

# *Official Rulebook of the Character Draft*

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*1) The #1*

1.1 In almost every draft there are two #1s, the male #1 and the female #1 which are awarded to the characters that are the most attractive in their respective genders.

1.2 When deciding the #1 the drafters must first come up with a list of contenders. Contenders are all the characters hot enough to contend for the #1 spot. It is important to keep note of all contenders. It will come into play in the scoring section of the draft.

1.3 When deciding on the #1 it is crucial that all players separate hotness from essence. The number one is deemed the number one solely off of physical hotness.

1.4 It is important to note that the players are judging the hotness of the characters not the hotness of the actors. \*See case Behman vs Scotten where the party of Behman claimed that Legolas was the #1 whereas the defendant Scotten claimed that Aragorn was hotter. The judge, Worldwide, ruled that, though Vigo Mortenson is hotter than Orlando Bloom, in the film, Legolas is elf hot, with his pointed ears and blond hair, making him hotter than Aragorn.

1.5 The #1 gets an automatic 3 points for being the #1. In the case of a movie series, the #1 gets 3 points the first movie and 2 points every ensuing moving in which he or she holds his or hers position as #1. In the case of a television series the points depend on the length of the episode. In episodes ranging from 40 to 80 minutes, the #1 should be awarded 1 point per episode that they are the #1. In the case of a television series where the episodes are 20 to 40 minutes long the #1 should be awarded his or her #1 points at the end of the series, 1 point per every two episodes that they are the #1. It is important to keep track of who the runner up is in the pre draft #1 discussion. If the #1 dies or undergoes some physical transformation that makes them no longer hot enough to be the number one then the runner up then assumes the place of the number 1 and is given number 1 points. The previous number 1 still receives number 1 points in that episode or movie but would not receive number one points in any following show or movies unless they reclaimed their position as number one.

1.6 In the case of a transgender #1 that person would be both the male and the female #1 and would receive both the male and female #1 points.

## ***2) Dying***

2.1 The standard for dying is -5.

2.2 If a character sacrifices themselves to save a hot or badass character than the character who sacrificed themselves and died does not get any negative points for dying and the play is counted as a wash. If a character dies in a particularly embarrassing or not badass way then that character is liable to receive more than -5. Alternatively if a character dies in a particularly hot or badass way than the negative points given to that character should be reduced accordingly.

2.3 If a character commits suicide than the character receives no negative points and instead should be awarded positive points based on how badass the suicide was. An exception to this would be if the character unwillingly commits suicide. See case Peters Vs Suicide when the plaintiff Peters claimed that the suicides in the film Birdbox should be counted as positive points and the defendant Johnson claimed that, since the characters were unwillingly committing suicide than they should not receive the standard positive points that would usually be awarded. This dispute went all the way up to the high commissioner Gland who ruled that, though the characters did perform the act of killing themselves, their minds had been taken over by the creatures in the sky, so the characters themselves actually got owned, which makes the suicide not badass and negates the suicide positive points ruling. Peters lost the case and ended up losing the draft by a significant amount of points.

2.4 In the case of a failed suicide attempt the character loses a standard of at least 3 points. Killing yourself is very easy. If a character is about to kill themselves and pussies out then that's -5.

### ***3) Nudity/Glamour Shots***

3.1 Not all characters receive the same amount of points for each nudity shot. The point rewards are as following. For a character who is neither the #1 nor a contender the points are as follows: Butt shot 0, tits shot 1, flaccid penis shot 2, vag shot 3, hard dick shot 4. For a contender the points are these: Butt shot 2, tits shot 3, flaccid penis shot 4, vag shot 5, hard dick shot 6. For the number 1: Butt shot 3, tits shot 4, flaccid penis shot 5, vag shot 6, hard dick shot 7.

3.2 If a character has a tit shot where only one tit is shown but not the other than that character gets one less point they would have been awarded had both tits been exposed.

3.3 It is important to note that butt shots must be clean butt shots to count for full butt shot points. Even if a character is wearing the tiniest thong it still negates the full points and the shot counts as a glamor shot which will be defined in 3.4.

3.4 A glamor shot is any shot that shows a character looking attractive or particularly revealing but with no nudity. The standard for a contender glamour shot is 1 and for the #1 the standard is 2.

## ***4) Clout***

4.1 Clout levels are as follows: Irrelevant < Side Character < Main Character.

4.2 Clout levels are easily calculable. You just follow the equation, [seconds of screen time + (words spokenx4)] + off screen references. This equation isn't always precise as there other situations that would need to be factored in. Any character that gets a solo shot doubles their total clout and a hype scene(see section 19) automatically boosts them to Main Character clout level. We will see in later sections why clout is important.

