

Snare

By Jack

This is a highly derivative document based on the Powered by the Apocalypse system Monster of the Week. This is for personal use only.

The Premise

You don't know one another, but somehow, you ended up in this terrifying place. You might have clues, instructions, or each other. You might have nothing at all. You might be in a cabin, a warehouse, or a locked bathroom. You might be bound, chained in, or free to roam.

The only commonality is that you cannot shake the feeling that a malevolent, dark presence is watching you.

What you Need

You'll need your character sheet, your imagination, and two six-sided dice. (*Snare* uses the Powered by the Apocalypse system.) Each story is structured like a film, which can last one or more sessions depending on how much content is contained within the story.

Story arcs can be contained within single films or span multiple films. Characters you use can return in future films, assuming they survive. It is expected that most characters will die within the first film they appear in. If you want to play through multiple films, be prepared to make a new character for each one.

Before you Play

Unless stated otherwise, your characters won't know one another. *Snare* is based around the idea that a group of strangers end up in a horrifying situation, and must find a way to escape together. These classes are based on archetypes across horror and adventure films. Only one of each archetype can be present per film.

Characters in *Snare* can be anyone. The only requirement is that they are human. There is no magic nor mythical creatures in *Snare*.

Discuss with the other players which classes you might like to play. Keep in mind that your character may die during the film they appear in.

The Classes

- **The Final Girl:** You might seem ordinary, but there's something special about your ability to survive. Your character need not be the sole survivor, nor a girl.

Examples of this include Sally Hardesty in *Texas Chainsaw Massacre*, Ellen Ripley in *Alien*, and Laurie Strode in *Halloween*.

- **The Detective:** You're either a private investigator or a police detective.

Examples of this include Clarice Starling in *Silence of the Lambs*, Dale Cooper in *Twin Peaks*, and Scully and Mulder in *The X-Files*.

- **The Ordinary:** Your skills come from a part of your everyday life. You are average, and your talents are limited. That doesn't mean they won't come in handy, though.

Examples of this include Gabe Wilson in *Us*, Tallahassee in *Zombieland*, Tucker and Dale in *Tucker and Dale vs Evil*, and Bob Newby in *Stranger Things*.

- **The Professional:** You're a professional in a specific field of study or expertise. This is a large part of who you are, and perhaps part of the conflict that caused you to end up in this mess.

Examples include Damien Karras in *Exorcist*, Lawrence Gordon in *Saw*, and Josh in *Midsommar*.

- **The Aficionado:** You have a suspicious interest in terror, thrills, and spooky situations. Hopefully, your genre-aware nature will be useful.

Examples include Lydia Deetz in *Beetlejuice*, Specs and Tucker in *Insidious*, Eleanor Bonnevill in *Jigsaw*, and Bill Hudley in *House of 1000 Corpses*.

- **The Weasel:** You've done something wrong. Perhaps you even broke the law. You have something to hide. Maybe you're just a pathetic person.

Examples include Marty in *Cabin in the Woods*, Ash in *Alien*, and Adam Stanheight in *Saw*.

Before you Create your Character

You must roll dice to determine what happens in the film. You don't need to roll dice for basic things anyone can do, but you must roll dice for things that are possible to fail at.

In *Snare*, you roll your two six-sided dice, add that number together, and add on the relevant skill bonus, or *stat*. The DM determines what happens based on that number.

Generally speaking:

10+ You succeed.

7-9 You will receive a worse outcome, a hard choice, or a price.

0-6 You fail.

Skills

These are your skills that describe how good or bad you are at things. These ratings will add to or subtract from your rolls. They are also sometimes referred to as *stats* on character sheets.

Strength is how tough and strong you are. It is usually added to your dice roll for fighting, moving large objects, and lifting things.

Agility is how fast and dextrous you are. It is usually added to your dice roll for running, jumping, and dodging.

Charisma is how pleasant and personable you are. It is usually added to your dice roll for talking, persuading, and flirting.

Intelligence is how sharp and observant you are. It is usually added to your dice roll for investigating, planning, and searching.

Moxie is how much willpower and gumption you have. It is usually added to your dice roll for protecting others, making leaps of faith, and grand acts of bravery.

