Hack
-n-
Slash

Fantasy Roleplay

Fudge™

A Return To A Simpler Time

CREDITS
Writing & Game Design: Dan Ridenhour
Proofing: Rick Calvert, Gail Towle
Cover Illustration: Dan Smith
Interior Illustrations: Andrea Sfiligoi
Playtesting: Rick Calvert, Gail Towle, Dan Ridenhour, Jerry Collins, Jeanne Calvert

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INTRODUCTION

Introduction

Congratulations, you have found a portal to a simpler time of heroic battles and daring deeds, a time when a single simple rule book could set you upon such heroic adventures. Welcome to the world of Hack-n-Slash.

Hack-n-Slash is a complete easy to play fantasy role-playing game designed for fans of the FUDGE gaming engine or others weary of renting a trailer to carry their rule books to the weekend game session.

What Is A Roleplaying Game?

A roleplaying game may be best described as an interactive novel, short story, movie or tv show, where the players take on the role of one (or more) of the main characters in the story and try to make him act like the character would act based upon the traits on his character sheet.

Hack-n-Slash Terminology

Hack-n-Slash is a FUDGE based roleplaying game (RPG). To help you understand the terms and concepts used in this game, we'll begin with a few definitions.

Adventure

A series of scenes forming the basic plot of a Hack-n-Slash game.

Gamemaster (GM)

The gamemaster is a player who guides the other players through an adventure, roleplaying the non-player characters and monsters the players meet. The gamemaster is also the final judge on any rule questions.

Player

A person who takes on the roll of a character in an adventure.

Non-Player Character (NPC)

Any character in an adventure not controlled by a player, including towns folk, patrons, monsters, etc. These personalities are controlled by the gamemaster to help her bring an adventure to life for the players.

Trait

Anything that describes a character. A trait can be an Attribute, Skill, Gift, Fault, or any other measure that describes a character.

Level

Most traits are described by one of nine adjectives. These nine descriptive words represent levels a trait may be at. In addition, the character creation process grants players free levels and demands he keep track of them. In this case one level is required to raise a trait to the next better adjective.

Attribute

The traits that everyone in the game world has, in some degree or another are called attributes. On a scale of Abysmal ... Fair ... Legendary, the average human will have an attribute of Fair.

Skill

Any trait that isn't an attribute, but can be improved through practice. The default for an unlisted skill is usually Poor, though they can vary up or down based upon the skills difficulty.

Gift

Any trait that isn't an attribute or skill but is something positive for the character. In general, if the trait doesn't easily fit the Abysmal ... Fair ... Legendary scale, it's probably a gift.

Fault

Any trait that limits a ones actions, or earns him a bad reaction from other people.

Offense

A character or creatures ability to harm or otherwise damage an opponent in combat.

Defense

A character or creatures ability to absorb, deflect or otherwise avoid damage in combat.

Mana

Magical energy. Mana is an invisible substance that magic users can detect and manipulate to alter matter, time and space.

Melee

Any combat that involves striking the opponent with a fist or handheld weapon. Any attack from further away is a ranged attack.

Situation Roll

The GM may occasionally want a die roll that is not based on a character trait, but on the overall situation or outside circumstances. This situation roll is simply a normal H-n-S 4dF die roll, but not based on any trait. That is, a result of 0 is a Fair result, +1 a Good result, -1 a Mediocre result, and so on.

Characters

Much like a movie or play, characters play out their roles in Hack-n-Slash adventures. Players create their characters to be the heroes of the story using the rules in this chapter.

Player controlled characters are referred to as heroes while those controlled by the gamemaster are called non-player characters or NPCs for short. All characters are represented by a number of traits including Attributes, Skills, Gifts and Faults.

Trait Levels

Hack-n-Slash uses ordinary words to describe the level of ability in various traits (Attributes, Skills) of a character. A specific trait's level is represented by one of the words listed below from worst to best.

-4	**Abysmal**
-3	**Terrible**
-2	**Poor**
-1	**Mediocre**
0	**Fair**
1	**Good**
2	**Great**
3	**Superb**
4	**Legendary**

To remember the order compare adjacent words. If as a beginner your eventual goal is to become an excellent game player, for example ask yourself if you'd rather be called a Fair game player or a Mediocre game player. This scale is also listed on the Character Sheet for easy reference.

Step By Step Character Creation

Characters are created by determining a general character concept or background, what trait levels they have for Attributes/Skills, and what Gifts/Faults they possess. The sections that follow provide a step by step method of creating Hack-n-Slash characters.

Step #1: Character Concept

Before you determine what abilities your character may possess you should first decide your characters profession, background, personality and other details that make him unique. This concept of what the character is like will help guide you through the remaining steps of character creation.

