kicker

Your motorcycle will not start on the first kick. Nor the second. Nor indeed, the third. In fact, you're going to be there a while if you ever need to turn the engine over from a cold start.

Hardtail

The suspension on your bike enables you to have intimate information about every pebble, crack, bump, and grain of sand your bike passes over. It is immensely uncomfortable to ride for long distances.

Tron-Tailpipe

Your tailpipe extends endlessly behind your bike back to the location where you originally took this quirk. It does not seem to hamper the movement of the bike forward, but it does mean that you cannot turn in a circle without colliding with yourself. You also can only seem to make right-angle turns.

Haunted

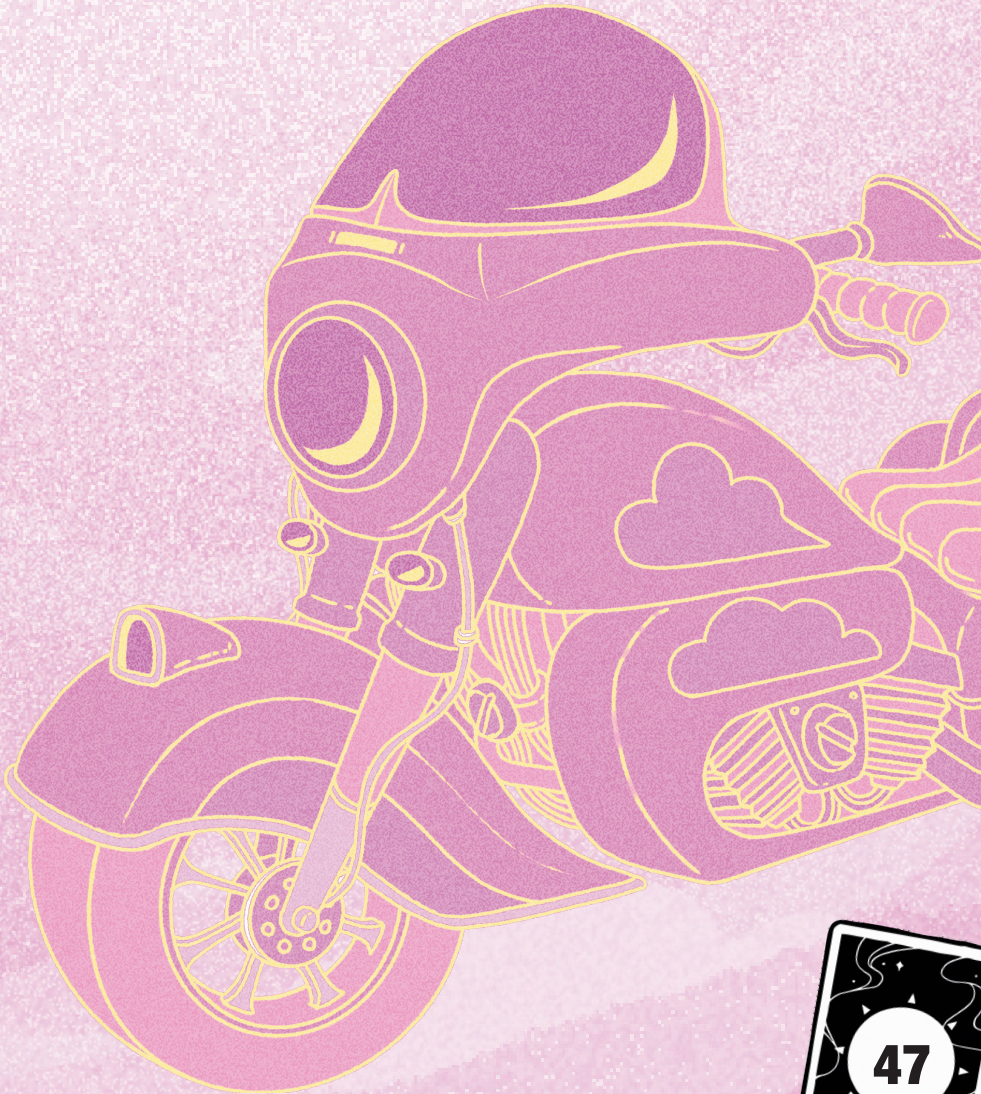
Yeah, it looks like it's haunted again. Pick a spirit and something for that spirit to be grouchy about.

