

SHRIEK

The Game of Teen Horror

BUFFNESS

Hold Liquor _____
 Gym _____
 Whup-Ass _____

LOOKS

Fashion Sense _____
 Pose _____
 Seduction _____

CRAFTINESS

Gearhead _____
 Shopping _____
 Dance _____
 Driving _____
 Drama _____
 Mixology _____

BRAINS

Geekery _____
 Pop Culture _____
 Bookworm _____
 Debate _____

WITS

BLOOD

GUTS

POPULARITY

CHARACTER PTS

NAME: _____
 HIGH SCHOOL: _____
 CLIQUE: _____
 Height: _____ Weight: _____ Gender: _____
 Eyes: _____ Hair: _____ Age: _____

Item	Damage

Hit Location	1 Head	2 Torso	3 R.Arm	4 L.Arm	5 R.Leg	6 L.Leg
AP						

Deep7 1PG™ RPGs assume the players and ref already have some rudimentary experience with role-playing games. All Deep7 1PG™ games are played with 6-sided dice. Deep7 assumes no liability for mental instability on the part of players, refs or their families.

ITEM	DAMAGE
Baseball Bat	3
Chainsaw	6
Garden Weasel	3
Golf Club	2
Handgun	8
Hedge Trimmer	4
Ice Pick	4
Knife	3
Knitting Needle	2
Machete	4
Pepper Spray	1
Pitchfork	5

Attributes: Roll 1D3 for each.

Skills: Roll 1D6 for the total number of points to distribute into all skills. Skills starts at 0 and can be no more than 3. If you need extra points, you can take them from other skills, leaving them at -1 for each point taken. No attribute/skill combination can be less than 1.

Wits: Roll 1D6. You may need to make a Guts check to keep your Wits.

Blood: Roll 2D6+5. When you have lost all your Blood, you are dead.

Guts: Roll 1D6. The more Guts you have, the easier it is to keep your Wits.

Popularity starts at 0. Roll 1D6 and get the same or under your Buffness and Looks attributes (but you may only try once for each, at the beginning of the game). Add 1 to your Popularity for each successful check. Use Popularity to reroll failed skill checks or call in favors.

Roll on the Status Table for more cool stuff.

Money: 2D6 x 100 credits.

GUTS CHECK: Any time you have a traumatic experience in the game, you must make a “Guts Check”. Try to roll equal to or below your Guts. If you are not successful, your Wits goes down by 1. When Wits is reduced to 0, you must roll a 4 or less each time you wish to make a skill check or combat roll, or else your character is twitchy and shellshocked, unable to function properly.

SKILL ROLLS: When you want to do something, figure out what attribute/skill combo will get it done. Add your attribute and skill together to get your Target Number and roll 1D6 equal to or below it. **Rolling a 1 is always a success and rolling a 6 is always a failure.** If you are fighting, use the Whup-Ass skill for attack, and Gym for evasion. Although a 6 always fails, having a target of six gives you a higher potential margin of success than a target of five. Always add your Buffness to hand-to-hand weapon damage. **Ties always go to the defender.**

ARMOR: Certain items give you an Armor Value (AV). Denim gives you 1 AP, Leather gives you 2. A Football Helmet or Bicycle Helmet gives you 3 on your head, but any Looks-based target numbers are at -2. When you take damage, subtract your AP in the appropriate location from the damage you are dealt.

SEE RULES OF PLAY FOR DETAILS

STATUS TABLE (1D6)

- 1 **LOSER!** -1 Popularity, Fashion Sense and Seduction. Now stick those 3 points into something else.
- 2 **OCCULT LORE:** +2 to any Bookworm roll related to scary stuff.
- 3 **WHEELS:** (roll Hi-Lo) Lo - Dad’s car. Hi - Your car. +1 Popularity, Seduction.
- 4 **BITCHIN’ WARDROBE!** +1 to any Looks-based roll.
- 5 **FAKE I.D.** +1 Hold Liquor, Seduction.
- 6 **PSYCHIC POWERS:** -1 Popularity. Think *Carrie/Firestarter/Powder/The Shining/The Craft*. Just tell the Ref what you want to do and use your Brains as your target number.

Notes: