



STRAIGHT TO VHS

VERSION 0.4.01

PLAYTEST RULEBOOK



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Straight to VHS is a little indie game in beta (betamax?) and it needs your feedback in order to become the best game it can be.

Official website: lostcatgames.com

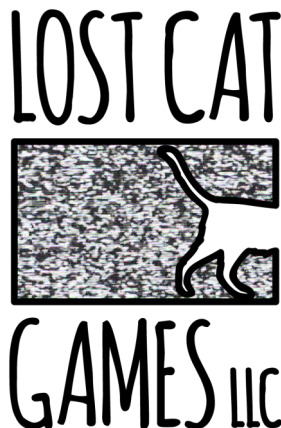
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"WHOA! LOTTA PAGES!"

"SURE, BUT IT'S
MOSTLY CHARACTER
OPTIONS AND EXAMPLE
BADDIES."

"AS IN 51% OPTIONS
AND BADDIES?"

"AS IN 23 PAGES OF
ACTUAL RULES."

"HEY! THAT'S NOT BAD!"

".."

"ANY PICTURES?"

"EH, A FEW."

WHAT IS STRAIGHT TO VHS?

A werewolf stalks the mean streets of Miami, but not for much longer. Not if a nun (and former prostitute) named Gloria Vendetta has anything to say about it. Gloria's cybernetically enhanced buddy in the precinct suspects the werewolf is being protected by Yakuza, but why? If only the retired heavyweight champion Tucker Smash could regain his memories. He was the only one who knew the antidote to lycanism, and now the plague is spreading.

Coming straight to VHS, it's...



MIAMI FUZZ

You and your friends can now indulge in your own ~~asinine~~ bitchin' story with Straight to VHS, an easy-to-learn and fast-paced tabletop RPG inspired by ridiculous and awesome movies of the VHS era.

The Director (or "game master") will narrate the action and provide challenges and something resembling a plot for the over-the-top player characters to smash and seduce their way through. Players also get opportunities to tweak the Director's script for their gain and amusement.

"SOUNDS BADASS! WHAT DO I NEED?" -THAT'S WHAT YOU SAY.

- Some pencils.
- Some 20-sided dice.
- Printouts of the hero sheet.
- A handful of coins (or some other sort of tokens).
- People to play with! Three to five players including the Director is ideal, but other group sizes are possible.

Playing Straight to VHS usually takes at least a couple hours, although your group can choose to have an epic, ongoing game that you continue over multiple game sessions.

A TOUR OF THIS BOOK

The book is broken down into the following sections

The Basics: Quickly get a baseline understanding of the game.

Anatomy of a Character: Learn how to make your very own VHS action hero!

Character Options: The biggest chunk of this book! Pick out features and items to create your character.

How to Play: Learn how to do your part in creating the straight-to-VHS adventure that never was.

Directing 101: This section is for the Director's eyes only.

Inspiration: Get inspired!

Hero Sheet & Parting Words: View and print the hero sheet

Anytime you see white text in a red box like this, it's text that only the Director needs to read. Other players should feel free to skip these boxes.

PICK ONE

WAIT, IS THIS ONE OF THOSE NERD GAMES?

Ahem... Yo, flat out, homebro. It's what us nerds call a tabletop RPG (or "role-playing game"), you dig? It's a bit like a videogame, but brosaUCE, instead of interacting with a computer and some code, you're going to be interacting with your friends and the human brain. If you don't think that's baller and dope, you're straight tripping.

In a videogame, you're limited to the sorts of actions and decisions that the game creators coded into the game. Check it, peeps: with RPGs, you have a level of creative input and freedom that no videogame or regular board game can replicate. That's hella fly and jiggy. It's part game, part collaborative storytelling, but with Straight to VHS those stories usually involve an inordinate amount of explosions and cheesy one-liners.

Straight to VHS is a good introduction to the format, thanks to easy and straightforward game mechanics that define your character and how you can interact with the game's world. In short, yeah it's nerdy, and it's also really fun. I mean, it's, uh, the sickest! It has...typhus or something.

I LOVE RPGs, BUT WHY SHOUD I PLAY StVHS?

The "bad movie" theme is a blank check that says, "No pressure. Just have fun." Players will cash that check. This goes double for the Director. When the player characters are gangster preachers or ninja cops and when the expectation is for the story to be a schlocky mess, it's hard to not have a great time.

While veteran players hopefully find lots to like in StVHS' character creation and game mechanics, the game is also intended to be an excellent and low-pressure RPG for introducing new players to the hobby. The players are given clear gameplay tools and direction but are never buried with rules. Players are able to get hugely creative, but shouldn't feel forced to drive the storytelling.

The use of d20s raises some eyebrows at first, but the wild swing of the d20 is tamed by the players earning extra rolls called epic dice. Also, the differences between attacking and defending d20s are used as the amount of damage dealt, creating quick combat in which rolling a 19 is really almost as exciting as rolling a 20.

THE BASICS

One player takes on the role of the Director. This player creates a basic B-movie "plot", as well as specific challenges for the other players to deal with.

Every other player combines options in this rulebook to create their own B-movie **hero** (who may or may not actually be heroic). Heroes start with two **tropes** (which are big Hero options) and a single **perk** (a minor Hero option that you can earn more of).

Everyone then collaborates to tell a tale befitting of a straight-to-VHS movie. The players control their heroes and the Director describes the world they inhabit and controls the other characters in it. The Director also describes the results of the players' dice rolls. Although, players do get opportunities to tweak the "movie's script" for their gain and amusement.

THE CENTRAL MECHANIC

When you want your hero to attempt something that has a real chance of failure (like rock climbing or punching someone in their commie mouth), roll a twenty-sided die (henceforth called a d20). The higher you roll, the better your hero does.

Your hero has **stats** like "Strength" and "Charisma" and each stat has a number assigned to it (as in "Arnold has a Strength of 9"). Your rolls get added to by your hero's most relevant stat + any item bonuses, creating a "total".

If any character (including your hero) is attacked, they immediately defend by rolling a d20 (+ their Defense stat). If the attack total is higher than the defense total, damage gets dealt. The amount of damage dealt is the difference between the two totals. If a character takes too much damage, they die.

One more thing: when a character rolls a 20, something especially rad happens for that character (we call this a **lucky break**). Rolling a 1 causes something especially lame for that character to happen (a **tough break**).

A **lucky break** can be a direct result of whatever the character just did (“your attack cuts off Lord Scorn’s weapon hand”) or it could be a random stroke of luck (“while searching the archives, you find a \$50 bill tucked into the pages”). A **tough break** is the same idea, just negative for the character that rolled it. Maybe they shot their own foot, or an avalanche occurs. Basically, this is the game saying “make something happen”. Let it play out and affect the scene (sometimes with fitting penalties, bonuses, or damage dealt).

Having trouble coming up with a fitting lucky break or tough break? Ask the players! This is a great way for players to add to the narration.

LET’S SEE A STEP-BY-STEP EXAMPLE!

Let’s say you made a shotgun-toting hero named Lexi. The Director says a chupacabra is about to leap at Lexi. On your turn, you may want Lexi to shoot the beast with her shotgun.

1. Tell the Director and roll a d20!

Let’s say you rolled an 8.

2. Add your most relevant stat. We’ll learn about stats soon. The relevant stat for shooting is **ACC** (Accuracy). Let’s say Lexi’s **ACC** is +6.

$$8 + 6 = 14$$

3. Relevant items add to your roll. Weapons have set numerical bonuses they grant. Let’s say Lexi’s shotgun grants a +4 bonus.

$$8 + 6 + 4. \text{ Lexi’s attack total is } 18.$$

The Director handles the rest. The Director rolls a defensive d20 for the chupacabra and will add its **DEF** (defense) stat.

If the chupacabra's defense total is equal to or higher than 18, Lexi's attack missed.

But let's say the chupacabra's total is 12. That's lower than Lexi's 18, so the chupacabra takes damage from Lexi's attack. How much damage? It takes the difference between the two totals.

$18 - 12 = 6$, so the chupacabra takes 6 damage. The Director will narrate this result and let you know that 6 damage was dealt to the chupacabra.

It works the same if the chupacabra attacks Lexi. The Director rolls an ATTACK d20 for the chupacabra, and you roll a DEFENSIVE d20 for Lexi. If Lexi's total is higher, the chupacabra missed. If Lexi's total is lower, she takes damage.

Don't say, "OK, You do 6 damage". Try something like, "Lexi gets off the shot as the chupacabra starts to leap toward her, sending it flailing backward. It hisses in pain. That was 6 damage." Describe slow-mo shots, mention the crappy special effects in the "movie", have the bad guys talk some serious crap, make something explode! Craft the ultimate cheesy action scene.



EPIC DICE & TOKENS

Rolling a d20 leaves a lot to chance. What if you could roll more than once and use the higher roll? Well, when you use an **epic die**, roll an extra d20 and choose the roll you like. Epic dice get added to rolls when you're in advantageous positions, or thanks to special abilities. Another way to earn epic dice is to earn and use **tokens**.

When playing Straight to VHS, put a pile of coins or some other sort of tokens in the center of the table.

THE DIRECTOR MAY AWARD YOU A TOKEN WHEN YOUR HERO...

- **TAKES A RISK THAT MOVES THE NARRATIVE FORWARD.**
- **CREATIVELY KICKS THE ACTION UP A NOTCH.**
- **IS TRUE TO THEMSELVES DESPITE THE SITUATION.**

A player can have up to five **tokens** stored at a time for later use. Turn in a token to get an **epic die** on a roll (do this before you roll, not after). When you start looking at the hero options, you'll see other ways to earn and use tokens.

Directors might forget to award **tokens**, so players should feel free to suggest awarding them to another player. However, the Director makes the final call.



MECHANICS AT A GLANCE

Of course, there's a little more to the game than rolling d20s and using tokens. Let's introduce some concepts real quick before you choose from the hero options. You can learn more in the How To Play section.

ACTION SEQUENCES

Normally, when playing Straight to VHS, you don't need to take turns. Anybody can say or do whatever they want at any time, although the Director might occasionally say "well, before you do anything else, this other thing happens" or "hold up, lemme find out what player B is doing". It's pretty loosey-goosey and easy to deal with.

However, when a fight breaks out or any other **action sequence** occurs where the order of events is critical, players take turns. On your turn you can do one **move action** for free no matter what. Additionally, you can do...

- One **major action** and one **minor action**, or...
- Two minor actions, or...
- One super action

WHY YOU NEED TO KNOW THIS NOW: When picking out your hero's **tropes**, you'll see special abilities that are sometimes major or minor actions.

SCENES AND ACTS

The game is broken up into **scenes** and **acts**. Scenes are exactly what they sound like. When the heroes change locations or move from one obstacle to another, a new scene begins. They usually last between 10 minutes and an hour.

Acts describe a longer chunk of the story. How long they last depends on the kind of story the Director is aiming for, but at the very least, an act is comprised of a handful of scenes.

WHY YOU NEED TO KNOW THIS NOW: When picking out your hero's **tropes**, you'll see special abilities that can only be used once per scene or once per act.

MONTAGES

After playing for a while, the Director might enact a **montage**. When montages occur, the heroes will become more powerful.

WHY YOU NEED TO KNOW THIS NOW: When picking out your hero's **tropes**, you'll see special abilities that get bonuses depending on how many montages you've had.

SCRIPT CHANGES

Players get to temporarily hijack the Director's narration when they earn a **script change**. This happens by rolling 1s or 20s, and by **showing weakness** (which usually means making an important roll for something your hero is bad at).

WHY YOU NEED TO KNOW THIS NOW: Showing weakness can be done a few different ways, including via special abilities granted by **tropes**.



ANATOMY OF A HERO

In this section, you'll learn how to make your very own B-movie hero, whether they're a hobo detective, sentimental ninja or a cybernetic talking dog.

Creating a hero doesn't take long, but before you pick your **tropes** and your **perk**, you'll want to learn about the character features those choices will affect. First up, we've got **stats**.

STATS

Your hero will have a number for each of the seven **stats**. The higher the number, the better your hero is at doing the various things the stat covers. Each stat is listed below, along with what they determine about your hero.

ACCURACY (ACC): Ranged attacks, dexterity, finesse.

ATHLETICS (ATH): Athleticism, reflexes, speed, turn order
(and resisting exhaustion)

CHARISMA (CHA): Allure and strength of personality
(and resisting despair).

DEFENSE (DEF): Ability to dodge attacks and mitigate damage.

INTELLECT (INT): Problem solving and knowledge
(and resisting coercion).

SPYCRAFT (SPY): Perception, deceit, sneaking, lockpicking.

STRENGTH (STR): Melee attacks, physical strength, intimidation
(and resisting fear).

When you make a roll, add the **stat** that is most relevant to your roll. So, if you have a value of +6 on **SPY** and you're trying to read someone's lips; roll and add 6 to the result.

When creating your hero, every stat starts with a value of zero. Your **tropes**, **perks** and some **items** will change your stat values. Just follow the instructions on the hero options you pick.

Not all actions fit neatly into a single **stat**. In these situations, the players choose a stat that they feel is relevant, though they need to explain how it's going to help their hero. Driving is a good example. Depending on the specifics, **ATH**, **INT** or **ACC** might be used. "I use **INT** to pull off some maneuvers to ditch the cops," or "I'll roll with **ACC** 'cause I'm trying to drift right between the two semi trucks," and so on.

HIT POINTS

(HP) HIT POINTS: How much damage and stress you can take. (HP starts with a value of 30.)

This is the number you subtract from when an attack against you is successful, though it never goes lower than 0. HP starts at 30, but some **tropes** and **perks** raise or lower HP. HP is restored by 5 + your number of **montages** at the end of each **scene**. It goes back to its full value at the start of a new **act**.

Bad guys have HP too, though sometimes it's a lot less or a lot more than 30. If you knock a bad guy down to 0 HP, they die unless you specify that you want to merely knock them unconscious.

Damage to HP doesn't need to always be narrated as literal damage to the character. It could be a near-miss, ripped clothes or anything that shows a character is in danger. In movies, we feel characters are in danger when we see them under duress... "The slo-mo kicks in, we hear a heartbeat. You slump behind the barricade, which crumbles from the rain of bullets. Lose 5 HP."

BEING AT 0 HP AND DYING

Heroes are special and don't immediately die at 0 HP. While at 0 HP, you have a **very short** move distance and on your turn you can only move and do one other action.

There are three death check boxes on your hero sheet. If you start your turn in an **action sequence** at 0 HP, mark a **death check** box. If you take damage while already at 0 HP, mark a death check box. Erase your death checks when you get a **montage**.

If all your death check boxes are marked, your hero is dead. Deliver some cool last words and make a new hero. You may need to wait until a good opportunity for the Director to help introduce your new hero in the story.

MOVEMENT

Sometimes you need to know how far away something is. The Director's camera typically plays fast and loose with exact distances, but still, some things are within the grasp of our heroes and some things are not. This becomes particularly important in **action sequences**. The following terms are used to describe how far away something is.

Adjacent	You can reach out and touch it without moving.
Very Close	It's probably in the shot with you. You don't need to move much.
Close	The camera has to follow you or change shots, but it's not far.
Far	There is a meaningful distance between you and it.
Very Far	In the same general area as you, but just barely.
Off Camera	It's nowhere nearby, getting there would take significant time.

These terms of distance are more about "feel" than set units of distance. In the ancient and claustrophobic Egyptian tunnels, the Director might call 40 feet "**far**". But then, in the big battle across the open desert sands, the Director might call 80 feet "**close**". That's OK. Different scenes call for different scales. On a VHS tape, time and space are strange and amorphous things.

YOUR MOVE DISTANCE

The distance a character can travel in a **move action** is determined by their **ATH** stat. Use the grid below to determine your hero's **move distance**.

ATH SCORE	MOVE DISTANCE	WHAT IT MEANS
-2 or less	Very Close	You move methodically at best, sluggishly at worst.
-1 to +3	Close	You get around just fine.
+4 to +9	Far	The camera struggles to keep up with you sometimes.
+10 and up	Very Far	Wait, how the hell did you get over there?

So if you have an ATH stat of "+1" you can move to anything that is **close** or closer with one single **move action**. But if something is further, like a **very far** enemy ninja, it may take another couple move actions to get there (one for each additional level of distance is a good rule of thumb). Of course, the ninja might meet you halfway.

While taking turns, you get one free move action each turn. You can move a second time as a major action.

SPECIAL ABILITIES

Special abilities allow you to do amazing things. Most special abilities are major, minor or free actions, but you can use them outside of **action sequences** without worrying about what kind of action they are. Some special abilities aren't really actions at all. The **tropes** and **perks** you select will give you unique special abilities, but the following two are on everyone's hero sheet.

PUSH IT TO THE LIMIT (minor action)

Once per **act**, explain how or why you push on despite your injuries, or how you inspire an ally to do the same. The character heals by half their total **HP** and gains two **tokens**.

BAD EDIT

Once per **scene**, turn in a **token** to take a single extra action at any time, on anybody's turn.

FORTES AND BLOOPERS

Most tropes and many perks grant **fortes** and **bloopers**. Fortes are subjects your hero has skill or knowledge with, such as "Stealth", "Intimidation" or "Animals". When a forte is relevant to a roll you're making, you automatically get an **epic die** on that roll!

You might realize a clever reason that a **forte** could aid all your attack or defense rolls because of a technique or item you're using. However, fortes aren't meant to give constant, reliable bonuses. They are meant to encourage variety and effort. The Director can decide that a specific gimmick is no longer interesting to the "movie audience" and no longer grants an **epic die**.

Bloopers are subjects your hero has trouble with. When a **blooper** is relevant to a roll you're making, you automatically get a **blooper die** on that roll. Blooper dice force you to roll an extra d20 and use the lower roll.

Blooper dice and **epic dice** sometimes end up in the same roll. In this case, they cancel each other out, die for die. For example, if a roll would have two epic dice and one blooper die, you'd end up rolling with one epic die.

There's one last thing. It's possible to end up with the same **forte** or **blooper** twice. For example, both the Werewolf **trope** and the Gangster trope give the forte "Intimidation". If you pick both of these tropes, you have the forte "Intimidation (x2)" which means you get to roll two extra dice!

MAKE A HERO IN 5 EASY STEPS

1: Pick two **tropes**.

2: Pick a **perk**. Pick another one every time you get a **montage** (unless the Director says otherwise).

3: Pick out some **items**. Heroes (usually) start with \$200. And remember, you don't have to spend all of it. It might be nice to have some cash for later.

4: Compare your **ATH** stat to the move distance chart on page 16 to determine your hero's **move distance**.

5: Give your hero some personality! For a lot of players, this might be the first step. Create a backstory, goals and compulsions. Do they have a catchphrase or play in a rock band? Don't worry about being hammy; this is in the spirit of bad movies. Talk to the Director and other players and see if you want to weave your heroes' histories together.

HERO OPTIONS

In this section you'll find all the awesome stuff you'll use to make your hero: **tropes** to get the big picture on your hero, **perks** to flesh 'em out, and **items** to gear up with!

TROPES

Pick two **tropes**. Your hero is not exclusively defined by the tropes you pick. For example, if you pick Mad Scientist and Paid Sponsor as your tropes, your hero could still be a robot as well. However, you won't get tangible in-game benefits for being a robot.

Each trope includes a list of **stat** bonuses/penalties, **fortes**, and **bloopers** granted by the trope. Some of them will include combos like the following:

+4 INT or CHA
+4 to another stat
+2 to any two stats

The first line lets us choose either INT or CHA to receive a +4 bonus.

The second line says "another" stat, so it can't be whatever stat got a bonus from the previous line (though if you gave INT the +4 from the first line, there's nothing wrong with giving the +4 from the second line to CHA).

The third line says "any two stats" so we can give those to anything, we just can't give both +2's to a single stat.

Basically, pay attention to the wording. It is purposeful.

ENOUGH EXPLAINING. LET'S SEE THE TROPES!

