

# 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	MARK A BOX IF YOU TAKE DAMAGE WHILE AT 0 HP AND IF YOU START A TURN AT 0 HP		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLEAR DEATH CHECKS IF YOU GET A MONTAGE

## SCRIPT CHANGE CONCEPTS

CHECK THIS BOX WHEN YOU SHOW WEAKNESS.

CHECK THIS BOX WHEN YOU ROLL A 1 OR 20.

- 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.

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

## TROPE/PERK FEATURES:

ACC + RANGED WEAPON = \_\_\_\_\_

STR + MELEE WEAPON = \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

## ITEMS:

FORTES:

BLOOPERS:

**WHAT DO YOU LOOK LIKE?**

**SPECIAL ABILITIES**

**USED?**

**PUSH IT TO THE LIMIT:** (Once per act, minor action) Explain how you inspire yourself or an ally. Target heals ½ their total HP and gets 2 tokens.

**USED?**

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

**GOT ANY TROUBLES?**

**USED?**

**USED?**

**GOT A DREAM/GOAL?**

**USED?**

**USED?**

**WHAT'S AMAZING ABOUT YOU?**

**USED?**

**USED?**

**WHAT'S NORMAL ABOUT YOU?**

**USED?**

**USED?**