It's best practice to describe what your character does, and then allow the DM to tell you what you would roll. For example, you can say "I attempt to jump onto the moving train!" which the DM can respond with "Roll for Agility, please." Some cases are clear cut, and others aren't. This is up to DM discretion.

Stats range from -1 to +4

- -1 is bad
- 0 is average
- +1 is good
- +2 is really good
- +3 is phenomenal
- +4 is uncannily skilled

Moves

Moves are class-specific mechanics that give you skill bonuses, award **Fate**, and allow you to engage with *Snare* in new ways. You will choose the **Moves** you use for your class when creating your character.

Fate

While the DM always has the final say when it comes to narrative, both you and the DM can gain points called **Fate**. **Fate** is a stackable type of point that can be used to add or subtract from rolls. The **Move** or mechanic that awarded you **Fate** will specify how and where the **Fate** can be used.

Generally speaking, **Fate** can only be used on your **own** rolls, unless stated otherwise. When the DM is awarded **Fate** by a mechanic, those points can only be used against the player whose mechanic provided the **Fate**, unless stated otherwise

Helping Others

You can choose to help another player with any task that requires a roll. When your character helps their character, they may add 1 to their roll. Your character must help their character in a way that is possible, and can be justified within the narrative of the film.

Armor & Weapons

Your armor rating reduces the **damage** caused to you. Each point of armor subtracts from damage dealt to you. 1 Armor means that if something does 2 **damage** to you, you will only lose 1 **health point (HP)**.

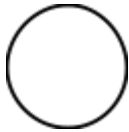
If you use an improvised weapon, it will have a **damage** rating assigned to it to indicate how much **damage** it causes. Since *Snare* is not a combat-focused game, any weapons you wish to start with will be discussed with the DM before the film.

Leveling Up

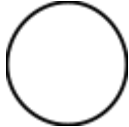
If your character survives a film, they will level up. Please refer to the level up choices available on the character sheet. Leveling up implies that your character will be used in another film. They do not have to be used in contiguous films. Leveling up often comes with more narrative involvement in the film, more discussion with the DM, and opportunities to influence the events of the film. You may only level up each character once.

The Final Girl

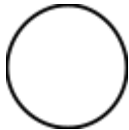
The sole survivor is a bittersweet destiny.



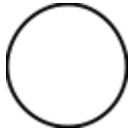
Strength



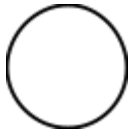
Agility



Charisma



Intelligence

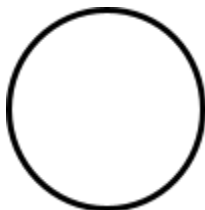


Moxie

HP

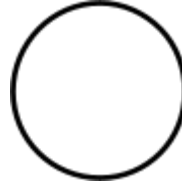


Fate



Name:

Armor



Moves

You get these two moves:

The Shape Cometh: At the beginning of each film, roll Moxie to see what is revealed about the oncoming mystery. On a 7-9, you get a vague hint. On a 10+, you get specific information. On a miss, the DM holds 3 **Fate** against you.

The Will to Live: You can choose to ignore marking off your last point of **HP** once per film.

Choose one of these:

I was Meant to be Here: Start the film with 3 **Fate** to be used for any player rolls, including your own.

Plot Armor: You always count as having 2 **Armor**. This does not stack.

Destiny: Take +1 Moxie.

Decisive Strike: Every time you search for an improvised weapon, add +2 to your roll.

Starting Stats

Choose one array:

+2 Strength, -1 Agility, +2 Charisma, +1 Intelligence -1 Moxie

+2 Strength, +2 Agility, -1 Charisma, +1 Intelligence, +1 Moxie

+1 Strength, +2 Agility, +1 Charisma, +1 Intelligence, -1 Moxie

-1 Strength, +1 Agility, -2 Charisma, +2 Intelligence, +2 Moxie

-1 Strength, +2 Agility, +1 Charisma, -1 Intelligence, +2 Moxie

Doom

This is how your fate will unfold. Pick any **two** tags you would like. It does not matter if they are contradictory.