BATSHIT CRAZY: Some call you insane, and maybe they're right. But they'd be a bit mad too if they saw the world as clearly as you do... if they knew the things you do.

+4 to any two stats

-3 CHA or INT

-2 to another stat

Blooper: Acting "Normal"

SPECIAL ABILITIES:

Conspiracy Theorist: Once per scene, turn in a token to ask the Director a question. The director rolls and keeps the result hidden. If the Director rolls 10 or higher, they answer your question truthfully. Otherwise, they answer your question with a lie.

Innappropriate (minor action): Once per scene, respond to a serious moment inappropriately to gain an additional token.

Train Wreck (major action): Once per scene, describe your crazy antics and roll with a bonus equal to your CHA or INT penalty (so a -4 gives you a +4 bonus. A positive stat gives +0) + your number of montages. One witness of your choice rolls INT. If their total roll lower, they lose their next turn to astonishment (if done outside an action sequence, they get a blooper die to all rolls until the scene ends).

BATTERIES INCLUDED: You are a robot, android, automaton, or golem. You're unharmed by poison, radiation and asphyxiation. You can see in the dark and in infrared (heat-vision).

+5 STR or DEF

+2 to another stat

-5 CHA, INT or SPY

-2 to another stat

SPECIAL ABILITIES::

Fortes: Computers, Robotics

Blooper: Emotions

Electro Slurp (minor action): Once per scene, touch a powered electrical device and drain its "electro-energy". The object is drained permanently or temporarily (Director discretion). This heals you by 5 + your number of montages or gives you a token (your choice).

Magnetic Pull (major action): Once per act, activate a built-in magnet which can pull one close metal object (less than 500lbs) to you, or yourself to it.

BLIND MASTER: You're a master at something (check out that stat bonus!), but you're blind and take a blooper die on all rolls that would benefit from sight, including attack and defense rolls. You can't show weakness with attack or defense rolls affected by your sight blooper.

+7 to any stat
+3 to another stat
-4 to any stat
Fortes: Hearing, Smell,
Taste, Touch
Blooper: Sight

SPECIAL ABILITIES:

Heightened Senses (minor action): Once per scene, focus on your surroundings. You won't take any blooper dice for being blind until the end of your next turn.

Ancient Wisdom (minor action): Once per scene, turn in a token and supply wisdom (or something that sounds like it) to your allies. Each ally that heard your wisdom gains a token.

Student and Master: Once per scene, when an ally turns in a token to get an epic die on a roll, you heal 5 + your number of montages if their roll succeeds. If their roll fails you gain a token instead.

BORN WILD: There's something wild about you. An animal (any type approved by the director) follows you and usually doesn't do much of consequence. It can't speak or use items. It has 20 HP, and can only be knocked unconscious, not killed. Three of its stats (your choice) are equal to 2 + your number of montages; the remaining stats are 0.

+6 ATH
+2 to another stat
-5 CHA or INT
-2 to another stat
Fortes: Animals, Plants
Bloopers: Technology
Blending In

SPECIAL ABILITIES:

Beastmaster: Once per scene, at any time, your animal companion can take a full turn of its own. You can spend 2 tokens to use this ability a second time in the same scene.

Critter Chatter (minor action): Once per scene, pose a simple question to an animal and the Director will provide a simple answer which you somehow gathered from the animal. Animals are not all-knowing.

Swinger: Once per scene, there is something sturdy for you to climb or swing on, exactly when and where you want it! It could be a chandelier, rope, cable, vine or so on.

BRAVEHEARTED: You're often the first to rush into danger, but you are terrified of something; choose what it is and get Director approval. While confronted with your fear, you get a blooper die on all rolls and automatically show weakness. You also automatically show weakness when your HP is reduced to less than half your total HP.

+5 DEF
+3 to another stat
-3 to any stat
Forte: Resist Fear*
*except your one fear

SPECIAL ABILITIES:

Double Edged: Once per scene, when you succeed on an action that hurts both you and an enemy (like pulling the enemy through a second-story window or setting off a nearby explosive), your enemy takes 10 + your number of montages in extra damage.

Into the Fire: Once per scene, get an additional token for acting recklessly and/or putting yourself directly in harm's way.

You Owe Me One: Once per scene, if you are within your move distance from an ally that has just taken damage, you can immediately move to their position and take the damage for them instead.

BUMBLING SIDEKICK: You don't seem like a helpful member of the party. If anything, it seems the others keep you around so that they know what not to do. Anytime you attempt and fail at anything (combat included), the next person to try the same action (or one the Director deems very similar) gets an epic die on their attempt.

+6 DEF
+2 to another stat
-2 to four stats
Fortes: Children, Animals,
Resist Despair
Bloopers: Balance, Reflexes

SPECIAL ABILITIES:

Dumb Luck: Once per act, turn a failed roll into a success, but you must explain how your success is due to your bumbling nature. You succeed by the amount you had originally failed.

Whoops (minor action): Once per act, explain how you manage to accidentally or haphazardly break one close object (not an entire structure or vehicle). The director can exempt one important doodad/artifact if they want.

CHESTY: It's pretty clear why your character's actor/actress was cast...

SPECIAL ABILITIES:

The Gun Show (minor action): Once per act, take off an article of clothing to get an epic die to STR rolls for the rest of the scene.

The Talent Show (minor action): Once per act, take off an article of clothing to get an epic die to CHA rolls for the rest of the scene.

Wet T-shirt Champ: Once per scene, gain an additional token when your clothes get wet due to an existing feature in the scene.

+3 to any two stats

-2 to any two stats

Fortes: Seduction,
Intimidation

Blooper: Book Smarts

COWARD: Facing danger head-on is for dumb-dumbs. You get two epic dice on any attacks against enemies that you are hidden from or who are otherwise surprised by your attack.

SPECIAL ABILITIES:

Have Mercy (major action): Once per scene, cower until the start of your next turn. While you are cowering in this way, nobody will attack you.

Meatshield: Once per scene, when you take damage, turn in a token to make a very close person (who isn't the attacker) take the damage instead. If that person is an ally, you automatically show weakness

-8 HP

+5 SPY

+4 ATH, CHA, DEF or INT

-3 STR and ACC

Blooper: Resist Fear

CRIME ROBBER: You actually mean it when you say "If I see something I want, I take it." You can attempt to pickpocket as a minor action, rather than a major one. Most importantly, you're skilled in all things "crime" (as in, you have a very useful forte).

SPECIAL ABILITIES:

Appraisal: Once per scene, ask the director "what is the most valuable object I can see?" or "what is the most important object I can see?". The director must answer truthfully, excluding objects already in the possession of the players.

Sticky Fingers: Once per scene, earn an additional token by acting on criminal impulses.

+5 SPY or ATH

+3 to another stat

-3 to any stat

Fortes: Crime

Bloopers: Authority Figures,
Resist Coercion

CYBORG: You are part human, part machine. If you get wet or electrocuted, you automatically show weakness and add a blooper die to every roll for the remainder of the scene.

+5 ACC or STR
+2 ATH, or SPY
-2 to any two stats
Fortes: (Pick two senses),
Biotechnology

SPECIAL ABILITIES:

Calibration (super action): Once per act, roll INT to tune-up your hardware. You succeed if your total is higher than 10 + the value of the stat you're attempting to raise. On a success the stat is raised by 2 for the rest of the act, on a failure it is lowered by 2 for the rest of the act. You can choose to roll a blooper die on this to automatically show weakness.

Grab-o-tron (minor action): Once per scene, launch an arm extension that can reach anywhere within close distance (your hand still functions and can be retracted as a minor action).

Nowhere to Hide (minor action): Once per scene, see through walls until the start of your next turn.

DIE HARDLY: A shark bite and a gunshot wound? Big deal! At the end of each scene you heal an additional 5 + your number of montages. At the start of any turn at 0 HP, roll a d20. If you rolled 10 or higher, you have your normal move distance and can do a full turn. Your natural resilience has led you to be a bit less observant of your surroundings.

+10 HP
+3 to any two stats
-4 to any two stats
Blooper: Awareness

SPECIAL ABILITIES:

Makin' Me Angry: Once per scene, get two tokens when you drop to less than half your total HP.

Come and Get It (minor action): Once per scene, act totally nonchalant and earn a token. On your next turn you can do any one action as a free action.

DOCTOR: You carry around a bag filled with all sorts of “doctor stuff”. At the end of each scene, you can allow yourself or a present ally to erase a death check or heal an additional 5 + your number of montages. If any ally dies in your presence, you automatically show weakness.

+3 to any three stats

-3 to any three stats

Forte: Doctoring

Blooper: Manners

SPECIAL ABILITIES:

Check-Up (minor action): Once per scene, visually examine an injured person. You know exactly how much HP they have left and you get an epic die on your next attack roll against them.

Juiced Up (minor action): Once per act, administer an adrenaline shot. The recipient gets 3 tokens and no token limit until the end of the scene (if the recipient has more than five tokens at the end of the scene, they lose the surplus).

First Aid (minor action): Once per scene, administer first-aid on yourself or an adjacent ally, healing your target by 5 + your number of montages. If you also turn in a token, heal double that amount instead.

DUAL WIELDING: While holding only one weapon you get a blooper die to attack and defense rolls. If you miss an attack or get hit for this reason, you automatically show weakness.

+4 ACC or STR

+2 to the other

+2 to any stat

-3 to any stat

SPECIAL ABILITIES:

And Some of This (minor action): Once per scene, attack with a weapon, but only if you already used another weapon on your current turn.

Keep ‘Em Coming (super action): Once per scene, attack. If this attack hits, you get to make a free attack (with a -1 penalty) with a second weapon. If that attack hits, you can make another free attack (with a -2 penalty) with the original weapon.

GANGSTER: You are accompanied by a two-person entourage. Each of them has HP equal to 10 + your number of montages. If they would get killed, they are only knocked out until the end of the scene. Their stats equal your number of montages. They have +2 ranged and melee weapons. Bad Edits can be used on an entourage member.

+3 to any two stats
-3 to any two stats
Fortes: Street Smarts,
Intimidation
Bloopers: Lawful Society

SPECIAL ABILITIES:

Associate: Once per scene, and at any time after your first turn, member #1 of your entourage can take a move action and one additional action.

Accomplice: Once per scene, and at any time after your first turn, member #2 of your entourage can take move action and one additional action.

Special Mission (minor action): Once per scene, assign one or both entourage members to an off-screen task. The Director tells you how many scenes the task will take. When the entourage member/s return or when their success/failure can be known by the heroes, roll a d20 + your number of montages (get an epic die if you sent both entourage members). If you match or beat a difficulty level set by the Director, the task was successful, otherwise it fails. If you fail by 10 or more, the entourage member/s fail and are delayed for another scene.

GUMSHOE: You are some sort of detective or private investigator. You've got a magnifying glass and binoculars (allowing you to notice things others can't). You also have a camera, and a kit which allows you to dust for and transfer fingerprints (so you may gather evidence to use as you see fit).

+4 INT or SPY
+3 to any other stat
-3 to any two stats
Fortes: Investigation,
Awareness
Bloopers: Emotions

SPECIAL ABILITIES:

Analytical: Once per scene, add your INT or SPY as a bonus stat to a roll of yours (as well as the normal relevant stat, which must be different from the bonus stat). Explain how the action is aided by the bonus stat.

Deduction!: Once per scene, roll a d20. On a 10 or higher, pick a single person or thing you can currently see. The Director will tell you every single thing that could be humanly deduced about it.

HOB0: Subtract \$170 from your starting amount. Start with a bindle on a stick containing a lighter, lighter fluid, a can opener, a flask, a flashlight and a knife (a +2 melee weapon that can be thrown at close range).

+3 to any three stats

-3 to any stat

Fortes: Trains, Street smarts

Blooper: High Society

SPECIAL ABILITIES:

Get Beaned! (minor action): Once per scene, you can throw a can of beans (a close range thrown weapon with a +2 bonus).

Halitosis (minor action): Once per scene, breathe on an adjacent enemy. Your bad breath automatically succeeds in giving them a blooper die to their next roll.

JACK BURTONESQUE: Get a blooper die on all rolls, but when you roll a 20 you always get to use it (even when rolling blooper dice).

+6 DEF

+3 to any other two stats

-4 to any stat

Forte: Reflexes

SPECIAL ABILITIES:

I Was Born Ready (minor action): Once per scene, say or do something cocky. Your enemies will ignore you (except to defend) until the start your next turn.

It's All in the Reflexes: Once per act, when you are hit, take zero damage and give the damage you would have taken to your attacker, but you must be able to explain this as being the result of good reflexes.

What the Hell? (super action): Once per scene, express your confusion during an action sequence in order to automatically show weakness.

KNOW-IT-ALL: You're an egghead who knows a bunch of junk, and knowing is half the battle.

+6 INT

+2 to another stat

-4 ACC or STR

-2 to another stat

Forte: Recalling Any Knowledge

Blooper: Social Interaction

SPECIAL ABILITIES:

Epiphany: Once per act, dramatically remove your glasses or say some unwieldy exclamation (like "gadzooks!" or "excelsior!") to have an epiphany (the Director reveals something to you).

Get a Bead on 'Em (major action): Once per scene, get a read on a target, after doing so, you'll receive an epic die to all rolls against the target until the end of the scene.

MAD SCIENTIST: Your intensity and your zest for experimentation can be off-putting to others, but no one can doubt your ingenuity. After you or anyone else attempts something and fails, you gain a one-time epic die to attempting the same thing as long as you describe a more elaborate solution to the problem. You also get the “Duct tape and Solder” perk as a free bonus perk.

+5 INT
+3 ACC or SPY
-4 CHA or STR
-3 to any stat

Fortes: Science, Technology
Bloopers: Resist Despair,
Pop Culture

SPECIAL ABILITIES:

Mwah Ha Ha! (minor action): Once per scene, gain an additional token by laughing maniacally after you’ve succeeded at something.

It’s Working!: Once per act, declare that you can create a device to serve one (semi-plausible and Director-approved) purpose. The Director describes a requirement for creating the device (such as a specific tool, location, or material). If the requirement is met, the mad scientist needs 4 hours of downtime to create the device.

MAN/WOMAN OF ACTION: Most of these other tropes are for eggheads and commies. You believe in the power of doing. “Doing” usually means kicking ass. Anytime you attack multiple targets with a single attack, reduce your total attack penalty by 2. Also, Bad Edits don’t cost you a token.

+5 ACC or STR
+2 to another stat
-3 to any two stats
Forte: Destruction
Blooper: Diplomacy

SPECIAL ABILITIES:

Bloodlust: Once per scene, when you reduce an enemy to 0 HP, you can do an extra action on your current turn or next turn.

Bull in a China Shop: Once per scene, when you break an object, gain an additional token.

MAN/WOMAN OF THE CLOTH: You are some sort of religious authority. Years of espousing your religion have made you a gifted speaker.

SPECIAL ABILITIES:

Faith Healer (minor action): Once per scene, whether through the divine or the mundane, heal yourself or an ally who can see and/or hear you by 5 + your number of montages.

Gonna Need a Miracle (minor action): Once per act, pray for a miracle. For the rest of the scene any 19 rolled by you or your allies becomes a 20, and any 1 rolled will show weakness for the character who rolled it.

+4 CHA
+2 to any two stats
-3 to any stat
Fortes: Speaking, Religion
Blooper: Romance

MARTIAL ARTIST: You get +5 to STR attacks if you are unarmed. If you succeed by 5 or more when defending against a melee attack, you can move yourself or your opponent anywhere within close range.

SPECIAL ABILITIES:

Kata (minor action): Once per scene, put on an intimidating martial arts display that works as an intimidate action with an automatic epic die.

Whirlwind (major action): Once per act, attack. This melee attack has a very close range and suffers no penalty for attacking multiple targets.

+4 ATH
+3 to any stat
-3 to any two stats
Forte: Acrobatics
Blooper: Firearms

NET HACKER: The digital webs are your playground. Computer systems are your play blocks. It's...playtime, or something. You have some sort of portable computer that allows you to wirelessly access all sorts of electronic systems and devices with your "Hackatronic" ability.

+5 INT OR SPY
+2 to another stat
-4 to STR or CHA
Fortes: Electronics, Research
Bloopers: Nature, Being Cool

SPECIAL ABILITIES:

Personality.exe: Once per scene, earn an additional token by doing something that supports the cliché that hackers are nerdy, awkward and/or weird.

Hackotronic (minor action): Once per scene, access an electronic device that you have line-of-sight to. You have access to it and for the rest of the scene you can use a minor action to hack it in any way the Director considers remotely feasible (for example: overheat, extract information, reprogram, all sorts of stuff). Hacking military-grade equipment may require a roll against a difficulty level set by the director.

Double Hack: Once per scene, spend a token to gain another use of "Hackatronic".

NINJA: You're a damn deadly and silent shadow. You get an epic die to melee attacks made from above or below your target. Ninjitsu demands perfection and you automatically show weakness if you fail a consequential stealth or acrobatics roll.

+5 to SPY or ATH
+3 to the other
-3 to any two stats
Fortes: Acrobatics, Stealth
Blooper: YOU PICK
Technology OR Emotions.

SPECIAL ABILITIES:

Shadow Strike: Once per scene, upon making a successful attack, describe a surprise second attack and roll a d20 (epic dice can not be applied). Your target takes the rolled number + your number of montages as additional damage.

Smoke Bomb (minor action): Once per act, create a momentary cloud of smoke. You then reappear anywhere within far range. If you reappear behind cover, you're automatically hidden.

NOSY REPORTER: You're a determined journalist at a news publication. You have a press pass, a camera and a desire to uncover the truth!

SPECIAL ABILITIES:

What a Scoop!: Once per scene, take decisive and risky action to doggedly pursue a story in order to earn an additional token or to show weakness.

Flasher (minor action): Once per scene, blind someone with your camera's flash, giving them a blooper die to all rolls until the start of your next turn.

Mightier Than the Sword (minor action): Once per act, show your press pass and make a persuasion roll with two epic dice, so long as you explain how you're using your profession to get what you want.

OLD GEEZER: You've been through a lot over the years and these whippersnappers shouldn't take you so lightly! You start out with an extra perk.

SPECIAL ABILITIES:

Back in My Act: Once per scene, earn an additional token when you do something to highlight your age and/or depth of experience.

Go on Without Me: Once per act, earn two tokens when you fend off danger so that others might flee or move forward. Afterwards, if no heroes can see you, the narration cuts away from you and you will simply rejoin the team in the next scene with a wild tale of how you survived.

OTHERWORLDLY: You're from another world, or another century, or perhaps another timeline. In any case, this place is strange to you, and you to it.

SPECIAL ABILITIES:

Relativity: Once per scene, the forces of space and time tug on you, dealing 2 damage to you, but slowing your surroundings and granting you an extra action on your current turn.

Not From Around Here: Once per scene, gain an additional token by doing something that highlights your lack of familiarity with this world.

Temporal Shift (minor action): Once per act, phase in and out of space and time, making yourself untouchable until the start of your next turn.

+4 to two of the following:

INT, CHA, SPY

-4 to ACC or STR

-2 to any stat

Fortes: Interviews, Public Affairs, Research

-3 ATH

+3 to any four stats

-2 to any two stats

Fortes: History

Bloopers: Hearing, Youth culture

+4 to any stat

+2 to two other stats

-3 to any two stats

Bloopers: Current Events, Etiquette

PAID SPONSOR: Add \$200 to your starting amount. You seem to solve a lot of your problems with one particular and spectacular product or brand.

+3 to any two stats

-2 to any two stats

SPECIAL ABILITIES:

Shameless Plug (minor action): Once per scene, have a refreshing and/or relieving [INSERT PRODUCT] which can either heal HP by 5 + your number of montages or give you a token.

Free Sample (minor action): Once per scene, use an [INSERT PRODUCT] on an ally within close range. The ally can heal HP by 5 + their number of montages or gain a token.

