

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.

Step 2: First House Rules. Each Roommate establishes one House Rule for everyone to follow. Follow the rules on the House Rules sheet.

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. _____
—

3. _____
—
4. _____
—
5. _____
—
6. _____
—
7. _____
—
8. _____
—
9. _____
—
10. _____
—
11. _____
—
12. _____
—
13. _____
—
14. _____
—
15. _____
—
16. _____
—
17. _____
—
18. _____
—
19. _____
—
20. _____
—
21. _____
—
22. _____
—
23. _____
—

24. _____
—