

# Hack

-n-

# Slash

## Fantasy Roleplay



A Return To A Simpler Time

[www.hack-n-slash.com](http://www.hack-n-slash.com)



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## 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.