

The Usual Suspects

A scary ass game by Robbie Cousineau

Its midnight. Theodore lay on your bed as you hear creaks and groans throughout the mansion. He hears a knock on his door. Theodore stands up and answers the door. He gasps as a a loud shot is heard and blood splatters across his bed.

That Morning. The police investigated your fathers mansion fully and found no murder weapon. Only a pure silver bullet casing. Your fathers will read as following: In order for you to inherit the family fortune and position, you and four friends must stay the night in your fathers mansion.

Determined to get your payday and office. You collect your friends and walk up the creaky steps of Bloodfang mansion...

Introduction

You play as James Bloodfang. Your father was brutally murdered last night, devils night. Your lawyer has said that in order to inherit a dime, your father decided you had to stay a night in the mansion. You have been told that your allowed to bring four friends. Explore the mansion and avoid whatever ended up killing your father. One player is the killer, whose goal is to murder everybody by setting and activating the many traps placed around the mansion.

Ghosts haunt, Plants talk, Skeletons....break dance? Prepare to be scared so bad you won't even be able to say a good thing about it!

(This game requires 5 people and a GM)

The friends

James Bloodfang. The Gentleman. James left his home early in life for a career in art. He later became a playboy genius with share and stock in various enterprises. He always wears a dress tuxedo with a blood red tie. James is always serious and the money and fame inscribed into the Bloodfang family fortune is just what he needs to live comfortably for the rest of his life.

James has a strong hatred for men who mistreat women. He gets along the best with Richard Divine, who has been his friend since James was a boy and Richard was a cub. James and Richard have three traitor dice for each other, but James has only one when considering to back stab Kira.

HP: 3

Strength: 3

Reflexes: 5

Logic: 4

Richard Divine. The Bodyguard. Richard is a werewolf that left his pack at age three and encountered young James. A cat tried to attack James but Richard saved him. Not exactly the biggest impression but it stuck. James was considered for the Nut house until his parents realized that his new “dog” could actually talk and actually was Richard. These days Richard wears silver ear-rings to stop his transforming. He can still go feral but he despises the weakness of falling to the beast.

Despite his race and strength Richard is very intelligent, only bested by James. However his nature and race does make him very short tempered and more likely to tear a trap to parts then disarm it. Richard hates weakness, and thinks that if he transforms he is giving into weakness. He is best friend and bodyguard of James and therefore must roll three dice to defect. He doesnt like Kira very much though, for her weak ways of seduction and trickery.

Richard keeps a syringe of silver extract in his breast pocket in his jacket. Just in case he needs to protect his friends at his ultimate expense

HP: 5

Strength: 5

Reflex: 4

Logic: 4

Kira Jones. The Lady Of the Evening. From a early age of 17 Kira has sold herself for money. She accepts it and she does not care. Kira is certainly weak, but very cunning. Sometimes even beating James in a puzzle. James and Kira's love runs as deep as James pockets. Kira is not greedy, she just needs to survive in such a dog eat dog world. Her and Jenna are partners, constantly fooling around behind James back. James of course knows but never let it on.

Kira doesn't want to lose James (Money), and must roll three dice to hate him. However she really does not like Richards attitude towards her. They always get in fights and would not think hard to kill him. Richard is a thug that should be neutered.

HP:2
Strength: 1
Reflex: 3
Logic: 5

Jenna Poe. The Sneak. Jenna kills people for money. Jenna has been hired to kill James for awhile now. But her orders were to make it look like an accident and every time she tries, James seems to know instantly and disarms her mentally or physically before Jenna can do anything. Her and Kira have a love interest. Jenna is coldblooded and very crafty, secretly being stronger than most other people. She however is not yet prepared to kill James.

Fred Peace irks Jenna because of his ways of delaying Jenna's attacks. Fred seems to always be exploring some new way of science and Jenna fakes her interest so well that Fred adores her knack for science. Jenna only needs one dice to traitor on anybody except Kira, who she needs three for.