## ***5) 1v1s, 1v2s, 2v2s etc./Kills***

5.1 A 1v1 is usually defined as an oppositional challenge between characters. It encompasses a variety of confrontations. Anakin versus Obi Wan on Mustafar is a 1v1 but so is Eminem's rap battle at the end of 8 Mile. Often 1v1s are subtle and go unnoticed. 1v1s can be long and epic but they can also be quick and subtle. For example, in season 8 episode 3 of Game of Thrones when Theon tries to kill the Night king by charging him with a spear and the Night King just sidesteps the spear and stabs him in less than a second, that is still counted as a 1v1. In the character draft world this short one sided 1v1 is referred to as a

5.2 The points awarded and or lost for winning and or losing a 1v1 depend on the epicness of the 1v1, the clout level of the characters involved, and the loot/RNG involved in the 1v1. These will each be covered in their individual sections.

5.3 The clout level(covered in section 4) helps determine how many points are gained or lost by winning or losing a 1v1. If a main character defeats a character with a clout level of irrelevant than the main character does not get as many points as they would have had they defeated a character with a main character clout level.

The standard rulings are: winning a 1v1 between two main characters awards the winner 3 points and the loser loses 2 points.

5.4 Epic 1v1s are self explanatory but some examples include, Anakin and Obi Wan's light saber fight on Mustaphar on the lava volcano...

5.5 Loot/RNG refers to what each character in the 1v1 is working with. For example, when Thanos has the five rings in Infinity War and 1v5s (all those characters) He doesn't get full points because his loot is superior to theirs giving him an advantage. It is important to note that this is not the same as a character having inherent advantages that are a part of who they are. If Spiderman kills a bunch of bad guys without super powers, Spiderman's points aren't nerfed because he has the ability to shoot webs out of his hands and others don't. If anything that should add to his points because it's cool as shit.

5.6 In the case of a 1v2, 1v3, 1v4 etc, the character who wins gets extra points depending on how outnumbered he or she was. For example,

5.7 A high kill scene is a scene in which a character gets more than three kills. High kill scenes are 2 points.

5.8 An ultra high kill scene is an automatic 3 points. There has been much debate over what technically qualifies as an ultra high kill scene. In Germany a high kill scene is a twenty bomb(20 kills). In America a character is usually required to have gotten a tac nuke(25 kills) to be given high kill scene points.

5.9 A main character kill that doesn't occur in a 1v1 is two points. An example of this would be shooting an arrow from a distance and killing a main character. This is two points instead of the 3 that they would have been awarded had the kill taken place in the context of a 1v1.

5.1.1 If two or more characters on the same side fight back to back an any point in the scene then both characters receive a point.

(Direct vs indirect kills  
Squaring up)

## ***6) Crying***

6.1 There are two factors that play into how many points are lost when a character cries. The visibility of the tears and the loudness of the cry. If a character cries but no tears are visible other than on their actual eyeballs, so no there are no tears on their face, and the cry is quiet then it is only -1. However if a character cries loudly with no visible tears then it is minus two. If a character cries quietly but there are visible tears then that is also -2. If a character cries loudly and with tears then that is -3. If a character cries and they have snot or mucus visible on their face then that is -4.

## ***7) Multiple Offense Violations***

7.1 A multiple offense violation is when a character makes the same mistake multiple times. An example of this would be in the movie Halloween (1978) where Jamie Lee Curtis stabs Micheal Myers, assumes he's dead, and leaves him there. At first this mistake of not double tapping and stabbing him in the head or something was only worth 1 minus. Later in the movie however, we see that Micheal Myers had survived Jamie Lee Curtis' single stab and comes after her again. Again Jamie Lee Curtis stabs him only once and assumes he's dead and leaves his body without double tapping. This was then counted as a secondary offense and was therefor worth minus 2. If Jamie Lee Curtis were to make this mistake it would then be counted as minus 3 and then minus 4 if she were to make it a fourth time and so on.

## ***8) On Screen Vs Off Screen***

8.1 The screen holds power. Events that occur on screen are worth more than events that occur off screen. If character A mentions that character B has had sex with the number one but we never see it than character B does not get the full 6 points from having sex with the number one. In this case it would only be 4 points since none of the event was on screen. If we were to see the events leading up to character B having sex with the number one but then the scene cuts just before it happens then character B would get 5 points instead of the full 6 because the lead up to the sex scene was shown but not the sex itself. Similarly if the post sex is shown then that would be 5 points. Other areas in which this ruling shows up is with kills.

## ***9) Sex***

9.1 Having sex with the number 1 is 6 points. Sex with a contender is 5 points. Sex with a random is in between 1 and 3 points depending on how attractive or unattractive the random is.