Death

You Can't Save Everyone

Love

Failure

The Shape Follows

Doubt

Sympathy for the Devil

Apprenticeship

Damnation

Treachery

Leveling Up

If your character survives their film, you may level up. To level up:

Choose one of these:

Change any **one** stat to +3

and

Take an extra move

or

Add 1 to any **two** stats

and

Take two extra moves

And, choose one of these moves:

Why Me?: Start the film with an automatic 3 **Fate** to be used for any player rolls, including your own. Stacks with **I was Meant to be Here**.

Rock your World: Start with an improvised weapon that does 2 damage.

Needle Pit: You are involved in the antagonist's machinations. The DM will discuss this with you prior to the film.

Trilogy Contract: You will survive your 2nd film. This is the only move in the game that guarantees survival.

The Detective

Listen to your rich inland empire.

Strength

Agility

Charisma

Intelligence

Moxie

HP

Fate

Name:

Armor

Moves

Choose three of these:

Special Ops: At any time, you can take a +3 bonus when you roll Agility. Each time you use this, the DM gains 3 **Fate**.

I've Seen this Before: Take +1 Intelligence.

The Reason: You may roll Intelligence instead of Moxie once per film.

Inland Empire: Gain extremely special insight into the film in exchange for 5 **Fate** against you. The DM will discuss this with you before the film.

Titanium: You are wearing a bulletproof vest. Take +2 armor.

Quickdraw: You have a revolver with six bullets. Each shot does 1 damage. You may use this gun at any time, but you must roll Agility each time you use it.

Starting Stats

Choose one array:

+2 Strength, +2 Agility, 0 Charisma, -1 Intelligence -1 Moxie

+1 Strength, +2 Agility, -1 Charisma, +1 Intelligence, 0 Moxie

-1 Strength, +2 Agility, +1 Charisma, +1 Intelligence, 0 Moxie

0 Strength, +1 Agility, +2 Charisma, +1 Intelligence, +1 Moxie

-1 Strength, +2 Agility, 0 Charisma, +2 Intelligence, +1 Moxie

Leveling Up

If your character survives their film, you may level up. To level up:

Choose one of these:

Change any **one** stat to +3

and

Take an extra move

or

Add +1 to any **two** stats

and

Take two extra moves

And, choose one of these moves:

Nightvision: You have infrared goggles this time. Don't break them.

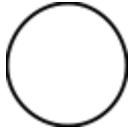
The Black Lodge: You have an unbreakable connection with the killer. They are drawn to you, and you are drawn to them. You do -1 damage against the killer. The killer does -1 damage against you.

Needle Pit: You are involved in the antagonist's machinations. The DM will discuss this with you prior to the film.

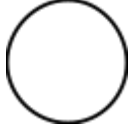
Pepe Silvia: You are obsessed with the antagonist of your 2nd film. You've been studying them, and hunting them. You gain special insight into their motivations, whereabouts, and modus operandi.

The Ordinary

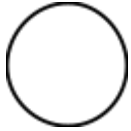
May ordinary folk rise to extraordinary heights.



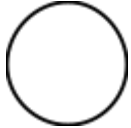
Strength



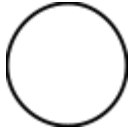
Agility



Charisma



Intelligence

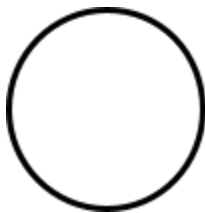


Moxie

HP

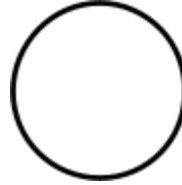


Fate



Name:

Armor



Moves

Choose three of these:

The Victim: When another character protects you, they mark 2 **Fate**.

No Destiny: Permanently prevent the DM from using **Fate** against you.

Cowardice: You may choose the stat you roll in place of Moxie. This stat must stay the same through the entire film.

Inner Strength: Once per film, if you help another character, they will automatically roll a 12.

Let's Split up: If you go off by yourself to check something out, mark 2 **Fate**.

Sacrifice: If you die first, all players mark 2 **Fate**.

Fate Jammer: Once per film, you may erase all **Fate** that both a player character holds, and the **Fate** the DM holds against them. You may not use this on yourself.

