

Susan

I am probably what others would describe as a nerd. I'm smart and I know a lot about all kinds of obscure things. My copper-red hair is styled in two strong braids, which matches well with my orange overalls. I wear large glasses because I'm really near-sighted. It's not because I think big glasses are cool. But contact lenses? It's just gross to stick your fingers in your eyes.

I know I'm the stereotype of a nerd, and it's actually quite annoying. But for heaven's sake, can't people just realize that physics and chemistry are fascinating? And how the hell do they think the iPhone was invented?

I often make funny and witty comments, but apparently, people find them a bit silly and inside jokes. That makes no sense, I'm really funny because I know a lot of jokes.

To make it much easier to be me, I'm, of course, also afraid of the dark. See, that was sarcasm. I've said I'm funny. The only thing that actually helps with the dark is alcohol. It's like it removes the fear of the dark, but then I also get drunk. And I hate being drunk because I can't think clearly. But fair enough, I come up with the funniest jokes when I'm drunk.

Susan - in short

A clever, nerdy and sarcastic physics enthusiast with copper-red hair and a constant battle against her fear of the dark.

She seeks recognition through knowledge and humour, even when no one else gets the joke.

The others

Fritz - Wow, he's on fire. He's definitely got control on his shit. And if we really need a leader, it's good that it's him.

Jessica - She's my big sister. She's probably my direct opposite: respected and serious. But she's still my big sister, which is, of course, nice when I get into trouble.

Henry - What's the old guy doing here? He keeps talking about the supernatural being real. Pft...

Boris - He's definitely a huge football player. But for heaven's sake, he's handsome.

Peter - He's an ambitious private detective, albeit somewhat nervously inclined. And the two of us just don't click at all.

Why they stick together

They are a motley crew of rational, supernatural and emotionally rootless souls who, despite their differences, need each other.

Fear, curiosity and a shared desire to understand – or survive – the inexplicable bind them together.

1990s



Investigator Sheet

Player's Name



Investigator Name Susan
 Occupation Student Sex F
 Nationality _____ Age 21
 Birthplace _____
 Colleges, Degrees _____
 Mental Disorders _____

Characteristics & Rolls

STR 9 DEX 13 INT 12 Idea 60
 CON 16 APP 12 POW 17 Luck 85
 SIZ 9 SAN 85 EDU 19 Know 95
 99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Hit Points

Dead -2 -1 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> Mechanical Repair (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00) _____	<input type="checkbox"/> Medicine (05%) _____	<input type="checkbox"/> _____
Art (05%): _____	<input type="checkbox"/> Natural History (10%) _____	Weapons
<input type="checkbox"/> _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> Axe (20%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> Blackjack (40%) _____
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> Club (25%) _____
<input type="checkbox"/> Bargain (05%) _____	Other Language (00): _____	<input type="checkbox"/> Knife (25%) _____
<input type="checkbox"/> Biology (00) _____	_____	<input type="checkbox"/> Sabre (15%) _____
<input type="checkbox"/> Chemistry (00) <u>50</u>	_____	<input type="checkbox"/> Sword (20%) _____
<input type="checkbox"/> Climb (40%) _____	_____	<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Computer Use (00) <u>70</u>	Own Language (EDU x5): _____	<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Conceal (15%) _____	_____	<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Pharmacy (00) <u>20</u>	<input type="checkbox"/> Submachine Gun (15%) _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Photography (10%) _____	
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> Physics (00) <u>60</u>	
<input type="checkbox"/> Electrical Repair (10%) _____	Pilot (00): _____	
<input type="checkbox"/> Electronics (00) <u>50</u>	_____	
<input type="checkbox"/> Fast Talk (05%) _____	_____	
<input type="checkbox"/> First Aid (30%) _____	_____	
<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> Psychoanalysis (00) _____	
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Psychology (05%) _____	
<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> Ride (05%) _____	
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Sneak (10%) _____	
<input type="checkbox"/> Law (05%) _____	<input type="checkbox"/> Spot Hidden (25%) <u>40</u>	
<input type="checkbox"/> Library Use (25%) _____	<input type="checkbox"/> Swim (25%) _____	
<input type="checkbox"/> Listen (25%) <u>30</u>	<input type="checkbox"/> Throw (25%) _____	
<input type="checkbox"/> Locksmith (00) _____	<input type="checkbox"/> Track (10%) _____	

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Boris

My name is Boris and I'm a football player. I mean an American football player. Oh, no, I'm actually Danish, but I play American football. It's a bit confusing, I know. Anyway, I'm good at playing football. Or at least, I'm very big, and my coach says that's good. I just have to run into the opponents, and everything's fine. Sometimes I just have to look at the opponents, and they run away.

Boris - in short

A big, strong American football player with a soft heart and a secret love of cats.

He dreams of true friends who see the person behind the muscles.

The same thing happens when I talk to people who don't play football. They also often run away when they see me. And that's a bit annoying. I just want to talk to people and show them the cute cat videos I found on YouTube. I'd like to have a cat or two, but when I mention cats in the locker room, the others just laugh. They don't think cats are cool. And if I mention other cute animals, they just laugh even more. It's really embarrassing. Oh well.

I wish I could find someone I could talk to about the things that interest me and not just about football.

The others

Jessica - If anyone can take care of themselves, it's Jessica. She's pretty tough.

Henry - An old but wise professor. He knows all sorts of things about monsters and demons.

Peter - A really smart private detective who's not afraid of anything.

Fritz - He's my best friend. He doesn't know that I love animals, but he doesn't need to know that. Or does he? He's really cool, and he always knows what to do. He's always been an inspiration to me, and I'll do anything for him. I don't know what I would do without him.

Susan - I'm normally nice to everyone, but I just can't stand annoying nerd types like her.

Why they stick together

They are a motley crew of rational, supernatural and emotionally rootless souls who, despite their differences, need each other.

Fear, curiosity and a shared desire to understand – or survive – the inexplicable bind them together.

1990s



Investigator Sheet

Player's Name

Investigator Name Boris
Occupation American football player Sex M
Nationality _____ Age 24
Birthplace _____
Colleges, Degrees _____
Mental Disorders _____

Characteristics & Rolls

STR 12 DEX 9 INT 8 Idea 40
CON 15 APP 12 POW 15 Luck 75
SIZ 9 SAN 75 EDU 7 Know 35
99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2
3 4 5 6 7 8 9
10 11 12 13 14 15 16
17 18 19 20 21 22 23
24 25 26 27 28 29 30
31 32 33 34 35 36 37

Hit Points

Dead -2 -1 0 1 2
3 4 5 6 7 8 9
10 11 12 13 14 15 16
17 18 19 20 21 22 23
24 25 26 27 28 29 30
31 32 33 34 35 36 37

Investigator Skills

<input type="checkbox"/> Accounting (10%)	_____	<input type="checkbox"/> Martial Arts (00)	_____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00)	_____	<input type="checkbox"/> Mechanical Repair (20%)	_____	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00)	_____	<input type="checkbox"/> Medicine (05%)	_____	<input type="checkbox"/> _____
Art (05%):		<input type="checkbox"/> Natural History (10%)	_____	Weapons
<input type="checkbox"/> Facts	<u>60</u>	<input type="checkbox"/> Navigate (10%)	_____	<input type="checkbox"/> Axe (20%)
<input type="checkbox"/> _____	_____	<input type="checkbox"/> Occult (05%)	_____	<input type="checkbox"/> Blackjack (40%)
<input type="checkbox"/> Astronomy (00)	_____	<input type="checkbox"/> Operate Hvy. Machine (00)	_____	<input type="checkbox"/> Club (25%)
<input type="checkbox"/> Bargain (05%)	_____	Other Language (00):	_____	<input type="checkbox"/> Knife (25%)
<input type="checkbox"/> Biology (00)	_____	_____	_____	<input type="checkbox"/> Sabre (15%)
<input type="checkbox"/> Chemistry (00)	_____	_____	_____	<input type="checkbox"/> Sword (20%)
<input type="checkbox"/> Climb (40%)	<u>90</u>	<input type="checkbox"/> _____	_____	<input type="checkbox"/> Handgun (20%)
<input type="checkbox"/> Computer Use (00)	_____	Own Language (EDU x5):	_____	<input type="checkbox"/> Machine Gun (15%)
<input type="checkbox"/> Conceal (15%)	_____	_____	_____	<input type="checkbox"/> Rifle (25%)
<input type="checkbox"/> Credit Rating (15%)	_____	<input type="checkbox"/> Persuade (15%)	_____	<input type="checkbox"/> Shotgun (30%)
<input type="checkbox"/> Cthulhu Mythos (00)	_____	<input type="checkbox"/> Pharmacy (00)	_____	<input type="checkbox"/> Submachine Gun (15%)
<input type="checkbox"/> Dodge (DEX x2)	<u>70</u>	<input type="checkbox"/> Photography (10%)	_____	
<input type="checkbox"/> Drive Auto (20%)	<u>60</u>	<input type="checkbox"/> Physics (00)	_____	
<input type="checkbox"/> Electrical Repair (10%)	_____	<input type="checkbox"/> Pilot (00):	_____	
<input type="checkbox"/> Electronics (00)	_____	_____	_____	
<input type="checkbox"/> Fast Talk (05%)	_____	_____	_____	
<input type="checkbox"/> First Aid (30%)	_____	_____	_____	
<input type="checkbox"/> Geology (00)	_____	<input type="checkbox"/> Psychoanalysis (00)	_____	
<input type="checkbox"/> Hide (10%)	_____	<input type="checkbox"/> Psychology (05%)	_____	
<input type="checkbox"/> History (20%)	_____	<input type="checkbox"/> Ride (05%)	_____	
<input type="checkbox"/> Jump (25%)	<u>30</u>	<input type="checkbox"/> Sneak (10%)	_____	
<input type="checkbox"/> Law (05%)	_____	<input type="checkbox"/> Spot Hidden (25%)	_____	
<input type="checkbox"/> Library Use (25%)	_____	<input type="checkbox"/> Swim (25%)	<u>40</u>	
<input type="checkbox"/> Listen (25%)	_____	<input type="checkbox"/> Throw (25%)	_____	
<input type="checkbox"/> Locksmith (00)	_____	<input type="checkbox"/> Track (10%)	_____	

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	<u>75</u>	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Fritz

If I may say so myself, and others seem to agree, I am a born leader. It's really quite simple. It's about being the one who talks the most all the time. Making sure there's constant focus on oneself. It may be that what I say isn't always right, but if I'm convincing enough, people will believe it. If someone says something that sounds right, I immediately back it up as if I was just about to say it myself. It's important that people have someone to follow, otherwise they'll be lost little lambs.

Fritz - in short

Self-appointed leader with charm, confidence and a constant need for attention.

He thinks he's in charge of the group, but rarely understands what's really going on.

I haven't been to various leadership courses for nothing. It won't be long before I'm the CEO of a big company. I'm already well on my way to the top. What the company does isn't so important, as long as it's big.

I always offer good advice as the experienced leader that I am. Not everyone appreciates my advice, but that's only because they don't know any better. And some people need good advice more than others.

It certainly doesn't make it harder for me that I also look damn good. Most girls practically faint when they see me. And most men would give their right hand to be me.

The others

Jessica - A tough woman, but what does she know about anything just because she's wearing a uniform? It's not her who's in charge.

Henry - An apparently learned professor who knows a lot about the occult. I don't know what I need that for, but he's a pretty nice grandfather figure.

Boris - My best friend. Maybe we're more than friends. It's a bit complicated. But he needs to relax with those cats, that big goof.

Peter - Can you find a more useless detective? He shakes like a leaf.

Susan - Those bespectacled nerds are so funny. She says some pretty funny things, but there's too much physics involved sometimes.

Why they stick together

They are a motley crew of rational, supernatural and emotionally rootless souls who, despite their differences, need each other.

Fear, curiosity and a shared desire to understand – or survive – the inexplicable bind them together.