Withdrawals: Once per act, narrate your separation from (or inability to use) your product. You automatically show weakness and can't use your product. After you roll and use a 17 or higher, you can narrate your reunion with your product, and the next time you use Shameless Plug or Free Sample it either heals to full health or grants an automatic 20 (complete with a lucky break) on the user's next roll.

POLICE COP: You start with a badge, a weapon worth up to \$230, and access to a cop car. You have some authority, but remember, the police chief and populace might not always be on your side.

+3 to any two stats

-3 to any two stats

Fortes: Police Work,
Persuasion

Blooper: Criminal Society

SPECIAL ABILITIES:

Freeze! (minor action): Once per scene, show your badge to an intelligent target and say something commanding like "hold it, dirtbag!". If you're taking turns, the target can only move within very close range and do one minor action. If you're not taking turns, your target will take a blooper die to their next two rolls in the same scene.

Lay Down the Law (minor action): Once per act, call for backup. Two cops with +3 ranged weapons enter the combat order right before your next turn and leave at the end of the scene. Each cop has 1 HP, and each of their stats equal your number of montages... If the story disallows backup arriving, you can instead use a minor action once per act to treat your major actions as minor actions for the rest of the scene.

PROTAGONIST: You're the star, so nothing bad will happen to you, right? You automatically show weakness when a Push it to the Limit is used to heal your injuries. You also gain "No Body, No Death" as a bonus perk.

+3 DEF
+3 to another stat
-3 to any stat
Forte: Passionate Speeches

SPECIAL ABILITIES:

Plot Sword: Once per act, turn a roll into a 20 complete with a lucky break.

Plot Armor: Once per act, turn a roll into a 1 complete with a tough break.

Captive Audience (major action): Once per act, goad a character into monologuing instead of actually doing anything on their next turn (or if not in an action sequence, they get "Bloop: Perception[x2]" for the rest of the scene).

PSYCHIC MINDFREAKER: As a minor action, telekinetically move anything you see if it weighs under 50 pounds (or 100 kilograms). If you use a major action instead, you can do the same as an attack (use INT as the attack stat). If you use a weapon like this, it's considered an improvised weapon (see the "Items" section for info on improvised weapons). For heavier things, make an INT roll higher than the object's weight in pounds divided by five (for kilograms, divide by ten). Also, any time you roll and use a 13, you automatically show weakness and you experience a debilitating "mind-storm" that keeps you from using psychic powers for the rest of the scene.

+4 INT
+3 to another stat
-2 to any two stats
Forte: Persuasion

SPECIAL ABILITIES:

Psychic (minor action): Once per scene, turn in a token to psychically hear someone's thoughts and sense their mood.

Mindfreaker (minor action): Once per scene, psychically freak someone's mind. Roll d20 + INT. Your target does the same. If your total is higher, the difference is a penalty to your target's next roll.

ROAD RASH: You get an epic die to attack and defense rolls while riding a motorcycle. Getting on or off motorcycles is a free action for you and you look cool doing it. If you get knocked off a motorcycle or if a motorcycle you're using gets destroyed, you automatically show weakness.

+3 to any stat
+2 to any two stats
-3 to any two stats
Fortes: Biker Culture,
Mechanical Stuff

SPECIAL ABILITIES:

Get to tha Choppa! Once per scene, turn in a token to spot a nearby motorcycle with keys in the ignition. The Director may decide where the motorcycle is exactly.

Back in the Saddle: Once per act, after going through an action sequence without a motorcycle, you automatically show weakness and the next roll you make while on a motorcycle gets three epic dice.

ROCK AND ROLLER: You carry a boombox or instrument wherever you go. You probably wear leather and sunglasses which may or may not ever cover your eyes. Some people think you look pretty hardcore.

+3 to any two stats
-2 to any two stats
Fortes: Youth Culture,
Intimidation
Bloopers: Polite Society

SPECIAL ABILITIES:

Get Pumped (minor action): Once per scene, blast some tunes. You and your present allies get pumped up and each of you get an epic die to your next roll.

Get Rocked (minor action): Once per act, sonically assault an opponent, causing them to miss their next turn (if done outside an action sequence, they get a blooper die to all rolls until the scene ends).

Get Down: Once per scene, when you try to party or otherwise try to turn the situation into a rockin' good time, earn an additional token.

SENTIMENTALIST: You carry a trinket with you that has sentimental meaning, like a flask, framed picture, shrapnel in your chest, lucky coin, etc.

+3 to any three stats

-3 to any stat

Forte: Emotions

SPECIAL ABILITIES:

Misty Eyes (minor action): Once per scene, turn in a token. Reveal a detail about your sentimental past to another character in order to show weakness.

Never Let Go: Once per scene, gain a token by gazing at or clutching your trinket and describing a briefly seen or heard flashback.

Pocket Protector: Once per act, when you receive damage that would take you to 0 HP, the trinket deflects that damage.

SHREDMEISTER: A "shred machine" (a skateboard, surfboard, snowboard, BMX bike, rollerblades or similar) is always nearby. Shred machines increase your move distance to the next furthest distance (topping out at very far). You get on and off of shred machines as a free action. Like other characters, you have "blooper: stealth" while shredding, but unlike other characters, you do not have "blooper: melee defense" while shredding. If you go through an action sequence without a shred machine, you automatically show weakness.

+3 ATH or ACC

+3 to another stat

-2 to any two stats

Forte: The youth

Blooper: Old fogies

SPECIAL ABILITIES:

The World is a Playground: Once per scene, add a ramp, rail, half-pipe or another feature of a skate-park to the scene, but the Director chooses where. Gain two tokens when you first make use of the skate-park feature while shredding. If used outside an action sequence, using the skate-park feature must serve an appreciable purpose.

Freestyle (major action): Once per scene, make a special attack while riding on a shred machine. Get an epic die on the attack and take a free move action, even if you've already done so.

SNOT-NOSED BRAT: You can't vote, drink, or serve in the military... might as well embark on a perilous adventure! Subtract \$100 from your starting amount. At the end of each scene you may erase a death check.

SPECIAL ABILITIES:

Young and Dumb: Once per scene, earn an additional token when you do something to highlight your age and/or lack of experience.

Childish Wiles: Once per scene, gain an epic die on an attempt to deceive or charm.

Ankle Biter: Once per scene, gain an epic die on an attack that could be described as fighting dirty. If the attack is successful, the target also gets a blooper die to all rolls until the end of their next turn.

SOPHISTICATED: You're well-connected, affluent and of proper taste. You're likely well-dressed and almost certainly British. Do be a dear and start with an extra \$300.

SPECIAL ABILITIES:

Well-Connected: Once per act, turn in a token and state the name of a new character that your character is acquainted with and two facts about them, like "She is the director of the C.I.A. and she owes me a favor". The Director then asks you a revealing question about the character, like "why do you two no longer get along?" or "Why is she checked into the hospital?" Answer the question. The character exists somewhere off camera and is under the control of the Director.

Well-Endowed: Once per act, turn in a token and state that you own an item, like "I own a private jumbo jet", and state whether the item is off-camera or not. If the item is off-camera, the Director makes one statement about the item. If the item isn't off-camera, the Director makes two statements. Statements should generally put limitations or caveats on the item, like "you'll need a trained pilot to fly it" or "you've only got enough fuel to get to Kyoto". The item exists and its exact location is determined by the Director.

Upper Crust: Once per scene earn an additional token by doing something to highlight your civility and/or snobbery.

+4 to DEF
+2 to another stat
-4 INT or STR
Fortes: Hiding, Youth Culture
Bloopers: Grown-Up Stuff,
Intimidation

+4 CHA or INT
+3 to another stat
-3 to any two stats
Fortes: High Society,
Persuasion
Bloopers: Roughin' It

STONER: You enjoy blazing up some of that weed pot. This basically defines everything about you as a movie character. You'll surely provide comic relief, questionable insight, and maybe some hip lingo. Most importantly, your probable death will serve as a fine cautionary tale for the youths.

+5 to any stat
+2 to another stat
-3 to any stat
Forte: Stoner Culture
Bloopers: Authority Figures,
Fear

SPECIAL ABILITIES:

High-Jinx (minor action): Once per act, do some heavy weed smoke. You automatically show weakness. Until the end of the scene, get three blooper dice on all rolls (that's four dice total). If any of the dice results match, turn your roll into a 20.

Munchies: Once per scene, If you find and eat a snack, get a token immediately and heal an extra 5 (+ your number of montages) HP at the end of the scene. You never think to bring snacks with you.

Puff, Puff, Pass (minor action): Once per scene, dispense some stoner wisdom to an ally, who then gets a token.

SURVIVALIST: You always knew things were headin' to hell in a handbasket, and you made sure that you'd be ready for the day.

+5 to ACC, INT or SPY
+3 to another stat
-4 to ATH, CHA or DEF
-2 to another stat
Forte: Awareness,
Foraging & Scavenging
Blooper: Social Skills

SPECIAL ABILITIES:

I Came Prepared: Once per act, explain how you've prepared for your current situation. Consequently, you possess one previously unrevealed item that isn't a weapon or a one-of-a-kind item (but the item is left behind or rendered unusable by the end of the scene).

Patch Job (major action): Once per scene, patch up yourself or an adjacent ally, healing your target by 5 + your number of montages.

Situational Awareness (minor action): Once per scene, scope out the area and choose one of the following:

- The director tells me about a previously unnoticed feature of the area that could give me an edge in combat.
- The director tells me about the best available escape route.
- The director tells me about an unseen danger as long as it could be noticed or suspected.

TALKING ANIMAL: You're a strangely intelligent animal who talks. For some reason, this doesn't elicit as much surprise as it should. You can talk to other animals, but they're usually not as smart as you.

SPECIAL ABILITIES:

Wild Thing: Once per scene, earn an additional token by acting on your animal instincts.

Looney: Once per act, you can successfully do something that should only work in a cartoon. It could involve ignoring physics, unnatural speed, improbable deceit, and/or breaking the fourth wall. This can't be used to directly hinder or damage an opponent. Some Director discretion applies.

TROUBLED ATHLETE: Coach always said you could become one of the greats, if only you could find your confidence. After you roll and use a 20, you gain "the touch". While you have the touch you are brimming with confidence and get an epic die on all ATH and STR rolls. The touch lasts until you roll and use a 1, shattering your confidence and showing weakness.

SPECIAL ABILITIES:

It's Like Coach Says (minor action): Once per scene, compare a challenge you face to a sport; get two epic dice to the next relevant roll in this scene.

VAMPIRE: Each round, take damage equal to 5 + your number of montages when your skin is exposed to crosses, garlic, holy water, wooden stakes, or direct sunlight. If you take two rounds of damage in this way in one scene, you automatically show weakness. You own a full-body cloak which protects you from the sun, but you have "Bloopers: Charisma" while wearing it.

SPECIAL ABILITIES:

Bat Form (minor action): Once per act, become a bat until the end of the scene or until you want to transform back. As a bat you can fit through small spaces, you can fly, you have "Forte: Stealth", and you have a second once-per-scene use of Blood Sucker. As a bat you have -5 STR and can't use items.

Blood Sucker (major action): Once per scene, make a melee attack with no item bonus. Add both STR and ACC to the attack roll. Heal yourself by the amount of damage dealt.

+6 ATH or CHA

+3 DEF or STR

-5 to any stat

Fortes: Smell, Digging

Blooper: Things Meant for Human Hands

+5 ATH

+3 CHA or STR

-4 INT or SPY

-2 to any stat

Forte: The World of Sports

Blooper: Book Smarts

+3 to any three stats

-3 to any stat

Forte: Persuasion

VOODOO MASTER: You have a Voodoo doll, some glue, a pair of scissors and mystic powers! You are hounded by ill fate, and any time you use a die roll of 13 you automatically show weakness and treat the roll as if you rolled a 1.

+4 INT or CHA
+4 to another stat
-2 to any two stats
Forte: The Supernatural

SPECIAL ABILITIES:

All Dolled Up (minor action): If you collect some hair from someone and attach it to a doll: Once per act, roll a d20 and the hair donor takes damage equal to the amount shown on the d20 + your number of montages.

Hypnosis (major action): Once per act, hypnotize someone who can see you. Roll INT or CHA, your target defends with INT. On a success, hypnotize your target into immediately doing one action of your choice.

Voodoo Hex (minor action): Once per scene, hex someone who can see you. Pick a stat; your target gets a blooper die to all rolls that use that stat until they succeed with that stat.

WEREWOLF: In moonlight (full or otherwise), you turn into a werewolf with +10 max HP, "Forte: All STR and ATH rolls" and "Blooper: All CHA and INT rolls"... Turning into a werewolf heals 10 HP. As a werewolf, you can't use weapons except your own claws and teeth which give +2 to attacks. You turn back after an hour out of the moonlight. Your hunter instincts tell you when an enemy is reduced to half their HP or less (the Director must tell you when asked). Animals act with unease in your presence.

+3 to STR or ATH
+3 to another stat
-2 to any two stats
Fortes: Intimidation, Smell
Blooper: Animals

SPECIAL ABILITIES:

Awooo! (minor action): Once per scene, Howl as a werewolf to earn two tokens.

Bloodfrenzy: Once per scene, when an enemy has half their HP or less, get two epic dice on a single attack or another highly physical action.

WHEELMAN: You start with a 1969 Dodge Charger (or a similarly sweet ride) and you can automatically hotwire any vehicle. While driving a vehicle, use a super action to use the vehicle as a melee weapon with a +6 bonus. You never take damage from a vehicle crash. If you go through an entire action sequence without utilizing a vehicle, you automatically show weakness.

+2 STR or ACC
+2 to any two stat
-3 to any two stats
Forte: Vehicles (not attacking with vehicles)

SPECIAL ABILITIES:

Behind the Wheel: Once per scene, get an epic die on a ACC, CHA, or STR roll made on or in a vehicle.

Insurance Payment: Once per scene, get two epic dice on a roll against someone who touched your ride during this scene.

WRESTLER: You're either a professional wrestler or simply played by one. Either way, you've got a theatrical flair that leaves you hesitant to use weapons other than your body and improvised weapons. When a Push it to the Limit is used on you, you get two epic dice on your next roll. You can also grab opponents as a minor action instead of a major one.

+4 STR
+4 to another stat
-4 to any two stats
Bloofer: Non-Improvised Weapons

SPECIAL ABILITIES:

Signature Move (major action): Once per scene, bust out your "signature move" on an opponent you've already damaged in this scene.. Whatever this move is, it's an unarmed melee attack that gets two epic dice and leaves your enemy lying prone.

Fan Favorite (minor action): Once per scene, use a signature phrase or gesture. Gain a token.

PERKS

Pick one **perk** when creating a character, and gain more when you earn **montages**. You can take most perks twice; exemptions have an asterisk next to their names. When you take a perk a second time, double the value of the underlined words and/or numbers. When you choose a perk twice and it has underlined **fortes** or **bloopers**, they become “(x2)” and thus call for a second epic/blooper die!

ADRENALINE RUSH: Gain this special ability:

Adrenaline Rush: Once per scene, you get one epic die on a STR roll.

ASPIRING SCRIPT WRITER*: When it's time to pick a script change concept, pick two instead. When it's time to use your script change you can choose either, not both. You don't keep the one you didn't use.

CALMLY WALK AWAY: You get one epic die on DEF rolls against explosions if you are not looking at the explosion. You get a +1 to all explosive attacks.

CRUNCH TIME: As long as you aren't in a high-pressure situation, you are good at figuring things out. Get one epic die on INT rolls outside of action sequences.

DECEITFUL: You are skilled at misleading others. (**Fortes:** Lying, Sleight of Hand)

DOMINO STRIKE: Gain this special ability:

Domino Strike: Once per scene, upon defeating an enemy with a melee attack, send the defeated enemy hurtling at another target within far distance as a ranged attack with a “weapon” bonus equal to your number of montages.

DRAMATIC REVEAL*: Choose a third trope. However, you no longer heal between scenes.

DRUID, OR POSSIBLY FARMER: In any case, you've been getting in touch with nature. While outside, you can successfully predict the weather for the following 24 hours. (**Fortes:** Plants & Animals, Living off the Land)

DUCT TAPE AND SOLDER*: In 10 minutes, you can combine any two weapons together. The resulting weapon has the properties of one of the weapons (your choice) and gets an additional +1. If you combine a melee weapon and a ranged weapon, the resulting weapon can switch between melee and ranged by using a minor action And no, you can't keep combining already-combined weapons to get bigger and bigger bonuses. Nice try, though.

EAGLE-EYED: Little escapes your steely and bird-like gaze. (**+1 ACC, Forte: Sight**)

ELITE SHOOTER*: Enemies don't benefit from cover against you unless the cover is absolute. (+1 ACC)

EVIL EYE: Gain this special ability:

Evil Eye (minor action): Once per scene, give someone the evil eye. Roll a d20. On a 1-5, the target focuses on you. On a 6-10, the target avoids you. On an 11-15, the target gets a blooper die on their next roll. On a 16-20, the target loses their next turn, paralyzed with fear.

EXPLOSIVES EXPERT: Get a **+2** bonus to attacks with explosives.

FIGHT ME LIKE A MAN: While fighting unarmed, you disarm your opponent if your die reads 18 or higher when you attack. Place the weapon anywhere on the ground within very close range. (**+1 STR**)

(When taken a second time, you disarm your opponent on a 16 or higher)

FLOAT LIKE A BUTTERFLY: Gain this special ability:

Float Like a Butterfly: Once per act, you can tap into a heightened level of self-preservation. For the rest of the scene, get a **+2** to DEF.

GLANCING BLOWS: If you miss with an attack, deal **2** damage anyway. If you attacked multiple targets with your attack, you only deal **2** damage to one of them.

GOOD JUDGE OF CHARACTER: You've been around the block and tend to know a shady character when you see one. (**Fortes: Sense Motives, Lie Detection**)

HELL OF AN ARM: You can throw with great strength, gaining **one** epic die on attacks with throwables. You can throw normal throwables at far range.

HIGH FIVE OF LIFE: Gain this special ability:

High Five of Life (minor action): Once per scene, give an ally a high five. Both of you heal 3 HP.

I'M NOT SUPPOSED TO DIE LIKE THIS: Choose one of the following categories.

You get +2 to DEF rolls against that category.

- Projectiles (bullets, arrows, thrown bricks and so on)
- Melee weapons and explosives (swords, chainsaws, grenades, rockets and so on)
- Natural weapons (fists, feet, teeth, claws, elbows and so on)

JOHN WOO: You seem to attract and then startle doves, giving you **Blooper:** **Stealth**. Gain this special ability:

John Woo: Once per scene, you get a +4 bonus to ACC if you jump into or out of cover this turn.

LASER FOCUS: Gain this special ability:

Laser Focus: Once per scene, you get one epic die on an ACC roll.

LEAP OF FAITH: Gain this special ability:

Leap of Faith: Once per act, when you'd take damage from a fall, something lucky happens and you end up not taking damage. Jump away! (+1 ATH)

MASOCHISTIC: After taking damage, get a +2 to one roll on your next turn. Receiving damage more than once does not cause the bonus to increase.

MASS DESTRUCTION: When you attack multiple targets in the same action, reduce your total attack penalty by 1.

MASTER OF DISGUISE: You're skilled at changing your mannerisms, voice and appearance to seem like a different person. (**Forte: Disguises & Mimickry**)

MR. ROY RODGERS*: Your bullets tend to ricochet to exactly where you want them, negating any cover your enemies might be using.

MY BODY IS A WEAPON: All of your unarmed attacks get a +2.

MY BODY IS LITERALLY A WEAPON: You've attached a weapon onto your body in place of one of your hands or feet. The weapon gets a +2 bonus, but you receive penalties on actions that the Director believes would be aided by having the hand or foot instead. It takes a major action to remove the weapon from your stub, and a major action to mount a new weapon or artificial limb.

NO BODY, NO DEATH*: Gain this special ability:

No Body, No Death: Once per act, put yourself in as dire a situation as you can imagine, but as long as none of the other player characters actually witness your “inevitable” death, you will simply rejoin the team in the next scene with a wild tale of how you survived.

