

# West Side Horror

A Musical Horror Love Story

By Jonathan L. Wallace



# West Side Horrors

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This game was created during the 24 Hour RPG competition sponsored by [thefreerpgblog.com](http://thefreerpgblog.com)

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On the 23rd day in the month of September, in an early year of a decade not too long before our own, the human race suddenly encountered a deadly threat to its very existence. And this terrifying enemy surfaced, as such enemies often do, in the seemingly most innocent and unlikely of places.

Little Shop of Horrors

## Introduction

West Side Horrors is a game that takes West Side Story, and Little Shop of Horrors and mashes them into a group fighting, love story, Romeo and Juliet story with a giant Monster that threatens everyone with destruction.

It's a game that was born while I was scanning the list of the 24 RPG competition hosted at 1km1kt.net and sponsored by the thereerpgblog.com. I figured that I love musicals, and I wanted to be able to make a comedy and a horror game at the same time. That's what I hope this game will be. If it will actually succeed at this, it's up for grabs since I'm only going to be spending 24 hours on it.

What's interesting about mashing up West Side Story and Little Shop of Horrors is that they are remarkably similar situations, if not stories. They are about people who are living in less than ideal situations

and are looking for a way out. In West Side Story you have that way out being the gangs, for the most part. The Jets exult themselves as being the pinnacle of existence. They have the swagger and the power that makes them better than anyone else; "When you're a jet, You're the swingin'est thing: Little boy, you're a man; Little man, you're a king!" For the Sharks, it's the only way that they feel that they can get a modicum of respect in a racist society.

Seymoure and Audrey from Little Shop of Horrors also feel the same way. One of the opening lines of the musical, Skid Row, deals with the fact that everyone is miserable and they all wish for an escape from the crushing poverty. However, the situations that they find themselves in are far more ridiculous than the ones that the characters in West Side Story find themselves in.

This is why we gave the game the

title of Horror, Romance, Comedy because we hope that's what you keep in mind when you play it.

This game uses the rule set from Geasa, a game that I've put out under a BY-SA creative commons license. Because I think the basic rules don't fit exactly what I want for this game, I will modify them. Again, anyone can do that and under the CC license you can take anything I've done with this game and modify it and make it a part of your own game.

If you're interested in Geasa you can pick it up at [Drivethrurpg.com](http://Drivethrurpg.com) or [indiepressrevolution.com](http://indiepressrevolution.com). You can buy the book, the pdf, or the free version that had just the rules.

Enjoy this attempt at getting something out quickly and I hope that it's as enjoyable to play as it was to come up with the idea.

# Characters

In West Side Horror you're going to make many different characters. The first one you will make will be the Monster that is trying to rise up to destroy the world. The second one you will make will be a member of a down on their luck gang that has been promised their hearts desire by a Monster. The third one is going to be a member of a rival gang that is in competition with all your main characters. There is a catch, there are love connections between the two groups and that will cause problems and conflict.

## Making a Monster

The Monster is a big part of the game. It is the giant fiend that is trying to destroy the world and it has promised a group of people that it will give them power they have never seen before if only they help it. The Monster could be a giant fly trap that is looking to feast on

human blood for all time. It could be a nameless creature from the beyond that is trying to consume the universe. It could be a ghost trying to create the zombie apocalypse. Whatever the reason you'll build this creature together.

### Step 1: Features

Features are what define the Monster. They give it a shape, and each Feature will describe a power The Monster has. Each player gets to add a single Feature to the Monster. When that's done you'll have a better understanding of what the Monster is, and you can give it a description.