1990s



Investigator Sheet

Player's Name



Investigator Name Fritz
 Occupation Business man Sex M
 Nationality _____ Age 23
 Birthplace _____
 Colleges, Degrees _____
 Mental Disorders _____

Characteristics & Rolls

STR 9 DEX 9 INT 11 Idea 55
 CON 9 APP 15 POW 13 Luck 65
 SIZ 9 SAN 75 EDU 12 Know 60
 99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Hit Points

Dead -2 -1 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> Mechanical Repair (20%) <u>25</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00) _____	<input type="checkbox"/> Medicine (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Art (05%): _____	<input type="checkbox"/> Natural History (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Other Language (00): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Computer Use (00) <u>20</u>	<input type="checkbox"/> Own Language (EDU x5): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Conceal (15%) <u>45</u>	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Credit Rating (15%) <u>50</u>	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Pharmacy (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Photography (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%) <u>30</u>	<input type="checkbox"/> Physics (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electrical Repair (10%) <u>20</u>	<input type="checkbox"/> Pilot (00): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electronics (00) <u>20</u>	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%) <u>60</u>	<input type="checkbox"/> Psychoanalysis (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> Psychology (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> Ride (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Sneak (10%) <u>25</u>	<input type="checkbox"/> _____
<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> Spot Hidden (25%) <u>50</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Swim (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Law (05%) _____	<input type="checkbox"/> Throw (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Library Use (25%) <u>35</u>	<input type="checkbox"/> Track (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Listen (25%) <u>40</u>		
<input type="checkbox"/> Locksmith (00) _____		

Weapons

☐ Axe (20%) _____
☐ Blackjack (40%) _____
☐ Club (25%) _____
☐ Knife (25%) _____
☐ Sabre (15%) _____
☐ Sword (20%) _____
☐ Handgun (20%) _____
☐ Machine Gun (15%) _____
☐ Rifle (25%) _____
☐ Shotgun (30%) 25
☐ Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)				
<input type="checkbox"/> Head Butt (10%)				
<input type="checkbox"/> Kick (25%)				
<input type="checkbox"/> Grapple (25%)	<u>75</u>			
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points

Henry

"Daemon, discede corpus meum*," I repeat over and over again. "Daemon, discede corpus meum. Daemon, discede corpus meum." My voice becomes more and more hoarse! And suddenly, it's out. I've successfully performed a self-exorcism. But with my willpower, I'm not surprised.

There's nothing I haven't experienced within the occult. Although I must say that being possessed by a demon is not something I can recommend. I definitely did something that I wouldn't have done if it hadn't been for the demon. It was actually quite scary. And have I gotten the demon completely out? It's as if something is different. No, it must just be the after-effects. I followed the ritual word by word.

I've always been interested in the occult, and with good reason. You don't just get a professor's degree in something that's not important. There are so many people who are ignorant about the occult, that it's important to enlighten them about it. It can be incredibly dangerous if not handled the right way. But on the other hand, there's so much you can do if you just know what you're doing. And I do. I'm no longer possessed...

Henry - in short

An elderly professor with deep insight into the occult and a dubious relationship with demons. He balances between genius and madness, convinced that darkness can be tamed with knowledge.

The others

Jessica - She's naive. She clearly doesn't believe in the occult.

Boris - When muscle power is needed, Boris is the one to use.

Peter - He's clearly very scared, even though he pretends otherwise and is a private detective.

Fritz - He really wants to be in charge and boy does he talk. But there's something youthful and fresh about him.

Susan - She knows incredibly much about physics and chemistry. It's strange that she can't see the connection between that and the supernatural.

Why they stick together

They are a motley crew of rational, supernatural and emotionally rootless souls who, despite their differences, need each other.

Fear, curiosity and a shared desire to understand – or survive – the inexplicable bind them together.

* Latin for "Demon, leave my body"

1990s



Investigator Sheet

Player's Name



Investigator Name Henry
 Occupation Professor Sex M
 Nationality _____ Age 58
 Birthplace _____
 Colleges, Degrees _____
 Mental Disorders _____

Characteristics & Rolls

STR 7 DEX 10 INT 15 Idea 75
 CON 12 APP 11 POW 15 Luck 75
 SIZ 8 SAN 25 EDU 19 Know 90
 99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Hit Points

Dead -2 -1 0 1 2 UNCONSCIOUS
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> Mechanical Repair (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00) _____	<input type="checkbox"/> Medicine (05%) <u>40</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Art (05%): _____	<input type="checkbox"/> Natural History (10%) _____	Weapons
<input type="checkbox"/> _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> Axe (20%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%) <u>65</u>	<input type="checkbox"/> Blackjack (40%) _____
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> Club (25%) _____
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Other Language (00): _____	<input type="checkbox"/> Knife (25%) _____
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Sabre (15%) _____
<input type="checkbox"/> Chemistry (00) <u>50</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Sword (20%) _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Computer Use (00) _____	<input type="checkbox"/> Own Language (EDU x5): _____	<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Cthulhu Mythos (00) <u>20</u>	<input type="checkbox"/> Pharmacy (00) _____	<input type="checkbox"/> Submachine Gun (15%) _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Photography (10%) _____	
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> Physics (00) _____	
<input type="checkbox"/> Electrical Repair (10%) _____	<input type="checkbox"/> Pilot (00): _____	
<input type="checkbox"/> Electronics (00) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> _____	
<input type="checkbox"/> First Aid (30%) <u>40</u>	<input type="checkbox"/> _____	
<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> Psychoanalysis (00) _____	
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Psychology (05%) _____	
<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> Ride (05%) _____	
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Sneak (10%) _____	
<input type="checkbox"/> Law (05%) _____	<input type="checkbox"/> Spot Hidden (25%) <u>60</u>	
<input type="checkbox"/> Library Use (25%) <u>50</u>	<input type="checkbox"/> Swim (25%) _____	
<input type="checkbox"/> Listen (25%) <u>40</u>	<input type="checkbox"/> Throw (25%) _____	
<input type="checkbox"/> Locksmith (00) _____	<input type="checkbox"/> Track (10%) _____	

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Jessica

The darkness. Ha! I eat darkness for breakfast. Okay, that might be a strange expression. When I eat breakfast, it's light outside, so it's not dark anymore. But that's because I ate it! Ha, ha!

But what I'm trying to say is that I'm certainly not afraid of anything. As a night guard for G4S*, you encounter all sorts of things when darkness falls, so you have to be able to handle a lot. And it's not that difficult. Even though things seem mysterious, there's a natural explanation for everything. Sometimes it's just a little cat that has wandered somewhere it shouldn't be. But fair enough, other times it's not entirely safe, but I know how to handle it. It's not for nothing that the gym is almost my second home.

Now there are some who would call me a tomboy because I'm not afraid of anything and can throw a proper punch. What the hell is that about? I'm just as feminine as I want to be. I know damn well how to do my hair and get people to look my way. And it doesn't matter if I'm wearing a dress or a suit.

But it's easy enough to be brave alone. But when others suddenly start looking up to you, it's a whole different responsibility. But I am the one who should take care of the others. Am I not?
I don't know.

Jessica - in short

A tough night watchwoman and Susan's more down-to-earth older sister, who fears nothing – at least on the outside. She sees herself as a protector and tries to keep the group together when everything becomes chaotic.

The others

Henry - An old professor who seems quite smart, but he says some weird things and is a bit strange.

Boris - A scary big football player, but there's something cute about him. Very cute indeed.

Peter - A private detective who's not afraid of anything like me, but it seems a bit forced. As if he's trying to prove something. It could be interesting to get to know him better.

Fritz - Oh my god, what an idiot. He talks all the time. If he just would shut his mouth, he'd be quite nice to look at.

Susan - My know-it-all nerdy little sister. I'm glad I didn't get our father's red hair. And no, she's not funny, no matter how many jokes she tells. Why do we stick with our families?

Why they stick together

They are a motley crew of rational, supernatural and emotionally rootless souls who, despite their differences, need each other. Fear, curiosity and a shared desire to understand – or survive – the inexplicable bind them together.

* G4S is a security company

1990s



Investigator Sheet

Player's Name



Investigator Name Jessica
 Occupation Security guard Sex F
 Nationality _____ Age 24
 Birthplace _____
 Colleges, Degrees _____
 Mental Disorders _____

Characteristics & Rolls

STR 13 DEX 10 INT 10 Idea 60
 CON 12 APP 12 POW 9 Luck 45
 SIZ 12 SAN 45 EDU 11 Know 55
 99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Hit Points

Dead -2 -1 0 1 2 UNCONSCIOUS
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> Mechanical Repair (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00) _____	<input type="checkbox"/> Medicine (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Art (05%): _____	<input type="checkbox"/> Natural History (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Other Language (00): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Computer Use (00) <u>40</u>	<input type="checkbox"/> Own Language (EDU x5): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Conceal (15%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Credit Rating (15%) _____	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Pharmacy (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Photography (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%) <u>50</u>	<input type="checkbox"/> Physics (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electrical Repair (10%) <u>50</u>	<input type="checkbox"/> Pilot (00): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electronics (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> Psychoanalysis (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Hide (10%) <u>40</u>	<input type="checkbox"/> Psychology (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> Ride (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Jump (25%) <u>35</u>	<input type="checkbox"/> Sneak (10%) <u>40</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Law (05%) <u>45</u>	<input type="checkbox"/> Spot Hidden (25%) <u>50</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Library Use (25%) _____	<input type="checkbox"/> Swim (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Listen (25%) <u>30</u>	<input type="checkbox"/> Throw (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Locksmith (00) <u>45</u>	<input type="checkbox"/> Track (10%) _____	<input type="checkbox"/> _____

Weapons

☐ Axe (20%) _____
☐ Blackjack (40%) _____
☐ Club (25%) _____
☐ Knife (25%) _____
☐ Sabre (15%) _____
☐ Sword (20%) _____
☐ Handgun (20%) _____
☐ Machine Gun (15%) _____
☐ Rifle (25%) _____
☐ Shotgun (30%) 60
☐ Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Peter

"The Watchful Eye" - That's my detective agency.

Actually, I've had it since I was a young boy. Or my friends and I had the agency when we had just become teenagers. It was pretty wild what we experienced. We flew in Apache helicopters and all sorts of things. Unfortunately, it went terribly wrong.

Peter - in short

A nervous but sharp-witted private detective who struggles with his own fear of anything dangerous. He wants to prove his courage, but fears that the traumas of the past will never completely leave him.

We closed down the agency after the incident and we stopped seeing each other when our parents sent us to boarding schools. I myself was sent to Herlufsholm. It was probably the worst time of my life. Everyone at school knew about the incident and I heard about it constantly. I quickly became the favorite target of bullies in the older classes. In high school, it only got slightly better, but not much. The young and fearless leader I was when we started "The Watchful Eye" was now a trembling wreck. And that's how it's been for many years.

But that ends now! I have restarted the agency. And this time, alone! I'm willing to take on dangerous tasks, but it's terrifying every time. At some point, I have to overcome this fear. If only I keep seeking out dangerous things. Fortunately, I'm good at hiding my fear from others. Unfortunately, it's a bit like a pressure cooker. As soon as I'm alone, fear overwhelms me.

Despite being a little scared, okay, very scared, I'm actually a pretty good detective. I probably got that from my father.

The others

Jessica - If things get too dangerous, it's good she's there. She reminds me of someone from my childhood detective agency. I quite liked her. But Jessica will probably not have a scaredy-cat like me.

Henry - There's something very creepy about Henry. I'm not sure I dare to be alone with him. He talks about the occult all the time.

Boris - A big and nice football player, but there's something very strange about him. The first time I saw him, I was really scared, but now that I've talked to him, there's something about him that's not at all dangerous. It challenges my detective gene!

Fritz - Actually, it was pretty gross the way he died. But he was also pretty annoying.

Susan - I don't know how, but I know she knows I'm scared. Just as long as she doesn't tell anyone else. As long as she just cracks her jokes, it'll be okay. Sometimes they're really not funny, and other times they're insanely funny.

Why they stick together

They are a motley crew of rational, supernatural and emotionally rootless souls who, despite their differences, need each other.

Fear, curiosity and a shared desire to understand – or survive – the inexplicable bind them together.

