

Chapter

2



Making People Up

What Are You Waiting For?

As we just told you last chapter, before you play Horror Rules you will need to make up a character (assuming you're a player - if you're the Rulekeeper you'll just need to practice rubbing your hands together and cackling with evil glee). Your character will be the person in the upcoming story who you control, and through whom you will experience all the chaos and terror to come. You will need to have a character because the Rulekeeper will want to destroy as many as possible, and everyone needs to pitch in. So wipe that worried look off your face, grab your dice, your pencil and a character sheet and get going!

Step 1. What You Are

The first step in creating your character is to choose a Character Type. The Character Type determines your identity in the most basic sense. Who you are and what you can do are intimately related to this decision, and it will dictate your role in the game as well as how others interact with you. Are you a two-fisted do-gooder, always ready for a scrap or a good cause? Do you live life in the lab, constantly seeking for the scientific answers to all of nature's little puzzles? Or are you just a plain old, ordinary, hardworking citizen just trying to make a buck? Whatever floats your boat at the time, find a Character Type that fits it and get started. Note that when picking your type,- you should always keep two things in mind: pick something you're comfortable with, and don't be afraid to stretch. Usually your first inclination is a good choice, so don't agonize or struggle over it too much. At the

same time, don't get caught in the rut of always playing the same sort of character. You'll find that variety (especially in Horror Rules) really is the spice of life. Besides, you'll probably just die in a few minutes anyway, so it's not like you'll never get to make another one. There are six character types, each with a related set of occupations and a special little goodie known as a Character Power.

Occupations

Each Character Type comes with a list of sample jobs commonly held by such characters. The lists are by no means complete, but they give you some idea of where to start. Pick something from the list if you like, or feel free to come up with your own. A character's job *usually* relates to his Character Type, but not *always*. An Action character might easily be living the quiet life of a vacuum cleaner salesman or professional dog walker, just waiting for the right disaster to come along to yank him into the limelight. Be creative and have fun.

Character Powers

Character Powers reflect the unique abilities and skills that each Character Type brings to the game. Each Character can only use her power ONCE per game, and then it's gone. If you want to use it again, it's easy - just die. Your new character will be happy to use her Power.



Action

You live the life others only dream of. Dodging bullets, leaping out of airplanes, scaling mighty peaks and racing cars at breakneck speeds are all in a day's work. Danger and excitement are your bread and butter, and you never say no to adventure. Whenever something big, noisy or unsafe is going on, you tend to be right smack in the middle of it, putting your life on the line again and again for the adrenaline rush you crave so much. It's not always easy, it's not always fun, and quite often it just plain hurts... but you wouldn't have it any other way.

Occupations

Policeman, FBI agent, adventure racer, soldier, spy, mercenary, fireman, Canadian mountie, explorer, SWAT officer, bounty hunter

Character Power

Heroic Rescue

Anytime someone is killed in your presence, you may *immediately* interrupt the Round, cancel the fatal attack (it never happened), and move the victim to a place of nearby safety (up to 25ft). All this happens in one Round, and tends to impress any spectators. To use this power, you must be conscious and in your right mind.



Con

As in “con-VICT”: ex, current, escaped or soon-to-be. You're a criminal, plain and simple, hardened, tough and wild, cast out by the world and standing in blatant contrast to everything good, decent and honest. You live above the law, preying on society by taking its money and stuff or giving it fear and pain. Whether you're here by choice or just by cruel circumstance, your rap sheet tells the sordid tale of the life you've led, and you can't erase it now. It's too late to go straight, and too far to go back - even if you could, you're not sure you want to. A lawbreaker is what you are, and a lawbreaker you'll always be. A leopard can't change its spots and a jailbird can't hide his stripes.

Occupations

Gang banger, pickpocket, hit man, jewel thief, getaway driver, smuggler, embezzler, drug runner, cat burglar, hired muscle

Character Power

Looking Out For Number One

Disappear instantly from any situation at any time, removing yourself from the Event and taking your character out of play. You may stay gone, appear somewhere else in the same location next round, or return to the group miraculously during any future Event (usually during a time of dire need or complete safety). Once you elect to return to play, though, you're back for good. To use this power, you must be conscious, in your right mind and able to move freely (not tied up, grappled by a monster or stapled to anything).



