

HackMaster

Basic



HackMaster

Basic



Manufactured in the USA

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Designers' Foreword

Welcome to HackMaster Basic (some purists might prefer to call it "5th Edition"). If you're reading this you might be thinking, "My god — yet **another** fantasy role-playing game? Why bother?"

This is the part of the book where we make our pitch.

HackMaster Basic has truly been a labor of love. We have a passion for fantasy role-playing at Kenzer and Company. All of us here first picked up the dice and created our first characters in the late 1970's. And we've spent the last 17 years working on role-playing products professionally. You might say it's in our blood. HackMaster Basic takes the passion, know-how and attitude (more on that attitude in a moment) from the last edition along with years of experience garnered along the way and takes the game to the next level.

So why another fantasy role-playing game in an already crowded market? Because not all games are created equal. And neither are gamers. We all come to the table with our own likes and dislikes as far as game style and play. No single game can be all things to all players. We created HackMaster Basic with one goal in mind — to be the game we ourselves would want to buy and play with our friends. This is the same approach to game design that earned us Best Game of the Year (for *HackMaster 4th Edition*) and Best RPG of the Year (*Aces & Eights*). We happen to think there are others out there like us. So far we've been right.

Now a few things about HackMaster Basic you should know before we turn you loose.

First off what does "HackMaster Basic" mean...?

This book provides just that — the basics. Everything the GM/Players need to run and play HackMaster for 1st through 5th level characters. All between two covers. And when you're ready to take the next step? Advanced HackMaster picks up where HMB leaves off. No need for conversions or changes to your characters or campaigns, just keep on playing.

If you're new to the HackMaster experience we welcome you. The adventure is just beginning. And if you're a HackMaster 4th Edition fan coming to HMB with some concerns...? Let's just say that we feel HackMaster Basic is the rightful heir to the game(s) we all cut our teeth on. We wouldn't have put the HackMaster logo on the cover if we didn't feel we had met that challenge.

Okay, a brief word on HackMaster's unique style and a bit of back history. When HackMaster 4th Edition came out it earned something of a reputation among some gamers as being a 'silly' or 'joke' game. A few quickly dismissed it as being such. A pity. Fortunately tens of thousands of gamers were able to look beyond the veneer and recognize that there was a truly fun and unique game underneath and quickly embraced HackMaster as their game of choice. Just to clarify, our previous license required that HackMaster 4th Edition be a 'parody' and approval for HM product required a certain bit of 'silliness' to be sprinkled about. HackMaster Basic (and its upcoming successor, Advanced HackMaster) are free of any such licensing requirements.

So how has that affected the new game? We reeled in and scrubbed the game of much of the over-the-top "silly factor". But... we decided to **keep** the fun. And most importantly, the attitude. So while game play takes itself very serious and is as rock solid as we could possibly make it — the rules are presented with the notion, "This is a game, it should be fun. *It shouldn't read like a text book*".

Finally, you can run your HackMaster campaign with as much humor or even silliness as you want. Or... you can run it deadly serious. It's all up to you. HackMaster Basic has been developed to support both styles of play.

So pick up those dice and *have fun*.



Jolly R. Blackburn, David S. Kenzer and Steve Johansson
The HackMaster Design Team

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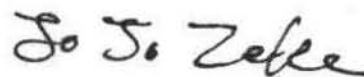
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Fame Rub Signatures



Have game designers and other "lucky" notables sign their autographs here. That way they'll always be handy for emergency dice purgings and luck charging.

Note: To charge a die to roll higher numbers you should stroke the die left to right. For lower numbers stroke right to left. Fame rubs can be used to prime new dice and many game designers at conventions and store signings are more than glad to oblige fans. As a rule of thumb you should do a minimum of six swipes of the die across the signature (but no more than ten as that can sometimes have the opposite effect of what is desired). To get you started we've added two facsimile signatures of Jo Jo Zeke and Gary Jackson. They'll only be 32% as effective as an original signature but they could come in handy in an emergency.

Greetings friend,

For whatever reason this book has found its way into your hands and here you sit (or stand as the case may be) reading these words. I call this a fortuitous meeting. As you read on, I want you take a moment and consider something.

Consider that the volume you now hold in your hands is no common book. That it isn't by mere chance you are now reading it and that what I'm about to convey to you was meant to happen. Be it by fate, destiny, a touch of magic or the beckoning call of strange forces unknown to you, consider the possibility that with a purpose this document wound its way through the torrents of time and history to seek you out and land in your path.

You are holding it now and reading these words because it was meant to be. You are being summoned. The heart of a true hero beats in your chest. For years you've sensed it. You've been quietly waiting for the call. That tap on the shoulder by fate that bids you, "Come!"

And now that summons has arrived — it's time for you set aside the life of a mundane and to step up and stand face to face with your destiny. Embrace it. Savor it, come what may.

Sound crazy? Yeah, maybe. But as you're about to find out, this is no ordinary tome.

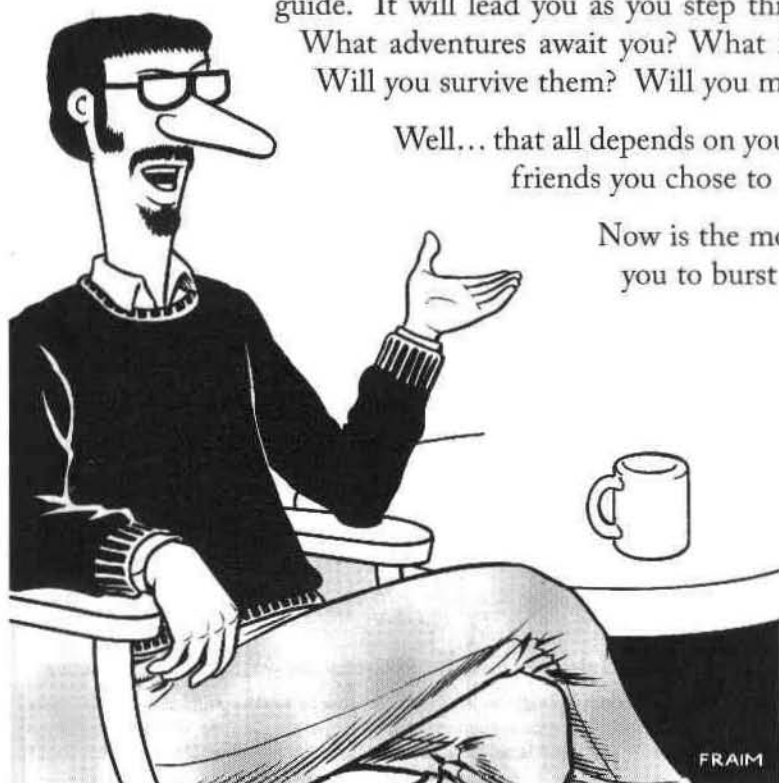
It is a magical key — one that unlocks the heretofore impenetrable gates to your imagination and swings them open wide — their creaky hinges threatening to buckle from the sheer force of your years of pent-up desire to get past them. For up until this moment you have only been able to press against those gates. Helpless as you clutched at its iron bars and peered through them with the sad realization that you could go no further, garnering only little glimpses and promises of all the awe-inspiring things that lay just beyond your reach.

Well hero, it's time to strap on your armor, lace up your boots, ready your blade and step through... if you're willing to accept the challenge, that is.

This is HackMaster and, in addition to this book being the means to unlocking your imagination, it is your guide. It will lead you as you step through the portal and embark on your new journey. What adventures await you? What fantastic creatures will attempt to block your way? Will you survive them? Will you measure up?

Well... that all depends on you and your own mettle — as well as the quality of the friends you chose to fight on your flank and watch your back.

Now is the moment for you to stand up and be counted. Time for you to burst through the gates!



Gary Jackson

Gary Jackson

TABLE OF CONTENTS

QUICK-START RULES	9
CHAPTER ONE: HACKMASTER	
CHARACTER CREATION	13
CHARACTER GENERATION STEPS	13
BUILDING POINTS	14
ABILITY SCORES	14
PLAYER CHARACTER RACES	19
ALIGNMENT	22
CHOOSE CLASS	22
PRIORS AND PARTICULARS	23
QUIRKS & FLAWS	23
CALCULATING STARTING HONOR	23
PURCHASE SKILLS, TALENTS & PROFICIENCIES	23
ROLL HIT POINTS	23
DETERMINE WEAPON ADJUSTMENT(S)	23
RECEIVE STARTING MONEY	24
EQUIP YOUR CHARACTER	24
CHARACTER AGE	24
CHAPTER TWO: HONOR	
CHAPTER THREE: QUIRKS & FLAWS	
QUIRKS	29
FLAWS	33
CHAPTER FOUR: CHARACTER CLASSES	
EXPERIENCE	35
THE FIGHTER	35
THE THIEF	37
THE MAGE	40
THE CLERICS	43
CHAPTER FIVE: SKILLS, TALENTS & PROFICIENCIES	
SKILLS	49
TALENTS	76
PROFICIENCIES	77
CHAPTER SIX: ARMOR, WEAPONS & EQUIPMENT	
CHAPTER SEVEN: MAGE SPELLS	
CHAPTER EIGHT: CLERIC SPELLS	

CHAPTER NINE: COMBAT	104
ENCOUNTERS	104
TAKING ACTION	104
SURPRISE	105
MOVEMENT	106
RANGED ATTACKS	107
DAMAGE	110
MELEE ATTACKS	110
SHIELDS AND ARMOR	110
MULTIPLE OPPONENTS AND REAR ATTACKS	112
KNOCK-BACK	112
TRAUMA	112
COUP DE GRACE	112
ATTACKING A HELPLESS OPPONENT	113
SPECIAL COMBAT MOVES	113
CRITICAL HITS & DEFENSES	114
MISSSES & FUMBLES	114
RETREAT	114
SPELL CASTING IN COMBAT	115
TURNING/COMMANDING UNDEAD	115
DETAILED EXAMPLE OF COMBAT	117
CHAPTER TEN: MISC. RULES	
FALLING DAMAGE	127
HEALING TIME	128
ILLUMINATION	128
DOORS & PORTCULLISES	129
COINS, MONEY AND THE ECONOMY	129
AGING EFFECTS	130
CHAPTER ELEVEN: DETAILED CHARACTER BACKGROUNDS	
CHAPTER TWELVE: ON DICE	
GM CHAPTER ONE: MONSTERS	
MONSTER DESCRIPTIONS	149
UNDEAD ENERGY DRAINING [SIDEBAR]	150
MONSTER POISON	176
GM CHAPTER TWO: MAGIC & TREASURE	
AWARDING TREASURE	177
MAGIC ITEM DESCRIPTIONS	179
SUPERIOR QUALITY ARMS & ARMOR	187
GM CHAPTER THREE: THE GAMEMASTER	
PLAYER CHARACTER RECORD SHEET	

Why a New Edition?

The vigilant and hard working team at Hard Eight Enterprises put forth a yeoman's effort creating 4th Edition HackMaster from the notes I left behind before departing on my untimely 'sabbatical'. Indeed, that very line of products was critically acclaimed as well as a great commercial success, certainly with no small measure of help from prior editions. Unfortunately, the 4th Edition, while clearly superior to its predecessors and any other game currently on the market, still came up short of perfection. It's no surprise, of course, when a team is left to decipher and compile the prior works of a superior intellect and further, forced to contend with the needs of the day-to-day running of the Hard Eight business, that they no doubt inadvertently handed inexperienced rubes (interns) and arrogant ne'er-do-wells (freelancers) the keys to the HackMaster Kingdom. Regrettably, they used said keys to unlock the wrong doors, to misinterpret my intentions and thus lead the game a bit astray from plan. No longer was the game on the shoulders of a giant, but on the shoulders of two-bit hacks holding and often misconstruing said notes!

While in solitude and freed from Hard Eight managerial requirements, my mind was free to explore and test every inch of the game. I could apply modern research, thought and technology to solve problems that could only be dreamt about in the earlier versions of role-playing games. This new edition is intended to bring gaming and HackMaster back to the game it should have been – a modern **role-playing** game. Certainly the game can use miniatures, but it is **not** a miniatures game. Of course the game supports role-playing – HackMaster, after all, is the first game to actually enforce role-playing with rules for heaven's sake! – but it is not some sort of neutered, story-telling frou-frou game where everyone's tale is a happy ending preordained by the "Storyteller". The game has cinematic action galore, but is not some new-age video game better suited for solo play or first person shooting. If you enjoy those types of games, by all means play them, but call them **not role-playing games**, for they all fall short due to lack of one element or three.

The new edition of HackMaster is what a fantasy role-playing game was intended to be: old school gaming built with modern game design techniques by the greatest team of game designers of this or any era. This is the game that will leave you feeling like you did when you first started playing RPGs: filled with awe and wonder. Excited. On-the-edge-of-your-seat nervous. Survival and success are determined solely by your wits, guts, teamwork and those of your fellow adventurous souls – imprudent, foolish or cowardly action will find you and your allies unceremoniously slaughtered, while the opposite brings untold wealth and the laurels of victory!



QUICKSTART RULES

So, tonight's the night you're going to start playing HackMaster Basic. You're all eager to play and don't have the time or inclination to read all the rules yet. There's nothing wrong with that and, heck, we appreciate your enthusiasm!

If you want to jump into a HackMaster game as quickly as possible, just follow the steps here and you'll have a basic character ready for adventuring. We've optimized these steps for speed, so your choices have been artificially limited and certain rules have been ignored. Don't fret though - your character will be good enough to play. (Once you become more familiar with the game, you'll probably want to utilize the unabridged character creation rules that give you the opportunity to tweak out a character to your own exacting specifications.) *Now grab some dice and let's begin.*

It's recommended that you download the HackMaster Basic character record sheet PDF from www.kenzlerco.com before proceeding (or, if you have a prepared GameMaster, have him give you a copy). While playing off a scratch pad is definitely kewl and old school, we provide the character sheets free of charge to assist you, so why not take advantage of this tool?

Roll Ability Scores

For each ability you roll three 6-sided dice (3d6); the total shown on the dice is your character's ability score. Then roll percentile dice (d%, or two 10-sided dice yielding a number from 01-100). Record each fractional ability on your record sheet [in pencil, since you'll get to add a point or two later!] next to the appropriate ability like this: xx/yy where "xx" is the result of the 3d6 and "yy" is the final result of the d%.

Repeat this step for all of your character's abilities in order (Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma).

ABILITIES	12 / 68%	STR
	7 / 78%	INT
	10 / 65%	WIS
	13 / 77%	DEX
	14 / 06%	CON
	16 / 78%	LKS
	9 / 06%	CHA
	12	HON
	Honor	

Determine Honor

Your character's starting Honor score is calculated a bit differently from other ability scores. To determine starting Honor, add your other seven ability scores together.

Treat the fractional ability scores as decimals to facilitate calculator use. This way a Strength of 12/68 becomes 12.68 and so on. Once you've added all seven ability scores, divide the total by seven and round any decimal down to the nearest whole number. This is your starting Honor score.

Select Character Class

You may pick one of the following character classes to play: fighter, thief, mage or cleric. Your character's class defines what starting abilities and powers he possesses. There are no prerequisites for any class so you can choose any one you want.

Fighters are good at combat. This is an excellent choice for a novice player as fighters are usually in the thick of the action - providing you with fairly unambiguous options to keep you engaged in the game. You should consider a fighter if you have average or above average scores in Strength and/or Constitution.

Thieves excel at sneaking around and exploring. They are not as good at fighters in combat except when they can attack opponents from behind. Consider playing a thief if you have a high Dexterity score.

Clerics are members of the clergy and set out into the world to spread the teachings of their god. They are adequate combatants and have the ability to use magic to heal their allies. If you decide to play a cleric, it's beneficial if you have a good Wisdom score. You also need to pick your character's alignment now and choose a patron deity. Choices include **The True**, *lawful good* god of justice and truth; **Caregiver**, *neutral good* god of healing, hope and mercy; **The Guardian**, *chaotic good* god of freedom, liberty and happiness; **The Overlord**, *lawful evil* god of oppression and slavery; and **The Creator of Strife**, *chaotic evil* god of discord, misfortune and foul weather.

Mages are weak at combat and use their magic spells to hurt or impede enemies. A mage character should have Intelligence as one of his strongest scores.

After choosing your class, make the following adjustments to your ability scores:

Fighter: add 1 to both Strength and Constitution

Thief: add 2 to Dexterity

Cleric: add 2 to Wisdom

Mage: add 2 to Intelligence

Choose Character Race

Now it's time to choose your character's race. You can decide to play a human, a dwarf, an elf or a halfling.

Most dwarves are rugged, brave and boisterous, with a love of strong drink. Dwarves make good fighters. The typical elf is fascinated with magic and they typically make good mages. An average halfling is amiable with a preference for creature comforts. Their small size makes them excellent thieves. Humans are versatile and pretty good at everything.

In these abridged character creation rules, your race does not affect any of your ability scores nor does it provide any special bonus.

Determine Hit Points

Your Hit Points (HP) are a representation of how much damage you can sustain before dying. To determine your character's starting Hit Points, add your character's racial adjustment (shown on table on subsequent page), Constitution score (ignore fractionals) and Hit Points for class (shown on the chart below).

Character For HP, add CON score plus:

Dwarf	10 HP
Elf	5 HP
Halfling	5 HP
Human	10 HP
Cleric	+1d8 HP
Fighter	+1d10 HP
Mage	+1d4 HP
Thief	+1d6 HP

Once you've determined your Hit Points, record the value in the appropriate box.

Character: _____ Class: Fighter Level: _____ Alignment: _____

Race: Human Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____

Parent: Gods (Assigned Y Q N Z) Homeless: _____

I've selected to be a human. I've chosen to be a fighter.

STR	13	168
INT	7	178
WIS	10	165
DEX	13	171
CON	15	166
LKS	16	178
CHA	9	166
HON	12	

Because I chose the fighter class, I've added +1 to both my Strength and Constitution abilities.

I determined my hit points by adding my new Constitution score (15), the bonus hit points for being human (10) plus the roll of a ten-sided die (on which I rolled '9').

COMBAT PROFILE WITH WEAPON #1: _____ HIT POINTS: 34

Proficiencies and Skills

These represent knowledge that your character picked up through life experience, study and training. Proficiencies cannot be improved upon while skills can. Each class begins with a different set of proficiencies and skills.

Don't worry about the bracketed information following each skill. We'll explain its significance in a few moments.

PROFICIENCIES
<u>HEAVY ARMOR, SHIELD, LONGSWORD, DAGGER</u>
<u>JAVELIN, WARHAMMER</u>

The fighter records his proficiencies here.

Fighter: Heavy Armor proficiency, Shield proficiency, Weapon proficiencies (longsword, dagger, javelin and warhammer), Weapon Specialization (add +1 to Attack, Defense and Damage plus -1 to Speed when using your longsword), Appraisal (Armor & Weaponry) [Int]

Fighters roll twice (using 1d4) for additional skills

1. Gambling [Wis & Cha]
2. Recruiting [Cha - universal]
3. Riding, Horses [Wis & Dex]
4. Swimming [Str & Con]

Thief: Light Armor proficiency, Weapon proficiencies (short sword and dagger), Climbing/Rappelling [Str & Dex - universal], Disarm Trap [Int & Dex], Hiding [Int & Dex - universal], Identify Trap [Wis], Listening [Wis - universal], Lock Picking [Int & Dex], Pick Pocket [Dex - universal], Sneaking [Dex - universal]

Thieves roll twice (using 1d4) for additional skills

1. Appraisal (artwork) [Int]
2. Appraisal (gems & jewelry) [Int]
3. Fast Talking [Cha]
4. Gambling [Wis & Cha]

Mage: Arcane Lore [Int], Magical Transcription proficiency, Weapon proficiency (staff)

Mages roll twice (using 1d4) for additional skills

1. Botany [Int]
2. History (ancient) [Int]
3. Literacy [Int]
4. Mathematics [Int]

SKILLS	Universal Skills	Mastery†			Other Skills	Mastery
	Acting (Lks, Cha)	_____ %	Interrogation (Wis, Cha)	_____ %	<u>DIVINE LORE</u>	<u>24</u> %
	Animal Husbandry (Wis)	_____ %	Intimidation (Str, Cha)	_____ %	<u>RELIGION (THE TRUE)</u>	<u>20</u> %
	Animal Mimicry (Wis)	_____ %	Listening (Wis)	_____ %	<u>ANIMAL TRAINING (DOGS)</u>	<u>13</u> %
	Boating (Wis)	_____ %	Observation (Wis)	_____ %	<u>LITERACY</u>	<u>10</u> %
	Cartography* (Int)	<u>17</u> %	Pick Pocket (Dex)	_____ %	<u>LOCK PICKING</u>	<u>11</u> %
	Climbing/Rappelling (Str, Dex)	_____ %	Reading Lips (Int)	_____ %	_____	_____ %
	Current Affairs (Wis)	_____ %	Recruiting (Cha)	_____ %	_____	_____ %
	Diplomacy (Cha)	_____ %	Resist Persuasion (Wis)	_____ %	_____	_____ %
	Disguise (Int, Cha)	_____ %	Rope Use (Dex)	_____ %	_____	_____ %
	Distraction (Cha)	_____ %	Salesmanship (Int, Wis, Cha)	_____ %	_____	_____ %
	Escape Artist (Int, Dex)	_____ %	Seduction, Art of (Cha, Lks)	_____ %	_____	_____ %
	Fire-Building (Wis)	_____ %	Sneaking (Dex)	_____ %	_____	_____ %
	Glean Info. (Int, Wis, Cha)	_____ %	Survival (Wis, Con)	<u>18</u> %	_____	_____ %
	Hiding (Int, Dex)	_____ %	Torture (Int)	_____ %	_____	_____ %
			Tracking (Wis)	_____ %	_____	_____ %

* Cartography is Universal for those with the Literacy skill

† Mastery is equal to lowest relevant ability unless additional BP spent

As an example of determining skill mastery, let's fill in the skills section for a player who has chosen to be a cleric of The True. His ability scores are Strength 8/50, Intelligence 9/50, Wisdom 14/50, Dexterity 10/50, Constitution 11/50, Looks 12/50 and Charisma 13/50.

He receives the universal skills Cartography and Survival as bonus. His mastery is Cartography is 9 (his Intelligence ability) plus the roll of a twelve-sided die. If he rolls "8" on this die, his total mastery is therefore 17. For Survival, his mastery is 11 (the lowest of his two relevant abilities - Wisdom and Constitution) plus the roll of a twelve-sided die. If he rolls "7", his total mastery is 18.

He also receives the non-universal skills Divine Lore, Religion (his chosen faith - i.e., The True), Animal Training (dogs), Literacy and Lock Picking. Determining mastery for these skills is handled just as we did for the skills above. We'll just determine the relevant ability and add the roll of a twelve-sided die then annotate the score.

You don't need to fill in values for the remaining universal skills. If your character needs to employ them at some point, you know that his mastery is equivalent to the relevant ability score listed parenthetically after the skill.

Cleric: Heavy Armor proficiency, Shield proficiency, Weapon proficiencies (see below), Divine Lore [Wis], Religion (in his chosen faith) [Wis]

A cleric's weapon proficiencies and additional skills depend on the deity he or she chose.

The True: weapon proficiencies: longsword, mace; bonus skills: History (ancient) [Int], Literacy [Int], Riding (equine) [Wis & Dex], Tracking [Wis - universal]

Caregiver: weapon proficiencies: sling, staff; bonus skills: Cooking/Baking [Int & Wis], First Aid [Wis]

The True: weapon proficiencies: longsword, mace; bonus skills: Animal Training (dogs) [Int & Wis], Cartography [Int - universal], Literacy [Int], Lock Picking [Int & Dex], Survival [Wis & Con - universal]

The Overlord: weapon proficiencies: mace, scourge; bonus skills: Literacy [Int], Rope Use [Dex - universal]

The Creator of Strife: weapon proficiencies: dagger, flail; bonus skills: Cartography [Int - universal], Survival [Wis & Con - universal]

Universal Skills: There are a large number of skills that people have had some exposure to during their life and can employ at a novice level without any kind of formal training. These are all listed on the HackMaster player character record sheet. If you received universal skills as a bonus, they are annotated as such in the brackets after the skill name.

Skill Mastery

Next, you need to determine your character's mastery of each skill. For universal skills, your mastery is equal to your ability score in the relevant ability (i.e., the ability listed parenthetically after the skill) or the lowest relevant ability, if multiple abilities are listed).

For skills that aren't universal (or if you received a universal skill as a bonus), roll one 12-sided die and add your relevant ability score [listed in the brackets after the skill] to the result. If two ability scores are listed, use the ability score in which your character is the weakest. The result is your current mastery level of that skill.

Roll One Quirk and One Flaw

Quirks and flaws represent those aspects of your character that make him a true individual - with those little traits and imperfections that we all have. Roll once on the Quirk chart and once on the Flaw chart (presented on the following page) and annotate these on your record sheet. You can read more about these quirks and flaws in *Chapter Three* when you get a chance.

QUIRKS & FLAWS	ROLE-PLAYING NOTES:
<u>FOUL-MOUTHED</u>	<u>USE "FRACKING" WHEN KIDS PLAY</u>
<u>POCKING</u>	<u>SWEARS AT ANYONE MENTIONING IT</u>

This character has annotated his quirk and flaw. He's also made some quick notes about how to use them at the gaming table.

Roll (d%)	Quirk
01-04	Absent-Minded
05-10	Close Talker
11-15	Compulsive Liar
16-28	Fear of Heights
29-36	Foul-Mouthed
37-42	Glutton
43-53	Greedy
54-63	Miserly
64-70	Needy
71-77	Nosy
78-81	Paranoid
82-86	Quick-Tempered
87-93	Racist
94-00	Superstitious

Roll (d%)	Flaw
01-17	Allergies
18-22	Anosmia
23-29	Colorblind
30-34	Facial Scar
35-41	Flatulence
42-48	Hairy
49-54	Hard of Hearing
55-58	Lisp
59-65	Myopia
66-75	Pocking
76-81	Prematurely Gray
82-84	Sleepwalker
85-89	Sterile
90-94	Stutterer
95-00	Tone Deaf

Receive Supplies

All characters receive a weapon or two, possibly armor and a shield, a set of clothes, load bearing gear and sundry equipment. The exact package depends of your character class.

Fighter

Armor & Weaponry: leather armor, a small shield, a longsword, dagger, javelin and warhammer

Supplies: a leather backpack, a woolen blanket, a wineskin (2 qt. capacity), a week's worth of trail rations, two small leather belt pouches, a tinderbox, flint and steel, a whetstone, three iron spikes, six torches and 10 copper pieces as pocket money.

Clothing: one pair of leather boots, wool trousers and tunic, linen undershirt, wool cloak and a leather belt

Thief

Armor & Weaponry: leather armor, short sword and dagger

Supplies: a wineskin (2 qt. capacity), a week's worth of trail rations, a whetstone, two large leather belt pouches, a large canvas sack, a 50-foot coil of rope, a set of thieves' tools and 25 copper pieces as pocket money.

Clothing: one pair of leather boots, wool trousers and tunic, linen undershirt, wool cloak and a leather belt

Cleric

Armor & Weaponry: leather armor, a small shield and both weapons they have received proficiency in.

Supplies: a leather backpack, a wineskin (2 qt. capacity), a week's worth of trail rations, two small leather belt pouches, a canon or prayer book, one silver divine icon, a woolen blanket, a wineskin, a tinderbox, flint and steel, a whetstone, three iron spikes, an axe-hammer, six torches and 10 copper pieces as pocket money

Clothing: one pair of leather boots, wool trousers and tunic, linen undershirt and vestments of appropriate color and style for their faith

Mage

Armor & Weaponry: staff

Supplies: a leather backpack, two large leather belt pouches, a wineskin (2 qt. capacity), a week's worth of trail rations, a tinderbox, flint and steel, eight torches, a spell book, four sticks of chalk, a vial of ink, two quill pens, five sheets of vellum, spell components (if necessary) and 15 copper pieces as pocket money

Clothing: one pair of leather boots, thick robes that offer -1 damage reduction against all attacks, pointy hat, linen undershirt and a leather belt

Determine Spells - Mages Only

If you're playing a mage, you'll need to figure out what spells you have in your spell book. Each mage starts with three spells given to him by his mentor. Roll once on each of the following tables (Apprentice, Journeyman and Level 1 Spells) to determine your starting spells. You may memorize each of these for a total of three magic spells.

Apprentice Level Mage Spells

Roll (d6)	Spell
1	Amplify Illumination
2	Feat of Strength
3	Fire Finger
4	Illusionary Mural
5	Repair
6	Springing

Journeyman Level Mage Spells

Roll (d6)	Spell
1	Aura of Protection
2	Bar Portal
3	Candlelight
4	Enrage
5	Perimeter Alarm
6	Yudder's Whistle of Hells Gate

First Level Mage Spells

Roll (d6)	Spell
1	Bash Door
2	Deep Sleep
3	Planar Servant
4	Scorch
5	Sense Magic Aura
6	Translate

Cleric Spells

Clerics may chose one spell (or two if they have 13 or higher Wisdom) from the list of 1st level clerical spells below.

First Level Cleric Spells

Alleviate Trauma
Ceremony: Consecrate Divine Icon
Cure Trifling Injury
Extend Fuel
Moderate Emotion: Cause Fear
Purify Water

Determine Combat Stats

At this point, you need to reference the ability charts in *Chapter One: HackMaster Character Creation* to fill in the combat bonuses your abilities provide. As an example, we'll fill these out for the fighter we initially rolled up.

ABILITIES	13 / 68%	STR	DMG. MOD. +1	FEAT OF STR. +4	LIFT (LBS) 230	CARRY (LBS) 71	DRAG (LBS) 575
	7 / 78%	INT	ATTACK MOD. -1				
	10 / 65%	WIS	INIT. MOD. +2	DEFENSE MOD. 0			
	13 / 77%	DEX	INIT. MOD. 0	ATTACK MOD. +1	DEFENSE MOD. +2		
	15 / 06%	CON					
	16 / 78%	LKS					
	9 / 06%	CHA					
			TURNING MOD.				

Once we have these filled in, we can compute the combat bonuses he receives from his abilities and then add in any other bonuses to determine his combat profile with his preferred weapon.

COMBAT PROFILE WITH WEAPON #1: LONG SWORD							
TOTAL	LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD
Attack Bonus +1		0	+1				
Speed +1			+1				
Initiative +2		+2					
Defense +5		+2	+1			-2	+4
Damage +2		+1	+1				
Base Weapon Speed: 10							
Base Weapon Damage: 2d8p							
Reach: 3 1/2'							
Specialization	+1	+2	+3	+4	+5		
Attack	☒ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)		
Speed	☒ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)		
Defense	☒ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)		
Damage	☒ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)		
Notes:							

This is the fighter's "combat profile" (i.e., a summary of his melee bonuses) when using his longsword. Let's go into a little detail about each column.

Level: A fighter has no bonuses or penalties at first level. A thief receives -1 to Initiative (meaning he's quicker to react) while a cleric and mage receive a +1 and +2 penalty here respectively.

Abilities: This column summarizes bonus or penalties from Strength, Intelligence, Wisdom and Dexterity. You determined these when filling out the abilities data.

Talents, Racial Bonus & Magic: None of these apply to the "quick gen" characters.

Armor: Leather armor (which the fighter, cleric and thief receive) imposes a -2 penalty to defense. This is more than made up for by the fact that leather armor also reduces all damage you receive by two points per hit.

Shield: Both the fighter and cleric receive a small shield. This provides a +4 bonus to defense.

Combat Stats Explained

Attack: This value is added to the d20 you roll when attacking an opponent with your weapon.

Speed: Subtract this value from your weapon's base speed. The final value tells you the number of seconds you must wait before attacking again. Weapons with high base speeds are very slow.

Initiative: When you have an encounter, you must roll a die to determine how much time passes before you can act. Any value here must be added to that roll mean you react slower.

Defense: Add this value to the d20 you roll when you defend yourself against someone else's attack.

Damage: This value is added to your base weapon damage when you score a hit in melee.

Specialization: The fighter "quick gen" character has been given +1 weapon specialization with his longsword. When you advance in level, this is an option for all characters, though you may wish to allocate the Building Points you receive to other skills, as specialization can be quite expensive for non-fighters.

Base Weapon Damage and Speed: You can find these values for your particular weapon in the chart below.

Weapon	Damage	Speed
Dagger	2d4p	7
Flail	2d8p	13
Javelin	1d12p	missile weapon
Mace	(d6+d8)p	11
Scourge	2d4p	9
Sling	(d4+d6)	missile weapon
Staff	2d4p	13
Swords		
Short sword	2d6p	8
Longsword	2d8p	10
Warhammer	2d6p	8

Final Tweaks

This final section provides the remaining critical data you need for your character.

PREVIOUS HIT POINT ROLL:		SPELLS AVAILABLE	
9		LEVEL	
		Appr.	_____
		Jrnm.	_____
		1	_____
		2	_____
		3	_____
		4	_____
		5	_____

Previous Hit Point Roll: Record the die roll you made for Hit Points here. You'll have a chance to re-roll it when you advance to second level.

Luck Points: These are only for thieves. If that's you, write 21 here. You can read how to utilize these point in *Chapter Four: Classes*.

Threshold of Pain: This value is $\frac{1}{2}$ of your Hit Points (rounded down). If you sustain a wound exceeding this value, you have to make a trauma check to see if you succumb to the pain of this severe wound. Your GM can inform you of the exact mechanics.

Spells: This space is allocated for mages to record the spells they have in their spell book.

OK, you're done. Just name your character and start playing HackMaster!



CHAPTER ONE

HackMaster Character Creation

Character Generation Steps

To generate a HackMaster character, simply follow these basic steps, referring to the detailed sections below for more information.

0 Be Prepared. Now, before you actually sit down to roll up your character, make sure you have at least one sheet of scratch paper, a pencil or pen and a variety of dice (d4, d6, d8, d10, d12, d20 and d100). Of course, you'll also want a copy of the HackMaster player character record sheet so you can transfer the numbers from your scratch paper once you've finalized the values.

1 Receive Building Points. Each character receives 50 Building Points (defined hereafter as BPs) for character creation. This starting amount may be further modified by his or her ability scores (and detailed background – if you take the time to pursue this additional step). You'll need to keep track of how many BPs you earn and spend during character creation.

2 Roll Ability Scores. To determine your character's ability scores, roll 3d6 for each of the following: Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma. You'll also need to roll d% (represented by a d100 or two d10s of different colors, one each for 10s and 1s) for the fractional ability of each. This number determines how close the character is to reaching the next ability score. For example, a Strength of 13/45 means the character must increase his fractional ability by 65 points to gain a Strength of 14/10.

3 Arrange Ability Scores. You may rearrange your ability scores any way you wish or opt to (1) swap only two ability scores and receive 25 bonus BPs or (2) leave all ability scores as-is and receive 50 bonus BPs. Add the remaining BPs (if any) to your starting total from step 1.

4 Choose a Race. Select your character's race and apply any ability score adjustments.

5 Finalize Ability Scores and Other Adjustments. Now it's time to finalize all your adjustments from Building Points, especially any changes to ability scores. One way to increase ability scores with BPs is by buying fractional ability points. One BP can generally increase a fractional ability score by 5 points. See Spend Starting Building Points to Adjust Ability

Scores further on in this chapter. Note also that your Looks ability score may modify your Charisma.

6 Choose a Class and Alignment. Your character can begin the game as a fighter, thief, mage or cleric (see *Chapter Four: Character Classes*). Each class requires a number of Building Points depending on the character's race (as noted at the end of this chapter). In addition, clerics are required to be a particular alignment based upon the faith they choose.

7 Determine Priors and Particulars. Roll on the character background tables located in *Chapter Eleven*.

8 Determine Quirks and Flaws. At this point, you must add quirks and flaws to your character. Quirks and flaws are required (one of each). Quirks include mental traits such as habits and prejudices, while flaws are physical traits such as poor eyesight and hearing. To determine which quirks or flaws the character has, the player must roll randomly on the charts.

9 Calculate Starting Honor. Now add the seven ability scores from Step 2 together (including fractionals) and divide that sum by seven, disregarding any fractions in the result. If necessary, adjust the result by any Honor modifiers from your Charisma and Looks scores, background, or quirks and flaws. This is your starting Honor. Record the result on your character sheet.

10 Purchase Skills, Talents and Proficiencies. Now you can spend any remaining Building Points on skills, talents and/or proficiencies (STPs, for short). You also have the option to hold BPs in reserve for future expenditure. Note that your class and race may reduce the BP cost of certain STPs.

Player Character Record Sheets



You can find a player character record sheet included in back of this printed book. Additional copies are available as free PDF downloads at www.kenzerco.com.

11 **Roll Hit Points.** Each HackMaster character receives Hit Points as follows: Constitution + size bonus + class Hit Die roll. This total may be further modified by such things as talents, flaws, etc. *Size bonus is 5 HP for elves and halflings and 10 HP for dwarves and humans. A particular race's size is listed near the end of this chapter. Class Hit Die is d4 for mages, d6 for thieves, d8 for clerics and d10 for fighters.*

12 **Record Base Attack, Defense, Damage and Initiative.** A character's Base Initiative and Base Defense is determined by his Wisdom and Dexterity modifiers, while Base Attack is determined by his Intelligence and Dexterity modifiers. A character's Base Damage is determined by his Strength.

13 **Receive Starting Money.** Each character receives a grub stake of approximately 50 silver pieces with which to begin his adventuring career.

14 **Equip Your Character.** You should reach agreement with the other players and/or GM to see if they will allow you to equip your character by choosing off the equipment lists in *Chapter Six*. Some groups may require you to role-play your character's purchases during the game or choose to limit certain items. If you purchase weapons, be sure to record their statistics on your character sheet as well.

15 **Record Character Age.** A character's starting age depends on both his race and class. Consult the chart at the end of this chapter to determine your character's starting age.

Building Points

Players can differentiate and personalize their HackMaster characters by increasing their ability scores, purchasing skills and talents, and even influencing their heritage. Players accomplish this customization through expenditure of allotted points, known as "Building Points" or "BPs." Players most often spend BPs to buy skills and talents, though they may also be used to modify ability scores. Furthermore, players can use BPs to buy re-rolls on unwanted quirks and flaws, or most of the character background tables in *Chapter 11: Detailed Character Backgrounds*. A player need not spend all BPs during character creation; unused BPs may be held to spend later.

Each new character receives 50-100 BPs. As you can see on the various ability score tables, a high Intelligence, Wisdom or Charisma score provides additional BPs.

Once a campaign begins, characters receive additional BP awards when attaining levels of experience in their class.

Ability Scores

Every character in HackMaster has eight basic characteristics or abilities, most of these having corresponding ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks, Charisma and Honor. These building blocks provide the foundation of your character, but they are only the first glimpses of your character as he or she begins to develop in your imagination. These character abilities are described hereafter. Each description gives an idea of what that ability encompasses, including tables with specific game effects and modifiers.

Creating Ability Scores

Okay, let's get started. The very first step in generating a character is rolling his ability scores. So grab three 6-sided dice, percentile dice (a d100, or two d10s), a blank character sheet and a pad of scratch paper. The first seven ability scores are determined randomly (beginning Honor and Fame are handled differently and will be covered later). Scores are determined by rolling three six-sided dice (3d6) to obtain a value from 3 (the worst) to 18 (the best) and then a percentile roll to show where in a particular number range your character's scores actually rest.



Roll Ability Scores

For each ability you will roll the three 6-sided dice (3d6); the total shown on the dice is your character's ability score. Then roll percentage (d%, or two ten sided dice for a number from 1-100). Record each fractional ability on your scratch paper next to the appropriate ability like this: xx/yy where "xx" is the result of the 3d6 and "yy" is the result of the d%.

For example, your 3d6 roll for Strength is 11. You just rolled a fractional ability (d%) of 61. Your Strength should now read 11/61. Repeat this step for all of your character's abilities in order (Strength, Intelligence, Wisdom, Dexterity, Constitution, Looks and Charisma).

For purposes of play, the ability score is considered the lowest integer associated with the ability. For example, a mage with 3/54 strength would still be considered to have 3 Strength. When a fractional ability score goes over 100, the base score is raised by one and the 100 is discarded.

Shopkeeper Rule. If your character has no raw single stat of at least 13 or two raw stats of 5 or less, you may name your character and then turn your sheet in to the GM for use as a shopkeeper, peasant or other hapless NPC and re-roll your character. Any other set of rolls is playable; you need to play that character for a complete game session before retiring him and introducing a new one (excepting the always-likely event of early mortality during play, of course).

Arrange Ability Scores

Now that you've rolled for each ability score, you have an opportunity to arrange your scores any way you like. If you choose to only swap two scores, your character receives a 25 BP bonus. If you choose to take all the rolls in the order received, your character receives a 50 BP bonus!



Dice Penetration

Throughout these rules you'll notice that many references to die rolls are annotated "dXp". The 'p' suffix indicates that this die 'penetrates'. Should you roll the maximum value on this particular die, you may re-roll and add the result of the extra die, less one point, to the total (penetration can actually result in simply the maximum die value if a 1 is subsequently rolled, since any fool knows that 1-1=0). This process continues indefinitely as long as the die in question continues to come up maximum (but there's always only a -1 subtracted from the extra die, even if it's, say, the third die of penetration).

Note that a d20p uses a d6p to compute additional penetration, while a d100p utilizes a d20p.

Strength

Ability Score	Damage Modifier	Feat of Strength	Lift (lbs.)	Carry (lbs.)	Drag (lbs.)
3	-5	-10	64	20	160
3/51	-4	-9	76	22	190
4	-4	-9	88	24	220
4/51	-4	-8	99	26	248
5	-3	-7	110	29	275
5/51	-3	-7	120	31	300
6	-3	-6	130	32	325
6/51	-2	-5	140	34	350
7	-2	-5	149	36	373
7/51	-2	-4	157	38	393
8	-1	-3	166	39	415
8/51	-1	-3	173	40	433
9	-1	-2	181	42	453
9/51	-1	-1	187	43	468
10	None	None	194	44	485
10/51	None	None	200	45	500
11	None	None	205	48	513
11/51	None	None	210	52	525
12	+1	+1	215	56	538
12/51	+1	+2	220	61	550
13	+1	+3	225	66	563
13/51	+1	+4	230	71	575
14	+2	+5	235	77	588
14/51	+2	+6	240	84	600
15	+2	+7	245	91	613
15/51	+3	+8	267	99	668
16	+3	+9	291	108	728
16/51	+3	+10	318	118	795
17	+4	+11	347	129	868
17/51	+4	+12	380	142	950
18	+4	+13	417	156	1043
18/51	+5	+14	458	171	1145
19	+5	+15	504	189	1260
19/51	+6	+16	554	209	1385
20	+6	+17	612	231	1530
20/51	+7	+18	675	256	1688

Strength

Strength (Str) defines your character's physical brawn. It measures your character's ability to muscle his way through life. Strength measures a character's muscle power, and determines the weight a character is able to lift and carry. Vitally important to brawling and close quarter combat, Strength increases or decreases the damage a character causes with hand-held weapons such as axes, swords, clubs and chairs. Is he as strong

as an ox or weak as a lamb? Can he knock out a horse with his fist or barely lift a walking stick? Strength is also important for hauling treasure, carrying adventuring gear and similar tasks.

Damage Modifier. This modifier applies to close-quarter (melee) combat and weapons used in brawling. Add this modifier to the damage roll in such situations.

Feat of Strength. This indicates the character's chance to force open a very heavy or stuck door, lift an iron gate, bend bars, push aside a heavy boulder and so on. While damp, subterranean conditions tend to warp doors thereby making them difficult to open, it should not be assumed that all doors fall into this category. Creatures within an inhabited lair generally view this as a great inconvenience and will generally remedy this situation for their own convenience. When a character tries to force open a stuck door, roll a competing 1d20p against the door value. If the result exceeds the door's sum, the door opens. A character can waste time and keep trying to open a door until it finally opens, but each attempt takes time (10 seconds), gets harder as the character gets tired (-1 per roll, cumulative) and makes a lot of noise. Noise attracts monsters. Monsters eat adventurers. Noise bad.

Lifting gates and bending bars are handled in the same fashion. Note that most gates and especially bars will have a much higher modifier to their competing d20p roll, making them generally more difficult to lift/bend than a standard door. If the attempt fails, the character can never succeed at that task (unless his strength were to increase by some means, in which case, the character will receive one more chance at the improved modifier level). His friends will make fun of him and he'll get a reputation as a wuss. The same is true of magically locked, held or barred portals. But cheer up wuss-boy—you can try to bend the bars on a gate that you couldn't lift, and vice versa (but for magically held portals, etc., you're out of luck).

Lift. This figure represents the maximum weight of an object that the character can lift off the ground and carry with difficulty for a few dozen yards before having to set it down to catch his breath. In no way can the character engage in any other activity while so encumbered.

Carry. This column lists the weight a character may carry on his person without hindering his combat ability or limiting his movement. These limitations are given with the presumption that the weight is evenly distributed and stowed in packs born primarily on the shoulders, back or waist. Obviously a character with 15 Strength carrying a 90 pound bag of silver coins in his arms is going to face restrictions on his ability to fight so some measure of judgment is warranted.

Drag. This is the maximum dead weight that a character can drag over a wooden floor or hard packed soil at no more than a crawl speed. The object must naturally possess some sort of hand-holds or have a rope fastened about it. This figure should be reduced by half for unfavorable surfaces such as mud or the far more likely situation of dragging an unconscious comrade through a hallway littered with corpses.

Intelligence

Intelligence	Attack Modifier	BP Bonus
3	-3	0
4	-2	0
5	-2	0
6	-2	0
7	-1	0
8	-1	0
9	-1	0
10	0	0
11	0	1
12	+1	2
13	+1	3
14	+1	6
15	+2	10
16	+2	15
17	+2	21
18	+3	28
19	+3	36
20	+3	45

Wisdom

Wisdom	Initiative Modifier	BP Bonus	Defense Modifier
3	+5	0	-3
4	+4	0	-2
5	+4	0	-2
6	+4	0	-2
7	+3	0	-1
8	+3	0	-1
9	+3	0	-1
10	+2	0	0
11	+2	1	0
12	+1	2	+1
13	+1	3	+1
14	+1	6	+1
15	0	10	+2
16	0	15	+2
17	0	21	+2
18	-1	28	+3
19	-1	36	+3
20	-1	45	+3

Intelligence

Intelligence (Int) defines your character's memory, reasoning and ability to think through problems and situations. It measures your character's rational thought process. Can he add up his tab at the inn, pay for it and not get cheated? Does book learning come naturally or is it a struggle? Intelligence is very important for book learning (engineering, science, history, medicine, etc.). Intelligence is important to all characters because it also affects their Base Attack, and the ability to learn Academia-based skills. It is paramount for mage characters who need Int to learn new spells.

Accuracy Modifier. The Intelligence Attack modifier combines with the Dexterity Attack modifier to provide the character's Base Attack. The Base Attack, of course, modifies a character's chance to hit a target.

BP Bonus. This is a one-time bonus received at character creation. The Intelligence BP Bonus may only be used on skills with Intelligence as the sole relevant ability.

Wisdom

Wisdom (Wis) defines your character's common sense and empathic ability. It's a combination of how practically a person thinks, her good judgment, willpower, strong headedness and how well she can sense the emotions and feelings of others. Can he sense when a bear is ready to charge? Does he know better than to traipse through enemy territory in broad daylight? Is he a good listener and does he notice when things are amiss? Wisdom is important for animal training, tracking and reacting to others, such as in a melee.

Initiative Modifier. The Wisdom Initiative Modifier combines with the Dexterity initiative Modifier to provide the character's Base Initiative. The Base Initiative, of course, modifies initiative and determines how quickly a character can react in a stressful situation.

Defense Modifier. The Wisdom Defense Modifier combines with the Dexterity Defense Modifier to provide the character's Base Defense. The Base Defense modifies a character's defense against enemy attacks.

BP Bonus. This is a one-time bonus received at character creation. The Wisdom BP Bonus may only be used on skills with Wisdom as the sole relevant ability.

Ability Checks

At certain times throughout the rules, we'll mention "Ability Checks." These are situations where the affected character must roll a competing d20p and add his relevant ability score against some factor or another based on the situation or scenario. *For example, a Wisdom check for a character with 13/50 Wisdom would have the character roll a d20p and add 13.*

Dexterity

Dexterity	Initiative Modifier	Attack Modifier	Defense Modifier
3/01	+7	-4	-5
3/51	+7	-3	-5
4/01	+6	-3	-4
4/51	+6	-3	-4
5/01	+6	-3	-4
5/51	+5	-2	-3
6/01	+5	-2	-3
6/51	+5	-2	-3
7/01	+4	-2	-2
7/51	+4	-1	-2
8/01	+4	-1	-2
8/51	+3	-1	-1
9/01	+3	-1	-1
9/51	+3	0	-1
10/01	+2	0	0
10/51	+2	0	0
11/01	+2	0	0
11/51	+1	0	+1
12/01	+1	+1	+1
12/51	+1	+1	+1
13/01	0	+1	+2
13/51	0	+1	+2
14/01	0	+2	+2
14/51	-1	+2	+3
15/01	-1	+2	+3
15/51	-1	+2	+3
16/01	-2	+3	+4
16/51	-2	+3	+4
17/01	-2	+3	+4
17/51	-3	+3	+5
18/01	-3	+4	+5
18/51	-3	+4	+5
19/01	-4	+4	+6
19/51	-4	+4	+6
20/01	-4	+5	+6
20/51	-5	+5	+7

Dexterity

Dexterity (Dex) defines your character's agility, coordination and deftness. It encompasses reflexes, balance, speed and accuracy. Can he react quickly and attack an opening? Can he dodge that orc's axe before it splits his friggin skull? Dexterity is important for attacking, riding, reacting and sneaking.

Initiative Modifier. The Dexterity Initiative Modifier combines with the Wisdom Initiative Modifier to provide the character's Base Initiative. The Base Initiative, of course, mod-

ifies initiative and determines how quickly a character can react in a stressful situation.