### Step 2: Wants and Needs

The Monster wants to destroy the world. However, it needs things in order to achieve it's ultimate goal. Magical spell components, certain pieces of technology, of the ability to eat the blood and bones of its foes. The spirits of their less important

**Example:** Amber, Daegan, Jonathan, Mikael and Angela are playing West Side Horror. They start by creating a Monster and they all add a single Feature. Amber says that the creature is Plantlike, Daegan says that it's ferocious, Jonathan says that the Monster is devious, Mikael says that it's hungry and Angela says that it's Growing. Totally the Monster is Plantlike, Ferocious, Devious, Hungry and Growing. They decide that it's a large Venus-Fly Trap with rows upon rows of long, sharp teeth.

In the same game, Amber decides that the monster wants to eat bodies in order to grow large enough to take over the world. Jonathan says that it needs water to survive. Daegan says it needs sun, since it is a plant. Mikael says that it wants to have new soil, since it has to grow and it's taking all the nutrients, and it needs those replaced and Angela says that it needs attention. If you don't pay attention to the plant it can't grow.

followers. Each player will get to add something that the Monster wants. These will come into play when scenes are set. They will be the goals that the players are trying to achieve.

### **Step 3: Weakness and Defeat**

All Monsters have a certain weak point. If this thing in particular happens to them, then they will die, be banished, get erased, or just simply disappear. Monsters may have many strengths, but they tend to only have one thing that will kill them. As a group, you'll need to figure out the one single thing that will destroy the Monster. Talk about it, because your gang members are going to be well aware of this problem.

If this happens, then your characters lose the game. All their hard work is for naught and they will probably end up either dying along with The Monster, or they will get arrested and carted off to jail.

## **Gang Members**

Now that the Monster exists, it's going to find some down on their luck people who are looking to find a way to escape. This makes them prime targets for a Monster looking for some minions to use so that it can destroy the world.

When you make your gang members, understand that they all already know each other. They are in a gang after all. So you can have all your answers work off of each other.

### **Step 1: Who are you?**

You need to come up with who you are. Just answer the following questions:

What's your name?  
What do you do?  
What do you look like?  
What did the Monster offer you?

Each player will answer these questions for their own characters.

### **Step 2: Elements**

Elements are how your character will deal with problems. Whenever you run into a conflict one of these elements will be used as the target number for bidding. They will give you an understanding of how your character will react to things.

There are six elements:

**With Your Head:** You deal with your problems with your intelligence. You'll out-think, out-wit, out-plan all those would you get in the way of you raising your Monster and getting the power you deserve.

**With Your Heart:** If there's a problem, you know that if you just listen and use your heart you can solve it. Anything that requires someone to be compassionate or understanding in a situation then you know you can do it with your Heart.

**With Your Feet:** Sometimes the situation is way too rough for you to handle on your own. Discretion is the better part of valor and you know that if you can run away, you can live to appease your Monster another day. When dealing with anything involving running, usually running away, you'll do it with your feet.

**With Your Mouth:** You can talk, and when you do you can convince anyone of anything. When you use your Mouth, you know that you'll get your way eventually.

**With Your Fists:** Sometimes people just don't listen, and then you've gotta make them listen with a well placed punch in the face. When it comes down to violence you know you'll do well if you do it with your fists.

**With Your Guts:** Somethings require you do just endure. You can take a lot of punishment, and still keep going. You don't turn back when

other would be running away in terror. It's a good thing to have when you have a Monster that some might consider really terrifying.

You will get to place stats in your Elements. One stat will be at 4, two stats will be a 3, two stats will be at 2 and one stat will be at 1.

### Step 3: Goals

Your characters all have their own goals. The first one is easy, it's to see your Monster reach it's goal. The other two goals will be what your character will aim for. They can be dark and mysterious goals or just ordinary every day goals. They can be urgent or they can be forward thinking, but the key thing is that your person has several goals.

The key thing is that they need to be something grand, and achievable.

**Example:** After the Plant Monster is built, Amber starts to make her character. She calls her character Sarah Kelboin and she works at the Sheldon Flower Store. She's a kinda of looks like a slob and grew up on the street. The Monster offered her a way out of the store and the all the wealth and fame she wanted.

