



Feral Flatmates – A Supernatural Improv RPG

A social role-playing game with elements of social deduction, absurd dialogue, and dark humor. Players take on supernatural characters applying for a room in a shared flat – but only one can move in.



Concept

A supernatural flatshare has a vacant room. The flatmate is looking for someone suitable – but the applicants are all strange, quirky, or utterly inhuman. Who will be chosen?



Roles

- **1 Flatmate:** Asks the questions, describes the flat, makes the final decision.
 - **2+ Applicants:** Answer the questions in character.
 - **Optional: 1 House Spirit** (for 4+ players): Makes the final decision.
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Character Creation

Each applicant rolls **3 times**:

- **D12** – Creature type
- **D20** – Occupation
- **D6** – Personality style

D12 – Creature

1. Vampire
2. Werewolf
3. Fairy
4. Ghost
5. Zombie
6. Witch / Seer
7. Alien
8. Half-Demon
9. Skeleton
10. Shapeshifter
11. Swamp Witch
12. Cursed Human

D20 – Occupation

1. Florist
2. Bartender
3. Gravedigger
4. Esoteric Coach

5. Tattoo Artist
6. Secret Agent
7. Nurse
8. Musician
9. Podcaster
10. Antique Dealer
11. Influencer
12. Fortune Teller
13. Cat Psychologist
14. Wandering Preacher
15. Bounty Hunter
16. Locksmith
17. Waste Inspector
18. Librarian
19. Phobia Therapist
20. Tax Consultant

D6 – Personality Style

1. Overly polite
2. Aggressive and bloodthirsty
3. Anxious
4. Operatic and dramatic
5. Mysterious and secretive
6. Funny and sarcastic

Game Flow

1. The flatmate introduces themselves and the apartment.
(Optional: with expectations for new roommates.)
2. Applicants present their character in role.
3. **Question Round** – recommended: 3 questions
The flatmate asks questions, applicants answer in character.
4. **Selection** –
 - With 2–3 players, the flatmate decides
 - With 4+ players, the neutral **House Spirit** may decide
5. **3-Month Follow-Up** –
The group reunites. The flatmate or House Spirit asks:
 - What’s going well?
 - What’s not going so well?
 - How many deaths occurred in the neighborhood?
 - Does the flatshare have a future?

Sample Round

This round shows the typical game flow with 5 players (incl. House Spirit).

Roles:

- **Player 1** is the flatmate and describes the apartment & expectations.
 - **Players 2–4** each create a randomly rolled character.
 - **The House Spirit** makes the final decision.
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 Sample Characters

- **Player 1** (Flatmate):
Agnethia, an ancient vampire, lives in a crumbling villa in Berlin-Spandau, with a garden coffin and dusk terrace. She demands dignity, respect – and obedience.
 - **Player 2** rolls:
 - Creature: Werewolf
 - Occupation: Gravedigger
 - Style: Aggressive
→ Name: **Wulf-Walter** – rude, wants peace and digs mostly at night.
 - **Player 3** rolls:
 - Creature: Alien
 - Occupation: Influencer
 - Style: Overly polite
→ Name: **Xkala'a** – enthusiastic, wears glitter suits, streams 24/7.
 - **Player 4** rolls:
 - Creature: Fairy
 - Occupation: Esoteric Coach
 - Style: Mysterious
→ Name: **Selinda Silbermoos** – speaks in riddles, lights incense, occasionally floats.
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 Sample Question Round
Agnethia

"What do you do if I don't talk to you for three weeks?"

- **Wulf-Walter** "Don't care. I'll talk to my shovel."
- **Xkala'a** "Oh noble night goddess, I stream your sacred silence live to my Intergalactic Wellness Radio."
- **Selinda** "Silence speaks in aromas. I hear it in the trembling jasmine leaf, smell it in the twilight blue, and it fills my heart with sorrow."

Agnethia

"An oracle called Google says every flatshare needs a cleaning schedule. What's your stance?"

- **Wulf-Walter:** "Cleaning? Are you mad? I clean my mess, but no need to exaggerate..."
- **Xkala'a** "Cleaning is in my blood. My hit stream is 'Cleaning with 8 Arms in Under 8 Minutes'."
- **Selinda** "What you call dirt is just an illusion. Cosmic balance restores itself, through nature's spirits."

Agnethia

"What if I urgently need a victim to quench my thirst?"

- **Wulf-Walter:** "As long as you don't suck on me. We can go hunt together. I'll knock someone out at the graveyard and bring you a snack."
 - **Xkala'a** "I offer my plasma regularly – plant-based, of course."
 - **Selinda** "I see you when you thirst. I have already prepared a chalice. Though the creature's pain hurts me, yours is greater."
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Decision by the House Spirit

The House Spirit is consulted and decides:

"The frequencies favor Xkala'a. The alien may move in – but please mute your microphone at night."

Outcome

- **Xkala'a** moves in.
 - The others thank the host and disappear into the mist of possibilities.
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3-Month Follow-Up

Three months later, the group reconvenes. The flatmate asks, the **House Spirit** replies:

1. **What's going well?**
→ "The walls have stopped bleeding. The mold only glows on Tuesdays now."
 2. **What's not going so well?**
→ "The mirror portal still traps souls. Xkala'a keeps waving at them mid-Zoom call."
 3. **How many deaths occurred in the neighborhood?**
→ "Two: one spontaneous combustion and one philosophical collapse. Likely due to the cleaning rota."
 4. **Does the flatshare have a future?**
→ "The veil is thin but stable. With earplugs and discipline – yes."
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Goal of the Game

This is not about winning, but about creativity, fun roleplay, and absurd humor.

Whether you love each other, eat each other, or simply ignore each other – make it epic.

Have fun living with tentacles, ghosts, and vegan demons!