Attack Modifier. The Dexterity Attack modifier combines with the Intelligence Attack modifier to provide the character's Base Attack. The Base Attack, of course, modifies a character's chance to hit a target.

Defense Modifier. The Defense Modifier adjusts a character's chance to dodge his opponents' attacks.



Constitution

Constitution (Con) defines your character's hardiness, health and stoutness. It affects the character's Hit Points and chances of surviving nasty injuries. How many wounds can he suffer before yielding? Can he march through miles of bone-bleaching desert without stopping for a breather? Does he shake off poisons or does he succumb? Constitution is important for resisting physical injury, recovering from wounds, and endurance.

A character's initial Hit Point total is significantly impacted by his or her Constitution score since it is determined by:

- His or her Constitution score *plus*
- His or her Size bonus (5 hp for elves and halflings, 10 hp for dwarves and humans) *plus*
- A class die roll (d4, d6, d8 or d10 depending on class)

Looks

Looks (Lks) defines your character's physical attractiveness and appearance. Looks indicates beauty, handsomeness and first impressions; it determines initial reactions to the character, even at a distance. Do all the ladies swoon as he makes his way through the village? Do men propose whenever she's alone with them? Do artists seek this person out as a model? Is she best described as comely or homely? Looks is important for influence, initial reaction and interaction.

It is important to note here that Looks is not Charisma. Looks, however, can affect Charisma on a permanent basis. A character's Charisma ability score is modified by the character's Looks score, as seen on Looks table.

Charisma Modifier. The Charisma modifier indicates the number that should be initially added to the character's Charisma (this is a one-time modifier). Afterward, as a character's Looks score is raised or lowered, whether by disease, maiming or some other reason, Charisma should be similarly affected on a point-for-point basis (a loss of one point of

Looks results in one point of Charisma lost as well).

Starting Honor Modifier. The Starting Honor Modifier indicates the number to be added to the character's starting Honor (covered in detail below). Like it or not, physical beauty affects how people are viewed by society.

Looks

Looks	Modifier to Charisma	Starting Honor Modifier
3	-5	-4
4	-4	-3
5	-3	-3
6	-2	-2
7	-2	-2
8	-1	-1
9	-1	-1
10	0	0
11	0	0
12	0	+1
13	+1	+1
14	+1	+2
15	+2	+2
16	+2	+3
17	+3	+3
18	+4	+4
19	+5	+4
20	+6	+5

Charisma

Charisma	BP Bonus	Starting Honor Modifier	Turning Modifier
3	0	-4	-7
4	0	-3	-6
5	0	-3	-5
6	0	-2	-4
7	0	-2	-3
8	0	-1	-2
9	0	-1	-1
10	0	0	0
11	0	0	+1
12	1	+1	+2
13	3	+1	+3
14	6	+2	+4
15	10	+2	+5
16	15	+3	+6
17	21	+3	+7
18	28	+4	+8
19	36	+4	+9
20	45	+5	+10



Charisma

Charisma (Cha) defines your character's charm, wit, personal influence and leadership ability. It is not a measure of beauty but rather of personal magnetism and thus is affected by Looks. Charisma also affects Honor and Fame. Can he negotiate a peace treaty between the hostile orcs and the besieged village? Can he influence the town council or quickly form an adventuring party? Can he talk his way into free room and board with the barmaid? Charisma is important for negotiation, attracting followers, wielding influence and intimidating others.

BP Bonus. These bonus BPs are a one-time bonus received at character creation. The BP Bonus may only be used on skills with Charisma as the sole relevant ability.

Starting Honor Modifier. The Starting Honor Modifier indicates the number to be added to the character's starting Honor (covered in detail later).

Turning Modifier. This modifier (either a penalty or bonus) is applied to any rolls a cleric makes when attempting to Turn or Command undead creatures. The mechanics governing Turning or Commanding undead are covered in *Chapter Nine: Combat*.

Player Character Races

Now that you've rolled up your raw ability scores, it's time for you to select the racial stock of your character. When we talk about "race" in HackMaster, we're not talking about whether your character is black, white, Asian, etc., we're talking about what species your character is – dwarf, elf, halfling or human. Racial stock is one of the most important decisions you'll make in the character creation process and therefore should be made with a great deal of thought and consideration.

Each race is different, has different powers and affects ability scores and BPs differently. Further, each can learn different skills and acquire different talents at different costs, so racial choice will certainly be important later in the character creation process.

Note that racial ability adjustments cannot raise a score above 20 or lower it below 3.

DWARVES

Dwarves are a hearty race preferring the alpine beauty of rugged mountains. They are excellent miners and seem built for the task with their short but powerfully built frames. Though they typically dwell underground, it is not in dank warrens. Rather they construct magnificent vaulted caverns that are both engineering marvels and possessed of unparalleled aesthetic beauty.

Often pejoratively dismissed as dour and grumpy, this perception stems from a typical dwarf's disinterest in gossip and small talk. They are serious, hard-working folk whose interest lies in precious metals and gems. No obstacle is too overwhelming to deter dwarves from delving far beneath the earth in search of these treasures. This frequently brings them into conflict with goblins and other humanoid races. Fortunately dwarves are doughty fighters and well able to hold their own.

Dwarves are not without their own unique foibles. Chief amongst these are their beards that they, both male and female, value highly and tend to groom them very carefully.



Dwarves at a Glance

Ability adjustments

- +4 Constitution
- 2 Charisma
- 2 Looks

Dwarven Pros

- ▶ size Large for knock backs
- ▶ size Medium for HPs (i.e. 10 hp + Constitution + class roll)
- ▶ low light vision
- ▶ **Magic Resistance:** Dwarves receive a +1 on Saving Throws versus magic for every 3 full points of Constitution
- ▶ **Poison Resistance:** Dwarves receive a +1 on Saving Throws versus poison for every 3 full points of Constitution
- ▶ One free purchase of the Mining skill

Dwarven Cons

- ▶ Poor reach (effective weapon reach is -1 foot)
- ▶ Character's native language is Dwarven (must purchase any additional languages)

Preferential talent access

May purchase the following Talents at 50% BP cost

- ▶ Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade (only for Axes or Warhammers)

ELVES

Elves are often perceived as haughty and aloof, unconcerned with the affairs of humans (or dwarves and halflings for that matter). They seem content to seclude themselves within old growth forests pursuing esoteric interests.

This preference for detachment is derived from the elven race's longevity. As beings that do not age once reaching maturity, they are loath to form close bonds with any individual who will grow old and die in the blink of an eye. The affairs of man, though not inconsequential, are viewed in terms of scores of generations. For someone that could be present at the Battle of



Elves at a Glance

Ability adjustments

- 2 Strength
- +2 Dexterity
- 4 Constitution
- +2 Looks
- +2 Charisma

Elven Pros

- ▶ Two free purchases of the Arcane Lore skill
- ▶ One free purchase of the Listening skill
- ▶ One free purchase of the Observation skill
- ▶ One free purchase of the Sneaking skill
- ▶ +2 defense bonus
- ▶ Hiding in natural surroundings bonus (see sidebar)
- ▶ Initiative bonus (see sidebar)

Elven Cons

- ▶ Size small with regard to HPs (i.e. 5 hp + CON + class roll)
- ▶ Size small for knock backs
- ▶ Character's native language is Elven (must purchase any additional languages)

Preferential talent access

May purchase the following Talents at 50% BP cost

- ▶ Crack Shot or Greased Lightning (only for Longbows or Shortbows)
- ▶ Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade (only for longswords or short swords)
- ▶ Charm Resistance
- ▶ Less Sleep

Hastings and later in life witness the Battle of Britain, intervention is a matter to be given the greatest forethought lest it have unforeseen consequences centuries forward!

Elves are physically smaller than men, averaging 5 feet in height and with a svelte build. Their features are delicate and pleasing and they speak in melodic tones which dwarves absolutely hate. Not unsurprisingly for so fair a race, they are patrons of the arts delighting in fine crafts, sculpture and poetry. Magic, though, is their true fascination.

HALFLINGS

Halflings resemble diminutive, and frequently portly, humans. They prefer a pastoral existence, dwelling in small farming communities without aspirations for empire. Halflings frequently live alongside or nearby humans but possess none of the latter's penchant for building grand monuments or castles.

Though they may appear to be rustic simpletons, this assessment is short of the mark for halflings possess an inherent mental toughness belied by their appearance and mannerisms.



Halflings at a Glance

Ability adjustments

- 4 Strength
- +1 Wisdom
- +2 Dexterity
- +1 Constitution

Halfling Pros

- ▶ One free purchase of the Hiding skill
- ▶ One free purchase of the Sneaking skill
- ▶ Harder to hit (+4 Defense bonus)
- ▶ Hiding in natural surroundings bonus (see sidebar)
- ▶ Initiative bonus (see sidebar)

Halfling Cons

- ▶ Poor reach (effective weapon reach is -1 foot)
- ▶ Size small with regard to HPs (i.e. 5 hp + CON + class roll)
- ▶ Size small for knock backs
- ▶ Character's native language is Halfling (must purchase any additional languages)

Preferential talent access

- May purchase the following Talents at 50% BP cost
- ▶ Crack Shot or Greased Lightning (only for Slings)



Humans at a Glance

Ability adjustments

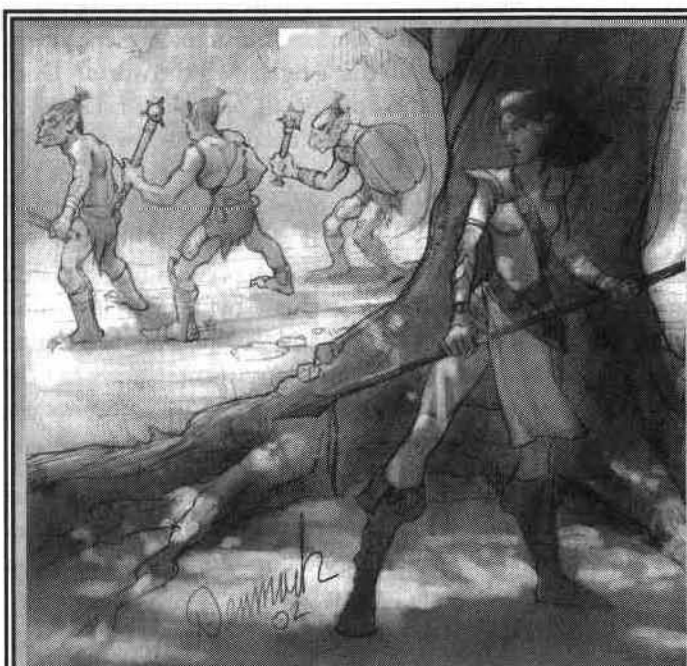
none

Human Pros

- ▶ Size medium for HP (i.e. 10 hp + Constitution + class roll)
- ▶ May purchase Language (Merchant's Tongue) at 50% cost

Human Cons

none



Hiding in Natural Surroundings

Both elves and halflings are naturally adept at remaining unseen in natural surroundings (e.g. woods and meadows). These races receive a +50 bonus to hiding and sneaking skill checks when attempting to use these skills in an appropriate context.

Initiative Bonus

Elves and halflings also gain improved Initiative dice. Whatever die type is called for by the GM, the halfling improves the die type by one. *For instance, if the GM calls for a d12, the halfling would roll a d10.* This bonus doesn't stack with the thief class Initiative Bonus.

HUMANS

Humans are the most flexible and adaptable of the races, driven by a deep curiosity about the world around them. There is an almost innate drive that moves men to explore their surroundings with an eye on expanding and exerting their influence and control.

Because of their almost limitless abilities unrestricted by the shortcomings of other races, humans are adept at establishing bases of power and accomplishing things of which members of other races only dream. They also multiply like rabbits and spread themselves like a manifest plague across the lands.

Because humans are the yardstick by which the other fantasy races are compared, they receive no modifiers and few special skills.

Racial preference table

	Elves	Dwarves	Halflings	Humans
Elves	Prefer	Tolerate	Like	Tolerate
Dwarves	Dislike	Prefer	Like	Tolerate
Halflings	Like	Like	Prefer	Like
Humans	Tolerate	Tolerate	Like	Prefer

Key: Each race's general disposition towards others is listed in the row following the race name (i.e. elves tolerate dwarves, while dwarves dislike elves).

Finalizing Ability Scores

After you've rolled for and possibly rearranged each ability score, you have an opportunity to adjust them. If you think of the first seven ability scores as your character's average potential, then consider raising scores as practice and development of certain abilities at the expense of others. Honor is handled differently and cannot be adjusted during this step, nor can Fame. You may spend some of your starting Building Points in order to raise fractional ability scores. The cost is one BP per five fractional ability points. Stats over 16 cost 1 BP for every 3 fractional ability points.

For example, if your character has a Dexterity of 12/86, you can spend 3 BPs and increase his Dex by 15 fractional points to 13/01. If you spend another 17 BPs (for a total of 20), your character's Dex is now 13/86.

Alignment

At this point you'll need to decide how your character aligns with the various forces in the world. Is he a malevolent villain or destined to be a hero of all that's right with the world? Does he believe in all-for-one and one-for-all, or rank himself above all others? Does he believe that the needs of the few outweigh the needs of the many or vice-versa? HackMaster defines the various beliefs of intelligent creatures along two axes: good versus evil (the good/evil axis) and society/clan/group versus individual (the law/chaos axis). Characters can mix and match across axes, giving nine combinations (lawful-neutral-chaotic and good-neutral-evil). Good- and lawfully-aligned Non-player characters, creatures and monsters are most likely to help like-aligned player characters. The opposite is, unfortunately for chaotic hell-raisers, seldom the case.

Your character can be any alignment you like but clerics *must* be in strict adherence to their church's alignment (i.e., the *exact* same alignment). The following descriptions should help you decide what outlook your character has in life:

Lawful Good. These characters believe in a strong, benevolent social structure where the strong help the less fortunate and laws are followed strictly and the needs of the many always outweigh the needs of the few.

Lawful Neutral. These characters believe that the fabric of the social order overrides all other ethical or individual concerns. Laws, traditions, codes of honor and leadership must be followed unquestionably.

Lawful Evil. The social order of the strongest and most capable ruling all others dominates the Lawful Evil belief system. Leaders rule as long as they remain most suited for the role and while in control can pass any decree needed to advance the group regardless of whom such mores injure or single out.

Neutral Good. These characters believe in a balance between the needs of society and those of the individual. Individual freedoms are curtailed when necessary to promote the greater good, but the needs of the individual are also important, sometimes even to the detriment of society as a whole.

True Neutral. Completely self-centered, these characters generally care nothing for any ethical or social customs, however, some characters with this ethical bent believe in balance in all ethical questions. All characters with an intelligence of under 6 and all animals have this alignment as they are unable to act other than on survival impulse and rudimentary friendship toward those that have treated the character or creature well in the past.

Neutral Evil. Such characters primarily care for their own well-being, but also go out of their way to injure or bully others. They recognize that sometimes rules and laws are needed to avoid a complete breakdown of society, but only because destruction of the social order might make it harder on them in some way or might limit their ability to harm others while doing as they wish.

Chaotic Good. These characters believe that societies and laws remove the individual's personal freedom. They believe that every soul is important and the less fortunate should be helped at all times.

Chaotic Neutral. Complete and total freedom of the individual is paramount for these characters. They follow no strict codes and do not believe in laws or society. They behave as they like, but don't go out of their way to injure others or help them for that matter.

Chaotic Evil. Simply put, might makes right. The most powerful and capable take and do as they please, the weaker fall in line while punishment is near, but do as they like otherwise. These characters follow their impulses to take and do as they please when the opportunity presents itself.

Note that once you choose an alignment, you should try to have your character act in accordance with his stated beliefs since his Honor partially depends on it.

Choose Class

Picking your class is perhaps the most important step for this choice will dictate many of your character's capabilities. You may wish to peruse *Chapter Four: Character Classes* before making this decision.

While there are no class restrictions or level limits based on your character's race, some classes are more difficult for particular races to be trained in (hence the variable Building Point cost).

Classes cost BPs as listed in the matrix atop the following page.

Race	Fighter	Mage	Priest	Thief
Dwarf	20	75	35	30
Elf	35	20	50	25
Halfling	35	75	45	20
Human	25	25	25	25

Priors and Particulars

If you wish to determine an extensive character background, consult *Chapter 11: Detailed Character Backgrounds*. It is not mandatory to do so.

Quirks & Flaws

Quirks and flaws represent those little traits and imperfections of your character that make him a true individual. Utilizing the tables in *Chapter Three: Quirks and Flaws*, roll up one quirk and flaw for your character.

Calculating Starting Honor

Calculate your character's starting Honor by averaging the previous seven abilities. Add all seven abilities (Str, Int, Wis, Dex, Con, Lks and Cha) together (including fractional points as decimal places, e.g., 14.22 for a 14/22 ability), divide by seven and round down to the nearest integer. Now add your Honor Modifier from your Charisma and Looks. This gives you your starting Honor. *Note that your Honor may also be impacted by your character's background if you opted to utilize Chapter 11: Detailed Character Backgrounds.*

Purchase Skills, Talents and Proficiencies

You may now expend any or all remaining Building Points on Skills, Talents and Proficiencies to enhance your character. See *Chapter Five: Skills, Talents and Proficiencies* for a full listing of the choices available to you.

Roll Hit Points

Your Hit Points (HP) are a representation of how much damage you can sustain before dying. To determine your character's starting Hit Points, add your character's racial adjustment (shown below), Constitution score (ignore fractionals) and Hit Points for class (shown below). *For example, a halfling thief with a Constitution of 12/51 that rolls "3" for Hit Points would receive a total of 20 hp (5 hp for being a halfling + 12 hp for his Constitution score + 3 hp (his roll on a 1d6) = 20).*

Character	For hp, add CON score plus:
Dwarf	10 hp
Elf	5 hp
Halfling	5 hp
Human	10 hp
Cleric	+1d8 hp
Fighter	+1d10 hp
Mage	+1d4 hp
Thief	+1d6 hp

Determine Attack, Defense, Speed and Damage adjustments for your chosen Weapon(s)

The HackMaster Player Character Record Sheet provides a handy way of computing your combat bonus or penalties for each weapon.

For instance, let's say that Joe is playing a 1st level human fighter whose primary weapon is a longsword. He gets no combat bonuses at 1st level, so he leaves the level column blank and moves to abilities. His fighter's 12/89 Strength provides +1 to damage, his 14/05 Dexterity gives a +2 attack bonus and +2 defense bonus, while his 12/54 Wisdom gives an additional +1 defense bonus but increases his initiative by 1 (this is a penalty since he must add +1 to all initiative rolls). He aggregates these bonuses and penalties then writes them down in the abilities column.

Joe's spent 30 BP on weapon specializations with his longsword. Since you must master all aspects of a weapon at a given level of specialization before proceeding to the next level, he marks off +1 for attack, speed, defense and damage with the longsword (each costing 5 BP for a fighter) and then spends 10 BP (2x the initial BP cost) to raise damage to +2. He notes these bonuses in the specialization column.

Joe's also purchased the Damage Bonus (longsword) talent for his fighter. This is the only talent that he's bought so he writes +1 in the damage row in the talents column.

COMBAT PROFILE WITH WEAPON #1: <u>long sword</u>									
	TOTAL	LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC
Attack Bonus	+3		+2	+1					
Speed	+1			+1					
Initiative	+1		+1						
Defense	+6		+3	+1			-2	+4	
Damage	+4		+1	+2	+1				
Base Weapon Speed: <u>10 (8/16)</u>		Base Weapon Damage: <u>2d8p</u>		Reach: <u>3 1/2'</u>					
Specialization	+1	+2	+3	+4	+5				
Attack	☒ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)				
Speed	☒ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)				
Defense	☒ (x BP)	☐ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)				
Damage	☒ (x BP)	☒ (2x BP)	☐ (3x BP)	☐ (4x BP)	☐ (5x BP)				
Notes: _____									

Example of determining a character's combat profile using the HackMaster character record sheet

As a human, he gets no combat modifiers from his race, so he leaves the racial bonus column blank.

Joe purchased leather armor (-2 Defense due to its bulk and weight) and a small shield (+4 Defense) for his fighter, so he writes those numbers in the armor and shield columns. As a beginning player, he doesn't have a magic weapon so he skips the magic column.

With each column filled in, all he has to do is add up each row and put the results in the leftmost total column. Last but not least, he notes the longsword's base weapon speed (10; or 8 if jabbing), damage (2d8p) and Reach (3½ ft.).

Now whenever Joe's fighter faces an opponent in battle, he can just glance down at his character sheet and quickly get all the combat info he needs.

Receive Starting Money

Each character receives a grub stake of 35+2d12p silver pieces with which to begin his adventuring career.

Equip Your Character

You should reach agreement with the other players and/or GM to see if they will allow you to equip your character by choosing off the equipment lists in *Chapter Six: Armor, Weapons & Equipment*. Some groups may require you to roleplay your character's purchases during the game or choose to limit certain items. If you purchase weapons, be sure to record their statistics on your character record sheet as well.

Character Age

A character's starting age is dependant on both his race and class. Mages begin play as older adults owing to the long years they have invested in their apprenticeship program (and the fact that most teaching Mages are extremely reluctant to matriculate this source of free labor!)

Character Age

	Fighter	Thief	Mage	Cleric
Dwarf	50+d10p	46+d8p	72+4d6p	57+2d6p
Elf	140+2d10p	130+d12p	200+4d12	160+3d12p
Halfling	32+d6p	29+d6p	40+2d6p	35+2d4p
Human	17+d4p	16+d3p	25+d6p	20+d4p



CHAPTER TWO

Honor

Honor defines how the character measures up to society's ideals of courage, integrity and inner strength. Can his party count on him in a scrape? Is his word his bond or is he a liar? Will he let someone question his honor without a fight? Is he a cheat, slacker or coward? Honor is important because it influences the way others treat your character and can affect your luck.

As mentioned in the previous chapter, the Honor ability (Hon) is treated a bit differently than the other character abilities. For one thing, you don't roll 3d6 to determine your Honor. Secondly, Honor fluctuates depending on the character's actions and behavior.

Honor is not a judgment of good and evil. Individuals of high Honor are not necessarily good and those with low Honor are not necessarily low-down, chaotic evil scumbags. The cruel robber baron may very well possess a high Honor score while an honest serving wench, through unfortunate circumstances, might possess a miserable Honor. Honor reflects how closely and consistently a character behaves relative to his belief system and alignment.

Honor is more a measure of the deeds accomplished by both the individual (and sometimes his family) as well as those with whom he associates himself (his party or followers). It is an indication of such things as success in adventuring expeditions, loyalty, talent and skill; qualities that can be held by any character regardless of disposition.

With high Honor comes respect, power, influence and position. Without it, characters can expect disrespect, shame and insults. Honor is so essential to the character that it is reflected in his very countenance. People can sometimes tell what kind of Honor an individual has just by being in close proximity to him. And sometimes (if his Honor is through the roof) they can tell just by looking at him.

Honor can also dictate what a character bound to such a concept does in a given situation. For example, the common English soldier, knowing no quarter would be given if he fought, nonetheless held his ground against vastly superior numbers of French knights and men-at-arms. This was a matter of Honor - there was nothing else for such men of Honor to do when placed in that situation. Leaving the field of battle

in the hands of the enemy was unthinkable — so they fought. In HackMaster, a character's reputation is no small part of how he measures his self worth. On lonely nights standing guard duty by the campfire, a character might find himself asking all sorts of questions. How much silver do I have? What kind of property do I own? What kind of person do others see me as? Do they place their trust in me?

This section describes how HackMaster characters can establish their Honor, what their Honor means to other people and how they can use it in the game. It also discusses a basic human desire - the need to be popular or famous. Just like that moron in the 4th grade with the goofy grin who always stuck pencils in his ears for a laugh. His actions might have been counterproductive, but he was clearly looking for some added popularity and fame. Hopefully, those readers that were that kid aren't receiving an epiphany upon reading this; if so, I guess someone had to tell you.

Honor is something the character earns through his deeds; moreover, Honor can also be lost, depending on the actions of the character. In fact, Honor is easier to lose than it is to gain, so characters must carefully consider the consequences of their dealings. Breaking an oath, cowardice and unavenged insults result in a loss of Honor. Bravery, a job well done, mastery of skills and successful quests earn the character Honor.

Player characters and ordinary citizens alike benefit from having a high Honor score. These characters are perceived as admirable, praiseworthy and reliable by those with a similar outlook on life. Other folks are more likely to listen to and trust such a person because they have demonstrated a consistency in deed. Conversely, a merchant or adventurer with a low Honor score might find it difficult to engage in profitable new business dealings or to find work; their waffling and inconsistent actions relative to their beliefs makes them inherently less trustworthy.

Never forget that Honor is largely based on the perception of those who view the character. False rumors and misperceptions can taint opinions.

For example, suppose a character enters an inn just moments after brigands robbed the place and murdered the proprietor and his wife. The character claps the bell at the counter and, when no one is sum-

moned forth, decides to leave and seek lodging elsewhere. It is his bad luck that a city guardsman on patrol sees him leaving the inn. Later, when the body of the murdered victim is found, the guard remembers seeing the character. The character is immediately arrested and charged with the crime. His Honor drops (due to a personal Honor variety hit) because he is perceived to be guilty – and likely convicted because of it!

A character's Honor score should not be confused with other abilities used for social interaction such as Charisma or Looks. Charisma is a measure of a character's leadership ability and her ability to impose her will on others. Looks simply measure how beautiful she is. A character with good looks has a well-proportioned body, good symmetry, good teeth and bone structure and few, if any, skin blemishes. Charisma and Looks can affect a character's Honor. However, particularly after character creation, the character's actions determine his or her Honor.

Individual (Character) Honor

Individual Honor is the type that players tend to be most concerned about because they have direct control over it. In most games, the player finds it an ongoing challenge to maintain his Honor. During a typical game session, the character earns or loses Honor Points as he tries to make his way in the world.

A character's Honor can rise or fall during a gaming session or between sessions. It is up to the participants to determine if they want to award (or penalize) a character's Honor as events unfold in the game. This may tend to slow down play for some groups. Alternatively, keeping track of Honor score adjustments and awarding them after the session requires the GameMaster to keep track of slightly more information during a game. The choice is up to your GameMaster.

Categories of Honor

Dishonorable. Dishonorable characters are looked upon as the dregs of society. They suffer prejudice, harassment and ridicule at the hands of most other people. Shopkeepers are more likely to take advantage of these characters, barroom bullies are more likely to pick fights and innkeepers are more likely to turn them away.

All characters that fall into the Dishonorable category receive a -1 to all die rolls.

Character Honor Table

Level	Notoriety	Dishonorable	Low	Average	Great
1	0	1-5	6-10	11-20	21+
2	0	1-8	9-14	15-30	31+
3	0	1-11	12-18	19-40	41+
4	0	1-14	15-22	23-50	51+
5	0	1-17	18-26	27-60	61+

Low Honor. Characters with low Honor are often distrusted, mistreated or ignored. Since this is the category in which many characters begin, they haven't necessarily done anything to deserve any unjust treatment. They just might not have gotten a chance to prove themselves yet.

Average Honor. Characters with an average Honor are mostly ordinary citizens who make an honest living. They have carved out a foothold in the world and are making a way for themselves one small step at a time. All characters in this category receive a +1 to any one die roll per session.

Great Honor. Characters with great Honor have proven repeatedly that they have what it takes to defend their honor and act with integrity. Others know that someone with a great Honor is not to be trifled with.

These characters receive one "mulligan" per game session, this free re-roll per game session can be used for any die roll (combat, damage, initiative, whatever). The second result is final (barring other modifiers). All characters in this category also receive a +1 to any one die roll per session.

Notoriety

When a character loses Honor such that his score becomes negative, he immediately changes alignment based on his divergent behavior and loses enough experience points to put him at the start of his current level. He further receives a 20% EP penalty until his Honor rises to the Low Honor category for his new alignment.

Honor Score and Its Use

Honor can be used to gain a re-roll to sway a critical outcome. At any time a player may deduct 10 Honor to re-roll one of his combat rolls, ability checks, skill checks or similar roll by simply declaring that he desires to do so. He can also expend 10 Honor Points to make others re-roll a roll that directly affects their person (such as an attack being made against him). A player can force re-rolls as long as he still has Honor to spend. For example, a player can deduct 30 Honor Points to re-roll three times. He need not spend all the points at once. He can simply continue to expend 10 points to re-roll each time until he gets the desired result.

Second, a player may choose to spend one or more Honor points to reduce or increase a die roll (capped at the value of the die - 4 for a d4, 8 for a d8, etc.). Dice of opponents or the

character's own can be so modified. Treat these the same way as Luck Points for thieves.

Spending Honor helps bring an element of cinematic drama into the game and allows characters to do truly larger than life feats. Honor can also help prevent the premature death of a character in which you've invested a lot of time. If the player uses his Honor for an amazing and selfless feat that moves the story along at his own detriment, the GM may decide to allow the character to retain some or all of the spent Honor, but this should only happen in the rarest of circumstances and certainly not every or even every fifth session!

Finally, the Honor rules absolutely eliminate the need for anyone, be he player or, so help me gawds, GameMaster, to fudge a roll. Fudging, also known as **cheating**, has no place in a game that already has a mechanic designed to eliminate freak occurrences. If a player cannot succeed with the rules as-written, it is simply a matter of pressing his luck too far, biting off more than his character could chew at the time or moment or, more than likely, incompetence.

Babying a player won't help him learn from his mistakes and improve. It only reinforces poor play - and any GM that allows such behavior is not playing HackMaster, but rather some inferior game for inferior players that can't handle a challenge and the thrill that goes along with overcoming the odds. In HackMaster, characters don't start as invincible super heroes, they become heroes through their actions - or die trying.

Gaining and Losing Honor

When awarding or docking Honor, your GameMaster considers both the individual actions of your character and the actions of his companions as a whole. When the group decides to take a specific action as the result of a consensus (or the leader simply decides what the group is going to do and no one objects), the GM treats the group as a character and awards or docks the points appropriately.

Though it should be intuitive, for those of you a bit slower on the uptake let me make one thing clear - the "just following orders" excuse didn't work at Nuremberg and it won't work here. If you simply go along with the rest of the party and passively engage in activities ultimately inimical to the interests of your alignment or do not actively confront gross and flagrant violations, expect to receive **no** Honor vis-à-vis adherence to alignment. Similarly, if your adventuring buddies are dishonorable or in low Honor, don't be surprised when **your** Honor begins to drop. It's likely being siphoned off by these Honor leeches profiting on your good reputation.

OK, now that your interest has been piqued I'm sure you're wondering about the nuts and bolts of how Honor gets awarded. The GameMaster rates all characters on a scale of 1-10 for adherence to alignment, adherence to class, personal Honor and role-playing (especially role-playing of quirks and flaws), racial preferences and other things that may be deemed as (colorful) disadvantages to the character in question.

Each of the four factors (alignment, class, personal Honor and role-play) adds about 4 to -3 points of Honor per level, for a total change range of about 16 to -12 per level. Your GM will probably dole out Honor awards/penalties each session, but he should take special care to rate each character and provide for adjustments to fall within these guidelines per level. Characters should generally **not** be gaining more than 16 points of Honor per level (nor losing more than 12 points)!

Every level, GMs should rate their players' adherence to alignment and class, their defense of personal Honor and their general role-playing, on a scale of 1-10 using the following guidelines.

Adherence to Alignment

HackMaster takes alignment seriously, and Honor is the in-game mechanic that enforces proper role-playing of alignment. You've picked your alignment, now you should play it to the best of your ability. Ignoring it and running amok will bring ruin upon your Honor and may eventually even cause an alignment shift (if your Honor hits zero).

Neutral Good characters shouldn't be running around torturing innocents and swiping coins from the local temple's poor box. Conversely, Chaotic Evil characters should seriously consider doing just that sort of thing. Chaotic Good characters should be looking out for the weak and helpless and helping with their plight, while Lawful Good characters should be fighting for a just society and eliminating its foes.

Of course, playing your alignment doesn't mean you can use it to excuse absurd behavior. Shouting "Vagrancy is illegal!" before running your sword through an innocent beggar isn't really adhering to Lawful Neutral alignment. That's only giving it lip service so you can make a kill - and a HackMaster GM isn't a moron. He's bound to consider that a 'crafftastic' way of playing your alignment and hand you a nice little -3 modifier to your character's Honor.

Likewise, a Chaotic Evil character doesn't just walk down the street setting fire to orphanages and stabbing random passersby on a whim. You're not playing an orc, for cryin' out loud - your character's got a 'human' side and a developed knowledge of social conduct that's absent from your garden-variety goblin. Consider the serial killer who's been operating for years, with scores of victims buried in the cellar. Do the neighbors get suspicious? No, they're always surprised at the revelation of the true evil lurking beneath the smiling mask. "He seemed like such a nice boy - he always said 'Hello' when we passed on the street and once a week he even helped me with my shopping..."

Adherence to Class

While HackMaster encourages players to personalize their characters so that they are not run-of-the-mill, cookie-cutter clones, each class does have certain traits that should be followed. Based on your role-playing and your character's actions, an observer should be able to tell what class you're playing.

Fighters should be ready to engage the enemy and not cowering behind the mage without good cause (e.g., the mage is unleashing some awesome spell) or a very special circumstance (e.g., the fighter is superstitious of spotted objects and is facing down a leopard). Likewise, mages should be relying on their spells and superior intellect first - and melee as a last resort - not diving into the fray at the first opportunity.

Clerics should be adhering strictly to their faith and not flouting the tenets of their religion, while thieves should be looking out for number one, backstabbing foes and sneaking about, not trying to learn magic, appease church elders or wading into a frontal assault with berserker-like abandon.

Rating	Honor award	Qualitative Example
10	4	Absolutely superb off-the-charts play for alignment and class
9	3	Great
8	3	Very Good
7	2	Good
6	2	Average
5	1	Fair
4	0	Mediocre
3	-1	Weak
2	-2	Poor
1	-3	Crapstastic (seldom plays alignment and/or class)

Defense of Personal Honor

Personal Honor is the area where your GM is most likely to blatantly screw with you. Mouthy NPCs, especially local toughs, barroom enforcers and so on, will probably start up with your character now and then.

For example, let's say that the local rat-faced bully spits a loogie in Redblade's ale and calls his mother an orc whore. If Redblade doesn't stand up for his Honor, the GM might assign him -3 Honor (or maybe only -1 if the bully and his gang outnumbered Redblade by 10 to 1). Now, if Redblade cold-cocks the bully in an alley and kicks the snot out of him when he's down, then makes it widely known that it was his character getting revenge, he regains the lost Honor (and possibly additional points depending on how well the word spreads and how it affects his position in the community).

On the other hand, if he forgets to spread the word that he was the one responsible for the bully's beating, his Honor stays down from the original insult. In either case, he'll still need to watch out for the bully's own revenge, but no one ever said that being an honorable man was easy.

General Role-Playing

Honor is also the in-game mechanism for ensuring that players role-play well. Obviously, this includes speaking in character, non-annoying accents, only utilizing character

knowledge (as opposed to player knowledge) and that sort of thing. Failure to role-play your quirks and flaws (or forgetting them in times of detriment) is a sure-fire way to see your Honor plummet.

For instance, suppose that Dave's playing a 1st level thief with the Fear of Heights quirk. He might get an Honor award for refusing to climb the evil archmage's tower, even though it would be the easiest way for his group to breach it, but he can't also decide to scale a building in order to reach the unguarded treasure room at the top, at least not without suffering an Honor hit for doing so.

On the other hand, playing your Stuttering flaw to the hilt is an easy (and fun) way to garner Honor points every level! Racial preferences also fall into this category, so if you're playing a dwarf with an elf companion, you might want to lay the insults, barbs and bitter commentary on thick...

Rating	Honor award	Qualitative Example
10	4	Flawless play (role-plays quirks and flaws even when it's to the character's detriment, always acts honorably)
9	3	Great
8	3	Very Good
7	2	Good
6	2	Average
5	1	Fair
4	0	Mediocre
3	-1	Weak
2	-2	Poor
1	-3	Horrific (never role-plays quirks and flaws, refuses to stand up for Honor, Elf hangs out with dwarves, etc.)



CHAPTER THREE

Quirks & Flaws

Quirks and flaws are those little imperfections and unique traits that make us all different. Quirks are mental in nature and include habits, fears, prejudices and so on. Flaws, on the other hand, are physical maladies such as allergies, poor eyesight, facial scars and similar traits.

Characters are required to roll once on each table gaining both a quirk and flaw. Don't fret that these unique traits are going to ruin your character – after all, we haven't included truly debilitating flaws or quirks like “juvenile diabetes” or “loves Avril Lavigne.”

View your quirk and flaw as a role-playing opportunity that allows you to set your character apart from the stereotypical bland, colorless and min-maxed fighter, thief, cleric or mage.

Quirks

To determine your character's quirk, roll on the table below. If you absolutely hate the result or feel that you cannot role-play the result properly, you may spend 1 Building Point and re-roll.

Roll (d%)	Quirk
01-04	Absent-Minded
05-10	Close Talker
11-15	Compulsive Liar
16-28	Fear of Heights
29-36	Foul-Mouthed
37-42	Glutton
43-53	Greedy
54-63	Miserly
64-70	Needy
71-77	Nosy
78-81	Paranoid
82-86	Quick-Tempered
87-93	Racist
94-00	Superstitious

Quirk Descriptions

Absent-Minded. Characters with this quirk don't necessarily have a hard time remembering things – if we meant to infer that this quirk was full-blown Alzheimer's we would have just called it that. Rather, absent-minded individuals have problems remembering specific details. Their mind wanders or they become hyper-focused on some project to the exclusion of nearly everything else.

Absent-minded individuals have some common pitfalls. Following verbal directions is particularly difficult as is remembering names. Maintaining a journal or “to-do” list is not an option. These sorts of people simply cannot sufficiently focus on such boring mundane tasks to rigorously maintain it – at best they end up with a slipshod and incomplete record of dubious value.

Fighters are perhaps the least plagued by this malady. After all, they have only a few simple tools of the trade and no one is going to forget to bring his sword. Remembering to fill his waterskin, though, could be problematic – especially after spending a few days mastering that new combat maneuver. It's probably best not to leave them in charge without adequate support staff.

Mages are the stereotype for absent-mindedness and for good reason. They DO have a lot of piddling details to remember and often suffer from forgetting material components or failing to replenish their inventory until it is most inconvenient to do so.

Close Talker. This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation, he tries to be within one to two feet of his audience. Even when sitting at a table, he leans forward to be as near the listener as possible.

Of course, many folk don't appreciate that and most close talkers seem to get into more brawls than most.

Compulsive Liar. A compulsive liar is not driven by the same motivations that cause most people to lie – namely to either gain an advantage over someone else or to escape an unpleasant situation.

He lies both as entertainment and to reinforce his internal sense of being cleverer than anyone else. As such, he lies about everything, even things that seemingly don't matter. In fact, lying about his name and past history is a desirable introduction.

If other people are naive enough to blindly accept his commonplace lies, he becomes bored and challenged to slowly "up the ante" with ever more ridiculous falsehoods. He may go to great lengths to provide a measure of plausibility or to manufacture evidence that supports his most outrageous hoaxes.

Compulsive liars needn't be malicious – it may simply be an annoying and immature quirk. When coupled with a black heart, though, it offers the possibility for dangerous abuse.

Fear of Heights. Characters with this quirk irrationally fear that they will fall to their (painful) death whenever confronted with a sharp change in elevation of 10 or more feet. While they are distrustful of ropes and bridges, flight is a complete non-starter and they never consciously allow themselves to become airborne whether through a spell, device or on the back of a creature.

When in a location where falling is a possibility, they must fight defensively for fear of their momentum carrying them over the edge. Climbing or rappelling down a rope or crossing a bridge requires a successful Wisdom check. Should they fail, they actively resist any attempt to force them into the precarious situation.

Foul-Mouthed. While most people may utilize the occasional epithet for particular emphasis, the foul-mouthed individual peppers his speech with a stellar compliment of vulgarities for no seeming purpose. Even when in polite company, the vulgarian finds it extremely difficult to curtail his frickin' swearing.

Glutton. Though the term gluttony can be broadly applied to overindulgence in a variety of otherwise pleasurable activities, this quirk manifests itself specifically with regard to food. The glutton is not a connoisseur – he is simply a "big eater" without differentiating between porridge or haute cuisine. His appetite is nearly insatiable and given the chance he regurgitates in order to continue to enjoy eating beyond the limits of his physiology.

Even if placed in a situation inimical to his preferred dietary excesses (such as a lengthy outdoor trek), he insists on consuming at least twice the required caloric need for his species. He also complains vociferously about the starvation diet he has undertaken for the benefit of his adventuring companions.

If denied his customary meals, he grows weak (losing 2 effective points of Strength). In this state, he does anything in his power to find more food, including stealing sleeping characters' rations for a little midnight snack.

Gluttons increase their Body Mass Index by 1 point per year until they have reached the maximum value for their race.

Greedy. Although many adventurers live to obtain wealth, characters with this quirk can never have enough. For them, wealth does not represent material prosperity or security – it is simply a scorecard to rank themselves against their peers. Such characters often engage in outrageous displays of conspicuous consumption just to let everyone know how wealthy they are. They do anything to accumulate more and more riches, including lying to, stealing from or deceiving people (including friends and close companions).

Miserly. A miser finds it nigh impossible to justify spending even a mere copper piece on anything that isn't absolutely essential. This goes far beyond the ridiculous notion of spending money for someone else's benefit. The miser doesn't spend money on personal items unless they contribute directly to his obtaining more wealth. As such, they are usually clad in rags that some peasant has cast off and eat only the meanest gruel.

Adventuring misers often make poor companions as they constantly seek to weasel out of incurring any expenses. Mages choose only spells that have no material components for reasons of expense rather than effectiveness. Fighters may refuse to upgrade their armor and wait for a free "hand-me-down". As for thieves, well let's just say that this book has a limited page count before we attempt to delve into that subject.

Needy. A character with this personality quirk attempts to have all his emotional needs filled by others. He feels a strong urge to be well-liked and accepted, so he constantly attempts to please the people he's around and repeatedly asks them questions regarding how they feel about this or that. He often asks for help with the simplest tasks, sometimes just to see if the other person likes him enough to agree.



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Nosy. This person is the nosiest pest you've ever encountered. A character with this quirk just has to know everybody's business – something many folks don't take kindly to. He's always asking everyone what they're up to, listening at keyholes or just plain making a nuisance of himself.

Paranoid. Paranoid characters manifest a persecutory delusional disorder. They believe that someone is plotting against them. This basic premise, of which they can never be disabused of, forms the basic irrational core of their personality. Everything is misjudged through this filter in such as way as to reinforce their errant beliefs.

The paranoid character can never be sure exactly who is in on the plot and so he remains aloof and distant from all personal contact. Ever wary and suspicious, paranoiacs drive away even the best meaning and beneficent of associates.

Quick-Tempered. People with this quirk are stereotypical hotheads. They uniformly possess a short temper and can be pushed over the edge with little provocation. While this does not mean that they invariably resort to blows, it usually entails at least a shouting match.

Since verbal fights often lead to violence (both with strangers and ironically enough those with whom the volatile individual shares deep emotional bonds), such people do tend to get into an inordinate number of fights.

Racist. A character with this quirk has an unreasoned feeling of superiority over people of all other races, regardless of any other factor. This imagined superiority might come from his upbringing or some past slight (real or imagined) that the character suffered from a member of another race.

If the character is forced to work with someone of another race, he suffers a -10 penalty on all his skill rolls dealing with that person.

Superstitious. Characters who are superstitious feel they can control what happens to them by avoiding certain actions or performing certain rituals. These people put a lot of faith in luck.

They may have a lucky tunic that they never take off or never wash for fear of washing the luck away. They may avoid doing any adventuring on certain days of the month, feeling as if those days are unlucky for them.

To determine a character's superstition, roll on the following chart. Note that some results (un/lucky colors and unlucky animals) include subtables that require a separate die roll to narrow down your character's affliction.

Roll (d10) Superstitions

1	Believes a certain color is unlucky (roll on subtable). Will not wear clothing of this color or enter structures painted this color. Avoids animals and items of this color and those who wear it.
2	Believes a certain color is lucky (roll on subtable). Only wears clothing of this color. Prefers animals and items of this color and those who wear this color.

Roll (d12)	Color subtable
1	black
2	blue
3	green
4	orange
5	purple
6	red
7	silver
8	white
9	yellow
10	checkered/diamond patterns (any color)
11	plaid (any colors)
12	spots/polka dots (any color)

3	Thinks the world is flat. Avoids traveling in ocean-going vessels for fear of falling off the world's edge.
4	Thinks being near dead things is unlucky. Avoids anything reminding him of death: cemeteries, graves, coffins, etc. Gets -2 to hit against undead.
5	Believes haggling or price-shopping is unlucky. If this character buys something with a reduced price for any reason, he constantly worries about it breaking or being inferior quality. Eventually discards it in favor of one bought at full price or found.
6	Has a lucky number (roll d20 to determine the number). He will take insane risks on his lucky day. Performs "rituals" using his number to gain luck.
7	Believes a certain animal (roll on subtable) is unlucky. Avoids contact with these animals and will go so far as to leave the room or cross the street to get away from one.

Roll (d20)	Animal subtable
1-2	birds
3-8	cats
9-11	cows
12-13	dogs
14	horses
15-16	pigs
17-20	rodents

8	Has an unlucky number (roll a d20 to determine). Will not venture forth on this day. Avoids anyone with this number of letters in their name. Avoids being with this number of people.
9	Has a magic charm that he believes helps protect him. Will not do anything until he fondles the charm for good luck. If he loses it, he cannot function until he finds a new lucky charm.
10	Believes it's bad luck not to tip a beggar. Always tips beggars in town.



Flaws

As with quirks, simply roll on the table below to determine your character's flaw. If you really don't think you cannot role-play the result properly or you just hate it for some reason, you can spend 1 Building Point and re-roll.

Roll (d%)	Flaw
01-17	Allergies
18-22	Anosmia
23-29	Colorblind
30-34	Facial Scar
35-41	Flatulence
42-48	Hairy
49-54	Hard of Hearing
55-58	Lisp
59-65	Myopia
66-75	Pocking
76-81	Prematurely Gray
82-84	Sleepwalker
85-89	Sterile
90-94	Stutterer
95-00	Tone Deaf

Flaw Descriptions

Allergies. This character has a particular allergy randomly determined by the chart.

Roll (d10)	Allergens
01-02	Animal Dander
03-06	Food
07	Insect Stings
08	Mold
09-10	Pollen

Animal Dander: A character with this allergy suffers from an inflammation of the eyes and nose when exposed to animal dander. Situations that can trigger this allergy include riding a horse, being in constant proximity to companion animals (such as a wardog or mules) or entering a wolf's (or similar large mammal's) den.

Effects: When exposed to animal dander, the character develops symptoms such as itchy, watery eyes, sneezing and other sinus problems. These cause a -10% penalty to all skill checks until the character is no longer exposed to animal dander.

Food: The PC has an allergy to one or more foodstuffs common to a typical human diet. These may be dairy, eggs, nuts, shellfish and/or wheat. Having survived to adulthood with this allergy, the character is aware of his reaction to these foods. If he or she is careful to ensure that any foods they eat do not contain ingredients to which they are allergic (and

generally pays twice as much for said food) there is little chance of an allergic reaction.

Effects: However, any food that does not receive close scrutiny has a 10% chance of containing an ingredient to which the character is allergic. In this case, the character must make a saving throw versus a virulence 12 poison. Failure results in the PC becoming incapacitated for 24 hours with abdominal cramps, diarrhea and nausea. A "1" on the saving throw means the character has died from anaphylactic shock.

Insect Stings: Characters with this allergy are particularly susceptible to the toxins of venomous insects.

Effects: Characters suffer a -4 penalty when attempting a saving throw versus the effect of any insect sting (Spiders, not being insects, do not have a venom that triggers this allergy). A "1" on the saving throw means the character has died from anaphylactic shock.

Mold: Mold is common to dank subterranean areas. Unfortunately for the would-be adventurer with mold allergies, this presents an additional challenge.

Effects: The symptoms of mold allergy are very similar to those of other allergies, such as sneezing, itching, nasal discharge, congestion and dry, scaling skin. Those affected by a mold allergy suffer a -10% penalty to all skill checks when in a moldy environment.

Pollen: Excepting winter months, pollen is a fairly common occurrence in the wilderness. Those with a pollen allergy usually have little choice but to suffer from their allergies when traipsing about in the wild.

Effects: Anyone with a pollen allergy is subject to dry, watery eyes and respiratory inflammation whenever they are in grasslands or forests (save for wintertime). This causes a -10% penalty to all skill checks.

Anosmia. People with anosmia have no sense of taste or smell. This is mistakenly believed to be an advantage by some adventurers as it permits them to enter areas with extremely strong odors that would repel others.

A serious problem stemming from this flaw is that an individual cannot judge if food is spoiled or liquids are tainted. Rotten meat, sour wine, curdled milk and spoiled fruit are indistinguishable from fresh and wholesome food and drink. Because he has never experienced the revulsion of tasting and immediately spitting out putrid food, neither has he had the visual cues identifying such noxious stuff burned into his brain. Anosmiacs are very prone to food poisoning and dysentery.

Colorblind. This flaw is also known as achromatopsia. Persons with this malady have fully grayscale vision and are unable to distinguish between colors. Though often dismissed as a minor inconvenience leading to, at worst, a social faux pas by wearing garishly clashing outfits, there are times when such a condition can be limiting or even dangerous.

Smiths depend on the ability to visually gauge the color of a heated metal to determine its temperature and thus know if it's been properly annealed. A smith with this flaw cannot advance beyond Average mastery in a smithing skill. Likewise, any character with this flaw automatically fails a skill check that requires him to identify or distinguish between colors.

Facial Scar. Something awful happened to this character that left him with a hideous and prominent scar that he cannot conceal. Such a character suffers -1 to his Looks attribute.

Flatulence. Persons with this flaw have the unsavory habit of constantly producing excessive bodily gasses. Most people shun a flatulent person; therefore, he loses 1 point from his Charisma ability score.

Hairy. The character has an unusual amount of body hair. Males with this flaw have a very hairy back and the ability to grow a beard regardless of race (even elves can grow an 'evil Spock' goatee). Females gain a noticeable moustache.

Hard of Hearing. This flaw is milder than deafness. Such a person simply has a hard time hearing, but is able to hear some things. People are forced to repeat themselves several times when trying to communicate with a hearing impaired character. The hard of hearing character has trouble in a crowded, noisy place, being unable to pick out the conversation of a friend from the din of the crowd.

In the heat of battle, such impairment might prove fatal. During key times such as this, the GM may require the character to make an Intelligence check to see if he was able to pick up the intended communication.

Lisp. A person with a lisp suffers little in the way of damage because of this flaw. However, a lisping person loses a point of Charisma due to this speech impediment. Additionally, others may have a hard time understanding the speech of a person who lisps. People often make fun of those who talk funny, so lispers may find themselves in more brawls than usual.

Myopia. Commonly called nearsightedness, characters with this disability can only adequately focus their vision on objects that are relatively close. The further an object is, the blurrier it becomes. Use of missile weapons can be problematic as a -1 To-hit penalty is applied at distances greater than 40 feet and increases by an extra -1 for every additional 20 feet.

Nearsighted characters also have difficulty distinguishing distant objects, thus attempts to conceal oneself from their sight are twice as effective.

Pocking. A character with pocking bears the scars of some horrible disease. Pocking is generally unattractive and results in the loss of 1 point of Looks.

Prematurely Gray. Your character's hair has gone gray far earlier than might otherwise be expected. While this might be welcomed as a sign of maturity for a youthful mage, the impression of old age (and consequent loss of physical prowess) may not be desirable for a fighter.

Sleepwalker. Those who walk in their sleep often find themselves in danger. This flaw can bring a completely new meaning to the phrase "he died in his sleep." This character may walk out of a high window, into the middle of a campfire or into a brigand encampment. Friends of this character may find themselves needing to tie the character down at night.

Sterile. While this might be considered a boon to those lecherous types fearful of the long term consequences of their debauchery, it can be problematic in that the afflicted character cannot produce heirs.

Stutterer. Characters who stutter have a difficult time communicating. Spell casters who stutter take an extra d4 seconds to prepare any spells that have a verbal component. Stutterers lose 1 point of Charisma and are often taunted.

Tone Deaf. A character with this flaw is completely tone deaf. He couldn't sing a proper song to save his life. Those with this malady are unable to gain proficiency in musical instruments or singing.



CHAPTER FOUR

Character Classes

Of all the choices you make in creating and fleshing out your HackMaster character, your choice of class is by far head and shoulders more important than the rest. Your class will dictate what type of character you will be, what powers your character will have and how he will interact with the world. He can be the quintessential warrior, taking on the world; the young mage, unlocking arcane secrets and attaining powers supernatural; the religious zealot, out to change the world to his way of thinking; or the clever thief, beating the odds in a cold, cruel world, living by guile and wits. This chapter details the standard four HackMaster character classes: fighter, thief, mage and cleric.

Experience

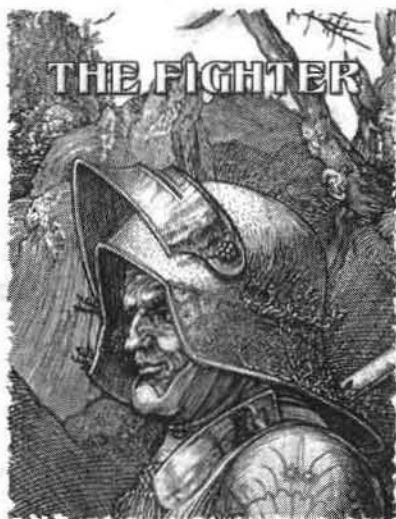
Every character class progresses at the same pace. After accumulating sufficient experience points to advance to the next level, he receives the benefits listed in each character class description as well as 15 Building Points.

Level	Experience Points
1	0
2	400
3	1200
4	2200
5	3400

Battle and combat are the meat and drink of the fighter class. Fighters hold the front line, wade into the opponent's ranks and violently take down the enemy, whether at range or toe-to-toe. To put it bluntly, no other character class can straight up lay a smack-down on enemies like the fighter.

Fighters can wield just about any weapon with some competence, even those they've never seen or used before. While other character classes can brandish various arms and even become proficient with them, nobody exceeds a fighter in their chosen weapons. Further, fighters may employ any armor type and may also avail themselves of shields of any size or shape. And believe me, both these proficiencies come in extra handy when faced with a couple of enraged ogres wielding clubs the size of freakin' logs.

The fighter's principal attribute is Strength. Strength gives a fighter that extra damage bonus to make sure your foes go



down and stay down when you land a hit. (In the Advanced HackMaster game, this even helps him wield a full array of weaponry without tiring.) Dexterity helps with defense and attacks, while a solid Constitution helps keep a fighter alive in case things turn out worse than you'd hoped.

A fighter is unrestricted by ethics and morals; he can thus be aligned in any fashion: evil, good, neutrality, law or chaos. However, the concepts of honor and glory mean more to the typical fighter than to characters of other professions. Such notions drive the fighter to behave oddly in the eyes of those not accustomed to the Art of Hack.

The warrior tradition seems universal; it is not uncommon for great warriors to look across the battlefield and exchange bows of respect before dismembering one another. This may be because the fighter knows that death always lurks just around the bend. One bad fumble, one terrible miss or one ill-timed distraction could buy him the farm. That means fighters tend to live fast and hard. They don't have time for whiners, shirkers or those that don't share their love of a good fight. They live and die by force of arms and apologize to no one for doing so.

Fighters do carry a few drawbacks; they can't cast spells and typically don't have a wide array of skills. They can't use most scrolls nor many other enchanted items, heck, they often can't even read!

Advancement

Fighters improve their number of attacks (Speed Bonus), reduce their chance of surprise (Initiative Bonus) and increase their chance of landing a hit (Attack Bonus) as they gain experience and levels.

Fighter advancement table

Level	Hit Dice (d10)	Attack Bonus	Speed	Initiative
1	1	0	0	0
2	1 + re-roll	+1	0	0
3	2	+1	0	0
4	2 + re-roll	+2	0	0
5	3	+2	-1	0

Weapon Specialization

Fighters can specialize in melee or hurled weapons by spending BPs to improve in the four key areas of Attack, Defense, Damage and Speed. For a cost of 5 BP times the new bonus level, a fighter can improve in each area for a particular weapon. However, no area can be improved by a factor of +1 beyond all of the other areas, so each must improve to +1 prior to improving one to +2 and so on.

Specialization with mechanical ranged weapons (bows, crossbows, javelins and so on) is handled a bit differently. With these weapons, only attack and speed are modified, but damage and defense are not.

Specialization Benefits (Fighters)

Bonus Gained	BP Cost
+1	5 (20 for all)
+2	10 (40 for all)
+3	15 (60 for all)
+4	20 (80 for all)
+5	25 (100 for all)

For example, let's say that Redblade the fighter has 30 BPs that he wants to use on weapon specialization. He's a big fan of short swords, so he spends 5 BP to gain a +1 bonus on his attack roll when wielding a short sword. He wants to turn this into a +2, but first he has to also work on his ability to defend, to deal damage and his speed while wielding a short sword.

After spending 15 more BP to improve the remaining three areas (+1 defense, +1 damage and +1 speed), he can then spend his last 10 BP (2 x 5 BPs) to improve his attack rolls with short swords to +2.

If he wants to increase his sword attacks to +3, he must increase defense, damage and speed to +2 first.

Weapon specialization is predicated on mastering all facets of its usage — it is not possible to learn only one aspect of its employment as this skill derives from knowledge of all the techniques upon which it is built.



What Does 1+re-roll mean?

HackMaster characters do not roll for Hit Points every level. Rather, when advancing to even numbered levels, they are permitted a re-roll of the Hit Die roll from their previous level. Obviously, the higher of the two rolls takes precedence. However, if neither of these rolls results in at least half the maximum Hit Points for that class' die type, the character receives half of the maximum roll as his new Hit Point value for the level.

For example, Ragnar is a 1st level human fighter with 15 Constitution. He starts with 25 Hit Points (10 HP for being a human and an additional 15 from his Constitution score) plus one roll of a d10. If he rolls a "1", he begins play with a grand total of 26 Hit Points.

Upon advancing to 2nd level, he is permitted to re-roll his abysmal "1". He does so and rolls "2". Since both of these rolls were below half the maximum for a d10 roll (i.e. 5), the value of his first Hit Die is adjusted upwards to "5". His new Hit Point total is 30.

This re-roll mechanic makes it important to keep track of your previous Hit Die roll.

Proficiencies

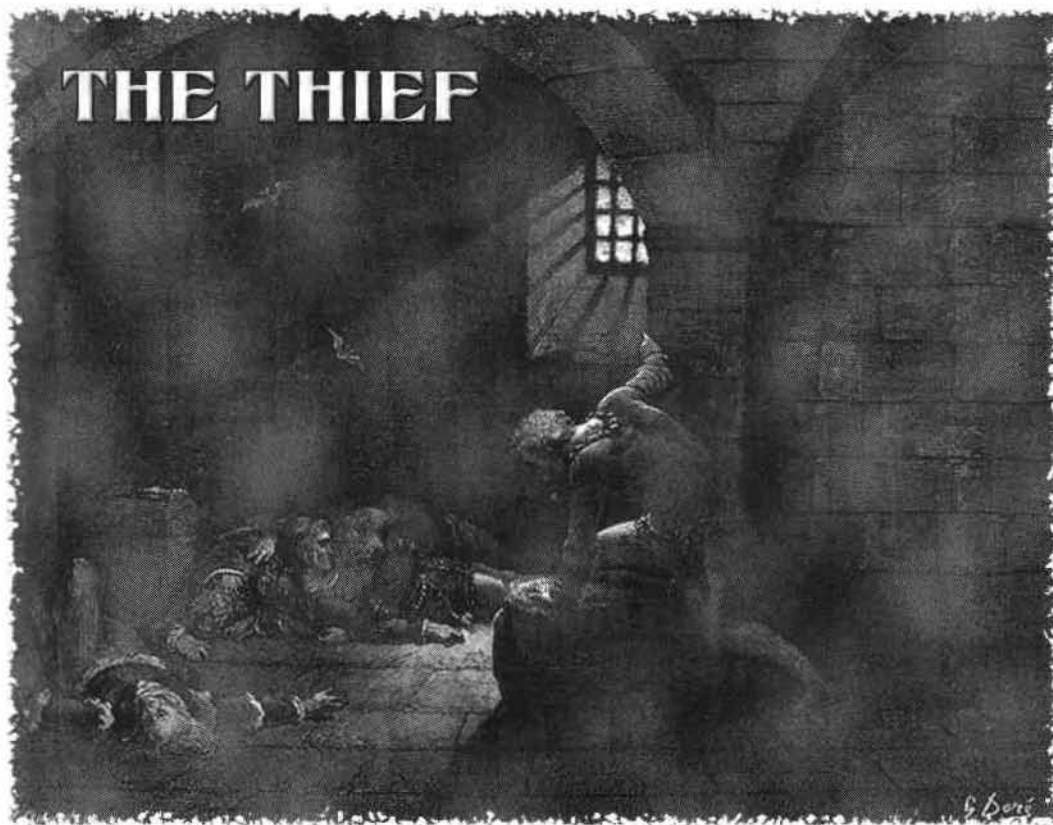
Fighters receive the Shield Proficiency and Light, Medium and Heavy Armor Proficiencies for free. Fighters may purchase any Weapon Proficiency at half BP cost.

Bonus Skills

Fighters get their first purchase of the Appraisal (Armor and Weaponry) skill for free and may purchase additional rolls at half BP cost.



THE THIEF



Mobility is more than just moving fast (that's speed - at which the average thief has an advantage due to his light armor). It's the ability for reaching a desired location. A thief can climb walls to move to a higher or lower location, while other characters might accomplish this through burdensome ladders, or noisy and slow pitons. A thief can open locks for relatively quick and silent accesses to the warded location, while others must resort to slow and noisy brute force and may fail to gain entrance at all.

Stealth affords the thief with opportunities to avoid unnecessary encounters keeping him from his goal. The ability to hide from (or slink past) guards is only the most obvious application. Traps must also be tallied as adversaries, since they serve as a passive extension of

the enemy's force. The ability to find and remove these obstacles eliminates hazards that might otherwise injure a party more than living adversaries.

Reactivity allows the thief to control the tempo of events and force opponents to react to his plans. A good thief can manipulate a situation to play to his strengths. Certainly, his high Dexterity allows for superior Initiative, but other skills such as Listening and Observation can clue the thief into the enemy's intent and allow him to take proactive action.

Combat

Unlike the fighter, who can depend upon his brute strength to overcome opponents, the thief utilizes his wits, talents and skills to shine. While the thief cannot compare with a fighter in a straight up fight, he has certain advantages when engaging in dastardly combat.

Initiative Bonus: A unique bonus of thieves is their ability to rapidly assess a dangerous situation and swiftly act thus shaping events instead of merely reacting. As such, they gain improved Initiative dice. Whatever die type is called for by the GM, the thief of 2nd level or greater improves his die type by one or more. *For example, if the GM calls for a d12, a 3rd level thief would roll a d10, while a 5th level thief would roll a d8. Die order is as follows: d20, d12, d10, d8, d6, d4, d3. A d3 is the best die that can be rolled, ever.*

Backstab: When striking an opponent that is unaware of his presence, the thief may use a dagger, knife or similarly small weapon to stab his foe in the back (short sword is too large!). This attack inflicts penetration damage on both the maximum die roll and said roll -1.

The thief character is sadly misunderstood. Far too many players see him as a mere technician, accompanying an adventuring party in order to locate and disarm mechanical traps that might otherwise impede or injure the other characters. His generally low combat prowess (owing to his general inability to employ even middling armor and shield) and low Hit Points often relegate him to a tertiary fighter or rear-rank missile hurler, hiding behind the ring of steel provided by the fighters and clerics.

Properly played, however, the thief is a highly intelligent character who rations his admittedly limited offensive power to employ it at the best time and to the greatest effect. While carpet-bombing may be an effective means of destroying a target, it is expensive and indiscriminate in its collateral effects, while an assassin's arrow may accomplish the same goal.

Unlike the fighter who is trained and equipped to bludgeon his way through the opposition, the thief fights his battles with stealth. His core capabilities offer him superior mobility, provide the means to avoid potential enemies and give him the ability to quickly react when push comes to shove.

Thief advancement table

Level	Hit Dice (d6)	Attack Bonus	Initiative	Initiative Die
1	1	0	-1	standard
2	1 + re-roll	0	-1	one better
3	2	0	-1	one better
4	2 + re-roll	+1	-1	one better
5	3	+1	-2	two better

Fleeing Opponent: Should an opponent attempt to flee from melee with a thief, the thief can strike as if dealing a backstab. This is the only situation where a thief can use a weapon other than a dagger (or knife or similarly small weapon) to perform a backstab.

Rearward Strike: Whenever he strikes an opponent from behind, the thief eliminates 1 point of his foe's damage reduction (either natural or gained via armor) for every 2 thief levels he possesses.

Superior Defense: Thieves gain an almost-perfect defense on a natural roll of 18 or 19 that exceeds their opponent's attack roll (unlike other characters who require a 19). In addition, a successful counter-blow allows the thief to roll 2d4p for damage (instead of 2(d4p-2)). See *Chapter Eight: Combat* for further details on the almost-perfect defense.

Coup de Grâce: Thieves may dispatch helpless opponents in 3 seconds. Other characters require 10 seconds to execute this grisly task.

Proficiencies

Thieves gain the Minimal Skill Weapon proficiency for free. They may purchase Low Skill Weapon proficiencies (for knife, dagger, short sword, light crossbow or sling only) and Medium Skill Weapon proficiencies (for long sword or short bow) at normal cost. Other weapon proficiencies cost double.

Thieves get the Light Armor proficiency for free, but cannot wear Medium or Heavy armors. They may use shields if they purchase the Shield proficiency.

Weapon Specialization

Thieves may purchase weapon specialization. However, it costs them 7 BP for each increase in Attack, Speed, Defense and Damage. Further purchases increase in cost to 2x (14 BP), then 3x (21 BP), 4x (28 BP) and so on.

Other than the increased BP cost, this works just like the fighter's weapon specialization. This is an expensive route to take, however and highlights the fact that the thief is better served utilizing his precious BPs elsewhere.

Other Bonuses

Secret Doors: Thieves, by their mechanical knowledge and interest in things hidden, have an advanced ability to locate secret and concealed doors. Instead of the traditional 1 in 6 chance common to all characters, thieves have a 1 in 3 chance. This chance does not improve if the character happens to be of a race specially attuned to the detection of secret doors.

Luck

Compared to their adventuring companions, thieves are uncannily lucky. A thief gains the benefit of having 20 Luck Points (+1 per level) that he may expend during the course of adventuring. Each point a player spends alters a particular die roll by +/-1. Luck Points can even be used to modify an opponent's attack or damage rolls against the thief.

For example, a thief might expend 1 Luck Point to reduce the attack roll from a crossbow from 11 to 10, thus saving the lucky thief from a potentially serious wound.

The player must decide immediately if he wishes to expend Luck Points to avoid the hit, not after gauging the damage of the blow. (You can't wait to see if a halberd hit deals 18 points of damage instead of 3 and then go back and avoid the blow.) Once the damage dice are rolled, the preceding attack roll is unalterable (though you can use Luck Points to reduce the amount of damage). Alternatively, he might spend three points to increase a saving throw versus poison from 11 to 14, thus allowing the thief to survive a poison needle trap he failed to discover in time.

Luck Points can also be used on skill checks. Each Luck point expended allows the thief to alter the result by 5.



For instance, a thief with 60% mastery of the Disarm Traps skill must roll 60 or less on percentile dice to nullify a Difficult (i.e. no situational modifier) trap. If he rolls 68, he can expend two Luck points, changing his result to 58 and thus avoiding the trap.

On opposed skill checks, the player must spend any Luck Points before his opponent's roll is revealed; he can't wait to see if he succeeded or not.

When applied to the thief's own die rolls, Luck Points are limited to saving throws, skill checks and the like (representing the thief's uncanny luck in avoiding calamities).

For example, Luck Points cannot be used to modify Hit Die rolls or help out your allies (i.e. you cannot use Luck Points to 'pump up' a fighter's damage roll or reduce a monster's attack roll on him).

A player cannot use Luck Points to bolster his thief's combat prowess (i.e. his attack or damage rolls). Luck points should be used to extricate your thief from a pitched battle, not empower him to join one!

A player cannot use Luck Points to 'interrupt' a penetrating die. That is, he can't spend a Luck Point to move a '6' result on a d6 to a '5' result and forgo the penetration roll. Treat penetrating die rolls as a single result, even if the actual mechanics may involve several rolls to determine the final value. Thus a d8 roll of 8, 8, 8, 6 is functionally a single d8 roll totaling 27. You can apply Luck Points to the total (i.e. spending 20 Luck Points to reduce 27 down to 7), but not intermediate rolls.

Whenever a player uses Luck Points, he needs to state some improbable event that helped him out (e.g., the thief suffers less damage because an attack struck right where he hides his metal flask of brandy). If a player can't come up with a suitable situation, he can't use his Luck Points.

Once Luck Points are expended, they're gone until the thief advances in level. For example, a 1st level thief starts his adventuring career with 21 Luck Points. Once he spends them, they're gone until he reaches 2nd level, at which point his Luck Points restore (+1), for a total of 22 Luck Points. Unused Luck Points do not carry over to the next level.

SKILLS

While other classes have access to the 'traditional' set of skills that one normally associates with thieves (Climbing, Hiding, Listening and so on), what differentiates the thief is his mastery in employing these skills. Furthermore, only the thief may use the Trap Design skill.

A beginning thief receives his first purchase of each of the following skills for free (no BP cost): Climbing/Rappelling, Disarm Trap, Hiding, Identify Trap, Listening, Lock Picking, Pick Pocket and Sneaking.

Purchasing Core Skills

Thieves may use BPs gained from their initial character creation allotment or during advancement, to make additional

purchases of their core skills and so improve their mastery.

For Trap Design, the first purchase receives mastery equal to the lowest of the thief's relevant ability scores for this skill (Dexterity and Intelligence) plus a roll of the Untrained mastery die (d12).

Core Skill Advancement: Thief skill progression is handled somewhat differently than that of other character classes. At 2nd and each subsequent level, a thief receives (at no BP cost) one roll of the appropriate mastery die in any four of the 10 core thief skills. A character may only take one roll of the mastery die in a particular skill during advancement (but may spend BPs to purchase further mastery die rolls in that skill).

For instance, Greycloak, a 2nd level thief, decides to take his free mastery die roll for the Disarm Trap, Listening, Pick Pocket and Sneaking skills. He can spend BPs to purchase another mastery roll in Sneaking and so get another mastery die roll in the skill, but he can't choose to use two of his free rolls in Sneaking.

Purchasing Other Skills

The following list of skills represent some special domains of thieves: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Forgery, Gambling, Glean Information, Observation, Reading Lips, Salesmanship and Seduction (Art of).

If a thief purchases any of these skills, modify his mastery roll by +3 or by the relevant ability score modifier (see Chapter Five: Skills), whichever is greatest.

Core Thief Skills

Climbing/Rappelling

Disarm Trap

Hiding

Identify Trap

Listening

Lock Picking

Pick Pocket

Sneaking

Trap Design*

* Trap Design mastery cannot be greater than Disarm Trap mastery.





Sometimes referred to as wizards, witches, warlocks, magi, magicians, magic-users, sorcerers and so on, all characters that primarily pursue non-divine magic as their profession are generically referred to as "mages." The primary ability of the mage class is to cast magic spells. Spells include a potent arsenal of destructive spells designed to blast your opponents into bits, protective and defensive spells that thwart your foes and even spells that change the environment to suit your fancy or conjure up outsiders and bend them to your will.

Unlocking the secrets of all this awesome arcane knowledge requires determination, patience and, most importantly, intellect. Accordingly, Intelligence is the primary attribute of the mage. It's needed for learning new spells, partially regulates the quantity and power of the mage's spells, determines how many spells he can learn, the base chance for spell mishaps and so on. In short, if you want to live by the way of arcane magic, you should make sure your character has at least an above-average, if not an outstanding Intelligence score.

To augment their spell casting power, mages can fully employ a greater variety of magic items than other classes, including the most powerful types such as wands, crystal balls, staves, potent rings and so on. Given the requisite skills and level, mages can even enchant their own magic items.

Mages are especially resistant to spells cast against them; they receive superior modifiers to their saving throw compared to other character classes. These bonuses are compiled in the Mage advancement table.

Mage advancement table

Level	Hit Dice (d4)	Total Spell Points	Saving Throw bonus vs. Spells	Attack Bonus	Initiative
1	1	140	0	0	+2
2	1 + re-roll	190	+1	0	+2
3	2	260	+1	0	+2
4	2 + re-roll	340	+2	0	+2
5	3	430	+2	+1	+1

Unfortunately, mages tend to be rather weak when it comes to combat of a physical nature. Their Attack Bonus, Initiative modifier and Hit Dice are weaker than those of the other classes. Further, though mages are unlimited in their choice of weaponry, they have a more difficult time becoming proficient or specializing in these and cannot use shields without purchasing the requisite proficiency. To further complicate matters, bearing a shield makes the necessary magical gestures of spell casting impossible.

These drawbacks make survival difficult for low-level mages. Survival is a skill and if you use your wits and are clever, you should be able to guide your spellslinger to mid level when he'll be able to hold his own and by high level, he certainly could be outstripping the other classes in terms of raw power.

Casting Spells

A mage powers his spells by drawing on energy from his inner self, the world around him and even the outer planes and other worlds. His capacity to draw from these power sources increases as the magic-user improves (as measured by gaining levels). HackMaster quantifies this power in Spell Points (SPs) and the Mage advancement table shows how many Spell Points a magic-user can command per day.

Memorized spells cost (spell level x 10 + 40) Spell Points to cast, e.g., 1st level spells cost 50 SPs to cast. A mage can cast spells he doesn't have memorized, but these cost twice as much as memorized spells: (spell level x 20 + 80) Spell Points, e.g., non-memorized 1st level spells cost 100 SPs. Once used, Spell Points are gone until the mage can rest; he regains his used Spell Points after roughly 8 hours of sleep. He cannot take a quick 'cat nap' to regain only a few SPs, smart guy.

A spellslinger can memorize one spell from each level he has in the mage class, plus one each from the Journeyman and Apprentice spell levels. Thus, a novice spellslinger enters play with a total of three memorized spells; one 1st level in addition to an Apprentice and Journeyman spell (see more details on these below). Likewise, a 5th level mage can memorize a total of seven spells - one from each of levels 1, 2, 3, 4 and 5, plus one spell each from his Apprentice and Journeyman levels.

A mage can also use Spell Points to power up his spells and achieve effects beyond his ordinary casting ability. Each spell includes a listing of additional SP costs to achieve these heightened effects (such as additional power, duration, range, area of effect and so on).

Additionally, Spell Points can be used to power magic items and improve their spell-like effects. Spell Points are required for magic item creation and certain skills, such as discovering the powers of magic items.

Mage Spells

Spells are listed alphabetically by level in Chapter Seven. Included in each spell description are its attributes: Base Spell Point Cost, Components, Casting Time, Range, Volume/Area of Effect, Duration and Saving Throws (if permitted).

Base SP Cost: Each spell costs a minimum number of Spell Points (SPs) to cast. This value reflects a memorized spell executed at its minimal efficacy.

Additional Spell Point Schedule: Some spells allow the caster to spend additional Spell Points at the time of casting in order to increase range, duration and other effects.

For example, the Illusionary Mural spell (30 SP base cost; 100 sq. feet area of effect) allows the spellcaster to spend 1 more SP to increase the spell's area of effect by 5 sq. feet. A mage that spends an additional 6 SP improves the spell's area of effect by 30 sq. feet (for a total of 130 sq. feet, the base 100 sq. feet plus the additional 30 sq. feet), while a mage that spends an extra 15 SP improves the Area of Effect by 75 sq. feet (for a total of 175 sq. feet). The mage cannot cast the spell, realize that his Area of Effect would have been more effective if it had been larger, and then pump extra SPs into the spell; additional SPs must be allocated during the casting. If this causes a mage to waste some SPs, he should treat it as a lesson to make more effective calculations next time.



All spells are limited in the number of Spell Points that may be placed into them; each incantation can only regulate a limited quantity of magical energy. Exceeding this threshold causes the spell to fail completely. In general, and unless explicitly stated otherwise, spell power cannot be augmented beyond 300% of their Base Spell Point Cost.

Components: Mages use a variety of components to cast their spells: verbal (V) sounds and speech, somatic (S) gestures and material (M) components such as coal, frog's legs, earwax and so on. Unless stated otherwise in the spell description, material components are consumed (vanish) when a spell is cast. Unless materials are readied (generally out of their container and in-hand) prior to casting, the spell cannot be initiated for d4p seconds while the spellcaster produces them.

Certain material components may not be readily available and may necessitate that the mage spend extra time and/or effort either searching for or preparing these components. Costs of materials (if any) and their ease of acquisition can be determined by the GM.

Casting Time: Once a mage starts to cast a spell, it takes a certain amount of time before it discharges. A mage in the process of casting a spell is limited to a d8 roll against attacks. If he opts for a more proactive defense or is struck, the spell is ruined.

Range: When a spell lists a range in feet, its effects begin within or at the end of this range, at the mage's discretion. Touch attacks require a normal attack roll. If the target in question chooses to use a shield against the mage, it guarantees an automatically hit (*i.e.*, the spell travels through the shield and counts as a successful touch).

Volume/Area of Effect: Each spell affects a certain creature, object, volume, weight, etc., as specified by the spell and desired by the caster.

Duration: All spells last for a certain amount of time, be it seconds, minutes, hours or longer. "Instantaneous" does not imply a violation of general relativity, rather it is a term of art for durations on the order of milliseconds.

Saving Throws: Creatures subject to a spell may attempt a saving throw by rolling a d20p and adding their attack bonus to the roll (characters add their level instead of their attack bonus). The mage rolls a d20p and adds his level. If the target's score equals or exceeds the mage's score, he/it succeeds at the saving throw and the spell has no effect on him/it (unless otherwise specified in the spell description).

A natural "1" result on any saving throw indicates failure, unless the mage himself rolls a "1" on the opposed die check.

Apprentice and Journeyman Spells

The process of becoming a mage does not involve a "Eureka!" moment where the novice suddenly grasps the concept of magic use and thereafter can cast spells. Rather, a long period of intense study prefaces the attainment of 1st level, during which the student mastered lesser magical incantations and formed the necessary groundwork for his eventual attainment of 1st level sorcery.

These lesser incantations are colloquially known as Apprentice and Journeyman level spells. While of lesser power than leveled spells, they are useful nonetheless. These lesser spells are less demanding to memorize, with Apprentice spells requiring only 30 SPs and Journeyman spells 40 SPs. In other respects, they act like regular spells requiring double spell point expenditure to cast if not memorized and containing an internal Spell Point listing for enhancing their effects.

Spell Books

A mage begins play with three spells in his spell book, one each of Apprentice, Journeyman and 1st level. He received these spells from his mentor, instructor or otherwise discovered them during training (prior to 1st level). Thereafter, a mage can learn spells taught by others or attempt to learn spells found in scrolls, musty libraries, captured spell books and so on.

Spells recorded in spell books and scrolls are more recipes than formulae, with each mage casting a spell in a slightly different way. Just like when you try to make your great-aunt Dottie's potato pancakes from her handed-down recipe and they never seem to taste quite like hers, it takes some experimentation to learn new spells from another caster's scrolls and books. In fact, in some (or even many) cases, a mage is never able to unlock the secrets of a new spell. The chance to learn new spells is a function of Intelligence as shown in the Mage Spell Cognition table.

Further, there's a limit to how many spells a mage can learn. Simply put, the cognitive abilities of most sentient beings can only handle a certain amount of information. Spells are so complex that mages are limited to a maximum number known and recordable in their spell books. This maximum number known is a function of Intelligence, as well as level, since with experience a mage can expand his capacity for learning. A mage's maximum spells known are shown on the Mage Spell Cognition table.

For example, a 1st level mage with 16 Intelligence knows a maximum of 12 spells: 4 each of Apprentice, Journeyman and 1st level. Upon reaching 2nd level, his capacity for spell knowledge increases to 16 spells: 4 each of Apprentice, Journeyman, 1st and 2nd level. He cannot 'mix and match' by allocating additional spells from one particular level and lowering the number of spells from another.

Each time a mage gains a level and spends at least one week searching libraries or seeking out an instructor, he gains a new spell equal to his new level (the Mage Spell Cognition check is automatically successful). The GM determines the new spell randomly.

Mage Spell Cognition table

Intelligence	Maximum Spells Known/Level	Chance to Learn Spells
3	0	0%
4	0	0%
5	1	1%
6	1	5%
7	1	10%
8	2	15%
9	2	20%
10	2	25%
11	2	30%
12	3	40%
13	3	50%
14	3	60%
15	3	65%
16	4	70%
17	4	75%
18	4	80%
19	4	85%
20	5	90%

Proficiencies

Mages may purchase any weapon proficiency but each proficiency (except staff and dagger) requires double the standard BP cost, due to their poor martial background. Once they've acquired proficiency in a weapon, they may also specialize. Specialization costs double that of fighters (*i.e.* 10 BP per category).

Mages cannot wear armor classified as Light, Medium or Heavy, though they may don thick robes which offer some protection (reference the Armor table in the equipment chapter).

Mages may use shields if they purchase the Shield proficiency, but cannot cast any spell while wearing it.

Mages receive the Magical Transcription proficiency (see following Chapter Five: Skills, Talents and Proficiencies) for free at 1st level.

Bonus Skills

Mages receive the Arcane Lore skill for free and gain an additional +3 skill points in this skill each time they advance in level.

The gods of the cosmos battle one another for control of followers, the physical planes and ultimately all power itself. Each deity seeks to spread his sphere of influence while marginalizing or even destroying that of the others. Unable or unwilling to battle each other directly, these gods view the land in which your character lives as their battleground. Each views its clerics as the instruments of its will. While every deity has its own clerics (also known as priests) and each has its own order or sect, they all share responsibility to their chosen deity as the font of their power on the material plane. Yes, a cleric carries a heavy burden as the ambassador and the foe hammer of his deity. While every clergyman may have his own desires and ambitions, make no mistake, the cleric is first and foremost a warrior dedicated to the glory of his deity.

Understanding philosophies, rooting out church enemies, knowing the intentions of nonbelievers, empathizing with the troubles of loyal followers and evangelizing potential converts all require exceptional insight. Of course, this makes Wisdom the most important ability for clerics. A high Wisdom allows priests to gain access to higher level spells, commune with their deity's minions (or even the deity himself) and gain better mastery of evangelically-related skills. Depending on a priest's chosen deity, he'll likely also need a solid score in one or more other abilities.

Cleric skills and powers vary according to their deity's spheres of influence. Generally speaking, clerics are excellent combatants, second only to fighters in open frontal engagements. Priests may use a wide array of weapons and armor, although many clerics are restricted in their choices for religious reasons. All priests have spell casting ability much like mages, although they cast divine spells rather than arcane ones and do not use Spell Points.

Clerics advancement table

Level	Hit Dice (d8)	Attack Bonus	Initiative
1	1	0	+1
2	1 + re-roll	0	+1
3	2	+1	+1
4	2 + re-roll	+1	+1
5	3	+1	+1

Divine Spells

The primary power of the cleric is his capability to cast magic spells. A 1st level cleric can cast one spell from both the 1st level spell list. With each additional level gained he can cast another spell from the new level's list and so on. Thus, a 5th level cleric can cast one each of 1st, 2nd, 3rd, 4th and 5th level spells.

THE CLERICS



Unlike mages, who control and channel magic from various sources to generate spells, divine spells always flow from the same source - the cleric's deity (or the deity's supernatural messengers). Each day the cleric prays for various spells (chosen by the player from each level's list of available spells) and, assuming he's in the good graces of his deity, receives the spells precisely as requested. Thus, priests have no need of Spell Points.

Clerics with a high Wisdom score may gain a few extra spells per day as indicated on the chart below. Bonus spells are cumulative, so, for example, a priest with a 14 in Wisdom receives one level 3 or level 4 spell, as well as one level 1 or level 2 spell. (*Note: clerics only gain bonus spells that they are normally capable of casting. Thus a first level cleric with 17 Wisdom only receives one first level spell as a bonus - were he fifth level he would gain his choice of a first or second level spell, a third or fourth level spell and a fifth level spell.*)

Wisdom	Bonus spell(s)
< 13	None
13	One level 1 or level 2 spell
14	One level 3 or level 4 spell
15	One level 5 spell

Deities consider it wasteful to grant the same spell twice, so a cleric's bonus spell from a given level must be different from other spells granted at the same level. Exceptions occur when a character receives spells randomly (due to the nature of his deity) or simply because his deity is dissatisfied with his performance, devotion or some other divinely motivated reason.

Special Powers

Aside from combat ability and spells, clerics have one or more special powers. These powers vary by deity and range from the most common, repelling or commanding undead, to special additional skills, bonus spells and so on. See the cleric's chosen deity description for information on these powers.

Proficiencies

Clerics whose faith has a preferred weapon receive a free proficiency in that weapon. Clerics may wield any other weapon permitted by their faith as long as they purchase the appropriate weapon proficiency (at the standard BP cost).

Clerics may wear armor or use shields, provided the faith allows it. They receive these proficiencies for free as part of their clerical indoctrination.

Weapon Specialization

Clerics may purchase weapon specialization. However, it costs them 8 BP for each initial purchase of attack, speed, defense and damage modifiers. Further purchases cost 2x (16), 3x (24) and 4x (32). Other than the increased BP cost, this works just like a fighter's weapon specialization.

Note that a cleric *must* have his greatest specialization in his faith's preferred weapon (if any; see the deity descriptions).

Skills

A beginning cleric receives the first purchase of his deity's bonus skills for free (no BP cost). He also receives other divine favors, as noted in the following column.

Religion (own church): At first and each subsequent level, a cleric receives (at no BP cost) one roll of the appropriate mastery die for this skill.

Religion (own or other church): This skill costs clerics only 1 BP (as opposed to 3 BP for non-clerics).

Divine Lore: Clerics receive this skill for free and gain an additional +3 skill points each time they advance in level.

Divine Icons

A cleric's divine icon is usually a small carved symbol or shape resembling some aspect of his faith. Clerics receive their divine icon for free. A cleric who loses his divine icon can't simply walk into a shop and purchase a new one; he must petition another from his church. Without a good explanation, he may have to perform a task in order to be awarded a replacement.

Alignment

A cleric's alignment must match that of his chosen religion.

RELIGIONS

The True

Alignment: Lawful Good

Spheres of Influence: Justice, Truth

Tenements of the Faith: Also known as the Blind One, the Magnificent Magistrate and the Exalted Judge, the True is the patron god of justice and truth. The True's church calls itself the Courts of Justice, while its priests are known as Truthseekers.



Justice, righteousness and honesty are the foundation blocks upon which the Courts of Justice and its faith are laid. The Truthseekers preach that all who flout the law should be brought before the Blind One to receive justice. The Truthseekers are not vigilantes, however; no matter the strength of their desire to see justice served, it is ever tempered by adherence to the laws of society (so long as such laws are just, proper and true in the eyes of the Courts of Justice).

Priests of the True are honor-bound to resolve disputes whenever encountered, going so far as to intercede even when the parties have not requested assistance, but intervention seems necessary to the Truthseeker.

Before admittance to the Courts of Justice as a Truthseeker, an initiate must confess all falsehoods he has told or unjust acts he has committed. Thereafter, if a Truthseeker knowingly lies

he must seek out a higher-ranking Truthseeker and atone. Any priest who knowingly tells a falsehood a second time or willingly commits an act of injustice, is defrocked. A Truthseeker prefers death before lying or providing information that another will use to cause an injustice.

Temples and altars to the Exalted Judge can be found in most cities and larger towns in civilized societies. Local authorities often employ Truthseekers as magistrates and judges. Truthseekers can also be found traveling the countryside in search of those who commit crimes against society.

Preferred Weapon: Long sword

Other Weapons Permitted: None

Armor Permitted: Any, but the armor must be gold colored. Gilding is preferred, but a golden-hued lacquer is acceptable for novice priests.

Divine Icon: A tiny golden sword or scale

Bonus Skills: History (ancient), Literacy, Riding (equine), Tracking

Powers: Turn Undead; 5% chance per level to detect lies (up to a maximum of 90%); +4 bonus to saves against spells that fool, mislead or have other deceptive effects (e.g., illusion spells)

About the Courts of Justice

Priesthood: Truthseekers

Symbol: A scale balanced on the tip of a golden sword, all against a white background.

Colors: White and gold

Place of Worship: City temples (usually contain courtrooms)

Holy Days: Summer and winter solstice

Sacrifice: Gold once per month.

Raiment: Truthseekers frequently act as magistrates and adjudicators in larger towns and cities. As such, it is critical that they maintain a professional appearance. They wear white or gold robes in accordance with their rank in the church, along with the appropriate accessories. Their robes are always made from the finest materials available. Truthseekers who live in impoverished areas make do with simple linen robes, but they are fastidiously maintained.

Deity's Appearance: The Magnificent Magistrate appears as a young, stunning, athletic woman with flowing, long blonde hair and piercing blue eyes, clad in golden chainmail under a pure white cloak. She wields two longswords (Justicebringer and Truthseeker) known as the Swords of Righteousness.

Advancement: Advancement within the Courts of Justice is by seniority or by the apprehension of outlaws. Truthseekers who serve as official judges or magistrates for a local government typically draw salaries from that government, in addition to any monies that result from their rank within the faith.

Sayings: *When a man lies, he slays forever a part of the world.* –

Bearing false witness is the greatest injustice that can be performed on society, for without truth, reality is an illusion. – Justice is best performed in a court of law. – Be just and true and only good will come to you. – If one chooses to live within society, one must follow society's laws else suffer her rightful and just wrath. – Lying is capital punishment for the soul. – The truth shall make you free.

Caregiver

Alignment: Neutral Good

Spheres of Influence: Healing, Hope, Mercy

Tenements of the Faith: Priests of the Caregiver (also known as the Lord of Silver Linings and the Lord of the Blue Sky) strive to maintain a positive outlook on life and prefer to avoid combat. If necessary, however, they will certainly enter battle. They may even initiate the attack if they feel the situation requires decisive action. However, they are never vengeful. Like their deity, they only intervene in conflicts to provide balance and mercy to the losers.

The Caregiver's priests, who call themselves the Merciful Fates, are best known as healers. They watch over the sick or disabled and tend them until they have healed. This makes them welcome in most societies and favorites in adventuring bands. The Merciful Fates also love to see others make their dreams come true. They try to help people fulfill their hopes by offering their services in any way they can. Like Caregiver, clerics often assist others in times of need regardless of the person's alignment.

Preferred Weapon: Staff

Other Weapons Permitted: Any blunt weapon; must take proficiency in sling

Armor Permitted: Any

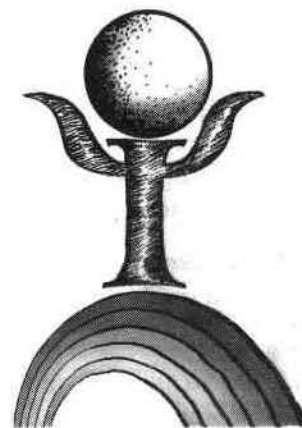
Divine Icon: A capital psi with a circle above the center arm

Bonus Skills: Cooking/Baking, First Aid (additional purchases cost 2 BP)

Powers: Turn Undead; immunity to fear (such as from a ghouls touch); cleric also provides a +1 bonus against fear effects to allies within a 10 foot radius; may cast healing spells as if one level higher (i.e. a 1st level cleric may substitute Cure Minor Wound for Cure Trifling Injury).

About the Church of Everlasting Hope

Priesthood: The Merciful Fates



Symbol: The divine icon (see above) set atop a rainbow.

Colors: Sky blue, rainbow, silver

Place of Worship: Open air temples

Holy Days: The first day of each month is celebrated by praying for one's hopes and dreams for the coming month. The last day of each month is reserved for atonement for one's transgressions during the preceding month.

Sacrifice: A concoction of rare herbs on a monthly basis and the healing of all those in need.

Raiment: Clerics wear sky blue robes with various adornments, depending on their rank in the church.

Deity's Appearance: The Caregiver appears as a comely person in sky blue or rainbow colored robes. The Lord of Blue Skies wields a powerful artifact called the Staff of the Merciful - an oak staff topped by his golden holy symbol.

Advancement: Merciful Fates advance within the church by healing and caring for local followers and others in need.

Sayings: *It is better to light a candle than curse the darkness. - Heal the mind and the body will follow. - I wish goodness to envelop you this night. - The mercy you grant will be returned tenfold. - People granted mercy today give us all hope for tomorrow.*

The Guardian

Alignment: Chaotic Good

Spheres of Influence: Freedom, Liberty, Happiness

Tenements of the Faith: Clerics of the Guardian (who is also known as the Liberator, Free Soul, the Insurgent One and the Inducer of Independence) value freedom and liberty above all else. They are ever vigilant in seeking out those who enslave or oppress others. It is their duty to promote happiness and defend freedom for all walks of life. The Guardian's clerics, the Messengers of Liberty, have a strong commitment to charity and provide assistance to the less fortunate. This makes them popular with the commoners.

The primary goal of their church, the Face of the Free, is to ensure liberty for all through the overthrow of oppressive governments. When the Messengers of Liberty reside in cities, their actions are covert. In these situations, they organize frequent celebrations to promote the Insurgent One as the god of happiness, but openly seem to ignore the other aspects of freedom and liberty.

In areas where their cause seems hopeless, clerics emphasize the positive by focusing on individual successes in the war against oppression. Church meetings and services often result in celebration as congregants discuss grand plans and reminisce

about past successes. Unfortunately, their rosy attitude and celebratory nature sometimes prevent the church from making any real progress in the liberation of bondsmen.

While clerics residing in cities are careful not to openly advocate the overthrow of a government, those who reside in the wilderness are free to promote insurrection among the peasants. The wilderness sects of the Messengers of Liberty are foot soldiers in the battle for autonomy. Those clerics living in the wilderness advocate self-dependence staunchly. They attain information (such as slave caravan schedules or government expansion plans) from the spy network of city-bound clerics and use it against those who would encroach upon freedom. These clerics often rob from rich slave merchants to further the cause of emancipation or simply to aid the poor and gain loyalty among the masses.

Preferred Weapon: None

Other Weapons Permitted: Any

Armor Permitted: Any

Divine Icon: A carved eagle's claw

Bonus Skills: Animal Training (pick one species), Cartography, Literacy, Lock Picking* and Survival

**At 3rd level and every odd-numbered level thereafter, priests of the Guardian receive (at no BP cost) one roll of the mastery die in the Lock Picking skill.*

Powers: Freedom of Action. This power allows Messengers of Liberty to slip free from shackles, bindings or other bonds as well as grants immunity to spells and magical effects that restrict or inhibit movement. The priest may cast the 3rd level mage spell Unlock as a 5th level cleric spell.

About The Face of the Free

Priesthood: Messengers of Liberty

Symbol: An eagle's claw on a black background

Colors: Black, gray and white

Place of Worship: Wilderness

Holy Days: Every full moon

Sacrifice: Broken chains from freed slaves

Raiment: Priests wear robes as described in the chart below. Their spiritual leaders think little of ceremony and pomp. The vestments of these Messengers of Liberty reflect this for they are sturdy and constructed for utilitarian purposes. When performing rituals, they wear robes upon which they affix one feather for each person they have liberated. Feathers entirely cover the cloaks of High Rejoicers.

Deity's Appearance: The Liberator appears as either a giant eagle or a young, strong, rugged being with long dark hair and yellow eyes. The Guardian wears chainmail and wields a longsword (Talon) and longbow (True Flight).



Advancement: Priests advance within the church by freeing slaves (including indentured servants and other such bondsmen), converting or killing followers of the Overlord and aiding in the overthrow of oppressive governments.

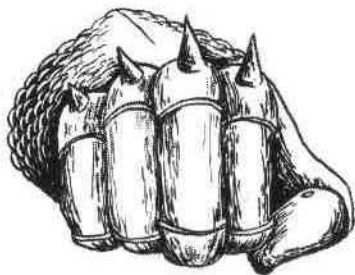
Sayings: *Ruin, mishap, calamity and adversity, cannot harm one as happy and free as me. - Soar like an eagle. - Like a child I frolic, like an eagle I prey. - To be as free as an eagle is that for which we all strive. - The Insurgent One's eye is ever watchful. A greeting: Welcome to our free world.*

The Overlord

Alignment: Lawful Evil

Spheres of Influence:

Oppression, Slavery



Tenements of the Faith:

The Bringers of the New Order are bent on world domination, with the House of Shackles becoming the sole political, economic, military and religious power throughout the world. They believe that they can and will, conquer the world for their diabolical Master. The Bringers will do whatever it takes to attain this goal.

Clerics of the Overlord (also called the Oppressor, the Tyrant of Tellene, the Enemy of the Free, the Bringer of the New Order, Yelder to None, Shackles and He Who Brings Gods Low) rarely use brute force to enslave a land. They prefer to work within a government, placing their followers in positions of political power or dominating the current ruler and forcing him to do their bidding.

They generally dominate through insidious psychological brainwashing, though they may use less subtle methods on occasion. In any event, the ruler is usually the last to believe he is under the sway of another. If all else fails, Bringers may resort to blackmail.

In small towns, Bringers may first appear as saviors by defending a town from brigands (usually hired by the clergy themselves) or by providing free slave labor to help plant and harvest crops for a starving village. Once they establish themselves within a society, they manipulate the populace to instill their evil ways. Those who do not bow before the Overlord are enslaved. In more remote areas and when the situation dictates, the clergy may employ swifter and more brutal tactics.

Bringers of the New Order are well trained in the tactics of intimidation, fear and the art of breaking their victim's spirit. By dominating their prey mentally, physically and emotionally, Bringers remove their victims' ability to think for themselves.

Preferred Weapon: Scourge

Other Weapons Permitted: Any crushing weapon

Armor Permitted: Any

Divine Icon: Gauntlet worn on the right hand. After being accepted into the House of Shackles, priests are branded with the symbol of the Overlord upon their chests, marking them as his servants.

Bonus Skills: Literacy, Rope Use

Powers: Command Undead; +2 bonus to saves vs. charm effects; May substitute the mage's Charm spell for a 4th level cleric spell.

About The House of Shackles

Priesthood: Bringers of the New Order

Symbol: Mailed fist

Colors: Red and brown

Place of Worship: Underground temples

Holy Days: Summer solstice

Sacrifice: The heart of a captured escapee, once per month

Raiment: Bringers have a very rigid uniform code, in accordance with their rank in the church. Even when not performing ceremonies or services, Bringers of the New Order tend to wear a small, blackened metal pin with their unholy symbol somewhere on their clothing.

Members of the House of Shackles below the rank of Subjugator wear brown leather headbands, emblazoned with the unholy symbol of the Overlord.

Deity's Appearance: The Overlord appears either as a disfigured old man or an immense 30-foot-tall being.

Advancement: Advancement in the House of Shackles occurs through vacancies in the order or through challenge of superiors. Advancement through vacancies means simply waiting for those above the priest to advance or die. When this occurs the next priest in line fills the vacancy. Advancement of this type is slow, especially beyond the level of Slave Driver. Therefore, most Bringers opt for the aggressive improvement of their rank through challenging superiors.

Challenge does not have to be in the form of combat; it may be a hunt for an item, a contest of taking slaves or some other challenge. However, the superior chooses the contest and if the challenger loses, he may not challenge again for one year. If the superior loses, she is demoted and the challenger assumes her position in the House of Shackles.

Only a limited number of priests worldwide may hold levels above that of Disciple. Additionally, priests within a rank are given a number corresponding to their position within that rank; the lower the number, the higher the position. Thus, every Bringer above the level of Disciple knows his exact station.

