



# Horror Rules™



## Player Guide Quicksheet

### Using Skills

To find the Target number for a Skill, add the appropriate helping stat, which is listed beside the Skill on the character sheet (i.e. BRN for Detection). Roll the Target number or lower on a D10 to succeed. If you don't have the Skill, the Target number is your plain old helping stat with a -1 modifier.

### Using Vital Stats

When you take an action for which there is no Skill, find the most appropriate Vital Stat, double it, and use it as a Skill. When the rules or Keeper call for a "straight check," this means just roll on the plain, undoubled, unmodified Vital Stat.

### Breaks & Flubs

A natural roll of "1" always succeeds (within reason) and carries with it an unexpected benefit of some sort. This is known as "Catching a Break," or simply a "Break." A natural roll of "10" always fails and something bad usually happens. This is known as a "Flub" or a "Really Bad Thing."

<u>Your Roll</u>	<u>Hit Results</u>	<u>Effect</u>
Target number	<b>Glancing Blow</b>	lower damage one level
Below Target, not under 1/2	<b>Solid Hit</b>	normal damage
Under 1/2 Target	<b>Vital Area</b>	raise damage one level
Break (natural 1)	<b>Critical Hit</b>	Weak Spot/Vital Stat dmg

<u>Weapon Ranges</u>	
<u>Ranges</u>	<u>Distance (in MP)</u>
<b>Close Prox</b>	0
<b>Proximity</b>	1
<b>Short</b>	2
<b>Medium</b>	3-4
<b>Long</b>	5-7
<b>Way Way</b>	8-14
<b>Thrown</b>	BLK/2

<u>Combat Modifiers</u>
Close Proximity with a firearm: +4
Proximity with a firearm: +2
Attacking from behind: +3
Aim (for one round): +1
Darkness or firing blind: -3
Serious Injury (health at 2): -1
Grave Injury (health at 1): -2
Attacker is moving: -2
Target is moving: -2
Target in screening cover (bushes, fog): -1
Target in heavy cover (doorframe, crates): -2
Called Shot (disarm, shoot in hand, etc.): -2 to -4



<u>Grip Checks</u>		
<u>Degree</u>	<u>WIL Check</u>	<u>Failure</u>
<b>Startle</b>	3 x WILL	-1 Grip
<b>Scare</b>	2 x WILL	-3 Grip
<b>Freak</b>	WILL	-6 Grip
<b>Flip Out</b>	1/2 WILL	-10 Grip

### Recovering Grip

There are several methods for restoring mental health. The treatment methods outlined in the table will restore one Grip point per successful application. The maximum recovery of Grip is 3 pts per day. Any method based on a Skill requires a successful test of that Skill to work (of course).

**Sweet Talk:** you're convinced that all is not as bad as it seems (lied to).

**Faith Talk:** the presence of the Lord can bring peace to a troubled soul.

**Medical:** the presence of Valium can bring peace to a troubled soul.

**Victory:** enemy slain, driven off, blown to bits, etc.

**Comic Relief:** a very funny, tension-breaking comment made by a player.

**R & R:** two full hours of rest and relaxation

<u>Panic Reactions</u>	
<b>1-3 - Fight:</b>	You lash out. Roll your maximum attacks, treating each one as a Combat Flub.
<b>4-6 - Flight:</b>	Immediate evacuation. Run as far and fast as your car/dogsled/tricycle will go, for 1D10 rounds.
<b>7-8 - Freeze:</b>	Fight or flight conflict, and you freeze in place. Lose one round.
<b>9-10 - Faint:</b>	Sensory overload causes total shutdown. You drop and remain senseless for 1D10 rounds.

