



Horror Rules™



Character Creation Quicksheet

Step 1. What You Are - Character Type and Occupation

Regular Joe - plain old, regular, everyday people

V.I.P. - those with privilege, power and prestige

Action - from law enforcement officers to trained soldiers and everything in between

Labcoat - anyone specializing in an area of the sciences

Propellorhead - a person who works with technology, in any of its forms

Con - a lawbreaker, criminal or outcast; anyone above or beyond the law



Step 2. What You Look Like

Choose **Sex, Age, Height, Weight, Description and Brief**

The **Brief** is a short sentence or two describing the character's personality and interests.

Step 3. What You Act Like - Morality

Saintly - you can do no wrong and you will ALWAYS help those in need. People naturally trust you.

Good - you're willing to bend a few rules, but only for a good cause - and you like a good cause.

Normal - a little speeding, a little white lie, but nothing that would land you in jail (for long).

Selfish - the most important thing in life is YOU.

Sinful - hard, dark, often cynical and careless of consequences. People naturally mistrust you.

Step 4. What God Gave You - Vital Statistics

Divide twelve points among the four stats. The maximum is five, the minimum one.

Bulk (BLK) - physical strength and size, health, stamina, toughness, conditioning, etc.

Brains (BRN) - thinking power, intuition, charm, wisdom and the like.

Coordination (COR) - eye-hand, hand-foot, etc. Includes reflexes, balance, quickness.

Will (WIL) - determination, drive, stability, focus, guts.

What Vital Stats Mean:

- 1 - severely challenged
- 2 - below average
- 3 - average
- 4 - impressive
- 5 - superhuman

Step 5. What You Can Do - Skills

Divide twelve points among the eleven Skills. The maximum value is four.

Detection, Faith, Gun, Hand-to-Hand, Medical, Melee Weapon, Science, Sneak, Sweet Talk, Technical Thief, Watchfulness

What Skill Levels Mean:

- 1 - beginner
- 2 - average
- 3 - skilled
- 4 - professional

Step 6. Your Vital Signs

Health: overall life-force, BLK x 3. When it's 0, you're dead.

Grip: on reality, WIL x 3. When it's 0, you lose your mind.

Movement: a rating of speed, BLK + COR.

Step 7. Your Extras

Luck Point - Automatic success on any one action.

2nd Thought - Use your 2nd Thought to check out an action before you take it.

Step 8. What You've Got

Make a list of your weapons and equipment. Then run it by the Keeper so he can take most of it away.

Step 9. The Point

Choose one of the following to round out your character. It won't save you, but it'll make you feel better.

+1 to a Vital Statistic

+2 Skill pts

+2 to both Health and Grip

+1 Luck Point

+1 Second Thought

Special Trait (for experienced players only - see table)