1990s



Investigator Sheet

Player's Name



Investigator Name Peter
 Occupation Detective Sex M
 Nationality _____ Age 25
 Birthplace _____
 Colleges, Degrees _____
 Mental Disorders _____

Characteristics & Rolls

STR 15 DEX 14 INT 11 Idea 55
 CON 16 APP 12 POW 12 Luck 60
 SIZ 12 SAN 60 EDU 14 Know 80
 99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Hit Points

Dead -2 -1 0 1 2
 3 4 5 6 7 8 9
 10 11 12 13 14 15 16
 17 18 19 20 21 22 23
 24 25 26 27 28 29 30
 31 32 33 34 35 36 37

Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Martial Arts (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Anthropology (00) _____	<input type="checkbox"/> Mechanical Repair (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (00) _____	<input type="checkbox"/> Medicine (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Art (05%): _____	<input type="checkbox"/> Natural History (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Astronomy (00) _____	<input type="checkbox"/> Operate Hvy. Machine (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Bargain (05%) <u>75</u>	<input type="checkbox"/> Other Language (00): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Biology (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Chemistry (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Computer Use (00) _____	<input type="checkbox"/> Own Language (EDU x5): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Conceal (15%) <u>25</u>	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Credit Rating (15%) <u>40</u>	<input type="checkbox"/> Persuade (15%) <u>35</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Cthulhu Mythos (00) _____	<input type="checkbox"/> Pharmacy (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (DEX x2) <u>28</u>	<input type="checkbox"/> Photography (10%) <u>45</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> Physics (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electrical Repair (10%) _____	<input type="checkbox"/> Pilot (00): _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electronics (00) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%) <u>65</u>	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Geology (00) _____	<input type="checkbox"/> Psychoanalysis (00) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Hide (10%) <u>50</u>	<input type="checkbox"/> Psychology (05%) <u>30</u>	<input type="checkbox"/> _____
<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> Ride (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Sneak (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Law (05%) _____	<input type="checkbox"/> Spot Hidden (25%) <u>35</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Library Use (25%) _____	<input type="checkbox"/> Swim (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Listen (25%) _____	<input type="checkbox"/> Throw (25%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Locksmith (00) <u>40</u>	<input type="checkbox"/> Track (10%) _____	<input type="checkbox"/> _____

Weapons

☐ Axe (20%) _____
☐ Blackjack (40%) _____
☐ Club (25%) _____
☐ Knife (25%) _____
☐ Sabre (15%) _____
☐ Sword (20%) _____
☐ Handgun (20%) 65
☐ Machine Gun (15%) _____
☐ Rifle (25%) _____
☐ Shotgun (30%) _____
☐ Submachine Gun (15%) _____

Hand-To-Hand Weapons

Attack or Weapon Type	Current Skill %	Attack Damage	Attacks /Round	Hit Points
<input type="checkbox"/> Fist/Punch (50%)				
<input type="checkbox"/> Head Butt (10%)				
<input type="checkbox"/> Kick (25%)				
<input type="checkbox"/> Grapple (25%)				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				
<input type="checkbox"/> _____				

Firearms

Firearm	Current Skill %	Attack Damage	Base Range	Shots /Round	Shots In Gun	Malfunc. Number	Hit Points

Bjørn Frederiksen

[Bjørn Freðʁiksɒn / 'pʁʁɐ_n 'fʁeðʁekʰsən]

You play the film character Henry

Bjørn in short: A former star actor who is still tormented by the defeat of not winning the Robert he believed was his right. He attempts a comeback in a horror film, but carries bitterness and fear of losing respect. On set, he balances between being a proud mentor and a spurned diva, and his perfectionism creates tension. Yet his old spark is reignited when the camera rolls.

Acting band

Gold: 40%

White: 50%

Red: 10%

The theater is filled to the brim and the applause after the presentation of the nominees for best male actor of the year has gradually subsided. The atmosphere is tense and the audience follows in trembling silence as the award presenters Sofie Gråbøl and Tammi Øst open the golden envelope containing the name of the winner.

It's Bjørn's 6th nomination, but he has been overlooked every time so far. The film industry has long jokingly proclaimed Bjørn as a Danish Leonardo DiCaprio from before he won his first Oscar, especially because Bjørn is a strong favorite to win this year. The difference is that Bjørn actually delivered a magnificent performance in his interpretation of Tycho Brahe in the movie of the same name, and didn't just grunt his way through a Canadian forest.

Bjørn grips the armrest until his hand slowly turns white. His wife Sandra lightly squeezes his other hand while placing her left hand on Bjørn's shoulder. She gives him the look that says, "It's yours this year, honey!"

The seconds drag on as Bjørn stares at the two actresses in their sparkling gala dresses. The card with the winner's name slowly comes out of the envelope. Sofie and Tammi read the card and clearly widened their eyes. They quickly look at each other, after which Tammi almost shouts "And the Robert for Best Male Actor goes to..." and Sofie takes over "NIKOLAJ COSTER-WALDAU!"

The hall explodes into a deafening applause. Bjørn's eyes darken as he sees Nikolaj Coster-Waldau almost run past him towards the stage, after which everything goes dark.

You are an old and experienced actor, who hasn't had any roles since you "lost" the Robert to Nikolaj Coster-Waldau over 10 years ago. It was too much of a shock for you that you didn't win the Robert, and you had to be hospitalized with a nervous breakdown.

You decided to stop acting and withdraw from the limelight. You just didn't know what to do instead. You tried different things, but no matter what, there was never anything that caught your interest. You actually knew what you wanted, but you had put it on hold and didn't want to go back to it. That would be losing face again. The lack of public interest, however, grew bigger and bigger, and you could feel that you were becoming more and more bitter. Something that greatly affected your marriage with Sandra, so one day she said that if you didn't pull yourself together and got a role in something, she would divorce you.

You swallowed the shame and went to auditions, dreading being made fun of for making a comeback.

It went beyond expectations, and you were also somewhat surprised to be offered a role right away. You were a little unsure whether to accept the role as Henry, it's just a bad B-horror movie, but Sandra's eyes, when you aired your thoughts, settled the matter. And a B-movie isn't the worst place to start. Just look at how John Travolta did in Pulp Fiction, and who would have thought that it would be such a big success for Christopher Lee to play Saruman.

And it's a great opportunity to show the younger generation what it means to be an actor.

When you stand in front of the camera, you can feel how you really burn for acting. Bjørn disappears as if he never existed and becomes Henry, to such an extent that one would think you had made a pact with the devil to be able to act so well.

On the other hand, when the cameras turn off and you become yourselves again, you still remember the night when you didn't win the coveted Robert. The Bjørn who wasn't good enough. Are the others laughing at you in the locker room?

No, you are a good actor who the others can learn from. Or can they...?

The others

A group with widely different experiences, dreams and egos, which creates both friction and magical moments. They struggle to reconcile ambitions, insecurities and artistic differences under Denise's chaotic leadership. Their collaboration is often marked by misunderstandings, jealousy and petty power struggles, but also by laughter, learning and a genuine passion for film. When the camera rolls, their conflicts are transformed into chemistry - and that is where the film comes alive.

Sidsel (plays Jessica) - A young rising star who will surely go far if she just listens to your advice so she can get rid of her insecurity, even when she doesn't ask. It affects one's performance and fellow actors. You give her notes, she rolls her eyes - the eternal dance of youth versus experience. Yet, when she delivers a scene exactly as you imagined, you find yourself speechless. Your nod of approval is the closest you'll ever come to praise.

Kristian (plays Boris) - What is he doing here? He can't act! He idolizes you in a confused way - mocking and admiring you at once. You can see how he hangs on your every word, and sometimes you enjoy playing the mentor. But his laughter during takes drives you mad. When he tries to impress you with a lot of movie facts, it's like he just memorized them from a Trivial Pursuit card, you sigh louder than you mean to. Still, that night when you forgot a line and he covered for you - you felt a spark of respect. For once, he wasn't the student, and you weren't the teacher.

Jesper (plays Peter) - It's like seeing you when you were young. You see yourself in him - the arrogance, the hunger, the recklessness. It's like watching a ghost of your younger self, only louder and with worse manners. He treats you like a relic, but when you tell stories of the old days, he listens. You tell yourself it's nostalgia, not mentorship, but some part of you hopes he'll learn something before he burns out. He's talented, but his arrogance will stop him from greatness.

Laura (plays Susan) - The typical "I've been an extra and now I can be an actor". Pathetic. But she has seen all your movies. That's something at least. At first, she flatters you - quoting your old lines, laughing at your jokes. You let her. Fans might be the way back to stardom.

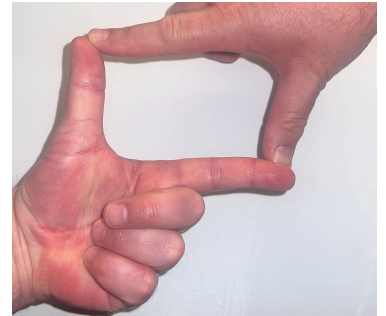
Denise Fehmerling (director) - A visionary director who wants a lot. She will surely be able to turn the film into something good.

Cheat sheet

How to play the acts

First act - The film is being shot

- A player who did not choose the previous scene chooses a scene (or takes it from the Upcoming scenes area)
 - The player reads the scene aloud or explains it in their own words
 - "Ready on set!"
 - The player states Denise's current focus point
 - The player can ask the game master to be the camera operator or can do it themselves (see picture) if and when there needs to be a camera
 - If and when the game master is not the camera, the game master can be props and special effects
 - The scene begins with Denise explaining what will happen in the scene, how it will end, and what she wants from the scene.
 - Denise chooses which characters are in the scene
 - Players with characters that were not chosen can choose to have the actors try to get their characters into the scene, either to Denise's great delight or dismay
 - The player playing Denise may play her actor in the scene if it is important to the scene, but this should be avoided as far as possible
 - The scene ends when Denise shouts "cut" AND is satisfied, or when the production manager stops it
 - The game master marks the focus point on the scene card and it is added to the other "Ready on set!" scenes.
 - "I am in my trailer!"
 - The player chooses which actor(s) will start in the scene
 - Other actors may enter later
 - The player can choose a player or the game master to play Denise
 - The player chooses when the scene takes place chronologically in relation to the already played "I am my trailer!" scenes
 - The player chooses how the scene should end if it does not already have an ending
 - Play the scene
 - The scene ends when the scene reaches its end or when the production manager stops it
 - The scene card is moved to the "I am my trailer!" timeline so that it fits chronologically with the player's choice
- The scenes can be selected on a running basis and are placed in the "Upcoming scenes" area and played in the order in which they were selected. The scene must still not be the previous player's scene
 - If agreed, the players can swap the order around as they wish



Act II - Editing

- All the "I'm in my trailer" scenes played must be put in order so that they form the plot of the film
 - As Denise, the players must agree on which scenes to use and in what order
 - If they cannot agree, each player has a Veto Card that they can use on a scene with their focus point
 - Once they have agreed on the order, the editing is locked and cannot be changed
 - The film's plot is retold and any gaps between each scene are "filled in" very briefly by the player whose focus point belongs to the next scene.

Act III - The premiere on the red carpet

- The players must interview each other as actors and journalists
 - The players each receive a press card stating which media outlet they belong to and which actors the journalist has to interview
 - The journalist may ask one question to two or three actors (three questions in total, as an actor may be asked twice)
 - The journalist asks all three questions before the next journalist
 - However, a journalist may interrupt with a follow up question and thus use one of their questions if the actor is on the journalist's list
 - Once all 15 questions have been asked, journalists and actors may ask and answer questions as much as they wish. However, this is limited to a maximum of 10-15 seconds.

Kristian Rasmussen

[kʁɪstjən ʁasmussen /ˈkʁɪstjən ˈʁasmusn.]

You play the movie character Boris

Kristian in short: A good-natured giant with a big heart and low self-esteem who struggles to be taken seriously. He dreams of appearing smarter, but often ends up revealing his insecurity, which both touches and frustrates the others. On set, he is lovable but imprecise, and his laughter ruins several takes. Still, he is the glue that keeps the atmosphere warm and human.