NOOOOOO!: Gain this special ability:

Noooooo!: Once per scene, when an ally takes 10 + their number of montages in damage all at once, or are knocked down to 0 HP, dramatically shout in slow motion and get one epic die to your next roll.

PAYDAY: Get paid \$500 (this perk can be taken as many times as you like).

PHOTOGRAPHIC MEMORY: Once per scene you can make a perception roll on an area or object you have seen in the past, just as though you were looking at it now. (+1 SPY)

POINT BLANK*: You can use ranged weapons in an enemy’s melee range with no penalty.

PUSH IT REAL GOOD: Your "Push It to the Limit" heals an extra 5 HP.

RICOCCHET: Gain this special ability:

Ricochet: Once per scene, when an opponent’s ranged attack misses you, roll a d20. On a 10+, the attack hit an opponent, dealing damage equal to the amount it missed you by.

SEXUAL TYRANNOSAURUS: You get +2 to CHA with anyone attracted to your gender (or one you’re projecting). Also, no matter what hell you go through, you always look great.

SEXY NERD: You wear glasses, which means you’re smart and a nerd. If you take off your glasses, you get a blooper die to all rolls that would be aided by sight. However, you gain one epic die to CHA rolls while your glasses are off. Putting on and removing your glasses takes a major action (because you always make such a big deal about it). (+1 INT, -1 CHA)

SHOCK ABSORBER: Gain this special ability:

Shock Absorber: Once per scene, when you are hit, explain how the hit reduces your highest stat (choose in the case of a tie) by any amount that doesn't reduce it below zero. The stat stays at the reduced value until the end of the scene. Reduce the HP damage the hit inflicted by double the amount your stat was lowered.

SLEEPER HOLD: Gain this special ability:

Sleeper Hold (major action): Once per scene, if you are behind an opponent, make a melee attack with a blooper die. If successful, the opponent falls unconscious. Each round, the opponent rolls a d20, and they wake up on a 17+.

SMACK-TALKIN': Gain this special ability:

Smack-Talkin' (minor action): Once per scene, smack-talk to someone, giving them a -2 to the rest of their rolls in the scene, unless those rolls target you. The penalty goes away if you are knocked unconscious.

SMALL BUT FIERCE: At any time you can ask the Director if someone has higher STR than you. The director answers honestly, but doesn't tell you how much higher it is. Gain this special ability:

Small but Fierce: Once per act, get a bonus to an attack against an enemy with higher STR than you. The bonus is the difference between your target's STR and your STR.

SPEED OF PLOT: Gain this special ability:

Speed of Plot: Once per act, an event or action of your choice takes three times longer than it ought to. (Examples: someone falling from a building, a bomb about to explode, a door shutting, a particular combat action. Some Director discretion required.)

SPRAY AND PRAY: Gain this special ability:

Spray and Pray (minor action): Once per scene, wildly fire a ranged weapon, suppressing enemy action. Enemies within your weapon's range take one blooper die to any attack rolls on their next turn.

STILL BREATHING: You don't die as easily as some. You have one additional death check box.

THE MORE THE MERRIER: When you have 2 or more active enemies adjacent to you, you get a +2 bonus to all rolls.

TRENCHCOAT*: You wear a trenchcoat in which you can visually conceal anything smaller than you. Gain this special ability:

Trenchcoat: Once per act, pop your collar to gain an epic die on a CHA roll.

UNDER THE RADAR: If you didn't attack anyone on your last turn, you get **+2** to DEF until the start of your next turn.

WARRIOR TRAINING: You dodged the rocks the sensei was throwing at you as you ran up and down the 5,000 steps. You are ready. **+1 ATH**, **+1 DEF**, but the experience made you kinda bitter, giving you **Blooper: Charm**.

WHERE'S MY MARK?: You get a **+1** to all rolls made by using a Bad Edit. Each act, you receive **one** additional Bad Edit.

WHY DIDN'T YOU SAY SO?: Gain this special ability:

Why Didn't You Say So?: **Once** per scene, when any other character mentions the need for an item that isn't a weapon or extremely rare, you can roll a d20. If you rolled 12+, that item is within arm's reach.

WILDCARD*: It seems things tend to either go amazingly or horribly for you. You get a lucky break when you roll an 18, 19 or 20. You get a tough break when you roll a 1 or 2.

WINNING SMILE: **+2 CHA** against targets that aren't hostile towards you.

WIRE WORK: Gain this special ability:

Wire Work: **Once** per scene, get two epic dice on an ATH roll to climb or jump.

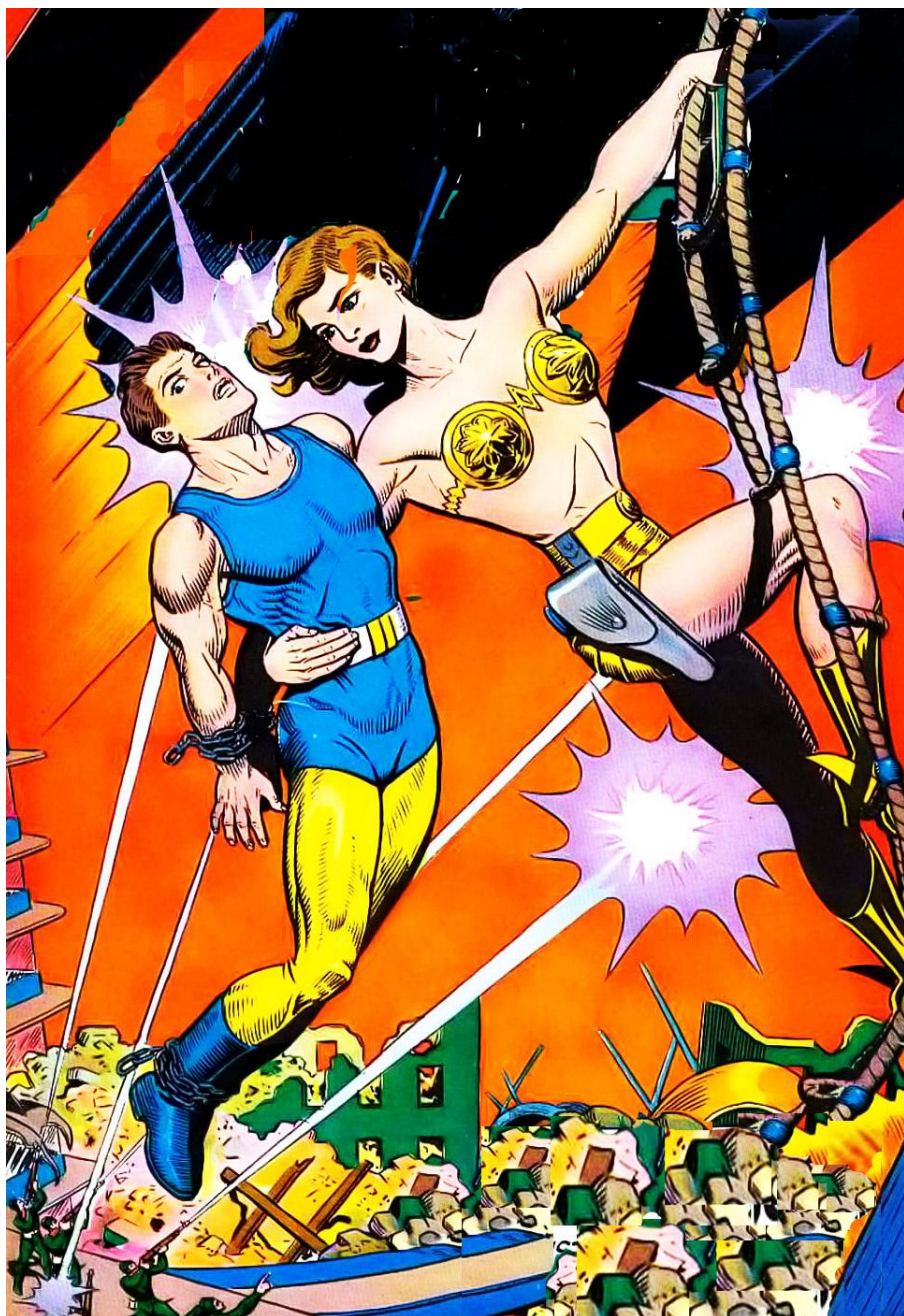
WORDS OF WISDOM: Gain this special ability:

Words of Wisdom (minor action): **Once** per act, give advice to another party member. If your advice is followed, you gain two tokens. If your advice is ignored, the other party member gets two tokens.

YOU NEVER KNOW: Choose 2 of the following fortes: Animal Calls, Astronomy, Balance, Bartering, Chemicals, Cuisine, Current Affairs, Dancing, Dinosaurs, Diseases, Drugs, Eavesdropping, The Forest, Forgery, Gambling, Geopolitics, Hacking, History, Hunting, Jumping, Lock-picking, Lying, Music, Nuclear Energy, The Ocean, Parkour, Pop Culture, Religion, Reptiles, Ropes, Seduction, Singing, Stealing, Surgery, or something else that your Director approves. **(When taken a second time, simply pick two new fortes, or double down on the ones you already picked.)**

YOU SICK SONOVABITCH: Any time you deal damage or inflict penalties to somebody, you heal 1 HP.

YOU THOUGHT I WAS DOWN*: Upon marking all your death check boxes, you seemingly die. However, you pull yourself up when your next turn would have come. You then get a full turn as if you were above 0 HP and you receive two epic dice to all rolls. If you're still at 0 HP when this turn ends, you die.



ITEMS

By default, heroes start out with \$200 to spend. Don't take the item names too seriously. "Brass Knuckles" could just as well be "Ring of Power" or "False Fingernails." Feel free to re flavor items to be unique to your character.

The following are just examples. In your game, the players might need to get scuba gear, potions of anti-fairy, wooden stakes or a trampoline. Just create any relevant stats and costs and go wild!

Starting heroes with \$200 is just a suggestion, and depending on the plot, you might go with something very different. Just be sure to adjust relevant **tropes** and **perks** appropriately.

You'll likely want to give players options for getting new items, either through finding them and/or purchasing them. If your players have the option of buying items, provide opportunities for characters to get money. Money could be earned from Director-controlled characters for completing tasks, it could be found on defeated enemies or it could even be stolen or extorted from Director-controlled characters. Money could be a central goal for the characters.

Heroes can have their items taken or broken, but items are a way for players to customize their heroes. As such, only smite a player's item when the hero's actions clearly put their stuff at risk, and give them a chance to save it, repair it or replace it.

MELEE WEAPONS

Melee weapons can only be used on **adjacent** targets unless they specify otherwise. When attacking more than one target in a single action, melee attacks take a -2 penalty per additional target.

BONUS	NAME	SPECIAL	PRICE
+1	Brass knuckles	counts as unarmed	\$15
+1	Zapper	blooper die to target's next roll when this weapon deals 5 or more damage	\$25
+2	Baseball bat		\$20
+2	Knife	can be thrown at close range	\$30
+2	Walking Cane	if you deal 5 or more damage to an enemy, you may move them anywhere within close range	\$60
+3	Machete		\$50
+3	Scimitar	reduce total penalty for attacking multiple targets by 2	\$90
+3	Whip	can attack at very close range	\$110
+3	Champion's Ring	counts as unarmed	\$150
+4	Sledgehammer	uses a super action	\$70
+4	Flying V Guitar		\$120
+4	Axe	reduce total penalty for attacking multiple targets by 1	\$170
+5	Heavy Luggage	Uses a super action. Penalty for each additional target is -4	\$120
+5	Sword		\$260
+5	Chainsaw	loud	\$220
+6	Katana		\$510
+6	Cyber Halberd	can attack at very close range	\$1,120
+7	Battleaxe		\$910
+8	Lasersword		\$1,480
+9	Poseidon's Trident		\$2,200

RANGED WEAPONS

Ranged weapons attack best at (or closer than) their listed “range”. You can use them at the next furthest range, but doing so adds a **blooper die** to the attack.

If you're in an enemy's melee range, your ranged attacks against them get a blooper die.

When attacking more than one target in a single action, take a -4 penalty per additional target.

Some weapons attack an area (for example: “attacks all targets very close to the blast”). This means you attack an entire area of that size and everyone in it, with no penalty for multiple targets.

One last thing, unless the weapon has the “quiet” feature, ranged weapons make loud noises and are likely to spoil attempts at quiet infiltration.

BONUS	NAME	RANGE	SPECIAL	PRICE
+1	Rock	close	Thrown. Must be retrieved to reuse.	free
+1	BB gun	far		\$10
+1	Mind Beam	very far	Quiet. No melee range penalty.	\$30
+2	Shuriken	far	Thrown. Must be retrieved to reuse.	\$15
+2	Laser Blaster	far		\$30
+2	Blowdart	far	Quiet.	\$40
+2	Submachine Gun	far	Reduce total penalty for attacking multiple targets by 2.	\$55
+2	Magic Wand	close	Free attack on a second target within close range if your die rolled 15 or higher on your attack, repeat...	\$110
+3	Molotov Cocktail	close	Thrown. One-time-use. Attacks all targets very close to the blast	\$30

+3	Old Hunting Rifle	very far	-5 penalty per additional target (instead of -4)	\$90
+3	Handgun	far	Quiet. No melee range penalty.	\$160
+3	Mystic Ankh	close	Uses a super action. Blooper die to target's next roll when this weapon deals 5 or more damage.	\$215
+3	Flamethrower	close	total penalty for attacking multiple targets reduced by 2	\$145
+4	Six Shooter	far		\$190
+4	Bow and Arrow	far	Uses a super action. Quiet.	\$150
+4	Hunting Rifle	very far		\$250
+4	Hand Grenade	close	Thrown. One-time-use. Attacks all targets very close to the blast.	\$70
+5	Uzi	far		\$410
+5	Sawed-off Shotgun	close	No melee-range penalty.	\$555
+5	Grenade Launcher	far	Attacks all targets very close to the blast.	\$1,640
+6	Sniper Rifle	very far	Uses a super action.	\$625
+6	Combat Rifle	far		\$800
+7	Grandpa's Revolver	far	-5 penalty per additional target (instead of -4)	\$1,280
+8	Gattling Gun	far		\$2,310
+9	Zanrethi Vectorgun	far		\$3,460
+9	Rocket Launcher	far	Uses a super action. One-time-use. Attacks all targets close to the blast.	\$1,620

IMPROVISED WEAPONS

Sometimes the best weapon is whatever is at hand.

Each time an improvised weapon is used, its attack bonus is lowered by 1. So a +1 improvised weapon can only be used once before becoming useless. You can think of this as the item breaking, but the real reason for this is because movie fights are more interesting when the hero is moving from one prop to another. See any Jackie Chan fight scene for evidence.

Note the "baseball" as an example of a +1 item, and a "baseball signed by a legend of the game" as an example of a powerful item. With this sorta thing, an item's narrative punch matters more than its physical punch. In VHS land, a signed baseball simply hurts more.

BONUS	CATEGORY	EXAMPLES
+1	Looks Slapstick	Baseball, frozen fish, beer bottle, folding chair, garden hose, spatula, potted plant
+2	Looks Cool	Pool cue, broken beer bottle, guitar, car door, T-rex bones, manhole cover
+3	Looks Deadly	Meat hook, nail gun, a red-hot fire poker, butcher knife,
Higher	Looks Important	The compound's security laser, The Dagger Throne, baseball signed by a legend of the game

OTHER ITEMS

Indeed, not every problem can be solved with a weapon.

NAME	ABOUT	PRICE
Attire (Business Pro)	Get an epic die on CHA rolls aimed at people the Director thinks will dig this look.	\$170
Attire (Seductive)	Get an epic die on CHA rolls aimed at people the Director thinks will dig this look.	\$170
Attire (Street Tough)	Get an epic die on CHA rolls aimed at people the Director thinks will dig this look.	\$170
Attire (Weirdo)	Get an epic die on CHA rolls aimed at people the Director thinks will dig this look.	\$170
Camera	Useful for gathering evidence and blackmail!	\$70
Climbing Gear	Uses a major action to set up and to retrieve. While using, gain Forte: Climbing [x2]	\$80
Defibrillation Paddles	Revive someone who died this scene. They now have 1 HP and may erase a death check.	\$800
Flashlight	Illuminate a narrow swath of darkness. Also, be seen in the dark.	\$20
Line Launcher	Use a major action to shoot a cable in two opposite directions. The cable is 150ft and anchors on both sides. Up to two people can use the launcher itself to ride the line downward.	\$130
Mace Spray	Very close range (no melee penalty). Attack with +2 item bonus: On a hit, instead of dealing damage, the target gets a blooper die on all rolls until the end of their next turn.	\$80
Night Vision Goggles	See in the dark, hands-free and stealthy!	\$80
Rope	50ft of the stuff. Maybe you've got a plan for it.	\$20

Safe-Cracking Tools	Gain the following Fortes: Lockpicking, Listening Through Walls	\$100
Silk Shorts	You can use a minor action to stand up	\$40
Skateboard	Us a minor action to mount or dismount. While riding, your move distance increases to the next furthest distance (maxing out at very far). Bloopers while riding: Melee defense, Stealth.	\$80
Smoke Bomb	One-time use. Throw with a major action. Anyone close to the bomb can barely see, gets a blooper die on attack rolls, and an epic die to stealth and defense rolls. The smoke remains for three minutes.	\$60
Toolkit	A box or belt of typical tools. Might be handy.	\$40
Uber Glue	Use a minor action to make something sticky.	\$25
Walkie Talkies	5-mile radius. Don't forget to push to talk.	\$60
Welding and Cutting Torch	A portable torch used to weld and cut metal. Might be handy.	\$70

WEAPON WORKSHOP

Perhaps you'd like to start the game with a custom weapon. The next page gives you the tools to do so. It's a simple process, but you'll probably want a calculator to add up the item's final price tag (round to the nearest 5). Pick the "Melee" or "Ranged" column on the next page and just follow the instructions. You can then describe the weapon as anything that reasonably fits the features you've chosen.

After the game has started, your hero can augment an existing weapon, but they'll need to have the knowledge and materials needed to do so (this might be as simple as buying a Frankenweapon magazine and a screwdriver. Or it might require breaking into the Pentagon.) Alternatively, you can take it to an expert, though you'll likely be asked to pay for the upgrade.

HOW TO USE THE WEAPON WORKSHOP

So if we want to make a "laser whip" we'll pick an attack bonus in the Melee column. Let's say we go with +3, which has a price of \$60.

That's a finished weapon right there. But let's say we wanna get fancy with it and we want the laser whip to attack from **very close** range.

The **very close** range option has this next to it: [x2]. That's the price multiplier. So our new price is \$120 (that's \$60 x 2).

And let's say we wanna lower that price a bit.
We could add a "sucky feature" to the weapon.

Let's say that the laser whip constantly hums and makes laser sounds (making it harder to be sneaky). We can give it the "Loud" feature which has a multiplier of [x0.85]. So, $\$120 \times 0.85 = \102

We'll round to the nearest 5 for a final price of \$100. That's as hard as it gets.