Breadlights

Your headlights now emit dinner rolls instead of light. It's harder to see, but easier to snack at night.

Horny

The horn is stuck on. Heaven forbid, you picked the Pandemonium Horn? You did though, didn't you? Why are you this way?



NAME

Pop Rocks

PRONOUNS

she/they

SOURCE OF POWER

Subtle Body



FACET OF STARLEE

I am the part of Starlee who lives for treats.

SECRET CARD



STARLEE ♀ DAVIDSON



Astral Max



Direct 5 6 7 8 9



Dust-up 4 5 6 7



Dodge 3 4 5



Divine 2 3



Internal 1

BUILD

crotch rocket

EDGE

overclocked

GIZMO

tshirt cannon
of Olympus

BIKE SIZE

LIGHTWEIGHT
MIDDLEWEIGHT
HEAVYWEIGHT

Pop Rocks never stops moving. She's sugar itself; the energy of excitement and pursuit, all desire and rollercoaster and temporary happiness. Riding atop their blazing fast neon pink crotch rocket, they often pull away from the other Ecliptic Angels, convinced they know the answer to every problem. A dancer, yogini, martial artist, and trampoliner, Pop Rocks just wants to feel. When things get too boring, she shoots her T-Shirt Cannon of Olympus at anyone anything that catches her attention. If they had their way, Pop Rocks would be eating cruffins while going ziplining — but she'll also accept a round or two of committed arm wrestling. If she plays her secret card, the Knight of Wands, on you, you will feel the courage to say yes.

or



ORACLE GUIDE

As the **Oracle**, it will be your responsibility to guide the players on a madcap journey through the world of the tarot cards they've just interpreted. In the story you're telling with them, the cards transform from abstract messages into concrete scenes the players must navigate on the road to **Starlee's** moment of radical realignment. Luckily, you don't have to make this story happen alone! Healing **Starlee** will be something you'll all do together.

Begin by letting the players know that you'll be playing one scene set in the "world" of each tarot card. As the players begin the story, **Starlee** is just falling asleep. It is the night after her fated tarot reading, and the gang has been called to task. As **Starlee** dreams, these characters will ride their motorcycles through strange landscapes, encountering mystical creatures and obstacles inspired by cards' art, arcana, and the interpretations made during the Reading.

Imagine an Oz-like journey taking place along a road stretching off into the starry darkness of **Starlee's** immortal soul. Each card is a stop along the way, a glowing island surrounded by the looping infinitude of **Starlee's** inner highways.

First Three Cards: Building Scenes

The players will need to find their way through each card in the reading, starting with Card One, and reaching the narrative climax with Card Four. Imagine an Oz-like journey taking place along a road stretching off into the starry darkness of **Starlee's** immortal soul. Each card is a stop along the way.



Look at the Card

As the **Ecliptic Angels** ride in formation into the world of the first card, ask them what they're seeing. Prompt them to interpret the card as literally as possible. Do they see swords? Swords should figure prominently in the scene! Is a woman riding a horse? A woman might be riding a horse at a furious gallop beside the motorcycles, trying to flag the **Ecliptic Angels** down.

Remember the Reading

Use the player's interpretations, colors and illustrations unique to the cards to create a scene that leaps out from the card and becomes real for the players. The **Angels** have already answered questions about **Starlee's** life and love with a tarot reading, so putting those answers into scenes will make their journey all the more meaningful.

Inside of each tarot card's unique and hallucinatory world, the **Ecliptic Angels** have one goal: find the road. As they encounter the mirage, the highway recedes, supplanted by specters of **Starlee's** emotions and fraught memories. The **Angels** must assess the situation, handle any obstacles, and get back on the road before **Starlee** gets too down on herself.

Obstacles

As the players narrate what their **Angels** are seeing within each card, your role as the **Oracle** is to help them understand why these visions have become obstacles for **Starlee**. Remember, this is a test of **Starlee's** resilience and inner power. The avatars of her selfhood will need to fight to reach her moment of revelation! Here are some guidelines for articulating the challenges present in each tarot card, making the journey more exciting:

Dangerous Terrain

The gang is riding motorcycles, so in some cards, make driving a challenge. Introduce mud, lava, water, slime, or other supernatural substances inspired by the card. Call for **DODGE** rolls, and encourage scrappy, DIY solutions to broken or crashed motorcycles.

