

The background is a grid of puzzle pieces. Each piece contains either a white question mark or a white chair. The text is centered in the middle of the grid.

WELCOME TO
WEIRDSVILLE, ANYWHERE
a dramatic mystery roleplaying game

I : WELCOME TO WEIRDSVILLE, ANYWHERE

"WEIRDSVILLE, ANYWHERE"

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Weirdsville is a game where people make up stories about terrible, fantastical, and immensely weird things (sometimes all at once). All the characters and events portrayed in this work are fictional. Any resemblance to real people is either proof of actual conspiracies afoot, or just your imagination going wild. Your pick.

Geekish Gaming can and will not be held responsible for any damage caused to your psyche upon unraveling the secrets scattered throughout this document.

SOME ACKNOWLEDGEMENTS

"Weirdsville, Anywhere" is a tabletop roleplaying game, and the result of our gaming groups shared passion for that particular brand of game. However, this game would probably have not come into existence where it not for a few other games that preceded it. They inspired a certain way of handling things we wanted Weirdsville to have, and inspired certain parts of the game's mechanics. We're listing them here as thanks, to attribute unto them the honour they deserve, and to point them out to fellow gamers.

First and foremost, "Blades in the Dark" by John Harper (and because of its heritage "Apocalypse World" and its Powered by the Apocalypse Engine). It is mostly responsible for Weirdsville's tendency to present a player with consequences to their actions instead of telling them they flat out fail. Weirdsville's Group Scripts were inspired by John's Crew Sheets.

Fate Accelerated (in particular its Aspects) inspired a great deal of Weirdsville's character creation process. We felt the system was great and adapted it to our own purpose.

The symbols used through out this file were created by Freepik over at www.freepik.com.

WHAT'S UP WITH THIS PUBLIC 'PLAYTEST EDITION STUFF'?

Here's the deal... We've got plans for Weirdsville. Eventually, we want to turn it into an actual, illustrated, professionally edited, soft and hard cover book. For now, this is just the bare bones of it all. This document provides you with everything you need to play Weirdsville, player and game master alike. Pre-generated characters, a default setting, the game's rules. That's it. No more, no less. There's no artwork (though there are some coded messages for you to decypher).

Turning it into an actual book will require funds, and this is why (once we're close to completion) we'll be offering it as a Pay What You Want document through DriveThruRPG.com.

This document will be expanded upon with character creation rules, additional advice on running the game, more suggestions for possible mysteries and settings, and many more fine additions to the core experience.

What we expect in return is easy; We want you to have fun with the game (and if it's not too much of a hassle; to let us know what you thought of Weirdsville by emailing geekishgamingonline@gmail.com). The Open Playtest Edition of Weirdsville will stay available as a Pay What You Want document over at www.drivethrurpg.com, so players who want to support us early can do so. An Early Access Edition (with artwork) will follow suit as soon as completion draws near, and will be published there as well, at a price of \$9.99.

Any earnings made through either Edition will go towards starting a Kickstarter campaign and to further increase the quality of the eventual physical product. Kickstarter backers will eventually be able to order a soft or hardcover version of Weirdsville.

CHANGELOG V 2.0

No changes as of yet.

I : WELCOME TO WEIRDSVILLE, ANYWHERE

A WARM WELCOME

Welcome, our dear beloved Summer Guests, to Weirldsville, Anywhere. No doubt y'all have come here to enjoy the calm and still of our beloved town, but I must warn ya! Weirldsville is a place of grave and unmistakable danger, an affront to normalcy itself. No wonder some have called it Weird Central. Many here have reported to have seen the Great Gobberwonk of Bilgewater Bog. It is no mere myth! I have seen it with my own two eyes.

I will admit the years have not been kind to these old 'n worn eyes of mine, but I can tell you it was at least seven feet tall and as broad as my cousin's pickup truck. Hell, none o' us go out ways of the Bog any more. Anyway, there's more to it then just the swamp monster, and I reckon most of ours here townfolk ain't too willin' to dwell to long about any of it, so don't y'all bother askin'. I'll let y'all in on a secret though, if you'll come closer. Lil' closer still, I can't have the others hear me say noth'n about it. I swear to the Lord 'n everything Holy this is true. The whole freakin' government? They're. ALL. Aliens. Explains everything.

Well, Tour's over! Giftshop's right over yonder. Can't miss the thing. T-shirt's cheap too. Bought one myself, just to keep my legs warm out onna porch. Bobbleheads are nice too. They've got a great one of the lizardfolk that they modeled after old McTurnip's recollection of his encounter with 'm. Anyways, if you need anything just gimme a holler and I'll see what I can do for y'all. When you're done spending some o' your hard-earned dollars just keep on walking down Main Street to find your cabins. I'll come and check up on ya, once you're settled in.

WHAT IS "WEIRDSVILLE, ANYWHERE" ?

That is a good question, dear Summer Guest. I'll be here to tell you all about the game that is "Weirldsville, Anywhere". It's a game where players attempt to solve a mystery set in a place of their choosing, metaphorically named Weirldsville, while another player, named the Mystery Menace, designs a web of mystery for the others to explore. They all get together and create dramatic stories in which normal people fend of the abnormal, by playing a game. Weirldsville has a little mystery in store for most people, though the ones that come here summer after summer are those that enjoy Monster of the Week shows, being-of-a-certain age stories (much like the ones Stephen King so aptly writes), conspiracy plots and the occasional jumpscare or eerie atmosphere.

All players will get to take part in creating the backdrop for a story like the one's they enjoy, by choosing a Genre of play and Clichés they think fit the genre. Weirldsville is firmly rooted in the Genre of speculative fiction (which is just a fancy word for saying anything you might come up with if you ask yourself "What if...?"). By that definition, Weirldsville is best at tackling fantasy, science fiction or horror stories.

By taking on the roles of newly arrived Summer Guests, players step into the story and make choices for their character each time they play an episodic session of the game. In short, for the Summer Guests the goal of the game is to discover and solve a mystery set in Weirldsville by finding the clues hidden there, and the means to doing that is pretending to be someone else and imagine how they'd go about doing that. You could say playing a character in Weirldsville is kind of like playing a role in a television series of your own making. The only difference is that instead of using a screen to project the images, you're using your imagination.

The Mystery Menace - I'll call that player the MM from now on - is the only player that does not get to play a Summer Guest. Instead the MM gets to take on the role of everybody else. Additionally, The MM creates the town of Weirldsville and gets to come up with its people, its buildings and landmarks, and its oddities. Describing the scene, playing the role of anyone the Summer Guests might come across, and narrating the results of any of the other players' actions. It's what the MM does, and it sure sounds like hard work. Don't worry. You'll find that preparing a mystery that might span multiple game sessions isn't all that hard once you've taken a look at the tools provided here. Why would you want to be the MM if this asks for extra effort from your end? Well, for one it'll give you an opportunity to see if you've got what it takes to come up with an intricate mystery, and to see how your friends will react to it.

Anyway, the MM is not in total control. Summer Guests narrate what actions they take and get to roll dice to determine the outcome of their actions. Roll well enough and the player will be able to influence the story instead, as long as they fit the original story. Roll badly, and suffer the consequences. Not to worry though, the dice do not hold total control either. Summer Guests can choose to have 'the way they just are' affect the dice (for good and for worse) to gain a higher chance of being the one to decide upon the outcome. Failure also doesn't necessarily mean absolute failure. Sometimes failing a roll will still get you the result you wanted, or at least something like it!

That is Weirldsville in a nutshell. Are you ready to plunge in? I hope you are, because it is about to get weird up in this town...



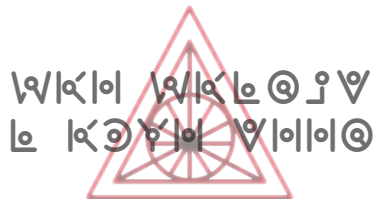
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III : WORKING TOGETHER TO TELL A STORY

If you've ever seen a TV series like Stranger Things, Under the Dome, Scooby-Doo, The Librarians, Twin Peaks or Gravity Falls and liked it, Weirdsville is the place for you. It's home to suspenseful stories full of mystery, set in small towns, and focusses on seemingly normal people beset by the abnormal. Those are the kind of stories we'll be creating together.

Weirdsville, Anywhere lets you to put yourself right in the middle of the story. It is a **cinematic tabletop roleplaying game**, where you and a group of your friends get together and tell stories full of hidden secrets, potential double-crosses, and personal drama. You might have played games similar to (but definitely not the same as) it before. Dungeons & Dragons would probably be the most likely, but don't worry if you haven't yet; I will explain everything you will need to know. Besides, Weirdsville, Anywhere is a different breed of roleplaying game.

Here's what you'll need to play:

Three or more players:

One of you will be the Mystery Menace, the others will be Summer Guests. I'll talk about the difference in detail later. The recommended number of players is three to four (including the MM). A little side note here; anytime I mention a "player", I'll be referring to the person playing as either the MM or as a Summer Guest. "Summer Guest" and "Mystery Menace (or MM)" refer to their respective in game counterparts. More players can be included if the MM feels confident about handling the extra information. Keep in mind though that large groups usually mean more distraction, so it's a good idea to be clear what you expect from each other while playing. Is it okay to talk when others are taking their turns? Be considerate of others. It's for the good of the game.

Polyhedral Dice:

Ideally, each player has a set of twenty-one dice, seven each of a **four-sided**, **six-sided**, and **eight-sided** variety. You can get by with one set of twenty-one. If you don't already possess some of these dice you'll usually be able to get them at any store that sells wargames, roleplaying games, or the like.

Play Sheets:

Each player (except the MM) receives a single sheet of paper, which they use to keep track of any game information concerning their character. This is called a **character sheet**. The group also receives a **Group Script**, which is a special sheet stating the goals and special abilities of the group. The MM has several play sheets to their disposal to structure play and to keep notes. Its best to fill ALL OF THEM in with **pencil** as information will definitely change over the course of a game.

Tokens (optional):

Your gaming group could use tokens to represent a game currency called **Destiny** (or you could mark it on your character sheet, though I recommend using tokens for fancyness!). Anything will do; bottle caps, glass beads, shirt buttons, coins, poker chips. Destiny is used to progress your character, to negate failed dice rolls and to Activate Optional Weirdnesses (special rules). We'll get to that, in time. For now though, let's not go into it too much and have a look at how Weirdsville can be used to tell stories together.

TO PLAY WEIRDSVILLE, ANYWHERE YOU NEED:

Three or more players.

At least two sets of 15 dice;
7 each of the
four-, six-, and eight-sided variety.

A number of Play Sheets and pencils to keep track of any game information.

Tokens to represent a player's Destiny (development and ability to use optional rules).



There are three key ingredients to a game of Weirdsville, Anywhere, all of them hidden in the phrase "working together to tell a story". First I'll take a look at what story means in the context of this game. Then I'll move on to the how to, the telling of the story. Last, I'll tell you why it is important to do it together.

"STORY"?

Weirdsville, Anywhere is focused entirely on telling stories. The players create a group of Summer Guests and follow them through an imaginary adventure set in the mysterious town of Weirdsville, Anywhere. All players take turns telling each other little parts of the bigger picture. Specifically, all players except the MM tell only the part of the story their Summer Guest have control over, unless the dice tell them otherwise. Think about a movie, video game, or TV show you've enjoyed where the characters slowly uncover mysteries, and face the challenges they present, like; The X-Files, Supernatural, Alan Wake, Buffy the Vampire Slayer or any of the TV-Series mentioned before. Playing Weirdsville is as if you had taken control over one of the main characters in a TV series like that of your very own making.

Imagine a similar epic, where you and everyone you're playing with make the decisions for their own characters (Summer Guests visiting Weirdsville; or if the MM allows it, local characters as well) as they move through the story. Your decisions form your very own story. On top of all that, the MM will weave (or at least control) a web of mystery for the story to take place around. Destiny, tokens representing your immersion into your character's mind, can be offered as a reward to players who accept the way their characters are.

III : WORKING TOGETHER TO TELL A STORY

Sometimes during game play someone will try something and you won't know for sure what the outcome will be; that's when the dice rear their wonderful little heads (best not to say ugly little heads; the dice have eyes and ears everywhere!). The better (or in this case the lower) you roll, the more your Summer Guest will get what they want. Certain rolls will even allow you to turn a situation completely to your advantage! It's kind of like those choose-your-own-adventure books, except this one has no set outcomes. Everything is in your very own imagination, waiting to be set free. That's what we call the story in Weirdsville; an unfolding of imaginary events.

"HOW DO I DO THAT"?

First you need to figure out what kind of story to tell, or in other words to figure out what makes Weirdsville. Anywhere such an interesting place. Is Weirdsville home to an Alien Crashsite? Government Conspiracy, maybe? Invasion of Interdimensional Beings? Monsters Straight Out Of The Movies? Occult Events? In a way, what makes Weirdsville a place cut out for adventure defines your Genre. It could be anything ranging from Science Fiction to Fantasy to Horror. It's all up to you as a group. Weirdsville provides you with guidelines as to determine what **Genre** (and its inherent **Clichés**) to play. They are tools to help you define the game you'd like to play. We recommend discussing this beforehand, before playing, and having the players agree on what to include and agreeing not to insert anything out of the chosen Genres and Clichés into the story. All players should agree upon the chosen direction before starting the game. After all, no one is happy when a couple of games in the story comes crashing down, because one or more players simply aren't digging the story any longer.

That being said, included in this Open Playtest Edition are pregenerated Group Scripts, character sheets, and an entire version of Weirdsville, so you can immediately start playing without preparing anything at all. If this is your first time playing Weirdsville, I recommend you use this material to get used to the game, and start creating your very own Weirdsvilles once you've gotten the hang of it, since it does require significantly more effort and time.

In most roleplaying games creating the setting, its adversaries, and the like is a Game Master's task. Creating Weirdsville is part of the MM's game experience, but the MM should definitely let players have a say in thinking up the original concept and should use the Summer Guests' Traits to press the story onward. Why else would you have that lovely discussion before playing and those Trait thingies on your character sheet? Once all that is done, the MM is in control over Weirdsville. After all... for the game to be mysterious, secrets need to be kept. [Insert evil laughter here]

This does not mean that players can't change Weirdsville or add their character's own personal flavour to it. That's what's Destiny is for. Players can gain it by and use it to influence their Summer Guests actions! Weirdsville is truly created by all players. Keep in mind though that by the time you are playing, you will have all agreed on a certain mode of play. Don't be that one player that adds Aliens to the story even though you knew poor Bob on the other side of the table was totally not up for that!

What's next after agreeing on a certain mode of play or selecting a pregenerated Weirdsville to play? Choose who will be Summer Guests, and who will be the Mystery Menace. Each Summer Guest represents a **player character** (or PC) in the story, and makes the decisions that the character would make. As I've mentioned The MM is also allowed to sometimes meddle in Summer Guests' affaires, which is why it always pays off to keep paying attention to the game.

The one person that is called the Mystery Menace (MM) presents challenges for the Summer Guests to overcome and portrays all characters that aren't controlled by the players (those are called **non player characters** or NPCs). There is an entire chapter dedicated to helping this player come up with interesting scenarios and running the game, so I advise the new-fledged MM to read through that section thoroughly. In fact, it wouldn't hurt for all players to at least skim through that part of the document!

Weirdsville's game play is episodic, meaning that while it is probably possible to just play a single one-shot mystery, it is meant to be played as an on-going story, delving deeper and deeper into the dark secrets of Weirdsville. No

matter your decision in this matter, each **session (or Episode)** of the game is structured by giving the MM actions to take, just like the players. They are meant to be a framework for the MM, though structuring the MM's actions has the added benefit of structuring play as a whole. Each time you play the game, you can decide what to do, and your MM will know what to do to keep the story going.

Once you have decided who the MM will be, what YOUR Weirdsville will be like (the section "VI: Being the Mystery Menace" has some things to say on the matter), and have taken a solid look at the game's rules it is time to create or pick Summer Guests to live the story. If this is your first time playing, I recommend you use a pregenerated character. If not, chapter VII: Creating A Summer Guest, holds all the information you need (NOTE: at this time no character creation has been included. This playtest includes a pregenerated setting and characters). From there on out it's "as simple" as acting as if you were the character you created within the game.

Before we discuss the actual rules of the game though, its worth talking about how to apply everything that has been said up until now to telling a story as a group. Thinking about what your Summer Guest wants is difficult enough as is at times, trying to do it while making sure every other player is having as much fun as you are can be quite the challenge. Let's first have a look at an overview of a Summer Guest's character sheet. Once we've done that, we'll see what you can do to make it easier on yourself, and by extension the other players. Shall we?



III : WORKING TOGETHER TO TELL A STORY

CHARACTER SHEETS

To help you as a player figure out what it is your Summer Guest would do, Weirdsville uses character sheets. These sheets provide you with everything you need to know during play, such as;

- who your Summer Guest is, and how they act
- what it is that only your Summer Guest can do
- how good your Summer Guest is at doing things a certain way
- how mentally and physically healthy your Summer Guest is
- what mental or physical hindrance is currently affecting you

If you take a look at the example to your right and the descriptions below, I'll briefly explain what everything is used for.

TRAITS

A **Trait** is a sentence that describes something that is special about or special to you as a Summer Guest. The character sheets have appropriate sentences for you to complete in order to define your Weirdsville counterpart. Seeing as that might offer a rather broad spectrum of possibilities, each Trait has descriptors added to them to focus your stream of thought. You can find them underneath the space in which you complete the Trait. Traits define;

- who you are,
- what your weakness is,
- who is important, or an adversary, to your character,
- what your character believes,
- what you consider immoral,
- what your goals, dreams, and hopes are,
- and in what way your character is unique.

NAME

A character's name goes here. Consider the implications of your name before writing it down. Having two characters in the group share a last name implies family ties. Making it sound foreign adds depth to your character as well (if approached delicately). They say "What's in a name?". I say "More than you see at first glance".

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

I am a Teenager of _____ years old. Destiny _____

Name _____ Age Group _____

TRAITS

I am a ... Teenager,
who ...
Concept (most notable personality trait / most notable physical trait)

I can't help ...
Flaw (behavior that usually gets you in trouble)

I care deeply for/ I hate ... who I know from...
I do so, because...
Relationship (person's name / how do you know this person / reason for (dis)like)

I do/ I don't believe... exist(s),
because ...
Belief (something weird or unusual / what happened to form the stance)

I don't understand how anyone could...
Morality (something you consider unforgiveable)

I want nothing more than to...
Drive (your hopes, wishes, or dreams)

I am secretly very good at...
but I can't do it...
Exceptionality (something you are great at / what makes you nervous or unable to)

INNOCENCE Disbelief 0 0 0
Used
Once per session, I can ... , but I can only do it when... , because...
Innocence (something amazing you can do / reason you can do it / describe how it ties into your other Traits)

REBELLION
Whenever someone ...
I can ... , but I can only do it when I react strongly to it.
Rebellion (something you won't stand for / something awesome you can do)

XP MANNERS

Type	Rank
Bold	0 0 0
Brainy	0 0 0
Cautious	0 0 0
Cunning	0 0 0
Fancy	0 0 0
Nimble	0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10!