HP: 4
Strength: 4
Logic: 3
Reflex: 5

Fred Peace. The Scientist. Fred is the odd one out of the five. He is so skinny and wiry that nobody can believe he needs help lifting beakers sometimes. All he lives for is alchemy and science. He rambles about it near constantly. James likes his focus and ability to come up with things that even he can't. He has no enemies, and many friends. Of course unknown to him Jenna would rather shoot herself than hear another theory on turning lead into gold. Other than that Fred is a nice guy and for that Richard enjoys his company. There is a method to Fred's madness

Fred requires 3 die to traitor on anybody, and can be considered the hardest to play character.

HP: 3
Strength: 1
Logic: 5
Reflex: 2

Rules

At the very start, the GM must select one person to be the killer. He must grab four cards from a playing card deck (any ones will do, but one MUST be a ACE). The GM deals the cards to everybody except who is playing James and whoever gets the ace is the killer.

The turns are simultaneous and role played out, with the GM being the narrator. The idea is that the players need to talk and learn of the events, trying to figure out what exactly is amiss and who the murderer actually is. When a player is dead, the GM can tell them (SECRETLY) who the killer is as long as he doesn't ruin it.

1. choose a adjacent room to move to.
2. Players choose their actions and roleplay them out. (EX: "I pick up the candle stick, then lay low slowly sneaking up to James")
3. Players can roll for being traitorous, allowing them to attack other characters. Players need GOOD reasons to traitor. Getting 5's or 6's on most of your dice means you succeed

Stats and what they mean

Stats are 1-5 and define how a character performs and how much of a beating he/she can take.

Health is measured in points. 0 means your dead. Since the game takes place in one night, you cannot heal naturally. And can only heal through herbs and medical supplies. When you lose a fight or get a trap successfully set on you, you lose a point of health.

Strength is the ability to lift and resist weight. Richard can lift cars while Fred needs help carrying a gallon of milk. Strength is used when needing to punch or lift things. In a strength test if you roll higher than your strength you fail.

Logic is a characters ability to think through situations. Logic rolls are a bit trickier. You roll once and add your logic to the roll. If your number is over the goal then you succeed

Reflex: Reflex deals with the spotting and avoiding of things that jump out at you. This includes traps and attacks. Reflex rolls are the same as strength rolls. You roll for reflex when a trap is set on you or somebody jumps at you.

Events

Every turn a random event happens. The GM rolls three dice. The first one is a room, the second is what happens, and the third is who.

Place dice:

- 1 Lobby
- 2 Kitchen
- 3 Servants Quarters
- 4 Guest room wing
- 5 Dancing Hall
- 6 Cellar

Event Dice:

- 1 trap
- 2 fright
- 3 attack
- 4 Killer strikes
- 5 trap
- 6 puzzle

- 1 or 2: James
- 3 Richard
- 4 Kira
- 5 Jenny
- 6 Fred

Event Meanings:

Trap: A random trap occurs. The GM roleplays through a trap encounter using what he knows about the room. This game is all about creativity. (EX: James looks around, a loud clicking sound is heard. James continues through the Lobby and past a suit of old armor, the armor lowers its axe and prepares to swing. James looks behind him and sidesteps, barely being missed) Reflex rolls or whatever else is need can be used.

Fright: Same as a trap, but it is meant to scare and confuse the player and his/her character. (EX: Richard walks into the kitchen and slowly walks through. He hears water dripping in the closet. He walks to the door, slightly shivering, then opens the door. He looks inside, a monster looks at him in the eyes and throws his glass of water and Richard "Occupado!" the zombie yells and closes the door. Richard raises his eyebrow and continues on)

Attack: Allows a character in the room with another character to get a free traitor roll against that character.

Killer Strike: If a character is alone and the killer is also alone, then the killer attacks that character with a disguise on. After a struggle/fight, the killer retreats. (EX: James is adjusting his suit, he hears a noise. "Richard? Is that you? Fred?. He hears a click and ducks, a bullet skids by his head and knocks the helmet off the suit of armor. Jame kicks behind him knocking the gun out of his attackers hand. The killer grabs the gun, pushes James down and books it. When James rises there no trace of him)

Puzzle: A puzzle designed by the GM comes into play, if solved then the character gets either a idea where the game ends and gets closer to the truth, or he is stumped by the puzzle. If the character is having trouble he may use logic rolls to give him clues. When a puzzle is beaten the GM writes a note and gives it to the puzzles completer(s) (EX: The dancing hall is well lit by candles. Fred walks over to the organ and sits down hitting a key, he raises his eyebrows as a melody plays by itself. Fred shrugs and hits the last two keys "Two bits". A door opens up)

Room Descriptions

Lobby: The lobby is a gigantic main hall with stairs leading up to the Guest Rooms Wing. A hall to the left goes to the kitchen and a hall to the right leads to the Dancing Hall. Suits of armor line the lobby, and paintings hang on the walls. The chandelier shines brightly. The ceiling is so dark that you cannot even see it.