Acting band

Gold: 10%

White: 20%

Red: 70%

"Come on, you big goof," the boy with the short, dark hair shouts. Kristian stares into the air for a moment before responding, "Uh, what?" The boy, who is much smaller than Kristian, grabs hold of him and tries to knock him over. Kristian slowly pushes the boy away from him. The boy flails his arms and tries to hit Kristian, but Kristian's long and broad arms keep him at bay. Kristian hesitates for a moment but then says, "I really don't feel like fighting..."

"THAT'S ENOUGH!" The teacher's forceful shout startles Kristian into releasing the boy, causing him to run full speed into Kristian headfirst and break his nose with a crack that makes the watching children look away in disgust.

Once again, Kristian is blamed for someone else getting hurt.

Kristian wipes the sweat from his forehead. He looks at the weight lift. This is the fifth time he's in the championship. If only he could do the same thing he did when he won the junior championship. But he hasn't been able to do it yet. The flashes from the photographers are blinding him a little, but he's starting to get used to it. This is it now. He has come so far in the competition that he has to lift 20 kg more than he has ever done before. And if he does it, he will break the record.

As Kristian lifts the gold trophy, it feels like a feather, and in his excitement, he squashes it half as flat as it should be. The sound in the hall disappears. Kristian stands still, and only his eyes move slowly as his vision pans from one side to the other, seeing the gaping and speechless audience staring at him and the flattened trophy.

A shout breaks the silence, and people cheer wildly, and a smile spreads across Kristian's face.

You are aware of it. You are a cliché of a cliché, even though you don't quite know what it means. You are big as hell, and people don't think you're very smart. And unfortunately, that's true. On the other hand, you are a really nice person, and people immediately notice that too. You can quickly feel that most people unfortunately start to get bored in your company. The times when you've tried to change your character to appear more interesting, it's had the opposite effect. You've read (you can read perfectly fine, even if it may be a little slow) in various men's magazines and websites about how a real man should be. And it always ends up with you appearing unsympathetic (a word you had to Google the first time someone called you that) and pushing people away. So either you bore people or they are disgusted by you. And you don't know which is worse. It was a bit of a shock for you when you found out what unsympathetic meant, even though it's easier to be unsympathetic than not to bore people.

So in an attempt to be smarter and hopefully not so boring, you have started reading a lot of facts that you can tell people to appear smarter. Since you really like movies, you thought reading a lot of movie reviews in newspapers and magazines that smart people read would be an easy start. The problem is that you really like action movies, and in the reviews you have read, it is clear that action movies are for stupid people. So you are afraid to tell people that you like action movies. Which is a big problem,

since people like Arnold Schwarzenegger and Sylvester Stallone are some of your idols.

Your reading has borne fruit, though, and you have sometimes succeeded in appearing knowledgeable with some facts, but as soon as someone tries to have a conversation about what you're telling them, you can't make heads or tails of it, and you start trying to be interesting as you've read how to be. You just don't know where the line is until you become unsympathetic, and by then it's too late.

So being someone other than yourself just doesn't work very well for you.

You were therefore somewhat surprised to be offered a role in a movie. Fortunately (and unfortunately), it's not an action movie but a horror movie. You're just a really bad actor, and you only got the role because you're so big. So maybe there's a little action? But you think it's really fun to be a part of. You can't help but laugh sometimes when you're filming, which often means you have to redo the scene.

The others

A group with widely different experiences, dreams and egos, which creates both friction and magical moments. They struggle to reconcile ambitions, insecurities and artistic differences under Denise's chaotic leadership. Their collaboration is often marked by misunderstandings, jealousy and petty power struggles, but also by laughter, learning and a genuine passion for film. When the camera rolls, their conflicts are transformed into chemistry - and that is where the film comes alive.

Sidsel (plays Jessica) - She gets you. She doesn't mock your clumsiness or talk over you. She listens - really listens - and it feels strange and safe. You try to make her laugh when she's stressed, and when she defends you from Jesper, you'd follow her anywhere. What's between you might not be love, but it's something real.

Bjørn (plays Henry) - An old and dry actor who was once something. You both admire and resent him. His authority makes you feel like the clumsy kid in a masterclass you never signed up for. You quote movie trivia to impress him, hoping he'll see you as an equal, but his sighs sting more than any insult. Then that night he blanked and you covered for him - for the first time, you saw not the legend, but a man trying to stay relevant.

Jesper (plays Peter) - If that's what being an actor is like, you're not sure you want to be an actor. He thinks you're unprofessional, and maybe he's right sometimes. You laugh too easily, you break too often. But you can tell he takes it all too seriously - that he's scared of not being taken seriously himself. When you finally tell him, "At least people like me," you shock even yourself. And when he later laughs at your stupid joke, you realize you might've reached him after all.

Laura (plays Susan) - She really knows a lot about being on a film set since she's been in many movies. But only as an extra. But that's pretty cool too. You fetch her coffee, run lines, anything to help. But after a while, you notice she only calls when she needs something. When you finally say no, the silence that follows feels powerful - like you've just stepped into your own spotlight for the first time.

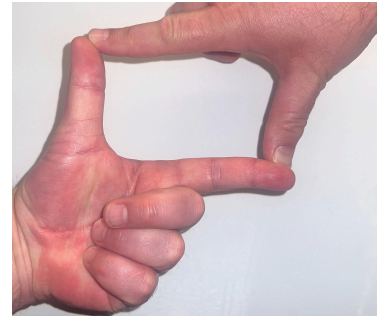
Denise Fehmerling (director) - She's really something else. There's so much energy in her. You're not sure you understand all of her ideas, but they sound good.

Cheat sheet

How to play the acts

First act - The film is being shot

- A player who did not choose the previous scene chooses a scene (or takes it from the Upcoming scenes area)
 - The player reads the scene aloud or explains it in their own words
 - "Ready on set!"
 - The player states Denise's current focus point
 - The player can ask the game master to be the camera operator or can do it themselves (see picture) if and when there needs to be a camera
 - If and when the game master is not the camera, the game master can be props and special effects
 - The scene begins with Denise explaining what will happen in the scene, how it will end, and what she wants from the scene.
 - Denise chooses which characters are in the scene
 - Players with characters that were not chosen can choose to have the actors try to get their characters into the scene, either to Denise's great delight or dismay
 - The player playing Denise may play her actor in the scene if it is important to the scene, but this should be avoided as far as possible
 - The scene ends when Denise shouts "cut" AND is satisfied, or when the production manager stops it
 - The game master marks the focus point on the scene card and it is added to the other "Ready on set!" scenes.
 - "I am in my trailer!"
 - The player chooses which actor(s) will start in the scene
 - Other actors may enter later
 - The player can choose a player or the game master to play Denise
 - The player chooses when the scene takes place chronologically in relation to the already played "I am my trailer!" scenes
 - The player chooses how the scene should end if it does not already have an ending
 - Play the scene
 - The scene ends when the scene reaches its end or when the production manager stops it
 - The scene card is moved to the "I am my trailer!" timeline so that it fits chronologically with the player's choice
- The scenes can be selected on a running basis and are placed in the "Upcoming scenes" area and played in the order in which they were selected. The scene must still not be the previous player's scene
 - If agreed, the players can swap the order around as they wish



Act II - Editing

- All the "I'm in my trailer" scenes played must be put in order so that they form the plot of the film
 - As Denise, the players must agree on which scenes to use and in what order
 - If they cannot agree, each player has a Veto Card that they can use on a scene with their focus point
 - Once they have agreed on the order, the editing is locked and cannot be changed
 - The film's plot is retold and any gaps between each scene are "filled in" very briefly by the player whose focus point belongs to the next scene.

Act III - The premiere on the red carpet

- The players must interview each other as actors and journalists
 - The players each receive a press card stating which media outlet they belong to and which actors the journalist has to interview
 - The journalist may ask one question to two or three actors (three questions in total, as an actor may be asked twice)
 - The journalist asks all three questions before the next journalist
 - However, a journalist may interrupt with a follow up question and thus use one of their questions if the actor is on the journalist's list
 - Once all 15 questions have been asked, journalists and actors may ask and answer questions as much as they wish. However, this is limited to a maximum of 10-15 seconds.

Jesper Ovesen

[Jesbå Ovsn / 'jesbø 'o:vsn.]

You play the movie character Peter

Jesper in short: A newly trained, ambitious actor, he is fired up by his belief in his own talent - perhaps a little too much. He sees the film as his springboard to stardom and constantly strives to impress. His arrogance makes him difficult to work with, but his energy and professionalism are contagious. For him, it's all about being seen, but behind the façade lies a genuine desire to be recognised.

Acting band

Gold: 30%

White: 55%

Red: 15%

The teacher looks at the students from the stage.

"Welcome back after the summer break. Your second year as an acting student will be tough, so we start with a difficult exercise."

She looks around at the handful of students still attending the school. Some didn't have the money for the second year. It's like she's scanning the students like the Terminator to see who is suitable for this exercise. Her gaze passes by Jesper, but quickly returns and she almost locks onto Jesper. "Jesper!" she says loudly, almost yelling, "You're going to be the first. Come up here!" Jesper feels like screaming "SEE WHO SHE CHOSE! ME! FUCK YOU AMATEUR LOSERS!" but he restrains himself, remembering the party before the summer break. He stands up and says very quietly "yes" and discreetly clenches his fist, while bending his arm slightly in triumph.

Up on stage, Jesper can feel everyone's eyes on him. He's sure they're sitting there wishing they were him right now. The teacher turns to Jesper. "As an actor, you must be ready for anything. It's not enough to just memorize the entire script. If your co-star says something wrong and your subsequent sentence doesn't fit with what was said, you must be able to seize the moment and adapt and make it fit afterwards. This applies both in the theater where an entire audience is watching, but also on the film set, so you don't have to retake the scene. And when you're able to do that, that's when you create real magic."

Jesper gulps down one word after another and stares with huge eyes at the teacher.

The teacher points to a door in the backdrop. "Behind that door, we have a guest. The guest plays your father, and you've taken the courage to prepare a longer monologue to tell him that you're dropping out of medical school to go on a backpacking trip to Thailand and become a diving instructor. You know he won't be happy, because that's what's written in the script."

Jesper panics a bit about having to improvise a monologue, but he thinks quickly and gets some ideas.

"But," the teacher starts, "as you may have guessed, the reaction isn't what is planned in the script. And that's where you create magic!"

Jesper does his shake-the-character-into-the body move. There are giggles from the audience, but Jesper doesn't care, because now he's ready.

The door opens and a middle-aged man enters the stage. Jesper thinks he looks familiar, but it's not important now. Jesper walks towards the man, "dad, I..." Now Jesper recognizes the man. It's Mads Mikkelsen!

Jesper freezes. His jaw slowly drops. He's almost paralyzed from being so starstruck. Mads Mikkelsen walks towards Jesper, "What's wrong, my son?". No reaction from Jesper. He just opens his mouth wider and stares at Mads Mikkelsen, who stops and looks at Jesper and then at the teacher with a puzzled expression.

The teacher sighs in defeat, "Yeah, that wasn't exactly the magic we were hoping for." There's a laugh from the other students.

You still remember the episode with Mads Mikkelsen. It wasn't that many years ago. One would think that such an experience would have knocked you down and made you drop out. But not you! The experience has only given you a stronger belief that you will make it as an actor. You just shouldn't play with old has-beens. Or... Mads Mikkelsen will soon be a has-been.

You are an ambitious actor who has just finished your education at the Ophelia school of acting, which has cost you a fortune to attend. But it's worth all the money. You strongly believe in yourself, maybe even too much. This can result in you appearing arrogant and self-absorbed to some people. You are working on controlling your arrogance, but your dream of becoming a famous actor can sometimes make you lose yourself and step on other people's toes. On the other hand, your confidence can also be inspiring and contagious, so it's worth it.

