

THE FLEXORCISTS

A Game by
Richard Kelly



THE FLEXORCISTS

Suplex the unseen.

Publishing, Writing, Design, Lead Editing, Layout - Richard Kelly

Additional Design - Josh Berkowitz-Geller, Ian Hamilton, James Zuger

Artwork - Hector Rodriguez (illustrations), Jonas Wittmann (cover)

Graphic Design - Jonas Wittmann

Playtesters - Josh Berkowitz-Geller, Ian Hamilton, James Zuger

Influences - Mob Psycho 100, the El Santo photo comics, Scooby-Doo On Zombie Island, The Adventures Of Dr. McNinja

Default Safety Tools - X-Card by John Stavropoulos (<http://tinyurl.com/x-card-rpg>)

Copyright 2020 - All contributing artists retain the rights to feature the art they contributed in portfolios, post it on social media, or sell it as prints, t-shirts, or other merchandise.

ISBN PDF - 978-1-7334972-7-5



The text of this work is licensed under a Creative Commons Attribution-NonCommercial 4.0 International License. You may create your own The Flexorcists stories, scenarios, art, and all other forms of game material and distribute them freely, provided your work includes this paragraph at the beginning, provided it gives credit to the team that created and published The Flexorcists, provided it is a non-commercial project, and provided any works that are made from your project follow the same restrictions.

Licenses to commercially publish your own The Flexorcists game materials are available on request.

Table Of Contents

The Promo.....	3
Earth, 20XX.....	5
What Is A Tabletop Roleplaying Game?.....	6
A Cautionary Note.....	6
Being A Player.....	7
Basic Game Mechanics.....	10
Phase 1: The Hook.....	10
The Job.....	10
Phase 2: The Arrival.....	13
Skill-Based Challenges.....	13
Opening Skirmishes.....	13
Announcer's Objectives During The Arrival.....	14
Continuing To The Ritual.....	14
Phase 3: The Ritual.....	15
Phase 4: The Beatdown.....	16
Beatdown Actions.....	16
Follow-Ups.....	16
Rolling With No Dice.....	17
Involving Your Skillset.....	17
Defeating The Paranormal Presence.....	17
Knuckling Under.....	18
Phase 5: The Resolution.....	19
Being The Announcer.....	20
Optional Rules: Blasting Entrance Themes.....	21
Contributors.....	22

The Promo

The house smelled of kudzu and rot.

None of this mattered to Father Rios, whose station wagon sat idling on the leaf-covered lot outside. Instead, he was climbing the stairs two at a time, praying, and trying not to notice the way the picture frames on the walls were rotating or the telltale drip-drip-drip of blood that fell from bulging pockets in the ceiling. His target was the second floor bedroom, which he could see even through the dimness of the unlit plantation house---as it was radiating a baleful red light.

Stopping at the landing only long enough to adjust his glasses, which perched birdlike on his sweat-stained but otherwise delicate features, Father Rios strode down the corridor while guttural laughter boomed through the halls and echoed off the eaves.

He was thin and bony, with a build that looked like it might fold over in a windstorm, but his spine was ramrod straight and tucked in his arms was a censer, a bible, a crucifix, and a vial of holy water.

The source of the laughter either didn't notice, or it didn't care.

At last, Father Rios stood outside the bedroom. A young girl lay within it, in the dark, her eyes staring at the ceiling.

"Ella-May," Father Rios called. "Your parents are worried. I'm here to bring you home."

He took a hesitant step forward. "They're not mad at you. Even if it seemed like you said those things, they know it wasn't you that was talking."

He took another step. "They miss you, and they just want you back."

The girl's head turned sharply, away from Father Rios. For a moment it looked like she was ashamed, but then her head kept turning, and turning, and turning despite the creaking of bones and gristle until it had rotated all the way back around. Ella-May's face was a taut mask, and nothing within its confines looked human.

"You came here to displace me, old man?" cackled a voice from behind the girl, from beneath the floorboards, from behind Father Rios's own back.