Disorienting Distractions

Lost woods puzzles, bewitching figures and surreal, difficult to navigate landscapes are fundamental to any journey into the spiritual. Put the gang in a surreal maze, or have them get lost in a party that seemingly never ends. They'll need to **DIVINE** their way out of this.

Interpersonal Conflicts

Conflict within the gang, or with a dubiously-motivated NPC who blocks the path forward, is a particularly revealing obstacle. The road ahead is shrouded in fog, and no progress will be made until everyone's goals are aligned and this petty spat is resolved. Have them roll **DIRECT** to rally a coalition and charm their way through.

Outright Battles

Any form of fight will call on the gang to be resourceful, passionate, and strong in the face of threat. Inner demons, out of control ambitions, painful memories, and other aggressive forces may strike at the girls in a no-holds barred onslaught. Will they succeed in a **DUST-UP**?



Using the Mood Wheel

As the **Oracle** you should feel free to adjust **Starlee's Mood Wheel** if the story requires it. It's often helpful to use the **Mood Wheel** to gently nudge the players along and help guide them through obstacles. Here are a few suggestions:

Events that might move the mood wheel one notch "darker"

- ⊗ Becoming fragmented, splitting up the party
- ⊗ Trying to run away from a problem
- ⊗ Spending too much time "off-road"
- ⊗ Resolving one of the tarot card scenes in an unsatisfying or overly chaotic way
- ⊗ Events that might move the **mood wheel** one notch "brighter":
- ⊗ Rallying together to come up with a gang-wide solution to a problem
- ⊗ Confronting a problem head-on
- ⊗ Riding fast and looking cool as hell on the cosmic road
- ⊗ Resolving one of the tarot card scenes in a satisfying and cooperative way.



Last Card: Climactic Moment

The fourth card is the most important scene in the game. When you reach this card, you are fighting the “final boss,” the psychic block that you’ve been seeing indirectly through the first three cards, whatever that means for your **Starlee**. Like with the other cards, your band of **Ecliptic Angels** will encounter an obstacle — but this is the big one. Take inspiration from the final card to create a “boss fight” that requires the **Angels** to deploy all of their wit, strength, and magic. Ask the players: why is this so hard for **Starlee**? What makes this final card so strong? Throw all of **Starlee’s** insecurities, anger, disorientation, and grief at them in this final moment. Let her resistance speak through the setting or the opponent that the players encounter. And don’t let this last obstacle go down without a fight.

Back at the Garage

After the crew has led **Starlee** on into shining, chromatic newness, they’ll rest and recover back at the **Zodiac Garage**. Have the players describe a scene here. Now is the time to resolve any inter-**Angel** conflicts and finish out any last intentions.

If any **Angels** took **QUIRKS** during their adventure, now is the time to describe how they’re working together to fix them. What tools and strategies must be deployed to put right these malfunctioning motorcycles? Who is helping who get the work done?



Sun, Moon, and Rising

Finally, as the scene closes on your intrepid biker gang, it's time to have each player (including the **Oracle**) share highlights from the game.

Sun

Your Sun is the narrative moment that was central for you. This event or exchange or realization was the best, most exciting thing that happened — the meaning you'll take with you now that the game is over.

Moon

Your Moon is an unanswered question you have about the story — a narrative thread that's important to you, but not yet answered. This could be a curiosity you sustained about an NPC or a setting, but didn't get to play out. It may be something you still don't know about **Starlee**.

Rising

If you had to sum up the entire game in one word, what would it be? State that word!



[EXAMPLE READING]

“ALAS, POOR IT-GIRL”

[First Card]

Who did Starlee Davidson just break up with?