9.2 Receiving oral sex from the number 1 is also 6 points but in order for the character to be awarded the full 6 points the oral sex must have been clearly done to completion. If it is not clearly to completion then it is 5. Receiving oral to completion from a contender is 5 points and 4 points not to completion. From a random it is usually 3 points to completion and 2 points not to completion. On the flip side, if a character gives oral sex to the number 1 and it is clearly to completion then that is 3 points. If a character gives oral sex to the number 1 and it is not to completion then that is 2 points. Giving oral to completion to a contender is 2 points and 1 point not to completion. Giving oral sex to a random 1 point and only if it is clearly to completion.

9.3 Fingering/handjobs from the number 1 clearly to completion is 4 points while an fingerjob/handjob from the number 1 not to completion is 3 points. From a contender a fingerjob/handjob is 3 points to completion and 2 points not to completion. Giving a fingerjob/handjob to the number 1 is 2 points if it is to completion and 1 point not to completion. Giving a fingerjob/handjob to a contender is 1 point but only if it is to completion.

9.4 Touching and feeling erotic areas is usually 2 points if it is the number 1 and 1 point if it is a contender.

9.4 Seeing erotic areas is usually 1 point for the number an

9.5 Making out with the number 1 is 3 points. A quick tongueless kiss with the number 1 is 2 points. Making out with a contender is 2 points while a quick peck with a contender is only 1. Making out with a random is usually 1 while a quick peck with a random is usually 0.

9.6 Incest does not reduce the number of points awarded. In Game of Thrones when Cersie and Jamie have sex Jamie still gets 5 points for having sex with a contender and Cersie still gets 6 points for having sex with the number 1.

9.7 Having sex with prostitutes does not diminish the amount of points awarded either. If the number 1 is a prostitute and someone pays him/her to have sex with them then they still receive 6 points.

9.8 If multiple sexual acts happen in succession then they are not all counted for points. For example, if character A makes out with the number 1 and then they continue on to have sex then character A does not receive points for making out

with the number 1 as well as points for having sex with the number one as well as points for seeing the number 1 naked. Character A only gets points for having sex with the number 1. The only exception of

9.9 If a sexual act between two characters is done multiple times then the succeeding times are counted as 1 point less each time. For example. The first time a character has sex with the number 1 it is 6 points. But if there is then another sex scene with that character and the number 1 then it would only be 5 points, and then 4 points if it happens again and so on.

9.10 Threesomes and orgies are awarded extra points. Characters are given points based on how many characters in the threesome or orgy they are attracted to. For example, a completely straight woman in a threesome with one guy and one girl does not receive any extra points because the threesome was only with one person she was attracted to. However, a woman who is attracted to both woman and men would receive extra points for the third member. The way it is scored is, characters are given points based on the sexual acts that occur during the threesome or orgy. If no sexual acts are shown then ???

9.10 If, after the sex, a character is said to have particularly enjoyable to have sex with then that's a point for that character.

## ***10) Recounts and Challenges***

10.1 In the case of a movie, when the movie is over and the points have been totaled, a player may call for a recount on any character in the draft if he or she feels that points were scored wrongly. If this happens then the players should fast forward through the movie to the scenes with that character to make sure they were all tallied correctly. This does not mean that a character is challenging the ruling of certain scenes but only that the points were being tallied incorrectly. See case Behman Vs Haney when Behman claimed that commissioner Gland had accidentally put a negative 4 in for Michael Myers when he should have put in a positive 4 which would have won Behman the draft. Haney ended up grabbing the score sheet and running out of the house, making it impossible for a recount to take place.

10.2 In the case of a TV series, the rules are the same. The only difference is that the recount must take place before the next episode airs or before the next episode



is seen by the players if the series is one that has already aired. A player can not challenge points from two shows back.

## ***11) Getting Captured/ Escaping***

11.1 Getting captured is an automatic -2.

11.2 If a character escapes from being captured on their own then that is positive 2, however, if they are rescued and don't play much of a role in escaping then it is only 1 positive point.

## ***12) Tanking***

12.1 Tanking is when a character withstands a physical blow of some sort and shows less pain than someone would typically show. An extreme example of this would be in season eight episode five of game of thrones when Gregor Clegane tanks like ten knife stabs including a knife stab to the face. Instead of dying or showing any pain at all he instead just pulls the knife out of his face and keeps on fighting like it had never happened. This was a particularly extreme case of tanking and was awarded 3 points. A lesser version of tanking would be when...

## ***13) Throating/ Getting Throated***

13.1 If Character A seizes Character B by the throat then that is a point for Character A and a minus point for Character B.

13.2 Not all throatings are equal. For example, maybe the best throating ever recorded was in \_\_\_ when Darth Vader throats one of his employees through a screen. Not only was this an extra point because Vader was throating someone with the force, which is an extra point because of how cool it is, but also he was throating the man who wasn't even in the same room as him. This was a 3 point throating. The man who got throated was not on the board of draftable character but if he was he would have gotten only minus 1.