Then she assigned the values to her Elements. The 4 she put to her Heart, the two 3s she put to her Fists and her Guts, the 2s she put in her Feet and Head, and finally she puts the 1 in her Mouth.

Her Goals are to get out of her poverty and out of Skid Row. She wants to be recognized by her true love and she wants the Plant to grow.

Finally, her Supports get assigned values. She gives the Skills She Has a 3, the Way You Are a 2 and leaves The People You Know, and The Stuff you own a 1 each.

## Step 4: Supports

Supports are what you keep you going when your basic abilities can't do it. They represent extra dice that can be used in a conflict to aid your character towards their success. There are four types of supports.

**The People You Know:** There are those people who will do anything for you. Hopefully you will return the favour and do anything for them, but that's not always the case. They're your best friends and loved ones. People who admire you, or even individuals who are stuck with you because of circumstance. There are also those who will be helpful, those that think they are being helpful and still others who are willing to help you get into trouble. You just hope that they're also willing to help you get out of trouble.

**The Way You Are:** There are certain things that make you who they are. They've got a head for business that you can't trace back to anyone

or anything in particular. There's a love of fine wines, a discerning palate, the ability to calm people down and a knack for languages. These things help define The Way You Are and can be useful when dealing with various supports.

**The Things You Own:** Stuff helps. If you don't agree with that, ask the person who wishes that they could write something but they just forgot their pen in the car. The Things You Own might be as simple as a pen, or as complex as a multi-million dollar computer with software that hasn't hit the market yet. Whatever it is, you think this kind of thing will help you in life.

**The Skills You Have:** You might have been trained as a hostage negotiator. You could have gone to school for culinary arts. You might have an English Degree or another Humanities Major scrawled across a piece of paper. These can be trained skills, or just things that you've picked up on the fly through

experience. The Skills You Have can support you when you run into situations that your person has the training to handle.

You get to assign the following numbers to your supports. You get one support at a value of 3, you get one support at a value of 2, and then two supports at a value of 1. When every character has finished assigning their values. You will take an equal number of dice and assign them to those pools. These become the starting pool for each of these supports. When you use them, you will draw from this pool and roll the dice to see if the support you want will help. You can only draw a maximum of the value in the pool for support and you can only use one type of a support during a conflict.

You also have to be able to narrate the use of the Support. They don't just materialize out of anywhere.



## Your Opposition

There are those people who are aware of what's going on. They know that the Monster is bad news, no matter what the Monster says. They, and the rest of the gang, wants nothing more than to stop you and your Monster.

To build the opposition you need to answer two questions.

### *Step 1: Who Are You?*

Who are you? What's your name? What do you do for a living? What do you look like? Give a little story about who you are.

### *Step 2: Stop that Monster!*

You know the Monster is evil. Why do you want it stopped in particular? Did they kill your family? Is it your destiny? Old rivals? Know that only good will prevail? What's your reason for getting in the way?

**I feel charming,  
Oh, so charming  
It's alarming how charming I feel!  
And so pretty  
That I hardly can believe I'm real.**

**I feel stunning  
And entrancing,  
Feel like running and dancing for joy,  
For I'm loved  
By a pretty wonderful boy!**

**Example:** Angela decides that his Opposition Member is going to be Maria Lopez and he is a florist as well. He works at the flower shop down the street from Sara. She wants the plant stopped because it's stealing business from her store, and she overheard it mumbling about eating the world.

Angela and Amber decide that it would be perfect if Sara and Maria fall in love. They work close enough and they fell in love one day looking for exotic plants over at the seedling shop further down the road. It was love at first sight and they knew they would be together forever, but the Monster came and now Sara wants it to grow and Maria wants it to die.

## I'm in love

This wouldn't be that complicated a game if there were just two rival gangs fighting over a monster. No, love has reared it's ugly head. They can't help it, they're people, and people fall in love. Each player will have to fall in love with a member of the opposition. That just can't be helped. Like Romeo and Romeo and Romeo and Romeo and Juliet and Juliet and Juliet there is a lot of romance going through the air.