5 of Pentacles

Starlee was living the NYC life of a queer, twenty-year-old aspiring actress: 12 roommates in a crumbling Flatbush apartment, commuting up to Manhattan for shifts at a revolutionary queer bookstore. One day she caught sight of a patron reading *Modern Tarot* by Michelle Tea and knew she'd found her soul mate. The patron turned out to be an executive producer of Broadway shows who'd come in on a rare weekend between productions to flirt with other lesbians and imagine a more carefree life. After a sparkling, chatty interaction at the cash register, **Starlee** followed this mysterious patron on Instagram, where she discovered a whole catalog of glamorous, curated pictures depicting a successful queer woman working in the arts. Her name was Danielle.

Scene Obstacle: Dangerous Terrain

A frozen wasteland with a distant church filled with light filtering through its ornate stained glass windows. The icy road snakes along but never seems to get you any closer to safety. It's getting colder — snow is in the air, and a blizzard is incoming — and all you can focus on is your bike's dwindling fuel supply and the

inadequacy of your gear to keep you warm. The **Angels** will need to find warm clothes, avoid accidents, and learn to accept the help that's offered, even if they don't love who's offering.



[Second Card]

How did they fall in love?

King of Pentacles

Did **Starlee** love Danielle, or did she love moving out of her tiny, crowded Brooklyn apartment? Did she love Danielle, or did she love the chance to audition for something other than community theater gigs run by her friends? She definitely loved the attention and charisma, the cool clothes, the seeming importance and excitement of this way of living. They went out to dinners and galas, they saw the city at night. **Starlee** finally felt like she was living the life she was supposed to live. When Danielle pulled some strings to get **Starlee** an audition for an innovative off-Broadway show, and she nailed it, nabbing the role — she knew she was in love.

Scene Obstacle: Disorienting Distractions

A lavish gala with food, wine, music, and follies. Opulent tables to serpentine your bike between. Sick ramps to jump off of. Punch bowls full of premium gasoline. And everywhere you turn are people who treat you right: they listen to you — really listen — and know just what to say to make you feel welcome. The **Angels** will need to find a way out of this endless party — physically and emotionally.

[Third Card]

Why did it end?

9 of Swords

Starlee quit her job at the bookstore to follow her dreams, too busy now to full shifts and focus on her new theater role. But as the premiere approached and the rehearsals grew more grueling it started to seem more like a nightmare. The other actors were visibly frustrated by her newness. The director was old-school, which seemed to mean sexism and yelling. One fateful night two weeks from the first curtain he went too far, and **Starlee** decided it was time to go scorched earth. Leave the production, leave the theater, and show them all it wasn't fair to treat her, or any of the other women in the show, this way. But Danielle advised her to be quiet. Ignore the problem. "If you go up against this director, you'll lose," she said. **Starlee**, however, didn't agree. And the idea that Danielle would tell her to simply stand on the sidelines in the face of injustice was a betrayal she'd never get over.

Scene Obstacles: Outright Battles

A stage with a bedroom set. The bed is made of swords. The stage is made of swords. The actors are made of swords. Everything is swords! How do you ride a motorcycle on swords?! The **Angels** need to fight off an army of sword-based over-actors, and a menacing director-claymore who shouts through a megaphone.



[Fourth Card]

What is Starlee holding onto that keeps her from moving on?

The High Priestess

In the fallout from the breakout, **Starlee** is feeling pretty low. One of the best parts of being with Danielle was that she was tangible, living proof that awesome, talented people exist. While they were together **Starlee** got to be awesome-adjacent. Now that the relationship is over, it's hard to go beg for your old job at the bookstore and sleep on the couch in your old apartment. So it's super important for **Starlee** to hold onto the idea that she was living revolutionary praxis by quitting the play, because at least that's still kinda awesome.

Climactic Moment

A final climactic encounter with the gigantic High Priestess on her immortal throne. Pure and mysterious beyond measure, she holds a sword, her gaze is icy. She compromises nothing. There is no magic weak point in her armor. She is the perfect person that **Starlee** aspires to become, but can never be, and can never defeat. The **Angels** will need to find a way to lose this battle. The more they try to win, the bigger and stronger she becomes. The only way forward is to admit that being small and taking Ls is sometimes the right thing for your sanity.



NOTES ON PLAY

Whether you're a new player or an experienced **Oracle**, there are some good policies to keep the story moving forward while also supporting your fellow players.

