

STRAIGHT TO VHS

HERO'S NAME _____

TROPE 1 _____

TROPE 2 _____

HP TRACK



IF ALL YOUR SHIELDS ARE MARKED, YOU HAVE "NOTHING TO LOSE" AND 1D6 IS ADDED TO YOUR POOLS AND POOLS THAT TARGET YOU.

ACC

OF MONTAGES

CHECK THIS BOX WHEN YOU SHOW WEAKNESS.

SCRIPT CHANGE CONCEPTS

- A CHARACTER ARRIVES
- A TRUTH IS REVEALED
- AN EMOTION IS FELT
- A THING IS AT HAND
- A MISHAP OCCURS

ATH

MOVE DISTANCE

CHECK THIS BOX WHEN YOU GET A LUCKY BREAK.

CHA

MOVE DISTANCE IS DETERMINED BY YOUR ATH STAT

0 = VERY CLOSE

1 or 2 = CLOSE

3 or 4 = FAR

5+ = VERY FAR

WHEN ONE BOX IS CHECKED, SELECT A SCRIPT CHANGE CONCEPT.

WHEN BOTH ARE CHECKED, YOUR SCRIPT CHANGE IS READY TO USE.

INT

SPY

SKILLS

FLAWS

STR

ACC + RANGED WEAPON = _____ STR + MELEE WEAPON = _____ + _____ = _____

HERO FEATURES AND NOTES

WHAT DO YOU LOOK LIKE?

SPECIAL ABILITIES

USED? *PUSH IT TO THE LIMIT: (Once per act, minor action) Inspire self or an ally. Target gets 2 tokens and heals 2 + their # of Montages in HP.*

USED? *BAD EDIT: (Once per scene, free action) Turn in a token to take a single extra action at any time, on anybody's turn.*

WHAT TROUBLES YOU?

USED?

USED?

WHAT'S YOUR DREAM/GOAL?

USED?

USED?

WHAT'S AMAZING ABOUT YOU?

USED?

USED?

WHAT'S NORMAL ABOUT YOU?

USED?

USED?