A drop of sweat rolled down the Father's face. Fumbling with his kit, he uncorked the vial, flipped open the bible, and readied the crucifix.

"I exorcise thee, unclean spirit, in the name of the Father, our Lord and judge---"

The ink in the bible bled and ran off the page. The holy water erupted in a plume of steam. The crucifix twisted and bent as the wood was wrenched backward on itself by an unseen hand.

The censer fell from Father Rios's hands and bounced along the floor, coming to a stop at the edge of the bed.

The house shook at its foundations, buffeted by cruel, arrogant laughter.

"You mean to repel me with rituals?" said the voice from the girl. "Oh, father. How quaint. Let me show you what you're dealing with."

Ella-May's body coughed in a way that was almost natural. Puzzlement and horror crossed her face, as if for the first time she was aware of her surroundings, and then a tide of pitch black smoke rushed out of her mouth and nose, filling the room.

All Father Rios could hear was the buzzing of flies.

Slowly, the smoke coalesced into a shape. The demon stood almost as high as the ceiling, goat horns scraping furrows in the plaster---but it was built broad as well as tall. Its body filled the bedroom with coarse fur and rippling musculature and the acrid scents of both prey and predator.

Father Rios took a step back through the door, and the demon casually tore a hole in the wall and strode into the hallway after him.

"Servant of the lamb," breathed the demon, "were you so ignorant that you didn't know what I was, or were you such a fool that you thought you could fight me still?"

Shrinking back from the beast, Father Rios pushed his tiny glasses all the way up his nose and steadied himself. "A fool I might be," he said, "but to banish you, all I had to do was convince you to manifest."

The demon snorted. "Have you abandoned your senses, father? I am still here. There has been no banishment."

"Not yet there hasn't," said Father Rios. "I'm counting on them for that."

"Them?" mouthed the demon, and behind its back someone cleared their throat.

The creature whirled to find two men and a woman, all in suits, all wearing neon leather masks.

The scrawniest of them, sporting a green mask with a stylized eagle on the left side, looked like he could crush a kettle between his thighs.

There was a long pause, and then the demon turned to face the camera. "Oh shi--" he said as the first flying thrust kick landed.

Earth, 20XX

It started in the late year 200X. Ghosts, demons, and other occult forces grew resistant to conventional exorcisms. Minor possessions, the kind that would previously have been resolved with a sprinkle of holy water and a few minutes of half-hearted praying, suddenly became multiple-hour-long, life-or-death ordeals.

Major possessions swallowed entire townships and broke holy men.

Worse, the unspoken rule that a possessing force had to operate only through the local environment became snapped and frayed.

Possessors could now manifest physically, and they were extremely swole.

Thus, the world entered a new age of banishments. Gone were the days when any reedy man could cast out a demon.

Fighting the supernatural was now a job for...

The Flexorcists.



What Is A Tabletop Roleplaying Game?

A tabletop roleplaying game is a social game in which the players tell a story---usually with each following the perspective of a single main character, and with the story elements changing based on specific game mechanics (and also sometimes the element of chance.)

Put another way, you get a couple friends together, grab some dice and some snacks, and then spend an hour or so cooperatively telling a story about pro-wrestlers bodyslamming Dracula.

To play this specific game, you'll need some pencils and paper, some ten-sided-dice (also called d10s), and between 1--4 friends.

You'll also need an **Announcer**.

The Announcer doesn't play one of the main characters. Instead, they're sort of like the director of a movie. Their role is to describe the game world to the players, explain how it changes based on their actions, and generally guide the group towards telling a story that's satisfying to everyone.

Everyone else who's not the Announcer will be a **player**. Players have a much simpler job. They take on the role of one of the principal characters in the story and then try to guide them to a satisfying conclusion.

In general, the game flows like this. The Announcer gives the players a situation, the players say how their characters react to it, the Announcer tells them how the situation changes, and gameplay goes on in that style until everyone agrees the story is at an end.

