



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



Name: _____
Sex: F Age: _____ Morality: Good
Char Type: Labcoat Occupation: _____
Description: _____

Brief: _____

Vital Statistics

Bulk 2
Brains 4
Coordination 2
Will 4

Vital Signs

Health: 6
Grip: 12
Movement: 4

Skills

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

Disorders/Injuries

_____ Luck Pt ?
_____ 2nd Thought Pt ?

Stupid Thing Points: 1 2 3

Weapon	Damage	Speed	Range
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____

Equipment

field science kit, firstaid kit, clipboard, pocket recorder,
glasses, prescription shoes



HORROR RULES™
Ready-to-Die Character
- REGULAR JOE -



Name: _____
Sex: M Age: _____ Morality: Normal
Char Type: Regular Joe Occupation: _____
Description: _____

Brief: _____

Vital Statistics

Bulk 3
Brains 3
Coordination 3
Will 3

Vital Signs

Health: 9
Grip: 9
Movement: 6

Skills

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

Disorders/Injuries

_____ Luck Pt ?
_____ 2nd Thought Pt ?

Stupid Thing Points: 1 2 3

Weapon	Damage	Speed	Range
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____

Equipment

economy car, pocket knife, \$3 cash, large spoon