People First

Playing **Starlee Davidson** is about having fun with your friends. The people at the table are more important than anything that happens in the game. It's just fine for anyone to leave at any time, or decide they want to do something else. If a game ever ends with someone ugly crying, feeling ignored, or otherwise having a bad time, then someone screwed up. Most often, bad feelings happen because someone got too excited about the story and forgot they were playing with people. Before playing, communicate with the other players to decide what they're comfortable exploring, using the safety tools provided at the beginning of this book. Remember to check in with each other during the game, too.

The Rule of Cool

The goal of the game is to tell great (and sometimes goofy) stories of personal growth, processing, and New Age spiritual transcendence. If someone suggests something silly or over-the-top, avoid being a wet blanket. It's more fun to let it happen, and play out the consequences! A good guiding principle is make the story cooler. Tone, fairness, and rules consistency are important, but should always come second to everyone's comfort and enjoying this story as a group. Concepts like "realism," and "optimal strategy" belong in different games.



Yes, And...

Avoid shutting down a player's suggestion. Listen, and add on! When you don't know what to do next, or how to react, it can be tempting to say "My **Ecliptic Angel** wouldn't do that," or "That's not how motorcycles really work." Instead of these responses, try saying, "Give me a second to think about what I want to do next." There's only one exception to "Yes, and..." That's when someone accidentally addresses a topic that's a Line or a Veil. In that case, gently remind them that we're not playing with that topic today, and rewind time to right before that suggestion was made.

Avoid Being Too Edgy

In a collaborative, social game like **Starlee Davidson**, the spotlight cannot always be on one player. Players need to take turns and interact with each other. This means it's important to play characters who have meaningful social bonds with the other characters in the group. This doesn't mean you always need to play as Snugglin' Jan, queen of the velvet-upholstered motorcycle and beloved by all she meets. It's fine to play a shy **Angel**, a biker who doesn't like something, or a moody avatar of the Woo-Niverse with an unusual obsession. Just remember that, while such characters can be a lot of fun, they will involve extra work from you in communicating with your fellow players. What you should avoid is playing a character like Snarl the Mean, Antisocial Scooter Mechanic, who responds to questions about his past with "You couldn't handle it." If you play someone who sneaks around where no one can interact with him, only describes his own looks, and tells others he "doesn't care about the **Angels**' petty problems" then everyone will have a bad time. Snarl-style characters are sometimes symptoms of someone who's anxious to engage with the gang and is putting up walls to avoid having to interact. Such characters exist in fiction, but

they are typically lonely anti-heroes. Because it's hard to make Snarl happy, people tend to avoid him, denying him the very attention he seems to crave. Play a character who balances likes with dislikes, openness with secrets, and listening with talking—and you'll all enjoy the ride more!

Setting Appropriate Stakes

Just because **Starlee Davidson** is a goofy game where players do a tarot reading for an imaginary person and make up ridiculous characters to help her heal from a breakup, that doesn't mean there shouldn't be high stakes and adventure. Part of the **Oracle's** goal should be to entice emotional investment. To raise the stakes when you're the **Oracle**, you generally have three options:

Frivolity is Free

It's always okay for a player to make a change to the shared fiction that's purely cosmetic. When players describe the color of their clothes or how their motorcycle is Bedazzled, you should just let them have their fun and not require a roll. It's also ok for the players to narrate actions where failing would be boring—don't roll to have a character whistle a tune or walk across the room. This is often the right category for actions that only affect the character themselves.

Roll for Risk

When you reach a moment in the story where outcomes are uncertain, and it would be fun to explore the consequences of success or failure, it's best to roll the appropriate Move. Use

your judgment of the situation for assigning **ADVANTAGE** or **DISADVANTAGE**. Rolling is often appropriate when a player wants to make an action that affects the status of the drama or



another character in **Starlee's** dream. Need to race across an ice-covered lake? It's probably time for a **DODGE** roll.

Spend to State

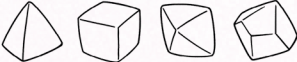
If the players would like to dictate a specific outcome, or otherwise simply state what happens in the story, it's probably time for them to reveal and spend their Secret Card. This is often the case when players want to move the drama toward completion, respond to something bad happening, or generally break the ordinary logic of the story.