What you will do is write down who your character has fallen in love with from the opposition and why. It can be for any reason, you were old college sweethearts that found each other. It can be a love at first strike moment. It can be that one of you saved the other one from marauding, person eating plants. The key thing is that you love them, and they love you.

What does this mean in the game?

Well, the person you love will set the scene for your character. They will define where you are, what you're going for and what kind of things might be in the way. After that it's all you. Also, if they are physically in the scene trying to stop you, you won't hurt them in anyway. You love them, and your love is a greater beacon than any Monster in the universe.

At this stage you will have your Opposition member fall in love with another person's character. Each person can only be in love with one other person, only for mechanical reasons. That way each person has someone setting up a scene for them.

Once this is done, pick someone to go first and start the scenes.

## Character Summary

### 1. Build your Monster

Each player adds a **Feature**

Each player adds a **Need**

All players decide on 1 **Weakness**

### 2. Build your Gang Member

#### Description

**Elements** - Values: 4, 3, 3, 2, 2, 1

With your Head

With your Heart

With your Feet

With your Mouth

With your Fists

With your Guts

#### Goals

Build the Monster

Two More Goals

**Supports** - Values: 3, 2, 1, 1

The People You Know

The Skills You Have

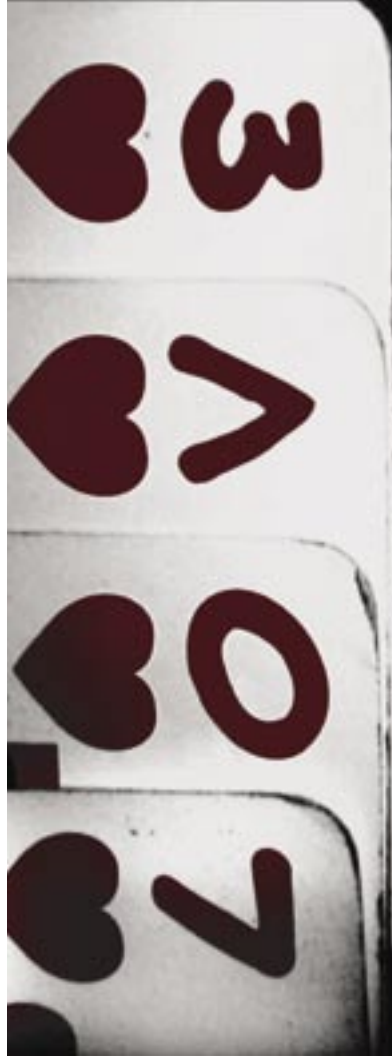
The Stuff You Own

The Way You Are

### 3. Build your Opponent

Who are you?

Why Defeat the Monster?



## Playing the Game

When playing West Side Horror you need to remember that it is a game that is one part horror story, one part romance and one part comedy. It's meant to be a funny game, so if something ridiculous is going to happen, my suggestion is let it happen. You'll also be playing this game in a series of rounds where each player will have their character be in the spotlight.

### Setting the Scene

Setting the Scene is really important. The scene is the area in which the people will be playing. Events may change what's going on in the scene, or even change where the scene is but you do have to start somewhere. If there is a way to get everybody's person in the same place that would be ideal, but not everyone needs to be in the exact same spot at the exact same time for this to happen. As mentioned before, all it does is make the game

more interesting.

Whoever is going to play in their scene doesn't start by describing the scene. That is up to the person that they love. Their love will describe where they are, using as much details as possible to help set the right atmosphere. The second thing the love will do is talk about the goal, this goal is usually attached to the Monster's needs. You could be trying to kill people so you can feed them to the giant talking plant. You could be working on stealing the proper materials it needs to cast it's magic spell. The key thing is that it's usually problematic to get. The last thing the love will describe is anyone else that's in the scene. Any NPCs that they feel are there, or any other members of the Opposition that they might have to deal with. The more energy that goes into a scene the more enjoyment that will come out of it and the faster other players will be able to hop into the game.