## ***14) Faces/ Comedic Geometry***

14.1 A funny face is almost always 1 point.

15.1 Any sort of physical movement or body language can also be 1 point if it is deemed comedic enough by the players.

## ***15) Drafting Rules***

15.1 The draft order is always snake. This means that the draft order is reversed each round. So the person who picks first in the first round will pick last in the second round and the one who picked last in the first round will pick first in the second round.

15.2 The draft order is not random. The players get to choose where in the order they would like to pick. The process for deciding who gets first choice in where in the drafting order they would like to be is up to the players. An example of drafting would be, three players put their names in a hat. Player A's name is pulled out first. This means that player A has first choice as to where in the drafting order he would like to be. Suppose player A picks to draft 3rd. Which means he has the third pick in the first round, the first pick in the second and so on. Then player B's name is drawn out of the hat. He then chooses to draft first. Then player C is left with the 2nd pick.

15.3 Before drafting the characters it is advised that the players be familiar with the film or show in some way. If none have seen it before then the players should watch roughly 2 minutes of a trailer for the movie.

15.4 Players can draft characters for both positives or negatives. This means that, if a player thinks a character is going to end up with more negative points than positives then the player can short that character, and so if that character ends with negative points then that is counted as positive points towards the players final score. If the character is drafted for negatives and comes out positive then that counts as negative points towards the players final score.

## ***16) Crew Points***

16.1 Characters receive points for being in a crew with other characters if that crew is deemed badass or cool enough to be point worthy. The characters should receive points based on how badass or cool the crew is. The more badass or cool the crew is, the more points the character should receive. An example would be in season seven of game of thrones when The Hound, Jorah, Beric Dondarrion, Gendry, \_\_\_\_, and Jon Snow went beyond the wall to catch a white walker. That is a badass crew

and each player was awarded 3 points for being a part of it. Similarly, in Mean Girls each girl who was part of the “Plastics” was awarded 3 points for being part of the crew.

## ***17) Slams***

17.1 If you get slammed that's a minus point and if you dish out a good slam then that's a positive point. Plain n simp

## ***18) Bad Guy Points***

18.1 Being a bad guy is inherently cool and badass. If the bad guy makes a particularly bad guy esq move then he should be awarded points. A bad guy move is defined as a play that is unnecessarily elaborate for any reason other than to increase his or her bad guy ness. An example of this would be (the joker from batman making people chose who to blow up or when he puts the bomb in the guys stomach)

18.2 In addition to gaining bad guy points, being a bad guy makes you immune to losing points for low IQ plays in certain situations. An example would be in game of thrones season 7 episode ... when the Night King chooses to throw his spear and kill the dragon flying around with no one on it instead of killing the dragon sitting right in front of him with all the main characters on its back. Bad Guys never go for the kill shot until the final scene. Therefor the night king's move was a savvy bad guy move, and not a low IQ play.

## ***19) Hype Points***

10.1. Hype points are awarded when a character is hyped up by another character. The character which was hyped up gets points. An example of hype points would be in every John Wick movie where a mob boss calls John Wick the boogie man and tells his henchman about how dangerous Wick is and how they don't stand a chance against him.

## ***20) Entrances***

20.1 Every time a character enters a scene the players must pay attention to the entrance. A good entrance is points. (put in example of a dope entrance)

## ***22) Memes***

22.1 If a character does something or is captured in a funny or otherwise significant way and it becomes a popular meme then that character is awarded points. If the meme is demeaning or making fun of that character then the character loses points. The points the character gains or loses is added onto the points they won or lost in the scene itself.

## ***23) Extreme Character Transformation/Mind Control***

23.1 Characters who go through extreme transformation almost always still count as the same character. If you draft a character who's middle aged throughout the move but then there's a flashback of them when they are a child then that still counts as that character. The character as a child should not be drafted separately. Similarly, if a character goes through extreme transformation they are usually counted as the same character. Gollum and Smeagol are the same character. In the flashback at the beginning of return of the king when we see younger smeagol that is still smeagol and is the same character. A scenario where the character would not be

## ***24) Asterisks***

24.1 Asterisks play a large role in the Character Draft. A draft with no asterisks is a bad draft. Anytime anything remotely suspicious happens don't be afraid to slap an asterisk down on a player.

## ***25) Free Agents/ Trades/ Buying players***

25.1 When a new character appears that has not been drafted then that character is a free agent and may be bid on by the players. The players bid points for the free agent and the player that bids the most gains that character and loses the points that they bid.

25.2 The player does not receive points for what the character did before the player won the bid to obtain the character. The player only receives points for what the character does after he or she is on the player's roster.

25.3 At any point in the draft players can draft characters

## ***26) Wagers***

### ***Miscellaneous standards***

Falling while being chased is minus 1 point.