

## 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:

### 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.

**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 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

**1 to 3** - Failure.  
**4 to 5** - Partial Success.  
**6 or more** - Full Success.

**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: <b>(+1) to Panic</b> and <b>Automatic Failure</b> next turn.	12
2	Your hands are shaking: <b>(-1) to all</b> until you rest for 1 hour.	11
3	You scream and drop whatever you have in your hands: <b>(-1) next turn</b> .	10
4	You run away: <b>(+1)</b> (only to flee) next turn and <b>(+1) to Panic</b> .	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.

**(+1) TO PANIC:**

**(-1) TO PANIC:**

## LUCK

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

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...

### FEATURES

Muscle  
Hands  
Brain  
Senses

### WOUNDS, LUCK & PANIC

Depending on your **Muscle d ice**, 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.

## 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.**

# SLASHER

DON'T SCREAM, RUN...



Name -----

Background:-----

Muscle ----

Hands ----

Brain ----

Senses ----

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

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

Equipment

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.