

SLASHER FLICK



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FAST AND FURIOUS VERSION OF THE RULES

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ABOUT CHARACTERS

There are four types of characters. *Primary characters* and *secondary characters* are controlled by the players. The former are the ones most likely to survive, while the latter are the ones that practically have "victim" stenciled on their foreheads. *Tertiary characters* and *the killer* are controlled by the Director (the player who runs the game). The former represent the supporting cast (the crazy old man who warns the would-be victims, the local sheriff, etc.), while the latter is the person or entity responsible for all the carnage.

Each player takes on the role of one primary character and one secondary character.

Primary, secondary and tertiary characters all have the full game stats. Here's what a character consists of:

Stats

Every character (except the killer) has four stats: *Brawn* (physical strength, resilience and toughness), *Finesse* (agility, coordination, balance and reflexes) *Brains* (intelligence, perception and knowledge) and *Spirit* (willpower, charisma, leadership and luck)

These stats are rated according to how adept the character is in those areas. Each stat will have one of three ratings: *Poor*, *Normal* and *Good*.

Qualities

Characters possess specific aspects that he or she is particularly good or bad at within a given area. Each quality is directly related to one of the stats.

- The good things are called positive qualities and can represent special skills, spheres of knowledge, knacks or interests. Examples include: "scrappy fighter" (Brawn), "sneaking around" (Finesse), "wilderness survival" (Brains) and "cool under pressure" (Spirit).
- The bad things are called negative qualities and can represent specific ineptitudes, weaknesses, or flaws. Examples include: "runs out of breath easily" (Brawn), "trips a lot" (Finesse), "unperceptive" (Brains) and "acts like a bitch" (Spirit).

STAT CHECKS

When the Director needs to find out if a character can succeed at a particular task, he or she may call for a stat check from the character's controller.

Using logic, the Director decides which of the four stats is being tested. The player then rolls four dice. The type of dice rolled depends on the stat's rating: d10s for Poor, d8s for Normal and d6s for Good. **If at least two of the dice roll identical numbers (called "matching results"), the character is successful.**

Sometimes, the dice will produce two or more sets of matching results. When this happens, they all count toward your total matching results. For example, if the roll was 4, 4, 6 and 6, it would count as four matching results.

Adding or Subtracting Dice

Certain situations can modify the number of dice rolled for a check.

- If one of the character's positive qualities would logically help out, the player may roll an extra die of the same type he or she is already rolling. Only one positive quality may be used per check.
- If one of the character's negative qualities would logically be a hindrance,

the player must roll one less die for the check. Only one negative quality may be used per check.

- If the Director deems the task to be very easy, he or she may allow the player to roll an extra die of the same type he or she is already rolling.
- If the Director deems the task to be very difficult, he or she may force the player to roll one less die for the check.

Toppers

The term "topper" refers to the highest possible number on a die—a 6 on a d6, an 8 on a d8 or a 10 on a d10. Likewise, the term "matching toppers" refers to rolling multiple toppers. In most cases, rolling toppers is irrelevant and has no further game effects. However, there are instances where it does make a difference (especially during kill scenes, which are described later).

Freak-Out Checks

When a character faces something particularly frightening or shocking, the Director will instruct the player to make a freak-out check. A freak-out check is a Spirit check. If the character succeeds, he or she keeps their composure and suffers no ill effects. If the character fails, the character becomes freaked out and the Director gets to determine their next course of action; this likely won't bode well for the character.

KILL SCENES

Whenever the killer appears and tries to attack a character (or vice versa), a kill scene begins. A kill scene is a stream of narration, sprinkled with a series of stat checks. **The character's goal during the sequence is to gain eight survival points before dropping below zero survival points.** The character starts the game with a set number of survival points: one for primary characters and zero for secondary characters. Tertiary characters have zero survival points, but can simply be killed off at the Director's discretion instead.

Survival points are acquired (or lost) by making checks during kill scenes. Whenever the player makes a successful check, he or she gains 1 survival point for each matching result rolled (e.g., a 3, 3, 3, 5 would mean three matching results. If at least two of those matching results are toppers, the character gains an additional d3 survival points. A check that generates no matching results will cause the character to lose a d3 survival points (a d6 for secondary and tertiary characters) plus an additional point for each 1 rolled; 1s never count as matching results during kill scenes. For secondary and tertiary characters, each 1 also cancels out a die that rolled a matching result (e.g., a roll of 1, 3, 3 and 3 would garner only two matching results).

If the character's survival point total reaches 8, the kill scene ends favorably for them (the killer goes down, the character escapes, etc.). If, however, the character's survival point total drops to below zero, the kill scene ends unfavorably for them (the character dies or is captured... usually the former).

Important Notes About Kill Scenes

- During kill scenes, the player and Director take turns deciding their characters' actions are. Dice are never rolled for the killer, as killers are more of a force of nature than actual characters. The player always rolls to react to whatever the killer does to his or her character (e.g., if the killer slices at the character with a machete, the player rolls to get out of the way of the blade). This carries on until the survival points reach 8 or a negative number, though the Director may end the kill scene early (always in favor of the primary or secondary character), depending on circumstances.
- Primary characters automatically ignore their first loss of survival points per game, regardless of the amount that would have been lost.
- Freak-out checks made during kill scenes do not affect survival points.
- Characters surviving a kill scene keep 1d3 survival points.
- Determining whether the killer goes first or the player goes first is entirely up to the Director.

