

死亡頻道

— 一個關於恐怖錄影帶的角色扮演遊戲 —

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想像 在一個深夜，你正無聊的切換電視頻道，接著你竟發現了一部超可怕的恐怖電影，裡面的演員也都不是你所認識的。而這就是關於那部電影的遊戲。

首先 由 GM 骰 1D6 決定故事發生地(參照右表)。

接著 請玩家由下方的屬性列表中選出主要屬性，然後再從沒有選擇的屬性中選一種輔助屬性。

命名並描述 為你的角色以及他的勁敵 NPC 命名及進行簡短設定，並說明 NPC 為何會成為你的勁敵。

開始遊戲 當你採取一個結果不明的行動時，請骰一個 D6。如果得到 5+，則行動成功；4 或以下時則行動失敗。失敗總是會帶來一些後果！當骰子滾動時，某些事情將會發生變化。
添加兩個骰子：當你的主要屬性將幫助你行動成功，並選擇最高的數值當作判定依據；
添加一個骰子：如果輔助屬性對你的行動有幫助；
添加兩個紅色骰子：當你根據風險因素採取行動時，同樣選擇最高的數值。

難題 是屬性列表中列出的事件。如果在一個危險的行動中失敗或者紅色骰子擲出了 1，你將會遭遇難題。難題將按列表順序從上往下發生。

故事情節 你必須逃脫這裡，然而你卻被困住了，因此你必須殺死所有威脅，不論它是甚麼。

HEY GM!

這裡提供一些列表提供你故事的靈感。

請記住：盡量讓玩家擲骰，否則無法讓故事有進展。

祝你好運！

地點

1. 學校
2. 偏遠的小屋
3. 倉庫的狂歡派對
4. 大型民宅
5. 醫院
6. 遊樂場

我只是想要(for 玩家)

1. 火熱的親密接觸
2. 娛樂性藥物
3. 有趣的回憶
4. 結交真正的朋友
5. 尊重
6. 人人都愛我

威脅

1. 吸血鬼
2. 狼人
3. 女巫
4. 惡魔
5. 附身靈
6. 毛骨悚然的邪教

威脅的弱點

1. 陽光
2. 銀
3. 火
4. 魔法
5. 驅魔
6. 鹽



(如果覺得這些不適合，也可以使用傳統的弱點)

劇情轉折

1. 威脅正在召喚更大的威脅
2. 威脅實際上是... (再骰一次威脅)
3. 這是政府造成的
4. 這都是你的錯
5. (隨機PC) 是威脅的幕後推手
6. 你的避難所被燒毀、淹沒等

強壯 STRONG +2D

古怪 WEIRD +2D

聰明 SMART +2D

熱情 HOT +2D

輔助屬性 +1D

輔助屬性 +1D

輔助屬性 +1D

輔助屬性 +1D

風險因素 +2RD

風險因素 +2RD

風險因素 +2RD

風險因素 +2RD

初生之犢
TOO DUMB TO BE SCARED

病態好奇
MORBID CURIASITY

過度保護
OVERPROTECTIVE

有待證明
SOMETHING TO PROVE

受傷 (永久+1RD)

拒某人於門外

開始感到害怕

變得尖酸刻薄

開始有點害怕

你的勁敵死了

你的勁敵死了

與不該的對象接吻

開始對某人生氣

受傷 (永久+1RD)

受傷 (永久+1RD)

勁敵消失了

你的勁敵死了

把某人嚇個半死

找到一個騙子

受傷 (永久+1RD)

事態開始超出你的控制

發現可怕的隱藏區域

精神陷入輕微的紊亂

變了樣的勁敵回來了

你悲慘的死去

威脅摧毀了你

陷入瘋狂並死亡

威脅摧毀了你



DEAD CHANNEL

A RPG of straight-to-VHS horror by Grant Howitt
(add material from Chris Taylor)

IMAGINE : its late at night and your channel - hopping, and you find some god-awful horror film full of actors you've never heard of. This is the game of that film.

FIRST : the GM rolls for location. **THEN** : pick a character type from the ones below, and pick a secondary type for them to be from the ones you didn't choose.

NAME AND DESCRIBE your character and their NPC rival. Why are they your rival?

START PLAY : When you act and the outcome is in doubt, roll a D6; on a 5+ you succeed, and 4 or less, you fail. **FAILURE** always has consequences! when you roll the dice, something changes.

ADD TWO DICE and pick the highest it your primary type would help you succeed.

ADD ONE DICE If secondary type would help you.

ADD TWO RED DICE and pick the highest when you act in accordance with your risk factor.

PROBLEMS are the events listed on your sheet. If you fail a dangerous action or you roll a 1 on a RED dice, you suffer a problem. Work down from the top in order.

THE PLOT IS : you must escape, but you can't, because you're trapped, so you have to kill all of whatever the threat is. Okay? Good.

HEY GAMESMASTER!
Here are some tables you can roll on for inspiration+ that. Remember : make people roll a lot, else, the story isn't going to go anywhere.

Good Luck!

LOCATION

1. School
2. Remote cabin
3. Warehouse rave
4. Large family home
5. Hospital
6. Fairground

I JUST WANT...

(This one's for players)

1. Hot makeouts
2. Recreational drugs
3. Fun memories
4. To make a true friend
5. Respect
6. Everyone to love me

THREAT

1. Vampires
2. Werewolves
3. Witches
4. Demons
5. Possessor spirit
6. Creepy cult

THREAT WEAKNESS

1. Sunlight
 2. Silver
 3. Fire
 4. Magic
 5. Exorcism
 6. Salt
- (You can just use traditional weaknesses if this feels daft.)



PLOT TWIST

1. The threat is summoning A bigger threat
2. Threat is actually (roll again on threat)
3. Government did it
4. This is all your fault
5. (RANDOM PC) is behind the threat
6. Your shelter burns, floods etc.

STRONG +2D

WEIRD +2D

SMART +2D

HOT +2D

SECONDARY +1D

SECONDARY +1D

SECONDARY +1D

SECONDARY +1D

RISK FACTOR +2RD
TOO DUMB TO BE SCARED

RISK FACTOR +2RD
MORBID CURIASITY

RISK FACTOR +2RD
OVERPROTECTIVE

RISK FACTOR +2RD
SOMETHING TO PROVE

- Get hurt (+1RD permanent)
- Get scared, kinda
- Get angry at someone
- Your rival dies
- Get in over your head
- Die, real messy like

- Shut someone out
- Your rival dies
- Get hurt (+1RD permanent)
- Freak someone out
- Uncover terrifying hidden area
- Become corrupted by the threat

- Get scared
- Your rival dies
- Get hurt (+1RD permanent)
- Find the liar
- Acquire minor derangement
- Die, insane

- Get mean
- Kiss someone you shouldn't
- Your rival disappears
- Get hurt (+1RD permanent)
- Your rival returns, changed
- Become corrupted by the threat