Labcoat

The world is full of secrets, mysteries and strange phenomena, and it's your job to get to the bottom of them. You're a scientist, and you take your job seriously, studying, measuring, observing, poking and prodding until every last scrap of data has been squeezed out, properly labeled and stuck in a jar somewhere. The scientific method is your mantra, the lab your battlefield and the microscope and petrie dish your weapons of choice. Into the great unknown you plunge willingly, driven by a thirst for knowledge and answers that knows no rest. There's an explanation for everything and everything has its explanation - and if it doesn't, by golly, you won't stop until you've found it.

Occupations

Chemist, biologist, physicist, archaeologist, geneticist, botanist (and anything else ending in "-ist")

Character Power

Expert Analysis

Once you have a specimen from a Bad Guy (claw, saliva, chunk of flesh, squirt of acid), you can discover all powers and vulnerabilities of that Bad Guy. The Analysis takes one full day and requires at least a field science kit to perform. It will only reveal biological powers and vulnerabilities, not those derived from supernatural, magical or spiritual means.



Propellorhead

You're a whiz at technology. Gadgets, gizmos and circuits, you love 'em all. If its got moving parts or a power source, baby you're all over it. Your whole life is taking things apart and finding out what makes them tick, then putting them back together again so they do it better. People you don't understand so good, but who needs 'em? The computer is your confidant, the multimeter your friend and internal combustion your bosom buddy. If you need a friend, you'll just build one.

Occupations

Computer geek, hacker, inventor, electrician, mechanic, programmer, military technician

Character Power

Way Cool Gadget

Make one device that performs any Skill at a Target of 9 (remote control gun-firing device with a Gun 9, alarm system with Watchfulness 9, automatic lock picker with Thief 9). Small items take an hour to make, medium sized a half day and large items a full day. Reasonable and appropriate tools and supplies are required, and the Rulekeeper will determine what "reasonable" and "appropriate" are. The Gadget may only be used by you. All others are unable to make it work.



Regular Joe

You are a normal, hardworking, common, everyday citizen, a part of the teeming throng that proudly claims work-play-eat-sleep as it's daily routine. Your main concerns in life are keeping gas in the tank and food on the table, and your biggest thrills usually come from Friday night movie rentals or a trip to the mall. You have a steady job, an economy car, maybe a dog and a few fish, and someplace you call home; but whether it's a two-story in the burbs or a rundown apartment, you still live for the weekend and paycheck to paycheck. Sure, maybe you've dreamt of something more, but such fanciful thoughts quickly fade under the numbing glow of the TV and the warm embrace of your sofa cushions. It may not be exciting and it may not be glamorous, but your 9 to 5 pays the bills and keeps you off the streets. That and a bag of chips and you couldn't be happier.

Occupations

Office worker, carpenter, housewife, garbage man, little old lady, role-playing game designer, cook, dog-walker, student

Character Power

Ignorance Is Bliss

Ignore any one Grip Check. Whatever horrific, creepy, nightmarish thing just jumped out of the woodwork, you didn't see it and don't have to check Grip - you're looking the other way, tying your shoe, daydreaming, wondering how you got into this mess in the first place, or whatever. When and if you finally do see it, you still don't have to make the roll. You're

disturbed, surprised and shocked, to be sure, but you get a free pass. This power must be declared before the check, and not after to cancel a bad roll.



VIP

You're special and you know it; more importantly, so does everyone else. Power, prestige and privilege are all yours, and whether you fought to get them or were just born in the right place, you're not about to give them up. You rub elbows with the wealthy and influential, dine with kings and make the big decisions. Your hands move the hands that move the world, or at least your part of it. The pressures and isolation of this life are often intense, as others constantly ply for your counsel, your favor and your cash, but you're used to it. It may be lonely at the top, but it's got one heck of a view.

