

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 TEST

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.

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 the combat continues for another turn.

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

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.

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

LOSS OF CONTROL TABLE

Things that increase or decrease your your Panic.

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

LUCK

(+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...)

(-1) TO PANIC:

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

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

FEATURES

Muscle
Hands
Brain
Senses

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.

Recover Consciousness and/or 1 Wound every 6 hours.

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

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

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SLASHER KILLERS

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.

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

WILD PREDATOR OR CRAZY PSYCHOPATH.

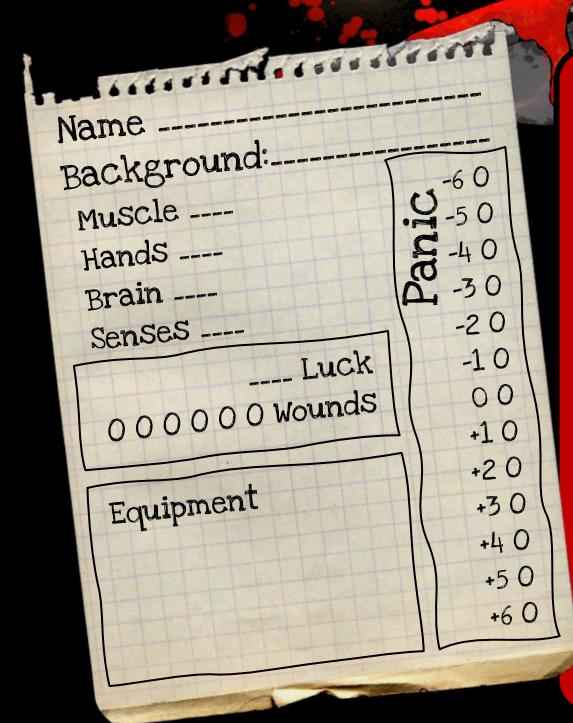
Neither intelligence nor conscience. Kills for food or fun.

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

ROLE-PLAYING GAME DESIGNED, WRITTEN AND EDITED BY ROBERTO FERNANDEZ-REGUERA.

DON'T SCREAM, RUN...

SLASHER



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.