



# HORROR MOVIE CYOA

You are going to a world that superficially resembles your own.

The vast majority of people do not know the dangers that lurk just outside their doors but it is a world where every movie monster and maniac is really out there. Society has a tendency towards bouncing back after a serious attack and governments have become very skilled at cleaning up messes but it can get extremely messy with zombies, vampires and every other monster people have thought up on the loose.

Horrific things and creatures will be impossible to avoid for the duration of the 10 years you are here and you will very regularly run into strange goings on.

There will however be no world ending events (outside of drawbacks).

You may start anywhere in the world or in a specific horror movie of your choice.

You will have to keep a cool head, avoid bubbling goo and try not to go to graveyards at night.

## YOU HAVE 1000 GP

# IDENTITIES

Choose an Identity. Roll 4d8+20 to determine your age. You may change your age and/or gender for 50 CP.

## DROP-IN

+No new set of memories affecting your actions.

-No friends or experience in this realm.

You're the new guy! You wake up in a new town and is it just you or is something a little off about some of the inhabitants? There's the occasional strange noise and you sometimes feel like you can see something out of the corner of your eye.

**FREE**

## SHERIFF

+Good in a fight, the heroic type.

-Real responsibilities—you're the guy people will look to in a crisis.

You recently moved to a small, quiet little town for work. You're the new sheriff. It seems like a friendly place. You've already been asked to go hunting in the woods by some of your fellow officers and some (admittedly strange) folk asked if you'd like to join their new church.

**100 CP**

## RESEARCHER

+Educated, good at rooting out mysteries.

-No combat expertise.

You're an academic, specialising in the strange. You've read a fair few ancient tomes, talked to some supposed mad-men and it's starting to seem as though their story checks out. You're starting to see signs that all is not quite as it seems. Kids have started to go missing nearby and you've noticed an interesting ruin near the library.

**100 CP**

## HUNTER

+Well practised, not shaken by mad stuff.

-Something of a drifter.

You've been at this for some time. The world may not take any notice but you've been providing a valuable service, ridding cities and towns of some of the things that go bump in the night. You're small-time right now but you're sharper than most and you've been successful so far.

**100 CP**



# SKILLS

Your skills, abilities and proficiencies. Discounts cost 50% of their full price.

## IMPRACTICAL CLOTHING

You seem to be able to run at full speed regardless of the impracticality of your clothing.

100 CP

## DEFENDER

You are terrific at making a place defensible. You are skilled at setting up traps and find that simply knocking up some well-placed planks of wood will keep out the zombies for hours.

100 CP

## ESCAPOLOGY

You are gifted in the art of escaping. Whether it's through contortionism, persuasion or complicated bits of trickery you never seem to stay locked up or trapped for long.

100 CP

## BLEEDER

When cut you bleed in large outlandish spurts. Somehow your blood seems to simply replenish though and it takes a lot more damage for you to feel any effects of blood loss.

100 CP

## PAIN RESISTANT

You're seriously tough. You are almost entirely resistant to pain (although you are still aware of it). Torture has next to no effect on you.

200 CP

## SOMETIMES DEAD IS BETTER

Stuff just seems to stay dead once you've killed them once short of any serious intervention. Useful in zombie outbreaks.

200 CP

## BAD BLOOD

Your blood is disgusting tasting to those who usually enjoy it. Things that try to eat you will generally struggle to do so.

200 CP

## UNPOSSESABLE

You are impossible to directly possess and reject most alien influences and pressures. Even the devil himself couldn't manage it.

400 CP

## SEE IN THE DARK

Your eyes adapt to the dark incredibly quickly and it seems you can see well in even incredibly low light conditions.

200 CP, Discount Drop-In

## MUSICAL CUE

A few seconds before you are in serious danger distinctive music will start to play. Only you can hear it.

400 CP, Discount Drop-In

## THE HILLS NEED GLASSES

Extremely hostile creatures and people seem to simply miss you the vast majority of the time. If you make even the vaguest attempt to avoid trouble you generally will. You also find yourself extremely skilled in most manners of stealth and going unnoticed.