MELEE

PICK AN ATTACK BONUS

+1: [\$5]	+4: [\$120]	+7: [\$910]
+2: [\$20]	+5: [\$260]	+8: [\$1,480]
+3: [\$50]	+6: [\$510]	+9: [\$2,220]

PICK ONE

- Adjacent Melee: [Free]
- Very Close Range: [x2.2]

BADASS TRAITS (pick any or none)

- Can be thrown at **Close** range: [x1.5]
- Reduce total penalty for attacking multiple targets by 1: [x1.4]
- Reduce total penalty for attacking multiple targets by 2: [x1.8]
- Counts as unarmed: [x3]
- If you deal 5 or more damage at once, you can move your enemy anywhere within very close range: [x3]
- Blooper roll to target's next roll when this weapon deals 5 or more damage at once: [x5]

SUCKY TRAITS (pick any or none)

- Penalty for each additional target is -3: [x0.9]
- Penalty for each additional target is -4: [x0.8]
- Loud [x0.85]
- Uses a super action [x0.6]
- One-time-use [x0.1]

RANGED

PICK AN ATTACK BONUS

+1: [\$10]	+4: [\$190]	+7: [\$1,420]
+2: [\$30]	+5: [\$410]	+8: [\$2,310]
+3: [\$80]	+6: [\$800]	+9: [\$3,460]

PICK ONE

- **Close** Range: [x0.9]
- **Far** Range: [free]
- **Very Far** Range: [x1.3]

TYPE (pick one)

- One-time-use [x0.1]
- Thrown. Retrieve to reuse [x0.5]
- Fires some sort of ammo/energy [free]

BADASS TRAITS (pick any or none)

- Quiet [x1.3]
- No melee range penalty [x1.5]
- Arc: Free attack on a second target within close range if your die rolled 15 or higher on your attack roll, repeat until you roll less than a 15... [x4]
- Reduce total penalty for attacking multiple targets by 1 [x1.4]
- Reduce total penalty for attacking multiple targets by 2 [x1.8]
- Explosive ammunition attacks all targets very close to the blast [x4]
- Explosive ammunition attacks all targets close to the blast [x6]
- Blooper die to target's next roll when this weapon deals 5 or more damage at once [x5]

SUCKY TRAITS (pick any or none)

- Uses a super action [x0.6]
- Penalty for each additional target is -5 [x0.9]

HOW TO PLAY

SCENES AND ACTS

Play is broken up into **scenes**. The Director determines when a scene is over, but it's usually the duration that the heroes stay in a general location or strive towards a particular short-term goal. As a guideline, if a scene takes an hour, it's too long.

Some special abilities and a little bit of **HP** will recharge when a new **scene** begins (see the HP section on page 14 for details on that). Similarly, all HP and some special abilities recharge at the start of a new **act**.

An act is a larger chunk of the game, comprised of at least a few scenes. The Director determines when an act is over. The classic story-structure definition works, but those wanting a firmer definition for "acts" in Straight to VHS could switch acts upon enacting **montages** or at the end of each game session... whichever best suits your group's playstyle.

Clearly state when a **scene** or **act** has ended so players know what recharges.

You can use scene transitions to move the story or let the players flesh-out their heroes. That was vague, so here's a quick and dirty example of both:

"After Vinnie spills the beans, the cops come to secure the perimeter. Officer Jim congratulates you guys on a job well done. Do you wanna do anything else while you're here? ... Ok, that'll be the end of the scene. We cut to black and fade in on the next day. Where are you guys and what're you up to?"

Now we're on the next day, plus the players get to set the scene with their heroes. Slick! Now narrate that ominous phone call, or mutant outbreak or whatever you wanna throw at the players next.

MONTAGES

After several **scenes**, the Director may enact a special kind of scene, called a **montage**. During a montage, your hero gains a **perk**, and three different **stats** of your choice get raised by 1 (**HP** is the exception: it gets raised by 3 if chosen). You also get to erase any **death checks**.

If you describe how and/or why your hero has become more capable (especially in a style evocative of a movie training-montage), the Director may award you a **token**. Some hero options give you bonuses depending on how many **montages** you've had; for this purpose you start the game with 0 montages.

If your game will run so long that heroes will end up with more than a dozen or so **montages**, consider granting **perks** every other **montage**. Otherwise, the heroes can end up quite complicated.

The frequency of **montages** is up to the Director, as there are no "experience points" to keep track of. **Montages** probably should not happen every few **scenes** (too often), or only after several game sessions (too slow). Just figure out good timing for your players. If it seems like a good time to beef up the heroes, do it!



ACTION SEQUENCES

In high-stakes action sequences (like fights or chases), characters take turns. The character with the highest ATH goes first, then the second-highest and so on, until the order starts over with a new **round**. Before the first turn starts, any player can choose to use a **token** to react faster. When they do this, they roll and the number on the die gets added to their ATH score for a moment (but only to determine the turn order).

On every character's turn, On your turn you can do one **move action** for free no matter what. Additionally, you can do...

- One **major action** and one **minor action**, or...
- Two minor actions, or...
- One super action (only some tropes and perks introduce these to the game)

Some actions are considered "free" actions, meaning they don't detract from your ability to do the other types of actions.

Your hero's **tropes** and **perks** can grant special abilities that clearly state what kind of action they are. But this is an RPG, dammit! You can try to do anything a movie character can try. So how do you know whether something should be major, minor or free? Consult the following chart to find out.

MAJOR	MINOR	FREE
Physical attempts to hinder or injure your enemies.	Any possibly consequential action that doesn't fit the criteria for a "Major" action.	Small stuff that the Director wants to let you do so you'll think they're cool.
Actions the Director deems difficult AND time-consuming.		Any small thing that isn't really consequential.
Move a second time.		

If you pass your turn to the next player, but could have still done a minor action, you can do a minor action anytime before the start of your next turn. Free actions can be done any time you like and as often as the Director tolerates.

There are two types of actions that call for a little elaboration. Let's talk "attacks" and "movement".

ATTACKS

Attacks are major actions. If you're using a weapon, add its bonus to your attack roll, as well as the relevant stat.

ATTACKING MULTIPLE TARGETS: You can attack multiple targets with a single attack (because spraying bullets all over the room or spinning your axe in a circle is bad-ass!) but you can't hit the same target more than once in a single attack.

For each additional target, add a -2 to melee attacks and -4 to ranged attacks. You roll a single attack roll, but each target makes their own defense roll.

GAMBLE ATTACKS: If you describe a brutal or ambitious attack, you can make your attack a **gamble**. The target of your gamble gets an **epic die** on their defense roll. If you still hit, your attack causes a **lucky break** informed by your description of the attack.

If you went for the eyes, the Director might blind the target. If you want to pin a henchman to a tree with your arrow, the Director might have exactly that happen. If you say you wanna make your foe's head explode, well, the Director might do something a bit different. Don't expect something like an instant-kill just because you used a gamble.

MOVEMENT

Each turn, you get one free **move action**. You can move a second time as a major action.

BREAKING UP A MOVE ACTION: If you move and then do a major action or pass your turn to someone else, your **move action** is over, even if you could have moved much further. But if you move and do a minor or free action, the Director might determine you still have some move distance available.

BEING PRONE: If you get knocked off your feet, you are considered **prone**. it takes a **move action** to stand back up. While prone, your **move distance** is **very close** and you get a **blooper die** on DEF rolls.

USING YOUR SURROUNDINGS

Characters don't exist in a vacuum in Straight to VHS. Your surroundings can be a powerful ally.

COVER

Characters who are behind **cover** or otherwise concealed get an **epic die** on their defensive rolls. If the cover is absolute (like standing behind a concrete wall), the cover must be circumvented in order to attack at all.

HIDING

You can **hide** in order to evade danger and to get an advantage over your foes.

Here's how hiding works:

- Use camouflage, or move into darkness or cover.
- Roll SPY.
- Anyone you want to hide from rolls SPY too.
- You are hidden from anyone who rolled lower than you.
- You get an **epic die** to attacks against anyone you are hidden from.

You are no longer hidden after...

- You move out of cover or darkness.
- You make an attack.
- Another circumstance draws attention to you.

GET CREATIVE

Make sure to ask the Director pointed questions about the area. Is the fence electrified? Is there a ceiling fan? Where's the light switch in this room?

Take that information and use it. Utilize choke points, set up traps, knock over the bookcase, swing from the chandelier, push someone out the window!

Good use of the environment can result in **epic dice** being added to your roll, or extra damage being done to your foes. Your surroundings can be key outside of action sequences too. Just ask yourself, "would this be cool in a movie?"

SCRIPT CHANGES

Script changes let you narrate an addition to the current scene. Keep in mind, script changes should make at least a little bit of sense. If you say there's a time machine in the room, you ought to have a reason.

If the Director feels a script change kills the action or is too powerful, they add a **complication**. Complications are narrative details that add an unforeseen problem to the situation, either subtle or dramatic. Complications shouldn't "override" a script change or make the script change feel like a net negative. The goal of a complication should always be to keep things fun and interesting.

**EARN A SCRIPT CHANGE BY COMPLETING BOTH OF THE FOLLOWING STEPS.
THEY CAN BE DONE IN EITHER ORDER.**

**STEP A:
ROLL AND USE A 1 OR 20**

**STEP B:
"SHOW WEAKNESS"**

After completing one step, pick a **script change concept** (listed on the next page and on your character sheet). This determines the kind of **script change** you can make. After completing the other step, you can implement your script change at your convenience. Keep in mind, you can't start earning another script change while you have one ready to use.

SHOWING WEAKNESS

Most great movie characters will **show weakness** at some point. It's a great cinematic tradition. In Straight to VHS we've made it a game mechanic!

To show weakness, declare that you're showing weakness when you make a **consequential roll** with one of your **bloopers** or with your lowest **stat**. That roll automatically becomes a "2" and you'll have shown weakness.

Also, some **tropes** give you unique methods of showing weakness.

A **consequential roll** is exactly what it sounds like. If you roll to remember the order of the planets for no real reason, that isn't a consequential roll. If you try to remember the order of the planets before setting course on a spaceship... Well, that's different. You'll know a consequential roll when you see it.

SCRIPT CHANGE CONCEPTS

A script change can be nearly anything that can be summed up by your chosen concept, but it can't include two concepts. So, let's say you chose the "Mishap" concept and say "a ceiling tile smacks the gunman on the head as Grandpa Joe falls through from the floor above, giving the hostages a chance to flee." Unless the Director already established that Grandpa Joe was on the floor above, this would definitely fall under both the "Character" and "Mishap" concepts and would need to be changed accordingly. The concepts are listed below with examples included.

- A **CHARACTER** arrives (in a non-lethal location).

"We suddenly see Officer Friendly sneaking up behind the Anti-Easter Bunny. He's come to save us!" ... "I turn around and Kevin McSteamy is watching from the stands. He saw the whole thing."

- An **EMOTION** is felt (but don't dictate how another hero feels)

"Oh, this'll be good! OK, suddenly the sasquatch looks at me with my hairy legs and everything, and it's love at first sight." ... "The prison guard is filled with deep remorse. He suddenly feels that this isn't the right thing to do."

- A **MISHAP** occurs (but doesn't directly take out a major character).

"Actually, the security camera DIDN'T see us. I'm using my script change. There's a quick shot of a guard tripping on a wire, unknowingly unplugging the security system." ... "When the alien goes to shoot Timmy, the gun just sparks and starts smoking."

- A **THING** is at hand (but not some sort of ultra weapon).

"Script change time! There IS a helicopter on the roof." ... "I find a scroll with a clear English translation of the Egyptian hieroglyphics."

- A **TRUTH** is revealed (that won't change a character sheet).

"I pull from my pocket a crumpled photo of a woman and I show it to Dracula. I say to him, 'I bet she looks familiar. Your old flame, and my mother! Don't you see...Dad!'" ... "As the Mafia goons point their guns at us, I walk over to them, and aim my gun at you guys. The mob boss explains that I've been reporting back to them and that you've all been double crossed. But you notice that I sneak a little wink to you guys."

GAINING THE UPPER HAND

The chance of success isn't only based on stats and abilities. You can improve your hero's odds of success by putting them in advantageous narrative positions. Let's imagine a few scenarios.

SCENARIO #1: You are facing down Jimmy the Knife and his goons. You shout "tell me who ordered the hit on the Vice President, or else!" in an attempt to intimidate Jimmy.

SCENARIO #2: You lean over the pile of defeated goons. To the now outnumbered Jimmy the Knife, you shout "tell me who ordered the hit on the Vice President, or else!" in an attempt to intimidate Jimmy.

SCENARIO #3: Jimmy's goons are defeated. The player characters surround the injured and disarmed Jimmy. You tell the director that your character holds a knife up to Jimmy's neck and through gritted teeth your character says "you wanna die here or do you wanna start getting real helpful?"

In scenario #2, Jimmy is outnumbered and probably just watched the heroes beat up his goons, so he should be more easily intimidated. The Director ought to give the player an **epic die** or other bonus on their intimidation roll.

In scenario #3, it's hard to imagine Jimmy holding out. The Director could just call it an automatic success. However, the player should still roll a **break check**. A break check is a roll that isn't being made to determine success, it's only to see if they roll a 20 or 1 (along with a **lucky/tough break**). This also gives the player a chance to make progress towards a **script change**.

PULL IT TOGETHER

Sometimes the Director will implement a **dramatic effect** when the heroes are put into a bad situation. This can result in you getting penalties on your rolls.

When this happens, think about the situation and how your hero would overcome it. It can be anything. As long as it seems doable and as long as it seems like something that might help, you'll get to **pull it together** when you complete the action. This means you roll with your most relevant stat for a chance to reduce or eliminate the **dramatic effect** penalty.

DIRECTING 101

This entire section only needs to be read by the Director. If you aren't the Director, the last thing you might need to do is download the hero sheet. Bye players!

Now, let's learn the most important rule of all: "If everyone is having fun, you're doing it right." If you already have a fun solution in mind, you don't need to pause the game to find out the nitty gritty rules in the book.

With that understood, in this section you're gonna find helpful advice, tools and a slew of bad guys that will help you make your directorial debut!

SETTING UP THE MOVIE

If you don't already have ideas on how to setup and structure your movie adventure, here's a suggestion. Prior to play, come up with a "setup" and a "problem". The setup explains how the movie starts and suggests why the player characters might work together. The problem fuels the action from there. Share the set-up with the players before they make their characters, but keep the problem to yourself. Let's see a couple examples.

The setup: The heroes are all on a plane that crash lands on an island.

The problem: The island is isolated and populated with violent drug-smugglers.

The set-up: In World War III, the commies blew up the moon, leading to a meteor-strewn global apocalypse that saw the world's nations crumble. But the remnants of the U.S. Government have a crackerjack team of operatives working to restore order. They call you "D.O.O.M. Squad"!

The problem: D.O.O.M. squad is tasked with retrieving the remains of a top secret pre-war satellite. Of course, the damn thing fell in commie territory.

If you're feeling ambitious, you could add a third part, typically a "twist". But don't be too surprised if the players lead the story to a different twist than you initially imagined.

Next, create a few characters to insert into the game world. Characters are easy; you just have to give each character a few things.

Role: What's their role in the movie? Maybe they're a "cop" or "the villain's right-hand man".

Name: Make it nice and cheesy.

Motive: What drives their actions? Maybe they "will stop at nothing to claim the Destiny Stone" or maybe they're just "trying to do as little as possible at the office".

Knowledge: Maybe they know something of interest the players don't know. Perhaps this person knows of Dracula's weakness for redheads, or this is the person who saw Bobby fleeing the poolhall after those shots were fired.

Traits: Give them a couple unique traits like "great moustache", "drunk" or "talks really fast".

Locations and items help too. You don't need to know exactly how you'll use these things, but having such details ready can add meat to your story's bones. When the players hear about something detailed and unique, they'll become more interested and you might be surprised at what becomes important to them.

INTEGRATING THE HEROES

Once the players finish their heroes, look at their sheets. Ask yourself how they might fit into the larger picture. If your "problem" involves invading aliens and a player made a psychic werewolf, you might decide that werewolves are part of an ancient alien breeding program! Remember, this is a bad movie, so feel free to get wild with the story. Also take note of their **fortes** and **bloopers** so you can work them into the game whenever possible. Consider making a sheet of notes like on the next page

In this example the Director has been plotting a simple alien-invasion tale and gave the players a set-up about a Canadian town in the 80's beset by mysterious happenings.

HEROES	FORTES	BLOOPERS	DIRECTOR IDEAS
Jonathan Payback Loose-cannon cop with a missing daughter	Police work Persuasion Emotions	Criminal Society	Gets missing persons case to kick off alien abduction plot. Daughter = abductee?
Sasha Azarov Thief turned police contact. Slain dojo-master left her a necklace	Crime Acrobatics Stealth	Authority figures Resist coercion Computers	Alien methods baffle police, Sasha tapped to assist... The necklace should be some sorta mystic key!
Justice Unit 499 Robot bounty hunter from the future with robo-amnesia	Computers Robotics	Current events Nature Etiquette Emotions	Oh! Maybe the necklace is part of J.U.499's mission. Sent back in time to thwart alien victory over earth?

Before gathering this information we might have had a basic alien-invasion plot planned, but now we've got a missing daughter to rescue, a time-traveling robot bound to a mysterious necklace and probably some drama surrounding a lawman working alongside a crook. Hell, we can probably throw in a ghostly appearance by the dojo-master if we want to!

This is why a simple set-up and problem is all you need up until this point. Once you have the heroes, look for opportunities to build on the story in ways that make the heroes central to it. Doing so is the key to an awesome game.

DIFFICULTY LEVELS

Attack rolls go up against defense rolls, but what if a character is trying to karate chop a door open or do a backflip on their motorcycle? There's no defense roll for this sort of thing. Instead, choose a number that the character's roll needs to match or exceed. We call this number the difficulty level (or the DL). How high should you set the DL? Check out the chart!

THE DL	WHAT IT MEANS
4 or less*	Eh. Don't bother rolling
5-8*	Success is almost a sure thing
9-12*	Likely success for most
13-16*	Uncertain. Likely success for experts†
17-20*	Likely failure. Uncertain for experts
21-24*	Requires skill and luck
25-28*	Requires considerable skill and luck
29-32*	Almost impossible

* Add the number of montages the players have had.

† "Experts" means anyone with a very high relevant stat and/or forte.

When the heroes fail at something, avoid results where nothing happens like "No, you failed to unlock the door, but you can just try again". Instead, have things progress, usually for the worse. Maybe the cops show up, something breaks, an alarm goes off or they get ridiculed by another character.

Allow dice rolls to change the situation beyond mere successes and failures. In short, make stuff happen, even if it's not stuff you were planning on.

SUCCESS POINTS

Some actions might take a while, like computer hacking, chopping down a tree, or taming a unicorn. For these actions you can require a certain amount of **success points**. Let's say you set a **DL** of 18 for defusing a bomb and you require 10 success points. If a character rolls a 24, they beat the DL by 6, thus earning 6 success points. Now only 4 more success points are needed. This is a handy trick for beat-the-clock sort of scenarios, or if the heroes are trying to do something important while being attacked.

DRAMATIC EFFECTS

Movie characters face emotional and psychological trials, not just physical ones. They get scared, tempted, conflicted and much else. That's where **dramatic effects** come in. Let's see how to use dramatic effects, step-by-step. We'll use an example along the way.

In our example it's just been revealed that the bad guy is the father of a hero named Joe. Let's call the bad guy "Dad Guy".

STEP 1: Imagine a category of rolls that could be made difficult by the in-game situation. **Example:** Attacks against Dad Guy because of Joe's conflicted emotions.

Let's see more examples of roll categories and why they might get the dramatic effect treatment:

- Rolls before going to sleep... because you've been on the run for 28 hours.
- Balance rolls... because the rickety rope bridge is freaking you out.
- Rolls that aren't taking the ruby skull... because its power calls to you.
- Strength rolls... because the hypnotist said your body is noodles.
- Rolls that aren't action against the duke... because of his stinging insults.
- Rolls before leaving this place... because of its spooktacular aura.

STEP 2: Create a **DL** (or roll for a character who is inflicting the dramatic effect) and have the player/s roll against it, using whatever **stat** you think is relevant (usually **ATH**, **CHA**, **INT** or **STR**, which grant resistance to "exhaustion", "despair", "coercion", and "fear" respectively). **Example:** This is a top-notch psych-out, so we'll set the **DL** at 25! Joe must roll **CHA** to resist despair.

STEP 3: Have the affected player/s roll. If they match or beat the **DL**, nothing happens. If they roll under the **DL**, the chosen category of rolls is penalized by the amount they failed by. **Example:** Joe rolls a 16, thus failing by 9. He takes a penalty of 9 on attacks against Dad Guy (as in -9 to the attack roll).

AFTERMATH: This doesn't force the hero to act a certain way. Joe can still attack Dad Guy. But if he fails, it should be narrated that he failed because of the dramatic effect: **Example:** "Joe swings half-heartedly. He misses badly, unable to fully commit to killing his father."