STRESS

	1	2	3
Mental	0 0 0	0 0 0	0 0 0
Physical	0 0 0	0 0 0	0 0 0

CONSEQUENCES

Level 1 _____

Level 2 _____

Level 3 _____

MANNERS & XP

This section of the character sheet refers to the number and the type of die a player rolls when their Summer Guest takes an action. It represents a Summer Guest's natural knack for doing things a certain way as well as the practice they have had in such activities. The five diamonds next to the list of Manners are used to track Experience Points or XP, which in turn are used to determine when a character gets to improve.

INNOCENCES, REBELLIONS & PROMISES

These sentences are special Traits that describe the unique things your character can do because of their Age Group.

Gaining dots of Disbelief causes you to lose Innocences, and Innocences can only be used once per Episode. For this reason this section includes areas to mark that game information down.

STRESS & CONSEQUENCES

When Summer Guests are physically or mentally hurt, they gain Stress. When they reach certain levels of Stress (Breaking Points marked 1, 2, and 3) they suffer Consequences. Those are Traits that indicate how your hurt or how this is affecting you. There are several levels of Consequences a Summer Guest might endure, each more dangerous than the last. If a Summer Guest fills their Stress Bar, they might even die!

III : WORKING TOGETHER TO TELL A STORY

"TOGETHER"?

Everyone at the table, every single player alike, is responsible for telling the story - for having fun. When you make a decision for your character (or for one of the NPCs, if you're the MM), you need to think about a number of things:

First and foremost, try and get into your character's mind and think hard about what they would do—even if it's not the best idea. No, scratch that! Especially if it might not be the best idea. What is this character's agenda? You're the lead of this story after all. What's a hero without any drive? If you're playing a character that sometimes rushes head first into danger, don't be afraid to actually do it. It's part of the fun. Advancing your character in Weirdsville is done by failing to do the stuff you're bad at, and by using the stuff you're good at to your advantage in order to succeed! Besides, you're not alone at the table. Your fellow players have your back, or at least they should have it. Return the favor. Don't leave them hanging for doing something ridiculous if that's what their character does. If one player gets into trouble, it's an inconvenience. If all of them do, it'll be a memorable Episode.

Always keep the story that's being told in mind. Think about making choices that would make the story more exciting, dramatic, funny. Anything goes, as long as it's in the spirit of the Weirdsville you all agreed upon before the game started. It's okay to stop a player when they take an action you don't think fits the story to suggest something else. In a way, the Destiny tokens even give you some form of control over your very own Destiny. It wouldn't disallow you to do certain things, but instead gives you a way to offer an incentive to do things differently. Point to your Character Sheet and tell the others: "maybe because of this Trait, I should be doing...". This also prompts your MM to reward you Destiny! Either way, a decent player will refrain from doing anything that upsets a player, or from doing something that is clearly not to their tastes.

If a certain choice you could make gives another player's Summer Guest the chance to be incredibly cool, you should strongly consider making that choice. After all, if everyone does, you'll all get plenty of chances to look good. The game allows the MM to use Destiny to nudge you in a certain direction, if you allow it. To make the story more compelling,

I'd urge you to accept your fellow player's nudges as much as you can, even if it might seem like it'll all end in tears. Chances are, the initial shock at being overrun with sudden danger eventually turns out to lead to great victory.

By not fearing for your Summer Guest's life or the 'wrong' choices you might make, you open your mind to many more options than just trying to survive the story. Remember, your MM might not even want to kill you! Besides, dying is a choice in Weirdsville. A player has total control over their Summer Guest's fate (or at least do until they choose to press on past the proverbial point of no return). The MM player wants an enjoyable story as much as you do. Working together ensures fun for everyone at the table—not just for you. In rare cases, you'll find that all players agree that it's time for a character to leave the story, and again I say "Let it happen." If it makes for an interesting story and no one has anything against it, it will only enrich the tale you are all spinning and creating or choosing a new Summer Guest to join the story is quickly done and might be an experience in and of itself.

Agreeing on a common baseline before the game starts is central to playing a customized Weirdsville. And so, only AFTER you've decided what kind of story will unfold in your game, you decide who you are while in Weirdsville — (as both a group and individual) - what you look and act like, what you're good or bad at, who you care about or whom you can't stand, and what you believe or refuse to believe. You need to keep all that in mind. By going through the character creation process together (perhaps using a session to do just that, or by asking others what they think might be a cool addition) you'll find that your characters are often more connected. Remember, together is the word. The bird is the word too, but together is more important.

In conclusion, Weirdsville is a game that leans on players' cooperative play. It is central to its experience. There is a time and place for betrayal (if the story demands it), but at the start of play all players should assume their characters at least share a common goal. Again, there is nothing stopping you from playing two Summer Guests who despise each other, but when you create the pair you'll have to think of something that gives both of them a reason to want to team up with the other.

To encourage cooperative play, Weirdsville employs Group Scripts, which we'll have a quick look at on the following page.

ALWAYS TRY TO :

Think and act as your Summer Guest would.

Try to remember your Traits.

Respect the Weirdsville you all agreed on. If you do have an idea that wasn't discussed, maybe just talk about it between games and see if the other players feel the same way.

Set other players up for success if you can. If you see an opportunity to set up another player to be awesome, do it. If they're in trouble because that's the way their character is, save them (even if their move was a little dumb). *

Take actions despite any possible danger if appropriate. The idea of Weirdsville is to end up in situations you usually feel would be best to avoid. If you don't let that happen, you're cheating yourself out of the experience!

Strongly consider creating Summer Guests together. In fact, just get together and set aside a single session to discuss anything about your Weirdsville you feel is important.

In other words, set common ground rules.

III : WORKING TOGETHER TO TELL A STORY

GROUP SCRIPTS

To help the entire group agree upon and share a common goal, Weirldsville uses Group Scripts. These sheets provide you with everything the group need to know during play, such as;

- what your reason for staying in Weirldsville is (roughly) and what kind of group you are:
Armed Forces; Breakfast Club; Con Buddies; Family; Mysterious Strangers; Paranormal Investigators; Summer Campers; or Survivor Types.
- what it is that your type of group can do that others can't.
- what your group needs to do to gain more special abilities.
- the clues you have uncovered within Weirldsville.

If you take a look at the example to your right and the descriptions below, I'll briefly explain what everything is used for.

GROUP XP

These eight squares track your progress towards gaining a new special ability.

SPECIAL ABILITIES

This area of the Group Script contains all possible special abilities for your chosen group type to gain. When starting a new game of Weirldsville, the group gets to choose one ability to start play with. Mark that ability by filling the corresponding square. Each time you fill the Group XP Bar you gain an additional special ability and erase all your Group XP Bar progress. Any excess XP carries over.

Each Group Script has its very own unique abilities, though some of them share a few. Because of this, the feel of Weirldsville is in a way dependent on the Group Script chosen.

PARANORMAL INVESTIGATORS

The members of the group are part of a traveling group of paranormal investigators, asked to come to Weirldsville by an old acquaintance to investigate a series of strange events. Soon, they are drawn into more than they can handle.

SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



- ◇ **OCCULTISM:**
Your group gains the following advancement condition: "Gain one Group XP whenever your group encounters the paranormal in Weirldsville."
- ◇ **RITUAL:**
Each group member can learn magic rituals by gaining two mental Stress, and taking a Gain Advantage Action. The advantage gained is the use of the ritual described. Each group member can cast a spell, provided they have already learned it, by Gaining two mental Stress, and taking a Prevail Action.
- ◇ **FORBIDDEN KNOWLEDGE:**
Whenever you consult books or eye witnesses to paranormal events as part of your narration to make a Gather Information roll, you make the die roll using one additional die.
- ◇ **FORESIGHT:**
Each member of the group can gain a vision of an event yet to come by taking a Prevail action and spending one Destiny. The player's narration must include a description of what happens to the Summer Guest as they experience the vision. The MM then provides them with a flash of something occurring in Weirldsville that is related to the mystery (or isn't depending on the result of the roll!).
- ◇ **GADGET:**
Each member of the group can spend one Destiny once per Episode to gain a gadget that is useful to track, measure, or otherwise become aware of paranormal activity.
- ◇ **VETERAN ABILITY: BEYOND DEATH**
When you "Go All Out", and then die, you can choose to clear your Stress Bar and to change the second part of your Concept Trait to "who is a ghost". Te group then loses this ability, but can regain it by filling the Group XP Bar.

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirldsville local;*
- find a clue that is part of Weirldsville's Mystery Web and make a note of it on the Group Script;*
- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

ADVANCEMENT CONDITIONS

The area underneath your special abilities is marked Advancement Conditions. These sentences describe what your group needs to do to gain Group XP. All Group Scripts share four common Advancement Conditions.

MYSTERY CLUES

On the right side of the Group Script you will find a section named Mystery Clues. This section is meant to be kept up to date by a player who volunteers to be the Cluekeeper. Each Group Script lists an Advancement Condition that states a group gains one Group XP for making a note of a clue that is part of Weirldsville's Mystery Web.



MYSTERY CLUES

Make notes here:

This references a bunch of sheets the Mystery Menace has in order to keep track of Weirldsville. By the end of each Episode it is best to just have a chat, to unwind, and to discuss with the MM which of the things you wrote down are actually clues to the greater mystery.

You'll find at times that you will have uncovered nothing pertaining to the mystery, but maybe you've discovered something about your Summer Guest. While that doesn't grant you any XP or Group XP it is a fine reward indeed.

IV : DOING THINGS IN WEIRDSVILLE

ACTIONS, REACTIONS & MANNERS

Your character has been brought into existence or has been chosen, and Weirdsville, Anywhere has been defined by the group. Now, we're ready to let the story unfold, or at least we would be if you knew what to use that fancy character sheet for. Worry not, I'm still here to help.

Imagine that you need to leap over a chasm hidden deep within a mine shaft. Or that you need to find the weakness of a monster upon the dusty pages of an ancient tome before it breaks into the room. Maybe you need to distract the babysitter while your friend sneaks out. How do you go about doing any of that?

Weirdsville wants you to decide what your character does, without factoring in all kinds of game stats, which is why its resolution mechanics are narration first. What I mean by that is that you always start by telling the other players what your character does. Glancing over your Traits reveals a little bit about what you are most likely to do. If a Trait says you are kind, be kind. If a Trait says you hate the neighbor kid's guts, act like it. Traits provide an in-game bonus which we'll get into in a bit, but mostly they are there so players can act upon the (or in other words: **Activate** them) when they're appropriate and propel the story forward.

After you narrate your character's actions, or speak for them in a conversation, there will be times where you'll be thinking: "Do I know for sure that they will succeed?" Often, you just do, because the action the Sumer Guest was taking was not too difficult or because there's nobody there trying to stop them from doing it. Don't go rolling dice as soon as you've narrated. Sometimes you'll just be able to do whatever it is you tried and the MM won't ask for a roll. Instead, they'll narrate the result without demanding a dice roll. As soon as failure might add an interesting spin to the story, or if the result seems fairly unpredictable, it's time to let the dice tumble and decide your fate.

So, the first step is clear and simple; narrate what your Summer Guest is trying to accomplish. What's next? Based on your description, you (the player) decide what kind of Action you want to take. Note that this is you interacting

with the game. There are five Basic Actions you as a player can take provided you fulfill its narrative requirements. We'll lay them out for you and describe their effects. The actions cover everything you as a player are able to do to influence the story.

ACTIONS

Gather Information Action:

Anytime you narrate or act as your Summer Guest asking someone something, or narrate studying something you may use this action. At times, a Gather Information action allows a player to decide where the story goes. The following table explains what outcomes the Gather Information Action might have:

If you fail you find no information or find it at a cost, or you suffer Physical or Mental Stress (depending on the situation) to succeed anyway. The MM narrates.

If you succeed you get what you want. The MM narrates what information you uncover.

If you "Nail it!" you get what you want, and YOU get to narrate exactly what it is you uncover. Your narration may not contradict any established facts.

Prevail Action:

Anytime you narrate your character doing anything to overcome a Hindrance or an Obstacle, such as climbing down a rain pipe or chasing a thief.

If you fail you don't get what you want or get it at a cost, or you suffer Physical or Mental Stress (depending on the situation) to succeed anyway.

If you succeed you get what you want. The MM narrates what happens.

If you "Nail it!" you get what you want, and the MM grants you a benefit as if you had succeeded a Create Advantage Action. The advantage you create **MUST** be a result of the action you took. I recommend to write down the advantage on



IV : DOING THINGS IN WEIRDSVILLE

a sticky note and to keep it in the center of the table, so you don't forget about it. The MM narrates.

Create Advantage Action:

Anytime you narrate doing something that benefits your own or an allies later action, or makes an opposed action more difficult to complete, you may use this action. This includes (but is not limited to) swinging unto a chandelier so you can drop onto the bad guy later with twice the force and hiding from a bunch of bullies by running into an abandoned house before taking a Prevail Action to hide.

If you fail: the advantage you planned on using is instead used against you. The MM narrates what happens. The next Action you take is rolled using one less die.

If you succeed: you get what you want. The MM narrates what happens. The next appropriate Action roll that is made, is made using one additional die.

If you "Nail it!": you get what you want and YOU get to narrate what happens. Your narration may not contradict any established facts. The next appropriate Action roll that is made, is made using an additional die. It helps to note the advantage down on a sticky note, so you don't forget about it.

Attack Action:

Anytime you narrate your character using physical violence or social presence to subdue or manipulate a person or object you may use this action. This includes fighting, bargaining, and convincing people.

If you fail there is no effect or it comes at a cost.

If you succeed: your target gets to take a Defense action and suffers Physical or Mental Stress according to the effect level of the Attack if they fail. The MM narrates the result.

If you "Nail it!": your target suffers twice the number of Physical or Mental Stress according to the effect level of the Attack . The target does not get to take a Defense action. The MM narrates the result.

REACTIONS

Action always provokes a reaction, but in Weirdsville, Anywhere there are only two things that provoke a reaction, those being the Attack Action and entering a new location or meeting a new person. Whenever someone successfully attacks you, you may make a Defense reaction (and vice versa). Use Senses Actions are taken whenever you discover a new location or come across someone you haven't met before..

Defense Action:

Anytime you are being targeted by a successful Attack action you may use this reaction. You could use it to dodge or block a physical attack, but you could also use it to finally hand that schoolyard tyrant a good verbal retort.

If you fail the attack succeeds and you suffer its consequences as described. The MM narrates the result.

If you succeed you reduce the amount of Stress you suffer by 2. The MM narrates.

If you "Nail it!" you ignore all Stress the attack would have dealt.

Use Senses Action:

You use this Action automatically whenever you discover a new location or person. In essence, the MM has all Locations and People relevant to the mystery prepared as well as what is to be discovered there, and will always tell your character EVERYTHING they would notice provided their actions would uncover the fact.

A Use Senses Action does not require a roll of the dice. The outcome of the Action is determined by what the character does during a scene.



MANNERS

Earlier I mentioned a little something called Manners, which I explained were descriptions of how your Summer Guest performs actions. Once you've narrated your Summer's Guest's action, and have figured out what type of Action it is, the MM gets to decide in what Manner you described doing it. You are in control over what you do and how to describe it. Deciding what Manner it is described as is part of the MM's perks. Because of this, the only way to try and assure you're using a Manner you're actually good in, is by narrating in such a way that the MM can't help but to interpret it your way.

I'll go over each Manner and describe what it entails. Each entry consists of a general description of the Manner as well as some examples of Actions using the Manner.

Bold:

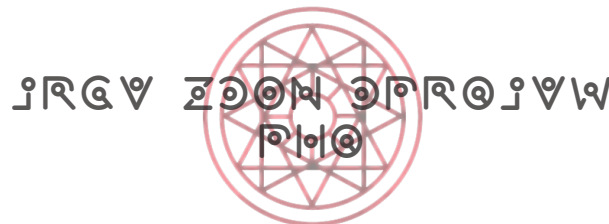
A Bold action is anything that takes strength, both physical strength and strength of character. Characters who do things courageously, recklessly, or in an unrelenting manner are definitely being Bold.

Wrestling a henchman. Staring down a thug. Standing up to someone stronger than you. Asking a girl for her phone number. Confronting your fears.

Brainy:

A Brainy action is anything that involves problem solving, or requires knowledge of a certain kind. Characters who come up with ideas on the spot, improvise, or use things in other ways than they are meant to be used are irrevocably Brainy.

Translating text. Fixing electronics. Coming up with a good excuse for being late. Drawing schematics or blueprints.



IV : DOING THINGS IN WEIRDSVILLE

Cautious:

A Cautious action is any action you take while paying close attention to detail. It also requires you to take your time doing it. Characters who plan ahead, or show patience in achieving their goals are most likely being cautious.

Going on a stake-out. Building a house of cards. Crawling through underbrush to avoid detection.

Cunning:

A Cunning action is done with an emphasis on misdirection, prowling, or trickery. Characters who are trying to get something done without drawing attention to it, or by diverting attention somewhere else is Cunning to be sure!

Talking your way out of getting grounded. Doing a magic trick. Sneaking out at night. Distracting someone.

Fancy:

A Fancy action SCREAMS all eyes on me; it's overly stylish or conspicuous. Characters who are always drawing attention to themselves, or are thrillseekers at heart are being Fancy.

Inspiring your friends. Humiliating someone by making them lose at something you're really good at. Being overly dramatic. Yelling one-liners while being caught up in a fist fight.

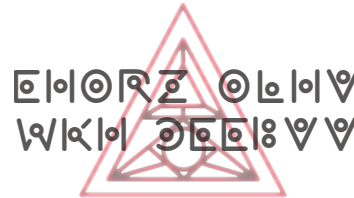
Nimble:

A Nimble action is anything that requires general agility and fancy footwork. Characters who solve things by being dextrous, or by sheer quickness are considered Nimble.

Dodging. Outrunning someone. Being the first to react. Climbing over a fence. Squeezing into cramped spaces.

Each Summer Guest has a Rank in each Manner (representing a number of one to four dice) and has a specific die type (four, six, and eight-sided dice) tied to it. The Rank indicates the number of dice you roll, while the die type determines what kind of dice to roll. Probably, somewhere deep inside you, there is a voice screaming: "I WANT TO ROLL THE HIGHEST AMOUNT OF THE BEST DIE POSSIBLE ALL THE TIME!" but sadly, we don't do that stuff around here. You'll have to work it. "It" being telling the story in such a way that the things you're good at naturally emerge. Don't hate your MM for picking the "wrong" Manner. Improve your own narration, and you'll notice that your interpretation and your

MM's will align more often. Circumstances change what Manner you can use anyway, so in most cases you will have to work with Manners that might not be your personal best. It's those moments that make for stories you'll all be talking about months later. Succeeding despite being opposed is much more satisfying than to succeed regardless. At this point we've got all the information we need to get rollin', literally. Let's take the following example:



Nick narrates his character's, Josh's, action:

"I will jump out over the chasm, grab the rope, and swing all the way to the other side while screaming GERONIMO!"

He then adds what Action he is taking:

"I'm taking a Prevail action."

The MM responds:

"Okay, let's make a roll. Seems to me like you're being Fancy."

Together, they have now established that Josh will be making a Fancy (signalling the type of die to use) Prevail Action (indicating the action's purpose and possible outcomes). Time to roll some dice!

