**Character Driven Horror Scenarios**

**Directions:** Choose one of the following exercises to begin your horror journey; there are prompts for psychological, crime, surreal, and others that can be written in a variety of ways. This is a starting point for your imagination- enjoy!

1. Someone is following your character's car. Trying to get away, your character leaves the main road and follows little side streets until s/he finds himself/herself on an isolated road, far away everyone except for his/her pursuer, who is still right on his/her tail...

2. Your character lives alone.  Lately, when s/he goes home from work in the evenings, s/he has the sensation that someone else has been in his/her house during the day.  Things have been subtly moved, and the air smells faintly of an unfamiliar perfume...

3. Your character opens the trunk of his/her car and discovers someone hidden inside...

4. Your character is on a first date with someone who offers to take your character for a ride in a private plane. They are flying over the wilderness that lies beyond the city limits (this might be forest, desert, etc. -- you decide), when something apparently goes wrong, and they have to make an emergency landing...

5. The bus drops off your young character and his friends at summer camp.  They walk up the drive to the cabins and find them deserted.  The main lodge is empty too.   No one seems to be here at all...

6. A distant relative dies and leaves your character a fortune, on the condition that s/he must live in the relative's house.  This house is big and creepy, and ever since the owner died, the neighbors report strange lights going on and off in the windows...

7. Your character inherits a fortune.  Soon afterward, s/he begins to see signs that someone is trying to kill him/her.  Is it because of the money?  If your character dies, all of the money will go to your character's spouse.  However, your character loves his/her spouse and can't believe that s/he would be capable of murder...

8. Your character starts dating someone new and is amazed at how much they have in common.  They seem to have all the same interests and opinions!  But by the second date, your character begins to have an uneasy feeling.  Every opinion that this person expresses is exactly what your character would have said himself/herself, practically in your character's own words.  It seems like too much of a coincidence.  It is almost as if this person had studied your character ahead of time and was playing a role.  But how is that possible, and why would anyone do that?

9. A murder has taken place in a cabin in the middle of a snowy field.  Your character finds three sets of footsteps entering the cabin, but none leaving.  Apart from the victim, no one else seems to be there.  What is going on?

10. Someone has reprogrammed the GPS in your character's car to go to an address that your character does not recognize.  Your character lives alone, and no one else has the keys to his/her car.  Your character decides it must be a computer error and deletes the new address.  However, the next day, the GPS has been reprogrammed again, and on the front passenger seat is a map with a circle marking the same mysterious address...

11. Your character has experienced a trauma in the past and it has caused him/her various problems (psychological, social, physical, etc.). S/he copes by planting flowers in the back of his/her house. Backstory: your character is the outcast of his/her small town. One day a young student looking for community service hours offers to help with the garden, and your character sees this as the perfect opportunity to…

12. Your character wakes up in a dark, musty room. S/he are strapped to a chair and has no idea what is going on. Your character can hear faint screams of others in the distance, echoing through the room. What happened? Why can’t s/he remember?

13. Your character decides to go camping with a friend or two for the weekend. On their first night, they begin to notice strange occurrences in the woods. Is someone or something following them? Your character and his/her friends find out that they are not the only living things in the woods, and whatever is lurking in the trees wants them dead. Is it a ghost? A genetically deformed beast? A witch? You decide.