When a scene is done and the

turn comes back to this player, the scene will need to be set again. Time has passed and things will have changed, even slightly, and so the player has a responsibility to extrapolate from the end of the last scene what is happening currently in this scene.

### Playing the Scene

Here the player whose scene it is gets to describe what their person is doing. They can be chatting people up, they can be coming home from a long day at work, they can be doing whatever they want. There will always be an opportunity either for another player to get their person involved, especially if there's a connection between the two, or grab a Non Player Character and start interacting with the player's person. They can be helpful, or harmful depending on the situation.

When a player takes control of a Non Player Character, they should write their info down as they will be

running that character for the rest of this game. That NPC might show up again, they might not, but at least everyone knows who will be playing it. However, if this NPC comes into play in a scene where it's controller is now the player then control will pass to someone else for the rest of the game.

## Ending the Scene

Ending a Scene is always a tricky proposition. Because there's no official limit on when a Scene ends you'll have to rely on your sense of timing. When there is a lull in the action, and there doesn't seem to be any type of forward momentum, there's a tense moment, or a good cliffhanger, that's when you should end the scene. No one player should hog the spotlight all the time, as West Side Horror has a cooperative storytelling spirit despite the fact that it is a very player vs player game. The goal here is to make the game fun for everyone, not to take control of everything.

## Character Summary

1. *Setting a Scene* - The Players Love will give the location, what the Player Character's goal is and what might cause them problems in the scene. NPCs or other Opposition members in the area.

2. *Playing through a Scene* - As the Player in the Spotlight, you have control over the scene like a GM except now all the other players are playing all the NPPs and you have to deal with them.

3. *Ending a Scene* - When a scene comes to a natural conclusion, usually after a conflict, it should end and then switch to the next player.

## Example:

## Bidding

### How to Bid?

Bidding is the mechanic that Faery Curses uses to resolve conflict. Every player needs 6d6 for their person and 3d6 of a different colour to signify any supports that they are using. At the beginning of the game, you will roll all of your dice and then split them up by number. That means all 1s are grouped, all 2s are grouped, all 3s are grouped and so on and so forth all the way up to 6. The basic thing to understand is that low numbers help you succeed, where high numbers will make other people fail.

You will use these dice when you come into conflict.

### What is Conflict?

There will be times when two different characters want a different outcome for the same event. The Person in the Spotlight might want to go talk to someone, and a Non Player Person wants to prevent them from doing so. There is no way to narrate this to satisfy both characters so we have a conflict. There now needs to be bidding to see which version of the story will happen. There are four steps to resolving a conflict:

#### What Element is involved?

Every player at the table will come to a consensus as to the Element that is involved in the conflict. More often than not The Player in the Spotlight will try to use their highest Element, and that's okay, as long as it makes sense but if there is any conflict, then the other players get to decide what Element is involved. The key factor when choosing an element is to have it make sense in

the context of what's going on. When the conflict lies between two people in a relationship, then it's going to involve Heart no matter how much The Player in the Spotlight wants to use Brains because he's going to attempt to rationalize what's going on and convince them that their own position is wrong.

The Element chosen now becomes the target number for bidding.

### Bidding

With the Element chosen, you can now bid dice in the conflict. Any player involved in the conflict, either as the Person in the Spotlight or as a Non Person Player, can bid dice for success or failure in the conflict. Starting with the Person in the Spotlight, each player bids one die at a time until every Player has passed and refused to bid more dice in the conflict. To bid dice for success you have to bid dice that are lower or equal to the Element chosen. To bid dice for failure you

have to bid dice that are higher than the Element chosen. Once everyone has passed, all the successes and failures are tallied. If there are more successes than failures, then the Player in the Spotlight gets to narrate the result of the action. If there are an equal or higher amount of Failures, then the NPP that bid the most Failures gets to narrate the result of the action.