• Kill scenes involving multiple primary, secondary and (or) tertiary characters are possible. Survival points are tracked separately for each character. If a character reaches the required total to end the kill scene in his favor, the Director determines whether the kill scene is over for everyone or just for that character. If a character's survival point total drops below zero, the kill scene may continue for everyone else, at the Director's discretion.

GENRE POINTS

Characters in slasher films tend to behave differently than people in the real world do. Oftentimes, this behavior includes taking a course of action that could be construed as stupid. Traditionally speaking, this kind of behavior is inadvisable in roleplaying games, where a character's survival is of utmost importance. In Slasher Flick, however, it's not only advisable, it's downright encouraged by the game system... especially for secondary characters.

Whenever a character does something that is particularly appropriate to the genre, entertaining or clever, the Director may award the player a genre point on the spot. Players accumulate these points and can spend them to help out their characters later on in the game. Below, we discuss the ways that genre points can be spent.

Try It Again (3 Genre Points): When you roll no matching results on a stat check, you may spend three genre points to re-roll the same amount and type of dice for another attempt. You may not re-roll this new result.

Temporary Reprieve (3 Genre Points): When you lose one or more survival points during a kill scene, you can spend three genre points to reduce the loss by one. This option can only be used once per character in any given kill scene. You should also come up with some reason for the temporary reprieve.

Just What I Needed (3 Genre Points): By spending three genre points during a scene, you can make some minor alteration. The Director may deny you an alteration and you keep your genre points.

What Are You Doing Here? (4 Genre Points): If your character is involved in a kill scene, you can pull any other primary, secondary or tertiary character into the scene by spending four genre points and coming up with a plausible explanation for how they become involved.

Wrong Character! (4 Genre Points): If your primary character suffers a loss of survival points while in the same kill scene as a secondary or tertiary character, you may force one of them to lose the survival points instead. You must concoct a plausible explanation for how this happens in the game.

THE KILLER

Killers follow these rules:

• As mentioned in the "Kill Scenes" section, killers are more like forces of nature than true characters. Therefore, the Director never rolls dice for them. The other characters simply roll dice to avoid whatever the killer is doing to them; it's assumed that the killer succeeds unless they prevent it.

• Damaging a killer is very difficult. Throughout most of the game, the killer is said to be *invigorated*. If, during a kill scene, a character rolls at least three matching toppers, the killer gains a damage token. Once only two characters remain alive (only primary and secondary characters count for this), the killer becomes *exerted* for the rest of the game. An exerted killer is more prone to damage, but is still a very tough cookie. If, during a kill scene, a character rolls matching toppers, the killer gains a damage token for each matching topper rolled. Once the killer acquires 3 damage tokens, he or she is dead... at least for the rest of this game. But there's always a sequel.

• If, during a kill scene, a character makes a check that involves the killer's brute strength (trying to rip the character's face off, bust through a door to grab the character, etc.) or attempts to inflict physical harm on the killer, one die with a matching result is disregarded.

• Once per kill scene, the player may gain a genre point for having his or her character run away from the killer as their action.

CHARACTER CREATION

This system is used to create primary, secondary and tertiary characters, the Director may forego the process for tertiary characters and just give them what he or she thinks is suitable.

Step 1: Name and Stereotype

Come up with a name and a short phrase that describes your character – "The Good Girl", "Mustachioed Miner", "Rich Bitch", "Arrogant Jock", "Party Animal", "Nerdy Kid", etc.

Step 2: Stats

All four stats start at a rating of Poor. You can increase a rating to Normal by spending one stat booster or to Good by spending 2 stat boosters. Primary characters receive 4 stat boosters, while secondary and tertiary characters receive only 3 stat boosters.

Step 3: Positive Qualities

Come up with qualities for your character and determine which stat each one is linked to. There is no authoritative list of positive qualities to choose from. Rather, you are free to make them up yourself. Examples include: "Studious (Brains)", "Beautiful (Spirit)", "Athletic (Finesse)", "Power Lifter (Brawn)", etc. Primary characters receive 4 positive qualities, while secondary and tertiary characters receive only 3 positive qualities.

Step 4: Negative Quality

Come up with one negative quality and determine which stat it is linked to. As with positive qualities there is no authoritative list of negative qualities to choose from. You are free to make them up yourself. Examples include: "Airhead (Brains)", "Nasty Personality (Spirit)", "Two Left Feet (Finesse)", "Scrawny (Brawn)", etc.

Step 5: Items

Jot down a few items that the character would be carrying on his or her person.

Step 6: Alterations

Each character receives 2 alterations, taken from this list:

- Increase a Poor stat rating to Normal.
- Increase a Normal stat rating to Good.
- Gain an additional positive quality.
- The character's player begins the game with two genre points.

WHAT'S NEXT?

As mentioned previously, the "Slash in a Flash" version of Slasher Flick certainly gives you everything you'll need in order to play. It's all here; a complete game. However, there's a whole lot more in Slasher Flick: the Director's Cut. It provides additional and expanded rules (such as *components* that allow you to customize the killer, special rules for primary characters to take, 100 pre-made character archetypes, a full-length "flick", loads of examples and more advice than you can shake a machete at).

Spectrum Games also publishes numerous flicks for you to play. They can be used in conjunction with this PDF, though a few minor modifications may be in order. One flick, however, was created specifically with the "Slash in a Flash" rules in mind. It's called *Slaughterween* and, like this PDF, can be printed out on a single page, front and back.

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Written by Cynthia Celeste Miller, illustrated by Patrick Sullivan and edited by Norbert Franz.

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