A Cautionary Note

Both the Announcer and the players are ultimately playing the same game for the same reason---they're here to have fun.

Therefore, whether you're the Announcer or one of the players, be respectful of the other human beings at the table with you. Don't do stuff to deliberately make anyone uncomfortable, and if you are making someone uncomfortable and they ask you to stop, stop. Flexorcists has a bit of an irreverent tone to it, but it's also comedy, and comedy's only interesting when you're punching up.

During play, if things are headed into territory that any player (or the Announcer) is worried about, anyone can **knock on the table** to signal that they're on edge.

Similarly, if the game veers into a subject that a player (or the Announcer) does not want to be confronted by, they can simply **hold up their hands in an X** or **hold up two crossed fingers** to signal it. When this happens, the subject is struck from the game, it didn't happen, and the story goes somewhere else. The player who struck the subject can explain why if they want to, but they are absolutely not required to either give an explanation or explain why they don't want to explain.

Being A Player

Being a player means taking control of one of the main characters in the story.

This means you get to be a Flexorcist.

However, not every Flexorcist is exactly alike, so you're going to need to make some decisions about what sets you apart from the other musclebound ghost-punchers.

First, let's talk about your **Stats**.

Every Flexorcist has three Stats: **Style, Faith, and Brawn**.

Style: Style is how cool you look. It's also used for tricks and techniques that involve some degree of lateral-thinking, such as backing up a dump truck full of garlic and emptying it onto Dracula, or winking and slipping on silver knuckle-dusters before punching the wolfman, or squeezing a cut lemon into the Lagoon Man's eyes.

Faith: Faith is how unshakeable you are in your purpose. Faith is not necessarily your observance of a particular religion, and you can have very high Faith even if the only thing you believe in is your own biceps. Faith is analogous to your perseverance, and it is used to determine how long you can go without Knuckling Under in a fight.

Brawn: Brawn is how shredded, ripped, chiseled, and otherwise made-of-meat your body is. It's used to put the hurt on monsters---and also maybe as part of your day job.

Gain 1 die in each Stat, then divide 4 dice freely between your Stats. When you're done, no Stat should be higher than 5 dice, and no Stat should be lower than 1 die.

Next, every Flexorcist gets a few **Skillsets**. Skillsets represent areas of particularly deep study---so a character that doesn't have Health, for example, will still know that exercise is good for you and germs can make you sick. However, they might not be able to diagnose or treat diseases with any more accuracy than an average person.

Unlike Stats, Flexorcists tend to have entirely different Skillsets from each other, but overlaps are possible and perfectly allowed. **Pick 2 Skillsets from the following list.**

- **Health:** Health is a person's wellness, as measured by diet, genetics, environmental risk factors, and behaviors. The Health Skill is used to pick out facts relating to a person's health, or to practice dietary science or medicine, or to deploy medical or fitness equipment and terminology as part of an exorcism.
- **Oratory:** Oratory is the art of speaking with conviction and convincing an audience to align with your stated views. The Oratory Skill is used to pick out facts related to speech in your environment, such as intentional deception or trickery. It is also used to deploy motivational speeches as part of an exorcism.
- **Religion:** Religion is a series of icons, philosophies, and rituals that give context to a belief system. The Religion Skill is used to pick out facts relating to those icons, philosophies, or rituals in your environment, or to deploy those icons, philosophies, or rituals as part of an exorcism.

- **Science:** Science is a methodology for exploring the truths of the world, often split into varying fields such as psychics, biology, and chemistry. The Science Skill is used to pick out facts in your environment relating to scientific apparatus or theories, to use scientific equipment or methods to gather and interpret data, or to deploy scientific apparatus or theories as part of an exorcism.
- **Vehicles:** Vehicles are machines made to transport objects or people. The Vehicles Skill is used to pick out facts relating to vehicles in your environment, to operate vehicles, or to deploy vehicles as part of an exorcism.
- **Weaponry:** Weapons are objects built to damage other objects or to inflict harm on animals or people. The Weaponry Skill is used to pick out facts relating to weapons in your environment (including farm equipment, kitchen utensils, and normal objects that can be weaponized), or to deploy weapons as part of an exorcism.
- **Woodcraft:** Woodcraft is a series of practices and received wisdoms that allow people to navigate natural spaces without danger. The Woodcraft Skill is used to pick out facts relating to survival and nature, or to deploy animals, natural compounds, or traps as part of an exorcism.