EFFECT LEVELS

Sometimes, in real life, actions will have no effect at all or maybe they'd be much more effective because of circumstances. To represent this in Weirdsville, the game uses Effect Levels. You may have noticed I spoke of them earlier, when we were discussing the Attack Action.

Whenever a roll is going to be made, and the MM declares the Manner of the Action, it is also time to declare the Effect Level of the Action.

An Effect Level of None indicates that no matter what a Summer Guest does it simply can not succeed at doing what they want to do. Should a Summer Guest attempt such an Action, the MM may inform them the Action is not possible and skip the dice roll. It is considered good practice to allow the player to reconsider the action before making it final.

An Effect Level of Limited indicates that a Summer Guests action can only have a lessened effect compared to normal. What they're doing might be more difficult than usual to do under the current circumstances, or what they're trying to do is simply less effective. An Attack Action made at an Effect Level of Limited causes no more than 1 Stress with a "Success", and 2 Stress with a "Nailed It" result.

An Effect Level of Standard changes nothing. The outcome can be anything a normal person should be able to do. An Attack Action made at an Effect Level of Standard causes no more than 2 Stress with a "Success", and 4 Stress with a "Nailed It" result.

An Effect Level of Increased indicates that a Summer Guests action can have an increased effect compared to normal. They might have an advantage (through Create Advantage) or maybe what they're doing is just a more effective way of handling things. An Attack Action made at an Effect Level of Increased causes no more than 4 Stress with a "Success", and 8 Stress with a "Nailed It" Result.

ROLLING THE DICE

As you may have noticed while reading about the different Actions you can take, Weirdsville's dice rolls can have three outcomes; Failure, Success, and "Nailing It". What does that mean?

To understand that, first you need to know that in Weirdsville any single die rolled that scores a 1 is considered a Success. This may seem strange, but it is done to ensure that you only need to read a single number of the dice, instead of having to check for each type of die separately.

After you've collected the correct number and type of dice and roll them, you count the number of Successes. A roll made that contains no Successes at all is considered a Failure. A roll containing exactly one Success is considered Successful. "Nailing It" means scoring multiple Successes in a single roll.

Should a player need to roll zero or less dice, the player instead rolls two and chooses the lowest die as their result.

Knowing whether you Failed, Succeeded, or Nailed It, you can then check the result table of the Action you took to find out what happens mechanically, and story-wise. Once I've finished explaining, I'll provide you with a handy flow chart of the game's flow.

Let's grab one of the pregenerated Summer Guest's Manners, the Bad Boy's, and see what rolling dice looks like in practice. To help you understand the example, here's an overview of the character's Manners;

The Bad Boy (Teenager, standard array, 10 additional ranks assigned):

Bold	(d4)	●	●	●	●
Brainy	(d6)	●	●	○	○
Cautious	(d8)	●	○	○	○
Cunning	(d6)	●	●	●	○
Fancy	(d4)	●	●	○	○
Nimble	(d6)	●	●	●	○

The Bad Boy is just about to kick open the door to the abandoned mansion atop Greenwood Hill. He spent the last hour bragging about how the stories about it being haunted don't scare him. Just before he kicks he says to his girlfriend: "I'll prove it to you." The Bad Boy's Player takes a Prevail Action, and the MM decides this is a Bold Action. The player gathers four 4-sided dice and rolls. Let's see what possible outcomes this Action has by exploring several rolls.

The roll comes up as 2,2,2,3. The player has not rolled a single Success. The roll indicates failure, so the player gets to decide what to do as described by the Prevail Action; either to have the action fail, or to succeed by suffering Stress. The player chooses to fail, and so (by narration of the MM) the Bad Boy bounces off the door, which was apparently in much better condition than he expected.

Should the player have decided to take Stress to succeed, the MM's narration might have looked like this: "The door shatters as you kick into it. It was rotten and a nasty splinter has made a cut along you leg. The good news is you can enter now."

Imagine the roll comes up as 1,3,3,4. The player has scored a single Success. The Prevail Action dictates that the player gets what they wanted. The MM gets to describe what happens and what's on the other side of the door. "The door slams open, revealing a grand entry hall leading up to an oaken staircase."

Now the roll comes up as 2,2,1,1. The player "Nails It". According to the Prevail Action the player now gets what they wanted, as well as gaining the effects of a successful Create Advantage action. The MM narrates. "The door slams open and hits the wall next to it hard. As it hits the wall, you gaze out unto the surprised faces of several men in dark robes." The MM also notes down on a sticky note: "ROBED MEN ARE SURPRISED: +1 die" and puts it on the table. The next Action that benefits from this piece of information, gains one additional die. The Post-It is then removed.

Your roll might be enhanced by certain circumstances. I'll get into that later if I haven't already, but I'll list them all here as an overview. Your rolls might be enhanced by:

Taking the 'Create Advantage' Action

A successful Create Advantage Action modifies your (or another Summer Guest's) next Prevail Action if the advantage that is created applies to the Action taken. The modification is adding one additional die to the roll (or subtracting one if the Create Advantage roll failed and the advantage was used against you).

Activating a Trait because it is beneficial to your Action

Whenever you Activate a Trait that is beneficial to your Action, you are allowed to re-roll the entire dice roll and you add an additional die.

Activating a Trait because it represent your shortcomings or because it could get you in trouble

Whenever you Activate a Trait that is disadvantageous to you, you are allowed to re-roll the entire dice roll. Additionally, the dice roll will be modified by rolling one less die.

Now that I've covered dice rolls and everything there is to them, we can talk about what might stand in your character's way, Hindrances and Obstacles. Should you need an overview of everything we talked about up until now, you'll find one on the next page.



IV : DOING THINGS IN WEIRDSVILLE

TAKING ACTIONS: QUICK GUIDE

Narrate what your character does.

If the outcome could have unexpected or interesting results, determine what Action you take;

- Gather Information
- Prevail
- Create Advantage
- Attack
- Defend

Have the MM determine the Manner and the Effect Level of the Action you narrated..

Gather a number and type of dice equal to the number of ranks in the MM's chosen Manner, and roll them. Keep in mind that using a "Create Advantage" Action prior or Activating a disadvantageous Trait use reduces the number of dice rolled by one. The same goes for advantageous trait use. Don't forget about re-rolls granted by Trait use either.

Narrate or have the MM narrate the outcome (as the result of your Action dictates).

Repeat.

HINDRANCES

I've explained all basic Actions available to you and their associated outcomes. But is that all there is to it? It is, mostly. **Usually, when you want to do something straightforward — shoving a heavy rock off a possible secret entrance, hacking someone's email account — all you need to do is narrate doing it and declaring it a Prevail Action. These situations, the ones that can be solved by taking a single action are called Hindrances.**

Whenever you stumble upon a Hindrance, you take your action and get on with the story. A Hindrance should always be resolved in a single dice roll. Sometimes things are a little more difficult though.

OBSTACLES

At the start of a new Episode, the MM asks every player to state whether they want an Obstacle during play or not. If the player does, the player receives one Destiny. This does however give the MM a free pass to use a Trait of the player's Summer Guest during play to make things difficult. For example. Rick's Summer Guest, Tidus, has the following Flaw Trait: "I can't help but to sneak out at night." Should Rick choose to gain one Destiny and to give the MM an Obstacle to work with, the MM could have a character who Tidus is familiar with catch him sneaking out, or he could get the character's parents to ground him so might face worse consequences later. The Obstacle lies in the fact that a player needs an entire Scene to resolve it. Additionally, any problem that needs more than a single Action to solve is considered an Obstacle as well.

Depending on the Scene, it might be just one character making multiple rolls, or multiple characters may be able to pull their weight. In fact, in most situation the entire group will be able to contribute. An Obstacle is a great tool for MMs to surprise players, because of its layered nature. It allows for some suspense to build because players never know when the Obstacle is going to hit, and naturally leads deeper down the rabbit hole. The fact that the mystery unfolds step by step allows players to adapt often, and allows some time for an MM to adjust when things take an unexpected turn. The best laid plans

of mice and men and such...

There are multiple junctions where the narrative might head off in an unexpected direction. Especially experienced MMs and players who like to improvise will want to make use of Obstacles as much as they can, without wearing them out. There is only so much suspense you can handle before it becomes boring. It's okay to have downtime in between tense narratives. In fact, many TV series have filler episodes, in order to take our minds off the main story line.

Players also encounter Obstacles whenever they Fail an Action, and decide to get what they want at a cost. When this happens, an MM can insert new elements into the story, those being:

- the appearance of an NPC with a conflicting agenda;
- disadvantageous circumstances (meaning circumstances that preferably tie into a character's Traits);
- An Attack Action is made against the Summer Guest;
- or
- The loss of an advantage created by a Create Advantage Action.



IV : DOING THINGS IN WEIRDSVILLE

TEAMWORK

Whenever multiple characters want to attempt the same thing and want to help one another, have the person who's doing most of the work narrate what the character wants to do. Then have all players who are helping narrate in what way they are helping, and have them take Create Advantage Actions. Then have the leading player take a Prevail Action, taking into account all Create Advantage Actions taken before. Narrations should tie into one another, each player building on the description of the last.

Anytime all characters use Teamwork and succeed without a single failure, the group gets to narrate the result, but can't change anything that has already been established.

CONFLICT

Sometimes you'll find yourself at odds with others (be that adversaries or the members of your own group). You might want to grab the same item, or both of you wanted to sit next to the local babe. Being opposed by adversaries within the game works as normal. You take the Actions, and the adversaries react based on the outcome.

In other cases, where players are involved. All players caught up in the Conflict get to narrate what their characters do and take the appropriate Actions. Who gets to go first is determined by the amount of Destiny a player has, lowest amount wins. Ties are broken by rolling a single d6, and scoring lowest. The dice roll is repeated until a winner is determined.

The player scoring the most Successes wins the Conflict (and could deal Physical or Mental Stress, which ever is most appropriate and ONLY if it is appropriate equal to the outcome of their Action. Only Attack and Prevail Actions can cause Stress).

The losing player then gets to decide whether they want to continue the Conflict (to make another opposed Prevail Action), or to concede (thereby committing to an outcome of the story where they lose the Conflict). Should the player continue the Conflict, they then get to narrate their action first, with the other player(s) reacting. Should the player

concede, the player agrees to the desired outcome of the other player (s).

Should a Conflict end in a tie, either player may concede the conflict in exchange for gaining a Destiny. The player with the lowest amount of Destiny gets to choose first. If the player concedes, they gain the Destiny and the other player automatically wins the Conflict. They bite the bullet now, and get offered a chance to improve their chances later. Should neither player concede, both do not gain their desired outcomes.

TAKING STRESS

A character can suffer Stress by being attacked (in which case the MM chooses the type of Stress), or by failing a roll and spending Stress to negate the failure (in which case the player chooses the type of Stress). But what exactly is Stress? It's a measure of how much your character can take both mentally and physically. It represents your ability to go on.

Stress is tracked on your Character Sheet by filling in dots along a Summer Guest's Stress Bar. As it fills up, characters will hit Breaking Points (dots marked by a 1, a 2, and a 3). When it does the Summer Guest suffers some form of Consequence, as dictated by the type of stress and the narrative surrounding the Stress gain. Summer Guests can suffer Mental Stress, which will cause them to fear certain things, become tired or nervous, and so forth, as well as Physical Stress, which usually manifests in injuries.

For example: Derek doesn't believe in Vampires (his Innocence trait tells us so) and runs right into one. He decides to Nimblely run away from it and Activates his Trait through Narration. He flees in terror when he encounters what he thought wasn't real. He fails the roll, but decides to take the Stress to succeed anyway. Derek's player notes down the Stress increase and notices that he reached his second Breaking Point. He notifies the MM, who tells Derek's player what the Consequence is.

The Breaking Points are numbered to indicate the severity of the Consequence suffered. Consequences escalate from having for example a minor injury such as a scraped knee or trembling fingers (Breaking Point 1) to suffering serious

injuries and emotions like a strained ankle or bruised ribs (Breaking Point 2) to having near-fatal experiences (Breaking Point 3). Eventually, when all dots on either Stress Bar are filled, the character's player is given a choice; be Taken Out or Go All Out. If you Go All Out, you stay on your feet, but any additional Stress suffered should most likely mean Death. If you choose to be Taken Out, then don't worry, that means that the character is definitely not dead. It just means they won't participate in the current Scene any longer, and might end up in a bad situation (upon the MM's whims). The MM will insert you back into the story as soon as they can.

Considering the severity of Derek's Consequence (Breaking Point 2) the MM decides to give Derek the following Consequence: "I am constantly paranoid that everyone is a vampire." That should prove to be interesting!

When a character Goes All Out and suffers Stress; the player must narrate the character's demise, or spend a Destiny to negate the Stress. If you negate it, you narrate how you avoid this predicament. The MM will never narrate your death. In Weirdsville, you choose when a character's time is up and you give them a fitting ending when they die.

MENTAL STRESS

Mental Stress is caused by a number of things;

By being the target of a successful Attack Action provided the action would affect you mentally.

Think of situations like when an Alien threatens to shoot your friend with some sort of weapon if you don't hand the A.I. chip of its spaceship back. (the Alien in game terms takes a Bold Attack action to intimidate you (even though an MM doesn't roll for any Actions. They simply assign Effect levels and operate on those assumptions.)

By failing a roll and spending Stress to negate the failure. (unless you Activated a Trait in which case spending Stress to negate the failure is not possible).

You might have Failed a roll for lockpicking a door before the owner of the house returned. The Stress you gain represents the mental pressure just barely succeeding has on you. Things like that get on your nerves... trust me.

IV : DOING THINGS IN WEIRDSVILLE

When reaching a Breaking Point of your Mental Stress Bar, you suffer a Consequence. This is basically an additional temporary Trait that describes a mental effect you're suffering from. Let's imagine that the above example (the one about the intimidating Alien) is an actual in-game situations. What would happen if the Stress you suffer from it makes you hit a Breaking Point?

Let's say Yuri, a jolly Child who is on vacation in Weirdsville, hits his Breaking Point 2 as a result of an Alien dangling a space gun in front of his friend's face. Yuri's player would take out a pencil, and writes (using the space reserved for Breaking Point Consequences on the character sheet what the MM dictates):
"I'm terrified of these Aliens. They held a gun to my friend!"

Like normal Traits, Consequences can be Activated, giving a player an opportunity for roleplaying this particular mental "injury". More on that in a bit. I've said that a lot, but I promise we're nearly there.

A Breaking Point triggers only ONCE, so for a player that has suffered a Consequence by hitting Breaking Point 1 in Mental Stress, another Consequence can't be gained for hitting the same Breaking Point in Physical Stress. A character can never suffer more than three Consequences.

PHYSICAL STRESS

Physical Stress is caused by the following;

By being the target of a successful Attack Action, provided the action would affect you physically.

An example would be when some teenage Punk punches you in the belly as he mugs you. (the Teenager takes a Bold Attack action to hurt you).

By failing a roll and spending Stress to negate the failure. (again, only if you did not Activate a Trait).

You might have failed lockpicking a door before the owner of the house returned (AGAIN!?). The Stress you gain could also represent the physical pain it cost you to succeed at it.

When reaching a Breaking Point of your Physical Stress Bar, you suffer a consequence just like you would with the Mental Stress Bar.

Let's imagine that Yuri was trying to lock-pick a door, and failed, and then chose to succeed at the cost of Physical Stress. What would happen if the Stress he suffers from it makes him hit a Breaking Point?

Yuri's player would use the space reserved for Breaking Point Consequences on the character sheet to write down as the MM dictates:
"I have a deep cut in my right hand. I cut it on a sharp metal edge when I had to pick a lock, and had to hurry up."

Like normal Traits, these Consequences can be Activated.

A Breaking Point triggers only ONCE, so for a player that has suffered a Consequence by hitting Breaking Point 1 in Mental Stress, another Consequence can't be gained for hitting the same Breaking Point in Physical Stress. A character can never suffer more than three Consequences.

LOSING STRESS

A Summer Guest clears Stress whenever:

- * they complete an Episode. At the end of each Episode, each character may clear up to a total of 1d3 dots of Stress from the leftmost side of either of its Stress Bars.
- * it spends a full night resting. Up to 1d6 dots of Stress may be cleared from the leftmost side of both of its Stress Bars.

Consequences are cleared when the corresponding Breaking Point dot is cleared. Because of this, low severity Consequences appear quickly, though sometimes higher severity Consequences will remain with the character for quite some time.

STRESS: QUICK GUIDE

- You can take Stress by:
- being the target of an Attack Action.
 - spending it to negate a Failure (unless you Activated a Trait).

Stress is tracked in a character's Stress Bar.

When a Stress Bar fills up to a Breaking Point, the character suffers a Consequence, a Trait describing the effect of their Stress.

- When a Stress Barr is filled completely, a player gets to choose:
- to have the Summer Guest Taken Out and have the MM narrate your fate. The Summer Guest will live on.
 - Go All Out and accept the chance of death. Clear 1 stress and keep going. If the Stress Bar fills up again, you narrate your demise.

- You can get rid of Stress by:
- completing an Episode (1d3 dots from the left side of the Stress Bar).
 - having the Summer Guest spend a full night resting. (1d6 dots from the left side of the Stress Bar.)



IV : DOING THINGS IN WEIRDSVILLE

ACTIVATING TRAITS

I've spoken a couple of times about Activating Traits, but I've never explicitly stated what that means besides using them in your narrative. In its purest form Activating a Trait is the same as telling yourself; "This is something my character would do." It is meant as a gentle reminder to act like your character would.

In game terms Activating a Trait means to gain a point of Destiny (represented by the tokens) in exchange for role-playing one of your character's Traits during their next Action. Players start play with zero of these tokens unless they allow the MM to set up an Obstacle for them, but earn them when Activating disadvantageous Traits. A player may only Activate their own Traits, but the MM can offer players Destiny to provoke them to use certain Traits (basically offering them more Obstacles). The player may refuse such an offer. However, if the player takes the offer they may take a token and add it to their own Destiny.

In short, a player can Activate one of their own Traits, the MM rewards the player a Destiny. An Action for which a Trait is beneficial to what the Summer Guest is trying to do the player adds an additional die to the Action's dice roll. It also allows a player to re-roll the entire dice roll once. A player may re-roll, but does not have to. The same goes for when a Trait is disadvantageous to what the Summer Guest is trying to do, though the dice roll of the Action is rolled using one less die, but can still be re-rolled once. Note that Consequences can be activated in exactly the same way.

INNOCENCES, REBELLIONS & PROMISES

Another thing Destiny is good for is Activating Innocences, Rebellions and Promises. They can be Activated much like a Trait, except you spend a Destiny to do so. To jog your memory, this is what an Innocence looks like:

Once per Episode I can [something amazing you can do], because [reason you can do it, like an object, a memory, a belief, a dream], but I can only do it when [describe how it ties in with your other Traits].

Unlike regular Traits, an Innocence (as well as the other two special Traits Rebellions and Promises) can only be Activated when all conditions stated by them are fulfilled. Johnny might be able to run extremely fast, but only when he turns it into a race. While playing, Johnny's player can ONLY activate the Innocence when the statement (his trigger condition) is true.