With each die bid, the player bidding the die should try to describe what their Person is doing in the scene to help or hinder the conflict. These descriptions should never lead to a hard and fast conclusion, they should only help the narration move along. Any conclusion is crafted by the side that wins the bidding process.

Now there is a problem when it comes to bidding with 1s and 6s, because they are special dice.

### *1s and 6s*

Ones and Sixes are special and so have their own section. Ones are what you can call on when you are in trouble. This will make any situation a win for the player in the conflict, but only because he or she is calling on the Monster to use one of its Features in a way that will benefit the Player. This may seem like a great deal, using the Monster's power just like they promised, but what happens is that this does nothing but feed into the Monster, and bring it that much closer to being strong enough to do what its evil heart desires.

Sixes are bad in general. Whenever a six is rolled, either by the regular 6d6 or by any Support dice that get rolled, they go immediately to feed the Monster. It just grows because you're doing things for it and it's feeding off of that energy. You may eventually get your dice back from the Monster if they are your 6d6 dice, but support dice are

lost forever when they roll 6. The Monster will eat whatever it was that you were using and it will never return.

The only time you get your dice back from the Monster is when the Monster powers up enough. When that happens something horrific happens in the place you find yourself and now the population is more aware of what is going on. That means all challenges are immediately one die harder to beat. That means that you'll tend to want to use your 1s a lot more to win the conflicts, which speeds up the Monster's Growth until it takes over the world!

### *Supports?*

When it comes time for you to bid a die as the Player in the Spotlight, you can decide to use one of your Supports instead of bidding a die. When you want to use a Support, you have to explain how the Support is helping your Person in the story,

and the other players have to feel that this use is in keeping with the story. It doesn't make sense to have a Support for Rifle Shooting being used in a conversation, unless it's about shooting rifles. Support dice are rolled and any that are successes are added and any that are failures are ignored. Support dice that are rolled as a 6 are turned into Monster food and are never returned to the dice pool.

### *End of Bidding*

Bidding ends when all Players have decided that they don't wish to add more dice to the situation. That means that if there is a case of the Player in the Spotlight deciding that they don't want to add any more success dice to a conflict the bidding is over and the other Players get to determine the outcome of the conflict. If the remaining players don't wish, or can't, add dice to a conflict after the Player in the Spotlight starts winning the bidding then the bidding ends and the Player

in the Spotlight will get to narrate what's going on. That means that players can't bid once one side has given up. Extra dice can't be added for the sake of being able to re-roll them.

### *Re-rolling*

Once Success or Failure has been determined, players will reroll their dice. The Person in the Spotlight will reroll all dice that were bid. Anyone playing a Non Player Person who bid dice will do the following: if they bid successes, then they will keep those and not reroll them. If they bid failures, they will get to reroll them and group them accordingly. This encourages players who have failure dice to get involved in other people's scenes in order to use those failure dice.

### *What about conflict between players?*

Conflict between players resolves like any other conflict. There can only be one Person in the Spotlight,

which means that another player's person acts like any other NPC except that they can also use their Supports to help out, or hurt, a bid.



# Playing the Game

## 1. Is there a Conflict?

If Yes, then start bidding.

## 2. Starting with The Player in the Spotlight

each player involved in the Conflict can bid a die.

a. A Player involved in the Conflict can be using their character or an NPP

b. With each die bid, that Player adds a description of what their Person is doing to help or hinder a Conflict.

c. A Player may bid a Support to the conflict, a NPP doesn't have any supports and can't bid them.

d. If the Player in the Spotlight bids a 1, then their Fae comes into play and the Bidding is over as they win.

## 3. Finish the Bidding

a. If one side of the conflict has passed then the Bidding is over

b. If there are more Successes than Failures then the Player in the Spotlight will narrate the outcome.

c. If there are equal or more Failures than Successes then the other Players get to narrate the outcome.

