



DEAD CHANNEL

AN RPG OF STRAIGHT-
TO-VHS HORROR BY
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MATERIAL FROM CHRIS TAYLOR)

IMAGINE: it's late at night and you're channel-hopping, and you find some godawful horror film full of actors you've never heard of. This is the game of that film.

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

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

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

ADD TWO DICE and pick the highest if your primary type would help you succeed. ADD ONE DICE if your secondary type would help you.

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

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

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

HEY GAMESMASTER!

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

~GOOD LUCK~

LOCATION

1. SCHOOL
2. REMOTE CABIN
3. WAREHOUSE RAVE
4. LARGE FAMILY HOME
5. HOSPITAL
6. FAIRGROUND

1 JUST WANT...

1. HOT MAKEOUTS
 2. RECREATIONAL DRUGS
 3. FUN MEMORIES
 4. TO MAKE A TRUE FRIEND
 5. RESPECT
 6. EVERYONE TO LOVE ME
- (THIS ONE'S FOR PLAYERS)

THREAT

1. VAMPIRES
2. WEREWOLVES
3. WITCHES
4. DEMONS
5. POSSESSOR SPIRIT
6. CREEPY CULT

THREAT WEAKNESS

1. SUNLIGHT
2. SILVER
3. FIRE
4. MAGIC
5. EXORCISM
6. SALT



(YOU CAN JUST USE TRADITIONAL WEAKNESSES IF THIS FEELS DAFT)

PLOT TWIST

1. THE THREAT IS SUMMONING A BIGGER THREAT
2. THREAT IS ACTUALLY (ROLL AGAIN ON THREAT)
3. GOVERNMENT DID IT
4. THIS IS ALL YOUR FAULT
5. [RANDOM PC] IS BEHIND THE THREAT
6. YOUR SHELTER BURNS, FLOODS ETC

STRONG +2D

+1D

SECONDARY

TOO DUMB TO BE SCARED (+2RD)
RISK FACTOR

- ☐ GET HURT (+1RD PERMANENT)
- ☐ GET SCARED, KINDA
- ☐ GET ANGRY AT SOMEONE
- ☐ YOUR RIVAL DIES
- ☐ GET IN OVER YOUR HEAD
- ☐ DIE, REAL MESSY LIKE

WEIRD +2D

+1D

SECONDARY

MORBID CURIOSITY +2RD
RISK FACTOR

- ☐ SHUT SOMEONE OUT
- ☐ YOUR RIVAL DIES
- ☐ GET HURT (+1RD, PERMANENT)
- ☐ FREAK SOMEONE OUT
- ☐ UNCOVER TERRIFYING HIDDEN AREA
- ☐ BECOME CORRUPTED BY THE THREAT

SMART +2D

+1D

SECONDARY

OVERPROTECTIVE +2RD
RISK FACTOR

- ☐ GET SCARED
- ☐ YOUR RIVAL DIES
- ☐ GET HURT (+1RD, PERMANENT)
- ☐ FIND THE LAIR
- ☐ ACQUIRE MINOR DERANGEMENT
- ☐ DIE, INSANE

HOT +2D

+1D

SECONDARY

SOMETHING TO PROVE +2RD
RISK FACTOR

- ☐ GET MEAN
- ☐ KISS SOMEONE YOU SHOULDN'T
- ☐ YOUR ~~WIFE~~ RIVAL DISAPPEARS
- ☐ GET HURT (+1RD, PERMANENT)
- ☐ YOUR RIVAL RETURNS, CHANGED
- ☐ BECOME CORRUPTED BY THE THREAT