Starting Stats

Choose one array:

+1 Strength, +1 Agility, +2 Charisma, 0 Intelligence -1 Moxie

+1 Strength, -1 Agility, +2 Charisma, +1 Intelligence, 0 Moxie

+1 Strength, 0 Agility, +2 Charisma, -1 Intelligence, +1 Moxie

+1 Strength, 0 Agility, +2 Charisma, +1 Intelligence, -1 Moxie

0 Strength, +1 Agility, +2 Charisma, +1 Intelligence, -1 Moxie

Leveling Up

If your character survives their film, you may level up. To level up:

Choose one of these:

Change any **one** stat to +3
and
Take an extra move

or

Add +1 to any **two** stats
and
Take two extra moves

And, choose one of these moves:

Practice makes Perfect: You're prepared. If you roll a 9, it becomes a 10.

Blaze It: Your clumsiness is forgiven. If you roll a 6, it becomes a 7.

Needle Pit: You are involved in the antagonist's machinations. The DM will discuss this with you prior to the film.

Fast Learner: Choose a move from a class who your character spent time with in their first film.

The Professional

I do one thing, and I do it very well.

Strength

Agility

Charisma

Intelligence

Moxie

HP

Fate

Name:

Armor

Moves

Choose three of these:

I've Read about Something Like This:

Always roll Intelligence instead of Agility.

Very Specific Skills: Permanent +1 to one stat of your choosing, because of your area of expertise.

Always have a Plan: At the beginning of each film, roll Intelligence. On a 10+, you gain 3 **Fate**. On a 7-9, you gain 1 **Fate**. On a miss, the DM holds 3 **Fate** against you.

Renaissance Scholar: Choose a second field of expertise.

Tangled Web: Gain an automatic connection to an important NPC. The DM will discuss this with you.

What a Coincidence: Whenever you engage in your field of expertise, mark 2 **Fate**. The DM also marks 2 **Fate** against you.

Mentorship: If you help another player with something involving your field of expertise, the bonus to their roll becomes +2 instead of +1.

Starting Stats

Choose one array:

+1 Strength, +1 Agility, -1 Charisma,
+2 Intelligence, 0 Moxie

-1 Strength, +1 Agility, +1 Charisma,
+2 Intelligence, +1 Moxie

+1 Strength, -1 Agility, +1 Charisma,
+2 Intelligence, 0 Moxie

0 Strength, +1 Agility, -1 Charisma, +2
Intelligence, +1 Moxie

-1 Strength, 0 Agility, -1 Charisma, +2
Intelligence, +2 Moxie

Expertise

Your field of expertise determines how your prior knowledge might come into play throughout the film. You may choose any one field of expertise, and list it here:

You may also choose from this list, or use these examples as guidance:

Medicine
Criminology
History
Anthropology
Folklore
Engineering
Psychology
Film
Combat
Dance
Visual Art
Nature
Physics
Math

Leveling Up

If your character survives their film, you may level up. To level up:

Choose one of these:

Change any **one** stat to +3
and

Take an extra move

or

Add +1 to any **two** stats
and

Take two extra moves

And, choose one of these moves:

Extra Sharp: You add a new field of expertise **when the film begins, after** you learn of the premise.

Is the Brain a Muscle?: Permanently roll Intelligence in place of Strength.

Needle Pit: You are involved in the antagonist's machinations. The DM will discuss this with you prior to the film.

Bravery is Stupid: Permanently roll Intelligence in place of Moxie.

The Aficionado

I myself am strange and unusual.

Strength

Agility

Charisma

Intelligence

Moxie

HP

Fate

Name:

Armor

Moves

Choose three of these:

Connect the Dots: At the beginning of each film, roll Intelligence. On a 10+, gain 3 **Fate**. On a 7-9, gain 1 **Fate**. At any time during the film, you may ask the DM each of these following questions once:

- *Is another player connected to the current events?*
- *When and where will the next critical event occur?*
- *What do they want from me?*
- *Why are they doing this?*

Savvy: Permanent +1 to Moxie stat.

Well, Actually: Prevent the DM from using **Fate** on one of your rolls once per film.