## 4. Re-rolling

a. The Player in the Spotlight re-rolls all bid dice.

b. Any other Player re-rolls only Failures that were bid.

**Example:**

## Sounds like a Song ...

Since this is a musical horror romance comedy, there needs to be times when you can break into song. In musicals, whenever an important event occurs, the music comes out and people start to sing. In West Side Horror you'll find that there is plenty of opportunity for such things to happen.

After the dice have been bid, and when there are more dice involved the situation tends to be far more intense, each player has the ability to say, "Sounds like a Song." This means that the dice stay on the table, but we now go to Musical Combat. In Musical Combat whenever you make a rhyme, you can modify the value of a die up or down by one.

The players who are bidding against the Person in the Spotlight, get to say the first line. There's nothing special about it, only that it has to pertain to the action that is happening right there. The Person in the Spotlight,

or anyone else who has bid for Success, has the opportunity to say a line in response. If the line makes sense, and it rhymes, then they can take a die and change the value up or down by 1. The opposition, those that bid against, can now continue the rhyme. If they do, they get to change the value of a die up or down by 1.

If a group can't come up with a line that rhymes, then they have started a new "verse" and this "verse" will continue until a group can't come up with a second rhyme. Then it goes into a third and final "verse." When a rhyme is missed on this third verse the song is over and the side are re-tallyed up to see if there is a success or a failure in the conflict.

Yes, this can change the outcome of a conflict.

There is a special case of what happens to 1s and 6s. Well, if a die is ever turned to a 1 or a 6

then it disappears from the conflict and goes to feed the Monster and they are removed from the conflict immediately.

Monsters really love songs.

Every player only gets one chance to call for a song. Once they've used it up, they can't use it for the rest of the game.

## The Monster Grows

The Monster's goal is to grow. When it takes dice from players, because they rolled 6's or used 1s, then they Monster gets more power. Once it's reached a certain threshold, that means that it's reached a new level of power.

*What is that threshold?* Well, the threshold is equal to the current level of the monster + the total number of players + 3. When that many dice have been "consumed" then the Monster gains a level.

*What does gaining a level mean?* It means that the wants and needs of a Monster get a little tougher. If a Monster wanted blood, it went from wanting a thimbleful to a cupful to a bucketful to a personful amount of blood. If it needs water, it went from a watering can, to a bucket, to a hose, to a lake. The higher the level a Monster gets, the more difficult it's needs are to find and the bigger problems the Characters will

have in getting it to the Monster.

*What else happens?* When a Monster gains a level, the current Player in the Spotlight, gets to describe what's going on with the Monster. Is it transforming? Growing? Glowing? The higher the level, the more monumental it should be.

*Does anything good come out of this?* Yes, any dice you lost to the Monster come back to you.

*But?* Any dice that were support dice vanish forever.

*How many levels are there?* Four. If a Monster succeeds in getting to the "fifth" level, then it wins having done what it needs to do in order to destroy the world.

*That means we won, right?* In a manner of speaking, yes.

*But the world is destroyed?* Yup, sucks doesn't it?

## Gang Member

Name? \_\_\_\_\_  
 Do? \_\_\_\_\_  
 Looks? \_\_\_\_\_  
 Offers? \_\_\_\_\_

With Head? 1 2 3 4  
 With Heart? 1 2 3 4  
 With Feet? 1 2 3 4  
 With Fists? 1 2 3 4  
 With Mouth? 1 2 3 4  
 With Guts? 1 2 3 4

Goals:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

People You Know 1 2 3  
 Skills You Have 1 2 3  
 Stuff You Own 1 2 3  
 Way You Are 1 2 3

## Monster

Features:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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Needs:

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Weakness:

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Level:

1 2 3 4 5!!!

## Opposition

Who are you?:

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Why Defeat the Monster?:

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Who do you Love:

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