

SLASHER

DON'T SCREAM, RUN...



There are many types of **SLASHER KILLERS**, from the family of crazy psychopaths of "The Texas Chainsaw Massacre", to the space predators of "Alien", through masked vengefuls like Jason Voorhees or Michael Myers, Vampires or Werewolves

They all have one thing in common, they are **APEXES** and the protagonists of their movies are their **PREY**, or **VICTIMS**.

In this **ROLE PLAYING GAME**, the players play those **VICTIMS** who survive the **SLASHER KILLERS**, played by the Director, who is also in charge of presenting the scenarios and challenging the victims based on what they do.

Name -----

Background: -----

Muscle ----

Hands ----

Brain ----

Senses ----

----- Luck
0 0 0 0 0 0 Wounds

Equipment

Panic

-6 0

-5 0

-4 0

-3 0

-2 0

-1 0

0 0

+1 0

+2 0

+3 0

+4 0

+5 0

+6 0

GAME SYSTEM:

To perform **any complex action** or **under pressure**, say **how** you do it and **with which Feature** (ask the Director).

Then, **roll the dice**, or dices (see **Modifiers**), assigned to that Feature and check the result here:

1 to 3 - Failure.

4 to 5 - Partial Success.

6 or more - Full Success.

MODIFIERS:

Add up all the modifiers, and **roll an extra dice for each point** greater or less than 0.

- **Difficulty**, the Director can assign a (-1) or even a (-2).
- (-1) for each **Wound** (max -2).
- If you can justify that your **Background** is useful for the action, (+1).
- If you **spend 1 Luck** point to gain a **cinematographic advantage**, (+1).
- Suitable **Tool** (or Weapon), (+1) or (+2), the Director decides.

If the **total modifier** is **negative** (-1, -2...), choose the **lowest value** you get on the dices, if **positive** (+1, +2...), the **highest**.

***Example:** Jack wants to see if someone is following them, as he is not good at Senses (d6), he proposes to use his **Muscle (d12)** to climb a tree and see further. The Director accepts but points out that the trees are wet and slippery and gives him a **(-1) of difficulty**. Jack says that, as Janitor, he often climbs to get things down from the roof, and he also has a rope, the Director agrees to the Background and tool (+2), with the (-1) makes a **total modifier** of (+2) (-1) = **(+1)**. Jack rolls 2d12 (1 for Muscle & 1 for the +1) and gets 4 and 9, as the modifier is **positive** (+1), he chooses the **highest**, 9, which is a **Success**, with no consequences.*

POSSIBLE TESTS

Besides failing, or achieving the objective, **failure** and **partial success** have an extra **consequence**, roll 1d6 on the **CONSEQUENCE TABLE** of the specific test:

ACTION

One PC may **assist another with a** (+1).

With **Success** (full or partial), you get your **goal** and a (-1) to your **Panic** (if you want), with **Failure**, you fail your goal.

1 - You are exhausted: (-1) to all until you rest for 1 hour

2 - You lose your temper: (+1) to Panic.

3 to 4 - You lose a lot of time.

5 - Everything went well.

6 - You've found something useful: You get 1 point of Luck and (-1) to Panic.

CONSEQUENCES FOR ACTIONS

COMBAT (VS. OTHER HUMANS)

In a Combat turn, with a Success (full or partial) you leave your rival knocked out and drop (-1) your Panic, with Failure you take 1 Wound and combat continues another turn.

Weapons are Tools (+1, Close Combat Weapon) or (+2, Firearm) in the hands of a Victim, but increase the Difficulty (-1 CCW) or (-2 FA) in the hands of an opponent.

1 - You hit your head: You take 1 Wound and fall knocked out.

2 - Ouch: You suffer 1 Wound.

3 to 4 - You stumble and fall (or other accident): (-1) next turn.

5 - Nothing extraordinary.

6 - Confidence: You get a (+1) on the next test and (-1) to Panic.

CONSEQUENCES FOR COMBAT

ENCOUNTERS WITH THE KILLER

A Killer is very intimidating and tough, every turn of an Encounter:

- Add (+1) to your Panic.
- Play a test vs Killer's Difficulty (choose how and with what Feature and weapon, or tool, you face him/her). (If you use his/her Weakness, the Difficulty is -1).

Each victim present (and killer's target) plays his/her test separately (every turn).

PROTECT AN ALLY: A PC can add a (-1) to his Encounter Assassin test so that another PC does not have to face it and can escape or perform another action.

1 to 2 - The Killer plays with you: You take 1 Wound and 1 Loss of Control (roll on the LOSS OF CONTROL TABLE) (you cannot escape).

3 - S/He has hit the bone: You take 1 Wound (you can't escape).

4 to 5 - You stumble (or other accident): (-1) next turn (can't escape).

6 - You manage to escape from the Killer (who suffers 1 Wound).