600 CP, Discount Drop-In

## BRAVE

You are brave enough to deal with the dark things in this world. Any old phobias you had are gone, after the horrible things you've seen how could they not be?

100 CP, Free Hunter & Sheriff



**SHARPSHOOTER**

You are one hell of a shot. Almost inhuman accuracy and trigger discipline makes you truly formidable in a firefight.

100 CP, Free Sheriff

**DETECTIVE**

You are a talented detective. When it comes to uncovering information, making connections and finding leads there isn't anyone better.

200 CP, Discount Sheriff

**HOMETOWN HERO**

If you choose a specific town or city as your home you will find yourself with enormous popularity, trust and respect from residents of that city. Positions of authority are as easily attainable as simply as applying for the position.

400 CP, Discount Sheriff

**NEGOTIATOR**

You're a skilled negotiator. This generally makes you better at talking to people and getting what you want out of them. You also seem to be able to talk even the most frightened or stressed person into acting calmly and rationally.

400 CP, Discount Sheriff

**EXPERIENCE**

You have some experience in the matter of killing monsters. Your expertise lies with corporeal threats but with them, some time to prepare and a few basic supplies you usually end up on top. You can tell the difference between sub-types of monsters and you excel at hiding the evidence of your work from law enforcement.

100 CP, Free Hunter

**IMPROVISED WEAPONS**

You have a talent for knocking together weapons on the fly having had some success with railroad spikes and Molotov cocktails. You are also well practised with modifying ammunition to better exploit the weaknesses of your monstrous targets.

200 CP, Discount Hunter

**SLAYER**

You have excellent instincts for both tracking and combat. You have a natural grasp of the movements and habits of those you are hunting. Moments of inspiration in combat will often save you in a pinch and the weaknesses of your enemies often just seem obvious to you.

400 CP, Discount Hunter

**INSTINCT**

You notice right away if something is off about a person or if they're hiding something important, particularly when monsters are masquerading as or influencing humans.

400 CP, Discount Hunter

**METHODICAL**

You read extremely quickly, take notes quicker and generally have a knack for finding the right sources and the last piece of the puzzle.

100 CP, Free Researcher

**PSYCHO KILLER**

While this gives you a talent for brutality, the ability to laugh in the face of horrific goings on (caused by you or others) and a basement full of bones it also makes it very difficult for people to believe that you are responsible for any serious wrongdoings. They'll even often ignore the witnesses of your more audacious criminal acts.

400 CP

**IMMUNE**

You are immune to even the most virulent and dangerous diseases. When mutated parasites or zombie plagues start infecting those around you you'll find yourself inexplicably immune.

400 CP, Discount Researcher

**EXORCIST**

You are a skilled exorcist and have a very high rate of success. You can nearly always exorcise whatever is possessing people and the vast majority of the time they will come out of the experience shaken but unharmed.

400 CP, Discount Researcher

**BACK FROM THE DEAD**

Did they see your body? No? Well we all know what that means. If nobody sees you die you probably didn't. This isn't fool-proof and sometimes there really is no way out but if a coincidence can save your life when dying in a position that nobody can sense you it nearly always will. The more time you spend totally invisible the less likely this is to work.

600 CP

# GEAR

Your belongings and companions. Discounts cost 50% of their full price.

## FLASHLIGHT

A high-powered flashlight. Generally very reliable. Colour of choice.

Free

## MACHETE

A large sharp machete. Good for chopping stuff. Seems to cut unusually well through the monstrous and the unnatural.

50 CP, Free Hunter

## STAKES

A set of fine wooden stakes. Generally used for vampires but lots of things can't survive a good staking. You always seem to have one up your sleeve or in your pocket when you need one.

50 CP, Free Hunter

## SHOTGUN

A 12-gauge riot shotgun and several large boxes of ammunition. Strangely it generally doesn't seem to need them and tends to only need reloading when you're particularly afraid or alarmed. Don't leave home without it.

