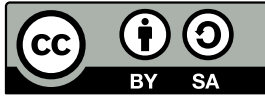


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slrpnls plz

Stephen Michael Kellat








Introduction

Do you ever watch low-budget and no-budget films? In the era of streaming television they're everywhere. It is pretty easy to make and distribute your own film today. Everybody can be their own King or Queen of Cult if they truly want to try.

So, let's try! This can be played solo or with a GM acting as "The Financier" with a group of players.

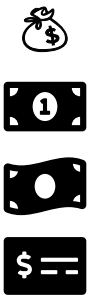
Determining Your Budget

Your Financier needs to make some rolls to start off. A budget cap has to be set. You will need:


Die	Description
	Twenty sided die
	Twelve sided die
	Ten sided die
	Eight sided die
	Four sided die

The Financier rolls each die once and writes the numbers down. He then multiplies the numbers together. That total is then multiplied by one hundred. That gives you the budget topline you just cannot exceed with your proposed film. If it seems low, it likely is. The dice are helping you craft a story as efficiently as possible.







Once you have your budget topline, you can then move on to setting a few more parameters for your story.









The Tables of Wonders

Cheesy low-budget/no-budget films generally stick to certain genres and tropes. Rolling on the tables below lets you mix and match those genres and tropes to come up with your own unique twist for a new film. You will need a  six sided die to roll three separate times.

Roll	Genre
	Sword and Sandal
	Comedy
	Thriller
	Martial Arts
	Whodunnit
	Exploitation

Roll	Twist Location
	...in Space
	...in Europe
	...in the Southern USA
	...in the South Pacific
	...in a world of science fiction
	...in a cyberpunk dystopia

Roll	Era
	1970s
	1990s
	The Present
	Antebellum America
	A Cyberpunk Future
	20 Minutes Into The Future

What Next?

After you have a budget cap and rolled your premise, you need to start coming up with your story idea.