Occupations

Lawyer, priest, doctor, senator, movie star, idle rich, professional athlete, rock star, actor/actress

Character Power

Deep Pockets

Get any one piece of equipment, no limitations, no questions, no if's and's or but's (welding torch, box of grenades, helicopter, radiation suit, Zeppelin, forensic field lab, new pair of pants, etc.). You must be able to communicate with the outside world (whatever form that happens to take) but can use any means to do so, such as telephone, letter, telegram, e-mail, courier, fax or carrier pigeon. It takes one day to have the thing shipped/bussed/flown in, then it's in play.



Step 2. What You Look Like

Time to add some flavor to your character. This is your chance to jazz things up a little, and to turn this two-dimensional paper person into someone with real substance. Putting effort into the “What do I look like?” phase can not only be fun, but it gives you a chance to live a little and try things you'd never even remotely consider in the real world. Are you bald? Dreadlocks? Afro? Rail-thin or jumbo-sized? Tattooed, pierced, or just "Plain Jane"? Sky's the limit, and it's all about what YOU want. Whatever you decide, take a moment to rough in these basic characteristics that everyone should know about themselves.

Sex, Age, Height, Weight

Take your pick. It's all about you.

Description

A few words for the benefit of other players (hair, typical clothes, etc.)

Brief

A short sentence or two describing the character's personality, attitudes, interests and perhaps a bit of background - a sort of "game show" introduction. This is your chance to add a little character to your character, spice things up bit and give you some loose guidelines to follow while you play. Toss in a quirk or two if you want to make things interesting, and add a few words about why this person is where they are. A typical Brief might go something like this: "Lance is friendly but quiet, served in the Coast Guard until last year, and has some problems with authority. He enjoys daytime TV, dislikes

frogs, and moved to Castlevale last month for a change of scenery."

Step 3. What You Act Like

A very important guiding principle for any character is their Morality, which is, in a nutshell, a basic measure of “niceness”. Morality helps players and Keepers determine what a character will and will not do, and often dictates how others react to them. There are five levels to choose from.

Saintly

Your purpose on this planet is to make it a better place, and you spend every waking moment striving to do just that. You can do no wrong - even a casual swear-word is out of the question, and you will ALWAYS help those in need, willingly giving your life if necessary. You are instantly trusted and accepted by others, as you simply ooze sensations of kindness, goodness and honesty. The halo helps, too.

Good

You're a sucker for a good cause, enjoy helping others, and adhere to a strong moral code. A lie might be okay, if used in the right way, but it still makes you feel bad. Helping little old ladies across the street is candy for you, and though you may resort to violence on occasion, you would never hurt an innocent. People tend to give you the benefit of the doubt, and more often than not end up trusting you.

Normal

A little speeding, a little white lie here and

there, maybe taking a stapler home from work, but no major hang-ups and nothing that would land you in jail (for long). You don't get any special treatment from others, who tend to make up their minds about you based on your actions and attitude.

Selfish

The most important thing in life is YOU. What's the harm in stealing, lying and cheating if it gets you what you want? Rules are for others, not you, and it's always someone else's fault. People tend to distrust you and even shy away, and you've noticed that building close relationships is often difficult.

Sinful

Hard, dark, often cynical and careless of consequences. Human life has no value, and woe to those who get in your way. You take candy from babies, kick small dogs for pleasure and joyfully feed whatever dark appetites appeal to you at the moment. Even people you've never met cross the street just to avoid you, and you are instantly distrusted and disliked by just about everyone... except maybe other Sinful people.

Step 4. What God Gave You

Your four Vital Statistics define the raw stuff you're made of. These simple numbers set the basics of your natural abilities, and determine what you are capable of physically, mentally and emotionally. When you were standing in line to be born, did God give you an extra helping of smarts or skimp a little? Did He pump up your biceps or just hand them to someone else? The good news for

you is, this time you get to decide. You have **twelve points** to divide among the four stats, each with a maximum value of *five* and a minimum of *one* (a score of three is considered average).

Remember you can spend your points where you will, but there are trade-offs. If you want to be a beefcake with a Bulk of 5, something else will suffer - you'll be stupid, clumsy or weak in the knees because you won't have enough points to go around. Some like to be strong in one area and weak in another (5 Bulk, 1 Brains and 3's in Will and Coordination), while others prefer a more balanced approach (3's in everything). Either way, it's up to you.

