

Fear On Four RPG

Fear On Four RPG is a game played with some four-sided dice, some pencils, and copies of this character sheet.

Fear On Four RPG is played like a standard roleplaying game. Two or more players play the game with one of the players taking the role of **The Man In Black** and every other player taking the role of a **Doomed Victim**.

This game is best played by two players, and may not be played by more than four players. Each player will get a copy of this character sheet and read the section of this game that pertains to the role they will play.

Doomed Victim Section >>>> **Doomed Victims** are the player characters of this roleplaying game. A **Doomed Victim** is a character in a horror radio drama story that is destined to meet a dark and deadly ending. To create a **Doomed Victim**, the player who will play the **Doomed Victim** fills in the following section:

Name:

Occupation:

Lucky Number:

Unlucky Number:

To fill in **Name**, choose any first name and last name that a horror radio drama character would have.

To fill in **Occupation**, choose any occupation that a horror radio drama character would have.

To fill in **Lucky Number**, choose any number from 1, 2, 3, or 4.

To fill in **Unlucky Number**, choose any number from 1, 2, 3, or 4 that was not chosen as the **Lucky Number**.

Once the **Doomed Victim** section is filled out, the **Doomed Victim** is created and is then ready for play.

The Man In Black Section >>>> **The Man In Black** is the game master of this roleplaying game. **The Man In Black** serves as the host of the horror radio drama story, and is the storyteller behind each macabre **Tale Of Fear**. A **Tale Of Fear** is a horror story in which each **Doomed Victim** tries to escape a fearful fate. To create a **Tale Of Fear**, the player who will play **The Man In Black** fills in the following section:

Title:

Plot:

Fate Number:

Fate Count:

Luck Number:

Luck Count:

Doom Number:

Doom Count:

To fill in **Title**, describe the title of a story that would appear on a radio horror drama.

To fill in **Plot**, describe the plot of a story that would appear on a radio horror drama and has a dark ending.

To fill in **Fate Number**, choose any number from 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, or 20.

To fill in **Luck Number**, divide the **Fate Number** by 2, rounding down.

To fill in **Doom Number**, multiply the **Fate Number** by 2.

The **Fate Count**, **Luck Count**, and **Doom Count** start at 0 and will be added to as the **Tale Of Fear** progresses.

Once the **Tale Of Fear** section is filled out, the **Tale Of Fear** is ready to play with the **Doomed Victim** created in the **Doomed Victim** section. If more than one **Doomed Victim** is to be in this **Tale Of Fear**, **The Man In Black**

fills in the same **Title**, **Plot**, **Fate Number**, **Luck Number**, and **Doom Number** in the **Tale Of Fear** section of the character sheet of each **Doomed Victim** to be in the **Tale Of Fear**, then the **Tale Of Fear** will be ready to play.

A **Tale Of Fear** is a story told by **The Man In Black** with participation by the **Doomed Victims** involved. Each **Tale Of Fear** consists of a number of **Fate Rolls** equal to its **Fate Number**, as well as a number of **Luck Rolls**

equal to its **Luck Number**. Each **Fate Roll** and **Luck Roll** represents a plot point in the **Tale Of Fear**. **The Man In Black** determines the order that the **Fate Rolls** and **Luck Rolls** occur during the **Tale Of Fear**, as well as how

each **Fate Roll** and **Luck Roll** coincides with the **Plot** of the **Tale Of Fear**. **The Man In Black** makes these

determinations as the **Tale Of Fear** progresses, but must start off every **Tale Of Fear** with a **Fate Roll**. After

that first **Fate Roll**, **The Man In Black** dictates when each **Fate Roll** and **Luck Roll** must be made as the **Plot** of the **Tale Of Fear** progresses and the story unfolds. When a **Fate Roll** is made, each **Doomed Victim** in the **Tale**

Of Fear rolls a die, adding their die roll to their **Doom Count**. When a **Luck Roll** is made, each **Doomed Victim** in the **Tale Of Fear** rolls a die. If their die roll is equal to their **Lucky Number**, the **Doomed Victim** then rolls a

die and subtracts their die roll from their **Doom Count**. If their die roll is equal to their **Unlucky Number**, the **Doomed Victim** then rolls a die and adds their die roll to their **Doom Count**. After any **Fate Roll** is made, a

Doomed Victim may choose to make a **Luck Roll** that is separate from when **The Man In Black** dictates that a **Luck Roll** must be made to coincide with the **Plot**. Whenever a **Doomed Victim** makes a **Fate Roll**, the **Doomed**

Victim adds 1 to their **Fate Count** after that **Fate Roll**. Whenever a **Doomed Victim** makes a **Luck Roll** by

choice of **The Man In Black** (not by their choice in response to a **Fate Roll**), the **Doomed Victim** adds 1 to their **Luck Count** after that **Luck Roll**. If a **Doomed Victim's Doom Count** is ever equal to or greater than their

Doom Number, the **Doomed Victim** meets a fearful end and may no longer participate in the **Tale Of Fear**. If all **Doomed Victims** in a **Tale Of Fear** have met a fearful end, the **Tale Of Fear** ends in defeat. Unless a **Doomed**

Victim's Doom Count is equal to or greater than their **Doom Number**, a **Tale Of Fear** ends in victory for the

Doomed Victim if their **Fate Count** equals their **Fate Number** and their **Luck Count** equals their **Luck Number**.

Fear On Four was a BBC radio program that aired from 1988 to 1993, then returned to be aired anew in 1997 and 1999. The radio drama featured horror stories and was hosted by **The Man In Black**, as played by **Edward**

De Souza. To those interested in hearing an episode, here is a link to a web page featuring mp3s of the show:

<http://www.zootradio.com/phpBB2/viewtopic.php?t=1726&postdays=0&postorder=asc&highlight=fear+four&start=201>