

| Name | Archetype | Aspect | Type | Stat | Effect | Rarity |
|---------------------------------|--------------|----------|--------|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|
| A Rare Find | Antiquarian | N/A | Perk | Savvy | The player will be presented with valuable artifacts that, if recovered and kept undamaged, will increase the loot won at the end of the storyline | ✳️✳️ |
| Alignment Reveal | Outsider | Stranger | Action | Moxie | A player who has kept their involvement with the main cast ambiguous until the Finale can then reveal they are an ally, boosting all of their stats. Keeping a distance from the main storyline is more difficult than it seems. | ✳️✳️✳️✳️ |
| Amateur Paranormal Investigator | N/A | N/A | BG | N/A | The player has always been interested in the paranormal and likes to spend their nights and weekends hunting ghosts, goblins, and cyrtids. Grants access to the following tropes: Trail Cam (Adventurer), Accidentally Captured On Film (Artist), EVP (Psychic), Sleuth's Starter's Kit (Detective), Legacy Hunter's Journal (Monster Hunter), and Ouija is Just a Boardgame (Psychic). LEVEL I. | ✳️✳️✳️ |
| Are their feelings real? | Femme Fatale | N/A | Buff | Moxie | If the player strikes up a budding romance with an ally, they will both get higher Grit for the remainder of the storyline or until the question of the player's true feelings are answered. | ✳️ |
| Call in the Military | Soldier | Commando | Rule | N/A | Changes the win condition to waiting out until after military arrives. Player must contact them first. Player will see a countdown until victory. Enemies will be more aggressive and better at finding players. | ✳️✳️✳️✳️✳️ |

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| Charlatan | Psychic | Occultist | Action | Moxie | Revealing oneself to be a fraudulent psychic (or being revealed) invalidates all predictions (good or bad) and psychic abilities. If performed at the Rebirth midpoint, it also rids the story of its supernatural qualities and morphs the story into a more realistic scenario that only appeared supernatural (when plausible) | ★ ★ ★ ★ |
| Clue Magnifier | Detective | N/A | Insight | Savvy | When using examining a scene, the player will receive applicable clues on the red wallpaper. A magnifying glass or similar can be used a prop to great effect. | ★ |
| Don't Dead Open Inside | Any | N/A | Insight | Plot Armor | Increases the frequency of on-scene, explicit information related to the plot or enemy. | ★ ★ ★ |
| Eagle Scout | N/A | N/A | BG | N/A | The player was in the scouts growing up. The following tropes can be equipped: Know Your Knots (Adventurer), Prepared for the Outdoors (Adventurer), I Need Duct Tape and Towels (Doctor), Follow the Leader (Wallflower), A Keen Sense of Direction (Adventurer), Monsters Fear Fire (Monster Hunter), and The Benefits of an Active Lifestyle (Athlete) | ★ ★ ★ |
| Fight Magic with Magic | Monster Hunter | N/A | Rule | Plot Armor | Allows the player to bring Occult objects into the story that are usable for hunting monsters, creatures, or supernatural entities. As player PA increases, they can bring more items and more useful items. | ★ ★ |
| Flickering Lights | Departed | N/A | Action | Savvy | The player can cause lights or other electronics to flicker as a means to communicate with living allies. The higher the Savvy, the higher the control over the flickering. | ★ |

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| Fresh Meat | Outsider | New Kid | Rule | Moxie | Revealing oneself to be a new student, employee, etc. during the Party Phase will cause ornery or pugnacious NPCs to gravitate toward you, increasing odds of the player finding useful information, endearing the player to protective NPCs, and letting allies go Off-Screen. | ✱✱ |
| Give him the hook! | Comedian | Joker | Action | Moxie | Telling a bad joke on purpose lowers PA | ✱✱✱ |
| Golden Rule | Wallflower | Underdog | Insight | Moxie | Being kind to NPCs can result in them striking up a useful friendship that can be used to obtain information Off-Screen. | ✱ |
| Hang a Lampshade | Film Buff/ Comedian | N/A | | Savvy | Pointing out a cliché or unrealistic plan buffs the planner's Savvy and increases likelihood of success. | ✱✱ |
| Human Shield | Guardian | N/A | Buff | Grit | When protecting an ally from damage, the ally will, to the extent plausible, not take damage. The player will take it instead. | ✱ |
| I had a troubled childhood | Outsider | Criminal | Rule | Moxie | The player gains proficiency with lockpicking, hotwiring cars, and other criminal skills if they convincingly portray themselves as having a criminal history. | ✱✱✱ |
| Intimidation is Charisma | Bruiser | Bully | Rule | Mettle | In situations that involve persuasion and intimidation is a plausible means to persuade, the player's Moxie is equal to their Mettle | ✱✱ |
| It's All In Your Head | Doctor | Psychiatrist | Action | Moxie | Allows the player to proscribe medication to temporarily dampen or eliminate mental trauma--even if that trauma is caused by real supernatural beings. This can protect them from otherworldly tormentors and even suppress possession, if only for a while. | ✱✱ |
| Kick the Dog | Outsider | Criminal | Action | Moxie | Doing an evil or revolting act in the Party Phase lowers the user's plot armor but ensures they will have a cinematic death after at Second Blood. | ✱ |

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| Limber | Athlete | Fitness Expert | Buff | N/A | Allows the player extra Hustle when doing a task that requires flexibility | ⊕ |
| New In Town | Outsider | New Kid | Insight | Moxie | Introducing yourself in a friendly manner will increase the odds of NPCs reciprocating, giving directions, or general advice. | ⊕ |
| Not Important Enough | Wallflower | Extra | Rule | N/A | As long as the player does not engage in the plot, they will not be targeted by an intelligent enemy with no specific motive to do so. Prevents being targeted for both First and Second Blood. After the Midpoint, they will be considered Written Off and will not be permitted back On-Screen except through the effect of another Trope. | ⊕⊕⊕ |
| Not Just a Pretty Face | Eye Candy | Beauty | Buff | N/A | Makes the Eye Candy's Moxie is used in place of Savvy when the highest Savvy ally is dead, unavailable, or has a plan fail. | ⊕⊕⊕⊕ |
| Peek over the shoulder | Wallflower | Stand-In | Insight | Moxie | The player can get a peek at an NPC's current scripted action by getting physically close to them. | ⊕⊕ |
| Photographic Memory | Scholar | Sleuth | Perk | Savvy | The player can store limited visual information on the red wallpaper. | ⊕⊕ |
| Pointing Out The Obvious | Hysteric | Defiant | Buff | Moxie | Reiterating obvious problems ad nauseum will buff allies' Grit and Savvy. | ⊕ |
| Pregnancy Reveal | Any Female Character | N/A | Buff | Moxie | Revealing pregnancy On-Screen buffs player's PA and increases lover's Mettle upon death. | ⊕⊕⊕ |
| Prepared for the Outdoors | Adventurer | N/A | Rule | N/A | Allows the player to bring standard outdoors equipment, such as climbing gear, hiking equipment, etc. | ⊕ |
| Save the Cheerleader, Save the World | Damsel | N/A | Rule | N/A | Changes the win condition to rescuing the player, assuming they are successful in being kidnapped or put in prolonged risk of harm. | ⊕ |

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| Shared Experience | Final Girl | Leader | Rule | N/A | The Final Girl's exploits will increase the loot of all players, regardless of involvement in the storyline | ☆☆☆ |
| Sitting by the Phone | Wallflower | Underdog | Rule | Moxie | After establishing friendship with allies early in the story, the player can sit out much of what follows until they are called in (through plausible method) for help in the Finale. Engaging in the plot will invalidate this trope. The player is considered Written Off until they are called back in. | ☆☆☆☆ |
| The Bulletproof Table | Soldier | G.I. | Rule | Moxie | In an Fight Scene, anything the character hides behind will be imbued with the movie magic required to stop projectiles, claws, acid, or similar attack. Must be at least plausible and the portrayal must be convincing. | ☆☆ |
| The One that Got Away | Hysteric | Craven | Rule | N/A | Upon the death of the rest of the party, the Win Condition changes to escape. Player will be able to perceive a safe zone. However, in any sequel storyline, you will be targeted first. | ☆☆☆☆☆ |
| Third Eye Cam. | Psychic | Seer | Insight | Savvy | The player will be able to see the deaths of other players and NPCs. Whether they can reveal that information On-Screen, depends on the nature of the story. | ☆☆☆☆ |
| Trail Cam | Adventurer | N/A | Insight | Savvy | Allows the player to place video cameras around the setting in an attempt to capture proof or information. | ☆☆☆ |
| Unconscious Revelation | Artist | N/A | Insight | Savvy | The player will subconsciously include hints to supernatural phenomena into their artistic work, be it a book, painting, or the like. | ☆☆ |