How Good Am I? - Vital Stats

Usually, this doesn't matter. It's how lucky you are that's really important. But, just for vanity's sake, you might want to step back for a second and take a look at yourself compared to the rest of the world.

- 1 - Severely Challenged
- 2 - Below Average
- 3 - Average
- 4 - Really Impressive
- 5 - Superhuman

The Vital Stats

Bulk (BLK)

Physical strength and size, health, stamina, toughness, conditioning, etc. Helps in fighting, knocking holes in things and not dying. Bulk determines how much physical damage you can take and how much you can carry.

Brains (BRN)

Thinking power, intuition, charm, wisdom and the like. Brains helps you figure stuff out, and is very useful for science, technical, medical and other thinking type things.

Coordination (COR)

Eye-hand, hand-foot, etc. Includes reflexes, balance and quickness. Coordination helps you shoot, swing and dodge, and determines how many attacks you get in combat. It's also *great* for juggling.

Will (WIL)

Determination, drive, stability, focus, willpower and guts. Will helps you do a few important things, like paying attention to what's going on around you and not going stark raving ape-crazy when something jumps out of the shadows. It also determines how much mental strain you can take before you snap.

Step 5. What You Can Do

What you can do in the game and how well you can do it is governed by your Skills. There are eleven Skills (more if you want - ask the Rulekeeper), which are plainly described below. Skills are all of the learned talents and abilities your character brings to the game, such as performing lab analysis, shooting things, picking locks, driving cars, repairing electronics and knowing what to do with a sucking chest wound. Getting them, unlike real life, is easy - just pick them. You have **twelve points** to spend, no more no less. The maximum value on any Skill is four, and you don't have to put points on all of them. Sure,

they all look tasty and good, but think carefully about your character when you're choosing and make sure you pick Skills you really want or think you'll need. A Labcoat with Gun 4, Melee 4 and Thief 4, frankly sucks as a Labcoat and would never be allowed anywhere near even a home chemistry set. Just use a little common sense when you pick and you'll be fine.

Each of the Skills has a brief description to help you understand what it does in the game. Also listed is the Helping Stat for each, which, as the name implies, helps you when you try to use it. Chapter Three has nauseatingly complete details on this, so we won't bore you with them here. Suffice it to say that the higher your Helping Stat, the better you'll do at the using the Skill.

How Good Am I? - Skill Level

Again, a good thing for comparisons, but how fast you run is usually more likely to keep you alive. However, if you still want to know, this chart will help you out.

- 1 - Complete Beginner
- 2 - Average
- 3 - Skilled
- 4 - Highly Trained Professional

The Skills

Detection (Brn)

Knowledge and use of investigative equipment and techniques to figure stuff out. A successful use of detection can result in helpful hints from the Keeper. Can be used on people or crime scenes, and includes

knowledge of the occult.

Faith (Wil)

The power to overcome personal weakness and combat the forces of spiritual evil. Can be used to perform Faith Attacks and Exorcisms as well as help other players regain lost Grip.

Gun (Cor)

Pointing and pulling the trigger; covers use of any and every projectile weapon, including pistols, rifles, machineguns, bows and crossbows.

Hand-to-Hand (Blk or Cor)

Defending or attacking with bare hands; martial arts and boxing to street brawling.

Medical (Brn)

Patching up holes, splinting bones, giving shots, making antidotes. This Skill is used to make people feel better (or at least look better) and can also be used to medicate the very freaked out to help them regain Grip.

Melee Weapon (Blk or Cor)

Defending or attacking with cutting or bashing weapons, such as clubs, knives, chains, bottles, spears or machetes. If you can put it in your hand and whack someone with it, this is the Skill. Includes throwing weapons.

Science (Brn)

A general measure of the person's science knowledge. The Science Skill usually focuses on one main area (e.g. biology for a biologist or chemistry for a chemist) but can include others. The main use of this Skill is to research

powers and vulnerabilities of Bad Guys, but it's also useful for psychiatric analysis when your friends go over the edge.