Sayings: *To feel the whip is to feel the burning kiss of the Overlord. - Let your scars be a reminder of who is the master and*

who is the slave. - My words are your thoughts, we are one. - The will of the Overlord cannot be denied. - Our enemies will be crushed in the fist of the Oppressor.

The Creator of Strife

Alignment: Chaotic evil

Spheres of Influence: Discord, Foul Weather, Misfortune

Tenements of the Faith: Priests and other followers of the Creator of Strife (also known as Ill-luck, Discordant One, He Who Brings Misfortune, Maker of Dissension and Bringer of the Drought [or Flood, Rain, Snow, Heat, Cold, etc.]) travel about the lands bringing misfortune wherever they roam. Members of the Temple of Strife seek to disrupt harmony and plunge the world into a vortex of chaos. They exist in small numbers in all nations as they seem to prefer deserts and wastelands.

These Minions of Misfortune closely follow local weather patterns and are rarely absent during times of foul weather. They continually seek to cause misfortune by heightening poor weather conditions. For instance, during a drought they might pollute the wells, while before a windstorm they might secretly loosen structural supports and bonds.

Minions hate people that they consider lucky and, given the opportunity, will try to cause misfortune in the lives of such individuals. If possible, they go so far as to give the 'fortunate one' as a sacrifice to the Creator of Strife. If they cannot abduct him for sacrifice, they try to cause misfortune by destroying his crops, poisoning his livestock, burning his house and so on. These actions naturally cause paranoia among observers and victims alike. In fact, their deeds have given rise to a gambler's saying: "Save some luck for escaping Ill-luck." It has even become tradition among some superstitious gamblers to deliberately lose their final three games (done almost universally during stormy nights).

The Temple of Strife has gained some notoriety for its ability to make favorable alliances with humanoids. Because of this, many humanoid shamans worship Ill-luck and are often active within its predominantly human church. Such alliances are usually geared toward making war on the local humans or demi-humans.

When the Minions can muster enough humanoids to form a massive army, they descend upon a human or demi-human populace. Foul storms of titanic proportions always precede these wars and the actual assault always occurs during the height of the storm. During battle, some of the Minions of Misfortune play bagpipes, cymbals, horns and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come.



Preferred Weapon: Flail

Other Weapons Permitted: Any

Armor Permitted: Any but painted in clashing, discordant colors

Divine Icon: A spatially impossible geometric shape atop a crooked stick. The existence of this shape is a miracle granted by the Creator of Strife.

Bonus Skills: Cartography, Survival

Powers: May cast the mage's Smoke Screen spell as an alternate 4th level cleric spell

About The Temple of Strife

Priesthood: Minions of Misfortune

Symbol: Varies regionally. Common examples are storm clouds, a twister or a tidal wave.

Colors: Clashing; usually red, green and orange

Place of Worship: Temple; outdoors on unholy days

Holy Days: Day of foul weather at least once per month. These, of course, vary regionally.

Sacrifice: Must sacrifice salt on a daily basis. Once per month, a Minion sacrifices a sentient being, usually one who has been extremely lucky or fortunate.

Raiment: Garments and colors vary regionally, but are always bright and clashing.

Deity's Appearance: He Who Brings Misfortune takes many forms, but always appears disheveled, with bright, colorful, clashing clothing.

Advancement: Advancement within the church is granted to those who show a particularly high aptitude for wreaking havoc on society.

Sayings: *It's a fine, foul day for a battle. - Strife and dissension should be shared by all. - Sometimes misfortune has nothing to do with chance. - Better bad luck than no luck at all.*

CHAPTER FIVE

Skills, Talents and Proficiencies

Skills have a wide array of uses and include such varied subjects as Botany, Forgery, Hiding, Literacy and so forth. Your character's class may provide with some of these while others must be purchased with Building Points. They are an opportunity for you to customize your character by giving him a few unique things he can do. Many players focus on utilitarian skills that have broad applicability but others may opt to focus their attention on one specific skill increasing their mastery until they're a renowned expert - even if it's only in raising beets. If it makes you feel kewl for your character to be the best at something, by all means spend the BPs and have at it.

Mastering Skills: Initial purchase of a skill gains the PC a number of points equal to his ability score in the relevant ability (or the lowest relevant ability, if multiple abilities are listed) plus one roll of the mastery die. The mastery die is based on your character's current mastery level and is the same for all skills.

A second (and subsequent) purchase of a skill gains the PC a number of points equal to one roll of the mastery die plus any bonuses. As you become more skilled, additional information or expertise in the skill is increasingly harder to come by - thus the lower mastery die. The same applies to free skills received during character creation.

For instance, a newly created halfling thief gets his first purchase of the Hiding skill for free (relevant ability plus mastery die roll) for being a halfling, plus his second free purchase (mastery die roll only) for being a thief.

Skill mastery levels begin at 0 and may increase to 100.

Current Skill Level	Current Skill Mastery	Mastery Die Rolled When Making Additional BP Purchase of Skill
0	Unskilled	d12p
01-25	Novice	d12p
26-50	Average	d8p
51-75	Advanced	d6p
76-87	Expert	d4p
88-100	Master	d3p

The mastery die roll is further modified by the skill's [lowest] relevant ability, as seen on the following chart.

Relevant Ability	Mastery Die Roll Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

As you can see, high relevant ability scores significantly add to your character's skill mastery. Conversely, a low ability (i.e. aptitude) makes it difficult to master the subject. Relevant ability adjustments never reduce a mastery die roll below 1.

SKILL CHECKS

When you need to make a skill check, you simply roll percentile dice and add any positive or negative modifiers incurred by the circumstances. If the final result is within (less than or equal to) your character's mastery of that skill, he succeeds.

For universal skills in which the character has no mastery, the player may roll percentile dice against the skill's relevant ability. (If two relevant ability scores are listed, use the score in which the character is weakest.) If a skill is not a universal skill, a character must have points in it to be able to use it.

MASTERY AND DIFFICULTY

Where some guidance might be needed, a skill description includes one or more charts - a mastery chart and/or a difficulty chart. Mastery charts define what your character can do with this skill; it shows your character's limitations based on his cur-

rent level of mastery. Note that the mastery chart is not all-inclusive, but serves as a quick guideline for a character's skill uses and restrictions.

A difficulty chart provides some examples of what might make a skill more difficult to use (e.g. darkness, excessive noise, poor materials, makeshift tools, being fired upon, angry animals, hostile characters and so on). The GM should set the difficulty level as he feels appropriate for the situation.

Of course, how difficult a task is affects what sort of bonuses or penalties (if any) apply to the skill check. These are summarized on the following chart.

Difficulty	Modifier to Skill Check Roll
Trivial	-90
Easy	-80
Average	-40
Difficult	0
Very Difficult	+10

TIME AND FAILED CHECKS

Since the skill description cannot define how long it takes to perform every conceivable action, simply use your common sense. For example, a player can't compose an opera that will be relevant for generations in just one day, but he might be able to write a simple poem in 30 minutes. On the other hand, some actions (such as using Animal Mimicry to imitate a specific bird call, as a secret signal to all allies within earshot) may be nearly instantaneous.

When creating an item, the PC must spend any time required **before** making the skill check to determine success. Use your common sense to determine whether or not a character may re-attempt the same skill check after a failed result.

For example, a PC knows when he fails a Carpentry (or similar) check, since the item is visibly botched or flawed and the resulting piece is worthless except as kindling. If he still wants to build the item, he may spend the time and try again with new materials.

Apply a cumulative -15 penalty to each repeated skill check to accomplish the same task (this penalty does not apply when using the same skill for a different task). If this penalty accumulates to the point where the character cannot possibly succeed, he must improve his mastery level in this skill before attempting the same task again.

OPPOSED CHECKS

Sometimes you'll need to attempt skill checks that only involve your character, such as when he needs to recall information about Ancient History, use Blacksmithing to fabricate a metal part, attempt Survival in a harsh wasteland and so on. These checks are pretty straightforward and only require a percentile roll (with any bonuses or penalties) that's equal to or

less than your character's mastery of that skill.

However, when you need to make a skill check against another character (usually when trying to evade their notice or forcing them to take some action), you'll be making an opposed skill check. With an opposed check, you and your opponent each roll d% and add the appropriate skill mastery. The winner is the character with the highest result. The GM should determine whether either character (or both) receive any bonuses or penalties to the check.

Depending on the situation, the opposing characters may roll the same skill (e.g., two characters attempting to race up parallel hanging ropes would both roll Climbing checks) or different skills. The following chart provides some guidance as to which opposing skills may be appropriate.

Skill	Typical Opposing Skill(s)
Acting	Observation
Diplomacy	Resist Persuasion
Disguise	Observation
Distraction	Resist Persuasion
Escape Artist	Use Rope (if rope is involved)
Fast Talking	Resist Persuasion
Glean Information	Resist Persuasion
Hiding	Listening or Observation
Interrogation	Resist Persuasion
Intimidation	Resist Persuasion
Listening	Hiding or Sneaking
Observation	Acting, Disguise, Hiding, Pick Pocket
Pick Pocket	Observation
Recruiting	Resist Persuasion
Resist Persuasion	Diplomacy, Distraction, Fast Talking, Glean Information, Interrogation, Intimidation, Recruiting, Seduction, Torture
Rope Use	Escape Artist (if rope is involved)
Seduction, Art of	Resist Persuasion
Sneaking	Listening or Observation
Torture	Resist Persuasion

For an example of opposed check, let's say that Redblade the fighter wants to sneak down a castle hallway past an open arch, on the other side of which is a burly guard. To attempt this opposed check, Redblade's player rolls d% and adds his Sneaking skill mastery, for a total result of 36. Since the guard is an NPC, the GM rolls d% for him, adding the guard's Listening skill mastery (it being better than his Observation skill mastery) for a total 73. Since he exceeded Redblade's score, the guard hears Redblade moving about.

The GM might now describe the scene to Redblade's player and give him a chance to take action. "The sound of metal on stone echoes through the corridor as your shield scrapes against the wall.

Suddenly, you hear a gruff, manly voice shout 'Who's there?' from the other side of the arch. What do you do now?"

The previous example works well for player character races where the subject's mastery of a skill can either be explicitly stated or, in the case of universal skills, extrapolated from a relevant ability score. However, since ability scores may not be listed for each and every non-player character encountered and monsters do not have ability score explicitly defined, a quick workaround is to roll d100+d20 any time an NPC or monster is required to make an opposed check versus some player action (typically Listening, Observation or Resist Persuasion).

In another example, let's assume that Melidor, an elf thief who's been badly wounded, wants to hide from an enemy. In this instance, however, the enemy is a prowling owlbeast. When Melidor attempts his opposed check, his player rolls d% and adds Melidor's Hiding skill mastery for a total of 55. He also decides to spend four Luck points and so adds +20 to the opposed check (+5 for each Luck point spent), for a grand total of 75.

Owlbeasts don't have a Wisdom score listed from which to compute their Observation mastery (the typical opposed skill vs. Hiding). Nonetheless, it is a universal skill and the monster certainly has the sense organs to utilize it. In this situation, the GM simply rolls d% and adds a d20. The d% comes up as 60 and the d20 as 11, making a total of 71. Melidor's result of 75 is higher, so he succeeds in evading the owlbeast's notice.



Universal Skills

Universal skills are those skills that most folks have had some exposure to during their life and can employ at a novice level without any kind of formal training. If a skill is not a universal skill, characters do not even know where to begin and may not even try to use the skill until they receive some training.

Characters have a mastery level equal to their relevant ability score (or the lowest relevant ability if multiple abilities are indicated).

Universal Skills	Relevant Ability(ies)
Acting	Lks, Cha
Animal Husbandry	Wis
Animal Mimicry	Wis
Boating	Wis
Cartography*	Int
Climbing/Rappelling	Str, Dex
Current Affairs	Wis
Diplomacy	Cha
Disguise	Int, Cha
Distraction	Cha
Escape Artist	Int, Dex
Fire-Building	Wis
Glean Information	Int, Wis, Cha
Hiding	Int, Dex
Interrogation	Wis, Cha
Intimidation	Str, Cha
Listening	Wis
Observation	Wis
Pick Pocket	Dex
Reading Lips	Int
Recruiting	Cha
Resist Persuasion	Wis
Rope Use	Dex
Salesmanship	Int, Wis, Cha
Seduction, Art of	Cha, Lks
Sneaking	Dex
Survival	Wis, Con
Torture	Int
Tracking	Wis

* Cartography is only Universal for those with the Literacy skill

SKILL DESCRIPTIONS

Acting

Relevant Abilities: Looks and Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None
Materials/Tools: Varies

Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment, though it can also be useful in aiding a disguise or pulling a scam. A skilled actor knows how to research his role in order to provide a realistic portrayal to include mannerisms, speech patterns, dialect or jargon.

The Acting skill also confers a cumulative +5 modifier (per level above Unskilled) to Disguise skill checks.

Mastery Level	The character can...
Unskilled	Give a stereotyped performance
Novice	Pretend to be a person whose background is not too dissimilar from the character's own
Average	Play a role convincing to an audience not overly familiar with the part he's portraying
Advanced	By observing and interacting with a member of a class or profession, he can pass himself off as said
Expert	Can independently 'invent' a role such as a lord, member of a cult, wealthy merchant, etc., and can dress and act the part with such skill that he can pass as that person
Master	Can successfully imitate any person well enough to fool anyone not intimately familiar with the person (barring visual familiarity)

Administration

Relevant Abilities: Intelligence, Wisdom and Charisma
Cost: 5 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes (record keeping system, the complexity of which increases with growing responsibility)

Skill in administration provides an individual with the ability to manage an organization. Some of this includes knowing how the organization functions, its goals, and how to parcel out and monitor assignments and tasks to other relevant parties in order to accomplish the objectives that have been set upon the administrator himself.

The administrator must also maintain close scrutiny of all aspects of the organization and ensure that subordinates, peers and superiors are kept abreast of progress and difficulties encountered.

No organization can operate successfully without an administrator. Failure to properly administer said organization results in the chief's orders not being carried out to various extents.

Examples are: guard routines haphazardly executed (and possibly neglected), hirelings losing morale as they fail to be paid on time, tax levies go uncollected or lost, inadequate provisioning of the lair or fortress, etc.

Mastery Level	The character can...
Novice	Manage a small group of hirelings or mercenaries
Average	Run a fair-sized private organization with many underlings (such as a castle established by a name-level character, or a thieves' guild)
Advanced	Administer a medium-sized town
Expert	Administer a large city or state
Master	Administer a kingdom or city-state



Agriculture

Relevant Ability:	Wisdom
Cost:	2 BP
Universal:	No
Prerequisite:	None
Materials/Tools:	Yes

This skill provides the character with knowledge of domesticating and growing plants to provide a food source, as well as identify food crops both growing and in their harvested form. Greater skill levels allow the user to farm in decreasingly favorable conditions or to achieve greater yields through knowledge of irrigation, crop rotation and species hybridization.

Agricultural knowledge is far from universal, as evidenced by the continued existence of hunter-gatherer societies. Subsistence farming provides enough food for all individuals actually engaged in farming as a full-time occupation. Greater skill can produce food as a multiplier of this yield - effectively supporting the farmers as well as a larger population. It is not necessary for all farm workers to possess a high skill level to produce this excess.

For example, a master farmer cultivating in a favorable climate with a workforce of 200 people can produce enough food to feed a population of 1,600 individuals.

Mastery Level	The character can...
Novice	Subsistence farm in a favorable locale
Average	Subsistence farm in a marginal locale; supervise farm laborers
Advanced	Produce x3 excess crops in favorable climate, manage up to 20 other workers
Expert	Produce x5 excess crops in favorable climate, manage up to 50 other workers
Master	Produce x8 excess crops in favorable climate, manage up to 200 other workers

Animal Empathy

Relevant Abilities:	Wisdom and Charisma
Cost:	2 BP
Universal:	No
Prerequisite:	None

A character with this skill has insight into an ordinary [i.e. non-fantastic] animal's emotions - she may be able to determine if it is hungry, frightened, maddened, defensive and so on, and can show any animal that she desires either friendship or enmity. She can ascertain if the animal is under magical control (by virtue of its unnatural reactions).

She can attempt to use his skill to placate angry animals or taunt them into attacking her, as she sees fit. A successful skill

check can move the animal's reaction one step positive resulting in it either not attacking or possibly allowing the character to approach.

Difficulty	Examples
Trivial	Empathize with docile domestic beast
Easy	Empathize with domestic animal (dog, cow)
Average	Empathize with docile non-domesticated animal (deer, otters, etc.)
Difficult	Empathize with pit bull
Very Difficult	Empathize with wild, hostile beast (bear, panther, etc.)

Animal Herding (specify animal type)

Relevant Ability:	Wisdom
Cost:	1 BP
Universal:	No
Prerequisite:	None

Skill in this area enables a character to exercise a greater than normal degree of control over herds of cattle, sheep, horses or other herd animals (declared when the skill is chosen).

Each type of animal has different characteristics - cattle tend to stick together, while sheep scatter, and horses have a more independent nature that makes them harder to control. A character with this skill also knows other details about herding, regardless of the specific animal chosen.

For example, a herder might ride ahead to scout out the trail and then return to relay the information to the trail hands. This is often done from a distance, by using a system of hand signals to relay the information (sitting on a horse facing right or left while waving a hat means to turn the herd in that direction).

Mastery Level	The character can...
Novice	Manage a few head of cattle that provide some of his immediate family's need
Average	Manage a small herd of cattle such that the herder's immediate family can survive off it
Advanced	Manage a large herd of cattle in lush terrain such that the herder's extended family can survive off the herd
Expert	Manage a large herd of cattle in average terrain such that the herder's extended family can survive off the herd
Master	Manage a large herd of cattle in poor or arid terrain such that the herder's extended family can survive off the herd

Animal Husbandry (specify animal type)

Relevant Ability: Wisdom
Cost: 1 BP
Universal: Yes
Prerequisite: None
Materials/Tools: Yes

This character understands the care and breeding of one type of livestock, such as cattle, chickens, ducks, geese, goats, horses, mules, pigs, sheep or turkeys (declared when the skill is chosen). A character can attempt to breed his animals to produce the best stock and can work at improving production (i.e. eggs and milk) where appropriate to the animal.

The character can also increase the quantity of his stock through breeding, as noted on the chart (check every three months for poultry, annual check for other animals). If stock increases to a point greater than he can manage at his current mastery level, he must rid himself of any overstock (sell, slaughter, etc.) within 1d2 weeks or automatically lose the overstock to theft, coyote attacks, etc.

On a failed check, the stock depletes by a percentage equal to the difference between the rolled result and your Animal Husbandry mastery.

The character must have appropriate tools (a bucket for milking cows, a shovel for cleaning out stables, etc.).



Mastery Level	The character can...
Unskilled	Milk cows/goats, collect eggs from poultry
Novice	Manage (feed, house) up to two animals
Average	Manage (feed, house, breed) up to 12 animals; increase quantity of stock through breeding (poultry - quarterly check improves quantity x4; others - annual check adds +20% stock)
Advanced	Manage up to 100 animals with a slave or hired hand; increase quantity of stock through breeding (for poultry - quarterly check improves quantity by x6; for others - annual check adds +25% stock)
Expert	Manage up to 1,000 animals with a few slaves or hired hands; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x8; for others - annual check adds +30% stock)
Master	Manage thousands of animals with several slaves or hired hands; increase quantity of stock through breeding (for poultry - quarterly check improves quantity x10; for others - annual check adds +40% stock)

Animal Mimicry

Relevant Ability: Wisdom
Cost: 2 BP
Universal: Yes
Prerequisite: None

This skill allows characters to imitate noises made by various animals and/or monsters. To perform this mimicry, the character must be familiar with the noise he wishes to imitate. While this may be a trivial matter for common birds and farm animals, imitating the howls, cries, grunts and bellows of monsters require the character to personally hear those calls at least a couple of times before he can mimic them.

Higher skill levels allow the character to mimic louder and more complex sounds as well as ensuring greater success rate.

While a successful check mimics the noise precisely, a failed check means that the sound differs from the correct noise in some way (pitch, resonance or volume), though this does not mean that all creatures hearing the noise recognize it as false. While creatures and persons familiar with the noise detect the fraud, other creatures or characters in earshot require Wisdom checks to determine if they detect the fakery, assuming they know anything at all about the actual sounds. Those clueless as to that particular beast are still duped - though to what end is unclear.

Hunters often use Animal Mimicry to fool animals while scouts use this skill to send signals to their allies.

Mastery Level	The character can...
Unskilled	Mimic noises that sound a little like the real thing
Novice	Mimic birdcalls
Average	Mimic animal noises (wolf, bear, dogs)
Advanced	Mimic cries of monsters up to size L
Expert	Mimic cries of monsters up to size G
Master	Mimic any massive beast

Animal Training (specify animal type)

Relevant Abilities:	Intelligence and Wisdom
Cost:	6 BP
Universal:	No
Prerequisite:	Animal Empathy 30 or better

Characters with this skill can train one type of animal to perform feats or to follow specific orders. A character may purchase Animal Training multiple times if he wishes to train other types of animals as well. A trainer can work with only one animal at a time and teach it to follow general orders or perform specific feats. He can also eliminate vices, such as those in some horses. An animal can learn any simple order or simple feat, plus up to 2d4 general orders or specific feats.

It takes 1+1d3 weeks of work to train the animal to follow a simple order or perform a simple feat, but training for a general order takes three months. Training for a specific feat requires 2+2d4 weeks. At the end of the training time, make a skill check. If successful, the animal learns the order or feat. If the check fails, the animal does not learn the order or feat.

Mastery Level	The character can...
Novice	Within 1+1d3 weeks: break horse of a stall vice (through daily exercise); train domestic pet (cat, dog) a simple order for indoor behavior (to scratch at the door when it needs to go outside, no jumping on furniture, etc.)
Average	Within 1+1d3 weeks: break horse of a flight vice; teach animal a simple feat (bear a yoke, come, sit, stay, fetch, heel, speak, roll over, etc.) that it performs upon the character's nonverbal or verbal command
Advanced	Within 3 months: break horse of an aggressive vice; teach animal a general order (guard, attack, track, hunt, etc.) that it performs with verbal coaxing from trainer
Expert	Within 3 months: teach animal a general order (guard, attack, track, hunt, pull, etc.) that it performs for a third party (not the trainer)
Master	Within 2+2d4 weeks: train animal for specific feat (attack specific person, retrieve specific item)

Appraisal (specify subtype)

Relevant Ability:	Intelligence
Cost:	3 BP
Universal:	No
Prerequisite:	None
Materials/Tools:	Yes

Subtypes

Armor & Weaponry

Artwork (sculpture, paintings, etc.). *Includes the vast catch-all of gilded and bejeweled loot you might find in a dungeon.*

Books, Maps & Documents. *Cannot identify/use spell books or scrolls.*

Furs & Pelts

Gems & Jewelry

Livestock

Spices & Perfumes

Sundries. *Items common to a 'general store' (provisions, tools, etc.)*

Textiles (silks, clothing and rugs). *Tapestries or rugs with a market price bolstered by their value as a piece of art are treated as artwork.*

This skill provides the ability to estimate the value of items in certain categories. Appraisers are well versed in their respective fields and can estimate an item's inherent quality (in comparison to typical items) as well as the current market price for that particular merchandise. The accuracy of an appraiser's estimate is highly dependant on his skill level - the best appraisers know every nuance of the item as well as the fluctuation of the market.

Appraisers cannot detect if an item is magical in nature or the degree to which a superior piece of armor or weaponry may aid its user in combat (i.e., its "+" to attack or defense). However, since most magical items and superior quality arms and armor are usually meticulously crafted, the appraiser can be counted upon to make eerily accurate guesses... Counterfeit and fake items can also be revealed with a successful check.

Appraisers with practical knowledge of the skills needed to create the items they're appraising (i.e. a blacksmith appraising an iron door) receive a bonus to Appraisal checks based on their mastery of the subject. Novice mastery provides +10, Average gives +15 and Advanced or greater mastery yields a +20 bonus on Appraisal skill checks for such items.

Mastery Level	The character can...
Novice	Estimate the worth of the subject within d20+30% of its true value
Average	Estimate the worth of the subject within d20+20% of its true value
Advanced	Estimate the worth of the subject within d20+10% of its true value
Expert	Estimate the worth of the subject within d20% of its true value
Master	Estimate the worth of the subject within d20-10% of its true value

Arcane Lore

Relevant Ability: Intelligence
Cost: 10 BP
Universal: No
Prerequisite: None

Arcane Lore is a discipline of study specializing in magic. It doesn't teach actual mechanics of spell casting, but explores the theoretical constructs of magic. Mages receive insight in this subject whenever they attain a new level (gaining +3 skill points each time), but training is open to any bright, dedicated student.

Spell casting and Arcane Lore are related much like engineering and pure science are related to each other. That is, spell casting is all about applying basic magical principals to demonstrable uses. A junior spell caster could be compared to an amateur tinkerer. He knows little (if any) theory, but has some measure of practical experience – sufficient to deal with the elementary challenges of low-level spells. As he progresses in experience, he receives additional theoretical training that allows him to cast progressively more complex spells. As he reaches higher levels, even if he has not opted to specifically undertake study in Arcane Lore, he has received sufficient training to comprehend and utilize relatively complex magical theory. However, if he wishes to ever be anything more than a spell lobber, additional training is recommended.

Some practical applications of Arcane Lore follow:



Identifying Spell Components: This is a fundamental of Arcane Lore and is thus an Easy check. One can examine materials and determine the suitability and appropriate use of said for specific incantations.

Identifying Spells: Characters viewing the physical manifestation of a spell can identify the incantation with a Trivial skill check. Note that this does not allow you to tell if someone has been charmed nor does it allow one to see through illusions. One could tell that a Torchlight spell, even if cast upon an ordinary torch, was magical and not ordinary fire.

If one can observe a mage casting a spell (requiring full concentration and seeing the process from beginning to end), an Average check reveals what he's about to cast.

Identifying Magic Items: Arcane Lore can be used to identify the magical properties of an item. This is always a Difficult skill check (made Very Difficult if precautions are taken to avoid exposing oneself to possible repercussions from a cursed item). At least a full day of study is required before attempting a skill check (exceedingly powerful items may require a week or more of study). If successful, one property of the item is unveiled.

Deciphering Mage Scrolls: Mage scrolls must be deciphered and understood before either using them or transferring their magical formulae to a spell book. The speed at which a reader can perform this task is dependant on his Arcane Lore skill.

Skill Check	Time spent with Document
Very Difficult	10 minutes
Difficult Check	2 hours
Average Check	1 day
Easy	Fortnight
Trivial	3 months

Failing a skill check does not mean that the character cannot ever read the scroll, merely that he must spend additional time with the document before attempting another skill check (albeit at a cumulative -15 penalty to the roll).

Once deciphered, a character is fully aware of what spell appears on the scroll and may verbalize it to enact the magic. If the character is a mage and he wishes to transfer the spell to his spell book rather than using it as a one-shot casting, he must roll on the Mage Spell Cognition Table (see the mage class in *Chapter Four*) to determine if he comprehends the enchantment well enough to replicate it on his own. If successful, and provided the new spell does not exceed his limit of spells known for that level, he may utilize his Magical Transcription proficiency and copy the spell into his spell book.

After being read aloud or copied, a scroll disappears in a puff of smoke.

Blacksmithing/Metalworking

Relevant Abilities: Strength and Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

A character with the Blacksmithing skill can craft simple tools and other items from bronze or iron depending on the metal commonly used in that region (working with steel is beyond the blacksmith's skill and reserved for armorers and weaponsmiths).

It takes at least three hours to create Novice items, six hours for Average items, nine hours for Advanced items and at least 12 hours of work for Expert and Master items. Only after this time does the smith make his skill check. With a successful skill check, the character crafts the item. A failed result indicates the work was botched or flawed in some way and the resulting piece is worth no more than the original materials.

A forge, bellows, tongs, anvil and hammer are common tools of the blacksmith.

Mastery Level	The character can...
Novice	Know how to operate blacksmithing tools and equipment; craft simple round or rectangular objects (balls, wedge, piton, chisel, nails, etc.)
Average	Craft simple tools and horseshoes; supervise assistants
Advanced	Craft straight or curved bladed objects (scythes, plow blades). These are generally ineffective weapons as the sharp edges are not tempered and do not hold an edge well
Expert	Craft large and multiple-piece objects (portcullis, iron door, etc.)
Master	Craft complex or complicated multiple-piece objects (gears, traps, etc.)

Boating

Relevant Ability: Wisdom
Cost: 2 BP
Universal: Yes
Prerequisite: None

A character using the Boating skill can pilot canoes, kayaks and small boats, as well as try to prevent capsizing in rough waters. A successful skill check means that the character guides the craft where he desires, while a failed skill check indicates that the craft capsizes, runs aground and so on.

Note that this skill is used only for small craft such as those used on small lakes, large ponds and rivers.

Mastery Level	The character can...
Novice	Use a canoe, raft rowboat
Average	Use canoes or rowboats to transport trade goods (e.g., stow casks & boxes in excess of personal equipment); supervise helpers
Advanced	Navigate a heavily laden barge (with livestock) on a large river
Expert	Pilot a small (1 mast) boat on lakes or rivers
Master	Pilot a small (1 mast) boat on the open ocean

Botany

Relevant Ability: Intelligence
Cost: 1 BP
Universal: No
Prerequisite: None

A character that succeeds at a Botany skill check can draw on his knowledge of plants and how they grow, while a failed check indicates that the character either does not know or cannot immediately recall anything about that plant. This knowledge is more extensive than that provided under the Agriculture skill, as it also extends to plants (including trees) without obvious food or textile uses.

Mastery Level	The character can...
Novice	Recognize various species of common plants
Average	Know under what conditions common plants grow best; recognize common poisonous plants from common non-poisonous plants
Advanced	Recognize various species of common plants from vague descriptions; cultivate a garden of indigenous plants
Expert	Recognize various species of rare or exotic plants; grow indigenous plants indoors or exotic plants in a garden
Master	Recognize rare or exotic plants from vague descriptions or pictures; discriminate poisonous rare or exotic plants from non-poisonous varieties; cultivate rare or exotic plants indoors

Difficulty	Examples
Trivial	Plant is in bloom
Easy	Plant is whole
Average	Identify plant by fruit, leaves, tubers or seeds
Difficult	Parts of plant incorporated into mixture or food
Very Difficult	Identify plant from charred remains

Carpentry/Woodworking

Relevant Ability: Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

A character with the Carpentry skill is familiar with many aspects of woodworking. It takes at least 4+1d4 hours to create Easy items, 8+2d4 hours for Average items, 4+1d4 days for Difficult items and at least 2+1d4 weeks of work for Very Difficult items. Only after this time does the carpenter make his skill check.

A successful check indicates that the character succeeds at building the object, while a failed result indicates the work was botched or flawed in some way and the resulting piece is worthless except as kindling.

Common tools of a carpenter are a hammer, saw, nails and measuring device, although more specialized tools may be needed depending upon the job in question.

Mastery Level	The character can...
Novice	Craft broom or basket; build simple furniture
Average	Build a simple structure (cabin); construct doors; supervise unskilled laborers
Advanced	Build a one-story house
Expert	Build a large multi-story house
Master	Build siege engines

Cartography

Relevant Ability: Intelligence
Cost: 5 BP
Universal: Yes
Prerequisite: None
Materials/Tools: Yes

This skill allows a character to create relatively accurate maps. This skill requires parchment, quills and ink. If the PC fails to purchase these items, prevent them from making any attempt at mapping the dungeon. (Remember that parchment is flammable and PCs could easily lose their map in a Fireball.)

Note that player characters Unskilled or with Novice mastery of Cartography should NOT be allowed to use graph paper when mapping dungeons! Those of Average mastery should not be allowed to pester the GM with repeated questions - give the dimensions once (if they complain, tell them they had better improve their skill). Finally, if a PC can't see (e.g. he's in total darkness), he can't map.

Mastery Level	The character can...
Unskilled	Draw a simple map of interconnected lines ("turned left here, went down a corridor for a while, room here")
Novice	Draw a rough, simple map
Average	Draw a fairly accurate map
Advanced	Draw a very accurate map
Expert	Create a topographical map while airborne
Master	Figure longitude, map continent-sized mass

Climbing/Rappelling

Relevant Abilities: Strength and Dexterity
Cost: 6 BP
Universal: Yes
Prerequisite: None

Characters use this skill to climb or descend trees, buildings and fences, as well as rock walls. With a successful Climbing/Rappelling skill check, the character succeeds in climbing the object. However, if the object changes significantly (such as a cliff face changing from sturdy rock to loose shale) or the character changes direction, he must make another Climbing/Rappelling skill check for this new task. On any failed skill check, the character can climb no further than one-fourth his intended distance. A second failed skill check (following a first failed check) means that the character loses his grip and falls.

Lesser skilled characters may find rope or climbing pitons to be extremely useful, depending on the obstacle climbed.

Mastery Level	The character can...
Unskilled	Climb ladder, climb trees with many branches
Novice	Climb the side of a standard building that has many protrusions
Average	Climb a masonry wall
Advanced	Climb a rough rock wall
Expert	Climb a sheer cliff without rope or pitons
Master	Climb a smooth wall

Difficulty	Examples
Trivial	Using a ladder
Easy	Using a knotted rope
Average	Using an unknotted rope, using pitons
Difficult	Climbing without aid of rope or tools
Very Difficult	Climbing without aid of rope or tools on a slippery surface

Cooking/Baking

Relevant Abilities:	Intelligence and Wisdom
Cost:	1 BP
Universal:	No
Prerequisite:	None
Materials/Tools:	Yes

With a successful Cooking/Baking skill check, a cook can make nutritious meals out of just about any edible substance and can produce hot meals even out in the wilderness. A failed check means that the character's food is disgusting and inedible. Cooking a meal generally takes no more than an hour, although the preparation of ingredients and dishes may take several.

Why would anyone purchase this? Cost, my friend. Standard rations cost money and iron rations (ready-to-eat) are very expensive. Being able to take advantage of "found" sources of nutrition can also be invaluable when rations run low.

Contrary to the inherited wisdom of a freeze-dried, ready-made society, cooking is not opening a can of tuna and adding it to the noodles and flavor pack in that convenient cardboard box. A skilled cook can make a tasty rat stew from, well, those rats you just killed. Though hardly appetizing if you think too much about it, it's enough to fuel the body and keep the dungeon crawl progressing. Really, it is.

Mastery Level	The character can...
Novice	Perform basic frying, roasting and cooking
Average	Make cakes or pies; bake bread; properly preserve meats and fishes; supervise unskilled helpers
Advanced	Properly preserve fruit and vegetables
Expert	Prepare gourmet meals to impress ordinary folks
Master	Prepare gourmet meals fit for the highest royalty (kings, queens)

Difficulty	Examples
Trivial	Preparing a meal in a proper kitchen with a well stocked pantry
Easy	Preparing a meal on the trail with adequate food stores
Average	Preparing a meal from game and locally gathered roots and berries
Difficult	Preparing nutritious and tasty meals from unfamiliar wild sources
Very Difficult	Preparing nutritious and tasty meals from vermin (rats, insects)

Current Affairs

Relevant Ability:	Wisdom
Cost:	2 BP
Universal:	Yes
Prerequisite:	None

This skill helps a character know the goings-on in the world around him. He tries to keep informed of all the latest developments in any region. The information obtained is always publicly available knowledge and never secret or classified information. With a successful Current Affairs skill check, the character successfully asks questions and learns information about the local area. On a failed check, people either don't know or refuse to answer the character's nosy questions.

Unskilled characters have access to local rumors as would be expected. Those with Average mastery should receive twice the ordinary amount of rumors while those of Expert mastery know all local rumors if they seek them out. In addition, those with Advanced mastery or above may check the veracity of any rumors they encounter by having the GM roll a [secret] skill check. If successful, the PC identifies a false rumor.

Mastery Level	The character can...
Unskilled	Major developments (wars, well-publicized events) occurring in his local area, local rumors
Novice	Names and faces of prominent local citizens, major local developments (i.e. 10 mile radius)
Average	With whom local citizens associate and how frequently; major developments over a large area (i.e. about a 50 mile radius)
Advanced	Political leanings/alliances of prominent local citizens; major developments over a great area (i.e. about a 200-mile radius)
Expert	Political leanings/alliances of prominent citizens of the kingdom; major developments over a huge area (approx. 600 mile radius)
Master	Political leanings/alliances of prominent citizens throughout the civilized world; major developments in the whole known world

Diplomacy

Relevant Ability:	Charisma
Cost:	4 BP
Universal:	Yes
Prerequisite:	None

A character can use this skill to attempt negotiations. This can range from something as localized as convincing a small band of goblins that it's in their interest to allow the PCs to leave their territory no more harmed than they already are to Byzantine secret treaties between rival warring kingdoms.

A diplomat knows when to compromise and when to take a hard line in order to get what he wants. A skill check is required if a character entreats any person or group.

A successful roll means the person being negotiated with reacts favorably to the character and his offer. Subsequent skill checks may be required for an evolving or extended duration relationship. A failed check, naturally, means that the character's diplomatic efforts were unsuccessful.

Note: There should be a -20 penalty to the skill check if the diplomatic effort must proceed through a translator (increase the penalty to -50 if the translator is very, very bad...)

Difficulty	Examples
Trivial	Negotiating for a very likely result
Easy	Negotiating for a plausible result
Average	Negotiating for a possible, if unlikely, result
Difficult	Negotiating for a very unlikely result
Very Difficult	Negotiating for a ludicrous/outlandish result



Disarm Trap

Relevant Abilities: Dexterity and Intelligence
Cost: 16 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

Disarming traps is highly dependant on the character's knowledge and exposure to mechanical traps. The greater his breath of subject matter, the more successful he'll be in disabling identified traps. Obviously, he must identify a trap before he can set about disarming it. "False Positive" traps are handled in the same manner as 'real' traps except that since no trap actually exists, it won't go off.

Disarming traps is subject to the same uncertainty as identification thereof in that a thief may falsely believe he's disarmed the device.

Skill Check	Result
Pass	Trap disarmed
Fail by less than 20	PC falsely believes trap to be disarmed
Fail by 20 or more	PC aware he has not disarmed the trap

Disguise

Relevant Abilities: Intelligence and Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None
Materials/Tools: Yes

While any character can use this skill, a character well versed in the art of disguise can alter his appearance to be totally unrecognizable. There are, of course, common sense limits to this skill. A balding, fat, middle-aged dwarven innkeeper is going to have one hell of a time disguising himself as an elven prostitute (sorry, 'dancing girl').

In general, the limitations listed on the following chart note how much a character may change his appearance.

Appearance	Disguise Potential
Height	+/-25% of actual height
Weight	+/-50% of actual weight
Sex	Male or female
Hair	Any color
Eyes	Any color
Complexion	Any color
Facial Features	Highly mutable

A success means that the character's disguise is accurate, while a failure means that the character believes that his disguise is perfect - when actually it is not. Looks cannot be improved by means of this skill (though a high Looks ability score may be concealed). Obviously, the ability to speak the language of the person you impersonate is not granted.

The character may need to purchase special clothes or other materials (padding for stomach, false wigs, etc.) depending on his disguise.

Mastery Level	The character can...
Unskilled	Appear as a relative of the same race, sex, and age category
Novice	Appear as another individual of the same race, sex, and age category
Average	Alter one's apparent sex or apparent age
Advanced	Alter one's apparent race
Expert	Perform multiple combinations of above
Master	Impersonate a specific individual

Difficulty	Examples
Trivial	Fooling someone totally ignorant of the race/species you are impersonating (<i>e.g.</i> , pretend to be an elf to peasants who've never seen an elf)
Easy	Fooling someone who does not approach closer than 30 feet
Average	Fooling someone with casual contact
Difficult	Fooling someone you must interact with at length
Very Difficult	Fooling someone from the same race, social status and geographical background

Distraction

Relevant Ability:	Charisma
Cost:	1 BP
Universal:	Yes
Prerequisite:	None

With a successful skill check, everyone within 40 feet must look at the distracting character and suffer a delay to their current action. Other characters that know about a particular distraction before it occurs may ignore it with a successful opposed Resist Persuasion check (with a +20 bonus to the roll). On a failed skill check, the character fails to distract his targets. If he fails his check by 50 points or more, he unfortunately distracts those who expected the distraction in advance (if any).

Using this skill creates a loud spectacle. The individual using this skill may not be engaged in a fight or chase.

Mastery Level	The character can...
Unskilled	Make others glance at him (suffer a 1 second penalty)
Novice	Make others look at him briefly (suffer a 1d2 second penalty)
Average	Make others look at him for a few moments (suffer a 1d4 second penalty)
Advanced	Make others stop their actions and look at him (suffer a 1d4+2 second penalty)
Expert	Make others focus only on him (suffer a 1d4+4 second penalty)
Master	Temporarily engage a person's undivided attention (suffer a 1d4+6 second penalty)

Divine Lore

Relevant Ability:	Wisdom
Cost:	10 BP
Universal:	No
Prerequisite:	None

A person versed in Divine Lore has received rudimentary training in faith-based magic. As such, he is capable of perusing clerical writings, scrolls and other religious items and can learn the nature of their contents.

Clerics gain sagacity in this subject whenever they attain a new level (gaining +3 skill points each time), but any wise, dedicated student may pursue this body of knowledge.

Identifying Religious Icons: This is a fundamental of Divine Lore and is thus an Easy difficulty skill check. One can examine objects and determine if they bear a sacramental affiliation to any known religion.

Identifying Spells: Characters viewing the physical manifestation of a spell can identify the incantation with a Trivial skill check (*e.g.* one could immediately spot a Divine Servant and know what it was). Note that this does not allow you to ignore, for example, the restrictions imposed by an Indifference spell.

If one can observe a cleric casting a spell (requiring full concentration and seeing the process from beginning to end), an Average difficulty skill check reveals what he's about to cast.

Identifying Magic Items: Divine Lore can be used to identify the magical properties of an item restricted to clerics. This is always a Difficult skill check (made Very Difficult if precautions are taken to avoid exposing oneself to possible repercussions from a cursed item).

At least a full day of study is required before attempting a skill check (exceedingly powerful items may require a week or more of study). If successful, one property of the item is unveiled.

Deciphering Clerical Scrolls: Clerical scrolls must be deciphered and understood before they may be used. The speed at which a reader can perform this task is dependant on his Divine Lore skill.

Skill Check	Time spent with Document
Very Difficult	10 minutes
Difficult Check	2 hours
Average Check	1 day
Easy	Fortnight
Trivial	3 months

Failing a skill check does not mean that the character cannot ever read the clerical scroll, merely that he must spend additional time with the document before attempting another skill check (albeit at a cumulative -15 penalty).

Once deciphered, a character is fully aware of what spell appears on the scroll and may verbalize it to enact the magic. After being read aloud, a clerical scroll disappears in a cloud of incense.

Escape Artist

Relevant Abilities: Dexterity and Intelligence
Cost: 4 BP
Universal: Yes
Prerequisite: None

This skill enables a character to escape from shackles, ropes, nasty tentacles, man-catchers, constrictor snakes or other immobilizing confinement. This is usually accomplished by using deep inhalations or muscle tensing when confined (so that the ropes or tentacles loosen when the body is relaxed), temporarily dislocating a joint or similar action. The escape artist requires a full round to attempt this skill.

With a successful skill check, the character escapes his bonds. On a failed check, the character remains trapped and may not reattempt an escape.

Fast Talking

Relevant Ability: Charisma
Cost: 2 BP
Universal: No
Prerequisite: None

Fast Talking permits someone to initiate or respond to inquiries with a confident, rapid-fire flurry of seemingly valid jargon and B.S. meant to confuse the target. This gains the fast talker a bit of time to take an action such as slipping past a checkpoint or running from the encounter. Attacking the subject of one's fast talking immediately dispels their confusion.

Mastery Level	The character can...
Novice	gain 1d4p seconds in which to act
Average	gain 2d4p seconds in which to act
Advanced	gain 3d6p seconds in which to act
Expert	gain 4d12p seconds in which to act
Master	So confuse the recipient that he simply cannot figure out what happened and goes back to his former duties thinking the incident was odd but legitimate

Fire-Building

Relevant Ability: Wisdom
Cost: 2 BP
Universal: Yes
Prerequisite: None

A character with the Fire-Building skill knows several ways to start a fire. This may be a vital skill because torches and lanterns are not equipped with an electronic ignition nor do they ignite when rubbed against a rough surface.

With something to set alight and a few sticks of dry wood, grass, straw, moss, tinder fungus or pages torn out of someone's spell book (plus a successful skill check), he can start a fire in 2d12 minutes (3d12 minutes for Difficult or higher checks). A failed check indicates the character is unable to start a fire.

Mastery Level	The character can...
Unskilled	Ignite a very flammable object (i.e. a torch or lamp wick) with the use of flint and steel (when there is no wind)
Novice	Start a small fire with dry tinder and flint and steel, or above in windy conditions
Average	Start a small fire with dry tinder and dry sticks to rub together
Advanced	Use above methods with damp materials
Expert	Use above methods with wet materials
Master	Use above methods with wet materials in atrocious conditions (rainstorm, blizzard)

First Aid

Relevant Ability: Wisdom
Cost: 4 BP
Universal: No
Prerequisite: None

This skill allows the character to properly tend to the sick and injured. While some basic medical knowledge is inherent in this

skill (to the extent such can be said to exist), the character's role is to provide an optimal environment to facilitate the patient's own recuperative abilities, by monitoring the patient and tending to his needs as required. The most basic need for any patient is food and drink. The nursing character ensures that the injured party is drinking sufficient fluids and provided with food that he can keep down (and in fact does so). Additional responsibilities include changing bandages, keeping watch for infections and excessive bleeding and applying cold compresses to relieve fever.

First Aid providers can also perform critical care (a.k.a. battlefield medicine). If they can tend to a wound within an hour of it being inflicted (and make a successful Average difficulty skill check), their palliation restores 1 hp of damage from that wound. Note that each individual wound may only be treated once - if the remedy is botched no subsequent aid is possible.

Injured characters under the care of a First Aid provider (of at least Novice mastery) heal their wounds significantly faster, reducing the number of rest days required by one per category (a full day cannot be reduced below 1).

For example, a 4 Hit Point wound ordinarily takes 10 days (4+3+2+1 = 10) to heal. A First Aid provider can reduce this to 7 days (3+2+1+1 = 7).

When a caregiver becomes a Master of First Aid, he reduces the number of rest days required by two per category and can fractionalize days at the end of the healing process.

A Master of First Aid can reduce a 4 Hit Point wound from 10 days to only 3 3/4 days (3 days and 18 hours (2+1+1/4+1/4 = 3 3/4 days).

Mastery Level	The character can...
Novice	Tend to injured characters such that their wounds heal at a faster rate; critical care requires 10 minutes/wound
Average	Stabilize a character knocked unconscious from trauma; critical care requires 6 minutes/wound
Advanced	Function as a midwife to deliver children; diagnose injuries; critical care requires 4 minutes/wound
Expert	Properly set broken bones; amputate limbs; critical care requires 3 minutes/wound
Master	Utilize herbal remedies to heal wounds at a fast rate; critical care needs 2 min. per wound

Forgery

Relevant Abilities:	Dexterity and Intelligence
Cost:	8 BP
Universal:	No
Prerequisite:	Literacy 35 or better
Materials/Tools:	Yes

This skill enables the character to detect forgeries and dupli-

cate documents/handwriting. On a successful check, a forgery passes as genuine except by other characters who are intimately familiar with the genuine article or by other persons with the Forgery skill. On a failed check, the forger's work is so shoddy that it cannot pass examination by anyone.

Forging a signature takes 1d4 hours of practice, while forging a long document takes 4+4d6 hours. Forging a document with one or more stamps and seals takes 4+4d6 hours plus another 8 hours for each new stamp or seal that needs to be crafted. Each stamp or seal also requires its own Forgery skill check.

Persons with the Forgery skill may examine a document to learn if it is a forgery. This check depends upon the skill check with which the forgery was made, as noted on this chart:

Item is a...	Discovered by a...
Novice forgery	Trivial check
Average forgery	Easy check
Advanced forgery	Average check
Expert forgery	Difficult check
Master forgery	Very Difficult check

This skill may be combined with Artistic Ability to forge artwork (a successful check is required for both skills).

Mastery Level	The character can...
Novice	Ascertain the authenticity of any document; forge a signature
Average	Forge a short document (e.g., military orders) with handwriting not specific to one person
Advanced	Forge a short document where the handwriting is specific to one person; forge a simple seal or stamp
Expert	Forge a long document where the handwriting isn't specific to one person; forge a complex seal or stamp
Master	Forge a long document where the handwriting is specific to one person; forge a highly detailed seal or stamp

Gambling

Relevant Abilities:	Wisdom and Charisma
Cost:	1 BP
Universal:	No
Prerequisite:	None

This skill allows a character to win games of chance far more often than the odds should allow. When engaged in a game of chance where skill and strategy contribute to the chance of success (i.e., craps or poker), each participant should roll d% and add his Gambling skill mastery to the tally. The highest number is the winner. Games that require some measure of physical adroitness (like darts) do not benefit from this skill.

Geology

Relevant Ability: Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None

A geologist is a specialist in the composition of the earth. He can put his skills to work in identifying likely locations of precious metals, gems, metal ores and coal.

Mastery Level	The character can...
Novice	identify minerals (e.g., he can correctly identify garnets or tourmaline on sight and know that these are used as ornamental stones but could not begin to estimate a value)
Average	examine mined ore to determine if precious metal is present; identify natural or man-made geological hazards (possible rockslides, avalanches, unstable caves, etc.)
Advanced	examine rock strata in-situ (i.e. in a subterranean tunnel) to determine if veins of precious metal or likely gem-bearing rock are present; locate groundwater to facilitate well drilling
Expert	examine surface rock strata to determine if veins of precious metal are likely to be present
Master	Character has generalized knowledge that can identify likely areas to discover any mineral or metal

Glean Information

Relevant Abilities: Intelligence, Wisdom and Charisma
Cost: 3 BP
Universal: Yes
Prerequisite: None

This skill helps eavesdrop on others and home in on secretive information. Less discretely, a character can accomplish this by talking directly to the person he'd like to get information from. He can pick up clues that may help him learn such things as a guard patrol schedule or general location of a thieves' guild. The possibilities are endless. A skill check is required when the character wishes to learn specific secrets or rumors.