This is your first role after graduating from school. This is simply your chance to be discovered as the serious actor you know you are. That's why it's important that you really shine through when filming. There is really something to get hold of in your role in the film. It's completely opposite to you, so it will be an exciting challenge. You almost feel like Robert is already secured.

The others

A group with widely different experiences, dreams and egos, which creates both friction and magical moments. They struggle to reconcile ambitions, insecurities and artistic differences under Denise's chaotic leadership. Their collaboration is often marked by misunderstandings, jealousy and petty power struggles, but also by laughter, learning and a genuine passion for film. When the camera rolls, their conflicts are transformed into chemistry - and that is where the film comes alive.

Sidsel (plays Jessica) - You didn't take her seriously at first - too green, too eager. But then she surprised you. On camera, she pulls focus without trying, and that drives you insane. You tried flirting to get the upper hand, but she flipped the script, and you ended up the fool. You still think about that laugh. Might try another approach since you are considering whether it will benefit your career to be seen with her after the film. Tit & Lyt should be interested.

Bjørn (plays Henry) - A has-been like no other. Yes, he was good once, but he didn't manage to keep it up. Unlike you, you will never be a has-been. You can't stand how seriously he takes himself. He's the ghost of everything you don't want to become - bitter, obsolete, tragic. Didn't he lose the Robert to Nikolaj Coster-Waldau a few years ago and got a nervous breakdown? Yet when he talks about the old film days, his eyes light up, and you see a version of fame that feels pure. You'd never admit it, but you envy that.

Kristian (plays Boris) - Seriously. Why wasn't it his role that died in the beginning? He seriously ruins the film. And he's so boring, though admittedly he got his facts straight. He's chaos. You wish he'd stop laughing through every take. But when he finally snapped at you - "At least people like me!" - it hit a nerve. Maybe he's right. Maybe your confidence is just loneliness with good lighting.

Laura (plays Susan) - Where Sidsel is a talented actress, Laura works more with her appearance. Maybe she should just keep working as an extra and modeling jobs, which she does well.

You get each other. You both know the game - admiration as currency, gossip as bonding. She flatters you, you pretend to believe it. When you are in a scene together, she makes you shine and the camera loves it. Off-screen, when the camera doesn't catch it, it doesn't matter.

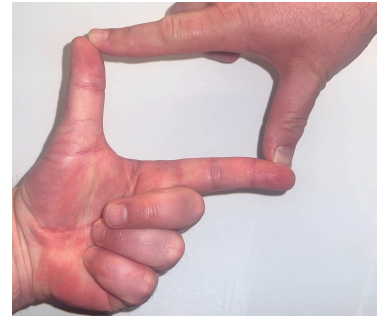
Denise Fehmerling (director) - It's so exciting to work with her. You really hope to be able to be in a sequel.

Cheat sheet

How to play the acts

First act - The film is being shot

- A player who did not choose the previous scene chooses a scene (or takes it from the Upcoming scenes area)
 - The player reads the scene aloud or explains it in their own words
 - "Ready on set!"
 - The player states Denise's current focus point
 - The player can ask the game master to be the camera operator or can do it themselves (see picture) if and when there needs to be a camera
 - If and when the game master is not the camera, the game master can be props and special effects
 - The scene begins with Denise explaining what will happen in the scene, how it will end, and what she wants from the scene.
 - Denise chooses which characters are in the scene
 - Players with characters that were not chosen can choose to have the actors try to get their characters into the scene, either to Denise's great delight or dismay
 - The player playing Denise may play her actor in the scene if it is important to the scene, but this should be avoided as far as possible
 - The scene ends when Denise shouts "cut" AND is satisfied, or when the production manager stops it
 - The game master marks the focus point on the scene card and it is added to the other "Ready on set!" scenes.
 - "I am in my trailer!"
 - The player chooses which actor(s) will start in the scene
 - Other actors may enter later
 - The player can choose a player or the game master to play Denise
 - The player chooses when the scene takes place chronologically in relation to the already played "I am my trailer!" scenes
 - The player chooses how the scene should end if it does not already have an ending
 - Play the scene
 - The scene ends when the scene reaches its end or when the production manager stops it
 - The scene card is moved to the "I am my trailer!" timeline so that it fits chronologically with the player's choice
- The scenes can be selected on a running basis and are placed in the "Upcoming scenes" area and played in the order in which they were selected. The scene must still not be the previous player's scene
 - If agreed, the players can swap the order around as they wish



Act II - Editing

- All the "I'm in my trailer" scenes played must be put in order so that they form the plot of the film
 - As Denise, the players must agree on which scenes to use and in what order
 - If they cannot agree, each player has a Veto Card that they can use on a scene with their focus point
 - Once they have agreed on the order, the editing is locked and cannot be changed
 - The film's plot is retold and any gaps between each scene are "filled in" very briefly by the player whose focus point belongs to the next scene.

Act III - The premiere on the red carpet

- The players must interview each other as actors and journalists
 - The players each receive a press card stating which media outlet they belong to and which actors the journalist has to interview
 - The journalist may ask one question to two or three actors (three questions in total, as an actor may be asked twice)
 - The journalist asks all three questions before the next journalist
 - However, a journalist may interrupt with a follow up question and thus use one of their questions if the actor is on the journalist's list
 - Once all 15 questions have been asked, journalists and actors may ask and answer questions as much as they wish. However, this is limited to a maximum of 10-15 seconds.

Sidsel Larsen

[Sissl Lɑːsn / 'sisəl 'lɑːsn,]

You play the film character Jessica

Sidsel in short: A passionate but insecure actress who, after many rejections, has finally landed her first real film role. She is passionate about her craft but struggles with her lack of self-confidence and fear of failure. Her enthusiasm and vulnerability make her both lovable and fragile on set. She desperately hopes that this film will be her breakthrough.

Acting band

Gold: 35%

White: 55%

Red: 10%

The letter drops through the letterbox. Sidsel hears the sound from her room in the small apartment she shares with her childhood friend Sarah. "Now I'll get the..." Sarah begins from the kitchen, but Sidsel interrupts her with a roar that once again surprises Sarah, but which she quickly recognizes.

Sidsel knows perfectly well what is in the letter and who it is for.

She puts her feet on the floor with a hefty push and rolls the office chair away from the small desk to get out into the hallway. In her eagerness, she forgets once again that her room is very small and the distance to the bed is almost non-existent. The chair crashes into the bed and she tumbles to the floor with a bang. "Are you al..." it comes from Sarah. For the second time in a short time, Sidsel interrupts Sarah, "Yes, for heaven's sake!" Sidsel almost gets up before she leaps up and throws herself into the small hallway where the letter is waiting.

Sidsel looks at it and immediately sees the logo on the letter, just as she expected. For a brief moment, she remembers her wondering about the fact that the letter was not sent to her digital mailbox, but sent as old-fashioned mail.

She stands for a moment before picking up the letter, struggling not to tremble with her hand. Sarah sticks her head out from the kitchen. "Is it from..."

Sidsel turns her head towards Sarah and sends her a look that makes Sarah withdraw a little. There is almost a little hiss from Sidsel as she walks backwards towards her room and clutches the letter to her chest. She slams the door shut the moment she steps over the threshold.

Sarah looks at the door. She is waiting for one of two reactions from Sidsel in a moment, as soon as she has opened the letter. She has heard the one before, but hopes so much to hear a new reaction. Sarah's hope is not fulfilled..

This is the third time you have been rejected from the State Theater School. You had a feeling it would happen and the reason is the same as the previous two times: dance! Your body coordination just won't do what you want it to do or what the theater school wants. But for heaven's sake, you are not going to be a ballet dancer! But an actor. AN ACTOR! You dismiss the rejection by saying that it's primarily as a theater actor one gets educated, and you want to be a film actor. You know it's not entirely true, and you still want to be accepted, but a little white lie to oneself has never hurt anyone. What you don't know is that unfortunately, it won't be the last rejection you get.

After the rejection and a wild night out in town with Sarah and other friends, you decide to focus more on getting roles in films, but as soon as the hangover subsides, you quickly realize that it's easier said than done. You go from one audition to another and get rejection after rejection. You gradually lower your standards and you get your first role! In a 3-minute comedy film made by a group of students from second last year in high school.

You quickly become known as the one who is always in high school films because you are actually quite funny even though it's not always entirely

voluntary. Damn that eye-hand coordination. However, you actually manage to build up a small fan base of high school filmmakers. It goes on for a few years and if you already felt old compared to the film students, it's nothing compared to now.

You managed to advance to a short film that is used to apply for film school, which is a plus, even though it's the same people who made high school films with you.

After the sixth rejection from theater school, you sit staring blankly into space in your room, while Sarah doesn't know whether to comfort or encourage you, let alone how.

After several days of lying in your bed, the phone rings. You almost don't feel like answering it. Besides, it's an unknown number. You still choose to answer the phone.

You have now landed your first real film role. On a real film set with adult film professionals. In a professionally made film, or compared to the other films you've been in. You can barely contain your excitement and amazement at being a part of it. Unfortunately, the rejections from theater school are still weighing on you, so you hope the others don't think poorly of you. But for fuck's sake. You've fucking landed a film role.

There's just one problem. It's a horror movie. And you hate horror movies.

The others

A group with widely different experiences, dreams and egos, which creates both friction and magical moments. They struggle to reconcile ambitions, insecurities and artistic differences under Denise's chaotic leadership. Their collaboration is often marked by misunderstandings, jealousy and petty power struggles, but also by laughter, learning and a genuine passion for film. When the camera rolls, their conflicts are transformed into chemistry - and that is where the film comes alive.

Bjørn (plays Henry) - An old experienced actor, but you haven't seen anything he's been in. You respect him more than you'd ever say aloud. His notes are condescending, but they come from a place of care. You hate how much you want his approval, and when he finally gives that small, wordless nod, it feels like winning something important.

Kristian (plays Boris) - He is not a particularly good actor. Maybe you can teach him a bit. He knows a lot about film though. He's sweet, clumsy, and honest - a rare thing here. You tell him things you wouldn't tell the others, but sometimes he's a bit boring and then he's suddenly being the complete opposite of nice. As if he tries to be something he isn't. Though mostly when he looks at you, it's not as competition or desire, but recognition. He makes the chaos bearable.

Jesper (plays Peter) - A promising young actor. He'll probably become something, though he doesn't leave much room for you and the others. You flirted once, mostly for the fun of it. He thought it meant more, and when you laughed it off, you saw the crack in his armor. Since then, you often are able to make him do what you want.

Laura (plays Susan) - You would have liked her role. It suits you better. And she doesn't play that well either. But technically in front of the camera, she knows what she's doing. Maybe you could learn something from her. Your compliments to each other could cut glass, but when things fall apart, you're always on the same side. She knows exactly what it's like to smile through being underestimated.

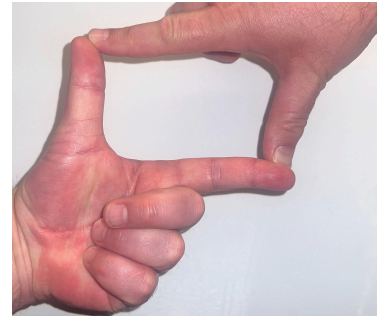
Denise Fehmerling (director) - She has the wildest ideas all the time. You feel you almost can't keep up with her.