Step #2: Select Race

Select the race you wish your character to be from those available in the Races section. Race determines gifts, attributes and skill levels available for character creation.

Step #3: Attributes

Determine the attribute levels for your character. Attributes represent the basic physical, mental and spiritual capabilities of the character. Beginning heroes may have no attribute higher than Superb.

Players receive a number of free attribute levels as determined by their race with which to raise attributes. A player may raise his Strength attribute (which is Fair by default for a human) to Good by spending one free attribute level. He could then spend another free level to raise Strength again to Great, and a third free attribute level to raise his Reason to Good. This would exhaust a human characters free levels.

When the free attribute levels have been exhausted an attribute can be raised further by lowering another attribute an equal amount. From the previous example, Strength can be raised one more level (to Superb) if the player lowers the characters Perception to Mediocre to compensate for the increase in Strength.

Example: Billy gives his fighter Great Strength (2 levels), Good Agility (1 level), Good Perception (1 level), and lowers his Reason to Mediocre (-1 level) to compensate for his increased Perception. (Total 3 levels)

Combat

The sound of clashing steel and battle cries fill the air, only the most mighty heroes will survive this day. As one might expect combat is often at the core of Hack-n-Slash adventures. This section details how to resolve combat, apply wounds and tend to the survivors once the dust settles.

Combat Rounds

Combat is resolved as a series of Combat Rounds, each round representing 6 seconds of time. During each round a hero may move and engage in melee combat, fire a ranged weapon, cast a spell or any other action the gamemaster rules is possible in a combat round.

Performing Tasks During Combat

Sometimes heroes need to perform non-combat tasks during a battle. For example: picking a lock while your friends keep the ratlings off of you. Heroes not engaged in melee combat may spend one or more rounds working toward any task simply by announcing to the gamemaster what they are doing each turn. Progress is made each round toward completing the task unless the hero is wounded in which case the round is wasted.

Melee Combat

Any combat which involves striking an opponent with a fist or handheld weapon is considered melee combat. Each combatant makes an Opposed action roll against an appropriate trait (usually a weapon skill). On a relative degree of 0, the combat round is a stand-off - the fighters either circled each other looking for an opening or exchanged blows on each others shields without scoring any damage.

If the result is a relative degree other than 0 and the minimum to hit (see below) is achieved or surpassed, the winner checks to see if he hit hard enough to damage the loser. In general, the better the hit (the greater the relative degree), the greater the likelihood of damage. (See Wounds)

Minimum To Hit

Hitting an opponent of equal scale requires at least a Poor result, otherwise no hit is scored. That is, a human needs to score a Poor blow (and still win the Opposed Action) in order to hit another human sized opponent. If both combatants roll worse than the minimum to hit, the round is a standoff.

Opponents significantly greater in size (2 or more scale larger) are easier to hit requiring only a Terrible result, while extremely small (2 or more scale smaller) opponents require at least a Mediocre result to hit.

Magic Lock/Unlock
Cost: 3
Range: Touch
Duration: Permanent
Concentration: 1 Minute
Places a magical lock on a door, gate, container or other lockable object. Once locked by this spell the object may only be opened by casting this spell again or by physical destruction. A magus has a special connection with objects he has locked in this manner and may open/close them freely without disturbing the magic lock.

Sleep (Opposed Will)
Cost: 3
Range: Sight
Duration: Varies
Concentration: 1 Round
Puts the subject of the spell to sleep until they awaken naturally in a few hours, take any damage or they are awakened by someone else.

Staff of Power
Cost: 6
Range: Touch
Duration: Permanent
Concentration: 1 Hour
Enchants a quarterstaff or staff to act as if it was an extension of the casters body, thus enabling the weapon to be ready while the magus casts spells. Additionally the wielder of this weapon may substitute his Will attribute for Strength when determining his Offense.

Summon Spirit
Cost: 2
Range: 5/10/15
Duration: 10 Minutes
Concentration: 1 Round
Summons a spirit to do the casters bidding for the duration of the spell. The spirit cannot effect the physical world, but can become visible or invisible at will, communicate with the caster and move through solid objects making it ideal for information gathering.

Wall of Shadow
Cost: Varies
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Creates a wall of total darkness 3 yards high, 1 yard thick and a number of yards long equal to the mana spent. Attacks made into or through the wall of shadow are at -4. The wall may be passed through freely and attacks made out of the shadow are without penalty.

Wall of Stone
Cost: Varies
Range: Sight
Duration: 1 Minute
Concentration: 1 Round
Creates a stone wall 3 yards high, 1 yard thick and a number of yards long equal to the mana spent. The wall blocks line of sight and movement.