NAME

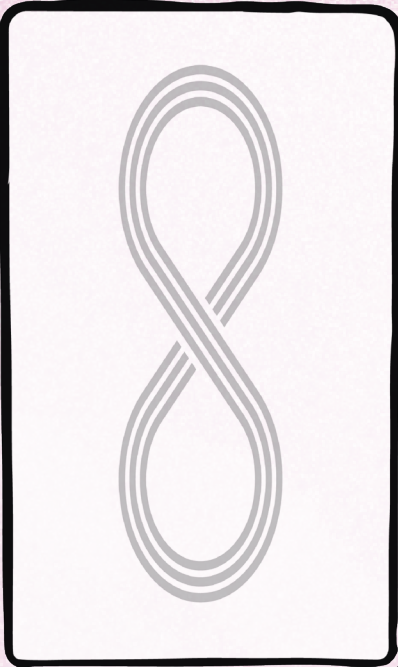
PRONOUNS

SOURCE OF POWER



FACET OF STARLEE

SECRET CARD



STARLEE ♀ DAVIDSON

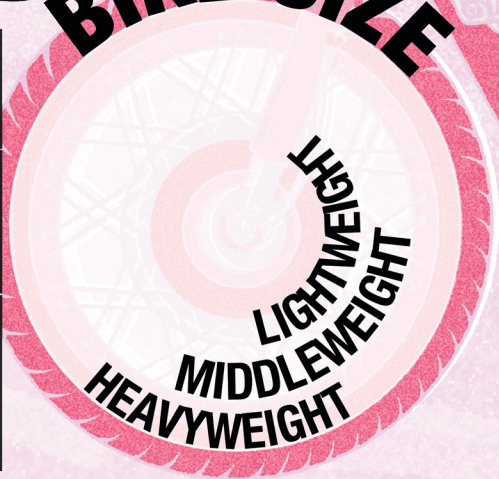
☉	Astral	Max
♀	Direct	5 6 7 8 9
♂	Dust-up	4 5 6 7
♀	Dodge	3 4 5
4	Divine	2 3
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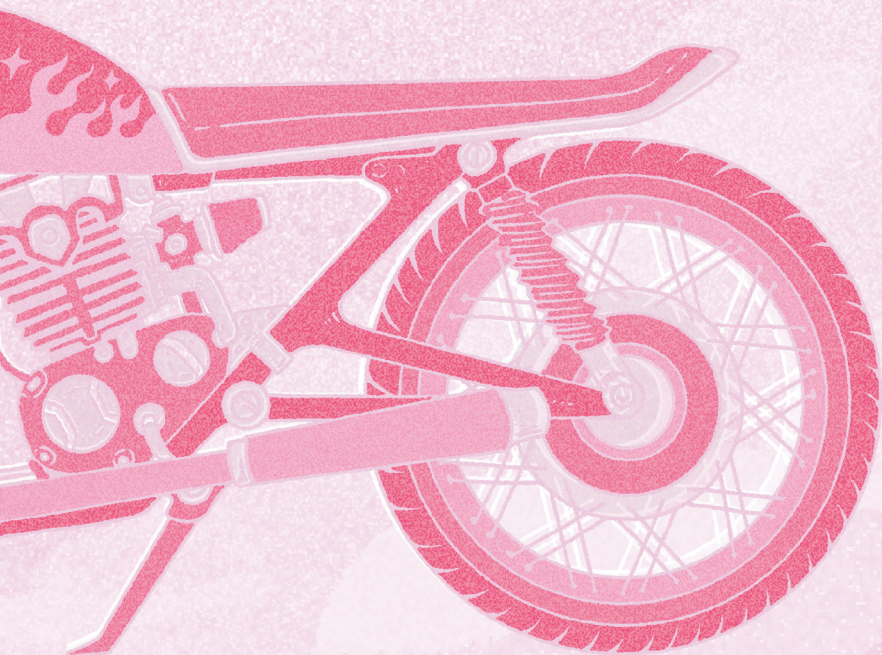
BIKE SIZE

BUILD

EDGE

GIZMO







Astral Max



Direct 5 6 7 8 9



Dust-up 4 5 6 7



Dodge 3 4 5



Divine 2 3



Internal 1