100 CP, Free Sheriff

## CROSSBOW

A high powered crossbow and bolts of various sorts for various uses. Can fire unconventional ammunition absurdly fast (stakes being something of a specialty).

100 CP, Free Hunter

## CHAINSAW

A large chainsaw that does not seem to run out of gas. Starts extremely reliably and cuts through flesh and bone like a hot knife through butter.

100 CP, Free Hunter

## DEPUTY

A cool-headed, intelligent, sceptical but well-humoured individual on whom you can rely. Loyal and willing to follow orders. Counts as companion. You may import an existing companion as your *Deputy*.

200 CP, Free Sheriff

## 1958 PLYMOUTH FURY

A sentient and stylish car. Seems to have your best interests at heart.

200 CP, Discount Drop-In

## HOLY WEAPON

A weapon of your choice that seems to be blessed by an extremely powerful deity. You may need a few to take out the anti-christ but short of that it'll cause serious damage to pretty much anything infernal or unnatural.

400 CP, Discount Hunter

## OUIJA BOARD

A working Ouija Board. The spirits of the dead in the area you're in will answer your questions. You can ask specific spirits questions. They will sometimes have bits of unfinished business for you to deal with before they will cooperate.

400 CP, Discount Researcher

## 'LEATHER' BOUND

## SPELL-BOOK

An old book made out of some sort of skin. Gives off an eerie vibe. Seems to have the instructions to create various monsters. You don't want to do that though, right?

600 CP, Discount Researcher



# DRAWBACKS

Take Drawbacks for extra points. You may take up to 600 CP worth of Drawbacks.

## B-MOVIE

Everything seems distinctly low rent. The monsters don't make sense, people talk in clunky and unnatural sentences and everything has taken a turn for the strange.

+0 CP

## POLTERGEIST

Your stuff just seems to fly around and get lost a lot. There isn't anything you can do about whatever's doing it. Very annoying.

+100 CP

## LIGHTS OUT

All sources of light occasionally flicker or disappear entirely. You will not be able to see during these periods. Tends to happen when you'd really rather it didn't.

+100 CP

## FACES IN PLACES

Strange, twisted and horrible faces will always seem to be watching you. You will glimpse them out of windows, behind you when you look in reflective surfaces and in any other places they can pop up.

+100 CP

## WHY WON'T YOU DIE?

The things you kill just seem to pop up again at some point with little reason or explanation.

+200 CP

## INTERRUPTED

Whenever you try to do something you think is important or enjoyable some monster or madman will burst in and start swinging at you.

+200 CP

## PEDOPHOBIA

You seem to attract possessed, dead and evil children who are entirely intent on doing you harm.

+200 CP

## ARMAGEDDON

The end of the world is kicking off and it's up to you to prevent it. You'll have to find and kill the anti-christ whose identity is not known to you and is gathering infernal servants. The world will end and you will die if you cannot prevent it in 10 years.

+300 CP

## DRAGGED TO HELL

There is a single extremely powerful demon that rightfully owns your soul. He will attempt to drag you to hell for the duration of your time here by summoning chasms to hell in the ground. Being taken to hell counts as losing the jump.

+300 CP

## PHYSICAL EFFECTS

You are a disgusting monster and cannot change form. You have necrotic skin, a foul odour and seem to be exuding some sort of pus intermittently from random body parts. You have strange areas of flab, exposed and strange organs, flesh that sometimes sloughs off and a face that not even a mother (or your most boon companions) could tolerate for long. Your mobility, dexterity and speech are effected.

+300 CP



# NOTES

- . You have a choice between either appearing in a generic horror movie setting with damn near every monster imaginable somewhere OR you may choose to appear into a composite world of every horror movie ever made moving from one to the next. Should you choose the latter option you can often choose to enter the world of a movie you're familiar with (if you're in a relevant location) but will sometimes slip into a random horror movie totally against your will and you will not be able to leave until some matter is resolved or you have survived there for an undisclosed amount of time. People around you may end up slipping into a new movie along with you when this happens.
- . Cool cats don't trip.