Since this skill depends on a network of informants and contacts, the character is at a disadvantage when in a territory not his own. ("Territory" refers to his regular base of operation – a village, one neighborhood of a city or even a small fiefdom.)

Any time a character needs to make a Glean Information skill check, he must make a small investment of money for drinks, bribes and so forth, or suffer an additional +15 penalty to the check. A typical effort lasts 1d4 hours and costs 1d10 silver pieces; this money must be spent whether or not the desired information is found. (If the information is still

unknown, the character can continue his search the next day, spending more money and making another check.)

Mastery Level	The character can...
Unskilled	Glean facts well-known to most locals
Novice	Glean vague rumors
Average	Gather general rumors
Advanced	Gather more specific information of limited scope
Expert	Piece together various seemingly unrelated rumors and snatches of conversation to gain a sketchy answer to a particular line of inquiry the PC is pursuing
Master	Piece together various seemingly unrelated rumors and snatches of conversation to gain a clear answer to a particular line of inquiry the PC is pursuing

Difficulty	Examples
Trivial	Gleaning information from a family member
Easy	Gleaning information from a friend or ally
Average	Gleaning information from a stranger/guard
Difficult	Gleaning information from a member of a hostile race, tribe or kingdom
Very Difficult	Gleaning information from a sworn personal enemy; gleaning information from someone who speaks an unintelligible foreign language

Hiding

Relevant Abilities: Dexterity and Intelligence
Cost: 6 BP
Universal: Yes
Prerequisite: None

A character uses this skill to hide from a casual observer using available concealment and/or cover. In essence, he tries to remain motionless and crouched down or prone, so as not to draw attention. Unless he hides behind total concealment, however, he may still be visible to the careful observer.

Difficulty	Examples
Trivial	Hiding in complete darkness; 100% cover
Easy	90% cover; very poor lighting and some cover
Average	Very poor lighting and no cover
Difficult	Torchlight and some cover
Very Difficult	Torchlight and some shadows

History, Ancient (specify type)

Relevant Ability: Intelligence
Cost: 1 BP
Universal: No
Prerequisite: None, but cannot advance past Average mastery without Literacy 20 or better

The character knows certain specific legends, lore and history of a particular time and place. Just as a modern historian might specialize in the Late Roman Empire, the Akkadians or the European High Middle Ages, so a HackMaster historian might specialize in the human migration from Svimohzia, Kalamar's Age of Great Anguish or the rise and fall of early eastern Brandobia.

As a simple guide, choose a 300 to 500 year period (e.g. the last 300 years, 500 to 1,000 years ago, 1,000 to 1,500 years ago, etc.) and one particular nation/region (e.g., Brandobia, the Kalamaran Empire, the dwarf kingdom of Karasta, Reanaaria Bay, the Svimohzish Isle, the Wild Lands or the Young Kingdoms).

This skill gives the character familiarity with the principal historical events, legends, personalities, conflicts, places, battles, developments (scientific, cultural and magical), unsolved mysteries, crafts and oddities of the time period chosen. The character can recognize things he encounters from that age with a successful skill check.



Identify Trap

Relevant Ability: Wisdom
Cost: 16 BP
Universal: No
Prerequisite: None

There's one sure way to find a trap and that's to set it off. For all but the most benign and comically oriented traps, this is a situation best to be avoided.

Identifying traps involves a minute examination of the subject article (be it a chest, door or section of floor). The thief looks for incongruities or oddities in the item, especially near hinges or moving parts. Great care must be taken lest the investigator unexpectedly discover a trap by setting it off.

With increasing skill, the thief gains exposure to a broader variety of trap mechanisms and thus can detect their presence more easily.

Identifying traps is never a sure thing. Instead of a simple yes/no skill check, there are four potential outcomes: 1) successfully identify if a trap is present; 2) mistakenly identify a trap where there is none [false positive]; 3) mistakenly identify that no trap is present when one exists [false negative]; and 4) activate the trap.

Skill Check	Result
Pass	Successfully identify if a trap is present
Fail by less than 30	False negative or false positive when a trap is present
Fail by 30 or more	Activate a trap if one is present

Interrogation

Relevant Abilities: Wisdom and Charisma
Cost: 5 BP
Universal: Yes
Prerequisite: None

A character uses this skill to persuade uncooperative people to reveal information against their will. This generally involves the use of threats, coercion or other such methods (though not physical torture). A successful opposed skill check is necessary (the subject of the interrogation uses his Resist Persuasion skill to counter).

If the roll is successful, the person tells what the character wants to know, that is, if he actually knows. A failed check indicates that the target refuses to tell the character what he knows. Only one attempt may be made per target, per day.

Mastery Level	The character can...
Unskilled	Determine that the target knows something and refuses to tell
Novice	Convince target to tell a secret that has no consequences for himself
Average	Convince target to tell a secret with almost no consequences for himself
Advanced	Convince target to tell a secret with inconvenience for himself
Expert	Convince target to tell a secret with major inconvenience (death and torture) for self
Master	Convince target to tell a secret with major inconvenience for himself and family/friends

Intimidation

Relevant Abilities: Strength and Charisma
Cost: 2 BP
Universal: Yes
Prerequisite: None

Characters use this skill to cause others to back down in a contest of wills, to make others afraid to fight or to help with Interrogation checks. A successful opposed skill check is necessary (the subject of the intimidation uses his Resist Persuasion skill to counter). If the Intimidation skill check is successful, the character gains a +10 bonus to a subsequent Interrogation skill check against the intimidated individual.

Mastery Level	The character can...
Unskilled	Convince target to temporarily back down when there are no consequences for himself
Novice	Convince target to back down when there are no consequences for himself
Average	Convince target to back down when there are almost no consequences for himself
Advanced	Convince target to back down even though it means inconvenience for himself
Expert	Convince target to back down even though it means major inconvenience (such as death and torture) for himself
Master	Convince target to back down even though it means major inconvenience for himself and his family/friends

Language (specify language)

Relevant Ability: Intelligence
Cost: 2 BP
Universal: No (yes for native language)
Prerequisite: None

The character with this skill has learned to speak a particular language. A successful skill check indicates that the character is able to speak and understand the language, while a failed skill check means that he has forgotten the correct words – or cannot understand the words. For convenience's sake, you can use the chart below to judge the level of communication possible by the character.

This skill is universal for the character's native language (such as Dwarven or Kalamaran). All characters receive skill mastery equal to $[37 + (\text{INT score} \times 2) + d20p]$, in this native language. Naturally, they may improve this further.

Typical language choices include: Dwarven, Elven, Halfling and racial/regional human languages (Brandobian, Dejj, Fhokki, Kalamaran, Reanaarese and Svimohzish), as well as an international trader's language known as Merchant's Tongue.

Mastery Level	The character can...
Novice	Speak a few common words correctly and understanding what they mean, ability to communicate is limited and must be augmented by pantomime
Average	Communicate in the language, vocabulary is limited and idioms are difficult to decipher, pronunciation is frequently non-standard and may require many repetitions to comprehend
Advanced	Speak and understand most normal topics of conversation, non-native speakers retain a pronounced accent while native speakers utilize non-standard pronunciation, grammar and/or inordinate use of epithets
Expert	Speak and understand conversations, non-native speakers have only a slight accent, natives use standard pronunciation and grammar
Master	True fluency, speech pattern corresponds to that of the high, elite or noble classes

Leatherworking

Relevant Abilities: Intelligence and Dexterity
Cost: 1 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

The character with this skill can treat leather to craft clothing and other items (e.g., backpacks, reins, saddles, saddlebags). Of course, the character must have leatherworking tools (e.g., awl, hammer, knife, needle, thread, measuring tape) and materials (leather) to do so with proficiency.

It takes up to 1d4 hours to create Easy items, 4+1d4 hours for Average items, one day for Difficult items and 4+1d4 days of work for Very Difficult items. Only after this time does the leatherworker make his skill check.

On a successful skill check, the character manages to repair, craft or otherwise use his Leatherworking skill to full effect. A failed result indicates the work was botched or flawed in some way and the resulting piece is worthless.

Mastery Level	The character can...
Novice	Operate leatherworking tools and equipment; repair leather items
Average	Craft simple leather objects (straps, bands, bags); supervise apprentices or helpers
Advanced	Craft standard leather objects (bags, saddlebags, backpacks, etc.); craft small pieces of clothing (hats, etc.); tan and treat leather
Expert	Craft complicated leather objects (leather armor, harnesses, saddles, etc.)
Master	Craft any leather object with intricate embossing so that it is both functional and decorative

Listening

Relevant Ability:	Wisdom
Cost:	6 BP
Universal:	Yes
Prerequisite:	None

Characters use this skill to focus their sense of hearing. Any time a character stops to carefully listen in order to “hear something,” he gets a skill check to do so.

For example, a character might hear an approaching enemy, whispers in the darkness or the hissing of a snake locked in a chest as a guardian.

The GM may also roll this skill check any time there is some subtle noise that a character might hear (even if the character did not specifically state that he is using this skill). If the character succeeds at his skill check, he hears the noise. A failed check within 20 points of his mastery level leaves the character with the false impression that he ‘heard something’ (as does a successful check when there’s nothing unusual for him to hear). If he fails by 20 points or more, he hears nothing.

Literacy (specify language)

Relevant Ability:	Intelligence
Cost:	4 BP
Universal:	No
Prerequisite:	None

The character can read and write a single language. There must be someone available to teach the character for him to earn his first tally.

Mastery Level	The character can...
Novice	Read and generally comprehend documents meant for a general audience, writing is rife with spelling and grammatical errors
Average	Read and comprehend documents meant for a general audience, write documents with occasional spelling and grammatical errors
Advanced	Read and comprehend difficult technical and academic works or documents written in an ancient form of the language, write documents free of spelling and grammatical errors
Expert	Know the complete lexicography of the chosen language
Master	Have a full philological comprehension of the language with understanding of its origins, history and literary traditions

Lock Picking

Relevant Abilities:	Intelligence and Dexterity
Cost:	12 BP
Universal:	No
Prerequisite:	None
Materials/Tools:	Yes

Lock Picking is the deft use of tiny picks and levers to simulate the action of the designated key and thereby open the lock. Susceptibility to such manipulation is an inherent weakness of all locks owing to the fact that, to serve their intended purpose, they must open when the mated key is turned. Better quality locks employ more and higher precision tumblers but this comes at rapidly increasing cost. Such locks do, however, provide a greater challenge to the would-be intruder. The GameMaster determines the quality of the lock.



It takes 1d10p minutes of uninterrupted concentration to pick a lock. On a failed check, the lock is simply too hard to open and the character can’t pick this particular lock again until he improves this skill.

Mastery Level	The character can...
Novice	Pick a Shoddy quality lock
Average	Pick a Good quality lock
Advanced	Pick a Very Good quality lock
Expert	Pick an Excellent quality lock
Master	Pick a Superior quality lock

Mathematics

Relevant Ability: Intelligence
Cost: 5 BP
Universal: No
Prerequisite: Literacy 30 or better

A character with this skill has studied mathematics. Depending on his skill mastery, the character may also be familiar with difficult mathematics such as geometry and trigonometry or integral calculus, and be able to calculate complex equations. The Mathematics skill also confers a +5 bonus per mastery level to Carpentry and Cartography skill checks.

Mastery Level	The character can perform...
Novice	General math (addition, subtraction, division, multiplication)
Average	Geometry
Advanced	Trigonometry, can perform complex geometric estimations (accurately estimate dimensions or volume of an object)
Expert	Algebra*, statistical analysis
Master	Calculus** (differential equations)

**Readers may question the positioning of algebra as a more advanced form of mathematics than geometry and trigonometry when the contemporary high school mathematics syllabus customarily places algebra first. These same readers, however, neglect to recall that this is only an introductory course and that algebra II follows courses in geometry and trigonometry. Historically, this arithmetical system was developed later than geometry and provided a means of precisely solving equations previously estimated by geometric approximation.*

***No, it's not an anachronism. Although Leibniz is credited with its discovery in the 17th century, Archimedes developed a heuristic form almost two millennia earlier. And geeze louse, if a player has an actual use for integral calculus in the game - let him do the math!*

Mining

Relevant Abilities: Strength and Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None

Miners are skilled at tunneling beneath the earth. Novice miners do little more than the backbreaking job of excavation and attacking stone with picks and chisels. With greater experience, a miner can act as a foreman and direct the labor of other miners. He learns how to shore up tunnels for greater stability and to plan for drainage. Even greater mastery permits the miner to excavate increasingly larger and grander subterranean areas and ensure their integrity by proper design.

Hard rock mining is slow and grueling work. Miners can only work an eight-hour shift before becoming ineffective. During this shift, a miner can excavate 2 tons of rock (about 25 cubic feet). Soft rock mining (through loam, clay, coal or salt) allows a miner to be doubly effective.

Mastery Level	The character can...
Novice	Excavate 25 cubic feet day
Average	Act as foreman; implement rudimentary structural improvements (shoring up tunnels with beams)
Advanced	Implement drainage within mines or other subterranean works; route tunnels and passageways through stable rock
Expert	Design subterranean chambers up to 30,000 cubic feet
Master	Design vaulted caverns and underground construction of any size

Difficulty	Examples
Trivial	Detecting a grade or slope in a passage
Easy	Detecting new tunnel/passage construction
Average	Determining approximate depth underground
Difficult	Detect sliding/shifting walls or rooms
Very Difficult	Detecting stonework traps, pits and deadfalls

Monster Lore

Relevant Ability: Intelligence
Cost: 5 BP
Universal: No
Prerequisite: None

Players with this skill have accumulated a great deal of knowledge regarding the myriad of foul creatures that prowl the lands of Tellene. Whether acquired from the 'fairy tales' of youth, 'tall tales' related in various ale houses, weird stories told by travelers or knowledge gained from books, the character has devoured any information he could regarding monsters and their habits, strengths and weaknesses.

A character with this skill should be allowed to ask one or more questions regarding any monster they encounter. These should take the form of "Is it vulnerable to certain spells?" or "Does it fear fire?" Naturally, such questions are far easier to

Mastery Level	The character can...
Novice	Ask one question
Average	Ask two questions
Advanced	Ask three questions
Expert	Ask four questions
Master	Ask five questions

answer if the character has access to a library. As such, any skill check where the character cannot consult his books is Difficult.

If a character makes his skill check, the GM should reveal the information to the player. This roll should be made secretly for if the character fails by less than 20, the GM should relate false (and preferably dangerously misleading) information. If the PC fails by 20 or more, he cannot recall anything about the subject.

Observation

Relevant Ability: Wisdom
Cost: 6 BP
Universal: Yes
Prerequisite: None

This skill focuses certain powers of observation - sight, smell, taste and touch. A GM may roll an Observation skill check for the PC any time there is something subtly askew that a character might notice, even if he did not specifically state that he is scrutinizing his surroundings. A failed check indicates that the character is oblivious until the thing is pointed out to him. Observation reveals only facts, not motivation.

Mastery Level	The character can...
Unskilled	Notice obvious details (strong smell, bright colors, excited movement, object weighing a great deal less or more than expected, etc.)
Novice	Notice major details (distinct smell, large temperature change, unsubtle movement, footprints in mud, etc.)
Average	Notice small details (picture frame askew, slight movement, footprints in dust, loose floorboard, small temperature change, etc.)
Advanced	Notice minor details (tiny splash of mud on robes, mild smell, object weighing barely more or less than expected, etc.)
Expert	Notice minute details (smooth surface on expectedly rough texture, absence of dust in a particular shape, etc.)
Master	Notice miniscule details (objects arranged in a non-customary way but not askew or otherwise unusual)

Pick Pocket

Relevant Ability: Dexterity
Cost: 10 BP
Universal: Yes
Prerequisite: None

A character can use the Pick Pocket skill to steal small and accessible items from another person. Typical scenarios include the infamous 'cutpurse' where a small pouch is shorn

from a belt or a 'bump and grab' where innocuous contact with a stranger in a crowd allows the thief to quickly filch an item while the mark is temporarily distracted. It should be noted that this skill might also be used to place an item into a pocket or pouch.

Because picking pockets involves close personal contact with the victim, it is not without potentially grave risks and is subject to limitations. First, the target must be unaware of the thief. This does not necessarily mean that he does not actually see the thief, since it could (most likely) be that he is simply not aware of the hazard posed by the cutpurse. Rather, the thief must be seen to be an innocuous "face in the crowd." It is this that allows close approach. An infamous and well-known pick-pocket (surely a career-ending curse) would cause anyone he met to be on heightened alert and unwilling to allow him the close contact necessary to perform his trade. Likewise, an orc in a dungeon (or any foe with hostile intent) aware of the thief's presence is not going to allow him to approach.

Similarly, only small items carried in a pouch (to include the pouch itself) or within pockets of a garment may be lifted. The key is to prevent the 'mark' from noticing the theft. Items with considerable weight (such as a sword or a pouch concealed under several layers of clothing) are beyond even the best pick-pocket's ability to surreptitiously liberate.

A thief cloaked by magic overcomes many of the problems associated with the 'aware' target. Indeed, it is easier to approach the victim, and the magical effect affords the thief the time to plan his attempt rather than having to react as cir-



cumstances dictate. However, the target is more likely to notice a completely unexpected touch than he would if distracted by a slight bump from someone in a crowd.

As alluded to earlier, there are two measures to success. The first, obviously, is to gain possession of an item. The second and perhaps more important to the thief's survival, is for the victim to remain unaware of the attempt. A Pick Pocket attempt is a competitive d100 roll with the thief adding his Pick Pocket skill mastery and the victim adding his Observation skill mastery. (Situational modifiers may also apply.) If the thief's adjusted roll is higher, he gains the item. If he fails, but by less than 15%, the victim has not noticed the attempt. Failure by greater than 15% means that not only has the thief failed in his Pick Pocket attempt but also that the mark noticed it!

Difficulty	Examples
Trivial	Victim is asleep
Easy	Victim is drunk
Average	Victim is awake but distracted; victim is in a large and bustling crowd
Difficult	Victim is awake; victim is in a small and open gathering; victim knows character is there
Very Difficult	Victim is alert and expecting trouble; victim can see character

Pottery

Relevant Abilities: Wisdom and Dexterity
Cost: 1 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

A character uses this skill to create containers or decorative objects. It takes four hours to create an item less than 3 feet tall, six hours to create one 3-4 feet tall and twelve hours to create a larger item. Each piece must then be fired in the kiln for about one day before it is usable. Making pottery requires that the character have a kiln and a pottery wheel, as well as materials (usually clay). A failed check indicates the work was botched or flawed in some way and the piece is ruined.

Mastery Level	The character can...
Novice	Operate potter's tools and equipment
Average	Craft plain, small objects (bowl, plate, etc.); supervise assistants
Advanced	Craft plain medium objects (vase, pot, etc.); craft decorative small objects
Expert	Craft plain large objects (large vase, etc.); craft decorative small and medium objects
Master	Craft decorative large objects; craft very decorative small and medium objects

Reading Lips

Relevant Ability: Intelligence
Cost: 2 BP
Universal: Yes
Prerequisite: None

The character can tell what other characters are saying, even if he cannot hear them. Of course, he must be fluent in the language of the observed speaker. On a successful skill check, the character discerns part of the conversation (because some sounds are much like others, lip readers never understand a full 100%). The speaker must be mostly facing the lip reader (at least a three-quarter view). If the skill check fails, nothing is learned.

Mastery Level	The character can understand...
Unskilled	A word or two
Novice	About 10% of the conversation
Average	About 20% of the conversation
Advanced	About 50% of the conversation
Expert	About 70% of the conversation
Master	About 90% of the conversation

Recruiting

Relevant Ability: Charisma
Cost: 3 BP
Universal: Yes
Prerequisite: None

Characters use this skill to recruit henchmen, hirelings and mercenaries or to raise a mob to action. Of course, henchmen, hirelings and mercenaries must be paid, so it does not depend solely on the character's skill. However, if the pay is good and terms are fair, this character is able to recruit the best men for his adventuring party and convince them to swear an oath of loyalty to him. Mobs are temporary and need not swear an oath of loyalty. A skill check is required.

If successful, the character convinces a particular person to sign on with him. A failed check means that particular person refuses. This skill check may only be performed once per week on a particular target.

Mastery Level	The character can recruit...
Unskilled	Among open supporters in home territory
Novice	In home territory
Average	In neutral territory
Advanced	In enemy territory
Expert	From openly hostile persons
Master	From hostiles in enemy territory

Religion (specify church)

Relevant Ability: Wisdom
Cost: 3 BP
Universal: Special*
Prerequisite: None

This skill allows one to learn about a particular religious faith. Basic knowledge is the tenants of the religion. Further study provides a greater knowledge of the inner workings of the church and the ability to quote scripture and prayers. A great knowledge effectively makes the character a religious scholar with the ability to debate almost any issue of importance to the church. Of course, knowledge does not presume belief...

**With regard to clerics, this is considered a universal skill in so far as their own deity is concerned. That is, beginning clerics receive a mastery score in this skill equal to their Wisdom attribute. In addition, they receive (for free) 5 bonus points in this skill every time they advance a level.*

Mastery Level	The character has...
Novice	Basic knowledge of church's teachings
Average	Full knowledge of "open" church doctrine including ceremonies, days of observance, raiment, holy books (with the ability to quote selected passages) and local church leaders
Advanced	Partial knowledge of splinter groups and heretics and reasons for said, knowledge of regional extent of church and leadership, can quote extended doctrine
Expert	Thorough understanding of religion's teachings, knowledge of heresies and internal strife, full knowledge of church hierarchy (if possible), can quote and recognize doctrine
Master	Great knowledge of the religion to include internal politics, schisms, academic comprehension of current doctrine and historical influences/personalities, can quote and cross-reference doctrine at will

Resist Persuasion

Relevant Ability: Wisdom
Cost: 3 BP
Universal: Yes
Prerequisite: None

Mastery level in this skill is indicative of a character's ability to resist various persuasive efforts of another person. Any time such persuasion would compel the character to either perform actions or reveal information undesired by the character's player, he can attempt to resist by making a competitive skill check versus the form of persuasion being attempted.

Riddling

Relevant Ability: Intelligence
Cost: 4 BP
Universal: No
Prerequisite: None

Characters with this skill are proficient at word games and verbal puzzles. When given a riddle, they receive a check to automatically solve it (even if the player cannot do so himself). The GM sets the difficulty based upon the brainteaser's complexity. All capabilities provided by this skill are cumulative.

Mastery Level	The character can...
Novice	Remember d3 riddles (Trivial to solve)
Average	Recall 2-8 riddles (Easy to solve)
Advanced	Recall 3-12 riddles (Average to solve)
Expert	Recall 2-8 riddles (Difficult to solve); usually solve most riddles and puzzles
Master	Proffer difficult riddles until the questioner tires of the game

Riding (specify mount species)

Relevant Abilities: Wisdom and Dexterity
Cost: 4 BP
Universal: No
Prerequisite: None

Characters use the Riding skill both for riding and for handling equines and other mounts. It requires greater skill to fight from the saddle - more so to shoot accurately.

Mastery Level	The character can...
Novice	Utilize a riding horse
Average	Fight mounted with -2 melee penalty; -6 penalty to mounted archery attacks
Advanced	Fight mounted with no melee penalty; -4 penalty to mounted archery attacks
Expert	Fight mounted with no melee penalty; -2 penalty to mounted archery attacks
Master	Fight mounted with no penalty



Rope Use

Relevant Ability: Dexterity
Cost: 2 BP
Universal: Yes
Prerequisite: None

With this skill, the character becomes progressively more adept at the usage of rope. Initially this involves simple care and maintenance (such as identifying compromised strength and 'whipping' rope ends) as well as a broad knowledge of knots and their appropriate employment.

Mastery Level	The character can...
Novice	Tie basic knots, including hitches, bends, loop knots, and friction hitches
Average	Securely bind prisoners; evaluate quality of rope (especially with regard to compromised load bearing ability)
Advanced	Tie knots that appear to less skilled individuals to be secure but can easily be loosened
Expert	Weave strong rope from natural plant fibers
Master	Design and supervise the construction of a rope suspension bridge

Salesmanship

Relevant Abilities: Intelligence, Wisdom and Charisma
Cost: 8 BP
Universal: Yes
Prerequisite: None

Salesmanship is the art of the deal. While some may dismissively castigate adroit salesmen as disreputable snakes who desire nothing but the fleecing of their victim's pockets, this is a myopic assessment. While an easy mark is seldom turned away, the skilled operator is keenly aware that successfully brokering transactions is his bread and butter. The profit garnered from a series of deals, none of which on its own yields a stellar margin, can easily overwhelm a singular shady deal.

As such, the salesman's interest lies in gauging what his customer is willing pay for an item and provided it adequately covers his costs, closing the deal. While maximizing his profit is always the ideal result, a sale lost by alienating a customer not only results in lost revenue today, but also the loss of opportunity for repeat business.

The successful salesman can ingratiate himself, putting his customer at ease and hence lowering his defenses. He extols the virtues of his product while cleverly brushing aside or concealing any inadequacies through his superior knowledge of the item while evaluating his target's responses before beginning negotiations.

This skill covers the basics of haggling and bartering but can be extended to handle any sort of negotiations in which items or services of value are exchanged.

Mastery Level	The character can...
Unskilled	Engage in haggling at his own fiscal peril
Novice	Recognize a skilled salesman and opt to avoid negotiating with him
Average	Be relatively assured of the gross parameters of an offer (such as whether it's a complete rip-off, relatively fair offer or total steal)
Advanced	Generally obtain favorable terms from a buyer or seller
Expert	Obtain best possible terms a buyer or seller is willing to offer
Master	Obtain items below the seller's costs

Seduction, Art of

Relevant Abilities: Looks and Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None

Seduction can be employed in many ways. It can act either as a distraction, allowing other characters to perform actions without being noticed, or as an attempt to sway the will of a person. For instance, a female character might try her skill on a guard in order to have him look the other way while she and her companions enter a town after the gates have closed for the night.

Proper usage demands subtlety. Ham-fisted attempts to abuse the skill (such as trying to talk a foe into killing himself or using the skill in combat) will always fail and bar further seduction attempts on anyone witnessing this lunacy.

This skill also confers a +5 bonus per mastery level to Salesmanship skill checks.

Mastery Level	The character can...
Unskilled	Seduce the target into performing a simple favor (looking out a window, passing a message to a friend, etc.)
Novice	Seduce a character into loaning a small amount of money
Average	Seduce a character into giving away a small amount of money
Advanced	Seduce a character into having sex
Expert	Seduce a character into giving away a large amount of money
Master	Seduce a target into altering his will

Difficulty	Examples
Trivial	Seducing a friendly person with lesser Looks and Charisma; seducing someone in an unhappy relationship
Easy	Seducing a friendly character with lesser Looks or Charisma
Average	Seducing a stranger or acquaintance
Difficult	Seducing a hostile of greater Looks or Charisma
Very Difficult	Seducing a sworn enemy; seducing a happily married person of greater Looks and Charisma

Sneaking

Relevant Ability:	Dexterity
Cost:	8 BP
Universal:	Yes
Prerequisite:	None

This skill allows a character to move without being heard. Although he can easily be seen (unless employing some form of concealment), a successful check avoids the attention of observers and thus he can sneak past them if not in their line of sight.

Failure by up to 25 points means the character believes he moved silently when, in fact, he made some noise that draws attention. Failure by more than 25 points means the sound was so obvious that even the sneak is aware of his failed attempt.



Survival

Relevant Abilities:	Wisdom and Constitution
Cost:	5 BP
Universal:	Yes
Prerequisite:	None

This skill gives a character a better chance of survival in hostile environments. He knows the dangers each environment presents, particularly the weather. He also knows the proper steps to lessen the risk of exposure and the methods to locate and gather potable water and how to find basic food (whether it is appetizing is not guaranteed). Furthermore, a character with this skill can instruct and aid others in the same situation.

When using this skill to forage for food or water, a success means that the character gathered enough to survive on. If he fails, he can make no more Survival checks that day.

Mastery Level	The character can...
Unskilled	Know typical weather and dangers of environment (swamp, desert, high mountains, etc.)
Novice	Determine time of day and direction (N, S, E, or W) by viewing sun, stars, tree moss, etc.
Average	Forage food and water for 1 character per day
Advanced	Avoid natural hazards of the environment (quicksand, poison ivy, etc.)
Expert	Forage food/water for 2 characters/day
Master	Forage food/water for 3 to 5 characters/day

Difficulty	Examples
Trivial	Survive in lush, game-filled forest with several water sources
Easy	Survive in forest or plains with abundant game and few water sources
Average	Survive in region with occasional game and at least one water source
Difficult	Survive in region with little food or water
Very Difficult	Survive in a region of extreme cold or heat with very little food and water

Survival, Urban

Relevant Abilities:	Wisdom and Charisma
Cost:	2 BP
Universal:	No
Prerequisite:	None

This skill is akin to the standard Survival skill, but utilizes a different knowledge base. Through a combination of panhandling, dumpster diving, petty theft and other quasi-criminal activity an individual can survive on the mean streets without spending a copper.

This lifestyle draws scorn from most citizens who are quick to call you 'vagrant' and 'bum'. Every successful Urban Survival check results in -1 point of Honor (though successful Hiding or Disguise checks beforehand can mitigate this).

Mastery Level	The character can...
Novice	Forage sufficient food for one character/day
Average	Find shelter in foul weather
Advanced	Forage food and water for 2 characters/day
Expert	Live modestly without a profession, forage food and water for 3 to 5 characters/day
Master	Live comfortably without a profession, Honor penalty does not apply to Urban Survival checks

Difficulty	Examples
Trivial	Massive city without oppressive regime
Easy	Massive city with oppressive regime
Average	Small town
Difficult	Small village
Very Difficult	Tiny community

Swimming

Relevant Abilities:	Strength and Constitution
Cost:	1 BP
Universal:	No
Prerequisite:	None

This skill provides the character with knowledge of how to swim. With a successful skill check, the character succeeds in his attempt. On a failed check, the character makes a bad dive, cannot retrieve an object or otherwise must immediately stop any directional movement.

If, after a failed check, the character is unable to immediately walk out of the water, he must attempt another Swimming check to float or tread water. If the character fails this second check or had already failed a check for floating/treading, he begins to drown; taking 1d3p points of damage for every 10 seconds he remains underwater.

Difficulty	Examples
Trivial	Swim in a shallow pond
Easy	Swim in a calm lake
Average	Swim in a slow-moving river
Difficult	Swim in choppy water; in street clothing
Very Difficult	Swim in frigid water; in crashing waves; against strong current; with moderate encumbrance (such as light armor)

Mastery Level	The character can...
Novice	Tread water (1 min); back float; use flotation device (log, etc.) to swim 25 ft on stomach
Average	Tread water (5 min); front/back crawl or breast stroke 100 ft at crawling speed; swim underwater 25 ft at crawling speed
Advanced	Tread water (20 min); front/back crawl or breaststroke 500 yds at crawling speed; breaststroke for 50 yds at walking speed; swim underwater 75 ft at crawling speed; can't drown in Average difficulty conditions
Expert	Tread water (1 hr); front/back crawl or breaststroke 1650 yds at crawling speed; breaststroke 100 yds at walking speed; underwater swimming 200 ft at crawling speed; cannot drown unless two or more Difficult/Very Difficult conditions exist
Master	Tread water (4 hrs); front/back crawl or breaststroke 6,000 yds (1 nautical mile) at crawling speed; breaststroke 250 yds at walking speed; underwater swimming 500 ft at crawling speed; cannot drown unless two or more Very Difficult conditions exist

Torture

Relevant Ability:	Intelligence
Cost:	4 BP
Universal:	Yes
Prerequisite:	None

A character with this skill can cause extreme pain while minimizing physical injury. Torture is usually conducted to retrieve information, though there may be other reasons for the use of such force. Information retrieved under torture may be of dubious value, since most victims will say anything to stop the agony.

No skill check is needed unless the tormentor wishes to learn some specific information. In such a case, the character must make a successful opposed skill check (the subject using his Resist Persuasion skill) to learn anything the victim knows. The victim's roll should be made secretly because "everybody talks" and failed attempts always procure false information. Also bear in mind that the subject may not have any information regarding the subject the torturer wants to know about. In this case, the victim will relate false information whether the torturer succeeded in his skill check or not.

No tools are necessary to perform this skill, but without such a character cannot utilize his mastery beyond Average (truly devious torturing requires implement finer than a fist). Good-aligned characters are not allowed to purchase this skill, as even knowing how to use it violates their alignment.

Note that this skill is only effective against a captive subject. Only one attempt may be made per target each day.

Tracking

Relevant Ability: Wisdom
Cost: 7 BP
Universal: Yes
Prerequisite: None

Characters use this skill to follow the trail of animals and other persons. Simply put, a successful Tracking check means the character found a trail, while failure means he did not. If the character fails this initial skill check, he can attempt another Tracking check - provided that he spends at least 30 minutes attempting to pick up the trail again. If he fails this second check, he simply can't find that particular trail.

After finding a trail, further checks may be necessary depending on the situation. Darkness, falling rain/snow, a dust storm, moving from one terrain to another (such as from sand to rock), one trail splitting into two or crossing water are examples why a character might need another Tracking check.



Mastery Level

The character can...

Novice	Determine if an area is heavily trafficked; roughly identify the number of creatures being followed or passed
Average	Determine the approximate height of the creatures leaving tracks (based on the length of their stride); determine age of tracks
Advanced	Determine certain attributes of creature(s) leaving tracks (approx. weight, recent injuries, etc.)
Expert	Exactly identify the number of creatures being followed or passed; recognize tracks or prints of a species the tracker is familiar with
Master	Recognize tracks, footprints or boot prints of a specific individual or creature

Difficulty

Examples

Trivial	Tracking a large group through snow
Easy	Tracking through thick brush, vines or reeds; tracking on soft ground
Average	Tracking occasional signs (on dust, dirt, etc.)
Difficult	Tracking on hard ground or wood floor; with poor lighting (moonlight, starlight or torchlight); over 12 hours since the trail was made
Very Difficult	Tracking a single person over rocky ground; tracked party attempts to hide trail, over 24 hrs since trail was made

Trap Design

Relevant Abilities: Dexterity and Intelligence
Cost: 20 BP
Universal: No
Prerequisite: Disarm Trap (Trap Design mastery cannot exceed Disarm Trap mastery)
Materials/Tools: Yes

This skill allows the character to construct mechanical traps. It builds upon his knowledge of traps with the mechanical know-how to implement them. As such, his Trap Design skill mastery cannot exceed his Disarm Trap skill mastery. The complexity of traps designed depends on his mastery level.

Mastery Level

The character can design...

Novice	Concealed pit trap
Average	Static needle trap, trap triggered by motion of innocuous device (opening door causes pot of paint to pour down on opener)
Advanced	One-use mechanical device (e.g. scything blade, loaded crossbow trap) that must be set each time
Expert	Complex device that resets itself
Master	Intricate apparatus that performs a simple task in a complex way, usually using a chain reaction (i.e. a "Rube Goldberg" machine)

Talents

The following talent descriptions are arranged alphabetically by name. The header for each talent gives its name and Building Point cost, while the description provides a general outline of what a character with that particular talent can do. Some talent descriptions include rules to cover specific uses or situations, or exact instructions on the effects of the talent if used successfully.

Advanced Sighting (35 BP)

Through a combination of keen eyesight and practical knowledge of trajectories, this character can mitigate the disparaging effects of distance on Accuracy with ranged weapons. All targets are treated as if only two-thirds their true distance. Thus for an orc 60 feet away, the individual with this talent would use 40 feet as the target distance on the missile to-hit charts. Damage is unaffected and the missile will do damage as specified for the actual distance.

Attack Bonus (specify weapon) (10 BP)

A character with this talent gets a +1 attack modifier with any one melee weapon of the player's choice. This talent may be taken multiple times but only once with regard to a particular weapon.

Blind-Fighting (40 BP)

A character with a talent for blind-fighting is capable of fighting in conditions of poor or no light (but this talent does not allow spell use). In total darkness, the character suffers only a -4 penalty to his attack roll (as compared to a -8 penalty without this skill). Under conditions of extremely dim illumination, the character incurs only a -2 penalty. The character suffers no penalties to his Defense because of darkness or inability to see.

This talent is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon.

While moving in darkness, the character suffers only half the normal movement penalty of those without this talent.

Furthermore, this talent aids the character when dealing with invisible creatures, reducing the attack penalty to -4. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

Blind-Shooting (40 BP)

With this talent, a character can fire at opponents he cannot actually see. These may be targets beyond his effective range of vision (such as goblins dimly backlit by a torch beyond the PC's torch or lamp light) or merely voices and/or noises in the dark.

Shots made at dimly lit targets suffer -2 accuracy while com-

pletely blind shots are made at -6. (The target may employ a shield for cover if held at the ready). The GM should secretly determine if the shot hits by comparing the archer's attack roll versus the true distance to the target (known only to the GM) and applying cover if applicable.

Charm Resistant (16 BP)

This talent provides exceptional resistance to magical charms (+12 bonus to saving throws).

Crack Shot (specify weapon) (10 BP)

A crack shot has a good eye and intuitive feel for precisely targeting opponents with ranged weapons (such as bows, crossbows, javelins, etc.) and receives +1 to Attack when firing or hurling said weapon. This talent may be taken multiple times but only once with regard to a particular missile weapon.

Damage Bonus (specify weapon) (10 BP)

Characters with this talent get a +1 bonus to damage with one melee weapon of the player's choice. This talent may be taken multiple times but only once with regard to a particular weapon.

Dodge (25)

Characters with the Dodge talent possess an acrobat's finesse and agility. When actively dodging, their moves are so unexpectedly quick that they receive a +1 bonus to their Defense. He must be actively dodging to gain the defensive bonus provided by his fancy footwork. (Note that this talent is rendered useless if the character wears medium or heavy armor.)

This character is also more adept at dodging missile weapons. At all ranges, the character is able to apply his Dexterity bonus as a penalty to an opponent's attack roll.

Fast Healer (10 BP)

The fast healing individual is blessed with a body capable of healing faster than normal. He regains Hit Points at a faster rate than normal. Each wound point heals, except the final point, one day faster than normal. The final point heals in just 12 hours instead of one day. For example, a 3 hp wound normally takes six (3+2+1=6) days to heal: three days for the first point healed, two days for the next and one day for the last point. A character with Fast Healer would recover in just three and a half days (2+1+0.5=3.5).

Forgettable Face (20 BP)

Something about this character's appearance simply prevents him from sticking in people's minds. Unless he engages in meaningful conversation with someone, NPCs only have a 10% chance to recall specific details about the character and/or positively identify him at a later date. If a character did have a meaningful conversation, his base chance to remember specific details about that forgettable face is 85%.

This chance can be modified by circumstances, as noted:

Each previous encounter +5%

Each week since last encountering character -1%

Greased Lightning (specify weapon) (10 BP)

This character is unnaturally quick at reloading missile weapons and bringing them to bear for a subsequent shot or readying another hurled weapon. This talent gives him a +1 Speed bonus for bows and crossbows (subject to the weapon's maximum speed).

This talent may be taken multiple times but only once with regard to a particular missile weapon.

Hit Point Bonus (20 BP)

A character with this talent receives +1d4 to his Hit Points. This talent may be taken repeatedly.

Illusion Resistant (10 BP)

The character with this talent will gain a +6 bonus on any Saving Throws versus illusion-type magic (see saving throws in the combat chapter).

Less Sleep (24 BP)

Characters with this Talent require only minimal sleep. Three hours is sufficient to allow normal mental functioning. These individuals are also highly resistant to Sleep spells and gain a +12 saving throw bonus against them.

Parry Bonus (specify weapon) (10 BP)

A character with this talent gets a +1 defense modifier with any one melee weapon of the player's choice. This talent may be taken multiple times but only once with regard to a particular weapon.

Swiftblade (specify weapon) (10 BP)

A character with this talent gets a +1 speed modifier with any one melee weapon of the player's choice. This talent may be taken multiple times but only once with regard to a particular weapon.

Tough Hide (40 BP)

A few rare characters are unusually stoic and can shake off wounds far easier than the norm. Such characters receive a -1 damage reduction to any wound suffered. This bonus stacks if the character is wearing armor.

PROFICIENCIES

Proficiencies differ from skills in that there are no appreciably enhanced capabilities that accrue from additional mastery of the proficiency. Taking a proficiency ensures that you can capably perform the task to standard whereas untrained characters either cannot do so or suffer some (egregious) penalty.

Many of these proficiencies are available without allocating Building Points as part of a particular class' de facto skill set. This is noted in the entry for that class. Characters not possessing these proficiencies as part of their class proficiencies will have to purchase them.

Weapon Proficiencies

This proficiency ensures that the character is trained in employing the particular weapon in its intended manner. He is capable of utilizing it in melee combat (or firing/hurling it in the case of missile weapons) to its full effect. A proficiency must be taken for each and every weapon the character wishes to properly use.

Weapons vary in the amount of training required to properly use them to their intended effect in melee or as missile weapons. Some such as simple bludgeoning weapons are relatively easy to learn, whereas proper use of a longbow is a skill requiring years to master. Every wonder why every unruly mob uses clubs? Read on...

Note: Proficiency with a particular weapon is a prerequisite prior to investing any Building Points to specialize in it.

Fighters and thieves gain free proficiency in Minimal Skill Weapons. Fighters may purchase other weapon proficiencies at half the listed BP cost. Mages may opt to train on any of these weapons, but their BP costs are double the listed value due to their poor martial background.

Minimal Skill Weapon (1 BP cost): These weapons can be used by anyone without any formal training and very little practice. These weapons are so easy to use that characters receive a mere -1 to attack, defense, speed and damage when using this weapon untrained. [club, sap, garrote]

Low Skill Weapon (2 BP cost): Proper use of these weapons is not intuitive but the proper techniques are relatively easy to learn if instructed by a knowledgeable trainer. These weapons are relatively easy to use; characters receive a penalty of -2 to attack, defense, speed and damage when using these weapons untrained (attack and speed only for ranged weapons). [battle axe, dagger, flail, javelin, knife, mace, morning star, short sword, spear, scourge, staff, warhammer, two-handed warhammer, crossbow]

Medium Skill Weapon (4 BP cost): These weapons require a good deal more training to master. Proper use requires lengthy practice and familiarization with the weapon in actual sparring or extended practice to master the technique (in the case of thrown weapons). As they are more difficult to master,



characters receive a -4 to attack, defense, speed and damage if using these untrained (attack and speed only for ranged weapons). [great axe, great/bastard sword, halberd, long sword, scimitar, short bow, sling, throwing axe, throwing knife, two-handed sword]

High Skill Weapon (6 BP cost): These represent the pinnacle of finesse weapons that require years of practice to master. Characters receive a -6 to attack and speed when using these untrained. [long bow]

Armor Proficiencies

The knowledge of how to properly wear and fight in armor, its care and maintenance, and the physical training to become accustomed to bearing its load is not intuitive. Certain classes receive varying levels of training in this art as part of their curriculum. Proficiency is cumulative in that the basics must first be learned before moving on to more complex armor.

Mages can not wear Light, Medium or Heavy armors, but can purchase the Shield proficiency at normal cost. However, they cannot cast a spell while bearing a shield.

Light Armor (3 BP): While this proficiency is second nature to the average fighter, cleric and thief, the knowledge of how to don and remove even light armor, its care and maintenance and the physical training to become accustomed to being restricted while still fighting and performing class functions is not intuitive. [leather, padded]

Medium Armor (3 BP plus Light Armor pre-requisite): Fighters learn this proficiency early on, however, the knowledge of how to don and remove armor bulkier armor, its care and maintenance and the physical training to become accustomed to bearing this load is not intuitive. [ringmail, studded leather]



Heavy Armor (4 BP + Medium Armor pre-requisite): Like the other armor types, this proficiency is second nature to the average fighter and many clerics, but for others the knowledge of how to fight in such armor, its care and maintenance and the rigorous physical training to become acclimated to this heavy and cumbersome load must be learned. [chainmail, scalemail]

Shield (6 BP): Effectively employing a shield is a proficiency that must be learned through rigorous practice. Through frequent sparring, the character learns the best methods of deflecting an opponent's blows and strengthens his wrist, forearm and shoulder.

Other Proficiencies

Laborer (1 BP): Persons with this proficiency are able to meaningfully contribute to some labor-intensive group task such as constructing a castle wall, harvesting a crop or mining ore. They need not be familiar with the task as long as they are supervised by someone who is.

Note: Persons **without** this skill cannot add their labor to group tasks (they simply get in the way, ask too many questions and distract those actually doing something useful) although they **think** they're actually helping – usually more than anyone else!

For example, the party has captured a vessel laden with valuable goods and brought it into port. They wish to offload their cargo to sell it. The GM rules that it's a 40-man-hour job. One party member has the Boating skill at average mastery skill and the GM rules that he can act as a supervisor since he's familiar with stowing goods aboard watercraft. However, of the four other party members, only one has the Laborer proficiency. Consequently, instead of being able to unload the ship in eight hours (as a group, with all 40 hours divided equally), it ends up taking two full 10-hour days (with all 40 hours divided among only two persons – the one with the Boating skill and the one with the Laborer proficiency – making 20 hours per person).

Magical Transcription [Mages only]: This character has trained as a highly specialized scribe that can copy magical formulae from one medium to another with meticulous detail. Such work is both tedious and slow, requiring an hour of time and consuming 10 gp worth of premium ink and quills for each spell level of the incantation being copied. This proficiency does not include the ability to create magical scrolls.

Mages receive this proficiency for free at 1st level.

Maintenance/Upkeep (5 BP): A person with this proficiency is generally handy with tools. He is a general all-around fix-it man. He can keep dwellings in good repair, as well as most equipment needed for adventuring. He can also make minor repairs to wagons and carts. This is all dependent, of course, on whether he has the proper tools or not. So long as the character has the equipment, time and money, he is able to successfully complete these tasks.

CHAPTER SIX

Armor, Weapons and Equipment

No matter how tough you think your character is, you still need to outfit him for the adventure ahead. No character ever survived (long) running bare-assed through a dungeon, armed with only his fists and a will (though obviously not the brain-power) to survive.

The following charts list the items common to most market places. Most of these need no explanation, as their appearances, functions and purposes should be obvious even to beginning role-players. Specific game effects are detailed in the charts.

The cost listed (cp = copper pieces, sp = silver pieces) is the average price. If your total purchase ends up with a fraction of a copper coin, you'll likely receive a few small brass coins as change. Their value is one-tenth that of a copper piece.

Clothing & Gear

These are basic garments and load bearing equipment.

Clothing	Cost
Belt, leather	½ cp
Belt, rope	⅓ cp
Boots, leather	3 cp
Cloak, woolen	4 cp
Robe, heavy woolen	5 cp
Sandals	1 cp
Trousers, wool	3 cp
Tunic, wool	2 cp
Undershirt, linen	4 cp
Load Bearing Equipment	
Backpack	7 ½ cp
Belt pouch, large, leather	3 cp
Belt pouch, small, leather	1 cp
Sack, large canvas	1 cp
Wineskin (2 quart capacity)	4 cp

Tools & Sundries

These items are handy when you're out exploring the wilderness or delving into some subterranean dungeon.

Tools & Sundries	Cost
Ax-hammer	7 cp
Blanket, woolen	2 cp
Chalk	⅓ cp (per stick)
Flint and steel	2 cp
Mess Kit	1 sp
Mirror, brass signal	1 sp
Pole (10 foot)	1 cp
Rope, hemp (50 foot)	4 cp
Spike, iron	1 cp (per 3 spikes)
Thieves' Tools	6 sp
Tinderbox	1 cp
Whetstone	½ cp

Ax-hammer: This utility tool has a small hatchet blade on one side and a carpenter's hammerhead on the other. It's a useful implement for sundry tasks you don't wish to risk notching your combat weapons on.

Mess Kit: A mess kit contains a small pot, skillet, plate, mug and utensils. It is an essential tool for preparation of standard rations or for preparing wild game or foraged plant matter.

Illumination

Illumination	Light shed	Cost
Candle	15 foot-radius	⅓ cp (per dozen)
Lantern, miner's	15 foot-radius + 50 foot beam	10 sp
Lamp oil (1 pint)	-	4 cp
Torch	30 foot-radius	1 cp (per half-dozen)

Lamp Oil: This is a relatively inexpensive vegetable oil (typically olive), not kerosene. It does not burn at room temperature and is only (mildly) flammable when heated as occurs when drawn up a wick toward an open flame. Dousing an opponent with lamp oil will not subsequently allow them to be set aflame, nor is it possible to use lamp oil as a "Molotov cocktail" or "petrol bomb".

Lantern, Miner's: A lantern provides a spherical globe of illumination similar to that of a candle. In addition, it emits a 45 foot long cone of light in a 45° arc from the lantern's face.

Torch: Torches are essentially a stick with a flammable rag wrapped around one end. They are not clubs, but may be used in combat as such: the character wielding the torch must make a successful attack. At this point, the opponent must Give Ground or suffer 1d4p points of damage. Armor does not reduce this damage.

Provisions

If you're not a good hunter, you'd better stock up on provisions before leaving town.

Provisions	Cost
Rations, standard (1 week supply)	5 cp
Rations, trail (1 week supply)	5 sp

Rations, Standard: This peasant gruel consists of a roasted and/or dried mix of cereals and pulses. Though extremely bland, they provide adequate nutrition and travel well. This food must be prepared (an Easy difficulty Cooking/Baking skill check) in order to be edible.



Rations, Trail: This is a relatively compact source of nourishment favored by travelers. They have the advantage of remaining wholesome for weeks or months, can be eaten directly with no preparation and aren't ruined by exposure to dampness. Trail rations typically consist of jerked meat, dried and salted fish, tree nuts, hard cheeses and dried fruits.