CONSEQUENCES FOR ENCOUNTERS

KILL THE KILLER: On a **full Success** (or at Consequence 6) in an encounter, you inflict **1 Wound** on the Killer, and, in addition, **you can escape**. You can also stay and continue the encounter one turn after another until the killer falls or kills you. On **Partial Success** you survive and roll a Consequence, on **Failure** you suffer **1 Wound** and a Consequence.

LOSS OF CONTROL

Being too scared is a problem, but being overconfident is a problem too. Roll 1d6, add up your **Panic** points and check the result on this table:

≤1	Paralyzed: <u>(+1) to Panic</u> and <u>Automatic Failure</u> next turn.	12
2	Your hands are shaking: <u>(-1) to all</u> until you rest for 1 hour.	11
3	You scream and drop whatever you have in your hands: <u>(-1) next turn</u> .	10
4	You run away: <u>(+1)</u> (only to flee) next turn and <u>(+1) to Panic</u> .	9
5	You scream in terror.	8
6	You swallow and stay calm.	7

LOSS OF CONTROL TABLE

MORE PANIC

- When you encounter a Killer.
- When you find a corpse.
- When you are alone.
- When you are in the dark.

Things that increase or decrease your your **Panic**.

- When you are no longer alone or the light returns.
- When you are calm for 10 minutes.
- Success in an Action or Combat.
- With some consequences.

LUCK

(+1) TO PANIC:

(-1) TO PANIC:

Spend 1 **Luck** point to reroll a Consequence roll, to gain a cinematographic advantage (an element of the setting that favours the action, such as an awning to fall on, a cat that makes noise...) to have (or find) a tool (if a firearm, 2 points) or recover consciousness and/or 1 Wound.

The Director can give 1 **Luck** Point to a PC for doing **STUPID THINGS IN A MOVIE** (split the group, going down to the cellar, getting drunk...)

CREATING YOUR VICTIM:

I have bad news, you are one of the victims of this Slasher.

But don't despair yet, you might be able to survive.

FEATURES

FEATURES

Muscle
Hands
Brain
Senses

Distribute 1d6, 1d8, 1d10 and 1d12 among the victim's Features.

BACKGROUND

Tell what kind of victim you are.

If you can't come up with one, choose one among the usual ones:

Nerd, Team Captain, Head Cheerleader, High School Popular, Gothic, Rebel, Teacher, Principal, Pastor, Parent, Janitor, Journalist, Drunkard, Geek...

WOUNDS, LUCK & PANIC

Depending on your **Muscle dice**, you can take more or less Wounds before falling knocked out.

d6, 2 Wounds.
d8, 3 Wounds.
d10, 4 Wounds.
d12, 5 Wounds.

Recover Consciousness and/or 1 Wound every 6 hours.

A victim starts with 3 points of Luck & 0 of Panic.



Name -----	
Background:-----	
Muscle ----	Panic
Hands ----	
Brain ----	
Senses ----	
----- Luck	
0 0 0 0 0 0 Wounds	-6 0
Equipment	-5 0
	-4 0
	-3 0
	-2 0
	-1 0
	0 0
	+1 0
+2 0	
+3 0	
+4 0	
+5 0	
+6 0	

SLASHER KILLER

A Slasher Killer is defined by:

- The **WOUNDS S/HE CAN TAKE** before falling **knocked out** (or dead). **If s/he is not killed** during the encounter, s/he **will return intact** for the next.
- **IMMORTAL: Difficulty (-3)**. Once defeated, **vanishes and ...always comes back**.
- **MORTAL: Difficulty (-2)**.
- His/Her **WEAKNESSES** (If **faced with his/her Weakness**, Difficulty is -1)
 - **Common Weakness**: The use **of a specific Feature in the Encounter** (*Example: violence with Muscle, fooling him with Brain...*).
 - **Specific Weakness**: Something **special** (stake, silver, fire, sun, sacred object...)
 - **Variable Weakness**: A different **Common Weakness** each turn, choose the 2, 3 or 4 possible and roll randomly each encounter turn (Roll 1d2, 1d3, 1d4).

Create your own Slasher Killer or choose a classic one:

VENGEFUL

He seeks revenge for something happened in the past. Maybe justice can stop him.

- Mortal.
- 4 to 6 Wounds.
- 1 Common Weakness.
- Alone or in a couple.

PARANORMAL CREATURE

Pure evil or punisher of sinners. He is only stopped by a **ritual**, destroying an **object** or fulfilling his/her **curse**.

- Inmortal.
- 3 to 6 Wounds.
- 1 or more Specific Weakness.

WILD PREDATOR OR CRAZY PSYCHOPATH

Neither intelligence nor conscience. Kills for food or fun.

- Mortal.
- 2 to 4 Wounds.
- Variable Weakness.
- Usually more than 1.