



Horror Rules™ Script Sheet

Story

(The background and plot of the script.)

Title: _____

Described:

Setting

(Where the script takes place.)

Place: _____ Pop: _____

Described:

Places to Stay: _____

Places to Eat: _____

Places to Buy Stuff: _____

Emergency Services: _____

Other Places: _____

Hot Spot 1: _____

Described:

Hot Spot 2: _____

Described:

Goal

(What the PC's are trying to do.)

Goal: _____

Described: _____

Style of Play

(Special rules for the how the game should run. ex: Point of No Return, Limited Victims, Friends Like These, Dare To Be Stupid, etc.)

Style of Play: _____

Notes: _____

Character Limits

(Restrictions and guidelines for charcter creation. ex: Regular Joes Only, 1 Action Only, Labcoats and VIP's Only, etc.)

Limit 1: _____

Limit 2: _____

Bad Guys

(Things that try to kill the PC's, or generally make life miserable.)

1. Name: _____ Grip Check: _____

COR: _____ Move: _____

Health: _____ Weak Spot: _____

Fighting Skill: _____ Damage: _____

Powers: _____

Skills: _____

Vulnerabilities: _____

Description: _____

2. Name: _____ Grip Check: _____

COR: _____ Move: _____

Health: _____ Weak Spot: _____

Fighting Skill: _____ Damage: _____

Powers: _____

Skills: _____

Vulnerabilities: _____

Description: _____

3. Name: _____ Grip Check: _____
COR: _____ Move: _____
Health: _____ Weak Spot: _____
Fighting Skill: _____ Damage: _____
Powers:

Skills: _____
Vulnerabilities: _____
Description: _____

Cast

(People who try not to kill the PC's, or generally make life more cheerful.)

1. Name: _____ Char. Type: _____ Occupation: _____
BLK: _____ Morality: _____
BRN: _____ Health: _____
COR: _____ Grip: _____
WIL: _____ Move: _____
Skills:

Description: _____
Brief: _____
Weapons & Equipment: _____

2. Name: _____ Char. Type: _____ Occupation: _____
BLK: _____ Morality: _____
BRN: _____ Health: _____
COR: _____ Grip: _____
WIL: _____ Move: _____
Skills:

Description: _____
Brief: _____
Weapons & Equipment: _____

3. Name: _____ Char. Type: _____ Occupation: _____
BLK: _____ Morality: _____
BRN: _____ Health: _____
COR: _____ Grip: _____
WIL: _____ Move: _____
Skills:

Description: _____
Brief: _____
Weapons & Equipment: _____

4. Name: _____ Char. Type: _____ Occupation: _____

BLK: _____ Morality: _____

BRN: _____ Health: _____

COR: _____ Grip: _____

WIL: _____ Move: _____

Skills:

Description: _____

Brief: _____

Weapons & Equipment: _____

5. Name: _____ Char. Type: _____ Occupation: _____

BLK: _____ Morality: _____

BRN: _____ Health: _____

COR: _____ Grip: _____

WIL: _____ Move: _____

Skills:

Description: _____

Brief: _____

Weapons & Equipment: _____

Walk-Ons

(Expendable but colorful locals; people the PC's might meet but who could get snuffed to heighten suspense.)

Walk-On 1

Name: _____

Described:

Walk-On 2

Name: _____

Described:

Mood

(Tips and tricks to keep things spooky and scary - the flavor beans for this giant horrible salad.)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Plot Pushers

(Special nasty surprises to spring on the group.)

1. _____

2. _____

3. _____

4. _____

Sequel Ideas

(If you want to prolong the insanity.)

1. _____

2. _____

Plot Twists

(Clever and wicked ways to play the same script over and over.)

1. _____

2. _____

Chain of Events

(The way you see things going down.)

1. **Title:** _____
Described:

2. **Title:** _____
Described:

3. **Title:** _____
Described:

4. Title: _____
Described:

5. Title: _____
Described:

6. Title: _____
Described: