

GHOST BROS



Dude, I never believed in ghosts, until I saw one with my own eyes. I set out on a mission to capture ghosts on video. With just a couple of bros, best bro and tech bro, we travel to some of the most haunted locations on the planet, where we will spend an entire night, locked in from dusk until dawn. We are raw. We are extreme. We are Ghost Bros.

SKILLS

- **Voiceover:** Explain the history of a haunted location in voiceover. Roll the dice to establish historical facts or rumors about a location. On a high roll, you know what you're talking about. On a low roll, the GM introduces a stressful situation. You can spend Production Budget to improve a Voiceover roll.
- **Interview:** Interview a subject (played by the GM). Roll the dice when you ask your subject a question that they wish to lie about or avoid. On a high roll, your subject breaks down, spills the beans or gets real. On a low roll, you buy their baloney.
- **Equipment:** Record content and capture "evidence" using your equipment. Roll the dice to determine what kind of evidence you collect/capture/record. Remember: you are extreme! You need no weapons. On a high roll, bring back "amazing" footage and audio content. On a low roll, that piece of equipment or something else breaks down or fouls up. You can spend Production Budget to improve an Equipment roll. Whenever you acquire content, write down the die result next to it (1-6). Like "Infrared photo of a child's handprint (4)."
- **Exploration:** Navigate a haunted location in the dark without killing yourself. Roll the dice when exploring or investigating while in the haunted location. On a high roll, you successfully avoid bashing your head in, impaling yourself on a rusty pipe or falling through the floor. On a low roll, make a stress roll to resolve an inevitable medical situation.

PRODUCTION BUDGET

Instead of completing jobs and acquiring Franchise Dice, you're acquiring content for your dumb cable show. Each piece of content has a rating based on its dice result, from 1-6. At the end of a run, roll a die for each piece of content rated 5-6. If you roll a 5-6, gain +1 to your Production Budget. For content rated 3-4, don't do anything. For each piece of poor-quality content (rated 1-2), roll a die. If any of those die roll 1-2, lose a point of Production Budget. If your Production Budget ever drops below 0, your show is cancelled.

SPECIAL SCENES

- **Commercial Break:** Improvise an advertisement for a local or national sponsor and gain +1D6 Production Budget to spend on equipment, post-production work and incidentals.
- **Product Endorsement:** Describe a piece of new equipment given to you by a sponsor and acquire it without an equipment roll—but you must use it during the show and make it look good or it will be taken back and you may not get a replacement!