With your Skillsets and Stats assigned, we reach the last part of character creation: personalizing your character.

This consists of three parts: your Gimmick, your Signature Move, and your Entrance Theme.

Your **Gimmick** is what kind of person your character is. This can include a visual description ("he wears a jaguar pelt"), or a personality description ("he's cool and remote"), and it often also comes with a few sentences of background ("he performs in 80s-style workout videos and collects Norwegian Forest Cats.")

Your Gimmick must include at least one sentence explaining why you have decided to work part-time for the Flexorcist Talent Agency. The Flagency doesn't pay particularly well, and you are expected to provide your own supplies and transportation, but its work is both flexible and steady and it hires anyone who is willing to suplex a Dracula for sub-minimum wages.

Signature Moves are a little more abstract than Gimmicks, but every Flexorcist has one, whether they know it or not. After all, a Signature Move is the expression of a Flexorcist's soul.

If you're not sure what your Signature Move is, or if you crave the uncertainty that comes from leaving your soul's physical manifestation to the dice, roll on the tables below.

First Part, Roll 1d10:

1. Civilization's
2. The Man's
3. Superior
4. Blazing
5. Doomed
6. Rockstar
7. Grandmother's
8. Assassin's
9. Technical
10. Brutal

Second Part, Roll 1d10:

1. Diving Elbow Drop
2. Guillotine Leg Drop
3. High-Angle Senton Bomb
4. Diving Spear
5. Frog Splash
6. Diving Stomp
7. Spinning Heel Kick
8. DDT
9. Ropewalk Neckbreaker
10. Moonsault

Third Part, Roll 1d10:

1. Of Justice
2. Into The Grave
3. Finisher
4. Decoy
5. Obliteration
6. Cascade
7. Conquest
8. Retirement
9. Wedding
10. Promposal

Finally, your **Entrance Themes** is the music that plays when you walk into the ring (or when you kick down the door to the old barn where the Muscle Spider is hiding, or when you swim down to the lake bottom to fight Gator Man, or whenever you otherwise announce your presence in a big and showy fashion.)

Pick a song that you feel fits your character's style and ethos and make a note of it on your sheet. It won't do anything mechanically unless you're using the **[Blasting Entrance Themes]** rules at the end of the document, but the Announcer can still use your theme as color when you enter or take control of a scene.

Once you have your Entrance Theme, you're ready to play.

Basic Game Mechanics

Every job in The Flexorcists is divided into five phases.

These are The Hook, The Arrival, The Ritual, The Beatdown, and The Resolution.

Phase 1: The Hook

Every Flexorcists adventure starts in the hook phase, and always begins with a **call**. The call happens as a cold open, in (relative) silence from the players, as the Flexorcists' Talent Agency receives a message (either a phone call, or some other means of communication) from a panicking person who has been confronted with the occult.

The talent agent (who is controlled by the Announcer, like all non-player characters) says that they will send a team to take care of the issue right away, and then we **cut to the player characters** in whatever milieu the players think is the funniest or most appropriate. They might be working stacking pallets in a warehouse, or relaxing in a plastic kiddie pool during the height of the summer, or they might even be in the middle of a different Flexorcist job, elbow-dropping a ghost when their phones ring. As soon as one of the players picks up their phone, we roll the opening credits, and then we whip pan to---

The gang in transit, in whatever vehicle or vehicles suits them best (or, again, whatever the group agrees is the funniest). It's at this point that the Announcer explains what the job ahead of them is actually about, and this is the first place where the rules come in.

The Job

Every job has three components. The **Client**, the **Location**, and the **Paranormal Presence**.

