

Funkadelic Frankenstein

on the
Mean Streets of Monstertown



A monstersploitation sourcebook for QAGS!

LIGHTS!

Much has been written on the short-lived monstersploitation genre of the 1970s. Documentaries and books like *Gun, Girls, and Ghouls* and *One Eye, Many Visions: A Cyclops Looks at Film* have documented this controversial subject better than any mere role-playing supplement can. Still, for the benefit of younger players who may not remember this lost genre, I will now present a brief history of monstersploitation films.

As any schoolchild knows, the monster races came out of hiding during the height of the American Civil War. In exchange for government assistance with integrating monsters into human society, monster leaders helped recruit their own kind to join the Union army. Unfortunately, after the war ended the government's promises were quickly forgotten. Monsters were widely regarded as third-class citizens, never fully accepted by human society and relegated to the growing slums and ghettos of industrial America.

With the advent of the motion picture in the first half of the 20th century, monster movies quickly became a staple of theaters of across the country. These films very rarely featured actual nonhuman actors, and an outraged monsterkind saw these on-screen portrayals of their kin as crude stereotypes. 1968's *Night of the Living Dead*, a thinly-veiled piece of anti-zombie propaganda, was considered the final insult according to most historians. Riots exploded in several theaters across the country. The following year, Roosevelt M. Hotep, a creative and ambitious young Mummy from Queens, released *Boogiemans Nights*, the first movie written, directed by, and starring monsters telling their own stories. The monstersploitation genre was born.

Over the next several years, dozens of monstersploitation movies were produced and released to the viewing public. While a few monsters-rights groups decried the films as enforcing negative stereotypes, much of monsterkind saw them as empowering. Eventually, such films as *Ghost Mama* and *Prometheus Jones and the Spirits of Shaolin* even saw wide release to the mainstream human audience. However, the good times were not to last. In 1977, a certain science fiction film was released. As sci-fi mania swept the

country, movie audiences decided imaginary aliens and fictitious robots were more interesting than the monster next-door. By the time the 80s rolled around, the monstersploitation genre was truly dead and buried.

My Favorite Monstersploitation Films

- *Funkadelic Frankenstein on the Mean Streets of Monstertown*
- *Prometheus Jones Makes it Big*
- *You Can't Stop Prometheus Jones!*
- *Five Bloodsuckas*
- *Shaolin Sisters Gone Wild*
- *Dave Daddy*
- *Werewolf of Motown*
- BOO!
- *Disco Dracula*
- *The King Pimp in Yellow*
- *Sweet Zombie Jesus*



CAMERA!

Funkadelic Frankenstein on the Mean Streets of Monstertown shows you how to run a QAGS game set in the little-used genre of 70s monstersploitation. Specifically, the PCs will be part of the Funkadelic Frankenstein Detective Agency run by the genre's most famous character, Prometheus Jones.

Characters in *FFotMSoM** are created much like any other QAGS character with one small difference. *FFotMSoM* characters have an extra Word called "Monster." Monster acts as a combination of Gimmick and Weakness that quantifies all the powers and vulnerabilities of a specific monster species under one Number. This means that as a monster's powers grow, his Weaknesses get more potent as well, thus preserving the mythical holy grail of "game balance." If using the Qik Start Rules, players will have to roll up an extra Number. If using the point-build method, GMs should give their players a few extra Yum Yums to spend at character creation. Monster starts at 10 and costs 2 Yum Yum per Number over 10, just like a Gimmick. GMs and players will have to work together to decide what powers and vulnerabilities specific monsters have. A few suggestions are listed below.

Golems

These Frankensteinian creatures are pieced together from dead and/or unliving matter and given life by a combination of alchemy, lightning, and weird science. Typical Golem abilities include immunity to electricity, super strength, and resistance to damage (halve damage on a successful Monster roll). Standard weaknesses include severe pyrophobia and vulnerability to flame (on a successful Monster roll, the Golem suffers double damage from fire attacks).

Werewolves

These lupine humanoids suffer from genetic lycanthropy, passing the condition (don't call it a disease!) from parent to offspring. Despite popular rumor, Werewolves are not shapeshifters. Instead, they are stuck in a Lon Chaney-esque form that combines the features of both humans and wolves. Typical Werewolf

powers include fast reflexes, a resistance to damage (halve damage on a successful Monster roll), and claws and teeth (+2 Damage Modifier). Werewolves are traditionally repelled by wolfsbane and take extra damage from silver (on a successful Monster roll, the Werewolf suffers double damage from silver weapons).

Vampires

Vampires are miserable blood-junkies, considered slightly worse than heroin addicts. They don't need to consume blood (they can survive on normal food), but they crave it constantly. Vampires are limited shapeshifters, able to transform into bats and clouds of mist. They have sharp, retractable fangs (+1 Damage Modifier) and do not show up in mirrors or on film. They are also notoriously hard to kill (When reduced to 0 HP or less, a successful Monster roll will return the Vampire to 1 HP). On the downside, crosses and garlic repel Vampires, and sunlight burns them (damage equal to the successful Monster roll, no damage otherwise).

Curiously, some Vamps have managed to swear off the blood, or "Transylvania Red" as they call it. While the craving is always there, these "Black Ribboners" manage to control their urges through willpower, faith, and a variety of 12-step programs. Blood-free Vampires lose their shapeshifting abilities, but they also lose their vulnerability to sunlight and can show up on film and in mirrors again.

While long-lived, Vampires are not immortal. Vamps create more of their kind by purposefully vomiting up a "special sauce" from their gullet and injecting it into bite wounds. It's as unpleasant as it sounds.

Good Monstersploitation Jobs

Angry Army Vet, Bouncer, Biker, Community Organizer, Crusading Reporter, Disc Jockey, Go Go Dancer, Graffiti Artist, Martial Artist, Maverick Cop, Musician, Pimp, Pool Shark, Preacher, Private Dick, Prostitute, Roller Derby Girl, Socialite, Student, Taxi Driver, Trucker, Youth Advocate

*Pronounced "fot-em-som"