Outfitting Bundles

Outfitting Bundles	Cost
Pauper/Pilgrim	1 sp
Sandals (1 pair)	
Tunic, wool (patched)	
Belt, rope	
Sack, large canvas	
Wineskin (2 quart capacity)	
Rations, standard (3 day supply)	
Merchant/Traveler	6 sp
Boots, leather (1 pair)	
Trousers and tunic, wool	
Undershirt, linen	
Cloak, wool	
Belt, leather	
Belt pouches, small leather (2)	
Backpack, leather	
Wineskin (2 quart capacity)	
Rations, trail (3 day supply)	

Miscellaneous

Miscellaneous	Cost
Divine Icon, silver	10 sp
Ink, black	5 cp (per ounce)
Quill Pen	¼ cp
Spell book (blank, 24 spell capacity)	300 sp
Vellum	2 sp (per sheet)

Spell Book: This replacement spell book is not merely a simple blank book (such as those used by scribes), but has been specially crafted to hold the arcane magic natural to spells.

Used spell books are difficult to sell because potential buyers are both fussy (each spellbook is typically custom made to each mage's particular specifications) and very suspicious of purchasing vital accoutrement from graymarket dealers. As such, resale prices are typically 10% of new.

Weaponry

Scabbards: If a weapon would normally be carried in a scabbard (such as a sword), the scabbard is included in the cost.

Max. Weapon Speed: Depending on weapon size, weapons have a max speed attainable: Small 2, Medium 3 and Large 4.

Melee Weapons	Cost	Damage	Speed (jab speed)	Size	Reach	Type
Axe, battle	5 sp	4d4p	12	M	3 feet	Hacking
Axe, great	15 sp	(d8+d12)p	14	L	4 feet	Hacking
Axe, throwing	3 sp	(d4+d6)p	8	S	1½ feet	Hacking
Club	1 cp	(d6+d4)p	10	M	2½ feet	Crushing
Dagger	2 sp	2d4p	7 (5)	S	1 foot	Piercing
Flail	15 sp	2d8p	13	M	4 feet	Crushing
Knife	5 cp	1d6p	7	S	1 foot	Piercing
Mace	8 sp	(d6+d8)p	11	M	2 feet	Crushing
Morning Star	10 sp	2d8p	11	M	3 feet	Crushing
Pole Arms						
Spear	1 sp	2d6p	12 (8)	L	10 feet	Piercing
Halberd	10 sp	2d10p	18 (12)	L	8 feet	Hacking
Scimitar	15 sp	2d8p	9	M	3 feet	Hacking
Scourge	1 sp	2d4p	9	S	1½ feet	Hacking
Staff	2 cp	2d4p	13	L	8 feet	Crushing
Swords						
Short sword	10 sp	2d6p	8 (7)	S	2 feet	Piercing
Longsword	20 sp	2d8p	10 (8)	M	3½ feet	Hacking
Great sword [bastard]	30 sp	(d8+d10)p	12 (9)	L	4½ feet	Hacking
Two-Handed sword	50 sp	2d12p	16	L	6 feet	Hacking
Warhammer	2 sp	2d6p	8	S	1½ feet	Crushing

Ranged Weapons	Cost	Damage	Base Rate of Fire	Size	Ranges	Type
Axe, throwing	3 sp	(d4+d6)p	8	S	see Chapter 9	Hacking
Bows						
Short bow	30 sp	2d6p	12	S	see Chapter 9	Piercing
Longbow	75 sp	2d8p	12	M	see Chapter 9	Piercing
Crossbow, light	35 sp	2d6p	20	S	see Chapter 9	Piercing
Crossbow, heavy	50 sp	2d10p	60	M	see Chapter 9	Piercing
Javelin	6 cp	1d12p	8	M	see Chapter 9	Piercing
Knife, throwing*	1 sp	1d6p	6	S	see Chapter 9	Piercing
Sling	0.5 cp	(d4+d6)p	10	S	see Chapter 9	Piercing

*treat as knife if used as a melee weapon

Size: Large weapons, two-handed weapons and bows require two hands to use (forcing the user to forego a shield).

Crushing Weapons: These deal half damage to shields (when a weapon has different damage dice, use the **highest** die; e.g., for a mace's (d6+d8)p, roll only the d8p).

Hacking Weapons: These deal half damage to shields (when a weapon has different damage dice, use the **lesser** die; e.g., for a throwing axe's (d4+d6)p, roll only the d4p).

Piercing Weapons: Against shields, piercing weapons deal 1 point of damage (plus bonuses). No damage die is rolled.

Ammunition

Ammunition	Cost (per dozen)
Arrow	8 cp
Arrow, great (required for longbow)	2 sp
Bolt	1 sp
Bolt, heavy	2 sp
Sling bullet	2 cp

Shields

Though more expensive than some armors, far too many characters ignore the true worth of a shield. Don't be one of them.

Shield Type	Cost	Defense Bonus	Damage Reduction	Cover Value
Small	15 sp	+4	4 HP	19
Medium	30 sp	+6	6 HP	16 (11 if actively crouching behind it)
Large	60 sp	+6	6 HP	11 (6 if actively crouching behind it)

Shield Destruction

Shields, while resilient, may be splintered and destroyed by a heavy blow. The likelihood of this occurring is directly a function of the damage dealt by the blow.

Shield Damage Required Save

Small	M/L	(failure results in shield's destruction)
8 pts	12 pts	Competing d20 roll, defender gains +6 bonus
12 pts	18 pts	Competing d20 roll
16 pts	24 pts	Competing d20 roll, defender suffers -6 penalty
20 pts	30 pts	None; shield automatically destroyed



Armor

Shields and armor come in many forms and styles, depending on the armorer's personal style, the current fashions popular in the kingdom and the desires of the armorer's patron, but these minor variations in appearance don't affect the game statistics of the armor itself.

Damage Reduction. When the character is hit, his armor 'absorbs' a number of points of damage. Damage in excess of the armor's Damage Reduction value is suffered as a loss of hit points (i.e. a wound). The same thing occurs when a character uses his shield to successfully defend against an attack - any excess damage not absorbed by the shield's Damage Reduction is further reduced by the armor's Damage Reduction value, with any remaining damage causing a wound.

Defense Adjustment. While some suits of armor do provide better protection than others, they also tend to become heavier and more cumbersome. This is shown by the armor's Defense Adjustment (and Movement Class Penalty).

How Does the Movement Class Penalty Work?

As the combat chapter illustrates, a character has four potential movement classes (walk, jog, run or sprint). The Movement Class Penalty reduces the number of speeds available while wearing that armor.

For example, Ragnar, a first level human fighter, is pondering what suit of armor he wants to commission from an armorer. If he dons thick robes, leather, padded or studded leather armor, he can continue to move around the battlefield at a walk, jog, run or sprint.

However, ringmail and chainmail reduce the number of movement options by one (the fastest, naturally). In one of these armors, Ragnar can only walk, jog or run.

Likewise, scalemail reduces the number of fast movement options by two (Ragnar can walk or jog while wearing scalemail, but the armor is too bulky to run or sprint in).

Armor	Cost	Damage Reduction	Defense Adjustment	Initiative Modifier	Speed Modifier	Movement Class Penalty	Type
None	-	0	0	-1	0	none	none
Thick Robes	5 cp	1	-1	0	0	none	none
Leather	6 sp	2	-2	0	0	none	Light
Padded	4 sp	2	-3	+1	0	none	Light
Studded Leather	40 sp	3	-3	+1	0	none	Medium
Ringmail	65 sp	4	-4	+1	+1	One	Medium
Chainmail	350 sp	5	-5	+2	+2	One	Heavy
Scalemail	120 sp	5	-6	+3	+2	Two	Heavy

CHAPTER SEVEN

Mage Spells

Mage Spells

Each of the following spells is listed by level and alphabetically. Following the spell's name are its attributes: Base Spell Point Cost, Components, Casting Time, Range, Volume/Area of Effect, Duration and Saving Throws (if any). See Chapter Eight: Combat for information about spells in combat.

Base SP Cost: Each spell costs a minimum number of Spell Points (SPs) to cast, as detailed in the mage class section.

Components: Mages use a variety of components to cast their spells: verbal (V) sounds and speech, somatic (S) gestures and material (M) components such as coal, frog's legs, earwax and so on. Unless stated otherwise in the spell description, material components are consumed (vanish) when a spell is cast. Unless materials are readied (generally out of their container and in-hand) prior to casting, the spell cannot be initiated for d4p seconds while the spellcaster produces them. Costs of materials (if any) can be determined by the GM.

Casting Time: Once a mage starts to cast a spell, it takes a certain amount of time before it discharges. A mage in the

process of casting a spell is limited to a d8p roll against attacks. If he opts for a more proactive defense or is struck, the spell is ruined.

Range: When a spell lists a range in feet, its effects begin within or at the end of this range, at the mage's discretion. Touch attacks require a normal attack roll. If the target in question chooses to use a shield against the mage, it guarantees an automatically hit (*i.e.*, the spell travels through the shield and counts as a successful touch).

Volume/Area of Effect: Each spell affects a certain creature, object, volume, weight, etc., as specified by the spell and desired by the caster.

Duration: All spells last for a certain amount of time, be it seconds, minutes, hours or longer. Some spell durations may even pass so quickly that they seem to take almost no time at all.

Saving Throws: Creatures subject to a spell may attempt a saving throw by rolling a d20p and adding their attack bonus to the roll (characters add their level instead of their attack bonus). The mage rolls a d20p and adds his level. If the target's score equals or exceeds the mage's score, he succeeds at the

Mage Spells

Number	Apprentice Level	Journeyman Level	First Level
1	Amplify Illumination	Aura of Protection	Bash Door
2	Feat of Strength	Bar Portal	Deep Sleep
3	Fire Finger	Candlelight	Planar Servant
4	Illusionary Mural	Enrage	Scorch
5	Repair	Perimeter Alarm	Sense Magic Aura
6	Springing	Yudder's Whistle of Hells Gate	Translate

Number	Second Level	Third Level	Fourth Level	Fifth Level
1	Charm	Cheetah Speed	Bottomless Pouch	Copycat
2	Disguise	Rope Charm	Enfeeble	Disembodied Floating Hand
3	Magic Projectile	Unlock	Fireball, Skipping Betty	Heat Seeking Fist of Thunder
4	Slippery Surface	Veil of Darkness	Memory Wipe, Lesser	Levitation
5	Smoke Screen	White Hot Metal	Motion Blur	Panic
6	Torchlight	Wizard's Lock	Transmogrify	Sense Invisible Beings

saving throw and the spell has no effect on him (unless otherwise specified in the spell description).

A natural "1" result on any saving throw indicates failure, unless the mage himself rolls a "1" on the opposed die check.

Additional Spell Point Schedule: Some spells allow the caster to spend additional Spell Points at the time of casting, in order to increase range, duration and other effects. For example, the Illusionary Mural spell (30 SP base cost; 100 sq. feet area of effect) allows the spellslinger to spend 1 more SP to increase the spell's area of effect by 5 sq. feet. A mage that spends an additional 6 SP improves the spell's area of effect by 30 sq. feet (for a total of 130 sq. feet, the base 100 sq. feet plus the additional 30 sq. feet), while a mage that spends an extra 15 SP improves the Area of Effect by 75 sq. feet (for a total of 175 sq. feet). The mage cannot cast the spell, realize that his Area of Effect would have been more effective if it had been larger, and then pump extra SPs into the spell; additional SPs must be allocated during the casting. If this causes a mage to waste some SPs, he should treat it as a lesson to make more effective calculations next time.

All spells are limited in the number of Spell Points that may be placed into them; each incantation can only regulate a limited quantity of magical energy. Exceeding this threshold causes the spell to fail completely. In general, and unless explicitly stated otherwise, spell power cannot be augmented beyond 300% of their Base Spell Point Cost.

Apprentice Level Spells

Amplify Illumination

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	1 foot
Volume of Effect:	1 light source
Duration:	10 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 1 SP/minute (no limit), Extend Radius: 15 SP/additional 50% radius (maximum 300% of original)

By casting Amplify Illumination on a light source, a mage increases its brightness. The default application increases a torch or lantern's radius of illumination by 50%. This spell does not affect the fuel consumption rate nor does it increase damage caused by the fire. The additional brightness ceases if the fuel supply exhausts or when the duration ends (or earlier if the caster ends the spell prematurely).

Note that this spell is only effective on relatively small illumination sources stemming from combustion (*i.e.*, it cannot amplify magically derived light, light from a fire larger than a campfire or bioluminescence).

Feat of Strength

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	Touch
Volume of Effect:	Special
Duration:	Special
Saving Throw:	None

The Feat of Strength spell allows the recipient to attempt one (and only one) action requiring great physical strength. He performs this action as if he possessed 18/00 Strength. While success is not guaranteed, it is certainly more likely.

The action must be attempted within 1 minute of receiving this spell. Typical feats of strength include attempting to lift a portcullis or break down a door, though it may also be used in combat but is effective for one attack roll only.

For example, let's say that Jolndar the Meek casts Feat of Strength on his ally Kalum (a fighter with 13/33 Strength) who is engaged in combat with an orc. If Kalum succeeds at his next attack roll and hits the orc, he applies damage from his Strength score as if it were 18/00 (+5) instead of 13/33 (+1). Any other modifiers to damage apply as usual. Note that if the orc successfully defends against Kalum's attack but is employing a shield, the additional damage in conjunction with the single damage die Kalum's allowed may be sufficient to exceed the orc's shield and armor damage reduction and inflict a wound.

Fire Finger

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	5 feet
Area of Effect:	Personal
Duration:	Instantaneous
Saving Throw:	Half damage
Additional Spell Point schedule:	Increase Damage: 10 SP/HP (maximum damage bonus +6), Increase Range: 5 SP/foot

The Fire Finger spell conjures forth a 5-foot rod of flame from the caster's finger. It may only be aimed at a single creature. The victim is automatically struck by the flame (no attack roll necessary) and suffers 1d3p+2 points of damage. Readily flammable items (such as parchment, cloth or wood) ignite, but a creature may take a 1d6p second delay to extinguish the flames from a single item before they suffer any meaningful damage.

If someone is dumb enough not to spend 1d6p seconds patting out their burning clothes, they suffer 1d3p points of damage every 10 seconds as their garments burn.

Damage from this spell ignores damage reduction.

Illusionary Mural

Base SP Cost:	30
Components:	V, S
Casting Time:	10 seconds
Range:	30 feet
Area of Effect:	100 square feet
Duration:	Special
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Area of Effect: 1 SP/5 square feet

The Illusionary Mural spell conjures up a visual-only illusion that lacks depth. When viewed straight on, it can often fool a viewer because depth can be faked by visual trickery and perspective. However, when viewed from an angle of 30 degrees or more, the colors wash out and the illusionary nature of the depiction is immediately obvious.

Proper execution of this illusion is highly dependant on the artistic skill of the caster. A highly skilled painter can employ his knowledge of visual cues, perspective and similar techniques to create a complex illusion capable of deceiving all but the most astute viewer. Those without such training are advised to keep it simple.

The spell persists for as long as the caster maintains concentration (preventing movement or casting another spell and the like) or until someone touches the illusion.



Repair

Base SP Cost:	30
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Volume of Effect:	1 cubic foot
Duration:	Permanent
Saving Throw:	None
Additional Spell Point schedule:	Increase Volume of Effect: 15 SP/additional cubic foot

The Repair spell mends fractures in a metal object or rips and tears in woven cloth, leather or similar items. Shattered pottery or glass vessels can be entirely repaired, provided there are no pieces missing. This spell can also stitch together two similar objects, such as two pieces of rope. In all cases, the amount of material to be mended or joined must be less than one cubic foot. Magical items cannot be repaired with this spell.

The material component for this spell is a needle with its tip covered in dried glue.

Springing

Base SP Cost:	30
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Volume of Effect:	One individual
Duration:	2 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Distance: 2 SP/additional 10% distance (max 200% increase) Increase Duration: 10 SP/minute

The Springing spell endows an individual with gravity-defying jumping ability. For vertical jumps, the character can ascend up to 10 feet (*i.e.*, he can plant his feet on the rim not merely 'dunk'). He can also spring up to 10 feet backward or bound up to 20 feet forward from a standstill. If the character gets a jogging or running start of at least 10 feet, he can leap up to 30 feet.

The material component for this spell is a frog or toad's leg.

Journeyman Level Spells



Aura of Protection

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Volume of Effect:	One individual
Duration:	2 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Duration: 15 SP/minute (no maximum duration)

The Aura of Protection spell allows the caster to envelop himself (or another individual) with an invisible barrier through which supernatural evil creatures cannot physically pass. They may engage in ranged attacks (which suffer a -2 attack penalty) or spells (against which the protected individual gains a +2 saving throw bonus). Special powers (like possession and mental control) are completely blocked. Ordinary evil creatures may still physically attack the recipient of this spell, but are subject to a -2 attack penalty.

The material component for this spell is a pure white shawl.

Bar Portal

Base SP Cost:	40
Components:	V, S
Casting Time:	1 second
Range:	60 feet
Area of Effect:	20 sq. feet
Duration:	1 minute
Saving Throw:	None
Additional Spell Point schedule:	Increase Range: 1 SP/5 ft (max 200 ft) Increase Area of Effect: 15 SP/20 sq. ft Increase Duration: 20 SP/minute

By means of the Bar Portal spell, the caster can temporarily secure a door, window or similar device (such as a trapdoor) from opening. The base spell only functions on portals up to 20 square feet (i.e., a standard 34" x 7' entry door) so additional SPs are needed to bar larger doors, gates or portcullises.

If the device is open, the spell automatically closes it unless there is an obstruction in the way. Creatures can still burst through the barred portal using a feat of strength rolled against d20p+18 though only one attempt is allowed.

Candlelight

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 second
Range:	10 feet
Volume of Effect:	5 foot radius
Duration:	10 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Duration: 2 SP/minute (no maximum duration)

The Candlelight spell creates a small point of light similar to a candle's flame. Though it produces no heat, it does provide a fifteen foot radius of light.

The material component for this spell is a candle nub.

Enrage

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 second
Range:	60 feet
Volume of Effect:	One individual
Duration:	1 minute
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Range: 2 SP/5 feet Increase Volume of Effect: 30 SP per individual (maximum 4 individuals)

The Enrage spell causes the target to become incredibly angry at the caster. The target rushes towards the mage as quickly as possible, then begins to attack him (or, hopefully, the mage's front line of fighters) with melee weapons or fists (if the target is unarmed). If stymied by an obstacle or hazard, the target uses ranged weapons instead. Creatures with an Intelligence score of less than 3 or who succeed at a saving throw are unaffected by this spell.

The verbal component of this spell is rude words, the somatic component is rude gestures and the material component is a bit of the caster's snot or phlegm.

Perimeter Alarm

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 minute
Range:	30 feet
Volume of Effect:	Hemisphere with 10 foot radius
Duration:	4 hours
Saving Throw:	None
Additional Spell Point schedule:	Increase Volume of Effect: 5 SP/1 ft radius (maximum 30 ft radius) Increase Duration: 1 SP/10 minutes

Casting this spell creates an invisible, intangible hemisphere whose outer perimeter is sensitized to contact. Should any creature contact this shell, a loud warbling sound pierces the air. The blare is loud enough to wake all but the soundest sleepers within the security perimeter (and incidentally audible to everyone within a 300-foot radius, though stone walls and intervening doors will serve to dampen the effective radius). This alarm lasts as long as someone is in contact with the shell and for one minute afterward.

Creatures less than three inches in height or length or weighing less than one pound will not trip the alarm. To avoid the signal sounding every time a friendly character enters the boundary, the caster may choose a password that must be spoken aloud before entering the area. Of course, these can be overheard and subsequently used by the eavesdropper...

The material component for this spell is a small bell.

Yudder's Whistle of Hells Gate

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 second
Range:	Centered on caster
Volume of Effect:	15 foot radius
Duration:	10 seconds
Saving Throw:	None
Additional Spell Point schedule:	Increase Volume of Effect: 4 SP/1 foot radius (maximum 30 feet) Increase Duration: 30 SP/10 seconds (maximum duration one minute)

This spell creates a high-pitched, shrill whistling that only non-sapient mammals can hear. The whistle irritates normal animals while it lasts and actually makes them run away in fear if they fail a saving throw. Dire animals, Sturm Wolves and Wargs are also subject to the effect of this spell. Note that the spell is not selective – all eligible victims in the area are affected!

The material component is a small dog whistle.

First Level Spells

Bash Door

Base SP Cost:	50
Components:	V, S
Casting Time:	1 second
Range:	30 feet
Volume of Effect:	One door
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	Extend Range: 1 SP/2 feet (max 100 feet)

This spell allows the caster to hurl a tremendous force against a door. A closed (and even locked and barred) door is automatically forced open, accompanied by the noise one would expect from a battering ram. Note that no additional Strength is actually granted to the caster's physical body. The force of a Bash Door spell may only be used on a door. It has no effect on walls, windows or creatures.

This spell counters a Bar Portal spell but if used against a Wizard's Lock the caster must succeed at a contested d20p check (d20p + caster level vs. d20p + level of Mage that placed the Wizard's Lock).

Deep Sleep

Base SP Cost:	50
Components:	V, S, M
Casting Time:	1 second
Range:	40 feet
Volume of Effect:	Selected creatures in 30-foot radius
Duration:	1 minute
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Hit Points Affected: 1 SP/1 HP Increase Duration: 1 SP/minute

This spell causes the targeted creature(s), all of whom must be within a thirty-foot radius of one another, to fall into a deep sleep if they fail a saving throw. Slumbering creatures can be awakened only by slapping, kicking or more stringent methods.

When casting the spell, the mage identifies the particular creature(s) he wishes to affect. The spell effect is limited to a number of creatures whose combined maximum Hit Points are less than or equal to 90 Hit Points. Should the mage's targets exceed this total, the creatures with the fewest Hit Points are affected first. A mage may allocate more Spell Points to increase this HP total, but he must do so at the time of casting, not after learning the combined Hit Point total of his opponents (assuming his GM is so inept as to reveal this information).

For example, let's say that Zenith the mage runs into five goblins led by a hobgoblin. He decides to target them all with a Sleep spell, so the GM needs to determine which of the creatures Zenith ensorcells. Each of the goblins has 20 Hit Points, while the hobgoblin has 28 Hit Points (even if one of them was wounded and had reduced Hit Points, it wouldn't matter since the GM is only interested in the normal maximum HP).

The combined Hit Point total of Zenith's targets is 128 ($5 \times 20 = 100; + 28 = 128$), which exceeds the spell's capability. The goblins, having the fewest Hit Points, are chosen first to fill the spell's HP quota. Four of them are subject to the spell as their HP total is 80; the fifth goblin exceeds the spell's capability and is unaffected, as is the hobgoblin.

Each of the goblins is now permitted a saving throw. They each roll a d20p and add their attack bonus and compare this to a single roll by the mage who rolls a d20p and adds his level. If they meet or exceed Zenith's roll, they are unaffected by the spell.

If Zenith's modified roll resulted in a 12 and the goblins modified rolls are 3, 7, 12 and 18, then the two goblins that rolled a 3 and 7 slump to the ground in a deep slumber, while the other two (12 and 18) continue to advance menacingly.

The material component for this spell is a handful of fine sand, blown in the direction of the targets.

Planar Servant

Base SP Cost:	50
Components:	V, S, M
Casting Time:	5 minutes
Range:	30 feet
Volume of Effect:	30-foot radius
Duration:	6 hours
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 1 SP/5 minutes Increase HP Capacity: 12 SP/HP

Casting this spell conjures a ghostly creature from another plane. The link created by the spell forces the creature to follow the caster's direction just like a normal, obedient servant would. The creature may not speak, though it may try to communicate using non-verbal means. The servant can only perform minor tasks such as opening doors, fetching, carrying, holding or cleaning. It cannot lift or carry items that weigh more than 20 pounds and it cannot move over 40 pounds even by pushing or pulling.

The planar servant disappears when the spell duration ends, if the caster prematurely ends the spell or if the servant suffers more than 6 points of damage.

The material component for this spell is a single copper piece.

Scorch

Base SP Cost:	50
Components:	V, S
Casting Time:	1 second
Range:	Personal
Area of Effect:	10 feet
Duration:	Instantaneous
Saving Throw:	Half damage
Additional Spell Point schedule:	Increase Damage: 10 SP/pt of damage

This spell allows the caster to direct a 10-foot long arc of fire from his palm that engulfs all creatures within an adjacent 10' x 10' area. Anyone struck by the fire (automatic, no attack roll needed) suffers 1d3p+6 points of damage. Flammable items (such as parchment, cloth or wood) catch fire, but a creature may spend a few seconds (1d6p second delay) to extinguish the flames from a single item.

If someone is dumb enough not to spend d6p seconds patting out their burning clothes, they suffer 1d3p points of damage every ten seconds they remain on fire.

The somatic gesture for this spell is the caster's hand thrust forward, with fingers spread.

Sense Magical Aura

Base SP Cost:	50
Components:	V, S
Casting Time:	10 seconds
Range:	Personal
Volume of Effect:	10 feet sphere
Duration:	2 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Volume of Effect: 10 SP/foot Extend Duration: 20 SP/minute Determine Type of Magic: 100 SP per 10% chance (cumulative, i.e. 200 SP provides a 20% chance).

This spell enables the caster to discern magical auras, such as those emitted by magical objects. By spreading his arms and uttering a short phrase, the caster becomes sensitive to magical energy in a 10-foot radius around himself.

The caster can then 'feel' the power of the magical radiations, which may be faint, weak, moderate, strong or powerful. By expending additional SPs, the caster has a chance to determine whether the magic is of a particular type (such as illusion).

Wood (3' thick), stone (1' thick) or metal (1" thick) blocks this spell.

Translate

Base SP Cost:	50
Components:	V, S, M
Casting Time:	10 seconds
Range:	Personal
Volume of Effect:	Personal
Duration:	5 minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 10 SP/minute Extend Comprehension to Written Text: 25 SP

This spell lets the caster comprehend unintelligible speech as easily as if it had been spoken in his native tongue. The caster can also extend his comprehension to written text in an unfamiliar language (at an additional Spell Point cost). In both cases, however, the caster must first touch the creature or text that he wishes to understand (which may prove to be a cultural or situational difficulty). Magical writing is immune to this spell's effect, nor does the spell translate secret codes or reveal writing hidden by magic.

The material component for this spell is a songbird's tongue.

Second Level Spells

Charm

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	30 feet
Volume of Effect:	One individual
Duration:	Special
Saving Throw:	Negates

This spell causes a person to view the caster as a close friend and ally. The term 'person' applies only to sapient, bipedal humans, demi-humans and humanoids sized Small or Medium. If the caster or his allies have injured the target creature within one minute of the spell being cast, it receives a saving throw bonus equal to +1 per point of damage suffered.

Although the charmed individual believes the caster to be a dear friend, he is not his bitch and won't blindly follow orders. Commands to the target should be phrased as genial suggestions in order to be heeded. Of course, even the most delicately worded language won't convince the target to take an obviously suicidal or completely unnatural action, unless he can be convinced otherwise. The GM should determine the persuasiveness of the argument and the NPC's reaction to it. Strong Charisma or Looks, as well as skills such as Art of Seduction, may prove especially useful to the would-be charmer.

The spell's effects end at the caster's command, if the caster attacks the target or if the target succeeds at a periodic saving throw. The time period between saving throw attempts is 21 days, modified by -1 day per point of Intelligence of the charmed person. Regardless of Intelligence, the minimum time between saving throws is 24 hours.

Disguise

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	Personal
Volume of Effect:	Personal
Duration:	2d6p minutes
Saving Throw:	None
Additional Spell Point schedule:	Extend Duration: 10 SP/minute Increase Height Range: 10 SP/inch Increase Weight Range: 3 SP/pound

When the caster completes this spell, he alters his physical appearance (including his clothing and gear) via illusion. This might be taking on a different face, altering his hair color, adding a beard, changing sex and so on. He may even opt to disguise himself as a member of a different race (subject to limitations below). The spell cannot, however, duplicate the appearance of a specific individual.

In all cases, the caster's weight cannot seem to change more than 25 pounds, nor can the spell make him seem more than 1 foot taller or shorter. As such, a change to some species may be beyond the spell's ability, such as a 5-foot tall human to a 3-foot tall halfling. Even if the spell is successful, ability scores, special powers, racial abilities and so on, are unaffected.

Magic Projectile

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second/missile
Range:	180 feet
Volume of Effect:	1-6 targets in 20 feet square
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	Increase Range: 1 SP/foot Add Additional Missiles: 30 SP/projectile (maximum 6 projectiles)

This spell enables the caster to shoot an unerringly accurate virtual projectile vaguely resembling an arrow at an opponent. Provided any portion of the target can be seen (and is within range) the missile will jink around obstacles to strike its target.

The missile deals 1d4p+1 points of damage.

With additional Spell Point allocation, multiple projectiles may be fired. The caster can choose to direct these 'arrows' at several targets or volley fire them on a single target. Multiple missiles impacting a creature strike simultaneously.

Magic Projectiles ignore any damage reduction the target possesses (gained either naturally or by armor).

Slippery Surface

Base SP Cost:	60
Components:	V, S, M
Casting Time:	1 second
Range:	30 feet
Area of Effect:	10' x 10' square
Duration:	1 minute
Saving Throw:	Special
Additional Spell Point schedule:	Increase Range: 1 SP/foot Increase Volume of Effect: 1 SP/2 sq. feet Increase Duration: 5 SP/10 seconds

This spell transforms an area such that it becomes incredibly slippery. Any non-flying creature within the Area of Effect (or that steps into it before the spell ends) must immediately succeed at a saving throw with a -4 penalty or slip and fall.

Even if the saving throw succeeds, an individual must still make a subsequent saving throw (at no penalty) once for every 5 feet of movement through the frictionless area. If he stops moving before he travels 5 feet, he must still make another save when he moves again. Note that intelligent creatures can use walls, ceiling ropes, fallen comrades or any other item resting outside of the surface (including the ground if reachable) to pull themselves out of the slippery surface.

A caster may choose to target a single item rather than an area, provided it is smaller than 10 cubic feet. If a creature is holding the item, he must succeed at a saving throw or drop it. Another save is required each time he attempts to pick it up and each time he endeavors to use it (assuming he finally manages to pick it up) for as long as the spell duration remains in effect. The caster can end this spell with a gesture.

The material component for this spell is a greased rag.



Smoke Screen

Base SP Cost:	60
Components:	V, S, M
Casting Time:	5 seconds
Range:	90 feet
Volume of Effect:	2000 cubic feet
Duration:	5 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Volume: 1 SP/50 cubic feet Increase Duration: 10 SP/minute

As the spellcaster chants the verbal component of this spell, a dense cloud of smoke churns from his mouth and moves rapidly along the ground to the final range and location desired by the caster. The end result is a cloud of dense gray smoke that blocks all vision beyond two feet. The caster may shape the fog's dimensions as desired, as long as the cloud's narrowest dimension is no less than 10 feet. A strong breeze (with a wind speed of eight to eighteen miles per hour) cuts the spell's duration by half. Greater wind speeds end the spell duration in one minute.

The somatic and material component for this spell is a lit cigar from which the caster must inhale.

Torchlight

Base SP Cost:	60
Components:	V, M
Casting Time:	1 second
Range:	100 feet
Volume of Effect:	15-feet radius
Duration:	10 minutes
Saving Throw:	Special
Additional Spell Point schedule:	Increase Range: 1 SP/feet Increase Duration: 3 SP/minute Increase Radius of Light: 2 SP/feet (maximum 30 feet)

Torchlight creates a softly glowing ball of light with luminance equivalent to that of a torch. The spell may be used to position the ball at a static point in the air or to affix it to an object such as a pole or weapon. If this spell contacts magical darkness produced by an equivalently leveled spellcaster, both spells are negated. If Torchlight is cast against a stronger or weaker darkness spell, only the lesser spell is negated.

The material component for this spell is a cloth patch impregnated with oil or grease.

Third Level Spells

Cheetah Speed

Base SP Cost:	70
Components:	V, S, M
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	One individual
Duration:	30 seconds
Saving Throw:	None
Additional Spell Point schedule:	Increase Duration: 2 SP/second

This spell improves a creature's movement to three times faster than normal. He also may subtract 2 from his Initiative (though no benefit to Speed occurs). The spell only allows faster movement – no other actions may be performed at a faster than normal pace. Each time Cheetah Speed is cast on a creature, it ages one month. Unwilling recipients may try to make a saving throw to avoid the spell's effects and consequent aging.



The material component for this spell is a bit of cheetah fur.

Rope Charm

Base SP Cost:	70
Components:	V, S, M
Casting Time:	2 seconds
Range:	60 feet
Volume of Effect:	50 feet of rope*
Duration:	10 seconds after finished playing
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Duration: 35 SP/10 seconds

This spell enables a mage to animate a rope with which he has some passing familiarity (he must personally have handled the rope to gauge its unique properties – therefore this spell cannot be cast on a coil of rope an adversary is carrying). He can enable it to perform basic functions (coil, loop, tie, knot,

coil and knot, loop and knot, tie and knot, uncoil, unloop, etc.) or to create a 'rope ladder'. The mage commands the rope by playing a tune on a small wind instrument such as a flute or recorder. While playing, the mage cannot perform any other action save walking and concentrating on the spell.

The rope may also be used against an opponent. It does not inflict damage, but can entangle a creature or object within 1 foot of the cord that fails a saving throw. The rope may need to be hurled at an opponent prior to enchantment in order to facilitate this action, as the rope is incapable of locomotion.

**This spell also affects string, yarn, cord or similar nonliving ropelike objects up to 2" thick. The standard efficacy animates a 50' span of rope no more than 1" in strand diameter. If the rope is 1/2" thick or less, the Volume of Effect becomes 100' of cord. For every 1/2" greater than 1", reduce the variable Volume of Effect by half. For example, if a rope is 1 1/2" thick, the caster can only command a 25' length, or for a 2" thick rope, the controllable length would be only 12 1/2' feet.*

The material component for this spell is the rope itself. An average 1" thick rope uses a d10 for its defense roll and can take 6 points of damage from an edged weapon before it severs. The rope and instrument are not consumed in the casting of the spell.

Unlock

Base SP Cost:	70
Components:	V
Casting Time:	2 seconds
Range:	15 feet
Volume of Effect:	10 cubic feet
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	Increase Range: 1 SP/foot Increase Volume: 2 SP/cubic foot

This spell allows the caster to circumvent locked doors, boxes, chests and even shackles or chains. Of course, there are some limitations.

For instance, the item to be unlocked must be smaller than the Volume of Effect. Each casting only opens one lock (so if a door has two locks, the spell must be cast twice).

The item must also be within the caster's line of sight. If an item is secured with a Wizard's Lock, this spell opens the item for one minute, after which time the Wizard's Lock reasserts itself and relocks the subject of the Unlock spell.

The spell does not destroy the lock, leaving open the possibility of the item being subsequently relocked. This spell does not affect knots or items without locking mechanisms and does not physically push open the door (or lid, etc).

Veil of Darkness

Base SP Cost:	70
Components:	V, S, M
Casting Time:	2 seconds
Range:	30 feet
Volume of Effect:	15 foot radius
Duration:	10 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Range: 1 SP/foot Increase Duration: 3 SP/minute Increase Radius of Effect: 3 SP/foot

With a Veil of Darkness spell, the caster banishes all light from an area. A natural light source is extinguished if taken into any existing area of magical darkness. If this spell contacts magical light produced by an equivalently leveled spellcaster, both spells are negated. If Veil of Darkness is cast against a stronger or weaker light, only the lesser spell is negated. Veil of Darkness may only be cast on a fixed location.

The somatic component for this spell is to blow the material component (a pinch of soot) in the direction the darkness is to be situated.

White Hot Metal

Base SP Cost:	70
Components:	V, M
Casting Time:	2 seconds
Range:	10 feet
Volume of Effect:	10 lbs. of metal
Duration:	10 seconds
Saving Throw:	Special
Additional Spell Point schedule:	Increase Duration: 50 SP/10 seconds

By means of the White Hot Metal spell, the caster instantaneously causes metal to become searingly hot (2000° F). Certain metals and alloys (such as bronze, copper, silver, gold, tin, lead and pewter) will melt; while objects composed of ferrous alloys (*i.e.*, iron and steel) and platinum retain their shape but are malleable if force is applied.

Creatures suffer 2d6p points of damage every 10 seconds they are in contact with the affected metal – this may be unavoidable in the case of body armor, but a weapon may be dropped to avoid damage. When the duration ends, the metal magically cools, remaining in whatever shape its molten form took.

The material component for this spell is a mixture of alum and powdered iron.

Wizard's Lock

Base SP Cost:	70
Components:	V, S, M
Casting Time:	1 minute
Range:	Touch
Volume of Effect:	30 cubic feet
Duration:	Permanent
Saving Throw:	None
Additional Spell Point schedule:	Add Verbal Passkey: 100 SP Increase Maximum Object Size: 2 SP per additional cubic foot

The Wizard's Lock spell allows the caster to magically lock a door, box, chest, window or similar object so that only he can open it. For additional Spell Points, a password may be placed on the Wizard's Lock allowing access by presumably trusted associates given the verbal key.

While a Wizard's Lock is a formidable security measure, it can potentially be physically broken by very strong creatures (using a feat of strength rolled against d20p+21 though only one attempt is allowed), bypassed by destruction of the object locked or temporarily circumvented by a wizard 14 levels higher than the caster. Such circumvention requires the expenditure of 10 SP for every level of the caster who placed it and is effective for one minute.

The material component of this spell is a pair of magnets costing no less than 10 sp.

Fourth Level Spells

Bottomless Pouch

Base SP Cost:	80
Components:	V, S, M
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	One pouch
Duration:	12 hours
Saving Throw:	None
Additional Spell Point schedule:	Increase Volume of Effect: 10 SP/cu. ft. Increase Duration: 10 SP/hour

The Bottomless Pouch spell allows the caster to enchant an ordinary pouch such that it can hold an astonishing volume of objects placed into it. While enchanted, the pouch has a capacity of five cubic feet ('bottomless' being an inaccurate wizarding hyperbole) and objects therein only weigh one-tenth their normal weight.

Note that objects must still be able to be placed into the pouch thereby limiting the type of object that can be stored within.

If the spell duration expires while there is material within the bottomless pouch, the pouch becomes normal, rips open at the seams (or otherwise tears to shreds) and all the material stored spills out at the feet of the wearer. The caster can also cause the pouch to empty with a single command.

Enfeeble

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	60 feet
Volume of Effect:	One creature
Duration:	30 seconds
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Duration: 20 SP/10 seconds

Enfeeble allows a magic-user to direct a beam of dark energy at a single opponent, reducing its Strength and thereby gravely weakening the force of its blows. Creatures are reduced to an effective Strength of 5/01 (a -3 damage adjustment replaces any bonuses they may have had). If the target creature makes its saving throw, the beam missed and spell has no effect.

This spell does not affect combat bonuses due to magical items nor creatures with a natural Strength of 5/01 or lower.

Fireball, Skipping Betty

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	200 feet
Volume of Effect:	10 foot radius
Duration:	20 seconds
Saving Throw:	Half damage
Additional Spell Point schedule:	Increase Potency of Fireball: 20 SP per d4p (maximum 6d4p) Increase Duration: 1 SP/second

The Skipping Betty Fireball can be used as an effective long-range weapon by a magic-user.

When cast, the mage directs a flaming sphere that leaves the caster's hand traveling at a rate of 10 feet per second. Subjects within 50 feet of the caster may be targeted directly necessitating a successful attack to strike the victim.

The efficacy of this attack is determined as follows: the Mage rolls a d20p and adds his level. The target rolls a d20p and adds his level (or attack bonus for monsters) further modified by his current speed (see chart).

Target's speed (feet/sec)	d20p modifier
Stationary	-6
5	0
10	+1
15	+2
20	+3
25	+4
30	+5
35	+6
40	+7
45	+8
50	+9
55	+10
60	+11
65	+12
70	+13
75	+14
80	+15
85	+16
90	+17

Magic Projectile of Skewering

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	90 feet
Volume of Effect:	Two or more targets
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	Increase Potency of Missile: 40 SP per d4p+1 (maximum 6d4p+8) Increase Range: 5 SP/10 feet

This spell is an enhanced version of the Magic Projectile spell. The caster creates a glowing arrow of magical energy that is directed toward a target within the spell's range. The missile always hits and causes 2d4p+2 points of damage. When the missile strikes, it "skewers" its target, inflicting its damage before it continues along its path, until it strikes an obstacle, runs out of range or runs out of targets.



This works as follows: When the missile strikes its first target it emerges out of the opposite side of the target and is directed towards an additional target of the caster's choice within a 90 degree arc. Assuming the spell's maximum range has not been eclipsed, the second target is struck. The process repeats itself until the spell runs out of range or energy, or the missile cannot continue due to the presence of barriers in its path. The first creature struck suffers full damage, but every creature struck afterwards suffers a progressive 1d4p+1 less damage than the creature hit before it.

Like Magic Projectile, a Magic Projectile of Skewing ignores any damage reduction the target possesses (gained either naturally or by armor).

Memory Wipe, Lesser

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	90 feet
Volume of Effect:	1-4 creatures in a 20-foot cube
Duration:	Permanent
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Length of Memories Erased: 50 SP/minute Increase Volume of Effect: 40 SP/creature or 1 SP/cubic foot

With the Lesser Memory Wipe spell, the spellcaster wipes the preceding one minute of memory from creatures within the cube. This does not negate any spells that may have been cast during that time. However, it is possible that the caster of said magic could forget he did so and consequently fail to act upon it. Up to four individuals may be the subject of a particular Memory Wipe. Each target selected beyond the first provides a cumulative +1 to saving throws to all subjects of the spell.

Motion Blur

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	One individual
Duration:	1 minute
Saving Throw:	None

Motion Blur alters a viewer's perceptions. The subject of the spell appears blurred or smeared along the direction of relative motion. Thus a person actively feinting and dodging in combat is more difficult to hit. This distortion gives +4 to his Defense

in melee combat. Note that a static defender gains no benefit from Motion Blur.

Anyone launching a missile at a blurred target is treated as if he were 20 feet further from the target (though if the missile strikes true, damage is computed from the actual distance).

A Sense Invisible Beings spell will not counter this effect.

Transmogrify

Base SP Cost:	80
Components:	V, S, (M)
Casting Time:	2 seconds
Range:	Personal
Volume of Effect:	Personal
Duration:	3d4p +6 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Duration: 20 SP/d4p minutes Duplicate Exact Individual: 350 SP plus material component



Transmogrify allows a mage to physically alter his appearance to match that of another creature. The change cannot be radical as the desired form must be within +/- 50% of the magic user's mass. The change is no mere illusion for the caster's body actually morphs into the new shape for the duration of the spell. His clothing and gear may be similarly enchanted (though not transformed into either armor or a shield).

While the transmogrified spellcaster is virtually indistinguishable from an ordinary specimen of the type he has opted to change into, there are limitations. First, no native speech capabilities are granted. Second, the mage retains his pre-existing Strength and Hit Points. If the new form has natural weaponry, the mage may employ these attack routines subject to his own physical prowess.

If the mage wishes to transform into an exact duplicate of a particular individual, he must add a small part of that being (i.e., hair, nails, etc.) as a material component and expend an additional 350 Spell Points during casting.

The mage cannot end the spell prematurely; further, the GM rolls the duration in secret so the mage does not know or control the exact duration. If slain, he resumes his native form immediately.

Fifth Level Spells

Copypat

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	Special
Volume of Effect:	6 foot radius
Duration:	90 seconds
Saving Throw:	None
Additional Spell Point schedule:	Increase Duration: 10 SP/10 seconds Increase Number of Duplicate Images: 40 SP/image (max. 8 images)

This spell creates d4p+1 perfect visual copies of the spellcaster that mirror his every move. These images cluster around the mage, making it impossible for an opponent to discern which is the spellcaster and which is a mirage.

When subject to an attack, the true target must be randomly determined. If a duplicate is successfully attacked, it dissipates. Striking the actual mage, while inflicting damage, does not provide the attacker with his true location. Further attacks are subject to the same random determination of the target.

Disembodied Floating Hand

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	Zero
Volume of Effect:	120 foot radius from caster
Duration:	5 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Range: 1 SP/foot Increase Duration: 5 SP/10 seconds

Upon completing this incantation, the mage's hand separates from his or her forearm leaving a fleshy stump. The disembodied hand may be psychically controlled by the mage to perform actions as desired, as long as it remains within 120 feet of him. It is capable of flight (at 20 feet/second).

Controlling one's own disembodied hand requires remarkably little concentration. As such, the spellcaster is fully capable of conjuring additional spells. Ranges for said spells should be computed from the hand's position, not the caster's body. The disembodied hand can also deliver touch attacks as if the caster were in close proximity to the target and can easily strike the rear of an opponent unaware of its presence. The magic-user's disembodied hand makes any attack as if the caster were physically present. The disembodied hand may perform other actions such as retrieving objects or opening doors.

The hand is vulnerable to attack but difficult to hit (rolling a d20p for defense with a +10 modifier). Any damage to the hand is applied directly to the caster. Once the spell ends, the caster may simply reattach his hand. If not in a position to do so, it must be retrieved and reattached within five minutes or the hand dies, leaving the mage with the nickname "Stumpy."

Heat Seeking Fist of Thunder

Base SP Cost:	90
Components:	V, S, M
Casting Time:	2 seconds
Range:	100 feet
Volume of Effect:	20-foot radius sphere
Duration:	Special
Saving Throw:	Half damage
Additional Spell Point schedule:	Increase Range: 10 SP/5 feet Increase Volume of Effect: 20 SP/foot Increase Blast: 20 SP/d4p (max 9d4p)

The Heat Seeking Fist of Thunder spell creates a disembodied hand that rushes toward a heat source and explodes with magical energy when it hits. The spell requires a heat source at least as large as a torch to home in on. When the spell is successfully cast all those within 20 feet of the target heat source suffer 3d4p damage, or half that with a successful saving throw. The damage done is sonic in nature and sounds like an extremely loud thunderclap. The target heat source is obliterated when the spell is cast.

Levitation

Base SP Cost:	90
Components:	V, S, M
Casting Time:	2 seconds
Range:	180 feet
Volume of Effect:	One creature or object
Duration:	30 minutes
Saving Throw:	Negates
Additional Spell Point schedule:	Increase Duration: 1 SP/minute Increase Weight Able to be Levitated: 10 SP/10 pounds

Levitation permits the mage to largely overcome the effects of gravity and hover freely in the air. This entails little mental effort once the spell is cast. However, with a bit of concentration (precluding other spellcasting), the Mage may raise or lower himself at a rate of 10 feet per second (or slower). Although the spell does not provide for lateral motion, the only inhibitor to such movement is either physical objects or air resistance. As such, springing off a wall can propel the levitator scores of feet.

In addition to casting Levitation on one's own person, it may be utilized on an inanimate object or a willing or unwilling third party (the latter receiving a saving throw to resist its effects). All such usages are restricted to a 300 pound weight limit.

Levitation, regardless of the target, remains under the control of the spellcaster. He can retain this control even when losing sight of the levitating object. The spell can be ended prematurely should the spellcaster so desire.

Panic

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	180 feet
Volume of Effect:	15 foot radius
Duration:	(1d4p+3) x10 seconds
Saving Throw:	Special
Additional Spell Point schedule:	Increase Duration: 15 SP/10 seconds

This spell causes creatures with less than 50 Hit Points to immediately flee the caster as fast as possible. If cornered and faced with an unyielding foe, they will defend themselves but suffer a -2 penalty to all rolls. Only elves and clerics are permitted saving throws (the undead, however, do not panic).

Sense Invisible Beings

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	20 foot radius
Duration:	3 minutes
Saving Throw:	None
Additional Spell Point schedule:	Increase Duration: 20 SP/minute

By means of this spell, the caster imbues the recipient with the ability to distinguish invisible or concealed creatures. Sight is not enabled; rather the individual gains a sixth sense that perfectly compensates for the lack of vision. Intuitively useful when combating an opponent cloaked by invisibility, the spell also allows for the discovery of individuals hiding in shadows or underbrush or when in conditions of utter darkness (when everyone is *de facto* invisible).



CHAPTER EIGHT

Cleric Spells

Cleric Spells

Components: Like mages, clerics use verbal (V), somatic (S) and material (M) components for their spells. Unless otherwise stated or divine icons, materials are consumed when a spell is cast. Material components not readied (out of their container and in-hand before casting) delay the spell for d4p seconds while the cleric produces the required components.

Casting Time: When a cleric begins to cast a spell, it takes a certain amount of time before it discharges. A cleric cannot concentrate on self-defense while in the process of casting a spell and thus is limited to a d8p roll against possible attacks. If he opts for a more proactive defense or if he is actually struck for damage, the spell is ruined. Attacks that don't penetrate armor to cause damage do not disrupt a spell.

Range: When a spell lists a range in feet, its effects begin within or at the end of this range, at the cleric's discretion. "Touch attacks" require a normal attack roll. If the target in question chooses to use a shield against the cleric, they're going to get automatically hit (i.e., the spell travels through the shield and counts as a successful touch).

Spells directed at allies that require a touch (such as healing spells) cannot be cast if the recipient is engaged in combat.

Volume/Area of Effect: Each spell affects a certain creature, object, volume, etc. as specified (and desired by the cleric).

Duration: All spells last for a certain amount of time, be it seconds, minutes, hours or longer. Some spell durations may even seem to take almost no time at all.

Saving Throws: Creatures subject to a spell may attempt a saving throw by rolling a d20p and adding their Attack Bonus. (Characters add level instead of Attack Bonus.) The cleric rolls a d20 and adds his level. If the target's score equals or exceeds the cleric's, he succeeds at the saving throw and the spell has no effect on him (unless otherwise specified in the spell description). A natural "1" on any saving throw indicates failure unless the cleric himself rolls a "1" on the opposed die check.

Penetration: The variable net result of spells (that is, dice rolled for curative or damage results) ordinarily penetrate, though other variable effects such as duration do not. Specific contradictions of this rule are explicitly stated in the spell description.