The Announcer is free to make up their own clients, locations, and paranormal presences if they're comfortable with storytelling on the fly. Otherwise, roll on the following tables.

The Client is... (1d10)

1. The landowner.
2. A caretaker.
3. A child.
4. A passerby.
5. A reporter.
6. Law enforcement agents.
7. A reality show contestant.
8. A spirit.
9. The heir or heiress.
10. The Paranormal Presence itself.

The Location is... (1d10)

1. An old house.
2. A mine.
3. Deep in the swamp.
4. A government facility.
5. A thriving business.
6. On the water.
7. In orbit.
8. In the city.
9. In the countryside.
10. Flexorcist Convention 20XX.

The Paranormal Presence is... (1d10)

1. A ghost.
2. A demon.
3. A golem.
4. Fish/snake/eel people.
5. Beefy aliens.
6. Vampires.
7. Mummies.
8. A genetic hybrid (roll again twice, ignoring 8s, to figure out what it's a hybrid of.)
9. Lycanthropes.
10. A weird man in a costume (roll again to determine what the costume is, rerolling 10s. If you've already rolled an 8 and that sent you here, you've got a creature wearing a costume of a different creature. Roll again to see what the costume is. If you roll another 8 or a 10, what you've got is an endless succession of costumes of different creatures on top of costumes of different creatures with seemingly no person at the center of it.)

Announcers should also decide on a song that is associated with the Presence, if the [Blasting Entrance Themes] rules are being used.

Finally, before the players start poking all over the Location in hopes of randomly stumbling on information about what happened, roll secretly on the following tables to determine why the presence is active.

First Part, Roll 1d10

1. An ancient burial site.
2. A forbidden portal.
3. A forgotten tomb.
4. A mouldering film projector.
5. An imported artifact.
6. A covert ritual.
7. A clandestine order.
8. A government facility.
9. A holy place.
10. A bottomless chasm.

Second Part, Roll 1d10

1. Has been discovered.
2. Has been desecrated.
3. Is haunted AF.
4. Craves notice.
5. Hungers for high-protein, moderate fat, low carb dietary supplements.
6. Needs one more component for the ritual to be complete.
7. Does not tolerate trespassers.
8. Remembers a past slight.
9. Once belonged to ancient fitness beings, who have begun to reawaken.
10. Is infectious.

Once you've got your results and you've figured out how they fit together, give the players a few minutes to talk about what they expect to find at the Location, and as soon as someone says something that's sufficiently ominous, smash-cut to---



Phase 2: The Arrival

The Arrival starts with the player characters getting out of their vehicles. The Client may or may not be there to greet them, depending on what the Announcer thinks may have happened in the time in between the call and the player characters' arrival.

Either way, this scene gives the player characters some time to explore the Location, letting them poke around the environment and ask questions of the supporting cast.

This is the first time that their Skillsets come into play.

Any time a player announces that they are inspecting or interacting with something in the environment, if they have the right Skillset for the thing they are inspecting, the Announcer tells them any important clues it is hiding.

If they don't have the right Skillset for the thing they are inspecting, the Announcer is free to tell them any details that might be obvious, or to hint at any details that might be hidden, but they are otherwise not required to give the players a clear picture of what the thing they are looking at means.

Skill-Based Challenges

While exploring, **if a player attempts to do something particularly difficult** such as tracking a wolf on a rainy night, deciphering unfamiliar hieroglyphics, or drafting a complete dietary regimen using only the parts of a cactus, if they have the corresponding Skillset for the task, they succeed.

If the thing they're trying to do doesn't fall under the purview of one of their Skillsets, roll the dice. If the player succeeds, they overcome the obstacle. If they fail, their efforts complicate the situation and they get captured. The Announcer describes how.

Opening Skirmishes

If combat occurs during this phase (usually against a critter, groundskeeper, a terrified maid, or some other minor aspect of the Presence,) have the player who's the focus of the combat roll a Stat of their choice---gaining +1 die if they can think of a way to leverage one of their Skillsets to help. They succeed if at least one of their dice rolls a 7+.