OVERCOMING DRAMATIC EFFECTS

To overcome a **dramatic effect**, players describe how they **pull it together**. They could make a rousing speech, go to their happy place, admit their secret crush, have a flashback or even improve their situation in some physical means. They just need to describe doing something that might help in their situation.

To **pull it together**, a hero rolls with their most relevant stat. If they roll higher than the size of the dramatic effect's penalty, subtract the difference from the penalty for any character/s affected by the **pull it together** action. *Joe thinks on all the times his adoptive father was there for him and Joe yells "You might be my father, but you sure as hell aint my daddy!" He rolls a 15 to pull it together. That's 6 higher than his penalty of 9 so his penalty is reduced to 3.*

Some dramatic effects can be overcome more directly. If you're being affected because you haven't slept, simply sleep. If you're not on the rickety bridge, it is no longer freaking you out. Simple!

RULING ACTIONS

So far, we haven't given rules for combat actions like grabbing, intimidating, disarming, distracting, pushing and so on. So... let's see those rules.

THE RULES: Have each involved character roll with a relevant **stat**. If a character is at an advantage or disadvantage, use **epic dice** or **blooper dice** or even numerical bonuses/penalties as needed. Implement a fitting result informed by the situation and the dice.

That's it. When you're unsure how an action should play out, ask yourself what would happen in a movie, and always lean towards awesomeness.

If you allow a strategy that is too powerful, you're free to adjust your methods. For example, you might decide a bit too late that characters should get an epic die to defend against being disarmed. Tell your players that you were making that too easy before and you're gonna do it differently from now on. No biggie.

If you're not feeling confident about such decisions or if you want to see examples, see the optional list on the following pages. I suggest you only use this list for your first few game sessions, if at all.

AN OPTIONAL AND INCOMPLETE LIST OF ACTIONS AND HOW YOU MIGHT RULE THEM

ASSIST (minor action)

As long as you can plausibly explain how you're assisting, you can assist another character with a specific task. They get an epic die on their next relevant roll.

DISARM (major action)

Roll ACC or STR. Your target rolls DEF or STR with an epic die. On a success you take their weapon. If your hands are full, the weapon is flung somewhere very close.

DISTRACT (minor action)

Describe your method. Roll CHA. Your target rolls INT. If you succeed, your target gets a blooper die on their next roll.

ESCAPE GRAB (minor action)

Roll DEF or ATH. Your target rolls STR. If you succeed, you escape the grab and are adjacent to the target in the direction of your choosing.

GRAB (major action)

Roll STR. Your target rolls ATH or DEF. On a success, you grab your target. While grabbed, the target takes a blooper die to attack rolls and defense rolls. While the grab persists, both characters have their move distance reduced to the next shortest move distance.

INTIMIDATE* (minor action)

Describe your method. Roll STR or CHA. Your target rolls STR. Large numerical bonuses or penalties may apply depending on the situation and the goal of the intimidation.

MOVE DIFFICULT (move action)

When climbing, balancing, swimming up-current or doing something similar, the Director might reduce your move distance. The Director will ask for an ATH roll against a difficulty level. Rolling under the difficulty level results in a lack of progress or significant failure (like a fall).

PERSUADE* (minor action)

Describe your method. Roll CHA. Your target rolls INT. Large bonuses or penalties may apply depending on the situation and the goal of the persuasion.

PICK-POCKET (major action)

Roll SPY against an adjacent target. Your target rolls SPY. On a success, take an item from them that they aren't holding (for that, see Disarm). Large bonuses or penalties may apply depending on the item and how it is or isn't secured.

PULL IT TOGETHER (minor or major action)

Explain what your character says or does to overcome (or help another character overcome) the penalty from a dramatic effect or a hindrance imposed by an enemy. Roll with the most relevant stat. If you roll higher than the size of the penalty, subtract the difference from the penalty.

PUSH (major action)

Roll STR. Your target rolls STR or ATH. On a success, you can move the target to any very close location.

TACKLE (major action)

Must be preceded by a move action (standing up doesn't count). Roll STR or ATH. Your target rolls STR or ATH. On a success, the difference between the rolls is damage dealt and you move the target to any very close position. Both you and the target end up lying prone on the floor.

TAUNT (minor action)

Roll CHA. Your target rolls INT. On a success, the target is taunted until the start of your next turn. While taunted, your target takes a blooper die to rolls that don't deal with you, and an epic die to rolls that do deal with you.

*Note that when an Intimidate or Persuade succeeds against a player character, a suitable dramatic effect is used, rather than directly forcing the actions of the player character.

BAD GUYS

In this section, you'll find premade bad guys to throw at the heroes, along with thoughts on how to use them. There's also a section after this one, called "Villains". There, you'll find the sort of fully-fleshed out and dangerous baddies who get movies named after them.

BAD GUYS, GOOD FIGHTS

Nobody likes fighting a faceless pile of numbers. Give the players an enemy! Even something as simple as having bad guys insult the heroes can add a lot. But go a step further. Give them quirks, cool clothes and simple backstories. Good baddies go a long way to create good fights.

To make a fight really interesting, have something else occurring at the same time. Perhaps a missile is about to be fired and some codes must be entered into the command console. Maybe there are hostages in the mix and everyone is in a burning building. The time portal is about to close! Go nuts!

CUSTOM BADDIES

The bad guys listed ahead should be seen as examples rather than a definitive list. Just because there isn't a mutant kangaroo listed doesn't mean your game can't include one. Consider taking one of the following approaches.

- Pick out the best match among the included bad guys. Simply change the name and how its abilities are described
- Do the same as above, but go a step further by tweaking its stats and abilities a bit to match your vision.
- If you have the time and desire, make up something new! It's fun.

The players may surprise you with the trouble they get into, resulting in you needing a new bad guy on the fly. Roll with it.

When you're pressed for time, start with the attack bonus, HP and DEF of your new bad guy. You can work out other stats when they're needed. Steal any fitting special abilities from bad guys included ahead, or make up your own if you like. Any cool idea you have is fine if it gives your players a fair shot.

THREAT

Every bad guy has a **threat** number; higher numbers mean a tougher baddie.

A hero who hasn't had any **montages** is ideally matched up against about 40 threat. Thus, a party of three new heroes is a good match-up against 120 threat. When a hero gets a montage (raising their stats and gaining a perk), their ideal enemy threat goes up by about 5.

For most fights, put the players up against something like 70% of their ideal threat, but ramp up to 100% for epic showdowns (even at 100%, the players have a slight upper hand). Keep in mind that it's more difficult for the players to go through a series of fights within a single **act** as they'll have likely expended per-act special abilities and not be at full HP.

Make considerations for heroes that aren't combat-focused, or for heroes that are very combat-focused. Heroes can vary in combat prowess quite a bit. It's best to make the first tussle with the bad guys a bit easy so you can judge the heroes' capabilities.


DRAMATIC EFFECT ABILITIES


Some bad guys have pre-packaged **dramatic effects** as abilities. These will have one of the following categories in the ability's name: **[COERCION]** **[DESPAIR]** **[EXHAUSTION]** or **[FEAR]**.

If a hero has a **blooper** or **forte** that matches one of those categories, they'll need to roll blooper/epic dice accordingly.



These dramatic effects can saddle the heroes with penalties to their rolls. The first time you use something like this on the players, explain that they can **Pull it Together** to try to reduce or eliminate the penalty. To Pull it Together, the player must describe their hero doing something cool or meaningful that seems like it could help them overcome the dramatic effect's penalty.

A melee attack is indicated with this icon:  (adjacent range by default)

A ranged attack is indicated by this icon:  (far range by default)

Attacks that only need the target to be present are indicated by this icon: 

Sometimes icons are preceded by special ranges.

HENCHPERSON							
Threat: 9				Move Distance: Close			
HP: 1	ACC: 2	ATH: 0	CHA: -2	DEF: -2	INT: -2	SPY: -2	STR: 3
Uzi: Major,  +5 vs DEF Deal damage.							
Fist Punch: Major,  +3 vs DEF Deal damage.							

We used to call these henchmen, but ladies can hench too. This is your typical henchperson, but they come in all flavors (ex: Henchmerperson).

Henchpeople are nearly guaranteed to be doing at least one of the following



- Be next to a deadly hazard (like a pit or exploding barrel).
- Planting their feet firmly in the ground, completely out in the open.
- Patrolling the area with their eyes pointed straight ahead.




Russian henchpeople are like your typical henchperson, but with better training facilities and cooler scars.

More importantly, they have excellent communication skills. They call for help and often check in on each other via walkie-talkies.

If the heroes take out a Russian henchperson while sneaking into the enemy compound, they just might need to answer the fallen henchperson's walkie-talkie.

"Hey Sergei, You coming to the softball practicing next Thursday? ... Sergei, you there?"

RUSSIAN HENCHPERSON							
Threat: 18				Move Distance: Close			
HP: 1	ACC: 2	ATH: 0	CHA: -2	DEF: 0	INT: 0	SPY: 1	STR: 3
AK-47: Major,  +7 vs DEF Deal damage.							
Fist Punch: Major,  +3 vs DEF Deal damage.							
Forte: Resisting Interrogation							
Equipment: Walkie-talkie							

ZOMBIE	
Threat: 20	Move Distance: Very Close
HP: 8 ACC: -2 ATH: -2 CHA: -8 DEF: -4 INT: -8 SPY: -2 STR: 3	
Claw: Major,  +3 vs DEF Deal damage.	
Grab: Major,  +3 vs DEF Grab the target. While grabbed, the target gets a blooper die to attack rolls and defense rolls. While the grab persists, both characters have their move distance reduced to the next closest distance.	
Bite: Major,  +5 vs DEF Roll with a blooper die unless the target is grabbed. Deal damage. If a bite reduces a character's HP to 5 or less, that character is infected and will die and become a zombie at the start of the next scene.	

Ghosts just can't get the hang of staying dead.

Ghosts might go away for a bit if they get roundhouse kicked to 0 HP, but they tend to show back up in another scene. Often, there's some special method for putting them down for good. You know... like burning their teddy bear or something like that.

Ghosts can go through stuff, but are too restless to stay safely inside the walls longer than a single round.

These things have a way of getting into everything, and it would seem that Straight to VHS is no exception. Old farmhouses too.

Zombies are no problem:

- They're real dumb and have only the barest of self preservation instincts.
- They're slow and easy to hit.

Zombies are a huge problem:

- They tend to be found in large, overwhelming groups.
- They can not be reasoned with or deterred.
- If they get one good bite on you, you're (un)dead meat.

GHOST	
Threat: 22	Move Distance: Very Close
HP: 10 ACC: -2 ATH: -2 CHA: -3 DEF: 2 INT: 0 SPY: 4 STR: 3	
Ghostly Gouge: Major,  +5 vs DEF Deal damage.	
Ghastliness [FEAR]: Minor,  +6 vs STR, once per scene. -2 per additional target. On a hit, the size of the success is the penalty the target takes for the rest of the scene to rolls uninvolved with obstructing, fleeing or hiding from the ghost.	

JUNGLE CAT				
Threat: 25	Move Distance: Far			
HP: 12	ACC: 0	ATH: 8	CHA: 0	
DEF: -2	INT: -5	SPY: 5	STR: 4	
Tooth & Nail: Major,  +6 vs DEF Deal damage.				
Jungle Meow [FEAR]: Minor,  +5 vs STR, once per scene, no multi target penalty. If hit, target/s gets a blooper die on their next roll.				
Fortes: Perception, Stealth, Climbing				

If a Football Team Captain is in the scene, you can assume two other things are true.

- There's an endless supply of football goons nearby.
- There's also some sporting equipment nearby or some stuff that'll make for good improvised projectiles.

While the Football Team Captain isn't so bad on his own, he's formidable when aided by dastardly teamwork. Maybe it's worth it to figure out how to get him to see things your way... Can't be too hard. After all, that one time, Cindy Fincher totally convinced him that banana peels are poisonous.



Not the brightest crayon in the box.




"Mature and solitary jungle cat. No fleas. Tired of the same old boars. Hunting for something new. Maybe you're the one?"

- Cougar in Waiting

These hunters try to utilize their stealthy ways to launch surprise attacks from the shady underbrush or perhaps overhead branches.

Alternatively, they make for a great exotic pet/guard for your typical eccentric villain. Though one has to wonder, would that jungle cat turn on its master given the opportunity?

FOOTBALL TEAM CAPTAIN				
Threat: 28	Move Distance: Far			
HP: 20	ACC: 2	ATH: 5	CHA: 4	
DEF: -2	INT: -2	SPY: -4	STR: 5	
Fist Punch: Major,  +5 vs DEF Deal damage.				
Hail Mary: Major, close  +2 + improvised weapon bonus vs DEF. Roll with an epic die (due to forte). Throw something. Deal damage.				
No "I" in Team: Minor, Call teammates. Roll a d20. <ul style="list-style-type: none"> - On 5 or less, nobody comes. - On 6-14, one teammate shows up next round. - On 15+, two teammates show up next round. The teammates have 0 in all stats, 1 HP and a close move distance. 				
Fortes: Throwing Stuff, Sports				

SNIPER			
Threat: 32	Move Distance: Close		
HP: 1	ACC: 6	ATH: 0	CHA: 0
DEF: 2	INT: 0	SPY: 4	STR: 0
Snipe: Major, very far  +11 vs DEF Deal damage.			
On the Exhale: Super, very far  +11 vs DEF. Roll with an epic die. Deal damage.			
Combat Knife: Major,  +4 vs DEF Roll with a blooper die (due to blooper) Deal damage.			
Fortes: Stealth Bloopers: Melee Defense, Melee Offense			

Snipers are only as good as their location. They'll try to get up somewhere high with a good vantage point. Still, you can be pretty sure that two other things are true.

- There are convenient points of cover that may protect against the sniper.
- There's an accessible route that'll let someone sneak up to and take the sniper out.

Of course, the sniper is just one part of a well rounded team of bad guys. So, in that case, it's likely that...



- Close-quarters baddies will try to draw the heroes out of cover.
- Someone is standing in the way of that path leading to the sniper.

Take a hawk, strap a laser onto it and fill it with unbridled hatred. Now you've got a laser hawk.

You're probably also dead.

Like laserless hawks, laser hawks are expert flyers and will try to make use of this advantage. Indeed, a group of heroes lacking in ranged weapons might have no other option than to flee... Unless of course they have a more creative solution involving mirrors or some such.

LASER HAWK			
Threat: 34	Move Distance: Far		
HP: 6	ACC: 5	ATH: 8	CHA: 0
DEF: 3	INT: -5	SPY: 8	STR: 0
Laser Blast: Major,  +8 vs DEF Deal damage.			
Talanted: Major,  +3 vs DEF Deal damage.			
Fortes: Eyesight			

NINJA			
Threat: 38	Move Distance: Far		
HP: 10	ACC: 2	ATH: 5	CHA: 0
DEF: 3	INT: 0	SPY: 6	STR: 4
Katana: Major,  +8 vs DEF Deal damage.			
Shuriken: Major, close  +4 vs DEF Deal damage.			
Note: Ninjas get an epic die to any attacks made from above or below their target (that's two epic dice if it was also a surprise attack).			
Fortes: Acrobatics, Stealth Equipment: Grappling hook			

These guys can be pretty cool and sometimes they make great basketball players. This one is a jerk.

Apparently, it's quite frightening to see this twisted wolf-like demon of beastial ferocity who yet exhibits the appearance of humanity lurking beneath the surface.



The werewolf's success as a brutal murderer comes not only from it's formidable strength and ferocity, but also from the panicked and fearful behaviour it inspires in its victims.





And again, they can be so very good at dunking that basketball.

Ninjas like being sneaky and will use any excuse to do flips and climb stuff.

While they sometimes just shuffle into a room and flex their muscles for all to see, they prefer to announce their presence with a sneak attack, preferably while clinging onto a ledge below their target, or while dangling above their target.

If a ninja ever speaks, they're probably a "Ninja Boss" which can be found on page 97.

WEREWOLF			
Threat: 45	Move Distance: Far		
HP: 24	ACC: 0	ATH: 7	CHA: -4
DEF: -2	INT: -4	SPY: 0	STR: 8
Tooth & Nail: Major,  +10 vs DEF Deal damage.			
Scarewolf [FEAR]: Minor,  +5 vs STR. Targets one person. On a hit, the size of the success is the penalty the target takes for the rest of the scene to rolls uninvolved with obstructing, fleeing or hiding from the werewolf.			
Note: The werewolf turns into a typical henchperson after spending a couple hours out of the moonlight.			
Fortes: Smell Bloopers: Animals			

VAMPIRE			
Threat: 50	Move Distance: Close		
HP: 26	ACC: 4	ATH: 3	CHA: 5
DEF: 0	INT: 3	SPY: 3	STR: 6
<p>Goth Pistol: Major,  +8 vs DEF Deal damage.</p> <p>Goth Punch: Major,  +8 vs DEF Deal damage.</p> <p>Blood Sucking: Major,  +5 vs DEF Once per scene. Deal damage. Heal by the amount of damage dealt.</p> <p>Enthrall [COERCE]: Minor,  +5 vs INT. Once per scene. Target one person. On a hit, the size of the success is a penalty the target takes to all rolls directly opposing the vampire.</p> <p>Bat Form: Minor, once per act Turn into a bat until the end of the scene or until you want to transform back. As a bat you can fly, fit through small spaces, have "Forte: Stealth", and you have a second once-per-scene use of Blood Sucker, the only attack you can do as a bat.</p> <p>Note: Take 5 damage each turn in direct sunlight. Double damage from wooden stakes.</p> <p>Fortes: Persuasion</p>			





Nobody's really sure what these guys' deal is anymore. Full on monster? Troubled and sexy ever-teens? There's freedom in this confusion. I say come up with your own take.

How about "clever bloodsucking zombies that use advanced wrestling moves"? There's nothing like getting a spinning reverse clothesline from a vampire named Hombre de Muerte.

Enthrall is a great ability for adding more narrative to a fight. "The vampire locks eyes with you, Sam. You feel an intoxicating power and a desire to serve. Roll INT to resist."

Even if the player successfully resists, play it up! "We see a close up of Sam's face, twisting and sweating as the Vampire calls to him until Sam finally shakes his head, resisting the Vampire's enthrallment. The Vampire screeches at the very nerve!"

Turning into a bat can be an effective escape maneuver, allowing the vampire to escape through a narrow passage or just right up into the sky. Having enemies escape all the time is annoying, but used occasionally it's a cool reminder that things don't always go to plan. It can also be really satisfying when the players finally take out that vampire for good!




S.W.A.T. TEAM MEMBER			
Threat: 54	Move Distance: Close		
HP: 4	ACC: 7	ATH: 3	CHA: 0
DEF: 2	INT: 0	SPY: 2	STR: 5
Serious Gun: Major,  +11 vs DEF Deal damage.			
Combat Knife: Major,  +9 vs DEF Deal damage.			
EACH S.W.A.T. TEAM MEMBER GETS ONE OF THE FOLLOWING GRENADES.			
Stun Grenade: Major, close  +11 vs DEF. Once per scene, attack everyone close to the blast. If hit, targets can only move and do a minor action on their next turn.			
Tear Gas Grenade: Major, close  Once per scene. An area close to the tear gas grenade is filled with thick, noxious smoke. For the rest of the scene (or 3 minutes, whichever ends first) any rolls made in the affected area take a bloopier die (using a gas mask or not needing to breathe exempts you).			
Equipment: Night Vision Goggles, Rappelling Gear, Battering Rams, Gas Masks... lots of stuff!			

Highly trained and heavily armed, these guys can do some real damage. On the other hand, they're pretty bland and faceless so they're probably gonna go down real quick.

These guys have access to a variety of equipment, which you as the Director can use in whatever way you think will make your scene as awesome as possible.

All this equipment makes S.W.A.T. team members excellent at knocking down doors, busting through windows and generally out-manuevering their targets.

