



HORROR RULES™
Ready-to-Die Character
- ACTION -



Name: _____
Sex: M Age: _____ Morality: Good
Char Type: Action Occupation: _____
Description: _____

Brief: _____

Vital Statistics

Bulk 4
Brains 1
Coordination 4
Will 3

Vital Signs

Health: 12
Grip: 9
Movement: 8

Skills

Detection (Brn) _____ Science (Brn) _____
Faith (Wil) _____ Sneak (Cor) 1
Gun (Cor) 3 Sweet Talk (Brn) _____
Hand-to-Hand (Blk or Cor) 3 Technical (Brn) _____
Medical (Brn) _____ Thief (Cor) _____
Melee Weapon (Blk or Cor) 3 Watchfulness (Wil) 2

Disorders/Injuries

_____ Luck Pt _____
_____ 2nd Thought Pt _____

Stupid Thing Points: 1 2 3

Weapon	Damage	Speed	Range
1. heavy pistol	moderate	normal	short
2. combat knife	light	normal	c prox
3. _____	_____	_____	_____

Equipment

3 extra clips, box of .45 shells, rope, binoculars,
torn shirt, big stinky cigar



HORROR RULES™
Ready-to-Die Character
- CON -



Name: _____
Sex: M Age: _____ Morality: Selfish
Char Type: Con Occupation: _____
Description: _____

Brief: _____

Vital Statistics

Bulk 2
Brains 3
Coordination 4
Will 3

Vital Signs

Health: 6
Grip: 9
Movement: 6

Skills

Detection (Brn) _____ Science (Brn) _____
Faith (Wil) _____ Sneak (Cor) 3
Gun (Cor) _____ Sweet Talk (Brn) 2
Hand-to-Hand (Blk or Cor) _____ Technical (Brn) _____
Medical (Brn) _____ Thief (Cor) 4
Melee Weapon (Blk or Cor) 2 Watchfulness (Wil) 1

Disorders/Injuries

_____ Luck Pt _____
_____ 2nd Thought Pt _____

Stupid Thing Points: 1 2 3

Weapon	Damage	Speed	Range
1. knife	light	norm	c prox
2. _____	_____	_____	_____
3. _____	_____	_____	_____

Equipment

lock picks, ski mask, crowbar, lawyer's business card