Great Spells

Animate Skeleton
Cost: 4
Range: Touch
Duration: 1 Minute
Concentration: 1 Round
Animates the corpse of a nearby humanoid creature, creating an undead warrior to do the casters bidding for the duration of the spell. The skeleton will obey the casters commands without question. See Skeleton in the Beastiary for the skeletons combat abilities.

Greater Healing
Cost: 4
Range: Touch
Duration: Instant
Concentration: 2 Rounds
Heals the subject removing one Injured, Dazed or less serious wound.

Lightning (Opposed Agility-3)
Cost: 1-4
Range: 10/25/50
Duration: Instant
Concentration: 2 Rounds
Brings a bolt of lightning down upon the target. A successful casting results in the target being struck by an attack with the Offense equal to twice the mana used to cast the spell. Defense provided by metal armor is ignored by this attack. This spell may only be cast outdoors.

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	
Race:	

Luck:		**Speed:**	
$:		**Scale:**	

Attributes	Abysmal -4	Terrible -3	Poor -2	Mediocre -1	Fair 0	Good 1	Great 2	Superb 3	Legendary 4
Strength									
Agility									
Reason									
Perception									
Will									
Health									

Gifts / Faults	1	2	3	4	5	6	7	8	9

Skills	-4	-3	-2	-1	0	1	2	3	4

$	Wt	Equipment	OB	DB	DM

Maximum of 1 superb, 4 great, 8 good skills.

$	Wt	Weapon / Armor	Range (**S/M/L**)	OB	DB	DM

Offense
Scale+Strength+Weapon Bonus

Defense
Scale + Health + Armor Bonus

Wounds

Wounds				
1-2	**3-4**	**5-6**	**7-8**	**9+**
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds

Bruised	Bloody (-1)	Dazed (-2)	Knockout	

Encumbrance*

Mana
Will + Modifiers

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

__Graze:__ Relative Degree +1, <5=Scratch, 5+=Hurt
__Bloody:__ 1 round no attacks, -1 defense. __Dazed__ : 2 rounds no attacks, -2 defense.

Character Sheet

Hack-n-Slash
Fantasy Roleplay

Name:	Dirk		
Race:	Human		
Luck:	3	Speed:	5
$:	65	Scale:	0

Gifts / Faults	1	2	3	4	5	6	7	8	9
Pain Tolerance	X								
Night Vision									
Impulsiveness									

$	Wt	Equipment	OB	DB	DM
100	55	Adventurers Kit			
50	10	Travelers Clothes			

$	Wt	Wpn / Armor	Range (S/M/L)	OB	DB	DM
100	3	Broadsword		3		
175	25	Hvy Leather			2	
10	1/2	Sling	10/50/100	0		0

Offense
Scale+Strength+Weapon Bonus

5

Defense
Scale + Health + Armor Bonus

3

Encumbrance*

Enc.	-1	-2	-3	Max
Weight	x2	x3	x4	x5
115	230	345	460	575

Mana
Will + Modifiers

0

* Encumbrance is applied as a negative modifier to Strength, Agility, Combat Skills, and Etc.

Attributes	-4	-3	-2	-1	0	1	2	3	4
Strength							X		
Agility						X			
Reason				X					
Perception					X				
Will					X				
Health						X			

Skills	-4	-3	-2	-1	0	1	2	3	4
Lang (S) - Own				D	X				
Blade - Broadsword			D				X		
Survival - Wilderness				D					
Survival - Dungeons			D	X					
Climbing			D		X				
Riding - Horse			D		X				
Missile - Sling			D			X			
Brawling			D				X		
Swimming			D	X					
Lock Picking			D		X				

Maximum of 1 superb, 4 great, 8 good skills.

Wounds

1-2	3-4	5-6	7-8	9+
Scratch	Hurt (-1)	Injured (-2)	Incapacitated	Near death

Non-Lethal Wounds

Bruised	Bloody (-1)	Dazed (-2)	Knockout	

Graze: *Relative Degree +1, <5=Scratch, 5+=Hurt*
Bloody: *1 round no attacks, -1 defense.* **Dazed :** *2 rounds no attacks, -2 defense.*

Hero Cards / Miniatures

Human Magus

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Human Magus

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Human Hero

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐

Human Hero

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitate
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐

Dwarf Magus

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Dwarf Hero

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Elven Hero

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana

Elven Magus

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐

Halfling Hero

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana

Saurian Hero

Scratch
1-2 ☐ ☐ ☐
Hurt (-1)
3-4 ☐ ☐
Injured (-2)
5-6 ☐
Incapacitated
7-8 ☐
Near Death
9+ ☐

Speed: _____
Skill: _____
Offense: _____
Defense: _____

Mana
☐ ☐ ☐ ☐