Vin Diesel's Family Matters

A game for 2-6 movie lovers who know how important family is.

What do I need:

- A fistful of d6, 1 minimum
- A desire for fun
- Your gameface, don't let Vin catch on!

Hollywood star Vin Diesel has opened his home for a gathering of the most important people in his life, his family! For reasons of your own, you have banded together to try and infiltrate this tight community. Keep Vin happy and you'll be in *for life*, raise his suspicions and you could end up out in the cold, all alone, with no family to have your back!

Character creation:

Choose a name and dream up a brief backstory then roll for your assumed relationship to Vin

1. Long lost sibling
2. Cousin
3. Aunt/Uncle
4. Offspring
5. Step relation
6. Relation by marriage

Know your strengths:

Assign a **1**, **2** or **3** to the following abilities to determine how many d6 to roll:
Charm - *Sweet-talk and connect emotionally with Vin*
Wit - *Think on your feet to handle tricky situations*
Composure - *Remain calm and composed when under pressure*

1. Ridiculous claim
2. Past acquaintance
3. Fellow celebrity
4. Paparazzi
5. Never heard of Vin Diesel
6. Two pigs in a tracksuit

No disguise is perfect, roll to see what challenge your character needs to overcome during your stay.

Choose three skills that you might need to convince Vin of your right to be in his inner circle:

Cooking	Martial arts	Forgery
Mechanics	Lying	Genealogy
Storytelling	Disguise	Driving

Whenever a player attempts to interact with Vin they roll the number of dice for the ability they are using. On a **5 or 6**, it's a **success**. Using a special skill succeeds on a **4+**. More than one success during an interaction is considered a **critical success**. If all the dice in a 2+ roll fail, it is a **critical failure**!

2. But we're family! - *A conflict arises…*
3. Drift challenge - *It's on!*
4. Witch hunt - *Vin is suspicious, placate him*
5. xXx marks the spot - *Vin has lost something*
6. Play time - *Put on a play to entertain Vin*
7. I am Groot! - *Vin has a voice track to record*
8. Way too furious - *Calm an agitated Vin*
9. Not so fast - *Vin's beloved car has broken!*
10. Pitch black - *The power goes down*
11. Made man - *Protect Vin from mobsters*
12. Game night - *Vin wants to play a TTRPG*

In each of the **five*** 'rounds', roll 2d6 to determine what is happening at the party. Players should work as a team to keep Vin happy but beware, he could call you on your flaw at any time!
One person plays the role of Vin while the other players take turns resolving part of the situation but they cannot use the same skill or ability twice in a row.
For each failed roll mark one step on Vin's suspicion track, if this fills up you'd better run, he is on to you.
For successes mark a step on Vin's satisfaction track. Fill this track and you are *in*.
All crits count as two steps.

*Based on a group of 4 players, adjust the number of rounds to suit the group size.

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