ROOMMATES FROM HELL
Character Sheet

Step 1: Character Creation

Name: ____________________ Age: _____ Occupation: ____________________

List three positive things about your character:

1. _________________________________________________________________
2. _________________________________________________________________
3. _________________________________________________________________

Step 2: Introductions and Pet Peeves

Take turns introducing your character to the other players. While someone is introducing themselves, write down their name and why your character hates them.

1. I hate Roommate:___________ because ____________________.
2. I hate Roommate:___________ because ____________________.
3. I hate Roommate:___________ because ____________________.
4. I hate Roommate:___________ because ____________________.
5. I hate Roommate:___________ because ____________________.
6. I hate Roommate:___________ because ____________________.
7. I hate Roommate:___________ because ____________________.

Step 3: Why You Suck
After everyone has introduced themselves, each player takes turns being the Target, who is roasted by the entire group. When you are the Target, every other player says what they had written down about you during Step 2. Write these down:

1. Roommate:___________ hates____________________________________.
2. Roommate:___________ hates____________________________________.
3. Roommate:___________ hates____________________________________.
4. Roommate:___________ hates____________________________________.
5. Roommate:___________ hates____________________________________.
6. Roommate:___________ hates____________________________________.
7. Roommate:___________ hates____________________________________.

ROOMMATES FROM HELL
A Role-Playing Game by Blake Andrews and Marcus Guimaraes

Overview

3 to 8 players are the most awful roommates imaginable, somehow all living under one roof. You’ll bicker incessantly, blame each other for EVERYTHING, and come to absolutely despise each other.

Starting the Game

Step 1: Character Creation. Fill in the character sheet step by step, following the rules written there.


Playing the F****** Game

Step 1: Setting the Scene. Something’s wrong in the house, and someone must be blamed for it. Clockwise, from the oldest player, each player takes a turn as the active player, who describes what the problem is.
**Step 2: Entering a Scene.** A player must enter the scene when mentioned by another player in the scene, or they can burst in at any time.

**Step 3: Ending the Scene.** Once all players have stated their feelings on the scene’s house conflict, all characters vote to blame someone.

**Step 4: Blaming.** Counting to three, each player points at a character they want to blame for the scene’s conflict. The blamed player takes a Blame Token. If there’s a tie, all tied players take a Blame Token.

**Step 5: Resolution.** The player with the least Blame Tokens (The Most Perfect Roommate™) creates a new House Rule. In case of tie, break the tie to the active player’s right.

**Ending The Game**

After each player has set a scene twice, the player with the MOST Blame Tokens decides the fate of the house. Afterwards, each player narrates their character’s fate.

**House Rules**

All Roommates MUST Follow These Rules!

**Creating Rules**

**Game Start:** Each player creates a House Rule.

**New Rules:** A new House Rule is created after each scene.

**Rules Rules:** When creating a House Rule do not significantly remove another player’s agency.

**Following Rules**

When you’re called out for breaking a House Rule, take a Blame Token.

1. ____________________________________________
   __
2. ____________________________________________
   __
24. ____________________________________________
   ___