Sneak (Cor)

Moving without being heard or seen. Sneak is also used to Dodge attacks.

Sweet Talk (Brn)

Some people just know what to say and when to say it; covers persuasion, bribery, fast talking, lying, and all the rest. Basically, it's getting people to do what you want without sticking a gun in their face.



Technical (Brn)

Making, fixing, inventing, maintaining or improving anything with moving parts. Covers cars, walkie-talkies, blenders, 8-track players, computers, gadgets and the like. Technical is also used to operate moving

vehicles, such as helicopters, tanks, cars and lawn mowers.

Thief (Cor)

Everything a good, honest, hardworking citizen stays *far* away from - picking pockets and locks, hotwiring cars, getting past security systems, breaking into houses, etc. This Skill can get you in trouble, but it can also open a lot of doors (ha ha).

Watchfulness (Wil)

The simple feat of paying attention to what goes on around you. Often the Rulekeeper will use Watchfulness for you in secret, to see if your character notices something you don't really know is going on. It can help you spot hidden foes, hidden items, hidden intentions and that thing that's sneaking *up begin you right now; LOOK OUT...!*

Your Own ()

It may be necessary or just fun to add a new Skill that fits your character (Bowling, Carpentry, Crosstitch, Cross-Country Skiing). Just ask the Keeper and, if she agrees, make up a new one, give it a Vital Stat and enjoy.

Step 6. Your Vital Signs

Vital Signs are a way of tracking, in a basic sense, how well you're currently feeling and performing, and include Health, Grip and Movement. They are calculated from your Vital Stats, according to the formulas below.

Health

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

Grip

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

Movement

A rating of foot speed. Movement Points control how far and how fast you can get away from whatever's currently trying to eat you. Movement is BLK + COR.

Step 7. Your Extras

In a game where everything is out to get you, you need all the help you can get. Use these special points to even the odds (a little). Everyone gets 'em. Everyone needs 'em.

Luck Point

A Luck Point gives an automatic success on any one action. That means anytime a die is rolled, you can spend your Luck Point to turn a failure into success – for you, your friends or even NPC's. You get one point.

Second Thought Point

If you're kicking around an idea but aren't so sure it's a good one, you can use your Second Thought Point to check it out before you do it. Ask the Keeper about a *specific action*, such as opening a door, following a stranger or throwing a lever, using the following question format:

“Do I have second thoughts about (*specific action*)?”

The Keeper will either answer “No, you have no second thoughts,” if it's safe, or “Yes, you definitely have second thoughts,” if it's very stupid or likely to get you killed. Of course, whether you do it or not is entirely up

to you. (We say go for it! You only live once.)
You get one Second Thought point.

Step 8. What You've Got

This is where you'll choose your weapons and equipment. Write down whatever you think your PC would *normally* have: cell phone, car, gun, binoculars, rope, breath mints, etc. Don't feel like you have to list every single possible thing you're carrying or own, just the most important or applicable items (you can probably leave off the toothbrush and extra pair of socks). The Keeper, as usual, has the final say. Ask and you may receive.

Step 9. The Point

At this time, you might find something a little lacking. In the interest of fairness and good taste, everyone gets "The Point" to spend in order to flesh out any weak areas. The Point may be spent in any one of the following ways:

- +1 to a Vital Statistic
- +2 Skill points
- +2 to both Health and Grip
- +1 Luck Point
- +1 Second Thought
- Special Trait (see below)

Special Traits

Special Traits can really spice things up for experienced players. Used to deepen a character's personality and provide more interesting variations, each Trait provides a unique and powerful Advantage for your PC. Be warned that each one also carries an equally unique and powerful Drawback related to the

Trait, which can turn around to bite you when you least expect it. It's recommended that you try them out only after you've become familiar with the basic rules.

Body Builder - You live to pump iron and your chiseled body shows it - unfortunately your size does make you a bigger target.

Advantage: +2 Bulk

Drawback: Always attacked first in group.

Brave - You are fearless and courageous but sometimes to a fault. Your bravery occasionally leads you into obviously stupid and dangerous situations.