Cleric Spells

Number	First Level	Second Level	Third Level
1	Alleviate Trauma	Aggravate Pain	Blessing
2	Ceremony: Consecrate Divine Icon	Bless	Cure Light Wounds
3	Cure Trifling Injury	Ceremony: Anoint	Illumination: Torch
4	Extend Fuel	Cure Minor Wound	Imperceptibility to Undead
5	Moderate Emotion: Cause Fear	Innocuousness	Know Position
6	Purify Water	Moderate Elemental Damage	Safe Haven
Number	Fourth Level	Fifth Level	Sixth Level
1	Command	Ceremony: Investiture	Cure Fairly Serious Wound
2	Cure Wound	Create Water	
3	Divine Steward	Cure Injury	
4	Inflict Pain	Hallowed Weapon	
5	Inflict Wound	Indifference	
6	Influence	Inflict Injury	

First Level Spells

Alleviate Trauma

Components:	V, S
Casting Time:	3 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	See text
Saving Throw:	None

With this spell, a priest relieves the incapacitating agony caused by a particularly grievous wound. The recipient of this spell immediately recovers from his debilitating condition and may take any action he desires (after taking a second to get on his feet). This spell does not restore any lost Hit Points nor does it provide protection against subsequent traumatic injury(ies).

Ceremony: Consecrate Divine Icon

Components:	V, S, M
Casting Time:	5 minutes
Range:	Touch
Area of Effect:	Icon touched
Duration:	Permanent
Saving Throw:	None

This spell allows the priest to turn a mundane symbol of his faith into a divine icon. Naturally, the priest can only consecrate an icon of his own faith. For example, a priest of The True must cast this spell on a tiny golden sword, while a priest of The Overlord would cast it on a mailed gauntlet.

The material component for this spell is the symbol to be consecrated. It is not expended in casting.

Cure Trifling Injury

Components:	V, S
Casting Time:	3 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

Casting this spell enables a cleric to heal a damaged individual restoring 1d3p hit points in so doing. Anointed followers of the cleric's deity receive more potent healing (1d4p hit points). This spell does not function on nonliving creatures or non-corporeal creatures and actually harms undead if cast upon them.

Extend Fuel

Components:	V, S, M
Casting Time:	10 seconds
Range:	1 foot
Area of Effect:	One light source
Duration:	See text
Saving Throw:	None

Casting this spell causes the chosen light source to consume its fuel more efficiently, thereby doubling the length of time it can provide illumination. This spell does not affect the intensity or the damage caused by the light source if employed as an improvised weapon. Only torches and lanterns may be enchanted, broad interpretation of "light source" as bonfires or illumination not stemming from combustion is disallowed.

The material component for this spell is the flame to be affected.

Moderate Emotion: Cause Fear

Components:	V, S
Casting Time:	4 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	1d4 minutes +1 min./level
Saving Throw:	See text

By touching an individual, the priest is able to implant the fear of his or her god in their psyche. The creature touched must immediately make a saving throw or flee in terror from the cleric until the spell's duration wanes.

Purify Water

Components:	V, S, M
Casting Time:	1 minute
Range:	Touch
Area of Effect:	1 gallon/level
Duration:	Permanent
Saving Throw:	None

This spell eliminates all harmful bacteria and microorganisms as well as foul tasting sulfides, iron and suspended solids from water. The result is water suitable for drinking. Casting it on beverages such as milk, beer or wine is deleterious as they will be reduced to plain water. The spell does not affect toxins (alcohol is here considered a narcotic not a toxin) or magical potions.

A Potion of Poison would, for example, be transformed into a crystal clear liquid every bit as lethal as it was prior to purifying it. Desalinization requires a caster of no less than 5th level to accomplish.

The material component for this spell is the water to be purified. Purify Water must be cast on water intended to be sanctified as holy water (but not unholy water). Naturally, the water is not consumed in the casting.

Second Level Spells

Aggravate Pain

Components:	V, S
Casting Time:	4 seconds
Range:	5 feet/level
Area of Effect:	One living creature
Duration:	10 seconds/level
Saving Throw:	None

With this spell, a priest causes the incapacitating pain resulting from traumatic damage to lengthen in duration. This may prove useful when the cleric desires to capture an irascible foe rather than to slay him outright or when so overwhelmed by opponents that there's no time to dispatch casualties.

Bless

Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	One living creature
Duration:	5 minutes
Saving Throw:	None

This spell imparts a small measure of divine favor upon the recipient. If engaged in combat, he may add +1 to all attack and defense rolls while blessed. He may also add +1 to saving throws and improves his chance of succeeding at a skill check by +5. Anointed followers of the priest's deity receive a blessing of twice normal duration.

Ceremony: Anoint

Components:	V, S, M
Casting Time:	10 minutes
Range:	Touch
Area of Effect:	Creature touched
Duration:	Permanent
Saving Throw:	See text

When a character expresses an interest in allying himself to a particular religion, he seeks out a priest of that faith. If the priest believes that the character is sincere in his claims, he performs a special ceremony (with several more allied followers present to participate and bear witness, if possible).

Once the ceremony is complete, the character is allied to the faith and its deity, receiving all the appropriate benefits from membership. Common benefits include bonuses from certain spells cast by priests of his faith, while other benefits may vary depending on the GM and his campaign.

The character may still sacrifice, pray and pay tribute to other deities when he believes their influence would be helpful. However, if he disavows his beliefs in this faith or is anointed by a different priest of a different faith, he loses all the benefits of the previous faith.

The material component for this spell is the cleric's divine icon. It is not expended in casting.

Cure Minor Wound

Components:	V, S
Casting Time:	4 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

Casting Cure Minor Wound enables a priest to heal a damaged individual restoring 1d4p Hit Points in so doing. Anointed followers of the priest's deity receive more potent healing (1d6p Hit Points). This spell does not function on nonliving creatures or non-corporeal creatures and actually harms undead if cast upon them.

Innocuousness

Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	10 minutes/level
Saving Throw:	None

The target of this spell becomes cloaked in a form of mental camouflage. While he can clearly be seen, a viewer's perception is subtly altered to interpret the character as just some schmuck in the crowd unworthy of close scrutiny. For example, an armored warrior may simply be assumed to be a city guardsman of whom passers-by take no special note.

Likewise, a lone traveler might pass by a group of ruffians without drawing their attention as a potential victim.

The spell has its limits – it's not going to allow an obvious elf to wander freely around a goblin lair. Additionally, if the person cloaked by innocuousness takes a hostile or threatening action, the spell is immediately broken.

Moderate Elemental Damage

Components:	V, S
Casting Time:	10 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	5 minutes/level
Saving Throw:	None

This spell provides the spell recipient with greater resistance to damage from natural or magical cold, fire and lightning attacks. The subject gains a +2 bonus on all saving throws v. such effects (if applicable) and all damage dealt to the individual so protected is reduced by 1 point per die (minimum of 1).

Third Level Spells

Blessing

Components:	V, S
Casting Time:	7 seconds
Range:	10 feet
Area of Effect:	One person/level (maximum 7)
Duration:	5 minutes
Saving Throw:	None

The recipients of a Blessing receive a small measure of divine favor. If engaged in combat, they may add +1 to all attack and defense rolls. They also receive a +1 bonus to any saving throw. In other circumstances, their chances of succeeding at a skill check are improved by +5.

Anointed followers of the priest's deity receive a blessing of twice normal duration.

Cure Light Wounds

Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

Casting this spell enables a priest to heal a damaged individual restoring 1d6p Hit Points in so doing. Anointed followers of the priest's deity receive more potent healing (1d8p Hit Points). This spell does not function on nonliving or non-corporeal creatures and actually harms undead if cast upon them.

Illumination: Torch

Components:	V, S
Casting Time:	10 seconds
Range:	Touch
Area of Effect:	Personal
Duration:	20 minutes/level
Saving Throw:	n/a

This spell enables the caster to summon luminous energy in the likeness of a torch flame. When cast, the flame must be anchored to some physical item, be it a pole, weapon or even the priest's open palm. The flame casts light equivalent to a torch but produces no heat. As such, it cannot be used as an ignition source.

Imperceptibility to Undead

Components:	V, S
Casting Time:	4 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	5 minutes/level
Saving Throw:	See text

This spell blinds undead creatures to the recipient's presence. However, it is only effective on creatures with an attack bonus less than the priest's level. More powerful undead will immediately see through this veil of secrecy. The spell is broken if the recipient takes any aggressive action.

Know Position

Components:	V
Casting Time:	1 minute
Range:	Personal
Area of Effect:	Personal
Duration:	Instantaneous
Saving Throw:	None

This spell enables a cleric to instantly know his position in relation to a single landmark or population center, or in absolute terms (latitude, longitude and elevation).

The priest receives the former information in situational-appropriate X (east-west) and Y (north-south) axis units, such as '20 miles east and 16 miles south of Bet Rogala', or '30 feet east and 44 feet north of that old tree that looks like it got hit by lightning.' If desired, the priest can also determine his location on the Z (height-depth) axis, such as '5 feet west and 90 feet south of the dungeon entrance and 65 feet below ground level.' The priest may substitute 'ground level' for 'sea level' as a reference point for convenience.

This spell provides one data point only.

Safe Haven

Components:	V, S
Casting Time:	3 seconds
Range:	Touch
Area of Effect:	Personal
Duration:	2 minutes +1 min./level
Saving Throw:	None

Once the priest casts this spell, any creature intending to attack him must attempt a saving throw. On a successful save, the creature is unaffected by the spell and may act freely. If the saving throw fails, the attacker ignores the cleric's presence for the rest of the spell's duration. If the priest makes an attack, the spell is broken. This spell does not protect the priest from the collateral damage of an area effect spell.

Fourth Level Spells

Command

Components:	V, S
Casting Time:	1 second
Range:	30 feet
Area of Effect:	One living creature
Duration:	10 seconds
Saving Throw:	Negates

With this spell, a priest can force another sentient creature to perform a single action. The desired action is stated as a command and is limited to a single verb spoken in a language comprehensible to the target.

This command cannot make a creature take an action of which he is incapable, such as commanding a man to fly. Further, a character commanded to 'die' will not drop dead, but will rather drop into a comatose state for 10 seconds.

The somatic component of this spell is the caster pointing at the subject. When a command requires the subject to act on another object, the caster must use two hands to point both at the subject and the object, such as pointing at a person and at

a nearby door and commanding 'Open.' Both the subject and the object to be affected must be within the spell's range limit as well as line of sight.

Cure Wound

Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

Casting this spell enables a priest to heal a damaged individual restoring 1d8p Hit Points in so doing. Anointed followers of the priest's deity receive more potent healing (1d10p Hit Points). This spell does not function on nonliving creatures nor non-corporeal creatures and actually harms undead if cast upon them.

Divine Steward

Components:	V, S, M
Casting Time:	5 minutes
Range:	n/a
Area of Effect:	30 foot radius
Duration:	4 hours + 1 hr./level
Saving Throw:	None

This spell summons a (very) minor being from the deity's plane of existence. This divine steward follows the priest's direction just like a normal, obedient servant would, but does not speak or display any signs of emotion. The steward can only perform minor tasks such as opening doors, fetching, carrying, holding or cleaning. It cannot lift or carry items that weigh more than 20 pounds and it cannot move over 40 pounds even by pushing or pulling. It appears as a translucent humanoid with no distinguishable facial features; its true body exists primarily on another plane.

The divine steward disappears when the spell duration ends, if the caster prematurely ends the spell or if the steward suffers 1 or more points of damage. If the caster abuses the steward (e.g. employing it as a 'trap detector'), it disappears immediately and the priest loses the ability to cast spells or use his priestly powers for 24 hours.

The material component for this spell is the priest's divine icon. It is not expended in casting.

Inflict Pain

Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	Negates

With this spell, the priest causes traumatic wracking pain to course through the target's body. The creature must immediately attempt a Constitution check (d20p vs. CON score). Rolling under his CON score permits the target to shrug off the pain. Rolling equal or above causes the creature to collapse from the agony, incapacitated for 5 seconds times the difference between his CON check and his CON score.

Inflict Wound

Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

A priest may inflict a wound upon anyone whom he casts this spell upon though a successful touch attack is required. This spell inflicts 1d10p points of damage.

Influence

Components:	V, S
Casting Time:	4 seconds
Range:	5 feet/level
Area of Effect:	One living creature
Duration:	1d4 minutes + 1 min./level
Saving Throw:	Negates

Upon a successful casting of this spell, the priest causes an indifferent creature to enter into a particular emotional state. For example, the priest might cast this spell to make a uninterested guard turn helpful, make an apathetic bar wench become flirtatious, an uncaring merchant become generous or so on. Bear in mind the limited duration of the spell's effect when contemplating excessively complicated applications.

Characters influenced by this spell will interpret the new emotional state according to their personality not the caster's idea of what a person in said emotional state should do.

For example, an unsympathetic merchant made to feel compas-

sionate by this spell will probably give out a few silver pieces but would never, even in this unusual mood, contemplate selling his business and giving the proceeds to the poor. The GM determines precisely what emotions can be caused and how the creature reacts.

Anger, anxiousness, compassion, delight, depression, disgust, envy, greed, happiness, laziness, lust, pride, sadness, shame and even smugness are examples of potential mental states the caster can command. This spell does not affect biological needs, such as hunger, pain, thirst or an animal's natural mating instinct.

When the spell wears off, the creature realizes that he has been magically influenced.



Fifth Level Spells

Ceremony: Investiture

Components:	V, S, M
Casting Time:	1 hour
Range:	Touch
Area of Effect:	Creature touched
Duration:	Permanent
Saving Throw:	See text

When a novice priest has completed his training and is prepared to take on the mantle of responsibility of being an ordained priest, his superior performs a Ceremony of Investiture. This ceremony is also performed to induct lay officials and others with a strong tie to the church.

Once the investiture is complete, the character becomes a sworn and true servant of his deity, receiving all appropriate benefits according to his station. These benefits vary depending on church, as well as the GM and his campaign.

Unlike the Ceremony: Anoint spell, an invested character may not sacrifice, pray or pay tribute to other deities in any way. If he does so, the GM should remove all the benefits of this faith for a period of time appropriate to the infraction. If an invested character goes so far as to disavow his beliefs in this faith or is anointed by a priest of a different faith, he is excommunicated by the previous faith and loses any and all benefits.

The material component for this spell is the priest's divine icon and various incense, food, drink and possibly other items depending on the customs particular to said religion. The divine icon is not expended in the casting.

Create Water	
Components:	V, S
Casting Time:	1 minute
Range:	0
Area of Effect:	1 gallon/level
Duration:	Permanent
Saving Throw:	None

Upon completing the spell, the priest's cupped and outstretched hands fill with cool, distilled water and remain full until the final volume of water has poured out. Thus it's useful to have a bowl ready into which to decant the liquid. The created water is safe to drink provided the cleric's hands are sanitary. It doesn't contain a disinfectant and can be fouled after creation.

Cure Injury	
Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

Casting this spell enables a priest to restore 2d4p+1 Hit Points to a damaged individual. Anointed followers of the priest's deity receive more potent healing (2d6p Hit Points). This spell does not function on nonliving nor non-corporeal creatures and actually harms undead if cast upon them.

Hallowed Weapon	
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Area of Effect:	Weapon touched
Duration:	1 hour
Saving Throw:	None

This spell allows the priest to temporarily enchant a non-magical weapon, giving it the ability to hit creatures that normally can only be struck by silver weapons. This spell also provides the weapon a +1 attack and +1 damage bonus. A priest may only cast this spell on a weapon his deity favors, though he need not personally wield it. The material component is the weapon to be enhanced. It is not expended in the casting.

Indifference	
Components:	V, S
Casting Time:	5 seconds
Range:	5 feet/level
Area of Effect:	One living creature
Duration:	1d4 minutes + 1 min./level
Saving Throw:	Negates

Indifference causes a creature to reassess its aggressive posture towards the caster and his associates. If a save is failed, the creature adopts a neutral stance, regarding the priest as neither friend nor foe. The creature doesn't initiate violence unless attacked and will end combat peaceably if allowed to do so. Indifference won't cause the creature to neglect its duties.

For example, a guard charged with barring a passage won't permit the cleric to traipse in unchallenged (a guard dog, on the other hand, lacking higher intelligence would let the priest pass). It will, however, discourage him from sounding an alarm and will not permit the priest or his associates to openly loot or steal his property.

Attacking the subject of an Indifference spell immediately ends the enchantment. When the spell wears off, the creature reverts to his normal mindset.

Inflict Injury	
Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This spell inflicts an injury (2d6p points of damage) upon whoever it is cast, though a successful touch attack is required.

Sixth Level Spell

Cure Fairly Serious Wound	
Components:	V, S
Casting Time:	5 seconds
Range:	Touch
Area of Effect:	Creature touched
Duration:	Instantaneous
Saving Throw:	None

This spell enables a priest to restore 2d6p Hit Points to a damaged individual. Anointed followers of the priest's deity receive more potent healing (3d4p Hit Points). This spell does not function on nonliving nor non-corporeal creatures and actually harms undead if cast upon them.

CHAPTER NINE

Combat

Combat is the ultimate and usually very final method of dispute resolution in HackMaster. Because HackMaster battles are so lethal, characters typically only engage after other (less dangerous) methods of solving differences fail or been dismissed as unlikely to succeed. Of course, experienced players perform such dismissal in the wink of an eye, sometimes cleverly getting the drop on their foes, other times accidentally butchering someone for an important bit of information that could have been gleaned peacefully. However, this chapter's not about advising you on how to avoid such pitfalls; it's about helping you learn enough about the combat rules to avoid getting your hide flayed by goblins or skull staved in by passing ruffians five minutes after rolling up your shiny new character.

Some folks say that battles aren't all that central to HackMaster. Indeed, it's a multifaceted game with many other fascinating elements such as engaging NPCs in meaningful discourse, gaining knowledge of exciting new peoples, locations and things, discovering and mapping new lands and so on. This author won't waste the space in these exalted pages to ponder such a rhetorical topic. After all, it doesn't take a bloody genius to notice that most of those other topics don't have an entire freakin' chapter devoted to them, do they? On the other hand, there are those who'd tell you that battle is the be-all and end-all, melee is glory and combat is the most important thing in HackMaster. I'm here to tell you that the players trying to sell you such nonsense are nothing but inexperienced rubes. Engaging in combat is not the most important thing in HackMaster; it's a weak third behind surviving and, most importantly, winning combat!

Your careful study of this chapter will help you survive and ultimately win most violent HackMaster situations. By learning the nuances herein, you'll dramatically improve your character's chances of survival as well as keep the GM on his toes (and avoid being taken advantage of because your GM happens to be ornery or forgetful). While the GM is always right – and darn near infallible – it always pays to know the rules, just in case you find yourself at the table of a junior GM or one that's not yet HMGMA certified. Yes, this chapter shows you how to take advantage of surprised foes, shoot enemies from a distance, set them on fire, hack or club them to submission and more. Sounds great, doesn't it?

Encounters

An "encounter" in HackMaster is defined as any situation in which a character(s) comes across another character, monster, trap or obstacle. This chapter deals with encounters that include monsters and/or characters, probably hostile ones (at least by the end of the encounter, anyway). Whenever an encounter occurs, the first thing the GM needs to do is determine the proximity of the opponents (or soon-to-be-opponents, as the case may be).

Sometimes it's easy to tell when an encounter starts; the GM looking menacingly over his screen and shouting "Roll for Initiative!" is a pretty solid clue for ya, Sherlock. Other times, it's not so clear. For instance, when that comely elf standing by the wagon with the obvious broken wheel hikes up her dress and thumbs for a lift, who can tell if she's a buxom maiden looking for rescue or some syphilitic forest banshee looking to eat your liver? In cases like this, it's best to let either caution or heroic action rule the day.

Encounter Distance

Encounters only occur when two or more groups come upon one another and one or both sides recognize this fact. Therefore, sensory range followed by awareness are the determining factors. Once one group moves within visual, auditory, olfactory, tactile or other sensory range of any individual on either side, that individual (or individuals) can make a Listening or Observation check, as appropriate. Success indicates that the character is now aware of his opponents.

Absent any changes to the situation, characters may attempt additional checks every 5 seconds. Once an individual becomes aware of another creature or group in the area, he (or they) may take action. Such an action may be to flee, hide, charge, fire a ranged weapon, observe, raise a hew and cry, cast a spell or any other act.

Taking Action

If you're an avid game player, chances are you're used to choosing an action or actions on your "turn" – probably from a

list of allowable actions or categories of actions. This method works great for outdated games with boards and certain inferior (I hate to even credit them with the term "role-playing") games that have to hem in players because they either prefer simple games or plainly lack the genius to play the Greatest Game Known to Man.

In contrast, much like in real life, your HackMaster character can attempt any action he wants at any time. For instance, in real life, to walk across the room you think about doing so, start moving and after a certain number of seconds you accomplish the task. Likewise, in HackMaster, if your character wants to take an action (such as crossing the tavern floor), you simply declare his intent and after a certain amount of time (if there are no unexpected obstacles) he completes his action.

Thus, HackMaster has no artificial time segmentation such as "turns," "rounds," "segments" or "phases." In HackMaster, your character's actions are measured in seconds, by time and time alone. I know this concept can seem difficult after a life of being restrained by unnecessary rules, but I promise that after a session or two, keeping track of actions (using actual time like your ancestors intended) will come naturally for you.

Initiative

Before discussing just what actions are possible in an encounter (and how long they take to perform), it's important that we cover just who goes first. Several factors affect how fast a character can take action, most notably the character's Base Initiative. The other important factor is a random d12 roll to represent the variation of one character getting the drop on another. This die roll is called the Initiative Roll.



Base Initiative

Base Initiative is Wisdom Initiative bonus + Dexterity Initiative bonus + Class level adjustment.

For example, let's say that Kabor is a 4th level fighter with Wisdom 11/23 and Dexterity 15/66. He has a +2 Initiative modifier from Wisdom and a -1 modifier from his high Dexterity (but no adjustment from his fighter class level). This gives him a total Base Initiative modifier of +1. In a standard encounter, Kabor would roll a d12 and add +1 to the result. For instance, if he rolled a 7, he'd add +1 to get a Starting Initiative of 8.

As another example, let's look at the 1st level mage, Fedigar the Firebrand. Fedigar receives no Initiative modifier from his Wisdom 17/88, but he suffers a +1 modifier from his Dexterity 12/24. As a 1st level mage, he also suffers from a +2 adjustment from his class level. In a standard encounter, Fedigar rolls a d12 and adds his Base Initiative +3 to the result.

At the onset of the action, each character who's aware of an opponent rolls a d12 for Initiative and adds it to his Base Initiative. The result is the character's Starting Initiative. During an encounter, each character begins declaring actions and moving based on his Starting Initiative. Since actions occur based on time and the Count Up (described below), it's best to have a low Starting Initiative. Note that negative numbers are possible (for example, a Base Initiative of -3 plus a "1" on the Initiative roll equals -2), however, these are rare and are counted as zero (0).

In some cases, characters can roll a lesser Initiative die than the d12. One example is an experienced thief, whose character type improves his reflexes as he trains. Other cases are situational. The "Choosing Initiative Die" chart provides guidelines to help you understand when to use which Initiative Die.

Choosing Initiative Die

Example	Die
Standard encounter	d12
Declared ready for trouble and have evidence of an ambush ahead, but don't know where or when	d10
Can hear opponents in a concrete direction, but not see them	d8
Going through a doorway, with absolute knowledge that an opponent is on the other side	d6
Leaping around a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap)	d4

The Count Up

Once a character or monster rolls Starting Initiative, the GM begins counting from '1' and up (each unit represents a second in time ticking away), as "1... 2... 3... 4..." and so on. When the Count Up reaches a character's Starting Initiative number, the controlling player may announce an action. (The GM needn't announce actions taken by NPCs or monsters, but he should note them mentally or physically).

Any character that has a Starting Initiative number higher than the current Count Up number is in a state of surprise or otherwise caught unaware and flatfooted.

Surprise

Surprised characters continue to do whatever they were doing before the surprise roll (such as walking along, dozing, whistling a tune, daydreaming about that cute girl next door or whatever) and can take no other action - and we mean no other action, not even such cowardly acts as running away or cowering in a corner, let alone more manly pursuits like defending themselves. Further, surprise negates things like Defense adjustments, the ability to employ a shield and so on (surprised characters roll only a d8p for defense; defense rolls are explained later in this chapter). Essentially, the character is confused, hesitating or otherwise unable to react at all to his surroundings.

A Note on the Count Up



The Count Up makes using miniatures much easier, as each party member can move his miniature as each second ticks away (giving him something to do and not sitting around waiting for his "turn" like a Monopoly® game). The Count Up can also be used as a tool to help make games played sans miniatures more exciting. While the GM describes the action, he can create a sense of suspense as the Count Up leads to the action.

For example, a group of orcs leaps from cover and is going to charge down on the party, 60 feet distant. The GM declares Initiative rolls and begins the count up as the players anxiously await their "number". It could sound like this: "One! The orcs leap from their cover position. Two, they're now starting to jog in your direction. Three, with a snarl, they break into a run, covering 15 feet. Four, 30 feet! Five, the leader shouts a war cry and they break into a charge... they've closed 50 feet and are nearly on you!" For a player waiting for "7", each count makes him even more anxious.

Once the Count Up reaches a character's Starting Initiative number, that character is no longer surprised.

Note that getting hit in the face with a club or shot with a crossbow bolt typically makes any conscious character realize something is up! If the character is attacked in melee or struck by a ranged weapon, he will only be surprised for 2 more seconds (unless his Starting Initiative number would end surprise earlier, in which case he can act on his Starting Initiative number). Of course, if he had been attacked while surprised he might be stunned, knocked prone, incapacitated or slain at that time (the latter event, in particular, making the Starting Initiative number somewhat moot).

Ambushes

In some instances, one side is aware of the other and waits to take action (e.g., those brigands waiting to ambush your characters as they blunder down the highway singing merrily). In this case, the aware side may at any time before the other side becomes aware of them (e.g., a successful Listening or Observation check) take an action and continue taking actions until the other side becomes aware of them.

Near misses with ranged weapons (within 6 needed to hit) allow even the dumbest foes an Initiative roll. Other more subtle actions, such as moving to a new position, might trigger another Listening or Observation skill check while others (like quietly taking a swig of brandy or healing potion - or one of each! - from behind complete cover) aren't likely to alert anyone.

As soon as the ambushed characters become aware of the others, they can roll for Initiative as normal and the count

begins at "1" (note that the non-surprised characters can take action immediately on "1" without the need to roll for Initiative).

Your GM tells you what type of Initiative die to roll by using the 'Choosing Initiative Die' chart as a guideline. Note that this chart works for both sides (in the case of both parties advancing around a corner to fight), or if one side is lying in ambush or otherwise prepared but not quite fully ready or observant (like a typical gnomish guard, for example). In the latter case, the semi-prepared side may roll a lesser die.

In all cases, GM discretion decides which dice should be used, if any, but the standard is the d12.

Movement

Characters may move at any time. Like all actions, a player declares his intention first. Then, when the Count Up reaches the time indicated on the "Per Second Movement Rates" chart, the character moves (and the player should make a further declaration of what his next action will be).

Per Second Movement Rates

	Humans, Elves, size M and L creatures	Dwarves, Halflings, size S and T creatures
Walk	5 ft	2½ ft*
Jog	10 ft	5 ft
Run	15 ft	7½ ft**
Sprint	20 ft	10 ft

* move 5 ft every other second.

** move 5 ft on the first second, 10 ft the next, alternating each second.

From a standing position, a character can begin to walk or jog immediately, but not run or sprint. A walking or jogging character can then move to a run or sprint.

Movement Action rates

Action	Counts
Halt run/sprint	10 feet over 1 Count
Change Facing to Side	1 Count*
Change Facing to rear	1 Count*
Sit/kneel/stand from prone or reverse	1 Count*
Pick up dropped weapon at feet	1 Count
Draw/ready weapon, small	0 Count
Draw/ready weapon, medium	1 Count
Draw/ready weapon, large	2 Counts

(dodging lowers speed by one increment)

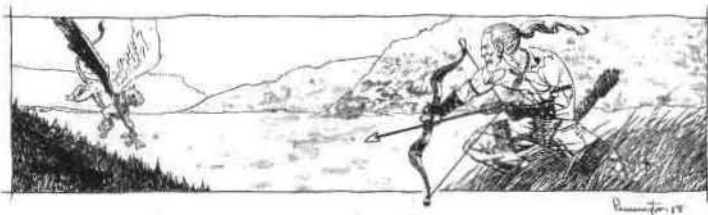
*free when combined with another movement or action

Ranged Attacks

I'm sure if you stop and think about it long enough, you'll come to the conclusion that it's a whole lot safer to shoot your opponent at range than to stand within his weapon's reach and go at it toe-to-toe. Now, of course, you're probably wondering how to execute such a smart move so you can start cutting down your would-be foes with arrows, axes, bolts and other projectiles long before they see the end of your sword.

Missile weapons come in two basic forms: those that require an individual to personally hurl the projectile (as in the case of a javelin, throwing axe or throwing knife) and those that use a tool to shoot a projectile. The latter most commonly takes the form of a bow or, its mechanized variant, the crossbow.

Ranged attacks work as follows. The attacker rolls a die type as indicated on the range chart for his weapon and adds any applicable bonuses, such as his Attack adjustment for the weapon, any Attack Bonus based on level and any other accrued



bonuses. A moving defender rolls a d20p (but adds no modifiers), a stationary defender rolls a d12p (but adds no modifiers) and the results are compared. Being aware of the attack affords no bonus to the defender in the basic game (but can in the advanced game, given enough distance and warning).

A cursory glance at the weapon charts reveals that scoring a hit is by no means assured, even at presumably undemanding ranges. Those with some perfunctory exposure to archery may balk at the seeming difficulty at hitting a target. Let it be said that these naysayers might do well to remember that the bow that they used bears as much resemblance to period bows as my

iPod does to a Victrola and they should go back to relaxing in the blind comfort a millennium of scientific achievement has provided them.

Delivering a hit in combat entails landing a solid blow that does meaningful damage to an active opponent while in fear for your mortal life. Any sod with a full belly and adequate rest can peacefully travel via motorized comfort to a well-lit range and employ a bow benefiting from space-age polymers to score a hit on an immobile and unthreatening paper target, in excess of those presented in the official combat charts. That he can do so does not invalidate the legitimacy of these charts, it only proves that the individual in question is an argumentative fool unaware of the care taken to derate the superfluous complexity of glancing or superficial shots, the difficulty of judging distances under pressure and on the fly and the stress of combat. Indeed, one might venture a guess as to said individual's capability for action back when he was receiving yet another atomic wedgie in the locker room of his junior high school.

Shortbow (2d6p damage)

Distance (ft)	Attack Die
5 - 50	d20p
51 - 80	d12p
81 - 120	d8p
121 - 150	d4p

Longbow (2d8p damage)

Distance (ft)	Attack Die
5 - 60	d20p
61 - 120	d12p
121 - 160	d8p
161 - 210	d4p

Light Crossbow (2d6p damage)

Distance (ft)	Attack Die
5 - 60	d20p
61 - 100	d12p
101 - 140	d8p
141 - 180	d4p

Heavy Crossbow (2d10p damage)

Distance (ft)	Attack Die
5 - 80	d20p
81 - 140	d12p
141 - 190	d8p
191 - 250	d4p

Sling (d4p+d6p damage)

Distance (ft)	Attack Die
5 - 40	d20p
41 - 80	d12p
81 - 120	d8p
121 - 160	d4p

Javelin (1d12p damage)*

Distance (ft)	Attack Die
5 - 30	d20p
31 - 50	d12p
51 - 70	d8p
71 - 100	d4p

Throwing Axe (d4p + d6p damage)*

Distance (ft)	Attack Die
5 - 20	d20p
21 - 30	d12p
31 - 40	d8p
41 - 60	d4p

Throwing Knife (d6p damage)*

Distance (ft)	Attack Die
5 - 20	d20p
21 - 30	d12p
31 - 40	d8p
41 - 50	d4p

* Strength bonus to damage only applies if the weapon is thrown from a jog (i.e. a character must jog at least 15 feet towards the target before releasing the projectile).

So When Can I Shoot?

Just like in melee, a shooter cannot attack until his weapon is readied. But unlike hand-to-hand combat where merely brandishing a blade makes a character "ready" for a fight, ranged weapons have to be loaded, cranked/drawn and aimed prior to attacking a foe. In the basic game, we assume that all bows and crossbows are carried strung. Longbows are very large and must be carried, while crossbows, slings and the smaller hurled weapons (e.g., axes) may be sheathed or hung from the belt as the case may be. Larger hurled weapons (e.g., the javelin) and shortbows can either be carried or affixed to the back.

Ranged-related actions

Ready a carried weapon	1 second
Draw a hurled weapon (from back) (knife may combine with throwing)	1 second
Ready a stowed weapon	5 seconds
Take Aim	4 seconds

A readied, aimed and pointed ranged weapon may be shot/hurled in just one second! After the initial attack, weapons may be fired again according to the rates of fire listed below. The Rate of Fire information includes all times for all actions associated with attacking with such a weapon, including loading, preparing, aiming, recovery and so on.

Base Rates of Fire (RoF)

Weapon	RoF (seconds) *
Short Bow	12
Long Bow	12
Crossbow, Light	20
Crossbow, Heavy	60
Sling	10
Javelin	7
Throwing Axe	7
Throwing Knife	6

* With the exception of crossbows, characters may move at walking speed during the interim between firing.

Target Size

The official combat charts are calibrated to human-sized targets as they were in abundance in our accelerated testing facility. Should your target be of a different size, as will frequently be the case when your character sets forth into the dungeon to hide behind more valiant players and snipe from a distance, you must calculate an "effective distance" based upon the target's size.



Special Ranged Firing Timing Considerations

In most instances, mechanical-based weapons (slings, bows and crossbows) need to be loaded and drawn, cranked or spun prior to firing a shot. These times are listed below in case they are needed in your game (note that these times are already included in the RoF information on the Rate of Fire table, but are presented here in case you are faced with a situation in your game where you need to break down actions more granularly).

Bows

Load	5 seconds
Pull Arrow from quiver	2 seconds
Nock Arrow	3 seconds
Draw:	2 seconds
Quick Aim (for snapshot) (combined with drawing)	0 seconds
Fire Bow	1 second

Crossbows

Load	5 seconds
Pull Bolt from case	2 seconds
Load Bolt in Crossbow	3 seconds
Crank a heavy crossbow	50 seconds
Crank a light crossbow	10 seconds
Fire	1 second

Hurled weapons

Recovery time, hurled weapon	1 second
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Slings

Load	2 seconds
Spin	2 seconds
Quick Aim (for snapshot) (combined with Spinning)	0 seconds
Recovery time	2 seconds

These action times can be used in situations where a character may have an arrow nocked, but not aimed or a loaded crossbow at his disposal, but not readied and so on.

Characters may opt to forego aiming and fire faster, however, they then suffer a -6 penalty to their attack die. So a character may shoot a loaded and aimed heavy crossbow in one second, pick up a new loaded crossbow (or receive one handed to him by a buddy or hireling that's loading for him) in two seconds and fire again the next second although the last shot would be hastily aimed.

If you're really into detail, any speed bonuses for specialization should apply equally to aiming, loading and recovery (if any) in that order, but do not reduce any of those times below one second. Note that a specialized character may spend less time than 4 seconds aiming, so firing unaimed will decrease times between shots to a lesser degree than others. For example, a character that has specialized for a -2 to speed in a shortbow has a RoF of 10 seconds - 4 for loading the bow (normally 5), 2 seconds for drawing, 3 seconds for aiming (normally 4) and one second for shooting and recovery (cannot be lowered below one second).

A character holding a bow with arrow nocked or a loaded crossbow can shoot a *snapshot* (-6 to attack roll) one second after their initial initiative comes up, 5 seconds after if they aim (standard attack roll).

Some explanation of size categories is in order:

- T** (tiny): creatures 1'-2' in height or length
(examples: giant rat, weasel)
- S** (small) creatures 3'-4' in height/length
(examples: halfling, kobold)
- M** (medium) 5'-7' in height/length and without significant girth or shorter if bulky (examples: dwarf, human)
- L** (large) 7'-10' in height or shorter with appropriate bulk or girth (examples: bugbear, gnole)
- H** (huge) 10'-16' in height (examples: griffyn, ogre)
- G** (gigantic) 16'-25' in height (example: hill giant)



Effective range is determined by multiplying the actual range by a weighting factor. These are listed on the 'Determining Effective Range' chart.

Determining Effective Range

Target Size	Effective Range
T	x 2
S	x 1½ (1.5)
M	x 1
L	x ¾ (0.67)
H	x ½ (0.50)
G	x ¼ (0.25)

For example, Relf the Elf shoots his shortbow at some goblins 40 feet away. Because goblins are size S, their effective distance is 1½ times their actual distance (effectively 60'). Relf can only use a d12p on his attack roll because the effective range falls within the 51'-80' range interval for his shortbow. Later on he shoots at an Ogre 90 feet away. The Ogre is size H making it's effective distance ½ its actual distance. Relf can roll a d20p for his attack die since the Ogre's size brings its effective range (45') within the 5'-50' range interval for a shortbow.

Shooting Into Melee

Shooting at a target engaged in melee combat is more difficult and can result in putting an arrow into the back of an unintended target (possibly an ally).

When shooting into melee, the target rolls its defense as given in the table below. If the shooter scores a hit, he can roll damage and brag about how he saved so-and-so's ass by wounding (or possibly taking out) whatever it was he was shooting at. If he *fails* to hit, the *next nearest monster or ally* must roll a defense against the projectile. This continues until either all potential targets within 15 feet of the initial target succeed at defense rolls (meaning the projectile completely missed everyone) or someone fails their defense and is struck by the missile.

Shooting into Melee

Target Size	Defense Roll when shot at in melee
T	d20p+10
S	d20p+8
M	d20p+6
L	d20p+4
H	d20p+2
G	d20p-2

For example, Kris the fighter is engaged in melee with three goblins. Relf is sitting idly by with his shortbow and wants to get in the battle but not so badly so to risk getting injured. He therefore shoots at one of the goblins combating Kris. His attack roll is 17 and the goblin - a size S creature - rolls d20p+8 for defense getting a 19.

Since he missed his intended target, the GM rules that Kris is the next closest target. Kris is Human thus rolls a d20p+6 for defense against Relf's 17. He gets 14. Relf's arrow thus hits Kris and Relf must roll damage on his ally.

The long and short of it is this: While waiting around with nothing to do and an itchy trigger finger is stressful, shooting into melee is a risky endeavor. It always has been. English archers didn't fire into melee when the cavalry or infantry was engaged and this risk is the reason why.

Of course, modern movies show otherwise, as the viewer is treated to Legolas running around shooting into melee, every shot ringing true. Movies are entertainment and only like to show you the good bits. While Peter Jackson was showing us Gimli acting a fool or being tossed about by a skinny ranger, it's likely Legolas was shooting an arrow into some poor schmuck's back. Thank you, Pete, for not airing the blunders, but only the kewl stuff.

Damage

After a successful hit, the attacker rolls the appropriate damage die/dice (as indicated by the weapon charts and circumstances of the attack). The defender removes the total indicated from his Hit Points, excepting any damage absorbed by his armor, and suffers any other ill effects as described elsewhere in these rules (such as knock-back and trauma).

Some rules, such as hitting a shield or using a jab attack, may require you to roll half damage dice (e.g., 4d4p+2 becomes 2d4p+2, or d6 becomes d3). When rolling half damage for a weapon with two different damage dice (e.g., (d4+d6)p), hacking weapons use the smaller (e.g., d4p) while crushing weapons use the larger (e.g., d6p).

Penalties (such as a negative Strength modifier) cannot reduce a damage roll below 1 point of damage, unless a particular rule states otherwise (e.g., a hand-to-hand counterattack with a Near Perfect Defense). However, a character's damage reduction (i.e. armor and/or shield) or a thief's Luck Points may reduce the amount of damage suffered to 0 (zero) points.

Melee Attacks

Characters can move about and shoot at will until they get within reach of an opponent. (A character's effective reach is based primarily on his weapon. Weaponless monsters use the reach of their natural attack - typically claws or sharp, pointy teeth). Once within reach of an opponent, the first melee attack may occur. The character with the best reach gains the first swing. If neither has a reach advantage, both characters attack at the same time and results are tallied simultaneously.

To land a hit on an opponent, an attacker must make a successful attack roll by rolling a d20p and adding his Attack Bonus, while a defender rolls a d20p-4 and adds his Defense Bonus. The numbers are compared and the higher total wins. A tied result goes to the defender.

The character with lesser reach may move and attack on the following second (if not held at bay; see Reach and the jab Special Combat Move).

For example, Kerak the dwarf fighter encounters a goblin, and the two foes enter melee. Kerak's battle axe gives him an effective reach of 3 feet, and the goblin's short sword gives it 2 feet, so Kerak attacks first. Kerak's player rolls d20p to attack and adds his Attack Bonus for a total result of 13, while the GM rolls d20p-4 for the goblin's defense and adds its Defense Bonus to get 15. Since the goblin's total result was higher, Kerak's attack missed. On the next second, the goblin attacks with d20p plus its Attack Bonus, and Kerak defends with d20p-4 plus his Defense Bonus.

For succeeding attacks while adjacent to, engaged with or within threatening distance of a melee opponent, simply add each character's Weapon Speed plus any other Speed modifier (such as from Talents or Weapon Specialization) to their previous attack's Initiative and continue in such a way until one or the other falls or someone otherwise breaks off the attack.

For instance, let's say Kerak the dwarf fighter attacks on Initiative 4 with his battle axe (Weapon Speed 12). He and the defender make their attack and defense rolls to determine how successful the attack was. Kerak can again attack with his battle axe when the GM's Count Up reaches 16 (4+12=16).

Once the combat ends (meaning there are no more foes engaged with one side), the survivor may declare a move or take any other action on the next second. When he engages a new opponent (he will have to move to do this otherwise, by definition, the prior combat was not over), he makes an initial attack on this new opponent on the second in which he engages (as described at the beginning of this section).

Of course, dice and die rolls may be further modified by circumstances (such as ability scores, using a shield, fighting multiple opponents and so on).

Shields and Armor

When defending against a typical attack, an unshielded defender rolls a d20p-4 and adds his Defense Bonus, comparing the result against the attacker's d20p plus Attack Bonus. However, using a shield eliminates the "-4", improving the defense roll to a d20p plus Defense Bonus (includes modifiers from Wisdom and Dexterity, as well as shield defense bonus and any other additional defense modifiers).

On a failed defense roll when using a shield, the attacker successfully bypasses the shield and rolls the appropriate damage directly against the defender. Any damage in excess of the armor's Damage Reduction value is taken as a loss of Hit Points (i.e., a wound).

For example, let's postulate that Brynhildr the fighter (who wears leather armor and carries a small shield) has just been attacked by an orc. If her total defense (d20p roll plus Defense Bonus) is less than her opponent's total attack (d20p roll plus Attack Bonus), she fails to successfully defend herself, and the GM rolls the

orc's damage dice. From this total he subtracts 2 points (to account for the damage reduction of Brynhildr's leather armor). She takes the balance as a wound.

If a defender with a shield succeeds in his defense roll, then, regardless of the numbers rolled (other than a "1" by the attacker or "20" by the defender, these special numbers are explained later in the rules), the attacker rolls half damage dice plus any damage modifiers (e.g., 2d6+1 becomes d6+1) and the defender applies it to his shield. In regards to half damage for a weapon with two different damage dice (e.g., (d4+d6)p), take either the smaller (for hacking weapons, e.g., d4p) for the larger (for crushing weapons, e.g., d6p). Piercing weapons deal only 1 point of damage plus any damage bonuses (no die is rolled).

Damage in excess of the shield's Damage Reduction value is then absorbed by the character's armor (if any, according to its type). Any remaining damage is suffered as a loss of Hit Points (i.e., a wound).

If Brynhildr is again attacked by the orc and this time her total defense (d20p roll plus Defense Bonus) is greater than the orc's attack value (d20p roll plus Attack Bonus), the GM rolls half the orc's normal damage plus bonuses (so 2d8p+2 becomes 1d8p+2). If the GM rolls total damage of six points, Brynhildr's small shield reduces this damage by 4 points and her leather armor reduces it further (by 2 points) so she loses no hit points (6-4-2=0).

Yes, your character may still take a bit of damage even if he successfully defends (i.e. blocks a blow) with his shield, but he's got a much better chance of avoiding damage with a shield than without it.

Shield Type	Defense Bonus	Damage Reduction	Cover Value
Small	+4	4 hp	19
Medium	+6	6 hp	16 (11 if actively crouching behind it)
Large	+6	6 hp	11 (6 if actively crouching behind it)

Projectiles. Shields provide cover against projectiles. The defender simply rolls a d20 and, if he equals or exceeds the shield's Cover Value, the shield catches/deflects the projectile. Note that Cover Value improves if your character actively hides behind his shield but a character must state that they are actively hiding behind their cover before the shot is announced!

Shield Destruction. Shields, while resilient, may be splin-

Shield Damage	Required Save
Small	M/L (failure results in shield's destruction)
8 pts	12 pts Competing d20 roll, defender gains +6 bonus
12 pts	18 pts Competing d20 roll
16 pts	24 pts Competing d20 roll, defender suffers -6 penalty
20 pts - 30 pts	None; shield automatically destroyed



Successfully defending with a shield is not an assurance of avoiding damage. Because this technique depends on blocking an opponent's blows with the shield, even a successful defense means that your adversary has the opportunity to whack your shield.

While shields do provide a good measure of protection from this battering, you may still suffer damage from massive blows through concussive force (after all, your arm is strapped to the other side of the shield!).

Shields protect best against puncturing* weapons. Your opponent only scores 1 point of damage plus any bonuses from Strength or skill. Crushing* and hacking* weapons permit your opponent to roll half the damage dice normally allowed (in the case of different damage dice - such as a mace's d6p+d8p - crushing weapons use the higher die while hacking weapons use the lesser) plus any bonuses from Strength or skill.

The shield's defensive value (plus that of any body armor you may be wearing) then mitigate this damage total. Shields absorb either 4 (small) or 6 (medium or large) points of damage. Armor absorbs damage according to type (specific values are listed in Chapter Six: Armor, Weapons and Equipment). Any received damage in excess of what your armor and shield absorb is taken as a wound.

For example, Bartholomew the Bold is equipped with a medium shield (damage reduction 6) and leather armor (damage reduction 2). During the adventure he engages an orc in melee combat. He defends using his shield because it provides a far superior defense roll and he isn't overly concerned about the possibility of taking concussive damage. His defense roll exceeds the orc's attack roll, meaning he blocked the orc's scimitar strike with his shield. Ordinarily, an orc rolls 2d8p+2 for damage but, since it hit Barty's shield, it only gets to roll a single d8p+2. It rolls '6' on the die, and adds 2 (since bonus damage is always applied), resulting in 8 points of damage. Barty's medium shield absorbs 6 hp and his leather armor another 2 HP meaning that Barty takes no damage from the orc.

Later, Barty encounters an ogre. He again defends with his shield and is successful. The powerful ogre normally rolls 2d10p+6 for damage but, since this is a shield hit, it only gets to roll 1d10p+6. The ogre rolls '9' on the die and adds 6 for his damage bonus, resulting in 15 points. Barty's shield and armor together only absorb 8, so the remaining 7 points are taken off his Hit Point total. Even though he was successful in his defense, Barty still sustained a 7 HP wound from the ogre's massive blow.

Shields are not indestructible and must save if they sustain a massive blow. Though the statistics are listed in the equipment chapter, it's worth illustrating here. Medium shields must make a saving throw if they get hit for 12 or more points of damage (the save becoming progressively more difficult for thresholds of 18 and 24 points, until they are automatically destroyed if struck for 30 or more points of damage).

Because Barty's shield suffered a 15 point blow, he must make a saving throw for it. He rolls a d20 (adding the shield's 6 defense bonus to the result), while the ogre rolls a competing d20. If the ogre's score exceeds Barty's, it means that Barty's shield has been broken by the ogre's pounding.

tered and destroyed by a heavy blow. The likelihood of this occurring is directly a function of the damage dealt by the blow.

For instance, if an orc deals a single blow of 8 or more points of damage against a fighter's small shield, the GM rolls d20 for the orc while the fighter's player rolls d20+6. If the fighter's roll is greater than or equal to the orc's roll, the shield remains intact. If the orc's roll is higher, the shield splinters into several pieces as the orc's blow hits home. Note that, even as it splinters into uselessness, the small shield still applies its Damage Reduction value to lower the orc's damage to the fighter by 4 points.

Multiple Opponents and Rear Attacks

When facing up to three opponents to the front and/or sides, an unshielded character still uses d20p-4 plus Defense Bonus for his defense against each of those attackers. Likewise, characters with shields continue to use d20p plus Defense Bonus.

However, when facing more than three opponents to the front and/or sides, the defense roll becomes d12p plus Defense Bonus. Against those particularly sneaky and/or cowardly foes that come up from behind, the defense roll is d8p plus Defense Bonus.

Choosing Defense Die Against Attacker(s)

Choosing Defense Die Against Attacker(s)	Die*
No Shield, for 1-3 attackers to front/sides	d20p-4
With Shield, for 1-3 attackers to front/sides	d20p
For 4+ attackers to front/sides	d12p
For attackers to the rear	d8p

*plus Defense Bonus and other modifiers

Knock-Backs

Damage rolls of five points per size category automatically knock the defender back 5 feet. The attacker can, on the next second, choose to step forward and advance those 5 feet. If the attacker chooses not to advance, the defender may regain that ground or break off combat freely (unless the attacker has a weapon with enough reach to get him).

Defender's Size	Damage Required for Knock-Back
T	5
S	10
M	15
L	20
H	25
G	30

Knock-back is based on the damage rolled and is independent of damage reduction from armor or natural defenses.

For example, let's say that a fighter deals a single blow of 10 points of damage against a goblin (a Small sized creature). Even if the goblin's shield and/or armor reduces this damage below 10

points, the fighter still knocks the creature back 5 feet.