Cheat sheet

How to play the acts

First act - The film is being shot

- A player who did not choose the previous scene chooses a scene (or takes it from the Upcoming scenes area)
 - The player reads the scene aloud or explains it in their own words
 - "Ready on set!"
 - The player states Denise's current focus point
 - The player can ask the game master to be the camera operator or can do it themselves (see picture) if and when there needs to be a camera
 - If and when the game master is not the camera, the game master can be props and special effects
 - The scene begins with Denise explaining what will happen in the scene, how it will end, and what she wants from the scene.
 - Denise chooses which characters are in the scene
 - Players with characters that were not chosen can choose to have the actors try to get their characters into the scene, either to Denise's great delight or dismay
 - The player playing Denise may play her actor in the scene if it is important to the scene, but this should be avoided as far as possible
 - The scene ends when Denise shouts "cut" AND is satisfied, or when the production manager stops it
 - The game master marks the focus point on the scene card and it is added to the other "Ready on set!" scenes.
 - "I am in my trailer!"
 - The player chooses which actor(s) will start in the scene
 - Other actors may enter later
 - The player can choose a player or the game master to play Denise
 - The player chooses when the scene takes place chronologically in relation to the already played "I am my trailer!" scenes
 - The player chooses how the scene should end if it does not already have an ending
 - Play the scene
 - The scene ends when the scene reaches its end or when the production manager stops it
 - The scene card is moved to the "I am my trailer!" timeline so that it fits chronologically with the player's choice
- The scenes can be selected on a running basis and are placed in the "Upcoming scenes" area and played in the order in which they were selected. The scene must still not be the previous player's scene
 - If agreed, the players can swap the order around as they wish



Act II - Editing

- All the "I'm in my trailer" scenes played must be put in order so that they form the plot of the film
 - As Denise, the players must agree on which scenes to use and in what order
 - If they cannot agree, each player has a Veto Card that they can use on a scene with their focus point
 - Once they have agreed on the order, the editing is locked and cannot be changed
 - The film's plot is retold and any gaps between each scene are "filled in" very briefly by the player whose focus point belongs to the next scene.

Act III - The premiere on the red carpet

- The players must interview each other as actors and journalists
 - The players each receive a press card stating which media outlet they belong to and which actors the journalist has to interview
 - The journalist may ask one question to two or three actors (three questions in total, as an actor may be asked twice)
 - The journalist asks all three questions before the next journalist
 - However, a journalist may interrupt with a follow up question and thus use one of their questions if the actor is on the journalist's list
 - Once all 15 questions have been asked, journalists and actors may ask and answer questions as much as they wish. However, this is limited to a maximum of 10-15 seconds.

Laura Spanning

[Laʊkə Spænnɪŋ / 'laʊ_kə 'sbænnɪŋ]

You play the movie character Susan

Laura in short: An experienced extra who has finally landed a role with lines and sees the film as her big chance. She is used to observing professionals, but overestimates her own talent and underestimates her co-stars. Ambitious and self-aware, she strives for perfection, especially in front of the camera. Her confidence masks a deep longing to be taken seriously.

Acting band

Gold: 30%

White: 55%

Red: 15%

"If you stand over there among the others," the coordinator says. Laura reluctantly moves over to the group of people in the beautiful rococo costumes that she herself is also wearing. She looks over at the camera and tries to calculate its shooting angle so she can position herself optimally in relation to it. She positions herself in front of a young couple as it seems the camera will be filming in that direction. The coordinator comes over and looks at how people are standing, and after a moment and without many words, she pulls the young couple in front of Laura. The coordinator nods in satisfaction and goes back again. A few minutes later, the words sound: "And action!"

The shooting for the big party scene in the grand costume drama "The Fall of the Queen" begins. And as Laura and the others have been instructed, they are supposed to mingle and toast with each other without saying anything, but with mouth movements.

Laura keeps an eye on where the camera is moving so she knows where it is filming. "And cut!" yells the director, "Let's do it again. You did well." The coordinator asks people to get back into positions again. This time Laura knows where the camera is filming and can move around so she is constantly in the camera's view.

Everyone stands ready in their positions, waiting for the director to start filming. The coordinator comes over to Laura and asks if she can go over to the table and then to the mirror to toast with the countess when the shooting starts. Laura immediately sees that it is exactly where the camera is going to film. She is about to shout "YES, OF COURSE!", but manages to control herself and just nods in acceptance.

The director prepares to start filming when the production manager comes over and says something to the director. The director sighs, "Yes, we won't get any further today. Thank you all for your efforts."

You have been in countless movies as an extra. You have no idea how many movies you have been in. But it's over 50. It's both small amateur films and big expensive productions.

It's almost a lifestyle to be an extra and there are many recurring extras, so you know many of them by their first names. But while it's mostly a pleasant pastime for many of the others, especially all those who are enjoying their retirement, you do it for a completely different reason. You do it to be discovered so you can get a role in a movie. Although most people just enjoy being extras, you are not the only one with your objective. And the competition is tough among those of you who try this way to a film career. You smile politely at each other, but you are almost mortal enemies.

To help your career, you have taken various modeling courses so you know how to behave in front of a camera.

It has resulted in a few modeling jobs, which is fine, but anyone can look good. It's not difficult. It's playing a role that requires talent. You just don't have time to educate yourself as an actor. You have to be a film actor now!

You have finally managed to get a role with lines. Although it is a relatively large role, you are not sure it is your favorite role. It's as if they took the hot girl and made her less pretty, just to make her take the glasses off at some point, and then she suddenly looks hot. It's a bit too cliché. It's probably because it's not a movie with the biggest budget that more wasn't spent on the characters. To make it a little worse, your role is a bit of a comic relief, and humor is not your strong side..

But it's your first movie and with your experience on set as an extra, you're capable of playing this role perfectly. And any other role for that matter. So you'll probably get another role in another movie after this one.

The Others

A group with widely different experiences, dreams and egos, which creates both friction and magical moments. They struggle to reconcile ambitions, insecurities and artistic differences under Denise's chaotic leadership. Their collaboration is often marked by misunderstandings, jealousy and petty power struggles, but also by laughter, learning and a genuine passion for film. When the camera rolls, their conflicts are transformed into chemistry - and that is where the film comes alive.

Sidsel (plays Jessica) - She seems pretty talented. Maybe a little more talented than you, but you have the looks going for you in comparison to her. You would fit better in the role of Jessica, because Sidsel seems to be a little too insecure for that role. Is it too late to switch? She reminds you of who you were before you learned to hide ambition behind charm. You compete because you care. Beneath the tension, there's warmth - the kind that comes from mutual fear and mutual respect. When she defended you, you felt both grateful and guilty.

Bjørn (plays Henry) - Now, this is an actor of quality - the legend, the charisma, the tragic eyes. You've probably seen all of his movies, even though the latest one is 10 years old? But he's good. You're a little starstruck. He should have won the Robert instead of Nikolaj Coster-Waldau years ago. But then you saw the man behind it: proud, brittle, afraid. Sometimes you shouldn't meet your heroes.

Kristian (plays Boris) - He's a nice guy, but damn, he's a bit of a goof. He's so eager to please it's almost endearing. You rely on him more than you should - to help, to listen, to flatter. But when he finally refused, something shifted. For the first time, you saw him as more than a helper - he was an equal. If only he could deliver his lines without laughing. And what is it with all those facts he knows?

Jesper (plays Peter) - You'd like to make a movie with him again. He's got some talent, though you can't really stop thinking that you make him shine more than you should. When the camera is on you both crave attention like oxygen, and you use each other to breathe, but it's like he uses you more. Which would be fine, he just needs to learn to be a little more humble, especially when the cameras are off.

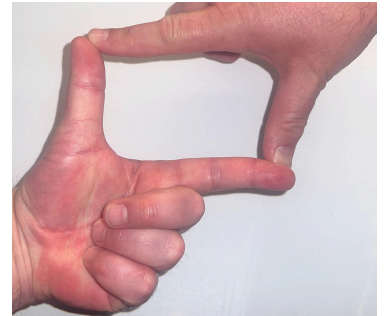
Denise Fehmerling (director) - You've seen many actors work on their roles, so you're not entirely sure if her way of working on the roles is the best. But other than that, she seems very confident.

Cheat sheet

How to play the acts

First act - The film is being shot

- A player who did not choose the previous scene chooses a scene (or takes it from the Upcoming scenes area)
 - The player reads the scene aloud or explains it in their own words
 - "Ready on set!"
 - The player states Denise's current focus point
 - The player can ask the game master to be the camera operator or can do it themselves (see picture) if and when there needs to be a camera
 - If and when the game master is not the camera, the game master can be props and special effects
 - The scene begins with Denise explaining what will happen in the scene, how it will end, and what she wants from the scene.
 - Denise chooses which characters are in the scene
 - Players with characters that were not chosen can choose to have the actors try to get their characters into the scene, either to Denise's great delight or dismay
 - The player playing Denise may play her actor in the scene if it is important to the scene, but this should be avoided as far as possible
 - The scene ends when Denise shouts "cut" AND is satisfied, or when the production manager stops it
 - The game master marks the focus point on the scene card and it is added to the other "Ready on set!" scenes.
 - "I am in my trailer!"
 - The player chooses which actor(s) will start in the scene
 - Other actors may enter later
 - The player can choose a player or the game master to play Denise
 - The player chooses when the scene takes place chronologically in relation to the already played "I am my trailer!" scenes
 - The player chooses how the scene should end if it does not already have an ending
 - Play the scene
 - The scene ends when the scene reaches its end or when the production manager stops it
 - The scene card is moved to the "I am my trailer!" timeline so that it fits chronologically with the player's choice
- The scenes can be selected on a running basis and are placed in the "Upcoming scenes" area and played in the order in which they were selected. The scene must still not be the previous player's scene
 - If agreed, the players can swap the order around as they wish



Act II - Editing

- All the "I'm in my trailer" scenes played must be put in order so that they form the plot of the film
 - As Denise, the players must agree on which scenes to use and in what order
 - If they cannot agree, each player has a Veto Card that they can use on a scene with their focus point
 - Once they have agreed on the order, the editing is locked and cannot be changed
 - The film's plot is retold and any gaps between each scene are "filled in" very briefly by the player whose focus point belongs to the next scene.

Act III - The premiere on the red carpet

- The players must interview each other as actors and journalists
 - The players each receive a press card stating which media outlet they belong to and which actors the journalist has to interview
 - The journalist may ask one question to two or three actors (three questions in total, as an actor may be asked twice)
 - The journalist asks all three questions before the next journalist
 - However, a journalist may interrupt with a follow up question and thus use one of their questions if the actor is on the journalist's list
 - Once all 15 questions have been asked, journalists and actors may ask and answer questions as much as they wish. However, this is limited to a maximum of 10-15 seconds.

Denise Fehmerling

Denise is the younger sister of the famous theater director Edward Fehmerling and has always stood in his shadow. She is really tired of it because she believes she is much more talented than him.

Denise loves splatter/horror movies and can't understand why these films are not more popular. She has made it her mission to get people to love these movies.

Denise generally loves movies and not just splatter/horror movies, although they are probably closest to her heart. She has seen many films of all genres and loves all the different ways to make movies. So she has this idea that if you mix all genres and ways of making movies and make a horror movie, then everyone must like it.

And that's Denise's problem. She can easily come up with good ideas, but she can't create coherence between them and mixes things that cannot be mixed.

She is convinced that if you mix horror, drama, comedy, and romance with art, you can make the perfect movie.

Denise has played a lot of role-playing games, especially Call of Cthulhu, and the movie's plot is based on a role-playing scenario she once wrote, inspired by a ghost story about a haunted mansion. It doesn't have much to do with CoC, but never mind.

Just like in role-playing games where much is improvised, she wants to make the movie partially improvised, as she has seen the great master directors getting lots of awards for.

That means she has a fixed story and some scenes, but more or less all dialogue should be improvised, which may also mean that some of the fixed story may be broken. It will only make the story more present. Whether the film should be told linearly or with flashbacks, she will have to figure it out in the editing room. To make the film a little cheaper, she has to edit the film herself. Which certainly doesn't bother her.

And then she has found the best actors for this film. They will have a glorious future after this movie. They are both young new talents and old character actors. There is no better cast, if you ask Denise.

With her role-playing background, she has found the perfect way to get her actors to get the most out of their roles and has therefore created backgrounds and character sheets with stats for the roles (though she has never been good at systems, so she has more or less just written random numbers on the character sheets) so the actors can better get to know their roles. Therefore, she also sees the roles as player characters rather than film characters. As part of the process, Denise has asked the actors to keep the background stories secret until it fits in a scene to reveal it.

This unique way of blending film and role-playing, will make it certain that the film can only be a hit.

If others look at the film, they will quickly see that the film does not make any sense in any way, at least not the version that exists on paper right now. But who knows what can happen on set and in the editing room.