Keep track of when you have used an Innocence, as it is only usable once per Episode. You can mark its use on your character sheet by filling the dot marked Used next to it. Rebellions and Promises have no such limits.

Activating an Innocence, Rebellions, and Promises works exactly like Activating Traits (except for spending the Destiny). You narrate what your character does, using the Innocence's description and declare the type of Action you're making. The MM states the Manner in which your character goes about its business and the effect level of the Action, and you roll the dice to find out what happens.

Imagine what you could do when combining the force of your personality and the amazing things you can do because of your Age Group!

LOSING INNOCENCES

It is possible to (temporarily) lose one or more of your Innocences, but not your Rebellion or Promise. As you have probably noticed, each Innocence contains a [reason you can do it, like an object, a memory, a belief, or dream]. The Innocences section has a Disbelief Bar consisting of three dots. Each time something happens in the story that would damage the object, contradict your memory, or shatter your beliefs or dreams (or anything similar), you gain a Destiny and mark a number of dots of your Disbelief Bar as determined by your MM.

The MM will consider the impact of what you have witnessed, and awards either one Disbelief (for things that MIGHT shake your belief), two Disbelief (for things that will definitely make you doubt your stance), or three Disbelief for flat out destroying your belief.

Once the Disbelief Bar is fully marked, the player loses the ability to use an Innocence (mark it by marking the square marked Lost), at least until another character helps them regain their belief.

A character can lose more than one Innocence. This means Children will need to be careful so they will be able to channel the power of their childhood for a little while longer, while Teenagers might lose their capabilities altogether with a single misstep.

(RE)GAINING INNOCENCES

A character might have lost the ability to cheer everyone up when she encountered a monster who devours happy feelings. Some characters (Adults) might not even have had an Innocence to begin with. Nothing to be sad about. This is where Adult swoop in to save the day! The key to regaining an Innocence after a character has lost it, lies in the characters that never had any to begin with. Such a character may at any point during the game make a Promise, creating an Innocence that follows not its usual structure but the following:

I promised [name of other player character][promise], when I [dramatic event that unfolded when both characters were present]. Because of this, once per Episode I can clear one of their Disbelief Bars, but only [trigger condition that ties into what you did during the dramatic event].

Both players must have gone through a dramatic experience together during the course of the story. The Adult must have made a significant difference for the Child, and the Child must have made some emotional connection to the Adult. Once that has happened though, the character who made a Promise can clear the Disbelief bar of the person they chose to protect by one per Episode. As soon as the Disbelief Bar is entirely cleared, the Innocence is regained and the square marked Lost may be erased as well.

WEIRDSVILLE, ANYWHERE PLAY SUMMARY SHEET

MYSTERY MENACE

SUMMER GUESTS

DESCRIBE OUTCOME

The Mystery Menace tells the player the outcome of their Summer Guests's action.

SET SCENE (START)

The Mystery Menace sets the scene, describing the location, any NPC's that are around, and anything that might be interesting.

JUDGE OUTCOME

When a player has narrated what their Summer Guest does, decide: Might the action lead to an interesting or unexpected outcome?

DECLARE MANNER & EFFECT LEVEL

The Mystery Menace decides upon the Manner in which the action is taken and the effect level it might have, based upon the player's narration. The MM may choose from the following:

Bold; Brainsy
Cautious; Cunning
Fancy; or Nimble.

CHECK TRAITS

All other players check their Traits, and judge how their Summer Guest would react. This is a good moment to see if you might Activate a Trait.

DECLARE ACTION

The player decides upon the type of action to make:
Gather Information; Prevail; Create Advantage; or Attack.

TAKE ACTION

The player rolls the dice, and decides whether or not to use Stress to negate failure. Depending on the result, the player or the Mystery Menace narrates, as indicated by the summary to the right.

NARRATING ACTIONS

When a player has decided what to do, they narrate their Summer Guest's action.

DESCRIBE OUTCOME

The player narrates the outcome of their Summer Guests's action.

Gather information:

If you fail: you find no information or find it at a cost, or you suffer Physical or Mental Stress (depending on the situation) to succeed anyway. The MM narrates.

If you succeed: you get what you want. The MM narrates what information you uncover.

If you "Nail it!": you get what you want, and YOU get to narrate exactly what it is you uncover. Your narration may not contradict any established facts.

Prevail:

If you fail: you don't get what you want or get it at a cost, or you suffer Physical or Mental Stress (depending on the situation) to succeed anyway.

If you succeed: you get what you want. The MM narrates what happens.

If you "Nail it!": you get what you want, and the MM grants you a benefit as if you had succeeded a Create Advantage Action. The advantage you create MUST be a result of the action you took.

Create

Advantage:

If you fail: the advantage you planned on using is instead used against you. The MM narrates what happens. The next Action roll you make, is made using one less die.

If you succeed: you get what you want. The MM narrates what happens. The next appropriate Action roll that is made, is made using one additional die.

If you "Nail it!": you get what you want and YOU get to narrate what happens. Your narration may not contradict any established facts. The next appropriate Action roll that is made, is made using an additional die.

Attack:

If you fail: there is no effect or it comes at a cost.

If you succeed: your target gets to take a Defense action and suffers Physical or Mental Stress accordingly. The MM narrates the result.

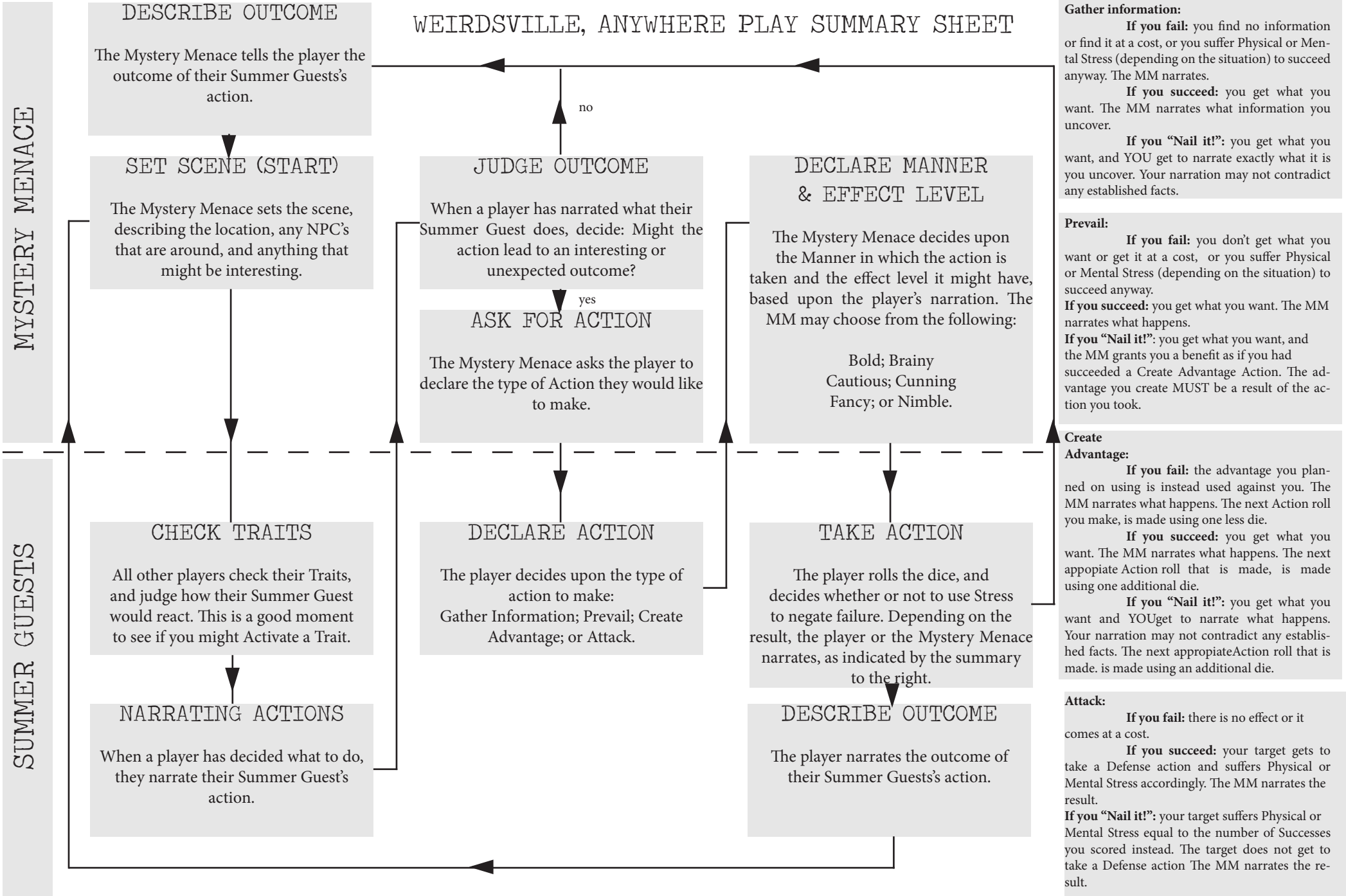
If you "Nail it!": your target suffers Physical or Mental Stress equal to the number of Successes you scored instead. The target does not get to take a Defense action. The MM narrates the result.

no

yes

ASK FOR ACTION

The Mystery Menace asks the player to declare the type of Action they would like to make.



IV : DOING THINGS IN WEIRDSVILLE

Weirdsville, Anywhere can be played as a stand alone game, kind of like a single One Shot Episode of a TV series, taking up about three to four hours of your time. The standard mode of play though is to extend the story to a Season, lasting multiple gaming sessions, or even entire Series, spanning multiple Seasons.

When playing a single one-shot Episode don't bother with Summer Guest Improvement. Your game will be too short to do much on that front. Instead, enjoy the character as is. If you do decide to commit to an actual Season, there are multiple ways of developing and improving your character.

SUMMER GUEST IMPROVEMENT

Over the course of a story characters change. To represent this, in Weirdsville, Anywhere players get to change one Trait (though the Trait may not be an Innocence or a Consequence) after each Episode if they so desire. The only prerequisite for this is that the character must have failed or succeeded upon at least one Action for which the Trait was Activated and that the new Trait represents the outcome of this Action. In other words: Your character does things in the game, which may change your view of the character. Traits may no longer apply after what just happened in the story. After each Episode, you may change up to two Traits, provided you met the conditions stated earlier.

After each Season, all players can decide whether to age. This means that their characters will advance to another Age Group. Children become Teenagers, losing two Innocences and gaining a Rebellion. Teenagers become Adults, losing both their Innocence and their Rebellion. Adults stay the same Promise-wise, but increase their age by 7 years. This can only happen if all characters agree to this, and if all characters have at least a number of Manner ranks equal to the new Age Group's starting number. Besides aging, the characters may also change up to three of their Traits.

When you take a look at the Manners section of your character sheet you will find a bar marked XP attached to each of them. This XP Bar is used to keep track of your personal Experience, and one dot of it is filled whenever a character fails an Action (performed in the corresponding Matter) for which

a disadvantageous Trait was Activated or a character succeeds an Action (performed in the corresponding Matter) for which an advantageous Trait was Activated. Whenever your XP reaches a value of 5, you earn an advancement.

You may increase the Manner's rank by one dot, and you erase all progress within the XP Bar. Any excess XP carries over.

Alternatively, you may instead improve your die type by one type, but must lose one rank in the Manner. You erase all progress from your XP Bar.

If you can't improve your die type or your rank, instead you gain a single re-roll that you can use for any Action you make using the Manner you've maxed out. When you use the re-roll you lose all progress within the XP Bar and you can gain the use of the re-roll by gaining 5 XP again.



CHARACTER DEVELOPMENT & IMPROVEMENT

After each Episode, a player may change up to two Traits if the story presents a reason to.

Whenever you take an Action for which a disadvantageous Trait was Activated, you gain 1 XP in that Manner provided that you fail the Action.

Whenever you take an Action for which an advantageous Trait was Activated, you gain 1 XP in that Manner provided that you succeed or Nail the Action.

Whenever a Manner's XP reaches 5, the character gains one rank in that Manner, and erases all progress from that particular XP Dot.

From here on out it might be best for players who intend to be Summer Guests in Weirdsville to stop reading (okay, maybe read the sections "The Folk Who Ran Into Mystery" and "The Individuals Involved"). You now know everything to play the game using the materials provided in this playtest document. When a new version of Weirdsville will be released, rules will be added to create your own Summer Guests and your own alternate realities of Weirdsville. For now, the next two chapters will tell the Mystery Menace what was going in Weirdsville in the year 1999, which serves as the game's core setting, and what they can do to make the game enjoyable to both the Summer Guests and themselves.

The Weirdsville of 1999 is constructed through the use of multiple Mystery Webs, overviews of the mystery at large, but they are not definitive. By all means, if your Mystery Menace thinks they can spin the tale and change it up well enough so you still don't know what the flippin' fig is going on, go ahead and read with their blessing. They might use the information you thought you had against you. Sneaking the information in behind your Mystery Menace's back is a no-no.

THE FOLK WHO RAN INTO MYSTERY

Over the course of the next chapter I'll be introducing you to the Weirdsville of 1992. First we'll take a look at The Folk Who Ran Into Mystery, the types of people involved in the oddness that gripped our town that year. I'll present you with a total of eight Group Scripts, sheets that dictate the relationships and goals of the members of the group.

Next, I'll tell you about The Individuals Involved, the brave individuals that stood up against the strange, and their personalities. This section contains a total of twenty-four pregenerated Summer Guests.

Of course I can't skip over the Locals back then. I'll tell you how they were key to the mysteries of our town, and the clues that they presented to the Summer Guests. A Mystery Menace might find this section good as inspiration to guide players towards key points in the Mystery Web.

Last, and saved for last because of its great importance, are the Mystery Webs. These are sheets covering the key information about a Mystery, noting in short who's involved and where it's happening. This play test edition of Weirdsville contains a total of seven Mystery Webs, which can each be played as a separate story, or as one giant mystery built around the core Mystery Web "The Writer That Went Missing." These Mystery Webs are deliberately kept vague, as to provide guidelines, and not push a Mystery Menace towards pursuing a predetermined outcome. The sheet provides you with enough information to discover a mystery and then uncover clues that lead ever deeper, but often leaves out information that isn't central to the mystery itself.

Mystery Menaces are encouraged to adapt on the fly, keeping to the information on their Mystery Web(s) but making up anything else as they go. For those who feel uncomfortable improvising on the spot, the section on Mystery Webs has a sheet for Random People/Location tables.

Because Group Scripts define what it is your Summer Guests need to do in order to be rewarded experience points they will funnel you into a certain way of playing. The Group Script contains a list of advancement conditions that tell you what behaviour it is this type of group typically engages in. Whenever you or any other member of your Group fulfills such a condition, or in other words does something the Group Script lists, the group gains one experience point. You can only gain this experience point once per condition per gaming session.

All Group Scripts share four common advancement conditions:

[Gain 1 XP when you team up with someone you have never met before or get to know something personal about a local]

[Gain 1 XP when you find a clue and make a written note about it on the Group Script]

[Gain 1 XP when you take a successful Teamwork Action for which an advantageous Trait has been activated]

[Gain 1 XP when you fail a Teamwork Action for which a disadvantageous Trait has been activated].

As your group earns experience points, you will have to mark it down on the Group Script by filling a square per experience point gained. When the bar is completely marked, the Group may select one Special Ability from their Group Script and mark it as unlocked by marking the square next to it. Veteran Special Abilities may only be unlocked after all other abilities have been unlocked. All players can use unlocked Special Abilities as long as they are part of the Group.

Over on the next pages you'll find the Group Script, Players can choose to be;

Armed Forces, in service of a large corporation or perhaps even the government sent to Weirdsville to contain or unleash the weirdness.

Breakfast Club, a gathering of teenagers, stereotypical ones. Little Miss Popularity, The Geek, The Jock, The Rebel, and The Basket Case join forces to dare Weirdsville to do its best, seeking out a scary or impressive sight in Weirdsville.

Comicon Buddies who are just nerding out on their road trip, when they get stranded in Weirdsville. Can their unique "weird" hobbies help them stand against what they find?

Family, who are visiting a relative, or are taking a family holiday in Weirdsville. Little do they know of what lurks in Weirdsville, but at least they've got each other.

Mysterious Strangers, who don't know each other when they first arrive, but end up in the same mess together. One could say they are bound by fate, or something else entirely.

Paranormal Investigators, arriving in Weirdsville at a Local's bidding to investigate a haunting.

Summer Campers, sent to Camp Weird by their parents. Nearby the camp all manner of strange occurrences take place, and the campers are sure to be the first to notice. Can they convince their camp leaders that there really is something out there?

Survivor Types, seemingly random people united by two common traits. They were in Weirdsville for their own reasons, as individuals, and they are somehow the only ones not affected by what started in Weirdsville.

In future version of Weirdsville, you'll be able to create a custom Group Script to suit your Group's special needs. It'll be added in a later chapter,

I'd encourage you to establish what Group Script to use before moving on to creating individual Summer Guests. Knowing in what capacity all players will interact with one another adds a bit of scaffolding to your mind's creation. Choice can be overwhelming and so limiting yourself early to what is still a broad category definitely helps.

ARMED FORCES

The group is under employment of a large corporation or perhaps even the government and is sent to Weirdsville to contain or unleash the weirdness, depending on the employer.



SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



- ◇ **EMPLOYEE OF THE MONTH:**
Your group gains the following advancement condition: “Gain one Group XP whenever you successfully complete an assignment by your employer.
- ◇ **COMBAT TRAINING:**
When you end up within a Physical Conflict, you roll one additional die when taking Prevail Actions, provided you had planned for the Conflict to happen.
- ◇ **TACTICIANS:**
You can take Create Advantage actions using an additional die if you narrate how you create a tactical advantage. Doing so sets you up for the following Prevail Action within the Conflict.
- ◇ **ADRENALINE RUSH:**
Each member of the group can automatically succeed on three Prevail actions per Episode, provided they have “Gone All Out”.
- ◇ **ONE SHOT, ONE KILL:**
Each member of the group can spend one Destiny once per Episode to increase the effect level of an Attack Action by a level.
- ◇ **VETERAN ABILITY: EMPLOYER’S ASSETS:**
Whenever the group contacts their Employer in person, all members of the group can make a Prevail action rolling one additional die to gain an asset (like a weapon, or equipment, or vehicle) the employer could reasonably get a hold of.

MYSTERY CLUES

Make notes here:

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirdsville local;*
- find a clue that is part of Weirdsville’s Mystery Web and make a note of it on the Group Script;*
- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

BREAKFAST CLUB

A group made up of teenage stereotypes such as Little Miss Popularity, The Geek, The Jock, The Rebel, and The Basket Case join forces to dare Weirldsville to do its best, seeking out a scary or impressive sight in Weirldsville together.



SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



- ◇ **INNER CONFLICT:**
Your group gains the following advancement condition: “Gain one Group XP whenever you resolve an internal Conflict.”
- ◇ **PARENTS, SCHMARENTZ:**
When you do anything an Adult told you not to do, or while in a Conflict with an Adult, your Action rolls are made using one more dice.
- ◇ **PEER PRESSURE:**
You can take Create Advantage actions using an additional die if you narrate using the Group’s social “hierarchy” to convince another player to do something. Doing so sets you up for the next Prevail Action within the Conflict.
- ◇ **ARE YOU CALLING ME A STEREOTYPE?:**
Each member of the group can automatically succeed on a Prevail action once per Episode, provided someone outside of the Group treated them according to their stereotype.
- ◇ **MAYBE I CAN BE DIFFERENT:**
Each member of the group can spend one Destiny once per Episode to increase the effect level of an Action that doesn’t fit their stereotype.
- ◇ **VETERAN ABILITY: STRONGER THROUGH HARDSHIP:**
Whenever a group Member “Goes All Out”, all members of the group gain an additional die until the Scene is resolved.

MYSTERY CLUES

Make notes here:

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirldsville local;*
- find a clue that is part of Weirldsville’s Mystery Web and make a note of it on the Group Script;*
- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

CONVENTION BUDDIES

The Group is just nerding out on a road trip to a Convention, when they get stranded in Weirdsville. Can their uniquely “weird” hobbies help them stand against what they find there?



SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



- ◇ **I GOT THIS:**
Your group gains the following advancement condition: “Gain one Group XP whenever you use the skills and knowledge you gained through your hobbies to resolve a situation.
- ◇ **I LOVE REFERENCES:**
Whenever you make a reference to something that is part of your hobbies as part of a Prevail action, you roll one additional die.
- ◇ **BOOK WORMS:**
Whenever you study books or other fonts of information, you roll an additional die when taking the Gather Information Action.
- ◇ **AWKWARD...:**
Each member of the group can choose to automatically fail a Prevail Action that is part of a social Conflict once per Episode to gain a point of Destiny, provided they narrate how their awkwardness ruins their conversation.
- ◇ **MAYBE I CAN BE DIFFERENT:**
Each member of the group can spend one Destiny once per Episode to increase the effect level of an Action they take right after someone humiliates them.
- ◇ **VETERAN ABILITY: GAMERS HAVE MULTIPLE LIVES:**
The first time a member of the Group “Goes All Out” and would die because of it, lose this Special Ability and ignore the outcome. The Summer Guest does not die. The ability can be regained by filling the XP Bar.

MYSTERY CLUES

Make notes here:

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirdsville local;*
- find a clue that is part of Weirdsville’s Mystery Web and make a note of it on the Group Script;*
- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

FAMILY

The group consist entirely of relatives, who are either visiting a relative in Weirdsville, or are taking a family holiday there. Little do they know of what lurks in Weirdsville, but at least they've got each other to watch their backs.



SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



XP

- ◇ **ONE FOR ALL, ALL FOR ONE!:**
Your group gains the following advancement condition: “Gain one Group XP whenever you protect a family member or stand up to someone for them.”
- ◇ **LEAVE 'M ALONE!:**
Whenever you take a Prevail action, you roll one additional die, provided you were protecting a family member or were standing up to someone for them.
- ◇ **TAKE ME INSTEAD:**
Whenever a group member is Attacked, any member of the group can take a Defense Action instead of the original target. If they do, they suffer the consequences of the dice rolls instead.
- ◇ **STRONGER TOGETHER:**
When making a Teamwork Action roll, once per session the Group can choose to automatically succeed, provided every single member contributes in a certain way
- ◇ **NOONE HURTS YOU LIKE THE ONES YOU LOVE:**
Each member of the group can spend one Destiny once per Episode to increase the effect level of an Action they take against a group member.
- ◇ **VETERAN ABILITY: IT RUNS IN THE FAMILY:**
All group members can Activate other members' Concept Trait as if it were their own, to represent family resemblances.

MYSTERY CLUES

Make notes here:

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirdsville local;*
- find a clue that is part of Weirdsville's Mystery Web and make a note of it on the Group Script;*
- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

MYSTERIOUS STRANGERS

The members of the group don't know each other when they first arrive, but end up in the same mess together. One could say they are bound by fate, or something else entirely.



SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



- ◇ **ENOUGH ABOUT ME:**
Your group gains the following advancement condition: “Gain one Group XP whenever a group member discovers something personal about another group member.”
- ◇ **DESTINY:**
Once per Episode each player may consider a successful Prevail Action as having “Nailed It!” instead, provided the player narrated how something that was always a part of them helps them while taking the action.
- ◇ **BONDED:**
Before starting each session, have two players form a bond. Whenever either player succeeds or “Nails” a Create Advantage action to set up the other for success, the following Action rolls two additional dice instead.
- ◇ **STRONGER TOGETHER:**
When making a Teamwork Action roll, once per session the Group can choose to automatically succeed, provided every single member contributes in a certain way
- ◇ **LUCKY:**
Each member of the group can spend one Destiny once per Episode to reroll any dice roll, even a dice roll that was already re-rolled once.
- ◇ **VETERAN ABILITY: MASTERS OF WEIRDNESS:**
All Actions taken concerning threats already faced are made using an additional die.

MYSTERY CLUES

Make notes here:

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirdsville local;*
- find a clue that is part of Weirdsville's Mystery Web and make a note of it on the Group Script;*
- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

PARANORMAL INVESTIGATORS

The members of the group are part of a traveling group of paranormal investigators, asked to come to Weirdsville by an old acquaintance to investigate a series of strange events. Soon, they are drawn into more than they can handle.



SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



- ◇ **OCCULTISM:**
Your group gains the following advancement condition: “Gain one Group XP whenever your group encounters the paranormal in Weirdsville.”
- ◇ **RITUAL:**
Each group member can learn magic rituals by gaining two mental Stress, and taking a Gain Advantage Action. The advantage gained is the use of the ritual described. Each group member can cast a spell, provided they have already learned it, by Gaining two mental Stress, and taking a Prevail Action.
- ◇ **FORBIDDEN KNOWLEDGE:**
Whenever you consult books or eye witnesses to paranormal events as part of your narration to make a Gather Information roll, you make the die roll using one additional die.
- ◇ **FORESIGHT:**
Each member of the group can gain a vision of an event yet to come by taking a Prevail action and spending one Destiny. The player’s narration must include a description of what happens to the Summer Guest as they experience the vision. The MM then provides them with a flash of something occurring in Weirdsville that is related to the mystery (or isn’t depending on the result of the roll!).
- ◇ **GADGET:**
Each member of the group can spend one Destiny once per Episode to gain a gadget that is useful to track, measure, or otherwise become aware of paranormal activity.
- ◇ **VETERAN ABILITY: BEYOND DEATH**
When you “Go All Out”, and then die, you can choose to clear your Stress Bar and to change the second part of your Concept Trait to “who is a ghost”. The group then loses this ability, but can regain it by filling the Group XP Bar.

MYSTERY CLUES

Make notes here:

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirdsville local;*
- find a clue that is part of Weirdsville’s Mystery Web and make a note of it on the Group Script;*
- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

SURVIVOR TYPES

The group consists of seemingly random people united by two common traits. They were in Weirdsville for their own reasons, as individuals, and they are somehow the only ones not affected by what happens in Weirdsville.



SPECIAL ABILITIES

Choose one before starting play. Gain one each time you fill your XP Bar.



XP

- ◇ **ALIVE STILL!:**
Your group gains the following advancement condition: “Gain one Group XP whenever you survive an entire day in Weirdsville.”
- ◇ **DANGER IS MY GAME:**
When you “Go All Out”, any “Nailed It!” results you score during the Scene, removes a single Stress from your Stress Bar.
- ◇ **PREPARED:**
Any group member can once per Episode choose to turn a successful Gather Information Action into a “Nailed” one , provided they include an item they brought with them in their narration.
- ◇ **I LIKE TO LIVE DANGEROUSLY.:**
When in danger, you gain an additional die to any Prevail Action you take. However, in the same situation you are not able to take Gather Information Actions.
- ◇ **DON'T GO INTO THE LIGHT:**
All members of the group can spend one Destiny each once per Episode to prevent a group member who went “All Out” from dying. The player is instead “Taken Out”.
- ◇ **VETERAN ABILITY: SAFEHOUSE:**
The group has found a suitable place to hide during the nights. Whenever you remove Stress as a result of having had a night's rest, you roll 2d6 and keep the highest result instead of using the normal procedure.

MYSTERY CLUES

Make notes here:

ADVANCEMENT CONDITIONS

Once per Episode gain one Group XP whenever you:

- team up with someone you have never met before; or learn something personal about a Weirdsville local;*
- find a clue that is part of Weirdsville's Mystery Web and make a note of it on the Group Script;*
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- succeed any Teamwork Action for which a Trait was Activated that had a positive impact.*
- fail any Teamwork action for which a Trait was Activated that had a negative impact.*

THE INDIVIDUALS INVOLVED

As I said before, the Group Scripts in the previous section are based on the type of people involved in the mysteries of Weirdsville in 1992. The following section contains twenty-eight individuals, presented to you as Character Sheets, that fit into one or multiple Group Scripts.

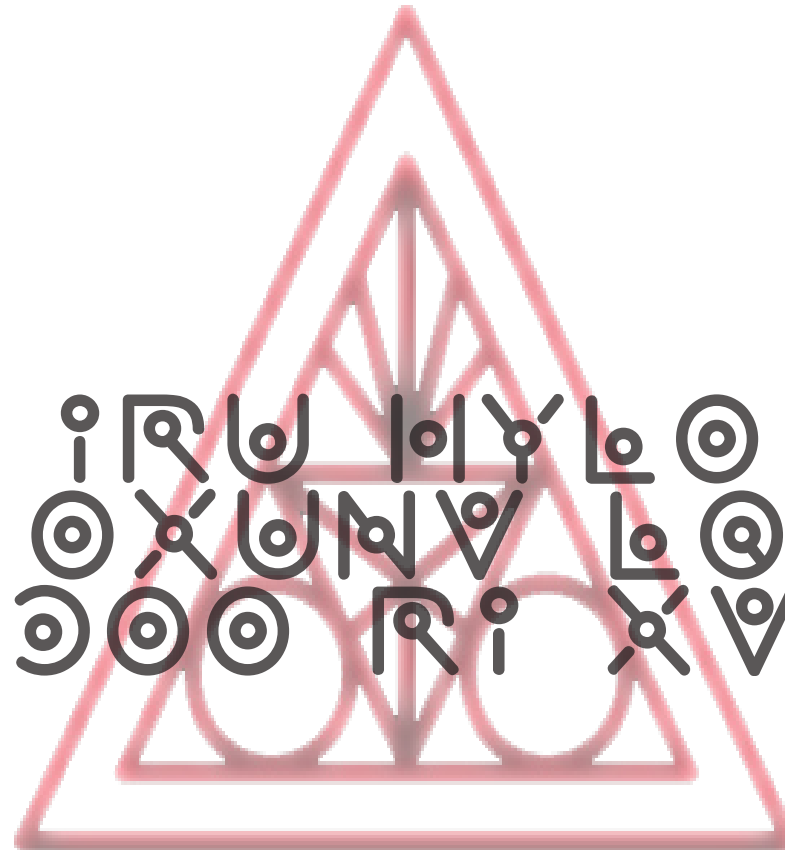
You'll notice differences between individual character sheets. Those differences are based on the Summer Guest's Age Group.

A Summer Guest who is a child will possess 14 Manner ranks, and has access to three Innocences. A Teenager will possess 16 Manner ranks, and has access to an Innocence and a single Rebellion. Last, an Adult will possess 18 manner ranks, and has access to a single Promise.

In story terms, a Child can do amazing things - simply because the child still has a magical belief in certain things -, but pays for this uniqueness by being slightly worse at accomplishing things.

Teenagers can do the same thing, but less often than a child can. Three times less to be exact. In return, they gain a Rebellion and have an average chance of accomplishing things.

Adults have no special powers at all, but they can protect the youngsters from losing their special spark by keeping their Promise, their special ability. On the flipside, Adults have the best chance of accomplishing things.



Ben Cooper

Name

I am a Child of 10 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a **tough-looking** Child,
who **wears a leather jacket that is too large**

Concept [most notable personality trait / most notable physical trait]

I can't help **disobeying adults.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ **sister** who I know from... **living together**
I do so, because... **she always gets me.**

Relationship [person's name / how do you know this person / reason for (dis)like]

~~I do~~/I don't believe... **serial killers** exist(s),
because... **slasher movies are always super cheesy.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **just blindly follow orders.**

Morality [something you consider unforgiveable]

I want nothing more than to... **be free and do whatever I want.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **fixing stuff**
but I can't do it... **unless I have the right tools.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Once per session, I can **repair a device**, because... **dad taught me**, but I can only do it when... **it's an electrical device.**

Used
Lost

Disbelief 0 0 0

Once per session, I can **fool an adult**, because... **I've had practice**, but I can only do it when... **I've met them before.**

Used
Lost

Disbelief 0 0 0

Once per session, I can **pretend I'm a Teenager**, because... **I have a fake ID**, but I can only do it when... **I don't know the person.**

Used
Lost

Disbelief 0 0 0

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

XP MANNERS

Type

Rank



Bold



0 0 0 0



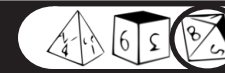
Brainy



0 0 0 0



Cautious



0 0 0 0



Cunning



0 0 0 0



Fancy



0 0 0 0



Nimble



0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

1 2 3
1 2 3

Mental

0 0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0 0

CONSEQUENCES

Level 1

Level 2

Level 3

Chad Dormer

Name

I am a Child of 9 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a **polite** Child,
who **is always wears his favourite sports jersey.**

Concept [most notable personality trait / most notable physical trait]

I can't help **kicking or throwing stuff that looks like a ball.**

Flaw [behavior that usually gets you in trouble]

I care ~~deeply~~ for/ I hate **my coach** who I know from **school back home**
I do so, because **he keeps me on the sidelines.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~I don't~~ believe **clones** exist(s),
because **I stayed up late once and saw a documentary.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could **be rude to another person.**

Morality [something you consider unforgiveable]

I want nothing more than to **make sure noone starts a fight.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at **calming people down**
but I can't do it **if they remind me of my mom and dad.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Once per session, I can **run incredibly fast**, because **I pretend it's a race**, but I can only do it when **I feel confident.**

Used
Lost

Disbelief 0 0 0

Once per session, I can **settle a disagreement**, because **I'm a negotiator**, but I can only do it when **I can make a good point.**

Used
Lost

Disbelief 0 0 0

Once per session, I can **recognize some faces easily**, because **I remember**, but I can only do it when **I can take a long look.**

Used
Lost

Disbelief 0 0 0

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainsy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

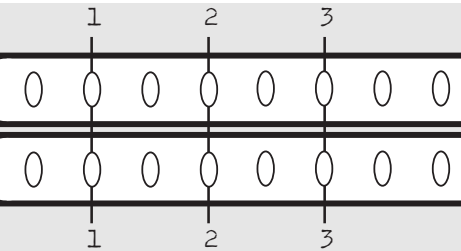
Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

Mental



Physical

CONSEQUENCES

Level 1

Level 2

Level 3

Dickie Thorpe-Daniels

Name

I am a Child of 11 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am a ... material Child,
who ... always looks like he feels out of place.

Concept [most notable personality trait / most notable physical trait]

I can't help ... but to tell everyone how rich I am.

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... my nanny who I know from... back home
I do so, because... she makes me want to go home.

Relationship [person's name / how do you know this person / reason for (dis)like]

~~I do~~/I don't believe... monsters exist(s),
because ...of science articles I read on the internet.

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... eat the stuff they serve out here.

Morality [something you consider unforgiveable]

I want nothing more than to... keep living life the way I always have.

Drive [your hopes, wishes, or dreams]

I am secretly very good at... empathizing with others
but I can't do it... if they aren't as privileged as I am.

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Used
Lost

Once per session, I can ... get my folks to do anything, because... we're never
together , but I can only do it when... I've got them on the phone.

Disbelief 0 0 0

Used
Lost

Once per session, I can ... throw a scary tantrum , because... I'm like
that , but I can only do it when... I'm eating something awful

Disbelief 0 0 0

Used
Lost

Once per session, I can ... order something on the web , because... I have a
credit card , but I can only do it when... I feel alone.

Disbelief 0 0 0

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

XP MANNERS

Type

Rank



Bold



0 0 0 0



Brainy



0 0 0 0



Cautious



0 0 0 0



Cunning



0 0 0 0



Fancy



0 0 0 0



Nimble



0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Hannah Wade

Name

I am a Child of 10 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a **rather unusual** **Child,**
who **often stares at nothing at all.**

Concept [most notable personality trait / most notable physical trait]

I can't help **creeping people out.**

Flaw [behavior that usually gets you in trouble]

I care ~~deeply~~ for/ I hate **Robby** who I know from... **school back home**
I do so, because... **he always picks on me!**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~don't~~ believe.. **something that controls my life** exist(s),
because **I often dream about it.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **not respect people for who they are.**

Morality [something you consider unforgiveable]

I want nothing more than to... **be left alone by people I don't trust.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **spying on people**
but I can't do it... **once I think they saw me.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Once per session, I can **read someone's mind**, because... I'm **psychic**
Disbelief
, but I can only do it when... **I'm spying on them.**

Once per session, I can **move something with my mind**, because... I'm **psychic**
Disbelief
, but I can only do it when... **it's a small object.**

Once per session, I can **heal someone's Consequence**, because... I'm **psychic**
Disbelief
, but I can only do it when... **I take their Consequence.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

XP MANNERS

Type

Rank



Bold



Rank: 0 0 0 0



Brainy



Rank: 0 0 0 0



Cautious



Rank: 0 0 0 0



Cunning



Rank: 0 0 0 0



Fancy



Rank: 0 0 0 0



Nimble



Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

Mental

1 2 3
0 0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Justin Hofmann

Name

I am a Child of 9 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a **creative** Child,
who **has hair that is always messy and curly.**

Concept [most notable personality trait / most notable physical trait]

I can't help **taking in a beautiful view.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ **my friend** who I know from... **kindergarten**
I do so, because... **they are my only friend.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~I don't~~ believe.. **magic** exist(s),
because **something has to makes the world so beautiful.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could...**rush through life without looking around**

Morality [something you consider unforgiveable]

I want nothing more than to...**see and paint the place I always dream of.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **remembering directions**
but I can't do it... **if someone keeps asking me about it.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Once per session, I can **bring a drawing to life**, because... I have magic pencils, but I can only do it when... **I see the thing I'm drawing.**

Used
Lost

Disbelief 0 0 0

Once per session, I can **change a place**, because... what I draw becomes real, but I can only do it when... **I draw and then erase the change**

Used
Lost

Disbelief 0 0 0

Once per session, I can **find the way when I'm lost**, because... I just know where to go, but I can only do it when... **the stars are out.**

Used
Lost

Disbelief 0 0 0

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

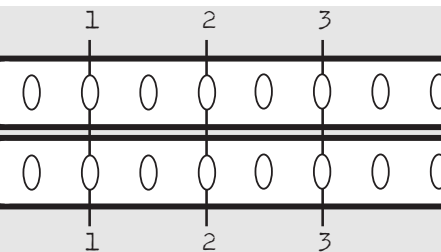
Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

Mental



Physical

CONSEQUENCES

Level 1

Level 2

Level 3

Liz Tyler

Name

I am a Child of 6 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am a ... charming Child,
who ... always tries to look like a princess.