Kitchen: It looks like it has the basics, and also it has seen better days. Cobwebs line the walls and counters and the pots and pans are caked in dust. The cupboards are barren with tinned foods. A utility and spice closet is in the corner. A door leads to the Servants Quarters. A rack of gigantic knives hangs over the rusty oven.

Servants Quarters: A large bunk room with several spartan beds. A large dresser dominates the far wall. A corpse lays on the butlers bed. The room is dimly lit and a candle must be lit to even see. In a service closet is a stairwell to the dark cellar.

Guest and Master Wing: Several Rooms are adjoined to this hall. All of them are guest rooms except the largest one, Theodore's Room. Next to his door is a chalk line and several blood stains set into the wooden flooring. His room is large and well furnished, many secrets may lay in this area. Thunder from outside lights up the room in brief flashes.

Dancing Hall: A large, lush ballroom lit up by dense candlelight, a large organ is situated next to the wall. Gigantic windows line this room. The floor is very well furnished and it looks as if this room was never touched. The ceiling is somehow so darkened its as if your staring into the sky.

Cellar: Wine Cases line this room, Kegs and various barrels and crates are all over. Its easy to get lost in this dark cellar. You feel as if somethings watching you.

Solving the Mystery

You must find out three things: The Weapon, The Killer, And the motive. James needs to solve this mystery and find out who did it. The reason he brought his friends with him is because he knows for a fact one of them did it.

Defeating the killer will give you your motive. Unlike other characters, The Killer is only subdued when reduced to 0 HP. James will know who the killer is (usually) after a few people die or beating a few puzzles

The Gun: A special revolver is hidden by the killer. A character must beat a puzzle event in order to get clues on to its whereabouts. Finding the revolver of course gives the police a murder weapon, allowing your fathers killer to be brought to justice.

This game relys heavily on player roleplay. This is NOT a dice rolling exercise, it is a mystery played out by the players with help from the GM.

Character Personalities (As a roleplay aide):

James

James is a gentleman and a hero. He prefers to look good and think better. He knows more than he lets on and can easily be one of the more clever characters.

Fred

He is a bit odd. Slightly nutty and has the tendency to say things that border on random like "That bullet nearly hit a chicken!"

Richard

Strong, smart. He knows how everything works and he has the brawn to move what he doesn't like away. He despises weakness and he does not like to be called slang terms for Werewolf. He also does not like being called old. It's not his fault his hair is white, it's his breed.

Kira

A dirty girl who makes innuendo near constantly. Of course the three men in the group know better than to reward her for her humor. She is smarter than she looks and looks out for #1.

Jenny

She hates men, but keeps that to herself. She prefers to get stuff done simply and easily. If she ever needs to fight she will use might and valor. Jenny and Kira are secretly lovers.

Special Character Rules:

James: he will **NOT** hit Kira or Jenny unless he is in distinct danger. His morals are too strong otherwise. If Kira or Jenny get too out of hand and anger him, he may overcome that hitch...

Richard: When hurt, roll a die. On a 1 or 6 then Richard goes into a Feral Rage and loses control, ripping anything near him to shreds with his bare hands. He will randomly attack anything near him that poses danger. (Remember that Richard hates to do this)

Fred: Whenever Fred is attacked, Fred uses his Logic for rolls against him. Fred is weak but he uses his environment as a weapon. (Tripping traps in his favor, toppling items over his attacker)

Kira: She is allowed to attempt to seduce characters by making a logic attack against the enemy's logic. She uses her body to get what she wants.

Jenny: She has a small knife located in her sock. If she has to she can use it in defense or attacks, along with breaking locks if she has to.