In other words, she is quite blind to her own limitations and mistakes. On the other hand, she can sound very convincing when talking about her ideas.

She has a strained relationship with the production manager who is constantly on her so she doesn't go over time and budget. So as long as the production manager doesn't show up on set with his raised finger, everything is fine.

Description of the movie characters

Henry (played by Bjørn) - Henry is the all-knowing professor who gives good advice on the occult

Boris (played by Kristian) - Boris is the typical big guy who handles the physical, but who has a warm heart

Jessica (played by Sidsel) - Jessica is the brave and self-confident one the others look up to

Peter (played by Jesper) - Peter is the nervous but smart detective.

Susan (played by Laura) - Susan is the funny nerd.

Fritz (played by someone whose name Denise has already forgotten) - Fritz is Denise's caricature of the male cultural elite and probably also of her older brother.

Plot of the movie

The six main characters wake up in a basement and are either chained to the wall or the floor. Suddenly, water rushes into the basement, slowly filling it up. However, the main characters manage to escape at the last moment. They end up on a field in a hideous rain weather, where they see a mansion illuminated by lightning in the sky. They seek shelter in the mansion, but the large main door slams shut behind them and they cannot get out. It quickly becomes clear that something is very wrong. Things in the house come to life, and one of the characters is beheaded by a living suit of armor. The remaining characters have to defend themselves and escape. The attacks subside, and they have time to investigate the house. They find out that a demon has possessed the house, and they have to try to exorcise it. In the attempt, one of the characters becomes possessed, and a fire breaks out in the house. They realize that the only way to escape is by using a rocket in the attic. However, there is not enough space for everyone, so some sacrifice themselves, and some are killed by the others.

Just as the last ones are about to escape, they find out that it was all hidden cameras and special effects, and no one has died. As the film ends and the people leave the film set, the director looks mischievously into the camera with a smile on her lips and shrugs. Because... was it just only a movie?

Focus point

Horror

It should be scary and bloody! There's nothing better than shocks and bloody effects. The audience should be scared and preferably scream and crush their neighbor's hand in fear. A lurking horror is also good, but there should be some pay off.

Expressions often used on a film set

1. **"Action!"** - means it's time to start filming
2. **"Cut!"** - means the recording has stopped
3. **"Rolling!"** - means the camera has started recording
4. **"Sound speed!"** - confirms that the sound is set to the correct speed
5. **"Background action!"** - instructs the actors in the background to start their action
6. **"Mark it!"** - instructs the actor to mark their position, so they can start from there in the next take
7. **"Reset!"** - means all actors and personnel on set need to return to their original positions
8. **"Check the gate!"** - means someone needs to check the camera gate to make sure it's open and not damaged
9. **"Quiet on the set!"** - asks everyone to be quiet so the recording can take place without disturbances
10. **"Lights, camera, action!"** - a traditional way to start recording that reminds everyone that the lights are on, the camera is ready, and it's time to start the action.
11. **"We'll fix it in post!"** - an expression used when something needs to be done in post-production because it can't be done on set or there's no time to redo it.
12. **"It's a wrap!"** - when the last planned shot of the entire movie is done and it's time to celebrate. Additional footage also called pick up scenes can be filmed later.

Denise Fehmerling

Denise is the younger sister of the famous theater director Edward Fehmerling and has always stood in his shadow. She is really tired of it because she believes she is much more talented than him.

Denise loves splatter/horror movies and can't understand why these films are not more popular. She has made it her mission to get people to love these movies.

Denise generally loves movies and not just splatter/horror movies, although they are probably closest to her heart. She has seen many films of all genres and loves all the different ways to make movies. So she has this idea that if you mix all genres and ways of making movies and make a horror movie, then everyone must like it.

And that's Denise's problem. She can easily come up with good ideas, but she can't create coherence between them and mixes things that cannot be mixed.

She is convinced that if you mix horror, drama, comedy, and romance with art, you can make the perfect movie.

Denise has played a lot of role-playing games, especially Call of Cthulhu, and the movie's plot is based on a role-playing scenario she once wrote, inspired by a ghost story about a haunted mansion. It doesn't have much to do with CoC, but never mind.

Just like in role-playing games where much is improvised, she wants to make the movie partially improvised, as she has seen the great master directors getting lots of awards for.

That means she has a fixed story and some scenes, but more or less all dialogue should be improvised, which may also mean that some of the fixed story may be broken. It will only make the story more present. Whether the film should be told linearly or with flashbacks, she will have to figure it out in the editing room. To make the film a little cheaper, she has to edit the film herself. Which certainly doesn't bother her.

And then she has found the best actors for this film. They will have a glorious future after this movie. They are both young new talents and old character actors. There is no better cast, if you ask Denise.

With her role-playing background, she has found the perfect way to get her actors to get the most out of their roles and has therefore created backgrounds and character sheets with stats for the roles (though she has never been good at systems, so she has more or less just written random numbers on the character sheets) so the actors can better get to know their roles. Therefore, she also sees the roles as player characters rather than film characters. As part of the process, Denise has asked the actors to keep the background stories secret until it fits in a scene to reveal it.

This unique way of blending film and role-playing, will make it certain that the film can only be a hit.

If others look at the film, they will quickly see that the film does not make any sense in any way, at least not the version that exists on paper right now. But who knows what can happen on set and in the editing room.

In other words, she is quite blind to her own limitations and mistakes. On the other hand, she can sound very convincing when talking about her ideas.

She has a strained relationship with the production manager who is constantly on her so she doesn't go over time and budget. So as long as the production manager doesn't show up on set with his raised finger, everything is fine.

Description of the movie characters

Henry (played by Bjørn) - Henry is the all-knowing professor who gives good advice on the occult

Boris (played by Kristian) - Boris is the typical big guy who handles the physical, but who has a warm heart

Jessica (played by Sidsel) - Jessica is the brave and self-confident one the others look up to

Peter (played by Jesper) - Peter is the nervous but smart detective.

Susan (played by Laura) - Susan is the funny nerd.

Fritz (played by someone whose name Denise has already forgotten) - Fritz is Denise's caricature of the male cultural elite and probably also of her older brother.

Plot of the movie

The six main characters wake up in a basement and are either chained to the wall or the floor. Suddenly, water rushes into the basement, slowly filling it up. However, the main characters manage to escape at the last moment. They end up on a field in a hideous rain weather, where they see a mansion illuminated by lightning in the sky. They seek shelter in the mansion, but the large main door slams shut behind them and they cannot get out. It quickly becomes clear that something is very wrong. Things in the house come to life, and one of the characters is beheaded by a living suit of armor. The remaining characters have to defend themselves and escape. The attacks subside, and they have time to investigate the house. They find out that a demon has possessed the house, and they have to try to exorcise it. In the attempt, one of the characters becomes possessed, and a fire breaks out in the house. They realize that the only way to escape is by using a rocket in the attic. However, there is not enough space for everyone, so some sacrifice themselves, and some are killed by the others.

Just as the last ones are about to escape, they find out that it was all hidden cameras and special effects, and no one has died. As the film ends and the people leave the film set, the director looks mischievously into the camera with a smile on her lips and shrugs. Because... was it just only a movie?

Focus point

Drama

Strong emotions are the most important. The emotions should be completely out there and there should be drama. Nothing should be hidden. This is where actors can really shine through.

Expressions often used on a film set

1. **"Action!"** - means it's time to start filming
2. **"Cut!"** - means the recording has stopped
3. **"Rolling!"** - means the camera has started recording
4. **"Sound speed!"** - confirms that the sound is set to the correct speed
5. **"Background action!"** - instructs the actors in the background to start their action
6. **"Mark it!"** - instructs the actor to mark their position, so they can start from there in the next take
7. **"Reset!"** - means all actors and personnel on set need to return to their original positions
8. **"Check the gate!"** - means someone needs to check the camera gate to make sure it's open and not damaged
9. **"Quiet on the set!"** - asks everyone to be quiet so the recording can take place without disturbances
10. **"Lights, camera, action!"** - a traditional way to start recording that reminds everyone that the lights are on, the camera is ready, and it's time to start the action.
11. **"We'll fix it in post!"** - an expression used when something needs to be done in post-production because it can't be done on set or there's no time to redo it.
12. **"It's a wrap!"** - when the last planned shot of the entire movie is done and it's time to celebrate. Additional footage also called pick up scenes can be filmed later.

Denise Fehmerling

Denise is the younger sister of the famous theater director Edward Fehmerling and has always stood in his shadow. She is really tired of it because she believes she is much more talented than him.

Denise loves splatter/horror movies and can't understand why these films are not more popular. She has made it her mission to get people to love these movies.

Denise generally loves movies and not just splatter/horror movies, although they are probably closest to her heart. She has seen many films of all genres and loves all the different ways to make movies. So she has this idea that if you mix all genres and ways of making movies and make a horror movie, then everyone must like it.

And that's Denise's problem. She can easily come up with good ideas, but she can't create coherence between them and mixes things that cannot be mixed.

She is convinced that if you mix horror, drama, comedy, and romance with art, you can make the perfect movie.

Denise has played a lot of role-playing games, especially Call of Cthulhu, and the movie's plot is based on a role-playing scenario she once wrote, inspired by a ghost story about a haunted mansion. It doesn't have much to do with CoC, but never mind.

Just like in role-playing games where much is improvised, she wants to make the movie partially improvised, as she has seen the great master directors getting lots of awards for.

That means she has a fixed story and some scenes, but more or less all dialogue should be improvised, which may also mean that some of the fixed story may be broken. It will only make the story more present. Whether the film should be told linearly or with flashbacks, she will have to figure it out in the editing room. To make the film a little cheaper, she has to edit the film herself. Which certainly doesn't bother her.

And then she has found the best actors for this film. They will have a glorious future after this movie. They are both young new talents and old character actors. There is no better cast, if you ask Denise.

With her role-playing background, she has found the perfect way to get her actors to get the most out of their roles and has therefore created backgrounds and character sheets with stats for the roles (though she has never been good at systems, so she has more or less just written random numbers on the character sheets) so the actors can better get to know their roles. Therefore, she also sees the roles as player characters rather than film characters. As part of the process, Denise has asked the actors to keep the background stories secret until it fits in a scene to reveal it.

This unique way of blending film and role-playing, will make it certain that the film can only be a hit.

If others look at the film, they will quickly see that the film does not make any sense in any way, at least not the version that exists on paper right now. But who knows what can happen on set and in the editing room.

In other words, she is quite blind to her own limitations and mistakes. On the other hand, she can sound very convincing when talking about her ideas.

She has a strained relationship with the production manager who is constantly on her so she doesn't go over time and budget. So as long as the production manager doesn't show up on set with his raised finger, everything is fine.

Description of the movie characters

Henry (played by Bjørn) - Henry is the all-knowing professor who gives good advice on the occult

Boris (played by Kristian) - Boris is the typical big guy who handles the physical, but who has a warm heart

Jessica (played by Sidsel) - Jessica is the brave and self-confident one the others look up to

Peter (played by Jesper) - Peter is the nervous but smart detective.

Susan (played by Laura) - Susan is the funny nerd.

Fritz (played by someone whose name Denise has already forgotten) - Fritz is Denise's caricature of the male cultural elite and probably also of her older brother.

Plot of the movie

The six main characters wake up in a basement and are either chained to the wall or the floor. Suddenly, water rushes into the basement, slowly filling it up. However, the main characters manage to escape at the last moment. They end up on a field in a hideous rain weather, where they see a mansion illuminated by lightning in the sky. They seek shelter in the mansion, but the large main door slams shut behind them and they cannot get out. It quickly becomes clear that something is very wrong. Things in the house come to life, and one of the characters is beheaded by a living suit of armor. The remaining characters have to defend themselves and escape. The attacks subside, and they have time to investigate the house. They find out that a demon has possessed the house, and they have to try to exorcise it. In the attempt, one of the characters becomes possessed, and a fire breaks out in the house. They realize that the only way to escape is by using a rocket in the attic. However, there is not enough space for everyone, so some sacrifice themselves, and some are killed by the others.