Any player who fails a combat during this phase is briefly subdued and taken away by agents of the Presence, and must be found and rescued by the other Flexorcists.

Announcer's Objectives During The Arrival

The Announcer should use the Arrival phase to build atmosphere, but above all else their goal is not to keep the players from discovering what's going on. Rather the opposite, you want the players to find the Presence so that they can fight it.

Therefore, the Announcer should come up with clues or opportunities related to the players' Skillsets and backstories.

So if the players only have the Health Skillset, give them Health related clues until someone puts things together.

Continuing To The Ritual

Once the players have figured out what's going on at the Location (even if the Presence had to explain it to them after they were all captured,) the gang will need to conduct a ritual to stop the problem from getting worse.

Once it's narratively appropriate, move on to Phase 2: The Ritual.



Phase 3: The Ritual

Now that the player characters know what's wrong, they can work to confront it. Unfortunately, in order to tease out the evil at the heart of the Location, they'll need to perform a ritual to bring it properly into focus.

What the ritual entails is wholly up to the players, and it can be anything from formulating a retrovirus to turn all the fishpeople back to human, to hosting a cooking contest where everyone tries to make the skeleton soldiers' favorite horchata, to bringing a planchet into the darkest room of the house and conducting a seance.

The important part of this phase is that each player must determine how much of their own personal power they are committing to the ritual. **They do this by secretly setting aside some of the dice from their Stats.**

Secretly is the key word here.

No player is allowed to tell the other players how many dice they are setting aside, nor from which Stats, nor to discuss the overall strategy and theory of it.

Every player should simply note down somewhere on the back of their character sheet how many dice they are investing in the ritual, as well as which Stats they are taking them from.

Skill-Based Challenges and Opening Skirmishes probably shouldn't occur during this phase, but if they do, treat them the same as if they had happened during The Arrival. **Any dice that are set aside here can still be used for rolls until this phase ends.**

Once everyone has set aside their dice and the ritual has begun, the ritual angers the Paranormal Presence and it manifests fully to attack.



Phase 4: The Beatdown

Phase 4 is a fight between the Flexorcists and the Paranormal Presence.

During this Phase, players may not use any of the dice they gave up during The Ritual.

To begin the Beatdown, the Announcer lays out the circumstances and setting for the fight, and then going clockwise around the table from the Announcer each Flexorcist narrates how they are reacting.

During the Beatdown, gameplay is divided into **turns** and **rounds**. Every player may take one turn in any order, after which the current round ends and a new round begins.

The Beatdown lasts three rounds.

Beatdown Actions

During a player's turn, they may take one of the following four actions.

Lay Down The Smack: Roll Brawn. For each 7+ that is rolled, the Paranormal Presence loses 1 Staying Power.

Work The Crowd: Roll Style. For each 7+, bank +2 dice. When you have banked dice, you may spend them to add them to any roll---including to your friends' rolls---as long as you add them before the other dice have been rolled. Also you may not spend banked dice on Work The Crowd rolls. You can't just use hype to make more hype. There are treaties against that.

Raise The Stakes: Roll nothing. Throw rock-paper-scissors with the Presence. If you win, bank +3 dice and take another action. If you tie, no effect. If you lose, reduce your highest Stat by -1 for the rest of the phase (Announcer breaks ties.) You may only attempt to Raise The Stakes once per round.

Tag Out: Instead of taking an action, you can Tag Out. This causes your turn to end and lets the Announcer narrate the Presence doing something to regain control of the fight. You may not Follow-Up this action, but you do get to bank +1 die as if you had just Worked The Crowd.

Follow-Ups

Immediately after any Flexorcist performs an action in the beatdown, they may make a Follow-Up. Follow-Ups represent the Flexorcist working to retain control of the fight's momentum.