Concept [most notable personality trait / most notable physical trait]

I can't help ... trying to get people to notice me.

Flaw [behavior that usually gets you in trouble]

I care deeply for/I hate... my idol who I know from... TV
I do so, because... they are an example to me.

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/I don't believe... love at first sight exist(s),
because ... you see it all the time in movies and books!

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... break someone's heart.

Morality [something you consider unforgiveable]

I want nothing more than to... find my very own Prince Charming.

Drive [your hopes, wishes, or dreams]

I am secretly very good at... bossing people around
but I can't do it... if I love them.

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Used
Lost

Once per session, I can ... talk to an animal , because... that's what
princesses do , but I can only do it when... I sing first.

Disbelief 0 0 0

Used
Lost

Once per session, I can ... get away with something , because... I look so
innocent , but I can only do it when... they didn't see me do it.

Disbelief 0 0 0

Used
Lost

Once per session, I can ... make someone feel better , because... I'm always
happy , but I can only do it when... I can find the silver lining.

Disbelief 0 0 0

Innocence [something amazing you can do / reason you can do it / describe
how it ties into your other Traits]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Louise Bellani

Name

I am a Child of 9 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a **manipulative** Child,
who **always wears a wool hat.**

Concept [most notable personality trait / most notable physical trait]

I can't help **being sarcastic all the time.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ **my family who I know from... living with them.**
I do so, because... **I need them and I know they need me.**

Relationship [person's name / how do you know this person / reason for (dis)like]

~~I do~~/I don't believe.. **anything I didn't see with my own eyes** exist(s),
because... **I was taught to find proof first.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **touch my hat.**

Morality [something you consider unforgiveable]

I want nothing more than to... **earn pocket money.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **picking locks**
but I can't do it... **without having a thin, bendable object nearby.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Once per session, I can **scam someone**, because... **I'm cute**
, but I can only do it when... **I act sad and helpless.**

Used
Lost

Disbelief 0 0 0

Once per session, I can **cause a scene somewhere else**, because... **I set it up**
, but I can only do it when... **I was there before.**

Used
Lost

Disbelief 0 0 0

Once per session, I can **know someone's insecurity**, because... **I feel their**
thoughts, but I can only do it when... **they give me an attitude.**

Used
Lost

Disbelief 0 0 0

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

XP MANNERS

Type

Rank

Bold Rank: ● ● ● 0

Brainsy Rank: ● ● ● 0

Cautious Rank: ● 0 0 0

Cunning Rank: ● ● ● 0

Fancy Rank: ● ● 0 0

Nimble Rank: ● ● 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Mary Hayes

Name

I am a Child of 7 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a ... **hyperactive & annoying** Child,
who ... **always has bumps and bruises everywhere,**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **doing dangerous stuff without thinking ahead.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **my granny who I know from... summer vacations**
I do so, because... **she always gives me lots of cookies.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~I don't~~ believe... **aliens** exist(s),
because ...**daddy says they'll take me if I'm not quiet.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **not love their family.**

Morality [something you consider unforgiveable]

I want nothing more than to... **go on exciting adventures.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **playing hide and seek.**
but I can't do it... **when we're not playing the game.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCES

Once per session, I can ... **reach a hard to reach place**, because... **I'm agile**
, but I can only do it when... **I'm hopped up on sugar.**

Used
Lost

Disbelief 0 0 0

Once per session, I can ... **ask someone a favor**, because... **I ask in a**
special way, but I can only do it when... **the family dog is with me.**

Used
Lost

Disbelief 0 0 0

Once per session, I can ... **do martial arts**, because... **I watch the**
ninja turtles, but I can only do it when... **no Adults are watching.**

Used
Lost

Disbelief 0 0 0

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainsy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

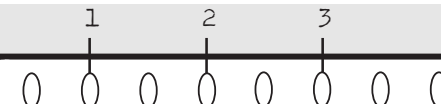
Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

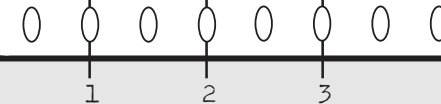
Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +8)

STRESS

Mental



Physical



CONSEQUENCES

Level 1

Level 2

Level 3

Bobby Klein

Name

I am a Teenager of 16 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a ... **nervous** Teenager,
who ... **is a little short and chubby**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **feeling the need to prove myself.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **animals** who I know from...**my walks in the woods**
I do so, because... **I have trouble making friends.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~I don't~~ believe.. **reincarnation** exist(s),
because ... **I once saw a bear do human stuff.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **be condescending to others.**

Morality [something you consider unforgivable]

I want nothing more than to... **impress those close to me.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **throwing stuff**
but I can't do it... **unless someone encourages me.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used

Lost

Disbelief 0 0 0

Once per session, I can ... **bring a dead animal to life**, because... **of my special touch**, but I can only do it when... **others are sad about the death.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **acts like their better than me**
I can ... **exceed my limits**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Bradley James

Name

I am a Teenager of 18 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am a ... **fit and healthy** Teenager,
who ... **has a Colgate smile.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **taking dares.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **this girl** who I know from... **work**
I do so, because... **she is just way too hot.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~I don't~~ believe.. **the afterlife** exist(s),
because ... **I saw a ghost once.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **not like kids.**

Morality [something you consider unforgiveable]

I want nothing more than to... **become a famous athlete.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **womanizing**
but I can't do it... **to the one girl I want.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used
Lost

Disbelief 0 0 0

Once per session, I can ... **dazzle a girl**, because... **I'm**
handsome, but I can only do it when... **I just did something impressive.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **calls me ugly**
I can ... **hurt them with insults**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10

STRESS

1 2 3

Mental 0 0 0 0 0 0 0

Physical 0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Enya Giles

Name

I am a Teenager of 13 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am a ... **swaggerful** Teenager,
who ... **has long blonde hair.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **taking pictures of everything.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **this boy** who I know from... **camp**
I do so, because... **he is the love of my life.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~I don't~~ believe... **the supernatural** exist(s),
because ... **I read lots of books on the subject.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **steal someone's food.**

Morality [something you consider unforgiveable]

I want nothing more than to...**convince others supernatural things exist.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **denying people**
but I can't do it... **when they're in real trouble.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used
Lost

Disbelief 0 0 0

Once per session, I can ... **be superstrong**, because... I took
martial arts, but I can only do it when... **someone steals my food.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **asks me to do anything**
I can ... **get out of doing it**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Georgina Hayes

Name

I am a Teenager of 13 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am a ... **fiesty, boyish, lonely** Teenager,
who ... **has a buzzcut**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **doing the complete opposite of what I've been told.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~... **my pet** who I know from... **that time I found it**
I do so, because... **it is my companion for life.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~I don't~~ believe.. **talking animals** exist(s),
because ... **my pet spoke to me once.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **hurt an animal**

Morality [something you consider unforgiveable]

I want nothing more than to... **spoil my pet.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **making friends with strangers**
but I can't do it... **when my family is around**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used
Lost

Disbelief 0 0 0

Once per session, I can ... **talk to my pet**, because... **I love it**
very much, but I can only do it when... **I feel threatened.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **is mean to an animal**
I can ... **kick their butts**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10)

STRESS

1 2 3

Mental 0 0 0 0 0 0 0

Physical 0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Robert Hayes

Name

I am a Teenager of 14 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a ... **angry and difficult** Teenager,
who ... **is already starting to go bald.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **hating everyone at first.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/ I hate ... **grandma** who I know from... **birth**
I do so, because... **she always drags me with her.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/ I don't believe.. **government conspiracies** exist(s),
because ... **of the internet.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **tell others what to do.**

Morality [something you consider unforgiveable]

I want nothing more than to... **stay in bed and play video games.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **being social**
but I can't do it... **with family or friends watching me.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used
Lost

Disbelief 0 0 0

Once per session, I can ... **knock someone over**, because... I can use
telekinesis, but I can only do it when... **I am really angry.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **commands me**
I can ... **vanish into thin air**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank

	Bold				0	0	0	0
	Brainy				0	0	0	0
	Cautious				0	0	0	0
	Cunning				0	0	0	0
	Fancy				0	0	0	0
	Nimble				0	0	0	0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10)

STRESS

1 2 3
1 2 3

Mental

0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0

CONSEQUENCES

Level 1

Level 2

Level 3

Sarah Haddock

Name

I am a Teenager of 14 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a ... **gossipy** Teenager,
who ... **always looks sweet.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **spilling secrets.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/ I hate ... **Justin** who I know from... **having dated him.**
I do so, because... **he broke up with me.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/ I don't believe.. **my dad's love for his family** exist(s),
because ... **he promised he'd be back.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **abandon anyone they love.**

Morality [something you consider unforgiveable]

I want nothing more than to... **know everything about everyone.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **eavesdropping**
but I can't do it... **when there is background noise.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used
Lost

Disbelief 0 0 0

Once per session, I can ... **lie without being caught**, because... I often tell
tall tales, but I can only do it when... **I'm talking to men.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **threatens to leave me**
I can ... **make them stay**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10)

STRESS

1 2 3
1 2 3

Mental 0 0 0 0 0 0 0

Physical 0 0 0 0 0 0 0

CONSEQUENCES

Level 1

Level 2

Level 3

Virginia Staples

Name

I am a Teenager of 17 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am a ... **moody and brooding** Teenager,
who ... **only wears black clothes and makeup.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **but to throw myself at older, handsome men.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **Mr. Mathews** who I know from... **my home town**
I do so, because... **he is the only one that gets me.**

Relationship [person's name / how do you know this person / reason for (dis)like]

~~Ido~~ I don't believe... **ghosts** exist(s),
because ... **I've been unsuccessfully trying to contact them.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **conform to the norm.**

Morality [something you consider unforgiveable]

I want nothing more than to... **start my own family and provide for them.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **trading card games.**
but I can't do it... **because it's kid's stuff and others will know!**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used
Lost

Disbelief 0 0 0

Once per session, I can ... **get any man to do what I want, because...** I'm a femme
fatale, but I can only do it when... **I feel a slight buzz.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **tries to touch me and I don't want it**
I can ... **electroshock them**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank

Bold Rank: ● ● ● 0

Brainy Rank: ● ● ● 0

Cautious Rank: ● ● ● ●

Cunning Rank: ● ● ● 0

Fancy Rank: ● ● 0 0

Nimble Rank: ● 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Xander Higgs

Name

I am a Teenager of 15 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am a ... **loudmouth** Teenager,
who ... **has a brightly coloured mohawk.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **ignoring authority.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **my idol** who I know from... **my favourite album**
I do so, because... **I look up to them as an artist.**

Relationship [person's name / how do you know this person / reason for (dis)like]

~~I do~~ I don't believe.. **demons** exist(s),
because ... **that's something the Church made up.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **do something they don't agree with.**

Morality [something you consider unforgiveable]

I want nothing more than to... **have a reputation.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **sneaking around**
but I can't do it... **if I'm not alone.**

Exceptionality [something you are great at / what makes you nervous or unable to]

INNOCENCE



Used
Lost

Disbelief 0 0 0

Once per session, I can ... **deafen someone**, because... **my voice is really loud**, but I can only do it when... **I surprise them.**

Innocence [something amazing you can do / reason you can do it / describe how it ties into your other Traits]

REBELLION

Whenever someone ... **knows my reputation**
I can ... **intimidate them**, but I can only do it when I react strongly to it.

Rebellion [something you won't stand for / something awesome you can do]

XP MANNERS

Type

Rank



Bold



0 0 0 0



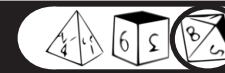
Brainy



0 0 0 0



Cautious



0 0 0 0



Cunning



0 0 0 0



Fancy



0 0 0 0



Nimble



0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +10

STRESS

1 2 3

Mental

0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Alice Hayes

Name

I am an Adult of 68 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am an ... **universally caring** Adult,
who ... **has silver hair in a bun.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **minding other people's business.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **my husband** who I know from... **marriage.**
I do so, because... **I know he can't live without me.**

Relationship [person's name / how do you know this person / reason for (dis)like]

~~I do~~ I don't believe.. **mutants** exist(s),
because ... **that's comic-book nonsense.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **forget their child.**

Morality [something you consider unforgiveable]

I want nothing more than to... **have a happy, single-minded family.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **sports**
but I can't do it... **if I haven't slept well.**

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...
Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Burt Hayes

Name

I am an Adult of 71 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am an ... **unhappy, grumpy** Adult,
who ... **needs a cane to walk.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **smoking cigars all the time.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **Bruno** who I know from...**being the family dog.**
I do so, because... **I know he loves me.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/~~don't~~ believe.. **aliens** exist(s),
because ... **I saw a UFO in the war one night.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **tell a grown man to go to bed.**

Morality [something you consider unforgiveable]

I want nothing more than to... **be left alone so I can read.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **boxing**
but I can't do it... **when my wife is around.**

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...
Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

Bold

Brainy

Cautious

Cunning

Fancy

Nimble

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3

Mental

Physical

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Grayson Colt

Name

I am an Adult of 51 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am an ... old, grizzled Adult,
who ... slightly resembles Harrison Ford.

Concept [most notable personality trait / most notable physical trait]

I can't help ... messing with things that don't make sense to me.

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... Ramona who I know from... my investigations.
I do so, because... our last case together was tense.

Relationship [person's name / how do you know this person / reason for (dis)like]

~~I do~~ I don't believe.. anything supernatural exist(s),
because ... there should always be a logical explanation.

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... betray a bond of trust.

Morality [something you consider unforgiveable]

I want nothing more than to... protect as many people as I can.

Drive [your hopes, wishes, or dreams]

I am secretly very good at... climbing
but I can't do it... if someone points out the height I'm climbing.

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...

Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3

Mental

0 0 0 0 0 0 0 0

Physical

0 0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Hank Marshall

Name

I am an Adult of 45 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE CHARACTER SHEET

TRAITS

I am an ... **unwavering, confident** Adult,
who ... **has a face only a mother could love.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **but jeopardize the people closest to me.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **my cousin** who I know from... **being family.**
I do so, because... **I'm her only family left.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/ I ~~don't~~ believe.. **anything could** exist(s),
because ... **I've seen some weird stuff in my day.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **willingly join a threat to us all.**

Morality [something you consider unforgiveable]

I want nothing more than to... **live free and die happy**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **finding information**
but I can't do it... **if I don't have access to a library.**

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...
Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

	Bold				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
--	-------------	--	--	--	-----------------------	-----------------------	-----------------------	-----------------------

	Brainy				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
--	---------------	--	--	--	-----------------------	-----------------------	-----------------------	-----------------------

	Cautious				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
--	-----------------	--	--	--	-----------------------	-----------------------	-----------------------	-----------------------

	Cunning				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
--	----------------	--	--	--	-----------------------	-----------------------	-----------------------	-----------------------

	Fancy				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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	Nimble				<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
--	---------------	--	--	--	-----------------------	-----------------------	-----------------------	-----------------------

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3

Mental

Physical

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Hatsumoto, Ishi

Name

I am an Adult of 66 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am an ... **anti-social loner of an** Adult,
who ... **is quite muscular for his age.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **sticking to my cultural honor code.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **Rosie** who I know from... **childhood**
I do so, because... **I have loved her since we first met.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/ I don't believe.. **spirits** exist(s),
because ... **it is part of my culture.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **use their power to hurt others.**

Morality [something you consider unforgiveable]

I want nothing more than to... **honor the man who trained me.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **dancing**
but I can't do it... **unless there's 80's music playing.**

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...
Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3
| | |
1 2 3

Mental 0 0 0 0 0 0 0

Physical 0 0 0 0 0 0 0

CONSEQUENCES

Level 1

Level 2

Level 3

Ramona Graves

Name

I am an Adult of 34 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am an ... **excentric, spiritual** Adult,
who ... **wears an excess of jewelry.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **missing social cues.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **my clients** who I know from... **telling fortunes.**
I do so, because... **they might come back to me when they die.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/ I don't believe.. **an afterlife** exist(s),
because ... **I can communicate with it.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **insult a deceased.**

Morality [something you consider unforgiveable]

I want nothing more than to... **find hard evidence for what I believe in.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **speaking in public**
but I can't do it... **unless I am asked to.**

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...
Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

Bold

Brainy

Cautious

Cunning

Fancy

Nimble

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3

Mental

Physical

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Suzy Dalrymple

Name

I am an Adult of 44 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am an ... **overprotective and strict** Adult,
who ... **always wears an apron**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **pinching the ears of disobedient children.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **my SON** who I know from... **birth**
I do so, because... **I know he's a good boy.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/ I~~don't~~ believe.. **God** exist(s),
because ... **I go to church every Sunday.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **curse.**

Morality [something you consider unforgiveable]

I want nothing more than to... **see my son grow up as a great person.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **sensing people's motives**
but I can't do it... **if I can't see their face.**

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...
Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

Bold Rank: 0 0 0 0

Brainy Rank: 0 0 0 0

Cautious Rank: 0 0 0 0

Cunning Rank: 0 0 0 0

Fancy Rank: 0 0 0 0

Nimble Rank: 0 0 0 0

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3

Mental 0 0 0 0 0 0 0

Physical 0 0 0 0 0 0 0

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

Ziggy Zamboni

Name

I am an Adult of 25 years old.

Age Group

Destiny

WEIRDSVILLE, ANYWHERE
CHARACTER SHEET

TRAITS

I am an ... **easy-going** Adult,
who ... **has a big curly afro.**

Concept [most notable personality trait / most notable physical trait]

I can't help ... **tapping my feet or hands to a beat.**

Flaw [behavior that usually gets you in trouble]

I care deeply for/~~I hate~~ ... **my coworker** who I know from... **the radio station**
I do so, because... **he always listens to my problems.**

Relationship [person's name / how do you know this person / reason for (dis)like]

I do/ I ~~don't~~ believe.. **UFO's** exist(s),
because ... **I often see strange lights in the sky.**

Belief [something weird or unusual / what happened to form the stance]

I don't understand how anyone could... **act like women are inferior.**

Morality [something you consider unforgiveable]

I want nothing more than to... **own the radio station someday.**

Drive [your hopes, wishes, or dreams]

I am secretly very good at... **lip reading**
but I can't do it... **when people are talking to me.**

Exceptionality [something you are great at / what makes you nervous or unable to]

PROMISE



Used

I promised... I would... when I...
Once per Episode I can clear one of their Disbelief Bars by one, but only if I help him/her.

Promose [other Summer Guest's name / promise you made / event you went through together]

XP MANNERS

Type

Rank

Bold

Brainy

Cautious

Cunning

Fancy

Nimble

Assign type: 2x d4, 3x d6, 1x d8.
Assign Ranks: +12)

STRESS

1 2 3

Mental

Physical

1 2 3

CONSEQUENCES

Level 1

Level 2

Level 3

V : WEIRDSVILLE (1999)

THE LOCALS

The previous two sections contained all information that players need to portray Summer Guests in Weirldsville. Starting now, I'll go over the Locals, all People involved in one of Weirldsville's Mystery Webs.

The table on the following pages can be used as a reference by the Mystery Menace. It details the names, passtimes and associated Mystery Web for each individual Person, as well as listing some Clues a Mystery Menace might give concerning them when Summer Guests become aware of them.

Of course this table isn't all-encompassing. You might come up with another hundred possible clues for your Summer Guests to find. Feel free to improvise, and use the table or discuss among friends if you get stuck.

NAME	PASSTIME	MYSTERY WEB	CLUES
Alien Lifeform #1	human-abducting shapeshifting alien	Doppelgangers	see bright light in the sky. catch it abducting someone.
Alien Lifeform #2	human-abducting shapeshifting alien	Doppelgangers	discover there are two Nora's.
Alice Garrison-Bennett	unemployed, mother of Thomas Garrison	Killer On The Loose	talk to Alice to find out her son is missing, and the people who are killed were people he knew and hated.
Allison Rump	nurse at doctor's office	Club 77	persuade Allison to reveal Albert as dealer.
Angus Fordham	rock star	Devil's Music	confront Angus to make him confess.
Anna van Drosch	local goth	Club 77	witness her kidnapping.
Audrey Campbell	mayor's daughter	Room 19	follow her to the Cabin in the Woods.
Big Bob	bouncer at Club 77	Devil's Music	overhear Bob and Steve's private conversations.
Bonny La Boire	pretend psychic	Room 19	let her tell your fortune (might be false clue).
Cohen Darling	local child	The Dimensional Wanderer	spot the weird markings on his notebook.
Damian Stark	Mankind's agent	The Writer Who Went Missing	talking to Damian reveals Eve has disappeared before.
Danny Stoles	ex-dimensional traveler	The Dimensional Wanderer	confront Danny with the notebook to learn more.
Detlef Priest	rock star	Club 77	watch him start a bar fight. notice he was the last person to see a victim.
Dick Bates	former hotel owner, ghost	Room 19	witness a haunting.

V : WEIRDSVILLE (1999)

NAME	PASSTIME	MYSTERY WEB	CLUES
Dr. Albert Orson	doctor (dealer of illegal substances)	Club 77	find stash of illegal substances in office. overhear meeting between Albert and Steve.
Eddy Blake	sewer maintenance	Killer On The Loose	convince Eddy to tell why he's so scared.
Eric Schumer	Weird Tales magazine reporter	Killer On The Loose	find news article titled 'Mongrel Boy'.
Elsa Barlow	local girl	The Writer Who Went Missing	spot the drawings in her notebook depicting the Doorway.
Elvis Presley a.k.a. Preston James	Elvis "impersonator"	Club 77	overhear Elvis and Steve's private conversations. notice he looks too much like Elvis.
Eve Mankind	writer	The Writer Who Went Missing	witness law enforcement declaring Mankind Manor a crime scene.
Francis Ferguson	caretaker at Meals on Wheels	Doppelgangers	overhear her saying that Nora's been acting different.
Gerard Gavel	sewer maintenance	Killer On The Loose	overhear him saying there is something roaming the sewers at the bar. witness his murder.
Gertrude Bates	hotel owner, wife	Room 19	overhear her and Hal's private conversations.
Hal Campbell	mayor of Weirdsville	Room 19	overhear argument between him and Audrey.
Hammond	homeless person	The Dimensional Wanderer	gain Hammond's trust to hear the story of his cooperation with Danny Stoles.
Heath Flanders	sheriff	Room 19 (+ others)	find his photographs of Dick & Audrey together. touching It shows you where it came from.
It	the being from the Portal	The Dimensional Wanderer	/
Jayce van Heijst	deputy sheriff	Room 19	overhear him brag about a notebook his little brother found.
Joey Darling	local teenager	The Dimensional Wanderer	

V : WEIRDSVILLE (1999)

NAME	PASSTIME	MYSTERY WEB	CLUES
Judas Kisser	rock star	Devil's Music	watch him sacrifice a groupie.
Kimmy Bachmann	local punk	Devil's Music	overhear rumors about her weird 'hobbies.' witness her kidnapping.
Kurt Cobain a.k.a. James Curtis	pretending to be homeless	Club 77	overhear Kurt and Steve's private conversations. overhear Kurt singing and recognize it.
Mort Corbin	librarian	The Writer Who Went Missing	notice the special care Mort grants Mankind's books.
Nadine Winder	stage manager Weirdsville Dome	Devil's Music	read the Dome's financial reports on her desk. overhear phonecall where she books Judas Kisser.
Nancy Valet	waitress, Rod Stuart's wife	Killer On The Loose	speak with Nancy when she's had a fight to learn Nancy, Eddy, Rod, Gerard, and Thomas all have a shared history.
Nora Dorman	crazy cat lady	Doppelgangers	speak with Nora to learn of her abduction.
Paul Simmons	Mankind's #1 fan	The Writer Who Went Missing	following his tracks will show the way to the Doorway.
Rick Toraus	park ranger	The Dimensional Wanderer	go on a tour with Rick to learn about the Dripping Stone Caverns.
Rod Stewart	diner owner	Killer On The Loose	witness a fight between him and Nancy.
Roland Bosch	part-time library help	The Writer Who Went Missing	overhear him tell Elsa he saw Eve's kidnapper.
Silvester Beaumont	deputy sheriff	Doppelgangers	convince Silvester that your help is valuable to be included in his investigation.
Special Agent Sly McMiller	special task force agent	Doppelgangers	find photo of UFO he lost.
Steve Arlington	time traveler who hangs out with celebrities	Club 77	find time traveling device buried in the woods. spot Steve as he time travels.
Stan Jakobi	private investigator	Room 19	give Stan something he wants, and he'll return the favor.

MYSTERY WEB - CLUB 77

Club 77 is a novel by Eve Mankind. In it, a man named Steve Arlington from the year 2016 finds a device that lets him travel through time. He is an immense pop culture junky and decides to meet his idols, and eventually ends up convincing them to leave their life of fame and to come with him to the future (the year 1999). There he sets up Club 77, a fancy establishment aimed at entertainment, and keeps it running by selling pop memorabilia he scavenged from the past. In a secret backroom, he regularly organizes hangouts with the artists from the past. Meanwhile, the town doctor supplies them with the necessary “substances” whenever they require them. When not at Club 77 the celebrities pretend to be normal people, but someone is bound to find out...

Core Person:	Steve Arlington, time traveler, Club 77's owner.	Core Location:	Club 77.
Description:	pop culture junky, cheerful, reckless.	Description:	fancy, hard to get into, exclusive, long driveway.
Drive:	to hang out with celebrities from the past.	Secret:	has a secret backroom that can only be accessed by going through a set of curtains and then entering the code, which is only known by the celebrities, Steve Arlington and Dr. Orson.
Secret:	has traveled back in time using a device he found in the woods and helped celebrities fake their deaths to escape fame. The device was buried.		

Person:	Big Bob, bouncer at Club 77.	Location:	Clearing in Weirdsville Woods.
Description:	giant, broad, bulldog face, gentle until provoked.	Description:	single unmarked grave (recently dug).
Drive:	to keep unwanted guests out of Club 77's private area.	Secret:	The time travel device lies buried in the unmarked grave.
Secret:	knows Club 77's secret.		

Person:	Dr. Albert Orson, doctor.	Location:	Doctor's Office.	Person:	Allison Rump, nurse.
Description:	thick glasses, balding, whispering voice.	Description:	sterile, vinyl floors, waiting room.	Description:	old, slow shuffle, means well.
Drive:	to sell illegal substances to celebrities.	Secret:	Dr. Orson's desk is full of illegal substances, because he supplies the celebrities with them.	Drive:	to take care of the locals.
Secret:	orders the substances as if they were medicinal.			Secret:	knows of Dr. Orson's crimes, but keeps silent. The doctor doesn't know.

Person:	Elvis Presley a.k.a. Preston James.	Location:	Club 77's Secret VIP Room.		
Description:	fat, deep voice, rockabilly hairstyle.	Description:	walls hung with pop memorabilia, shag carpet, chandeliers.		
Drive:	to hide his true identity.	Secret:	This is where the timetraveling celebrities spend their time when they are not disguised.		
Secret:	performs as an Elvis impersonator semi-regularly.				
Person:	Kurt Cobain a.k.a. James Curtis.	Location:	Cabin in the Woods.	Person:	Tupac Shakur a.k.a. Zeke Elliot.
Description:	scruffy, flannel shirt, dyed black hair.	Description:	hidden away, dusty, empty but for chairs.	Description:	moustache, beard, hoodie, dreads.
Drive:	to hide his true identity.	Secret:	outside is a chest with several of the celebrities' personal items.	Drive:	to hide his true identity.
Secret:	fakes being homeless during the day.			Secret:	pretends to be Arlington's errand boy.

MYSTERY WEB - DEVIL'S MUSIC

Devil's Music is one of Eve Mankind's novels. It follows rock star Judas Kisser and his Angels of Death as they tour around the nation, luring in groupies and sacrificing them as payment for the deal they made many years ago. Before Kisser and the Angels of Death became famous, they were nothing but a bunch of amateurs. That changed when they stumbled upon a book of demonology, and made a deal with the devil. Judas and his merry band of miscreants have found their way to Weirdsville through the Doorway and are set to perform (and consequently lure some of their fans to their death) soon. Two local teenage girls, encouraged by the messages they receive on a Ouija board, believe they will live happily ever after with their idols, while an ex-priest fears what the band drug in.

<p>Core Person: Judas Kisser, rock star, singer & guitarist.</p> <p>Description: flamboyant, confident, arrogant, entitled.</p> <p>Drive: to pay his end of the devil's contract.</p> <p>Secret: his talent is paid for with human souls, sacrificed to a devil.</p>	<p>Core Location: Hell's Chariot (Kisser & the Angels of Death tourbus)</p> <p>Description: large black tour bus, covered in flames, demon decal on the sides</p> <p>Secret: a musty tome, detailing the summoning ritual to call the devil into our world, and the conditions to making a deal, is kept inside a lockbox.</p>
<p>Person: Nadine Winder, stage manager at the Weirdsville Dome.</p> <p>Description: well organized, overly strict, greedy.</p> <p>Drive: to sell out the Weirdsville Dome.</p> <p>Secret: the Weirdsville Dome stands at the brink of financial ruin.</p>	<p>Location: Weirdsville Dome.</p> <p>Description: music venue, large banners and posters advertising Kisser's band.</p> <p>Secret: The Weirdsville Dome stage has trapdoors that only the Dome staff and the artists are aware of.</p>
<p>Person: Kimmy Bachman, local punk.</p> <p>Description: energetic, edgy, non-authoritarian, odd.</p> <p>Drive: to meet a supernatural being.</p> <p>Secret: believes a spirit wants to speak to her friend Anna through her Ouija board.</p>	<p>Location: Abandoned Treehouse.</p> <p>Description: oak tree, ropeladder, red roof.</p> <p>Secret: the Ouija board was placed by and is being manipulated by the devil.</p>
<p>Person: Detlef Priest, rock star, drummer</p> <p>Description: laid back, fat, prone to violence.</p> <p>Drive: to pay his end of the devil's contract.</p> <p>Secret: his talent is paid for with human souls, sacrificed to a devil.</p>	<p>Location: The Booze 'n Brawl.</p> <p>Description: bar, old-fashioned, deserted.</p> <p>Secret: The owner, Walter Reiner, used to be a Catholic priest until he lost his faith and left the church the day his wife and child died in a car accident.</p>
<p>Person: Angus Fordham, rock star, bass.</p> <p>Description: calm, no-nonsense, caring.</p> <p>Drive: to get out of the devil's contract.</p> <p>Secret: he was forced into signing the deal and has regretted it ever since.</p>	<p>Location: Statue of St. Michael.</p> <p>Description: depicted as slaying a devil, marble, brass spear.</p> <p>Secret: a secret panel containing a golden cross is hidden in the statue's back.</p>
<p>Person: Anna van Drosch, local goth.</p> <p>Description: moody, dark, beautiful, sarcastic.</p> <p>Drive: to meet her idol, Judas Kisser.</p> <p>Secret: she regularly uses a Ouija board with her best friend, Kimmy.</p>	<p>Person: Walter Reiner, bartender, ex-priest.</p> <p>Description: friendly, protective, old, plain spoken.</p> <p>Drive: to not die in vain.</p> <p>Secret: Walter has met the devil, who offered him a deal when he left the Church.</p>

MYSTERY WEB - DOPPELGANGERS

Doppelgangers is a novel by Eve Mankind. In it, an alien spacecraft crashes on Wyrdspeak Isle. The aliens activate their distress beacon and then proceed to abduct and mimic local townsfolk using an intricate machine inside their craft. A local lady, Nora Dorman, escapes their clutches and tries to inform the town of the threat, but is locked away by the sheriff to make sure she doesn't hurt herself or others while she's "in shock". However, a deputy sheriff takes her story to heart and investigates, as does a special agent sent to Weirdsville because of a UFO-sighting reported by an astronomer at the Wubble Telescope just outside of Weirdsville.

Core Person:	Alien Lifeform #1	Core Location:	Alien Crash Site on Wyrdspeak Isle.
Description:	androgenous, shapechanger, black eyes.	Description:	woods, rock formations, saucer, blinking lights, machinery.
Drive:	to abduct locals, and take their place by mimicing them.	Secret:	the spaceship emits light that is visible at night. The trees surrounding the craft are slowly changing. A beacon has been activated to alert other Aliens of the craft's present location.
Secret:	the Aliens needs equipment inside its spaceship to change shape.		

Person:	Nora Dorman, crazy cat lady.	Location:	Sheriff's Station.
Description:	cat lady, fleece blankets, track suit, incoherent.	Description:	two single cells, common room, shingled roof, large green sign.
Drive:	to convince others the Aliens are real!	Secret:	the report on Nora's arrest (as a precaution so she can't hurt herself or others) is on the sheriff's table.
Secret:	was abducted and escaped, but the Aliens managed to store her form for mimicing.		

Person:	Alien Lifeform #2	Location:	Nora Dorman's house.	Person:	Francis Ferguson, caretaker.
Description:	androgenous, shapechanger, black eyes.	Description:	too many cats, blankets, wood walls.	Description:	ginger, helpful, happy, loyal.
Drive:	to abduct locals, and take their place.	Secret:	the entire house has been ransacked. The cats have not been taken care of.	Drive:	to deliver Meals on Wheels.
Secret:	has taken on Nora Dorman's likeness and is currently in her house.			Secret:	usually goes in at Nora's for a cup of tea to gossip about townsfolk.

Person:	Silvester Beaumont, deputy sheriff.	Location:	Beaumont's apartment.		
Description:	hardened, collected, earrings, believer.	Description:	pragmatic interior, balcony, cellar storage.		
Drive:	to crack the Nora Dorman case.	Secret:	Beaumont keeps a box of files about his private investigations in the cellar.		
Secret:	believes Nora's story, but keeps it out of the reports.				
Person:	Special Agent Sly McMiller.	Location:	Wubble Telescope	Person:	Yngwie Anders, astronomer
Description:	city slicker, condescending, sunglasses.	Description:	humongous, concrete, steel.	Description:	Swedish, distracted, genius.
Drive:	to uncover proof of Alien life.	Secret:	has files on multiple sightings over Weirdsville spread across the last decade.	Drive:	to watch the skies.
Secret:	knows the Aliens' method of mimicry.			Secret:	saw a UFO crash unto Wyrdspeak Isle and contacted government agencies.

MYSTERY WEB - KILLER ON THE LOOSE

Killer On The Loose is a novel by Eve Mankind. In it, a disfigured man named Thomas Garrison is driven out of town by a jealous husband, Rod Stuart, who doesn't like that his wife, Nancy Valet, seems not to care for what Thomas looks like. She's the only one in town, besides Thomas' mother, who feels this way. Other locals have bullied, badgered, and mocked him all his life. Rod's outburst made Thomas flee the town and hide within the Mesa Mining corporation's mine shafts, where he discovers a weapon infused with an evil spirit. Soon after, Thomas finds a connecting tunnel leading towards the town's sewers, and begins abducting and killing his former bullies.

Core Person:	Thomas Garrison, killer on the loose.	Core Location:	Mesa Mining Corporation.
Description:	angry, merciless, disfigured, cruel.	Description:	abandoned, dark, labyrinthian, shoddy.
Drive:	to punish those that belittled him (Gavel, Blake, Shumer, Stuart) when he was a child.	Secret:	Thomas Garrison found his weapon here, which is infused with some kind of evil spirit that controls his actions. The spirit wanders the mines.
Secret:	won't hurt Nancy Valet, because she was always nice to him.		

Person:	Alice Garrison-Bennett, mother of Thomas Garrison.	Location:	Garrison Residence.
Description:	lonely, secretive, cares deeply for her son, limp.	Description:	bungalow, overgrown yard, junk, dusty windows.
Drive:	to find out where Thomas is hiding.	Secret:	Thomas has a scrapbook hidden away in his room, with pictures of local townfolk and his thoughts about them.
Secret:	she stood by as Thomas was bullied and mocked by the townspeople.		

Person:	Gerard Gavel, sewer maintenance guy.	Location:	Weirdsville Sewers.	Person:	Eddy Blake, sewer maintenance guy.
Description:	humorless, in shape, hair to shoulders.	Description:	dank, wet, echoes, rounded tunnels.	Description:	joker, nervous, wiry, paranoid.
Drive:	to not lose his job.	Secret:	the Sewers connect to a mine shaft of the Mesa Mining Corporation. Scrapes made by Thomas' weapons can be found on the sewer walls.	Drive:	to aid Thomas Garrison (forced)
Secret:	has seen someone or something sneaking through the sewers.			Secret:	ran into Thomas Garrison, and only left alive because he promised to help him.

Person:	Eric Schumer, magazine reporter.	Location:	Weird Tales Magazine		
Description:	intrusive, bold, annoying, tweed jacket.	Description:	small office building, printing press, cubicles.		
Drive:	to write sensational stories for Weird Tales Magazine.	Secret:	has old articles on a killer that used the same weapon as Thomas. The articles mention the weapon was never found.		
Secret:	once submitted a story on Thomas' disfigurement, titled 'Mongrel Boy'.				
Person:	Rod Stuart, diner owner	Location:	Double-B Diner	Person:	Nancy Valet, waitress and Stuart's wife.
Description:	pudgy, differently coloured eyes, harsh.	Description:	sixties-style, booths, local specials.	Description:	petit, kind, generous, freckles.
Drive:	to save his marriage.	Secret:	Thomas Garrison was last seen here, and was chased out by Rod, who hit him with a broomstick.	Drive:	to keep the diner running.
Secret:	has always hated Thomas Garrison, because he knew Thomas loved Nancy.			Secret:	has grown to dislike Rod, because of his behavior towards Thomas Garrison.

MYSTERY WEB - ROOM 19

Room 19 is one of Eve Mankind's novels. In it, the widow of hotel owner Dick Bates discovers that her late husband still roams inside a particular room of the Lakeview Hotel and hires a paranormal investigator to find out what is going on. Dick Bates was murdered only a month ago and ever since strange things have happened inside the hotel. Guests have reported sightings of Dick, as well as numerous other strange happenings. Since then, both town hall and the local sheriff have become involved in the case. During his life, Dick was often approached by the mayor, Hal Campbell, with offers to buy the hotel. Dick refused every time, and so the sheriff had a suspect with a motive to kill. So far though, he has been unable to uncover proof of Hal's involvement.