Just as the last ones are about to escape, they find out that it was all hidden cameras and special effects, and no one has died. As the film ends and the people leave the film set, the director looks mischievously into the camera with a smile on her lips and shrugs. Because... was it just only a movie?

Focus point

Humor

You can't have a movie where people don't laugh. Whether it's sophisticated, slapstick or black humor, it doesn't matter. It just needs to bring out laughter. And the louder the laughter, the better. The best way to get actors to be funny is by making them have fun.

Expressions often used on a film set

1. **"Action!"** - means it's time to start filming
2. **"Cut!"** - means the recording has stopped
3. **"Rolling!"** - means the camera has started recording
4. **"Sound speed!"** - confirms that the sound is set to the correct speed
5. **"Background action!"** - instructs the actors in the background to start their action
6. **"Mark it!"** - instructs the actor to mark their position, so they can start from there in the next take
7. **"Reset!"** - means all actors and personnel on set need to return to their original positions
8. **"Check the gate!"** - means someone needs to check the camera gate to make sure it's open and not damaged
9. **"Quiet on the set!"** - asks everyone to be quiet so the recording can take place without disturbances
10. **"Lights, camera, action!"** - a traditional way to start recording that reminds everyone that the lights are on, the camera is ready, and it's time to start the action.
11. **"We'll fix it in post!"** - an expression used when something needs to be done in post-production because it can't be done on set or there's no time to redo it.
12. **"It's a wrap!"** - when the last planned shot of the entire movie is done and it's time to celebrate. Additional footage also called pick up scenes can be filmed later.

Denise Fehmerling

Denise is the younger sister of the famous theater director Edward Fehmerling and has always stood in his shadow. She is really tired of it because she believes she is much more talented than him.

Denise loves splatter/horror movies and can't understand why these films are not more popular. She has made it her mission to get people to love these movies.

Denise generally loves movies and not just splatter/horror movies, although they are probably closest to her heart. She has seen many films of all genres and loves all the different ways to make movies. So she has this idea that if you mix all genres and ways of making movies and make a horror movie, then everyone must like it.

And that's Denise's problem. She can easily come up with good ideas, but she can't create coherence between them and mixes things that cannot be mixed.

She is convinced that if you mix horror, drama, comedy, and romance with art, you can make the perfect movie.

Denise has played a lot of role-playing games, especially Call of Cthulhu, and the movie's plot is based on a role-playing scenario she once wrote, inspired by a ghost story about a haunted mansion. It doesn't have much to do with CoC, but never mind.

Just like in role-playing games where much is improvised, she wants to make the movie partially improvised, as she has seen the great master directors getting lots of awards for.

That means she has a fixed story and some scenes, but more or less all dialogue should be improvised, which may also mean that some of the fixed story may be broken. It will only make the story more present. Whether the film should be told linearly or with flashbacks, she will have to figure it out in the editing room. To make the film a little cheaper, she has to edit the film herself. Which certainly doesn't bother her.

And then she has found the best actors for this film. They will have a glorious future after this movie. They are both young new talents and old character actors. There is no better cast, if you ask Denise.

With her role-playing background, she has found the perfect way to get her actors to get the most out of their roles and has therefore created backgrounds and character sheets with stats for the roles (though she has never been good at systems, so she has more or less just written random numbers on the character sheets) so the actors can better get to know their roles. Therefore, she also sees the roles as player characters rather than film characters. As part of the process, Denise has asked the actors to keep the background stories secret until it fits in a scene to reveal it.

This unique way of blending film and role-playing, will make it certain that the film can only be a hit.

If others look at the film, they will quickly see that the film does not make any sense in any way, at least not the version that exists on paper right now. But who knows what can happen on set and in the editing room.

In other words, she is quite blind to her own limitations and mistakes. On the other hand, she can sound very convincing when talking about her ideas.

She has a strained relationship with the production manager who is constantly on her so she doesn't go over time and budget. So as long as the production manager doesn't show up on set with his raised finger, everything is fine.

Description of the movie characters

Henry (played by Bjørn) - Henry is the all-knowing professor who gives good advice on the occult

Boris (played by Kristian) - Boris is the typical big guy who handles the physical, but who has a warm heart

Jessica (played by Sidsel) - Jessica is the brave and self-confident one the others look up to

Peter (played by Jesper) - Peter is the nervous but smart detective.

Susan (played by Laura) - Susan is the funny nerd.

Fritz (played by someone whose name Denise has already forgotten) - Fritz is Denise's caricature of the male cultural elite and probably also of her older brother.

Plot of the movie

The six main characters wake up in a basement and are either chained to the wall or the floor. Suddenly, water rushes into the basement, slowly filling it up. However, the main characters manage to escape at the last moment. They end up on a field in a hideous rain weather, where they see a mansion illuminated by lightning in the sky. They seek shelter in the mansion, but the large main door slams shut behind them and they cannot get out. It quickly becomes clear that something is very wrong. Things in the house come to life, and one of the characters is beheaded by a living suit of armor. The remaining characters have to defend themselves and escape. The attacks subside, and they have time to investigate the house. They find out that a demon has possessed the house, and they have to try to exorcise it. In the attempt, one of the characters becomes possessed, and a fire breaks out in the house. They realize that the only way to escape is by using a rocket in the attic. However, there is not enough space for everyone, so some sacrifice themselves, and some are killed by the others.

Just as the last ones are about to escape, they find out that it was all hidden cameras and special effects, and no one has died. As the film ends and the people leave the film set, the director looks mischievously into the camera with a smile on her lips and shrugs. Because... was it just only a movie?

Focus point

Romance

Love and romance are the best. There's nothing more beautiful than hearts that break and heal again. Feelings that are not always reciprocated and jealousy belong in a true love story. And kisses. Lots of kisses! It can be sugary, sweet and sexy.

Expressions often used on a film set

1. **"Action!"** - means it's time to start filming
2. **"Cut!"** - means the recording has stopped
3. **"Rolling!"** - means the camera has started recording
4. **"Sound speed!"** - confirms that the sound is set to the correct speed
5. **"Background action!"** - instructs the actors in the background to start their action
6. **"Mark it!"** - instructs the actor to mark their position, so they can start from there in the next take
7. **"Reset!"** - means all actors and personnel on set need to return to their original positions
8. **"Check the gate!"** - means someone needs to check the camera gate to make sure it's open and not damaged
9. **"Quiet on the set!"** - asks everyone to be quiet so the recording can take place without disturbances
10. **"Lights, camera, action!"** - a traditional way to start recording that reminds everyone that the lights are on, the camera is ready, and it's time to start the action.
11. **"We'll fix it in post!"** - an expression used when something needs to be done in post-production because it can't be done on set or there's no time to redo it.
12. **"It's a wrap!"** - when the last planned shot of the entire movie is done and it's time to celebrate. Additional footage also called pick up scenes can be filmed later.

Denise Fehmerling

Denise is the younger sister of the famous theater director Edward Fehmerling and has always stood in his shadow. She is really tired of it because she believes she is much more talented than him.

Denise loves splatter/horror movies and can't understand why these films are not more popular. She has made it her mission to get people to love these movies.

Denise generally loves movies and not just splatter/horror movies, although they are probably closest to her heart. She has seen many films of all genres and loves all the different ways to make movies. So she has this idea that if you mix all genres and ways of making movies and make a horror movie, then everyone must like it.

And that's Denise's problem. She can easily come up with good ideas, but she can't create coherence between them and mixes things that cannot be mixed.

She is convinced that if you mix horror, drama, comedy, and romance with art, you can make the perfect movie.

Denise has played a lot of role-playing games, especially Call of Cthulhu, and the movie's plot is based on a role-playing scenario she once wrote, inspired by a ghost story about a haunted mansion. It doesn't have much to do with CoC, but never mind.

Just like in role-playing games where much is improvised, she wants to make the movie partially improvised, as she has seen the great master directors getting lots of awards for.

That means she has a fixed story and some scenes, but more or less all dialogue should be improvised, which may also mean that some of the fixed story may be broken. It will only make the story more present. Whether the film should be told linearly or with flashbacks, she will have to figure it out in the editing room. To make the film a little cheaper, she has to edit the film herself. Which certainly doesn't bother her.

And then she has found the best actors for this film. They will have a glorious future after this movie. They are both young new talents and old character actors. There is no better cast, if you ask Denise.

With her role-playing background, she has found the perfect way to get her actors to get the most out of their roles and has therefore created backgrounds and character sheets with stats for the roles (though she has never been good at systems, so she has more or less just written random numbers on the character sheets) so the actors can better get to know their roles. Therefore, she also sees the roles as player characters rather than film characters. As part of the process, Denise has asked the actors to keep the background stories secret until it fits in a scene to reveal it.

This unique way of blending film and role-playing, will make it certain that the film can only be a hit.

If others look at the film, they will quickly see that the film does not make any sense in any way, at least not the version that exists on paper right now. But who knows what can happen on set and in the editing room.

In other words, she is quite blind to her own limitations and mistakes. On the other hand, she can sound very convincing when talking about her ideas.

She has a strained relationship with the production manager who is constantly on her so she doesn't go over time and budget. So as long as the production manager doesn't show up on set with his raised finger, everything is fine.

Description of the movie characters

Henry (played by Bjørn) - Henry is the all-knowing professor who gives good advice on the occult

Boris (played by Kristian) - Boris is the typical big guy who handles the physical, but who has a warm heart

Jessica (played by Sidsel) - Jessica is the brave and self-confident one the others look up to

Peter (played by Jesper) - Peter is the nervous but smart detective.

Susan (played by Laura) - Susan is the funny nerd.

Fritz (played by someone whose name Denise has already forgotten) - Fritz is Denise's caricature of the male cultural elite and probably also of her older brother.

Plot of the movie

The six main characters wake up in a basement and are either chained to the wall or the floor. Suddenly, water rushes into the basement, slowly filling it up. However, the main characters manage to escape at the last moment. They end up on a field in a hideous rain weather, where they see a mansion illuminated by lightning in the sky. They seek shelter in the mansion, but the large main door slams shut behind them and they cannot get out. It quickly becomes clear that something is very wrong. Things in the house come to life, and one of the characters is beheaded by a living suit of armor. The remaining characters have to defend themselves and escape. The attacks subside, and they have time to investigate the house. They find out that a demon has possessed the house, and they have to try to exorcise it. In the attempt, one of the characters becomes possessed, and a fire breaks out in the house. They realize that the only way to escape is by using a rocket in the attic. However, there is not enough space for everyone, so some sacrifice themselves, and some are killed by the others.

Just as the last ones are about to escape, they find out that it was all hidden cameras and special effects, and no one has died. As the film ends and the people leave the film set, the director looks mischievously into the camera with a smile on her lips and shrugs. Because... was it just only a movie?

Focus point

Artistic/Psychedelic

It can never be weird enough. Characters changing into others, even genders, can happen. Incomprehensible dialogues and laws of physics being abolished. Symbols and metaphors that can be interpreted endlessly should just be plentiful. Lighting and skewed angles, and you're home with the Golden Palms.

Expressions often used on a film set

1. **"Action!"** - means it's time to start filming
2. **"Cut!"** - means the recording has stopped
3. **"Rolling!"** - means the camera has started recording
4. **"Sound speed!"** - confirms that the sound is set to the correct speed
5. **"Background action!"** - instructs the actors in the background to start their action
6. **"Mark it!"** - instructs the actor to mark their position, so they can start from there in the next take
7. **"Reset!"** - means all actors and personnel on set need to return to their original positions
8. **"Check the gate!"** - means someone needs to check the camera gate to make sure it's open and not damaged
9. **"Quiet on the set!"** - asks everyone to be quiet so the recording can take place without disturbances
10. **"Lights, camera, action!"** - a traditional way to start recording that reminds everyone that the lights are on, the camera is ready, and it's time to start the action.
11. **"We'll fix it in post!"** - an expression used when something needs to be done in post-production because it can't be done on set or there's no time to redo it.
12. **"It's a wrap!"** - when the last planned shot of the entire movie is done and it's time to celebrate. Additional footage also called pick up scenes can be filmed later.