Advantage: +2 Grip rolls

Drawback: Must check BRN to avoid stupid actions. The Keeper and all other players may each suggest a stupid action once every Event.

Caring Nature - A genuine concern for your fellow man helps you meet their needs, but it can also cause you to put them before your own.

Advantage:

+2 Medical rolls

Drawback:

Will always attempt to help *any* living creature that is hurt or in jeopardy, and will never leave anyone behind.



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Combat Instinct - An instinctive and uncanny knack for hitting your enemy where he's vulnerable - or your friend if you're not careful.

Advantage: +2 to hit Weak Spot

Drawback: Combat Flubs are always Butterfingers.

Deep Faith - A strong personal conviction in God and the Good Book can work wonders - but overconfidence in self can lead to personal danger. Morality must be Saintly.

Advantage: +2 Faith rolls for your whole group

Drawback: You don't get a Luck Point. If you get in trouble, just pray.

Diplomatic - You know how to handle people in any situation. But your personable and unruffled exterior leaves you a little fragile when things don't go as planned.

Advantage: +2 Sweet Talk rolls

Drawback: -1 Grip rolls (Panic Reaction is always Faint).

Egg Head - Face it - you're a brain. But God had to borrow from somewhere when he built up your gray matter.

Advantage: +2 Brains

Drawback: -1 Bulk

Firm Grip - It'll take a lot to push you over the edge - but when you go, brother, you're *really* gone.

Advantage: Lost Grip down to Meltdown (Grip -4) has no effect - guaranteed you won't lose it for a long time.

Drawback: Lost Grip down to Meltdown (Grip -4) has no effect - guaranteed you won't come back when you do.

GI Jerk - The Army turned you into a lethal machine. It also dropped your personality in the toilet.

Advantage: +1 Gun and Melee rolls, +1 Health

Drawback: Anyone with an equal or lower Bulk will be intimidated and immediately dislike you - including other PC's.

Keen Insight - Sherlock Holmes had nothing on you - but your deep thought and concentration can distract you from other dangers close to hand.

Advantage: +2 Detection rolls

Drawback: -1 Watchfulness rolls.

Marksman - You were born with a gun in your hands - just hope no one asks you to fight with a knife or a club.

Advantage: +2 Gun rolls

Drawback: -1 Melee and Hand-to-Hand rolls.

Martial Artist - Intense training and dedication have turned your hands and feet into weapons of vicious lethality, but the same code of honor that keeps them in check can also put you in danger.

Advantage: +1 Hand-to-Hand rolls, and attacks do Light Dmg

Drawback: Must stay 5 Rounds before leaving *any* fight.

Mean - Momma didn't raise no choir boy. Most times the meanest thing in the junkyard is you - but a mean streak can hurt your friends as well as your enemies. People tend not to like you.

Advantage: +2 Grip checks

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Drawback: Panic Reactions are always Fight; Combat Flubs are always Sorry, Larry.

Natural Charm - Selling ice to the Eskimos is child's play - you manage to work in the fridge and a walk-in freezer. Relying on your charm leaves you a little overconfident though.

Advantage: +2 Sweet Talk rolls

Drawback: -1 Sneak rolls.

Paranoid - If you don't keep your eyes open all the time, then they're bound to catch you. Sleep is rarely an option and you tend to get a few wild ideas from time to time.

Advantage: +2 Watchfulness rolls

Drawback: Failure means you're convinced you're being watched or followed or mind-controlled or poisoned or...

Partially Psychic

- You sometimes get impressions from people or places that others totally overlook, but your open mind often lets things in that you don't want there.

Advantage:

+2 Watchfulness rolls

Drawback: Automatically possessed or mind-controlled, and attract evil within 200 ft.

Science Buff - A day without science is a waste. Beakers and vials are your bread and butter - but when your true love lets you down, you don't handle it well.

Advantage: +2 Science rolls

Drawback: Failing a Science roll is the same as a Flub.

Shifty - You can't help it - maybe you've just got one of those faces. It just looks like it belongs behind bars.

Advantage: +2 Thief rolls

Drawback: Automatically persecuted, harassed and blamed by law and authority figures

Snakestrike - You have the lightning reflexes of a striking cobra. Your friends might describe it more as a "hair trigger" though.