Follow-Up: Roll Faith. If there are no 7+ dice, Tag Out. Otherwise, reduce your Faith by -1 dice until the end of your turn, then take another action. You may not add banked dice to a Follow-Up roll more than once per round, as the crowd starts to get bored if one wrestler hogs the spotlight.

Rolling With No Dice

If a player ever has no dice to roll, they cannot roll. They must Tag Out instead.

If an effect would ever reduce a player's Stat below 0, the Stat simply is set to 0.

Involving Your Skillset

If a player narrates an action in a way that incorporates one of their Skillsets, they may add +1 die to their roll.

Players may involve one of their Skillsets in an action up to three times per turn.

Defeating The Paranormal Presence

In order for the players to win the fight, they have to defeat the Paranormal Presence.

To do this, **they need to reduce its Staying Power to zero.**

Staying Power is a measure of the Presence's commitment, resources, and maybe even audience support. Staying Power is what keeps it manifested, menacing, and participating in the fight.

To determine a Paranormal Presence's starting Staying Power, roll on the table below or pick a relevant adjective.

Paranormal Presence Boss Fight (roll 1d10)

1. **Icky.** Begins with Staying Power equal to (the number of players x 4)+1. Completely ignores the first Lay Down The Smack. Every third time Lay Down The Smack is used, reduce one player's Style by 1 until the end of The Beatdown.
2. **Precise.** Begins with Staying Power equal to (the number of players x 4)+2. Any time a player Works The Crowd, they must Follow-Up two times instead of just once and succeed both to avoid Tagging Out.
3. **Relentless.** Begins with Staying Power equal to (the number of players x 4)+3. Follow-Ups inflict -2 Faith dice instead of -1 on a success.
4. **Brutal.** Begins with Staying Power equal to (the number of players x 4)+4. Every 5 turns, reduce one player's Brawn dice by 1 until the end of the Beatdown.
5. **Hypnotic.** Begins with Staying Power equal to (the number of players x 4)+1. Follow-Ups require 8+ instead of 7+.
6. **Immovable.** Begins with Staying Power equal to (the number of players x 4)+2. Any roll of a Lay Down The Smack that includes at least one 1 cannot be Followed-Up.
7. **Charismatic.** Begins with Staying Power equal to (the number of players x 4)+3. Work The Crowd gets +1 die, but if a Flexorcist uses it and rolls at least one 1, they reduce their Faith by 1 for the rest of the Beatdown.
8. **Vengeful.** Begins with Staying Power equal to (the number of players x 4)+4. When defeated, roll 1d10. On a 6+, returns to life with 2 Staying Power.

9. **Towering.** Begins with Staying Power equal to (the number of players x 5)+1. Lay Down The Smack always scores one free success against the Presence.
10. **Cackling.** Begins with Staying Power equal to (the number of players x 6)+1. Work The Crowd adds +3 dice per 7+.

If the players successfully reduce the Paranormal Presence's Staying Power to 0 or below, move to Phase 5: Resolution.

Knuckling Under

The players have three rounds (one turn per player is a full round) to defeat the Presence. If they do not, it overwhelms them and they **Knuckle Under**.

When you Knuckle Under, you are out of the fight. This doesn't mean you're dead or even injured, just that you're exhausted, pinned, or otherwise unable to helpfully participate.

If the Flexorcists Knuckle Under, move immediately to Phase 5: Resolution.



Phase 5: The Resolution

Depending on how the players got here, they either all Knuckled Under or they defeated the Paranormal Presence.

If they all Knuckled Under, use the -1 dice entry on the following chart.

If they didn't Knuckle Under, reveal the number of dice that were set aside at the end of Phase 2. Tally them up, and then wrap up the story according to this metric:

- **-1 dice:** You are defeated. At the last second, the Presence's attention is distracted and you are able to slip away, but even as you escape you can see the consequences of your miscalculation spreading behind you.
- **0 dice:** You banish the Presence, but not as thoroughly as you would like. There are ripple effects that make life in the surrounding area quite a bit stranger. The Announcer explains what they are.
- **1 die per player:** The Presence is instantly obliterated. You leave the location, triumphant.
- **2 dice per player:** Not only is the Presence defeated, but each of you gets something cool out of the bargain. Each player narrates a short mid-credits epilogue for their character, showing off the cool new thing, and optionally the adventure ends with a freeze-frame on the cast jumping into the air and high-fiving.

