

New Equipment

Alcohol: +1 to +3 on Fear saves, -1 to -3 on attack rolls for for 1d6 hours

Bear Trap: save or take 1d6+2 damage and be stuck

First Aid Kit: target heals 1d6 damage, 1d3 uses

First Aid Spray: target heals 1d3 damage, 1d3 uses

Flare Gun: (range 20') distracts slasher for 1d6 rounds, unless attacked

Weapon	Dmg	RoF	Range
Pistol	1d6+2	1	50'
Shotgun	2d6	.5	30'

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Slashers & Victims

Light

A slasher movie hack for Swords & Wizardry Light

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The Survivor

An ordinary person caught in a nightmare...

Hit Dice: 1 HD at 1st, 2 HD at 2nd, 2HD+1 at 3rd lvl

Saving Throw: 15 at 1st, 12 at 2nd, 12 at 3rd

- Survivors can use blunt and bladed weapons.
- Survivor have a 1 in 6 chance of *Hiding in Shadows/Move Silently* 1 in 6 chance to *Appear Dead*, and a 1 in 6 chance of *Repair*.
- High school and college age Survivors start with one perk. Other adults start with two.
- Attack as Cleric
- Starting equipment appropriate to character.

Flaws

Characters may take a flaw at level 1 to gain an extra perk.

Alcoholic: When presented with alcohol must make a saving throw or partake.

Crown: Can't take anything seriously.

Criminal Record: Adults and authorities are suspicious of character

Flat Feet: -1 to *Hide in Shadows/Move Silent* roll

Jock: -1 to rolls involving mental tasks

Nerd: -1 to attack rolls.

Poor Kid: No money or starting equipment.

Promiscuous: When presented with opportunity to have sex must make a saving throw or indulge self

Stoner: Always has -3 to movement penalty from weed, even when not high.

Perks

- Archer:** proficient with bows
- Grease Monkey:** - 3 in 6 chance to *Repair*
- Gun Nut/Redneck:** - proficient with fire-arms
- Juvenile Delinquent:** - 2 in 6 chance to *Open Locks*
- Karate Kid:** proficient with unarmed attacks (1d6-1 damage)
- Light Foot:** - 2 in 6 chance to *Hide in Shadows/Move Silently*
- Linebacker:** gain proficiency in tackle (1d6 damage), target must make save or be knocked over for 1d3 rounds. Character falls.
- Looker:** can affect someone as if *Charm Person* was cast 1/day
- Play Dead:** 3 in 6 chance to *Appear Dead*
- Rich Kid:** Character starts with and has access to extra equipment
- Scout:** 3 in 6 chance to *Find/Remove Traps*
- Slugger:** +1 to hit and damage with blunt weapons
- Sprinter:** +3 to movement
- Stone Cold/ Cold Hearted Bitch:** +2 to Fear saves
- Sucker Punch:** gain *Backstab*
- Swimmer:** gain swim speed of 12
- Virgin:** Slashers will target character last
- Wiccan:** can cast *Spiritual Protection* 1/



Fear Saves

Whenever a survivor comes across a corpse, slasher, or some other ghastly sight they must make a fear save. More horrific encounters may give penalties to the roll at the GM's discretion. If a character fails their save, roll 2d6 and consult the list below.

- 2: Character is frightened but can act normally.
- 3: Character drops all objects in hand.
- 4: Character can do nothing but scream uncontrollably this round.
- 5: Character gets a -1 to all rolls for 1d3 turns.
- 6: Character gets a -1 to all rolls for 1d6 turns.
- 7: Character must flee source for 1d3 rounds.
- 8: Character goes catatonic for 1d3 rounds.
- 9: Character must flee source for 1d6 rounds.
- 10: Character immediately makes an attack against the nearest target.
- 11: Character goes catatonic for 1d6 rounds.
- 12: Character snaps and becomes an NPC for 1d6 rounds.

Weaknesses

While many have supernatural abilities and supernatural endurance, most slashers have a weakness of some sort that can be exploited by a savvy survivor. Here are two examples.

- Phobia - Even slashers can be afraid. When presented with source of phobia the slasher must make a saving throw to continue doing its action.
- Weakness - The slasher takes double damage from a certain type of attacks and this damage can't be regenerated if the slasher has regeneration.

Slashers and Other Cast

Bystander

AC 9 [10] HD: 1 **Attacks:** Weapon (1d6-1) **Move:** 12

Unfortunately for these folks, their primary role is to add to the body count.

Cannibal Hillbilly

AC 7 [12] HD: 3 **Attacks:** Weapon (1d6+1) or Bow (1d6, range 50') **Move:** 12 **Special:** 3 in 6 chance to *Hide in Shadows/Move Silently*

They're going to be offended if you don't come to dinner.

Cannibal Hillbilly Alpha

AC 6 [13] HD: 3 **Attacks:** Chainsaw (2d6+1) **Move:** 12 **Special:** Survivors get a -2 to fear saves

chainsaw revs

Horror Movie Fanatic

AC 8 [11] HD: 3+1 **Attacks:** Weapon (1d6) **Move:** 12 **Special:** 2 in 6 chance to *Hide in Shadows/Move Silently*, 5 in 6 chance to *Appear Dead*

What's your favorite horror movie?

Killer Doll

AC 6 [13] HD: 3 **Attacks:** Weapon (1d6-1) **Move:** 15 **Special:** Looks like normal doll when not moving. 5 in 6 chance to *Hide in Shadows/Move Silently*

Wanna play?

Rabid Dog

AC 6 [13] HD: 2+1 **Attacks:** Bite (1d6) **Move:** 15

Maybe he just needs obedience lessons.

Relentless Stalker

AC 7 [12] HD: 6 **Attacks:** Weapon (1d6) **Move:** 12 **Special:** Ignores the first 2 damage received from every attack.

Ki ki ki, ma ma ma....

Slasher In Training

AC 8 [11] HD: 4+1 **Attacks:** Weapon (1d6) **Move:** 12 **Special:** 3 in 6 chance to *Hide in Shadows/Move Silently*, *Find/Remove Traps*, 5 in 6 chance to *Appear Dead*

Cardio. Most people don't understand the importance of cardio.

Undead Killing Machine

AC 8 [11] HD: 8+1 **Attacks:** Weapon (1d6+3) **Move:** 9 **Special:** Survivors get a -4 to fear saves

It's okay guys, he just wants his axe back.

Wendigo

AC 5 [14] HD: 4 **Attacks:** Claws (1d6+1) **Move:** 12 **Special:** Takes double dmg from fire, can cast *Magic Missile* 2/day, *Invisibility* 1/day, victims get a -3 to fear saves, melee opponents take 1 point of cold damage every turn.

So cold. So hungry...