Fine, Don't Listen: If someone ignores your advice, mark 2 **Fate**.

Fan Page: You're familiar with this type of situation. The DM will discuss with you what you know before the film.

Memento Mori: If you witness death, you gain +1 HP. If you have taken no damage, you have 5 HP, and 5 becomes your new maximum HP amount.

Starting Stats

Choose one array:

-1 Strength, +1 Agility, +1 Charisma,
+2 Intelligence, 0 Moxie

-1 Strength, +1 Agility, 0 Charisma, +2
Intelligence, +1 Moxie

+1 Strength, -1 Agility, +1 Charisma,
+2 Intelligence, 0 Moxie

0 Strength, -1 Agility, +1 Charisma, +2
Intelligence, +1 Moxie

0 Strength, -1 Agility, -1 Charisma, +2
Intelligence, +2 Moxie

The Obsession

Every **Aficionado** has an **obsession** that can help them in their present situation. Every time you engage with this obsession in some way, both you and the DM gain 1 **Fate** in an equal exchange.

You may list your obsession here:

***You may also choose from this list,
or use these examples as guidance:***

Serial Killers
Crime
Weaponry
Mechanics
Human anatomy
Psychology
Death
Survival
Combat

Leveling Up

If your character survives their film, you may level up. To level up:

Choose one of these:

Change any **one** stat to +3

and

Take an extra move

or

Add +1 to any **two** stats

and

Take two extra moves

And, choose one of these moves:

Your Number One Fan: You are aware of who the antagonist of the film is, and you gain special insight into the antagonist, their modus operandi, and motivations prior to the film.

Needle Pit: You are involved in the antagonist's machinations. The DM will discuss this with you prior to the film.

Fixated: Instead of you and the DM gaining 1 **Fate** when engaging with your obsession, you each gain 3 **Fate**.

The Weasel

What did I do to deserve this?

☐

Strength

☐

Agility

☐

Charisma

☐

Intelligence

☐

Moxie

HP

☐☐☐☐

Fate

☐

Name:

Armor

☐

Moves

Choose three of these:

Skeleton Key: You have one item that will automatically grant some type of passage, once per film.

Blackmail: You have private information on one other player character. The DM will discuss this with you before the film. You gain 3 **Fate** to **aid, or use against that player character's rolls.**

Notorious: Your name was in the news. Your criminal reputation will precede you. Take +2 Charisma.

Sold your Soul: Gain +3 to any roll, once per film. The DM holds 3 **Fate** against you.

Identity Theft: You may take one move from another class.

Puppy Eyes: You count as having 2 **Armor** against an antagonist attack *if* they feel any amount of good will toward you. This does not stack. It is possible to retain 2 **Armor** against some antagonists, but not others, if there are multiple in a film.

Starting Stats

Choose one array:

0 Strength, +1 Agility, +1 Charisma, +2 Intelligence, -1 Moxie

+2 Strength, +1 Agility, -1 Charisma, +1 Intelligence, 0 Moxie

0 Strength, +2 Agility, -1 Charisma, +2 Intelligence, -1 Moxie

0 Strength, +1 Agility, +2 Charisma, +1 Intelligence, -1 Moxie

-1 Strength, 0 Agility, +2 Charisma, +1 Intelligence, +1 Moxie

Shady Past

Choose one of these:

Muscle: You may roll Strength in place of Charisma.

Burglar: +1 to all Agility rolls that involve silence and detection.

Grifter: You are familiar with the inner minds of criminals. Once per film, you may ask the DM for the solution to an issue. They must answer honestly, but not completely.

Equivalent Exchange: When attempting to weasel out of something, you may roll with +2. Each time you do this, the DM gains 2 **Fate** against you.

Into the Fire: You are the reason why everyone is in this mess.

Leveling Up

If your character survives their film, you may level up. To level up:

Choose one of these:

Change any **one** stat to +3

and

Take an extra move

or

Add +1 to any **two** stats

and

Take two extra moves

And, choose one of these moves:

Chameleon: Take a move from another class.

Needle Pit: You are involved in the antagonist's machinations. The DM will discuss this with you prior to the film.

Target: The antagonist is compelled to kill you and you alone.