Regardless of what happened, each Flexorcist gets a **spare die**, and all dice that were lost during The Ritual or Beatdown are returned to their respective Flexorcists.

Spare dice may be sacrificed in place of regular dice during the Ritual, and are lost forever once used.



Being The Announcer

Being the Announcer isn't too tough, especially if you've told collaborative stories before, but you do have to think on your feet.

When in doubt, narrate. Build atmosphere. A lot of this game isn't constrained by rules, giving you considerable freedom to follow the players wherever they want to take the story.

The sections that do have rules, however, are clearly spelled out.

Your ultimate goal is to assist the players in telling a sort of Hanna-Barbera-meets-stage-wrestling escapade where a bunch of larger-than-life weirdos punch Frankenstein's monster for near-minimum wage.

To that end, wacky comedy beats, ominous details, and overly-muscled wrangling are the things you should steer towards, whereas overly serious plotlines, genuine horror, and peacefully talking things out are the stuff you should steer away from.

When in doubt, show the Flexorcists the Presence, let it crow about its plans, and they'll do the rest.



Optional Rules: Blasting Entrance Themes

This is not a required rule, as blaring raucous music during gameplay may not be to your neighbors' tastes, but if you want to use your characters' Entrance Themes a little more actively, do this:

Any time a player dramatically enters a scene or otherwise announces that they are doing something the group agrees is thematic and cool, the player may attempt to will the universe into blaring their entrance music.

This is done by **making solemn eye contact with the Announcer and throwing rock-paper-scissors**. If that does not appeal to the group, the eye contact is optional. The rock-paper-scissors is not.

If the Announcer and the player tie, nothing happens and the player may not try to blare their theme again for the rest of the current Phase.

If the player wins, their Entrance Theme begins playing. While it plays, they get +1 die to all rolls.

If the Announcer wins, if the Paranormal Presence isn't present, treat this as a tie. Otherwise, the Paranormal Presence's theme begins playing. While it plays, all players get -1 (to a minimum of 0 dice) to their rolls.

All Entrance Themes stop when the music ends, when the scene ends, or when a different theme starts playing.

Troubleshooting Entrance Themes

If playing themes out loud is disruptive but you want to use this rule anyway, you can simply set a three minute timer instead of actually playing the themes. Otherwise, it is recommended that you crank the volume for the first couple seconds of an Entrance Theme, then scale it back down to background music as it continues playing.

If your whole group is strongly opposed to a particular song being used as someone's theme, or if one person expresses that they absolutely do not want to listen to it, that song may be played in the fiction, but the group doesn't have to play it out loud at the table.

Finally, if a player does something unhelpfully strategic---such as making their Entrance Theme Billie Jean on a seven hour loop until time has lost all meaning---**the Announcer is allowed to initiate the rock-paper-scissors as well**.

If the Announcer tries to blare the Presence's Theme and they fail or tie the rock-paper-scissors, they can't attempt it again for three minutes and they immediately lose 1 Staying Power if this is during Phase 4. On the other hand, if they succeed, any other theme that's playing stops and the Presence's theme begins.

Contributors

Richard Kelly (Writer, Editor, Designer) is a freelance writer and designer whose other credits include The Dawnline, Rod, Reel, & Fist, Wondrous Terrible, and Firefighter Sharks In Space.

Hector Rodriguez (Artist) is a Chilean artist whose work can be found at <https://haclif.artstation.com/> and @Haclif on Twitter

Jonas Wittmann (Artist, Graphic Design, Layout) is an artist and illustrator based in Dusseldorf, Germany. More of his work can be found at <https://jw-art.wixsite.com/jw-art> or on Twitter under @Cognoscor