<p>Core Person: Dick Bates, owner of the Lakeview Hotel (ghost)</p> <p>Description: big moustache, well-dressed, fedora, single-minded.</p> <p>Drive: to draw his mistress to the Other Side, as to be together again.</p> <p>Secret: was having an affair with the mayor's daughter, Audrey Campbell.</p>	<p>Core Location: Lakeview Hotel.</p> <p>Description: mansion turned hotel, overlooking Lake Wyrd, fountain.</p> <p>Secret: Room 19 has a secret door hidden behind a tapestry, leading to Dick's private chambers. Only Dick and his mistress knew about it. Hidden there is his actual will.</p>
<p>Person: Audrey Campbell.</p> <p>Description: young, tall, outspoken, charming.</p> <p>Drive: to find out who murdered Dick Bates.</p> <p>Secret: had an affair with Dick Bates, but was only out for his money.</p>	<p>Location: Abandoned Treehouse.</p> <p>Description: oak tree, rope ladder, red roof.</p> <p>Secret: Dick Bates and Audrey Campbell had their first intimate meeting here.</p>
<p>Person: Gertrude Bates, wife of Dick Bates.</p> <p>Description: skinny, tired-looking, crude, calculating.</p> <p>Drive: to rid the hotel of its haunting.</p> <p>Secret: involved in plot to kill Dick, so she could sell the property as per a false will.</p>	<p>Location: Cabin in the Woods.</p> <p>Description: hidden away, dusty, empty but for chairs.</p> <p>Secret: The dust on the floor reveal two sets of recent prints; a pair of heels, and a pair of men's loafers.</p>
<p>Person: Heath Flanders, County of Weirdsville sheriff.</p> <p>Description: inquisitive, rough, tough, muscled.</p> <p>Drive: to find out who murdered Dick Bates.</p> <p>Secret: knew about Dick Bates' affair.</p>	<p>Location: Stan Jakobi, P.I.</p> <p>Description: spacey, open-minded, chatterbox, curious.</p> <p>Secret: Is befriended with Bonny la Boire, and tells here everything even though he is not supposed to talk about the case on sheriff's orders.</p>
<p>Person: Jayce van Heyst, deputy sheriff.</p> <p>Description: slightly dumb, goody two-shoes, tall.</p> <p>Drive: to find out who murdered Dick Bates.</p> <p>Secret: Jayce's only secret is ... he has none!</p>	<p>Location: Sheriff's Station.</p> <p>Description: two single cells, common room, shingled roof, large green sign.</p> <p>Secret: There is a file on another murder at the hotel, one committed by a ghost?) that was covered up completely.</p>
<p>Person: Hal Campbell, mayor of Weirdsville.</p> <p>Description: smiling, gentle, good liar, persuasive.</p> <p>Drive: to buy the hotel property.</p> <p>Secret: he killed Dick and plans to demolish the hotel so he can build a golf course.</p>	<p>Person: Bonny la Boire, psychic.</p> <p>Description: extravagant, flashy, chubby, demanding.</p> <p>Drive: to tell people their fortunes.</p> <p>Secret: is not actually a psychic.</p>

MYSTERY WEB - THE DIMENSIONAL WANDERER

The Dimensional Wanderer is a novel by Eve Mankind. In it Danny Stoles travels to many different dimensions using a portal he and his partner Hammond create. They encounter a malevolent being wanting to enter our dimension and change it to its twisted view. Danny and Hammond fled the dimension and vowed never to open the portal again. What they did not know, was that another being, the Omnihedral slipped through along with them in order to attempt to destroy the notebook in which Stoles had recorded everything they had lived through. Unbeknownst to all, the caves inside Wyrddwood National Park hold clues as to the bigger picture.

<p>Core Person: Danny Stoles, ex-dimensional traveler, arcade owner.</p> <p>Description: fearless, brainy, handsome, mysterious.</p> <p>Drive: to stop the dimensional portal he created from ever opening again.</p> <p>Secret: kept a notebook with details of his interdimensional travelings, but lost it.</p>	<p>Core Location: 8-BIT Retro Arcade.</p> <p>Description: bright neon lights, old arcade games, video game props.</p> <p>Secret: By entering the code scratched in the Pacman game's side as a high score name, you open the door to the Portal Room.</p>
<p>Person: It, the being from the Portal.</p> <p>Description: formless, mad, vengeful, strange.</p> <p>Drive: to change all dimensions to its liking.</p> <p>Secret: it can not stand logical thought. All must be irrational.</p>	<p>Location: Portal Room.</p> <p>Description: large square metal machine, giant generators, computer screens.</p> <p>Secret: if the portal is ever opened by turning the power on, an otherworldly being escapes into this world, capable of altering reality. To power the machine, someone would need to type in all codes written in the notebook.</p>
<p>Person: Cohen Darling, local child</p> <p>Description: playful, curious, nervous, glasses.</p> <p>Drive: to find out where the notebook came from.</p> <p>Secret: found a notebook in the woods.</p>	<p>Location: Abandoned Treehouse.</p> <p>Description: oak tree, rope ladder, red roof.</p> <p>Secret: the notebook is stashed away under a couple of blankets. It holds all information on the Portal.</p>
<p>Person: Rick Toreaux, park ranger.</p> <p>Description: jolly, energetic, educational, tanned.</p> <p>Drive: to prove the cave paintings are alien.</p> <p>Secret: knows about the Dripping Stone cave painting but doesn't show anyone.</p>	<p>Location: Wyrddwood National Park.</p> <p>Description: miles and miles of forest, too quiet.</p> <p>Secret: somewhere along the path is a half-rotten sign that reads "Dri Sto Cav ->"</p>
<p>Person: Joey Darling, local teenager.</p> <p>Description: bad mood, bully, protective, big</p> <p>Drive: to find out where the notebook came from.</p> <p>Secret: his brother found a notebook.</p>	<p>Location: Dripping Stone Cave.</p> <p>Description: moist, mouldy, dark, dripping sounds.</p> <p>Secret: the walls are covered in cave paintings depicting the Omnihedral and It locked in combat. They also depict someone resembling Danny Stoles.</p>
<p>Person: Hammond, the homeless.</p> <p>Description: downtrodden, unshaven, erratic.</p> <p>Drive: to hide away from humanity.</p> <p>Secret: worked with Stoles, saw It, and wanted nothing to do it with it ever again.</p>	<p>Location: Dripping Stone Cave.</p> <p>Description: moist, mouldy, dark, dripping sounds.</p> <p>Secret: the walls are covered in cave paintings depicting the Omnihedral and It locked in combat. They also depict someone resembling Danny Stoles.</p>

MYSTERY WEB - THE WRITER WHO WENT MISSING

A famous novelist writes her books based on experiences she's had in alternate worlds, beyond a portal she calls 'the Doorway'. She's been there many times, with the portal's guardian's blessings, and has gained a large number of fans. One of those fans has figured out the secret and kidnaps her, demanding to be taken there. The kidnapper's possessions (a collection of the novelist's work and a diary detailing his theory about her secret) stay behind in the tomb in which 'the Doorway' lies, and the guardian places them in the woods for someone to find, hoping someone will come to save the novelist.

The local librarian finds them and decides to put the books on display, and to hide away the diary, believing the novelist is already dead and it is best the secret is kept.

Core Person:	Eve Mankind, speculative fiction novelist. Went missing recently.	Core Location:	Mankind Manor, Mankind's home.
Description:	disconnected, dreamy, strange, imaginative.	Description:	old, impressive, Gothic style, iron gates, atop a hill overlooking town.
Drive:	to explore the worlds that lie beyond the Doorway.	Secret:	was built atop an ancient tomb, containing the Doorway.
Secret:	She gets her novel ideas by visiting alternate worlds.		

Person:	Damian Stark, Mankind's agent.	Location:	The Doorway, gateway to other worlds.
Description:	busy, talkative, stressed, headstrong.	Description:	a swirling maelstrom of energy, encircled with ancient petroglyphs.
Drive:	to find out where Eve disappeared to.	Secret:	the Doorway opens when the glyphs are touched in the right order (as indicated by drawings on the walls of the tomb).
Secret:	knows Mankind has disappeared before, always just before writing another bestseller. Also knows it's been too long this time.		

Person:	Paul Simmons, Mankind's "#1 Fan".	Location:	The Worlds beyond the Doorway.	Person:	The Scribe, guardian of the Doorway.
Description:	obsessive, delusional, bookworm.	Description:	See Mystery Webs for Mankind's Novels.	Description:	otherworldly, vague, demi-god.
Drive:	to unleash Mankind's Worlds into ours.	Secret:	Mankind wrote what she saw there!	Drive:	to protect the Doorway
Secret:	kidnapped Mankind so she would show him 'where the stories came from'			Secret:	placed Simmons' books and diary in the woods as clues to Mankind's fate.

Person:	Mort Corbin, librarian. Good friend to Eve.	Location:	Paul Simmon's Mankind collection display.		
Description:	trembling voice, fragile, intelligent, helpful.	Description:	all of Mankind's books, at display at the library, under Mort's care.		
Drive:	to protect Eve's secret about the Doorway.	Secret:	faces and places on the covers resemble Weirdsville locations/people. (See Mystery Webs for Mankind's Novels)		
Secret:	Mort found Paul Simmons' Mankind collection as well as a diary concerning the nature of Mankind's novels in the woods.				
Person:	Roland Bosch, part-time library help.	Location:	Weirdsville Library.	Person:	Elsa Barlow, local girl.
Description:	relaxed, lazy, friendly, opinionated.	Description:	dusty, filled to the brim, multiple floors.	Description:	fairhaired, shy, short.
Drive:	to impress Elsa Barlow.	Secret:	a revolving bookcase hides away a room that holds Paul Simmons' diary and notes on Mankind.	Drive:	to meet Eve Mankind one day.
Secret:	saw someone suspicious at Mankind Manor the night Mankind disappeared.			Secret:	used to dream of the Doorway, though she doesn't know what it is.

VI : BEING THE MYSTERY MENACE

I've covered everything there is to say about playing Weirdsville as a Summer Guest, but how about the Mystery Menace. Is there anything that is decidedly different for them? Well, yes and no. The Mystery Menace rarely rolls dice. They might choose to roll dice for a particularly imposing Adversary, but in general all actions by their characters are dictated by the Summer Guest's successes and failures. The MM might state that an Adversary Attacks a Summer Guest when they themselves fail to Attack it. In that regard, a Mystery Menace's game experience is different.

But we need to consider the fact that the MM is also a player. They're also at the table to have fun, although their fun mostly comes from having the Summer Guest discover the neatly laid out mystery they hid in Weirdsville and from improvising how to deal with the Summer Guests' actions. There are a number of things a good Mystery Menace does, which I'll get in to over the course of this chapter, but its not ALL the MM's responsibility. Players are encouraged to read up on these (and the core) guidelines to aid the MM should they forget anything. To start off with, let's take a look at some good behavior for a Mystery Menace.

GOOD MM BEHAVIOR

1. Ask questions, lots of them.

During play, the MM is the person that narrates most of Weirdsville's Locations and People, and sometimes that's a lot to come up with on the fly. Make it easier on yourself by asking your players (and yourself) questions. Specifically, when they narrate their actions, ask yourself: "Do I know enough to judge in what Manner this Action is taken?" If the answer is no, you need to ask them more questions. What's your motivation for doing this? Can you describe what that looks like? How does that make your character feel?

Besides the obvious benefit of narrowly defining Actions, your also learning about the Summer Guest. That information in turn can be used to spice up the story or to create tie-ins for your players. Conversely, players should try and prompt the MM with questions as well. This brings us to our next point, that being:

2. Know your Summer Guests (and the players) and use that knowledge.

When you get to know your Summer Guests you'll soon find that you start remembering their Traits. You know what makes them tick, what it is they usually get up to. Knowing stuff like that helps you to set up more story. Imagine you learned that one of your players has this rival who always one ups them back home. Wouldn't it be exciting to see what happens if you were to include them as an NPC, also visiting Weirdsville?

I'd encourage you to start each Episode by asking the players for their character sheets to juggle your memory. At least gloss over the character sheets of those players that allowed you to throw an Obstacle their way, so you know what is an interesting Obstacle to them. The same goes for your players. Pay attention to what they do within the game. If you notice any patterns, try to break the pattern by offering the player a situation in which their usual methods don't work. Doing this keeps the game fresh and interesting.

3. Offer your Summer Guests chances to Activate their Traits.

With knowing your Summer Guests comes knowledge of their Traits. In narrating Weirdsville, a Mystery Menace should try to incorporate chances for their Summer Guests' Traits to be important. If a player has noted down the Summer Guest is severely near sighted, use a bad roll the player makes to have the Summer Guest lose their glasses. Being in a situation like that, a player knows their nearsightedness is part of the narrative and can more easily choose to Activate the Trait.

You can offer players both beneficial and disadvantageous situations, though it is most likely that players will have no trouble at all coming up with ways to turn their personality into a strength. This is why you as an MM should not fear laying something bad on the players. If there's nothing opposing them, the experience is far less exciting.

Should a player experience difficulty Activating Traits, the MM should feel free to ask the player if they want to maybe use a certain Trait when the opportunity arises. Pointing out

that opportunity awaits might help a player decide what to do.

4. Let your players have narrative influence.

I've said it before and I'll say it again: coming up with stuff on the fly can be difficult. Lots of games lay narrative control fully in the hands of the game master, but in Weirdsville this control is already shared. Why not take it a step further, and have players provide input when you yourself are stuck thinking of something?

Say you're having trouble deciding where to hide the first clues towards your mystery. One of your players has been rambling on about a specific location they've heard of but not yet visited, an abandoned amusement park for example. Use the idea! Think about how you could set the story up at that particular location. After all, you already know at least one of your players is interested.

Besides using players' ideas, you can also offer moments within the story where players take control over what's happening. If you narrate that there's a group of Teenagers across the street, and one of your players ask anything about them, why not tell them they recognize them from somewhere and have the player tell you who these Teenagers are?

5. Safeguard the Genre and Clichés of Weirdsville.

Before extended play (Seasons or Series) starts, make sure that you've scheduled a Session Zero (in which to discuss the Group Script, Genres, and Clichés to use, and to create Summer Guests). At least set aside some time to discuss things before playing the game. Guide the discussion, and try to ask questions to find out what every player would like to see in Weirdsville. Also, try to make sure noone needs to deal with any topics they don't want to deal with in game.

During play, safeguarding the Group's choices is mostly a group effort. Each player should stay within the set boundaries, agreed upon before play started. The MM is no exception to this. While hiding secrets and setting up conspiracies in Weirdsville, an MM should NEVER ignore what was agreed upon earlier and takes care no other player does as well.

VI : BEING THE MYSTERY MENACE

MM ACTIONS

Just like Summer Guest players can take Actions, so can the Mystery Menace. Instead of the usual quintet of Gather Information, Create Advantage, Prevail, Attack and Defend, the Mystery Menace has their own set of actions.

Declare Climax;
Describe Development;
Introduce Person/Location;
Foreshadow;
Off Camera;
Let Wander;
and Respond.

Unlike Summer Guest Actions, these Actions don't concern themselves with single characters. Instead they influence the overall story. The exception to this rule is the Respond Action. It might involve an NPC's doings and is the Action you'll take the most. Whenever there is nothing to take the Respond Action against, you choose one of the other Actions to take.

Just like in the section on Summer Guest Actions, I'll go over each one order, detailing when the action can be taken (trigger conditions), and what happens because of it (effect):

Declare Climax Action

Trigger Condition: Whenever you are about to end the Episode (once per Episode). You have narrated your opening description of the final Scene and at least one Summer Guest has taken an Action.

Effect: You have each player in the Scene roll a single d4. Consult the table below, and use the result to narrate the sudden Climax.

# of players that scored a 1	Effect
0	The Scene takes a sudden dramatic turn for the worse.
Number of total Summer Guests minus 2.	The Scene becomes problematic to the Summer Guests.
Number of total Summer Guests minus 1.	The Scene provides Summer Guests with a Clue to the Mystery.
More than or equal to total Summer Guests.	The Summer Guests get to narrate an ending to the Scene (and thereby the Episode) in which they "catch a break" .

Describe Development Action

Trigger Condition: Whenever there is an effect of any of Weirdiville's mysteries that is noticeable by the Summer Guests. You should feel free to hint at things noted down in the Mystery Webs if you feel your players are aimlessly wandering.

Effect: Describe to the Summer Guests what it is they see, hear, feel, or otherwise notice. Ask players how they would like to respond.

Introduce Person/Location Action

Trigger Condition: Whenever the Summer Guests discover a Location, or meet a Person for the first time, or whenever you want to introduce a Location, or Person.

Effect: Narrate the arrival of the Person, describe the Location or the detail pointing their way. Make sure to subtly hint at the underlying information.

Foreshadow Action

Trigger Condition: Whenever there is a moment where all characters are not actively pursuing a goal (once per Episode).

Effect: Vaguely describe a Scene in which something happens related to the Mystery Web that none of the Summer Guests could actually know about. Try not to give anything away, but instead leave them with vague implications. Say "There's this shadowy figure swirling around The Abandoned Treehouse. If the moonlight falls just right, there's a silvery flash of metal." instead of "A ghost bearing an axe floats around the treehouse." Think of a Foreshadow Action as your shot at those moments in tv shows were the audience get a glimpse the characters don't. If done just right, you can tease future reveals without giving anything away. You'll just point them in a certain direction. Make use of that fact by sometimes feeding them information that implies something that isn't the entire truth!

Off Camera Action

Trigger Condition: In between Episodes, you get to take a single Off Camera Action for each Person on the Mystery Webs.

Effect: Roll a d6. If you score a 1, you get to come up with a Development (which you might be able to use as part of a Describe Development Action). You come up with a Development by looking at that Person's Drive and seeing what they would most likely do to accomplish that Drive. Then think what a Summer Guest might notice because of that.



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Let Wander Action

Trigger Condition: Whenever you feel the Summer Guests are not doing anything focused around the mystery, but are instead doing things to portray their Summer Guests.

Effect: Encourage players to go into further detail, let them wander. Ask questions about what it is they are doing and provide descriptions when necessary.

Respond Action

Trigger Condition: Whenever a Summer Guest takes an Action.

Effect: Depending on the type of Action taken, its effect level, its Manner, and the Action's outcome; narrate the result.

That's it, for now. Soon I'll be back with more on creating your Summer Guests, and creating a Weirdsville that is what you want it to be, as well as a proverbial armageddon of optional rules. Having read up until this point, you should now be able to play an Episode, and even a Season or Series of Weirdsville in its core setting. Oh, and that weird cover with the question marks? Each time I'll update this document, it'll slowly fill with an "out-of-this-world" cover illustration by artist Harm Kleijnen.

I hope you will enjoy playing Weirdsville. If you do, let me know over at geekishgamingonline@gmail.com or on Twitter @GeekishGaming. In fact, let me know regardless. If you feel something is off about the game, get in touch. The whole reason I'm putting this out there is because I want it to be the best it can be, so more people can eventually enjoy it all the more.

Be sure to check out www.geekishgaming.com for updates concerning the development of Weirdsville, and to stay up to date concerning future play test releases.

