

# Super Spooky Supernatural Cruise Party

A hack of Grant Howitt's Honey Heist

By Gregory Jones

The ship is almost ready to depart, you have all your bags packed and your ready for a month-long cruise through the Bermuda triangle with some friends. It's strange there are a lot of humans on this cruise, a lot of them are from the "Supernatural hunter's Foundation". Oh shit...., you just got what those word's really mean. This wouldn't be an issue if you weren't a fucking supernatural creature.

Super Spooky Cruise ship party is a game about supernatural friends on a cruise filled with humans trying not to get found out while still having fun.

## 1: Character Creation

Roll 4d6 to determine your descriptor, spooky type, power, and weakness.

Descriptor	Spooky Type	Power	Weakness
1. Bold	1.Vampire	1.Flight	1. Loud (Not stealthy)
2.Disgusting	2.Ghost/Spirit	2.Enchanced senses	2.Physically weak
3.Edgy/Cute	3. Werewolf	3.Enchanced Strength	3.Intense Bloodlust

4. Unholy/Holier than thou	4. Big Foot/Sasquatch/Abominable snowman	4. Genius level of Intelligence	4. Clumsy
5. Suave, Charming	5. Lizard person	5. Natural Camouflage	5. Easily Distracted
6. Nervous, suspicious	6. Zombie/Ghoul	6. Smooth Talker	6. Silver

Name your character and give them pronouns.

If you would like a hat roll for a hat!

Hat Table
1. A Top Hat
2. A Baseball cap
3. A Bucket Hat
4. A Ten-gallon Hat
5. A Tiny Bowler Hat
6. A Fedora

## 2. Stats

You have two stats; each stat begins with 4 points.

- Supernatural: Used for doing things that relate to your determined supernatural creature.
- Façade: Used to do anything to prevent you from being found out or any tasks a normal human would undertake.

## 3. Actions

When you act, and the outcome is in doubt, roll a 1D6. If it's equal to or under the relevant stat, it is a success. If you roll over the stat, it's a fail.

#### 4. Changing States

**Being Chased:** When you are being chased or are being actively looked for as a supernatural or otherworldly entity move one point from **Façade** into **Supernatural**

**One of the Humans:** When you are interacting normally with Humans and they are not only none the wiser about your true nature. But they either are loving you or hating you. Move one point from **Supernatural** to **Façade**.

You can voluntarily move a point from **Supernatural** to **Façade** if you drink or do another cruise ship activity with a group of humans. Participating with humans in a “normal” capacity without suspicion.

You can voluntarily move a point from **Façade** to **Supernatural** if you eat, scare, or throw overboard a human. Generally making life harder/weirder for the human passengers and crew.

#### 5. The End

If your **Façade** stat ever reaches 8, you become the lie you tell. You are embraced by the entire ship crew and all. They consider you a pillar of this community on the sea. Or maybe you decide to come clean about you and your companions supernatural nature.

If your **Supernatural** stat ever reaches over 8, you can't take the intricacies of the human world. You choose a small island in the Bermuda's and disappear from the ship. Or you go full slasher movie and begin killing everyone on the ship.

### **GM Set up – Optional**

Roll on the tables below to determine the setting and situation.

#### **Ship Captain**

1. Gerald Bowser, gruff and stern with a heart of gold
2. Sharon Tanner, mysterious, appears almost out of nowhere
3. Heather Oak, Strong and joyful, wears strange clothing
4. Frederick Silver, Business focused, overly friendly with guests
5. Valerie St. Claire, strict and cruel, suspicious of everyone
6. Jarko Farrakhan, paranoid, definitely not a Liard person

#### **Setting**

1. Large standard Cruise Ship
2. Repurposed aircraft carrier
3. Three large boats converted into one large ship, each boat can have it's own captain if you decide. The "ship" is owned by an enigmatic billionaire
4. Air Ship/Gigantic hot air balloon
5. A pirate run cruise ship, made of several "liberated" ships
6. A Ghost Ship

#### **Islands**

1. Barren wasteland, aside from a series of strange underground bunkers connecting the island in a series of tunnels. Are they abandoned? If not, what now occupies these tunnels and bunkers.

2. A Jungle paradise with strange fruits and creatures abound. Think Land of the Lost, Jumanji, Jurassic Park.
3. An inhabited island, full of previously shipwrecked survivors

### **Complications**

1. A Mermaid is on the ship and notices you, they drink a lot, and can't seem to keep a secret to themselves
2. You're pretty sure the captain suspects you of being supernatural. They call you in for a private meeting.
3. A pack of werewolves or a gobble of ghosts is causing trouble on the ship, this could lead to you being found out, perhaps more importantly this could lead to the cruise ending early!
4. A famous supernatural hunter is on this cruise / A reality TV show is being shot on the ship
5. Three ships are approaching the cruise ship, wait are they travelling on top of mists?
6. A storm is brewing, better talk to that storm sorcerer that's locked up under deck

### **Obstacles**

1. A group of rich teenagers on holiday have knowingly been making your life harder
2. A crewmember has been staring at you for awhile now. Could they know you're a supernatural? Or are they gazing for a different reason?
3. A snobby passenger on the ship attempts to change the way you dress and act.

4. Two kids on the ship know you are a supernatural and ask you long winded and increasingly infuriating personal questions about it
5. The first mate seems to hate you and goes out of the way to criticize your behavior and get you in trouble with the captain. The captain has largely ignored them so far, but that could soon change.
6. A childhood friend is on the ship and wants to catch up. Are they aware you are a supernatural creature? Are they a supernatural creature?

### **Items**

1. Handgun
2. Medical Kit
3. Bag of Goo
4. Wrench/Crowbar
5. Satellite Phone
6. Basket of Fruit and a bottle of wine
7. Tracking Device
8. Bookbag, filled w/ fire crackers
9. Potato Launcher
10. A witches Spell book
11. Creepy Doll
12. Jelly Bean Bomb

**Remember if a rule doesn't make sense or if your group doesn't like it then throw it out! The game is made to have fun as supernatural creatures on a cruise ship.**

**Do what works best for your group!**