If a group of heroes have become used to using certain tactics to control the battlefield, these might just be the guys to throw a wrench in their mechanations.

CONJOINED MUMMY			
Threat: 61	Move Distance: Very Close		
HP: 42	ACC: 2	ATH: -2	CHA: -5
DEF: -2	INT: -4	SPY: 5	STR: 7
<p>Katana: Minor,  +8 vs DEF Deal damage.</p> <p>Bile Blast: Minor, close  +5 vs DEF Deal damage.</p> <p>Mummy Curse: Major,  +7 vs CHA. Target one person. On a hit: until the end of the scene, the target can not heal and gets unlucky breaks on rolls of 3 or less.</p> <p>Note: Take note that the Conjoined Mummy's attacks are minor actions, meaning you can do two each turn.</p>			




Englishmen drink tea and they act all friendly and charming, but the fact is that Americans don't drink tea because they're pretty sure Englishmen poisoned theirs.



The Englishman's coercive offer could be something as straightforward as wealth or mercy, but only use those as a last resort. Ideally it'll be something specific to the target character or something deeply tied to the story.

"I saw your file, Jack, and I had my people dig around... We found your sister, alive and well. I can lead you right to her, Jack. But I'll be needing that briefcase first."

When you have a conjoined twin you never have to be alone while murderously stalking the living.

Having attacks that are minor actions isn't just useful for the conjoined mummy, it allows you to describe both heads doing something truly awful.

ENGLISHMAN			
Threat: 66	Move Distance: Close		
HP: 36	ACC: 6	ATH: 0	CHA: 4
DEF: 4	INT: 6	SPY: 4	STR: 3
<p>Blunderbuss: Major,  +9 vs DEF Deal damage.</p> <p>Cane/Secret Sword: Major,  +6 vs DEF Deal damage.</p> <p>Patch Job: Major, once per scene Use first-aid on self or adjacent ally, healing 1/2 total HP.</p> <p>An Offer [COERCE]: Minor,  +6 vs INT. Once per scene, target one person. The englishman says something specific and coercive. On a hit, the size of the success is a penalty the target takes to rolls related to the englishman's words.</p> <p>Note: The Englishman gets an additional epic die against surprised enemies, for a total of two epic dice.</p> <p>Fortes: Sense Motive, Hide Motive</p>			

SPECTER			
Threat: 68	Move Distance: Close		
HP: 24	ACC: 0	ATH: 0	CHA: 0
DEF: 0	INT: 0	SPY: 5	STR: 9
<p>Spectral Slap: Major,  +9 vs DEF Deal damage.</p> <p>Ghastliness [FEAR]: Minor,  +11 vs STR. Once per scene. -2 per additional target. On a hit, the size of the success is the penalty the target takes for the rest of the scene to rolls uninvolved with obstructing, fleeing or hiding from the specter.</p> <p>Transparency: Minor, once per scene The specter becomes nearly invisible and gets "Epic: Stealth [x2]" until it uses Spectral Slap.</p> <p>Poltergeist: Minor, once per scene The specter becomes invisible and possesses a close object. While possessing an object, the specter can use Spectral Slap or Ghastliness even if already used this scene. Using either ends the possession and the specter reappears close by.</p>			

Just like the Ghost from a few pages ago, these guys might keep coming back if their not put down in some special ritualistic fashion.

Also, like ghosts, it's fun to have them go through walls to mess with the players, but don't take this to frustrating lengths.

More uniquely, specters can inhabit objects with the "Poltergeist" ability. When using this ability, imagine a horror movie...



"The spectre wails and sinks into the floor, disappearing from view. It's pained voice seeths from the walls in faint whispers which fade until all becomes quiet... It looks like she's gone"

"After a little while, the old T.V. in the corner suddenly turns on, loudly hissing with over-the-air static."

At this point, I know that the fight technically isn't over, but I'd totally allow the players to think it is. Let them move around and act out of turn, investigating or maybe even letting their guard down.

"Suddenly the T.V. static morphs into a familiar seething voice... 'get out!'... And the T.V. hurtles through the air!"

"The fight's back on, y'all!

YETI	
Threat: 71	Move Distance: Far
HP: 44	ACC: 3
DEF: -2	INT: -3
ATH: 6	SPY: 3
CHA: -5	STR: 8
Tooth & Nail: Major*,  +10 vs DEF Deal damage.	
Huck: Super*, close  +6 vs DEF Deal damage. The yeti lifts and hucks a chunk of terrain.	
Note: * So long as the temperature is below freezing, "Tooth & Nail" is a minor action, and Huck is a major action. The yeti is also unaffected by any hampering from deep snow.	
Fortes: Stealth	

You’re gonna die on Sunday SUNDAY SUNDAY!!!

The comments regarding the Specter are largely applicable to "Possess", so let's talk about that "Destroying Stuff" forte instead.

What kinda "stuff" are we talking about? Let's start with walls. Are the players safe in the stadium bathrooms? No, they're not. The monster truck just came crashing through the wall and it broke a bunch of water pipes too and Chuck just got a facefull of urinal cake.



Did you need to roll to see if that happened? ... I'd say you just needed to be sure that this truck could do it.



The Yeti is at home out in the cold and the snow, able to outmanuever the uncomfortable heroes. Make this clear in your descriptions.

"Although Sheena's been struggling to move through the thigh-high snow, the creature barrels towards her as if the snow was packing peanuts."

The second half to this is to give the players an option for regaining the upper hand.

"To the youth center!"

POSSESSED MONSTER TRUCK	
Threat: 79	Move Distance: Far
HP: 40	ACC: 0
DEF: 4	INT: 0
ATH: 8	SPY: -5
CHA: -3	STR: 8
Ram Attack: Major,  +11 vs DEF Deal damage.	
Doorcheck: Minor,  +6 vs DEF Twice per scene. Deal damage.	
Possess [DESPAIR]: Super, +8 vs INT Once per scene, target one person. On a hit, the truck goes still, and when the target would act next, they will be controlled by the spirit of the truck. It takes a full turn but can not use the target’s special abilities.	
Fortes: Perception (mirrors!), Destroying Stuff	
Blooper: Stealth	

APACHE HELICOPTER			
Threat: 82	Move Distance: Very Far		
HP: 36	ACC: 0	ATH: 16	CHA: 0
DEF: 3	INT: 0	SPY: 0	STR: 0
Mini Gun: Major,  +7 vs DEF Deal damage.			
Missile: Major, Very Far  +12 vs DEF Twice per scene Deal damage.			
Crashplosion: Free, +7 vs DEF This attack is automatically triggered when the helicopter's HP or its pilot's HP is reduced to 0. Targets and damages a 40x40ft area chosen based off how cool it will be.			
Note: The thing about helicopters is that they can fly. Still, movie pilots are cocky and often fly closer than needed.			
Equipment: Searchlight, roll-out ladder, one less than the ideal number of parachutes.			

The bulging muscles are striking, sure. The hair though... The beautiful hair is what sticks with you.



Many Beefcake Warriors act very self-assured, but in reality suffer from low self-esteem. This is why they often try to put down the heroes by calling them names like "puny weakling". Furthermore, their confidence falls apart the moment someone gets in a good hit on them.



When a helicopter's in the scene, make sure at least one of the following is true.

- Ranged weapons are available to the heroes.
- The heroes have access to their very own flying machine.
- The heroes can escape to an indoor or underground location.

It's also usually a very fun outcome when the players can board and wrest control of the helicopter.

But what's that? Another helicopter.

BEEFCAKE WARRIOR			
Threat: 84	Move Distance: Far		
HP: 34	ACC: 6	ATH: 6	CHA: 5
DEF: 2	INT: -2	SPY: 3	STR: 11
Muscle Fu: Major,  +11 vs DEF Only take a -1 per additional target Deal damage.			
Like a Ragdoll: Major,  +11 vs DEF, Once per scene. Deal damage. On a hit, the target is moved within close distance and knocked down.			
Rock Hard: Beefcake Warrior gets two epic dice on DEF rolls until the first time they get hit.			
Shot Put: When a Beefcake Warrior throws an improvised weapon, the attack gets an epic die.			

GIANT KILLER ROBOT			
Threat: 87	Move Distance: Close		
HP: 34	ACC: 6	ATH: 0	CHA: -4
DEF: 8	INT: -2	SPY: -4	STR: 9
Rocket Fist: Major, Very Close  +12 vs DEF Deal damage.			
Laser Blast: Major,  +9 vs DEF Deal damage.			
Electro Suck: Minor, once per scene Drain a very close device of electricity. Heal 10 HP.			
Magnet Pull: Major, once per scene Activate a built-in magnet which can pull one close metal object (less than 500lbs) to you, or yourself to it.			
Note: Giant Killer Robots have a weak spot that might need to be exposed or discovered. Attacks on this spot go against a DEF of 0.			
Giant Killer Robots aren't subject to hazards that would only affect biological creatures.			

This thing would be truly unstoppable if it's weren't for the stupid arms.




It's a t-rex. Demonstrate that it means business early on, and the players' reactions should drive the scene from there. For example, start the encounter by having it straight-up eat a minor character! That'll get things moving.




Rumor has it that these guys don't survive exposure to paradoxes, but violence just seems more reliable.

Let's talk about robot weak spots...

If the players haven't been given ample opportunity to learn about the weak spot, consider throwing the players a bone when they deal damage to the robot.

"That hit blasted off an armor panel just beneath the left arm, about 9 feet up. Some wires stick out and sparks shoot out intermittently."

TYRANNOSAURUS REX			
Threat: 91	Move Distance: Far		
HP: 52	ACC: 0	ATH: 8	CHA: 0
DEF: 2	INT: -5	SPY: -5	STR: 11
Tooth & Nail: Major, Very Close  +13 vs DEF Deal damage.			
Tail Swipe: Minor, Very Close  +9 vs DEF. Twice per scene. Deal damage.			
Terrifying Roar [FEAR]: Minor,  +8 vs STR. Once per scene, no multi-target penalty. If hit, target gets a blooper die on next roll.			
Fortes: Intimidation, Destroying Stuff Blooper: Arms			

MECHA-DRAGON			
Threat: 100	Move Distance: Far		
HP: 64	ACC: 5	ATH: 8	CHA: 0
DEF: 3	INT: 0	SPY: 4	STR: 9
Tooth & Tail: Major, Very Close  +11 vs DEF Deal damage.			
Laser Cannon: Major,  +8 vs DEF Deal damage.			
Flame Jet: Minor, Close  +8 vs DEF Once per scene. No multi-target penalty if targets are in the same direction Deal damage.			
Note: Mecha-dragons can fly and aren't subject to hazards that would only affect biological creatures.			

Apparently regular dragons weren't bad enough. It does look pretty rad though. Lots of chrome and a bitchin' rear spoiler.


This is a formidable baddie that can take quite a few hits, dish out large amounts of damage and can even fly.

What if you unleash this upon your players and they just aren't ready for it? As in, they're all about to die...

Or, on the other hand, what if this was supposed to be a nail-biting dramatic fight that pushes the players to the brink, but instead they just start steamrolling the thing?

Making on-the-fly adjustments can feel a bit like cheating to the players, but here are a few methods I've found to be less controversial.

- Summon an ally or two for whichever side is getting pummeled.
- A hit against the baddie removes some of its armor or damages its weapons.
- The baddie enters a rage state, dropping its defense, but upping it's damage considerably! (if the fight has become one-sided, might as well end it quick and dramatically!)
- The environment changes. A fire ignites, a wall collapses, a stampede occurs, the volcano erupts!

VEXIUS				
Threat: 129		Move Distance: Far		
HP: 88	ACC: 8	ATH: 8	CHA: 8	
DEF: 8	INT: 8	SPY: 8	STR: 8	
<p>Vexing Strike: Major,  +10 vs DEF Deal damage.</p> <p>Missle of Vexation: Major,  +10 vs DEF Deal damage.</p> <p>Disenvexment [DESPAIR]: Major,  +10 vs CHA. -2 per additional target. Once per scene. Vexius says/shows/does something really messed-up. On a hit, the size of the success is a penalty the target takes to all rolls.</p> <p>Vexiplication: Minor, Once per scene Create two illusory duplicates of Vexius. The duplicates act convincingly but can't physically interact with anything. They disappear when the real Vexius takes damage.</p> <p>Vexipate: Minor, Once per scene Go invisible until the end of your next turn. While invisible, your attack and defense rolls get an epic die. Plus you're frickin' invisible!</p> <p>Note: 1 free Bad Edit per scene 1 Push it to the Limit ever</p> <p>Blooper: The Power of Love</p>				

Just look at the name. Whether Vexius is a demon, alien, sorcerer or everyman with extraordinary power, we all know what Vexius is all about: seething confidence.

This is basically a pliable generic magi-techno-villain.

Don't like one of the abilities? Or more to the point, would you like one of the other bad guys' abilities more?

Swap a couple abilities in and out and keep an attack bonus of +10 unless the ability has no multi-target penalty or is otherwise extremely potent, in which case go with a +7 or so.

This is your baddie! Does she utilize high-tech gizmos from the Theta Sector? Does he wield the mighty Hell Shard? Or is Vexius a C.I.A. test subject pulled off the street who has been granted psychic powers?

I leave that to you.

VILLAINS

Sometimes a movie is only as good as its villain. Of course villains aren't good at all. They're bad. Fortunately, this is Straight to VHS. The badder the better.

Take a look over the villains on the following pages. Maybe you'll want to use (and possibly tweak) one of them, or you might just get inspired to create your own show-stealing villain!

SLASHER MODE

Villains are often an ongoing presence throughout a story. You might hope to have the villain terrorize the players early on as a force they should flee from or merely beat back temporarily. That's how a bunch of movies go, after all.

In a game, this sorta thing can feel unfair and inconsistent to players. It feels lame being put in a situation where you're "supposed to lose" only to get a chance to win when the director finally deems it to be OK. Players appreciate knowing that they're up against consistent rules and that their actions are creating real progress.

So, how do you have a fair, consistent and reappearing villain who won't get defeated way too early on? You must activate the optional slasher mode! Slasher mode adds the following rules to action sequences with the villain.

- On the villain's first turn, they get one token.
- On their second turn, they get two more, and so on.
- The villain has no maximum number of tokens.
- The Director may use these tokens as desired.
- The villain loses all tokens when the scene ends.
- The villain heals at the end of the scene by 10 + the number of montages the players have had, but doesn't heal any further.
- If encountered in a later action sequence, the villain starts over at one token on their first turn.

None of this should be hidden from the players.

In early encounters with the villain, the players will hopefully do lasting damage to the villain's HP. However, the villain's escalating strength will encourage the players to escape or impede the villain rather than try to take 'em out in one go.

There is one pitfall you wanna make sure to avoid when using slasher mode: don't make each encounter feel the same. The final encounter in particular needs to not feel like "the same fight, but this time the villain will probably die". Add additional enemies, light everything on fire, add a thick fog, set it in a crashing airplane, use clever tactics, get everyone on snowboards trying to outrace an avalanche.

When using slasher mode, The Director should provide the players with methods of escape as well as possible distractions or goals that might eventually pull the villain away from the fight. In short, a slasher-mode-villain shouldn't kill the party in their first meeting. It should also be noted that the villains' threat numbers barely apply when using slasher mode. So be mindful.



BEARBORG

Bearborg is a huge, cybernetically enhanced grizzly bear, engineered to be the perfect weapon. Bearborg has sawblade teeth, enhanced cognitive abilities, pneumatic space-age limbs, baleful lasers, and advanced imaging systems. In short, keeping your food in sealed containers won't save you.

Bearborg might have broken out of a secret government lab. Or perhaps Bearborg has been sent back in time to fulfill an assassination contract. Either way, Bearborg is totally merciless. The cyborgification took away that last little bit of a bear that would maybe show mercy.

Because Bearborg's behaviour is likely pretty straight-forward, it's best used as a villain for only a session or two. Creature films usually spend a lot of screen time with the heroes being outmatched by a terrifyingly powerful creature. Consider having your players start without many resources (even by limiting their characters' starting cash). This way, they'll feel initially unprepared to deal with Bearborg early on and may seek to gain the upper-hand over time.

Potential Bearborg plot points:

- Bearborg's creators or its handlers are looking for it. Can they be trusted?
- Bearborg seems to be hunting down specific targets. Why?
- A local doesn't believe this "cyborg" nonsense and sets out to hunt the bear.
- A small piece of Bearborg falls off. Maybe something can be learned from it.
- Bearborg is drawn to other bears and it might mate and spread its cyborgified DNA.
- Bearborg didn't break out of containment. Someone let it out. Who and to what end?

Bearborg tactics:

- Break things
- Separate the party
- Utilize x-ray imaging, heat imaging and sense of smell to gain the upper hand

Grizzly facts that a scientist would cite in a Bearborg movie:

- Grizzlies can run up to 30mph
- Grizzlies can weigh over 1,000 lbs
- A grizzly's sense of smell is 7 times stronger than a bloodhound's.
- The force of a grizzly's bite can reach 8,000,000 pascals. Enough to crush a damn bowling ball!
- "And that's just for regular sorts of bear. Lord knows what this cyber bear is capable of!"

Bearborg likes:


- Picnic baskets
- Berries
- Honey
- Salmon
- Batteries


BEARBORG

Threat: 149


Move Distance: Far

HP: 112 ACC: 5 ATH: 6 CHA: 0
DEF: 4 INT: 0 SPY: 2 STR: 8

Bear Arms: Major,  +11 vs DEF
Deal damage.

Laser Eye: Major,  +7 vs DEF
Deal damage.

Note: After taking 40 damage, Bearborg remembers "Xtreme Laser Breath".

Xtreme Laser Breath: Super,  +9 vs DEF. -2 per additional target. Targets must be in same direction.
Deal damage.

Note: After taking 80 damage, Bearborg remembers it has rocket boosters which allows Bearborg to use a move action to fly up to it's move distance and then land.

Note: Bearborg has...

- X-ray vision
- Heat vision
- 1 free Bad Edit per scene
- 1 Push it to the Limit ever

Fortes: Smell (x2), Destruction

DIMENSIONAL DOORWAY

Strange forces and beings emerge from this tear in the universe. The Dimensional Doorway itself isn't just an unfortunate supernatural phenomenon, it appears to be actively malevolent!

Most of the time, a Dimensional Doorway is nearly invisible and acts in only the subtlest of ways (so no attacks). Even while quiet, the Dimensional Doorway might leak interdimensional magic which can wreak havoc. Latent magic in our heroes' world is roused, and those with dark purpose feel its pull. Furthermore, beings from the other side may slip through with dire agendas for the world.

When the Dimensional Doorway is under any sort of attack or opposition it may choose to become active. An Active Dimensional Doorway is clearly visible and can choose to use its attacks. It's also rarely alone.

Potential Dimensional Doorway plot points:

- The party is tasked with finding components for a spell that will close the doorway.
- The doorway is leaking magic that is causing all sorts of weird happenings.
- The portal didn't just appear. Someone created or summoned it.
- An invasion of dark creatures erupts from the doorway and more are on the way.
- The key to closing the doorway can only be found on the other side.
- Not everything that comes through is bad. A PC or NPC ally could have come through too.
- Evil doppelgangers emerge from the doorway, seeking to take over this new world.
- Someone foolishly protects/hides the portal so that they may learn its secrets.

The Dimensional Doorway leads to:

- A plane of Lovecraftian horror.
- A parallel universe.
- A fantasy realm of sword and sorcery.
- A grim future ruled by cruel robots.
- The Door Dimension which leads to all others.
- Who knows? Things only come out, never in.

Is your Doorway special?

- What does it take to close the Doorway once and for all? Does it require a sacrifice?
- Is secret knowledge needed to pass through the portal, or can somebody just walk right through? Does the portal need to be “active”?
- Does the Doorway need to be activated or weakened before it can be destroyed?
- Can you see what is on the other side, or does it appear as a whirling vortex or black void?
- Does the Doorway speak? Does it read minds? Does it deceive and scheme?
- Did the doorway appear where it did due to random chance or was there a reason?
- Why is its image seared onto one of the player character’s left hand?