Advantage: Always get first attack

Drawback: Panic Reactions are always Fight, Combat Flubs are always Sorry, Larry.

Social Misfit - The fact that people find you repulsive has always helped you get around unnoticed. It just hasn't done much for you on the dating scene.

Advantage: +2 Sneak rolls

Drawback: -1 Sweet Talk, and must choose an annoying personal trait (smelly - rude - odd - perverted)

Spineless - It's true that you're not the bravest person in the world, but it's kept you alive this long.

Advantage: Panic Reaction is always Flee with a +3 Movement bonus, always attacked last in group

Drawback: -2 Grip checks

Technical Wiz - An affinity with machines and technology has left you a little lacking when it comes to people. Computers and



internal combustion make sense. Small talk doesn't.

Advantage: +2 Technical rolls

Drawback: -1 Sweet Talk rolls

Tough As Nails - A broken leg or a broken back - you don't care you just shrug it off and go on. If it doesn't kill you, it just makes you stronger, and it takes a lot to kill you. Maybe that's what makes you a tad overconfident.



Advantage:

+5 Health, no subtractions for low Health

Drawback: Always the last to leave dangerous situations.

Weaponmaster - You have trained all your life to become the very best in melee combat - with cutting and pounding weapons few are your equal. Too bad someone invented guns.

Advantage: +2 Melee Weapon rolls

Drawback: -1 Gun and Hand-to-Hand rolls.

Sample Character - Carson Dudley, An Everyday Hero

Just to make sure you're doing this right, here's what a sample character looks like when completed. Meet Carson Dudley.

How It went

Since Regular Joes just seem to have a habit of living longer, our player chose this for his Character Type. After coming up with a name (Carson Dudley) and an occupation (Convenience Store Clerk), he scribbled down some inspired and illuminating factoids to flesh out Carson's personality and appearance. A basically decent person, he chose Good for Morality. Carson is a well-rounded individual, so the 12 Vital Stat points were divided evenly among them (3 each). His Skills reflect his interests, job and lifestyle: some Technical (for the microwave and corn dog oven), Watchfulness (for shoplifters), Sneak and Gun (laser tag, skeet shooting and first-person shooters), a little Sweet Talk (helpful in retail), and a little Hand-to-Hand and Melee Weapon (also helpful in retail). Finally, he calculated Health ($3 \times \text{BLK} = 9$), Grip ($3 \times \text{WIL} = 9$) and movement ($\text{BLK} + \text{COR} = 6$).

To round out this character, "the Point" goes for +2 Skill points, giving Carson a Faith of 2 (attends Saturday evening contemporary worship at a local Gen X church - grandma got him started). For weapons he chose the ever practical baseball bat and an old pump-action shotgun, which comes in handy for the graveyard shift (and graveyards in general). As for additional equipment, Carson gets a flashlight and a pocket tool kit, both of which would likely be carried routinely for work-related duties. Now after a burrito and a quick prayer (rolls a 3 against a Target of 5 - Faith 2 + WIL 3 ...success!), he's ready for whatever the Rulekeeper throws at him.

Sample Character - Carson Dudley -

Character Type: Regular Joe
Occupation: Convenience Store Clerk
Sex: Male
Age: 24
Morality: Good

Description: 6'1", 180lbs, brown hair, goatee, green eyes, fit and athletic, wears torn jeans and flannels and an old leather jacket or army coat.

Brief: Carson is laid-back and friendly, with a soft spot for chili-cheese nachos, video games and people in trouble. He loves tales of the supernatural, and has an unlikely knack for stumbling into dangerous situations.

Vital Stats

Bulk: 3
Brain: 3
Coordination: 3
Will: 3

Skills

Gun: 3
Faith: 2
Hand-to-Hand: 1
Melee Weapon: 2
Sneak: 1
Sweet Talk: 1
Technical: 2
Watchfulness: 2

Vital Signs

Health: 9 Movement: 6
Grip: 9

Weapons

sawed-off shotgun, baseball bat

Equipment

pocket tool kit, flashlight