ACTIVE DIMENSIONAL DOORWAY

Threat: 133	Move Distance: N/A
-------------	--------------------

HP: 128

ACC: 5

ATH: N/A

CHA: 4

DEF: 3

INT: 0


SPY: 8

STR: 7


Door Slam: Major, +8 vs DEF

Deal damage.

Energy Arc: Major,

close  +7 vs DEF


Deal damage. Get a free attack on a different **close** target if your die rolled a 15 or higher on your attack roll, and repeat...

Dimension Drain: Minor,  +10 vs

ATH OR STR. No multi-target penalty.

Hit targets are pulled a very close distance towards the doorway.


Scary Door [FEAR]: Major,

very close  +6 vs STR. Once per scene

No multi-target penalty.

Hit targets take damage and are beset by illusory horror, rendering them unable to attack on their next turn.

Promises [COERCE]: Minor,

 +7 vs INT. Twice per scene.

On a hit, the size of the success is a penalty the target takes to all rolls directly opposing the doorway.

Note: Can not be moved or grabbed.

• 1 free bad edit per scene.

THE INVADER

The invader is a large, nightmarish creature from parts unknown! It is highly aggressive and seems to enjoy eating people. The invader can be described any way you like, but it should be rather alien in design.

The invader is drawn to a particular energy source that it needs in order to replicate.

Example Energy Sources

- Electricity
- Radiation
- Blood
- Alcohol
- Dreams

Exposure to its energy source allows The invader to create invaderlings which quickly gestate in some sort of egg (or inside of people if you wanna get grisly). You might choose for the invader to have a nesting area, and perhaps it saves some live prey there to be savored later (for itself or its progeny). This way, you could have a character who needs rescuing.

With its incredible defense, the invader is nearly untouchable! Fortunately, **the invader has its defense lowered to zero when exposed to its weakness** (same for the invaderlings)!

Example Weaknesses


- Freezing temperatures
- Rock & roll music
- Camera flashes and other bright lights
- Spicy foods
- True Love
- Any of the "example energy sources" above


Before the invader is weakened, give your players escape routes and things to focus on aside from directly confronting the invader (such as convincing and evacuating locals, enlisting weapons and personnel, cutting off the invader's power source, discovering and collecting its weakness).

To add a layer of complexity, add a group of shadowy government agents who will stop at nothing to capture (recapture?) the creature alive.


Naturally, they should be doomed to fail. They may decide that the player-characters know too much. Or worse yet, they might call in a bomb strike to wipe out the whole area!

Unleash a swarm of Invaderlings when you wanna mix things up

INVADERLING					
Threat: 12		Move Distance: Very Close			
HP: 10	ACC: 0	ATH: 2	CHA: 0	DEF: 0	INT: 0
DEF: 0	INT: 0	SPY: 0	STR: 3		
Tendrils: Major,  +4 vs DEF Deal damage.					
Note: Invaderlings seem to find their way through tight spaces and have a tendency to travel along walls and ceilings.					
Fortes: Climbing					

THE INVADER					
Threat: 133		Move Distance: Close			
If weakened: 90					
HP: 72	ACC: 0	ATH: 2	CHA: 0	DEF: 20	INT: 0
DEF: 20	INT: 0	SPY: 0	STR: 9		
Tentacle: Minor, close  +10 vs DEF Deal damage. The invader's tentacles can worm their way through tight spaces and can sense movement.					
Note: The Tentacle attack is a minor action, allowing two attacks per turn. <ul style="list-style-type: none">• 1 free Bad Edit per scene.					
Fortes: Jumping, Destroying stuff					

A single Maturing Invaderling can threaten a player-character, allowing for a fight with a few tough enemies rather than a swarm of Invaderlings or the single and terrifying Invader itself.

MATURING INVADERLING					
Threat: 42		Move Distance: Close			
HP: 28	ACC: 0	ATH: 0	CHA: 0	DEF: 8	INT: 0
DEF: 8	INT: 0	SPY: 0	STR: 6		
Tendracles: Major, very close  +7 vs DEF Deal damage.					
Fortes: Climbing, Jumping, Destroying Stuff					

NINJA BOSS

The Ninja Boss can be easily distinguished from their many ninja underlings by a slightly more ornate outfit, or maybe just a differently colored one. We also might see the ninja boss' face at some point (maybe it's someone we know!)

Ninja bosses have a lot on their plate. They've got innumerable ninja trainees to boss, schemes to hatch, clients to please (and eventually betray), plus non-stop training. So, when some scrappy heroes come along and throw a wrench in the plans, ninja bosses get understandably pissed off for real!

Ninja bosses won't even hesitate to stand around in the background while sending countless mooks to their death. And when it's finally time to say "looks like I'll have to deal with you myself", you can bet the ninja boss will get right to pigsticking folks from the shadows. Ninja bosses aren't out to make friends.

Ninja Bosses can be used in all sorts of plots, either as the self-motivated main villain or a secondary villain working as a mercenary for Villain #1. As long as the ninja boss is getting payment and respect, the ninja boss will get themselves and all their minions involved in just about anything.

Motivations:

- Have disposable employees do all the real work for as long as possible (it culls the weak ones).
- Get vengeance for even the tiniest slight.
- Crush any and all competition.
- Serve a rich and/or powerful sleazebag.
- Betray a rich and powerful sleazebag to show how a real sleazebag does it.
- Display the superiority of the ninja arts.
- Highlight the weakness and foolishness of compassion.

Tactics:




- Enter scenes unseen.
- Wait for the perfect moment to strike.
- Keep a few underlings around as bodyguards.
- Use the "Smoke Bomb" ability to retreat.
- Hide above or below targets, in order to get multiple epic dice on attacks.
- Trap someone into a 1-on-1 duel to the death.
- Lead enemies to a chosen location for battle.

**The Weapons
of a Ninja Boss:**

Ninja Bosses have a sacred duty to show off lots of hidden weapons.

Blades hide in shoes and in the handles of other blades. Projectiles include shurikens, throwing knives, bolts from tiny crossbows, and firework-like rockets shot from the wrist.

The Ninja Boss always aims to surprise and deceive.

NINJA BOSS			
Threat: 120		Move Distance: Very Far	
HP: 72	ACC: 6	ATH: 10	CHA: 0
DEF: 5	INT: 4	SPY: 10	STR: 4
Blade: Major,  +9 vs DEF Deal damage.			
Projectile: Major,  +6 vs DEF Deal damage.			
Paralyzing Strike: Major,  +7 vs DEF. Once per scene. Deal damage and briefly paralyze. A hit target misses their next turn. (bad edits may be used).			
Caltrops: Minor, once per scene. When noone is looking, lay spiky caltrops on the ground, filling an area whose edges are very close to each other. Caltrops can be seen with a SPY roll of 10 (in daylight) to 20 (in darkness). If someone walks on them, roll a +7 melee attack against them.			
Smoke Bomb: Minor, once per scene Create a momentary cloud of smoke and reappear anywhere within far range. If you reappear behind cover, you're automatically hidden.			
Derisive Echoing Laughter: Minor, Once per scene, while hidden. Your laughter rings out and echoes in every direction, as if you are everywhere. Every target you are hidden from gets a blooper die on their next roll.			
Note: The Ninja Boss gets an epic die on any attacks made from above or below their target. <ul style="list-style-type: none">• 1 free Bad Edit per scene.			
Fortes: Acrobatics, Awareness, Stealth			

TOMMY SNIZ

This clever and charismatic criminal practically has the whole damn city in his pocket. How? By subjugating one important person at a time. That might not sound easy, but for a clever dirtbag like Tommy Sniz it's as simple as utilizing some hired muscle, some blackmail, the occasional charitable donations with strings attached and by having no problems with doing the wrong thing.

When the player-characters are at odds with Tommy Sniz, there's always a chance that they're being watched by one of his agents, or that a supposed ally has actually been working for Tommy all along.

Tommy can be a main villain, or he could be a rival who is working towards the same general goal as the players... of course Tommy probably has a more nefarious purpose and won't hesitate to directly take out his competition. Then again, he might let the players do all the hard work, keeping tabs on them all the while so that he can get what he wants with minimal effort.

Tommy is never really alone. His men are just a signal away and he usually has options available for a quick getaway.

If things start looking grim for himself, Tommy will attempt to bargain with the player-characters.

Interactions with Tommy should be pleasant on the surface. He offers drinks, gives compliments, jokes around and generally tries to ingratiate himself.

If any of the player-characters seem to be remotely falling for it, consider rolling CHA for Tommy (with an epic die from his Coercion forte) against the character's INT. If Tommy succeeds, the player character takes a dramatic effect penalty (the size of Tommy's success) to actions meant to hurt Tommy. To read more about dramatic effects, see page 48.

Assets:

- A few million bucks to throw around
- His own personal helicopter
- A sizable crew of henchmen and specialists
- Eyes and ears in the police department
- Private investigators, skilled at gathering material for blackmail
- Blackmailed officials on whom he can call for a favor

Likes:

- Memorabilia from Hollywood's golden age
- Blondes in glasses
- Information
- Cocaine

Dislikes:

- Competition
- Peanuts (allergic)
- Being touched

TOMMY SNIZ

Threat: 90

Move Distance: Close

HP: 48 **ACC: 6** **ATH: 3** **CHA: 8**
DEF: 4 **INT: 8** **SPY: 6** **STR: 3**

Brass Knuckles: Major,



+6 vs DEF

Deal damage.

Magnum Revolver: Major,



+10 vs DEF

Deal damage.

Hand Grenade: Major,

close  +8 vs DEF, once per day

Deal damage on a 30x30ft target.

Meat Shield: Free, once per act

When you take damage, make an adjacent person (but not the attacker) take the damage instead.

Note: Tommy gets an extra epic die against enemies that he is hidden from (for a total of 2 epic dice).

- 1 free Bad Edit per scene
- 1 Push it to the Limit ever

Fortes: Crime, Business, Deceit, Coercion

TORFF, THE WARLOCK

Torff has traveled through centuries, and possibly dimensions. He's not about to let a ragtag group of misfits stop him now.

Perhaps Torff seeks some relic that was lost to him in his own world.

Example Relics:

- The Jade Eye of Destiny: allows the wielder to change fate once per day, with a cost paid proportional to the change in fate.
- The Staff of Iknus: a powerful and sentient weapon.
(The thing doesn't shut up!)
- The Nightkey: an onyx crystal, which will allow Torff to free his eldritch master!

In his own time, this relic is guarded by sacred warriors or some such. However, by scrying the future, Torff has discovered the relic under comparably pitiful security in a modern museum or private collection.

Alternatively, Torff has discovered that there is a prophesied warrior in this time (probably one of the player-characters). If Torff can defeat them in battle, he shall grow even more powerful.

Torff might have arrived with buddies, but he might also attempt to enlist modern help with the aid of his genuine gold coins and impressive powers. One method of recruitment would be his necromancy, with which he can raise the dead as loyal servants.

Players could have their character/s be the last of the protectors of the relic (or keepers of the prophecy). Other characters could be the owner or discoverer of the relic, or the figure in the prophecy.

Or do something totally different: Maybe Torff is a vengeful hippie with a spell book. I mean, what am I? The boss of you? Get weird with it.

Each scene, after the party has run afoul of Torff, the Director rolls a d20. On an 18 or higher, Torff has witnessed the scene in his magic crystal.

TORFF, THE WARLOCK

Threat: 103

Move Distance: Close

HP: 88

ACC: 3

ATH: 0

CHA: 0

DEF: 4

INT: 5

SPY: 5

STR: 2

Staff Thwack: Major, very close  +5 vs DEF


Deal damage.

Magic Staff Bolt: Major, very far  +8 vs DEF

Deal damage.

Transmogrify: Major, close  +5 vs DEF, once per scene

On a success, the target turns into a woodland critter until the end of the scene. Woodland critters can't use items and have a STR of -5.

Feargasm [FEAR]: Minor,  +7 vs STR, once per act, -3 per additional target

On a hit, the size of the success is the penalty the target takes for the rest of the scene to rolls uninvolved with obstructing, fleeing or hiding from the specter.

Necromancy: Major, once per scene

Turn an adjacent corpse into an undead servant. The undead servant has the same stats they had in life except their HP is halved and they take a blooper die on all rolls. They enter combat next round.

Teleport: Minor, once per scene

Teleport to an open spot within far range.

Bolster: Major, once per scene

Bolstering gives two epic dice on a roll next round.

Double Down: Free, once per scene

Regain an expended "once per scene" ability.

- 1 free Bad Edit per scene.

Forte: Mysticism

Bloopers: Current Events, Pop Culture, Technology

INSPIRATION

RECOMMENDED VIEWING

To really get in the right mind-set, you might wanna watch some fine cinema. The movies listed below come from different decades, some are terrible and some are genuinely good, but all of them are a bit crazy and ought to provide top-notch inspiration for Straight to VHS stories and characters.

- Army of Darkness
- Beastmaster 2: Through the Portal of Time
- Big Trouble in Little China
- Black Dynamite
- Bubba Hotep
- Cleopatra Jones
- Commando
- Dead Heat
- Deadly Prey
- Eliminators
- Escape From New York
- Escape From L.A.
- Future War
- Gymkata
- Hard Ticket to Hawaii
- Independence Day
- Judge Dredd
- Killer Klowns From Outer Space
- Krull
- Laser Mission
- Latitude Zero
- Masters of the Universe
- Miami Connection
- Mortal Kombat
- Never Too Young to Die
- Revenge of the Ninja
- The Road Warrior
- Samurai Cop
- Sharknado
- Spacehunter: Adventures in the Forbidden Zone
- Starcrash
- Terrorvision
- The Last Dragon
- Thankskilling
- Tremors
- Troll 2
- Wolfcop

You can expect to find trailers for these movies online. If you're not sure where to start, I think *Beastmaster 2: Through the Portal of Time*, *Big Trouble in Little China*, *Hard Ticket to Hawaii* and *Starcrash* are easy recommendations.

A quick note about *Sharknado* (and similar films): It's decent inspiration for Straight to VHS shenanigans, so it stays on the list. However it's our opinion that there is something to be said for sincerity. Our favorite films give the impression that at least someone was impassioned in its creation, even if their creativity was unhinged or their film-making amusingly naive. Sincere passion shows, and it makes us smile.

VHS PLOT ELEMENTS

Here's a list of stuff! Use it however you like.

Aliens	Evil communists	Planetary colonization
Alternate histories	Federal agents	Prophecy
Androids	Giant animals	Psychic powers
Antichrist	Goblins	Road Trips
Apocalyptic wastelands	Heists	Robots
Assassination	Hypnotists	Saving the holidays
Asteroids	Indian burial grounds	School dances
Bank robberies	International spies	Scientific experiments
Bioweapons	Jazz clubs	Sewer mutants
Casinos	Hybrid creatures	Square school deans
Circuses	Kung fu	Street gangs
Crooked cops	Lost islands	Time travelers
Cults	Mafia	Totalitarianism
Curses	Military occupation	Unlocking all of the brain!
Dance competitions	Monsters	Vampires
Demons and/or the devil	Mutant anything!	Werewolves
Digital worlds	Natural disasters	Wild West
Dinosaurs	Nuclear launch codes	Witchcraft
Drug lords	Parallel universes	Worldwide conspiracies
		Zombies

CHARACTER TRAITS

Need some ideas for your hero or for a Director-controlled character?

- You're a straight-laced and cautious square, letting loose for the first time.
- You served in 'Nam and saw some shit, man.
- You are/used to be a priest or nun. Lately your faith has been challenged.
- You're smoking that reefer any chance you can get.
- You've come from another planet to learn about this "love."
- You're under a gypsy curse and seeking to redeem yourself in order to lift it.
- You are an "Indian shaman," supposedly.
- You don't let people get close to you. People who do always end up getting hurt.
- You are/were working for the Kremlin, but the tides are changing.
- You are a hot tub salesperson always looking for clients.
- You are/were a crooked cop with conflicting loyalties.
- You are a carnie. No one just stops being a carnie.
- You are a virgin and lie about it.
- You are a disgraced former member of the Secret Service seeking redemption.
- You are a chainsmoker trying to kick the habit.
- You are an Olympic athlete, cheated out of the gold.
- You are an incorrigible pervert, looking for love.
- You've come from the future, but you can't remember why or much of anything.
- You have a face disease and time is running out.
- You are in the witness protection program, but your old life has come knocking.
- You have a child somewhere out there, but you couldn't be there for them.
- You are/were a prostitute. You, of course, have a heart of gold.
- You ain't got time for these damn kids.
- You have just woken from a coma and are suffering from amnesia.
- No one knows that you're...The Steely Shadow.
- You make drinking look fun and wholesome.
- You're the only one that gets it. They're already here, man! They're among us!
- You have/are an evil twin, raised in Quebec by carnies.
- You are suffering from a recurring nightmare; bits are coming true.
- You are a bounty hunter. Your latest target: Your sister.
- You have given up a life of crime...or have you?
- You have multiple personalities and one speaks only Spanish.
- You've been married four times. They all had the same name.
- You are in a rock band, but are looking to go solo.
- Your sensei was murdered. He was going to teach you the ultimate technique.
- You know the gold is buried somewhere 'round these parts!
- You never knew your real parents. You wonder if they too had the gift.

HERO SHEET AND PARTING WORDS

You'll find the hero sheet on the next two pages. Print out a set of both pages for each player. Fill in the values as indicated by the tropes, perks and items that have been selected for that hero.

Thanks for checking out Straight to VHS! It's still a work-in-progress and it needs your feedback so it can become the best game it can be.

"NAH, MY FEEDBACK WOULD BE GARBAGE. I'M NEW TO RPGs."

What? No! We need your feedback! Straight to VHS is meant to be accessible to new players, so trust us when we say we want EVERYONE'S feedback.

Leave anonymous feedback at goo.gl/forms/PffvDmOTW4

Official website: lostcatgames.com

Reddit: reddit.com/r/straighttovhs

Twitter: [@Straight_to_VHS](https://twitter.com/Straight_to_VHS)

Facebook: [StraightToVHSgame](https://facebook.com/StraightToVHSgame)

E-mail: lostcatgames@gmail.com

"WHERE'S THIS THING GOING?"

StVHS is going to be expanded and refined until it's nearly complete. Then we'll launch a crowdfunding campaign to create a professional, fully-illustrated and expanded version of the game which can be purchased as a PDF or as a physical book. We will continue to offer a less robust free version in perpetuity.

Thanks for playing!

STRAIGHT TO VHS

OF MONTAGES:

MOVE DISTANCE:

HERO'S NAME:

MAX HP	CURRENT HP
<input type="text"/>	<input type="text"/>

HEAL 5 + # OF MONTAGES AFTER EACH SCENE

DEATH CHECKS		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MARK A BOX IF YOU TAKE DAMAGE WHILE AT 0 HP AND IF YOU START A TURN AT 0 HP

CLEAR DEATH CHECKS IF YOU GET A MONTAGE

WORKSPACE FOR STAT BONUSES AND PENALTIES				
ACC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ATH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEF	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

☐ CHECK THIS BOX WHEN YOU ROLL A 1 OR 20.

☐ CHECK THIS BOX WHEN YOU SHOW WEAKNESS.

SCRIPT CHANGE CONCEPTS

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

WHEN ONE BOX IS CHECKED, SELECT A CONCEPT FROM THE LIST ABOVE.
WHEN BOTH ARE CHECKED, YOUR SCRIPT CHANGE IS READY TO USE.

TROPE/PERK FEATURES:

ITEMS:

ACC + RANGED WEAPON =

STR + MELEE WEAPON =

+ =

FORTES:

BLOOPERS:

[illegible]

PUSH IT TO THE LIMIT: (Once per act, minor action) Explain how you inspire yourself or an ally. Target heals $\frac{1}{2}$ their total HP and gets 2 tokens.

1

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

5

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7

1

1

7

5

1