If the damage roll exceeds the damage required for a knock-back by double, triple, or more, the distance also increases incrementally. This is known as a "double knock-back" or "triple knock-back" and so on.

Additionally, if the attacker scores a double, triple or greater knock-back, the defender is knocked prone and has his next attack's Initiative reset to the appropriate Weapon Speed value (assuming, of course, that so much damage doesn't kill him outright). In this case, the defender can regain his feet in 1 second, while the attacker can advance over the lost ground if he so chooses.

If a fighter deals 20 to 29 points of damage to a goblin, the foul creature gets knocked back 10 feet and falls prone. Furthermore, if the goblin had been readying for a succeeding attack that was to occur on its next Initiative, its next Initiative number is reset (to the current second plus Weapon Speed plus other Speed modifiers).

Trauma

A character that suffers massive damage in one blow might drop, incapacitated by the agony. To know how much of an injury your character can withstand before the pain becomes too much to bear, you determine his Threshold of Pain (ToP).

Threshold of Pain Formula. A character's Threshold of Pain is equal to 30% of his Hit Points + another 1% of his hit points per level (or 2% per level for fighters).

When a character suffers damage greater than his Threshold of Pain score, he must make a trauma check (d20 vs. $\frac{1}{2}$ Con score). A roll less than or equal to half the character's Constitution score (round down) means the character shrugged off the pain. A roll in excess of half his Con score indicates that the character falls to the ground, unable to take action until his suffering subsides. Recovery time 5 seconds times the difference between the $\frac{1}{2}$ Con check roll and the $\frac{1}{2}$ Con score.

Kerak, a third level dwarf fighter with a Constitution score of 16, has 29 Hit Points. Kerak's base ToP is calculated as 30% (base) plus 6% for his level (2% x 3rd level) for 36%. So Kerak's ToP is 36% of 29 hit points or 10.44. Whenever he loses 11 or more Hit Points in a single blow, his player must roll a d20 in hopes of getting a result equal or less than 8 (half of Kerak's Con 16). Now, if he should roll a 12, then Kerak falls to the ground, writhing in pain for 20 seconds (5 x (roll of 12 - half Con score of 8) = 20).

A monster's Threshold of Pain is simply calculated as 40% of the creature's total Hit Points. Instead of a trauma check, monsters have a ToP Save listed as part of their statistics.

Coup de Grace

A character can automatically slay an incapacitated, unconscious or otherwise helpless foe (includes those that have fallen from a failed Threshold of Pain check) if he spends 10 seconds carefully dispatching the foe. To do this, a character can-



not be engaged by an opponent, must be physically on top of, kneeling next to or otherwise up close and personal with his victim. The 10 seconds represents the time to get in position (assuming the character began next to his foe), remove headgear, steady grip, smirk, taunt or whatever else is required to finish the helpless foe.

Note that a coup de grace may only be performed by sapient creatures – those that can reason intelligently and eliminate foes systematically. A hobgoblin or orc could perform a coup de grace, though a dog or wolf could not – they'd simply attack the helpless opponent.

Attacking a Helpless Opponent

A sapient character can choose to attack a helpless foe instead of executing a *coup de grace*. (Animals and other non-sapient creatures always attack, since they lack the intelligence to perform a *coup de grace*.) In this case, the defender receives only a d8p defense die and the attacker may attack at intervals of half weapon speed (round fractions up).

Special Combat Moves

Jab. Jabbing a weapon straight at your enemy is faster than swinging it in an arc and thus affords a faster weapon speed. However, damage dice for jab attacks are halved and penetration is not possible. The character must also be using a weapon with a listed jab speed (see *Chapter Six: Armor, Weapons and Equipment*).

For instance, a thief might spend 7 seconds to wield his dagger with a slicing motion, or use only 5 seconds to jab it at his foe. Likewise, a fighter might take 12 seconds to land a swing from his great sword across a bugbear's fat head or only spend 9 seconds jabbing it through the slob's beer gut.

Hold at Bay. If a character has reach, any target that enters within that reach can be attacked or held at bay with a successful jab (see the Jab special attack, left). This keeps said opponent from attacking the body of the character with reach and from advancing.

If a character is within his opponent's reach, but his own weapon is not within reach (because it's smaller) and he is held at bay, he'll need to knock aside his opponent's weapon before he can engage (a successful attack on the weapon knocks it aside). If not held at bay, the attacker with the smaller weapon needn't bother knocking the weapon aside.

To land a hit on an opponent's weapon, the attacker must make a successful d20p attack roll against the defender's d12p roll. If the attacker succeeds, he may perform his attack roll on the defender during the next second of the Count Up.

Aggressive Attack. The attacker makes a flurry of attacks (like an experienced swordsman might) or a vicious lunge (like a snarling, snapping storm wolf), gaining him a +5 bonus on his next attack and -2 to his next defense roll.

A successful Aggressive Attack maneuver results in only half damage if the defender gives ground, at the defender's option.

Give Ground. During the attacker's second, the defender can move back 5 feet to gain a +5 to his defense roll and a -1 to his next attack roll. The attacker can automatically advance or press forward. Of course, if the defender can't move back 5 feet, he can't give ground.

Fight Defensively. Before his attack, a character may announce he's fighting defensively and suffer an attack penalty of -2, -4, -6, or -8, but gain a corresponding +1, +2, +3, or +4 to all defense rolls (the defense modifier is half the attack penalty, i.e. -2/+1, -4/+2, -6/+3, or -8/+4). The defender may not apply penetration damage to his successful attacks while using this maneuver. The defender can choose to stop fighting defensively at any time. This defensive maneuver may be combined with the Give Ground and/or Fighting Withdrawal maneuvers.

Full Parry. A defender can opt not to attack and perform a complete defense instead. The Full Parry maneuver provides a +5 to the defense roll and resets the defender's Count Up for his next attack. This may be combined with the Give Ground and/or Fighting Withdrawal maneuvers.

Charge. By sprinting into a foe at least 20 feet away in a straight line, an attacker gains an additional +4 to attack but loses any Dex bonus to defense for 5 seconds. Damage is normal but counts as double for determining knock-backs.

Ready Against Charge. A defender with reach and a spear or other polearm may set his weapon for a charge by bracing the butt of the weapon on the ground, against his foot, wall or another solid object and holding firm. Bracing in such a manner takes 3 seconds prior to a charging foe reaching the end of the weapon. The defender then attacks first.

A successful melee attack not only breaks the charge (all attacker charge benefits are lost) but also causes double damage (e.g., 4d6p points of damage for a spear instead of the normal 2d6p). Further, the attacker is held at bay (see the Hold at Bay combat maneuver).

Critical Hits & Defenses

Critical Hit. If a character rolls a natural 20 on his attack roll and his modified total exceeds the defender's total defense, he scores a critical hit. Critical hits deal double the number of damage dice for that weapon/attack in the basic game.

For example, let's say that an orc is in melee with a human fighter. The orc's attack roll is a natural 20 on a d20p, and he's got a +3 Attack Bonus. The fighter rolls a 17 on his defense roll and he too has an additional +3 Defense Bonus. Since the orc got both a natural 20 roll and his total attack of 23 beat the fighter's total 20 defense, the orc scores a critical hit. Instead of his normal 2d8p+2, the orc's damage roll becomes 4d8p+2.

The Advanced Hackmaster game has all sorts of interesting and gory effects associated with critical hits, but that's beyond the scope of this work...



Near-Perfect Defense. If the defender rolls a natural 19 on his defense roll and his modified total exceeds the attacker's total and he is within 5 feet of his opponent, he receives an immediate free hand-to-hand counter-attack.

This attack consists of a knee, punch, elbow, kick, or other physical hand-to-hand attack, unless the character is wielding a dirk, dagger, knife or similar small weapon, in which case he can choose to use his weapon attack instead. This attack is independent of where the defender might be in the Count Up (i.e., his later attack still occurs as normal on his number in the Count Up).

A successful attack roll for a physical attack indicates a damage roll of two d4p-2 (that's one d4p-2 and a second d4p-2) that ignores shield and/or armor Damage Reduction but not natural defenses like scales or tough hide. Add Strength modifiers to this roll, but no other bonuses. Damage of zero is possible for this attack (normally there's a minimum threshold of 1 point of damage for a successful attack). For successful attacks using a weapon, roll normal damage for that weapon, including any modifiers as normal.

Perfect Defense. If the defender rolls a natural 20 for his defense roll and his modified total exceeds the attacker's total, he receives an immediate free riposte/counter-attack with his weapon. Like the Near-Perfect Defense, this attack is independent of where he might be in the Count Up (i.e., his later attack occurs as normal on his number in the Count Up).

Misses & Fumbles

If an attacker rolls a natural "1" on his attack roll, even if his modified attack total exceeds his opponent's defense, his attack misses.

Furthermore, if an attacker rolls a "1" on his attack roll and his modified total does not exceed the defender's, this is not just a mere miss, but also a fumble. When the attacker fumbles, the defender receives a free counter-attack as if he had rolled a Perfect Defense of 'nat 20' (see above).

When a defender rolls a 'nat 1' on his defense, the attacker receives an automatic free second attack on the next second (assuming the defender survives the current attack...).

Retreat

Characters disengaging from melee combat with an enemy suffer a free attack from that enemy unless there is an allied character adjacent (the ally poses enough of a threat to stop an opponent from 'teeing off' on the withdrawing character).

There are two ways to retreat from a combat; you can flee, or make a 'fighting withdrawal.'

Flee. The defender turns and runs. The attacker can follow at normal speed or make an immediate attack at the fleeing character. If the attacker elects to make an attack, the strike itself delays further pursuit (if needed) for half the weapon speed rounded up (e.g., 5 seconds after the swing for a scimitar).

(speed 9)). Note that a fleeing character can't use his shield (if any) as part of his Defense Bonus.

Fleeing also resets the Count Up for the weapon of the fleeing character to the current second plus weapon speed (should he change his mind and attempt an attack). A fleeing character uses a d10p for his defense roll.

Fighting Withdrawal. The defender uses his normal walking movement to back up or sidestep during melee. The withdrawing character suffers a -2 penalty to his next attack and as long as he continues withdrawing.

Spell Casting in Combat

The casting time for each spell is indicated in its statistics block with the spell description. Unless material components have been readied prior to casting, the spell cannot be initiated for d4p seconds (while the spellcaster produces the required components).

"Readied" generally means that the specific components are out of their relevant container and in-hand, but they could also be on a table or shelf immediately in front of (or beside) the caster or even offered up by a scroll caddy or other handy servant type. During casting time and while searching for components, the spell caster may undertake no other action.

For instance, let's say that a mage decides to cast the Scorch spell against a kobold. He has no components readied, so he drops his dagger and spends 3 seconds (rolled '3' on d4p) preparing them. Casting the spell takes 1 second, so when the Count Up moves to the next second, a jet of fire shoots from his palm at the kobold.

A mage cannot concentrate on self-defense while in the process of casting a spell and thus is limited to a d8p roll against possible attacks. If he opts for a more proactive defense (such as using a d20p-4) or if he is actually struck for damage during the actual casting, the spell is ruined and dissipates without effect.

Saving Throws versus Spells

Not all spells automatically affect other people, especially those that would be acutely unhappy with the potential results (such as having their skin melted off, or becoming your charmed slave). Anyone choosing to resist the power of your character's awesome spell gets a chance to save himself (or at least mitigate the spell's effects).

To save oneself, a character can make an aptly named "Saving Throw" by rolling d20p and adding his level (monsters add their Attack Bonus instead), plus any other modifier noted in the spell description. The spellcaster also rolls a d20p, adding his level and any other bonuses or penalties (such as from expending additional or fewer SPs during casting).

If the target's total equals or exceeds the spellcaster's total, he's made his save and the spell has no effect (unless otherwise specified in the spell description). A natural "1" result on any saving throw indicates failure, unless the mage himself rolls a "1" on the opposed die check.

For example, if a kobold needs to save against a 1st level mage's Scorch spell, the GM rolls d20p (getting 12) and adds the kobold's +2 Attack Bonus for a total 14. The mage also rolls d20p (getting 10) and adds +1 for his level, for a total of 11. The kobold made its saving throw (14 beats 11), but the Scorch spell indicates that successful saves still suffer half damage. The mage's player rolls 1d3p+6 points of damage, getting 1+6, half of which is 3 points (3.5 rounded down). The kobold's hide/armor reduces this damage by 2 points, so it only loses 1 Hit Point.

Spell Fatigue

Casting a spell is taxing both mentally and physically. Accordingly, spells have a certain recovery time associated with them, during which the spellcaster can manage only very limited activity. Recovery time is equal to the casting time plus 5 seconds.

During this recovery time, the spellcaster cannot defend himself as well as normal. He suffers a -6 penalty to defense rolls while fatigued.

For instance, casting a Scorch spell takes 1 second, so a mage must spend 6 seconds (1+5=6) recovering after he casts it. If a creature attacks the mage while he's recovering, the player suffers a -6 to his defense instead of his normal roll. So a mage with a +2 Defense (and no shield, obviously, since he just cast a spell) would roll a d20p-4, plus +2 for his Defense, but subtracting 6 for his fatigue penalty for a total roll of d20p-8 (d20p-4 +2 -6)

Turning/Commanding Undead

In HackMaster, the gods have a special connection to all topics related to the soul, death and the afterlife. Accordingly, soulless, unnatural beings (like undead creatures) are of interest to many priesthoods. Those gods that choose to take an interest in such matters grant their priests the tools to battle these monsters. Chief among these is the power to turn away, destroy, command or control undead.

Generally speaking, clerics of good forcefully present their holy symbol and channel the power and fury of their deity to turn away undead creatures, while a dark priest aggressively presents his unholy symbol and channels his god's will, temporarily compelling the undead to obey his commands. However, the higher the Will Factor of the undead creature in question, the harder it is to Turn/Command it into service.

To Turn one of these unnatural beasts, the cleric must be within sight of the creature or otherwise have its attention, boldly present his holy symbol and speak (in any language) a prayer or command of his religion. The player then rolls a d20p and adds both his character's level and his Turning Modifier (based on Charisma) to the roll. The GM also rolls a d20p, adding the monster's Will Factor to the result. If the priest's roll exceeds the monster's, it is turned back and must immediately flee from the cleric at its maximum rate for 3d4p minutes. If the results indicate a tie, the monster is held at bay for 5 seconds and then may re-engage.

Turning takes 5 seconds to complete and may be performed any number of times, as long as the priest is successful or ties. Once a priest fails, he may try again, but the undead receives a +4 bonus to its roll. Each successive failure results in a further cumulative +4 bonus. Attacking in melee or otherwise forcing oneself or allies onto the creature negates the repelling effects (though missile attacks do not), but does not otherwise affect future attempts or provide a bonus to the undead's Will check.

Large groups of undead are easy to handle. The GM simply has each undead make a Will check (d20p plus Will Factor). If some monsters are turned, but others are not, the cleric may continue trying to Turn any monsters that have not yet made a Will check normally. For instance, perhaps they were otherwise occupied during the Turn attempt (maybe feasting on the remains of the halfling torch bearer your party sent up ahead as an inexpensive trap sweeper). Any undead that resisted his earlier Turn attempts receive the +4 bonus.

For example, Valamir, a 1st level cleric of The True, wants to Turn a ghoul that he sees approaching from a nearby crypt. He presents his holy icon and utters a pithy though liturgically appropriate divine admonition (incidentally earning his player some Honor for great roleplay...). He then rolls a d20p with a result of 11, adding +1 (Valamir's level) and another -3 for his Turning Modifier gained from his 7 Charisma score for a total result of 9. The GM also rolls d20p, getting 11 and adding the ghoul's Will Factor (6) for a total of 17. Since the GM's roll was higher, the ghoul continues to advance. Assuming that Valamir has time, he tries to Turn the ghoul again.

This time, his player rolls a d20p and gets 15, adding +1 for his level and -3 for Charisma for a total of 13. The GM only rolls a 6, but since this is the cleric's second attempt on the same creature, he gets to add not only the ghoul's Will Factor (6) but also an additional +4 bonus, for a grand total of 16. Valamir fails again and readies his longsword as the ghoul bears down upon him...

Commanding undead follows the same procedure, but the results differ in that the evil priest commands the monsters into service for 3d4p minutes instead of turning them away. After the term of service expires, the monsters flee the area.

Counter-Turning

A cleric can attempt to counter a successful Turning by making a Command attempt on the fleeing undead (and vice-versa; in fact, evil priests may even try to Command or enthrall undead controlled by another unholy rival). Counter-Turned undead mill about confused for 5 seconds before resuming their attack (or getting the heck out of there if they are intelligent and so disposed).

The original repelling cleric can re-turn the counter-Turned undead by making another successful Turn attempt. This process can go on indefinitely until one priest fails his check, or becomes bored with it and goes for some other tactic.



Detailed Example of Combat

So let's take what we've learned and see how an actual combat encounter plays out. For this example we're going to have a little fun and see how the *Knights of the Dinner Table* handle the new rules.

B.A. is the Gamemaster and he's read the rules for *HackMaster Basic* and has had his players roll up new characters.

After being caught cheating at darts back at the Inn and getting into a drunken brawl the group has fled into a nearby forest hoping to shake their pursuers. Unfortunately they've become hopelessly lost in the tangle of overgrowth. As the sun begins to set and darkness is threatening to engulf them, B.A. is about to throw a little hurt their way....

The party consists of the following Player Characters:



El Ravager the Fifth
Player: Dave

N human fighter 1; HP 30; Init +1; Speed 11; Reach 3'; Attack +4; Damage 4d4p+3; Defense +7; DR 2; ToP 9, Trauma Save 7

Equipment: leather armor, med. shield, battle axe, javelin

Note: El Ravager has specialization of +1 Attack, +1 Speed & +1 Damage with his battle axe



Knuckles the Ninth
Player: Bob

CN dwarf thief 1; HP 25; Init 0; Speed 7 (5 jab); Reach 0'; Attack +3; Damage 2d4p; Defense +6; DR 2; Luck Points 21; ToP 6, Trauma Save 6

Equipment: leather armor, small shield, dagger

Note: Knuckles purchased the shield proficiency



Justinia VII
Player: Sara

LG human cleric 1 (*The True*); HP 29; Init +3; Speed 10; Reach 3½'; Attack +1; Damage 2d8p-3; Defense +1; DR 2; ToP 8, Trauma Save 7

Spells: (1st) Moderate Emotion (cause fear), Extend Fuel [bonus spell]

Equipment: leather armor, long sword



Noir Lotus
Player: Brian

LN dwarf mage 1; HP 26; Init +2; Speed 13; Reach 7'; Attack +3; Damage 2d4p-2; Defense +3; DR 1; ToP 8, Trauma Save 7

Spells: (A) Repair, (J) Bar Portal, (1st) Scorch

Equipment: thick robes, staff



A TRAIL...?!!!
HOODY HOO!!!
WE'RE SAVED!!!

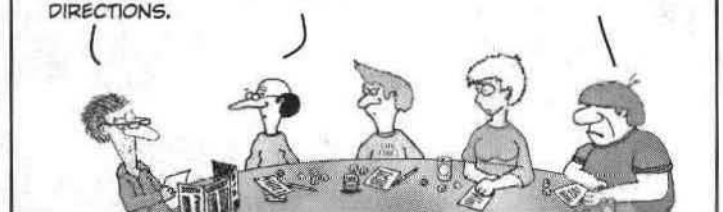


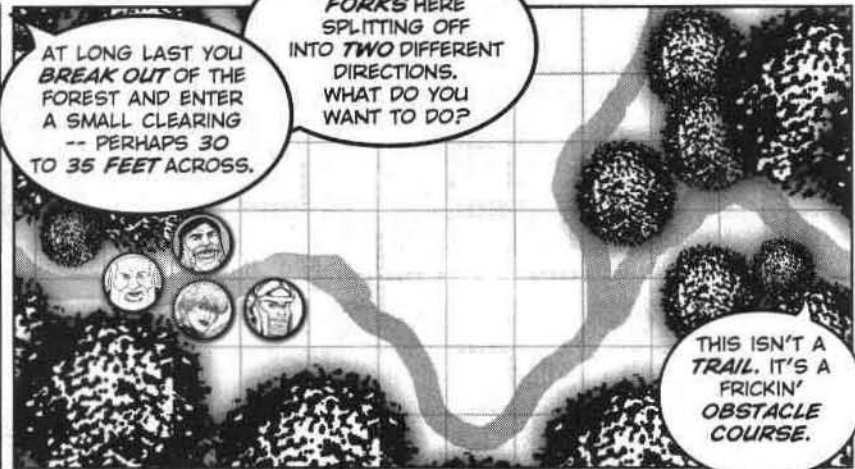
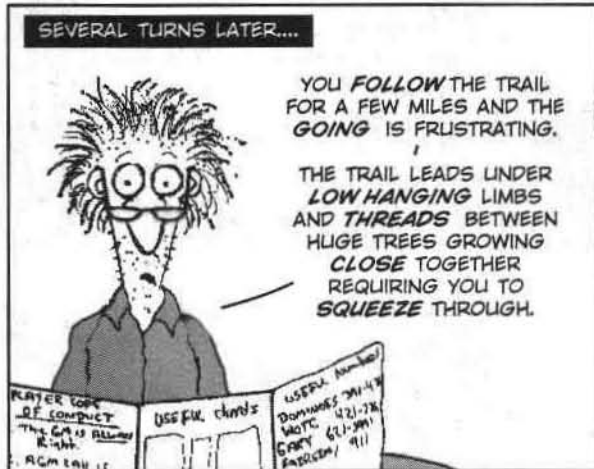
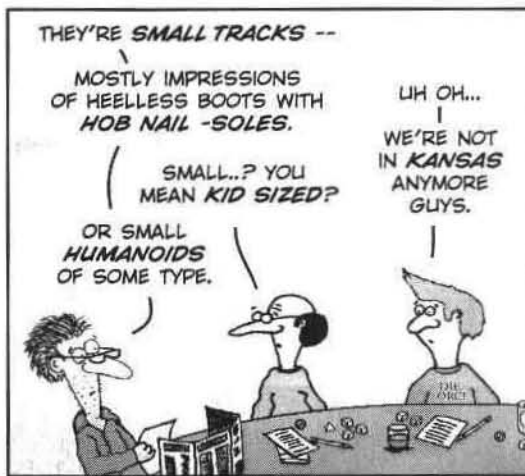
WELL --- IT'S NOT **MUCH** OF A TRAIL.
JUST A FOOT PATH REALLY.
BUT IT SEEMS TO HAVE HAD **PLENTY** OF USE.

THERE ARE TRACKS RUNNING IN **BOTH** DIRECTIONS.

TRACKS...? WHAT SORT OF TRACKS, B.A.?

WHO CARES...? IT'S **GOTTA** LEAD SOMEWHERE. LET'S FOLLOW IT.







CRAP! I
ROLLED A
FRICKIN'
EIGHT
I'M HOSED.

MY INIT'S
SIX, B.A.!

I DON'T
GO TIL'
TEN.

HAAA!!!
I GOT A
THREE!
I'M PRETTY
SPRY ON
MY FEET.

EL RAVAGER 6 (rolled 5, +1 Base Initiative)
KNUCKLES 8 (rolled 8, with no Base Initiative modifier)
JUSTINIA 10 (rolled 7, +3 Base Initiative)
NOIR LOTUS 3 (rolled 1, +2 Base Initiative)

OKAY I'M CALLIN'
THE COUNT -- THE
GOBLINS RUSHED
OUT FROM THEIR
HIDING PLACE
ON ONE...

ON TWO --THEY'RE
APPROXIMATELY
THIRTY FEET AWAY
-- WITH THE FIRE OF
BLOOD LUST IN
THEIR EYES THEY
CHARGE!!

GOBLINS' MOVEMENT: JOGGING 5 FEET PER SECOND

ACTION COUNT:

1



THEY'RE MOVING FOUR
ABREAST IN A RACE TO SEE
WHO CAN CUT YOU DOWN FIRST!

ON THREE THE
GOBLINS MOVE
FIVE FEET CLOSER
AND BREAK
INTO A SPRINT...

B.A. ON THREE I MOVE
INTO THE TREES OUT OF SIGHT.

WHAT THE
HELL, BIG GUY...
THE FIGHT'S
IN THE OTHER
DIRECTION.

OH..., I UM,
I GOTTA RETRIEVE MY
SPELL COMPONENTS.
AND MY BOOT
LACE BECAME
UNTIED.

I'M STILL
DOWN FIVE
HITPOINTS FROM
THAT BAR FIGHT.
I'VE GOT
TO CONSERVE...

ACTION COUNT:

3

ACTION COUNT:

4

FOUR!!

THE GOBLINS MOVE
TEN FEET NEARER AS
THEY CALL OUT
INSULTS ABOUT
YOUR MOTHERS.

GOBLINS' MOVEMENT: SPRINTING 10 FEET PER SECOND

FIVE! --

THE GOBLINS
ARE ONLY FIVE FEET
FROM EL RAVAGER
NOW -- WHOM THEY
SEEM TO HAVE SET
THEIR SIGHTS ON.

ACTION COUNT:

5

ACTION COUNT:

6

SIX!! TWO OF
THE GOBLINS
ARE IN MELEE
RANGE OF
EL RAVAGER!!

THEY'RE GOING TO ENGAGE
HIM IN MELEE.

THE ONE ON HIS FAR LEFT
APPEARS TO BE MOVING
ON TO GET AT KNUCKLES.

DAVE YOU'RE
INITIATIVE IS
SIX SO YOU'RE
NO LONGER
SURPRISED.

YOU CAN
ATTACK.

TWO ON ONE, EH...?

KICK SOME
ASS, DUDE.

I LIKE THOSE ODDS.

JUST BE SURE TO
LEAVE ONE FOR ME.

YEAH...
ME TOO.

OKAY, I'M
SWINGIN' AT
THE GOBO
ON MY LEFT, B.A.

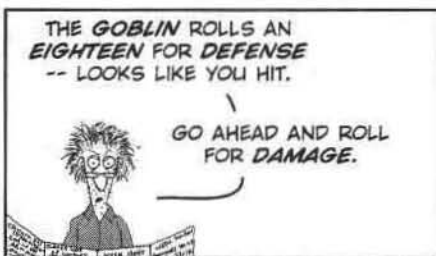
Goblins, when using defined weapons, have a reach modifier of -1 foot. With short swords, their effective reach is therefore 1 foot. El Ravager, on the other hand, has a 3 foot reach with his battle axe so he gets the first swing against one goblin.

6



Dave rolls d20p (with a die result of 17) and adds his Attack Bonus (+4) for a total of 21 (17+4=21).

The goblin thus needs a total defense of 21 or higher to successfully defend against El Ravager's attack.

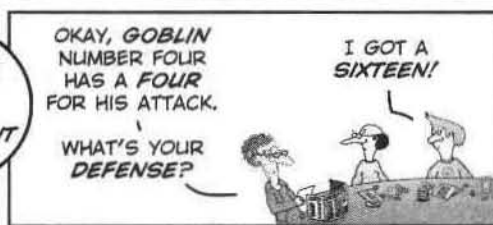


The GM rolls a d20p (getting a 12) and adds the goblin's +6 Defense Bonus, for a total of 18 (12+6=18). Since the goblin's net defense of 18 is still less than El Ravager's 21 attack, he is hit.

Dave rolls 4d4p+3 for damage resulting in a total of 9 (no dice penetrated). The creature's armor absorbs 2 points of damage, so it sustains 7 hit points of damage (insufficient to necessitate a trauma check).



NOTE: Since this is the combatants' first exchange of blows, this Goblin #1 will return El Ravager's attack when the Count Up moves to the next second (7), while El Ravager can ready his battle axe and attack the goblin again when the Count Up reaches 17 (the current second, 6, plus El Ravager's 11 Weapon Speed).



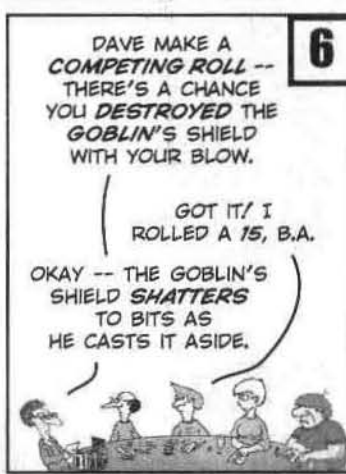
For the goblin on El Ravager's right, the GM rolls a 1 on his attack roll, and adds the goblin's Attack Bonus for a total of 4 (the '1' indicates a miss, and also a fumble unless El Ravager's total defense doesn't exceed 4). Dave rolls 9 and adds his Defense Bonus of +7 for a total of 16.

The goblin has fumbled giving El Ravager a free counter-attack. This free attack does not impinge on his normal sequence of attacks.



Dave rolled a d20p with a result of 13 and adds his +4 Attack Bonus for a total of 17. The GM also rolls d20p getting 15, then adds goblin #4's +6 Defense Bonus resulting in a total defense of 21. Since the goblin's 21 defense is greater than El Ravager's 17 attack, the goblin successfully defended with its shield. Since the goblin blocked El Ravager's blow with his shield, El Ravager's attack deals half damage dice (2d4p+3 instead of 4d4p+3) against the shield.

Dave rolls damage and gets 4 and 4. Since Dave rolled the maximum on these dice (i.e., a penetration roll), he gets to roll each die again, subtracting -1 from the result. The rolls this time are 3 and 4, so he subtracts -1 from each for results of 2 and 3. However, since the actual roll penetrated again on one of those dice, he rolls that die again. This time, it's a 3 and applying the -1 makes it a 2. El Ravager's total damage is 18 points of damage (die roll 4+(3-1) + die roll 4+(4-1)+(3-1) +3 Damage Bonus = 18).



A small shield sustaining more than 8 points of damage in a single blow may be destroyed. Thus B.A. performed a competing roll to see if the Goblin's shield was splintered. He checks the Shield Damage chart, then rolls d20-6 for the goblin and gets 12. Dave rolls d20 and gets 15. The shield splinters into several pieces under the weight of El Ravager's massive blow. (Had Dave done 20 points to the small shield, it would have been automatically broken).

The small shield still applies its Damage Reduction value, however, lowering El Ravager's damage to the goblin by 4 points.

Its armor further reduces the remaining damage by 2, so El Ravager's blow causes the goblin to lose 12 hit points (18-4-2=12). That's a painful blow, but there's worse to come...



IN ADDITION, HE **ALSO FAILS HIS THRESHOLD OF PAIN CHECK** AND IS **OUT LIKE A LIGHT**.



Dave's 18 gross points of damage is a knock-back (since a 10 point hit knocks back Small creatures) that forces the goblin 5 feet rearward. Furthermore, a goblin's Threshold of Pain is 8 hit points. It sustained a 12 hit point wound from El Ravager's battle axe so the GM has to make a trauma check for it. The goblin has a ToP Save of 6 thus the GM needs to roll a 6 or less on a d20 for it to shrug off the pain. He rolls an 11, so the goblin is not only knocked-back 5 feet, but **DOWN** and writhing in pain for 30 seconds (5 seconds x (11-6) = 25). Assuming it's not killed in the interim, it can act again when the Count Up reaches 31.



OKAY CONTINUING THE **COUNT -- ON SEVEN THE GOBLIN YOU INITIALLY ATTACKED STRIKES BACK AT EL RAVAGER.**

MEANWHILE THE **OTHER TWO GOBLINS MOVE PAST HIM TO GET AT THE REST OF YOU.**



BOB, **KNUCKLES** IS STILL TOO **SURPRISED** TO DEFEND HIMSELF AS ONE OF THEM **ATTACKS YOU.**

YEAH, YEAH, BUT I CAN **ATTACK ON EIGHT -- GIVE ME YOUR WORST, B.A.**



Since Knuckles is still surprised, he can only use a d8p for defense. B.A. rolls the goblin's d20p plus +3 Attack Bonus for a total of 12, while Bob rolls only a d8p and gets a result of 3.

Knuckles failed to successfully defend, so B.A. then rolls the goblin's 2d6p-1 damage for a total 6 points. Even though Knuckles is surprised and can't use his shield to defend, his armor still reduces the damage by 2. Knuckles thus sustains a 4 hit point wound.

FOUR POINTS...?

SHYA'RIGHT .. I'M SPENDING **4 LUCK POINTS!**

THE GOBLIN'S **LAME** ATTACK **RICOCHETS OFF THE LEATHER SHOULDER STRAP OF MY BACKPACK AND TOTALLY ABSORBS THE DAMAGE. HEH.**

DIPPIN' INTO THE **LUCK POINTS** KIND OF **EARLY** AREN'T YA?



FINE -- MARK OFF **FOUR LUCK POINTS.**

THE GOBLIN LOOKS **SURPRISED** AS THE BLOW HE THOUGHT HAD **STRUCK HOME IS REFLECTED.**

HE **GROWLS** WITH **DISAPPROVAL.**



B.A. rolls the goblin's d20p+3 attack and gets a total 15 while Dave rolls a 19 and adds his +7 Defense Bonus for a total 26.

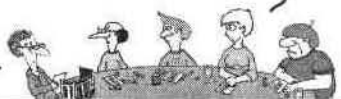
Since El Ravager used his shield to successfully defend against the goblin's attack, it can roll damage on his shield. However, since the goblin is wielding a piercing weapon, it only deals 1 point of damage (1 point for the piercing weapon along with the goblin's -1 damage modifier totals a minimum 1 point of damage) against the shield. Dave's medium shield has a DR value of 6 so he takes no damage.

YOU'RE ON A **ROLL, DAVE.**

YOU GET A **FREE COUNTER ATTACK FOR A NEAR PERFECT DEFENSE**

YEEES!! THE **GAWDS** ARE WITH ME!!

GOOD JOB, DAVE.



AN **EIGHTEEN ATTACK!!!**

MY **DICE ARE ON FIRE TONIGHT!!**

AWESOME **BODY BLOW, DAVE!!**



Dave rolls his d20p with +3 Attack Bonus (instead of his usual +4, since he's punching and so doesn't use his +1 weapon specialization bonus) for a total 18.

The GM rolls the goblin's d20p and +6 Defense Bonus and gets 12. El Ravager's special counter-attack deals two d4p-2 plus his +1 Strength modifier, for a total of 2 points of damage that ignore shield and armor Damage Reduction. Thus, the goblin loses 2 Hit Points. It can attack El Ravager again at 15 seconds (the current time is 7 seconds + its Speed of 8).

El Ravager's 'nat 19' defense roll (along with a successful defense and being within 5 feet of his foe) is a Near-Perfect Defense.

El Ravager gets a free hand-to-hand counter-attack!!

EIGHT!!
OKAY, BOB.
YOU CAN GO NOW.

THAT OTHER GOBLIN
MOVES UP TO
ENGAGE YOU.

WHAT'S
KNUCKLE'S
REACH?

ACTION COUNT: **8**

WELL ALL I HAVE IS A
DAGGER -- THAT GUARD BACK
AT THE INN DISARMED ME AND
TOOK MY FRICKIN' SWORD.

TSK, TSK -- AND
DWARVES HAVE
A -7 REACH PENALTY.

CRAP.

THE GOBLIN HAS A
SHORT SWORD
SO HE'S
GOT REACH
ADVANTAGE --

HE ATTACKS
FIRST.

ROLL YOUR
DEFENSE.

GOBLIN 2

B.A. decides that for this attack the goblin is going to Fight Defensively (with a -4 penalty to attacks but a +2 bonus to defense). He rolls the goblin's d20p+3 attack and subtracts -4 to get a total 12 while Bob rolls a 13 and adds his +6 Defense Bonus for a total 19.

He successfully defends against the goblin's attack with his shield. Since the goblin is wielding a piercing weapon, it strikes the shield for 1 point of damage (1 point for the piercing weapon along with the goblin's -1 damage modifier equals a minimum 1 point of damage), which the shield reduces to zero. The goblin can attack again at 16 seconds (determined by adding its Speed 8 to the current time).

ACTION COUNT: **9**

I RETURN THE
ATTACK ON THAT
GOBLIN BASTARD
TO MY LEFT.

I GET TO GO ON
THE NEXT COUNT --
HANG IN THERE BOB
-- I'LL HELP YOU.

HRMMMMPH.
GOOD LUCK
USIN' A
DAGGER,
BOBBY BOY.

NINE!!

ROLL YOUR
DEFENSE, SCREEN
MONKEY.

HA HAAA!!!
A CRIT!!!
EAT COLD
STEEL!!

Bob rolls a d20p and gets a 20!
Since this is a natural 20 and a penetration roll, he rolls d6p (d20p uses d6p for penetration) getting 3 and applies the standard -1 to the penetration roll (3-1).

He then adds his +3 Attack Bonus for a total of 25 (20+(3-1)+3=25). B.A. rolls d20p for the goblin getting 15 on he die plus the goblin's +8 Defense Bonus for a total defense of 23. Since Knuckles' 25 attack is greater than the goblin's 23 defense, he hits. Furthermore, Knuckles' 'nat 20' is a critical hit, so he rolls double damage dice (4d4p instead of 2d4p) getting rolls of 2, 2, 2 and 4. Bob re-rolls the penetrating die and gets a result of 2, for a final damage total of 11 points (2+2+2+4+(2-1)=11).

OH HE HAD
TO FEEL THAT...
WAY TO GO BOB.

THAT'S GONNA
LEAVE A MARK.
-SNICKER-

GOBLIN 2

GOBLIN 3

GOBLIN 4

The goblin's armor reduces the damage by 2 points making it a 9 point wound. However, since Knuckles dished out 11 gross points of damage, it's still a Knock-Back that forces the goblin 5 feet rearward.

In addition, a goblin's Threshold of Pain is 8 hit points and it just took more than that so it must attempt a trauma check. It has a ToP Save of 6, so the GM needs to roll an 6 or less on a d20. He rolls a 5, so the goblin remains on its feet.

GOBLIN 2

GOBLIN 3

YOU KNOCK YOUR
OPPONENT BACK FIVE
FEET, BOB -- BUT HE'S
STILL ON HIS FEET.

ACTION COUNT: **9**

ACTION COUNT: **10**

TEN!!

B.A. I'M
SWITCHIN' TO
JAB MODE IF
THIS GUY COMES
BACK AT ME.

SWEET! I'M UP.

MAKE A
HOLE GUYS!

Knuckles' dagger has a Jab Weapon Speed of 5 (normal Speed 7), so he can attack this goblin again at 14 seconds (Speed 5 + current time 9) instead of waiting until 16 (Speed 7 + current time 9).

SARA, AT TEN YOU
SUDDENLY HEAR A
TERRIFYING **WAR CRY**
COMING FROM BEHIND.

YOU **SPIN AROUND** ONLY
TO SEE A **LARGE BURLY**
ORC WIELDING A
SCIMITAR AND
A **MEDIUM SHIELD**
ADVANCING
TOWARD YOU.

HE'S ONLY
TWENTY
FEET AWAY
AND CLOSING!

ORC: HP 27; Init 5; Speed 9; Reach medium;
Attack +3; Damage 2d8p+2 (scimitar);
Defense +2 (incl. medium shield); DR 3; ToP
10, ToP Save 6; Size M; Move 10 ft/sec

AN
ORC...?!!!

LOOKS LIKE WE
HAVE **MORE**
COMPANY, GUYS.

UH OH....

TWENTY
FEET?

WHERE THE HECK
DID **THIS** GUY
COME FROM?

WONDERFUL.

B.A., I JOG
FORWARD TO
ENGAGE HIM.

OKAY, GO AHEAD
AND ADVANCE
TEN FEET.

ORCS!
I **HATE**
THOSE GUYS.

WHAT THE
HELL, BIG GUY?

YOU WERE
SUPPOSED TO
BE **WATCHING**
OUR BACKS.

YEAH... QUIT **FIDDLE**
FARTIN' AROUND
AND GET OUT HERE
AND HELP US.

ARE YOU
DELIBERATELY
TRYING TO
AVOID
THE FIGHT?

AVOID THE....?

-SPLUTTER-

I THINK
I'M **INSULTED**.

I'M JUST
DOING SOME
SPELL
PREPS.

EYES SHARP,
EVERYONE.

LOOKS LIKE WE
WALKED **RIGHT**
INTO AN
AMBUSH ZONE.

ROGER
THAT...

YEAH AND WHERE THERE'S
ONE ORC THERE'S USUALLY
A FEW MORE NOT **FAR** BEHIND.

I NEED TO **DISPATCH** THIS GUY
BEFORE HE CAN **SOUND** THE ALARM.

BOB --THE GOBLIN
YOU KNOCKED BACK
SNARLS WITH **RAGE**
AND STEPS **RIGHT**
BACK INTO THE **FRAY**.
HE COMES BACK WITH
A **VENGEANCE!**

* B.A. is having the goblin
use the Aggressive Attack
special combat move.

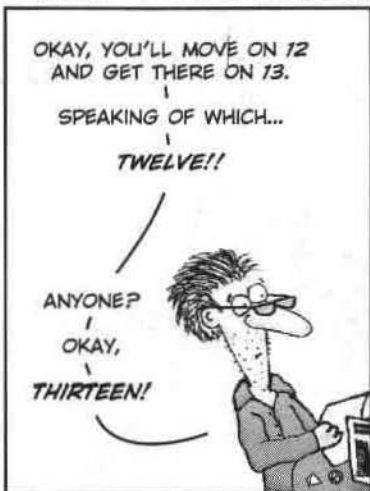
10



Sara rolls a d20p for a 10 result, adds her +1 Attack Bonus for a total 11. B.A. rolls d20p and gets 12, adds the orc's +2 Defense Bonus for a total result of 14. Since the orc's 14 defense is greater than Justinia's 11 attack, it defended with its shield. Sara thus rolls half damage (1d8p-3 instead of 2d8p-3) on the orc's shield and gets a result of 8 (penetration!). She rolls the die again and gets another 8, and again for another 8! Amazed whoops of joy come from everyone else at the table (except for B.A., of course...). Her next roll is a 5 which yields a grand total of 23 points of damage (8+(8-1)+(8-1)+(5-1)-3=23!). Since a medium shield can only sustain a limited amount of damage in a single blow, it's time for competing rolls to see if the shield is destroyed. (A check is necessary if a medium shield takes ≥ 12 hp). B.A. checks the Shield Damage chart, then rolls d20 for the orc and gets 10. Sara rolls d20 and gets 12. The shield splinters into several pieces as Justinia's blow hits home. The medium shield still applies its Damage Reduction value, however, lowering Justinia's damage to the orc by 6 points. The orc's armor further reduces the damage by another 3 points, so the orc takes a 14 hit point wound.



Sara's 23 gross points deals a knock-back that forces the orc 5 feet back (as a size medium creature, the orc is knocked-back 5 feet for every 15 points of damage). Furthermore, the orc's Threshold of Pain is 10 and it just took 14 so it has to make a trauma check. The orc has a ToP Save of 6, so B.A. needs to roll an 6 or less on a d20. He rolls a 14 with the result that the orc falls to the ground in pain for 40 seconds (5 seconds x (14-6)=40) five feet back from where it met Sara.



The goblin can defend against up to 3 opponents to his front and sides with its shield. He turns to meet Sara head-on as this places it in the best position to defend its flanks. Sara rolls d20p with a result of 16 and with her +1 Attack Bonus nets 17. B.A. rolls d20p and gets 13. He then adds the goblin's +6 Defense Bonus for a total 19. Since the goblin's 19 defense is greater than Justinia's 13 attack, it defended with its shield. Sara rolls half damage dice (1d8p-3 instead of 2d8p-3) for a total 2 points, which the goblin's shield reduces to zero. Justinia can attack this goblin again at 23 seconds (13 + 10 Weapon Speed).

ACTION COUNT:

14

FOURTEEN!

I'M UP!

I'M JABBIN' MY
DAGGER IN
THAT GOBLIN'S
FAT LITTLE GUT.

Bob rolls a d20p getting an 8 and adds his +3 Attack Bonus for a total 11.

B.A. rolls d20p and gets 2, adding the goblin's +6 Defense Bonus, and -2 from the *Aggressive Attack* maneuver for a total 6.

Since the goblin's 6 defense is less than Knuckles' 12 attack, it failed to defend with its shield.

Bob rolls half damage of 1d4p (since he's jabbing) and gets a 3.

The goblin's armor reduces the damage by 2, so it only loses 1 Hit Point.

Knuckles can attack it again at 21 (14 + Weapon Speed 7).

FIFTEEN!!

DAVE THAT
GOBLIN IN FRONT
OF YOU ATTACKS AGAIN.

ACTION COUNT:

15

B.A. rolls d20p, getting 18 and adding the goblin's +3 Attack Bonus for a total 21. Dave then rolls d20p getting a 'nat 20' and adds his +7 Defense Bonus for a total of 27. El Ravager successfully defended with his shield so the goblin's piercing weapon deals only 1 point of damage against it. Since it does not exceed the shield's DR of 6, El Ravager is unaffected.

Furthermore, since El Ravager rolled a natural 20 (and his modified defense 27 beat the goblin's 21) it's considered a Perfect Defense. El Ravager gets an immediate free counter-attack with his weapon. This doesn't impinge upon his next scheduled attack (at 17 seconds).

Dave rolls his d20p plus +4 Attack Bonus for a total 13 while B.A.'s defense for the goblin totals only 10. Dave then rolls his 4d4p+3 damage dice and gets results of 3, 1, 2 and 4. He rolls the penetrating die again for a 1, and applies -1 to the result. Thus, El Ravager's total damage is 13 points (3+1+2+4+(1-1)+3=13).

The 13 point blow is enough to deal a knock-back and, although the goblin's armor reduces the damage by 2, the net 11 point wound still triggers a trauma check (since the goblin's Threshold of Pain is 8). B.A. then rolls d20, hoping to get a 6 or less, but ends up with a 10. The goblin falls to the ground, writhing in pain for 20 seconds (5 seconds x (10-6)).

HOODY HOO!!
I'M KICKIN'
GOBLIN ASS!
THIS BATTLE
AXE RAWKS!

15

B.A. I'M GOING TO HELP FIGHT
THAT GOBLIN ON KNUCKLES!!OKAY, YOU CAN
ATTACK AGAIN ON 26.

ANYONE ATTACKING ON 16?

NO?

OKAY, BOB
THE GOBLIN IS
ATTACKING YOU.

ACTION COUNT:

16

B.A. rolls d20p with a result of 3, then adds the goblin's +3 Attack Bonus and the +5 additional bonus for making an *Aggressive Attack* for a total 11.

Bob simultaneously rolls a d20p getting 13 and adds his +6 Defense Bonus for a total of 19.

Knuckles successfully defended with his shield. Since the goblin's piercing weapon deals only 1 point of damage to his shield (readily absorbed), Bob laughs in the goblin's face.

OKAY, SEVENTEEN
-- SENSING THAT
THEY'RE DEFEATED...THE TWO REMAINING
GOBLINS TURN AND
FLEE.

ACTION COUNT:

17

NOT SO FAST,
B.A. -- I GET A
FREE ATTACK ON
THE COWARD
WHEN HE CUTS
AND RUNS!!

ME TOO!!

DON'T FORGET
MINE...



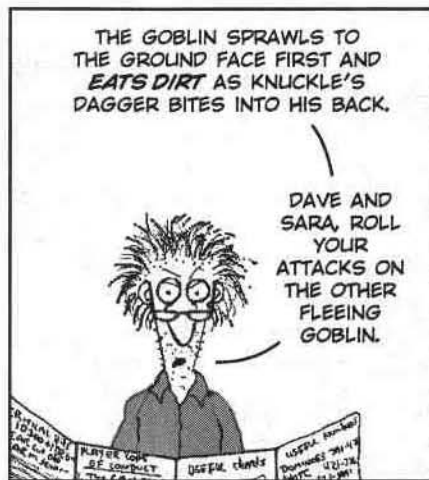
Fleeing combat from a thief is particularly dangerous since it permits the thief to backstab.

Bob rolls a d20p getting a 9 and adds his +3 Attack Bonus for a total of 13. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and gets 2. He ignores the goblin's shield's defensive bonus (+4) since its shield can't be employed when fleeing.

Bob hit and since it's a backstab he penetrates on both the maximum die roll and the maximum die roll -1. He rolls his 2d4p and gets a 2 and a 3.

Ordinarily this would be it for Bob's damage roll but because of the backstab the "3" is treated as a penetrating die. He rolls this die again and gets another 3. He adds 2 to the sum damage total (currently 7) and rolls again getting a 4. Again he adds 2 to the sum damage total (now 9) and rolls again. His lucky streak ends as the die comes up 2. Bob's backstab on the fleeing goblin netted 10 points of damage (2+3+(3-1)+(4-1)+(2-1)=11). The goblin's armor reduces the damage by 2, causing it to suffer 9 points of damage.

This is sufficient to trigger a ToP check. B.A. rolls d20 for the goblin's ToP Save (target 6) getting a result of 12. The goblin is thus downed for 30 seconds (5 seconds x (12-6)).

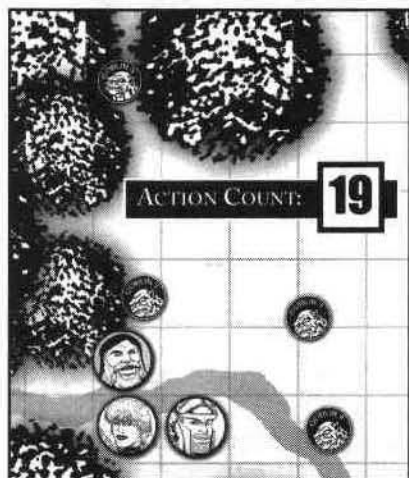


Sara rolls a d20p with a result of 9 and with her +1 Attack Bonus nets 10. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and adds +2 (a goblin's shieldless defensive bonus) for a total of 7. He ignores the goblin's shield's additional defensive bonus (+4) since its shield can't be employed when fleeing.

Sara hit and rolls 2d8p for damage. The dice come up "1" and "2". She has a -3 damage adjustment but since this can't reduce a successful hit to less than one point of damage she ends up doing a lone hp. The goblin's armor reduces this to zero.

Dave rolls a d20p for a result of 4 and with his +4 Attack Bonus nets 8. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and adds +2 (a goblin's shieldless defensive bonus) for a total of 9.

Dave misses. Since the goblin was not using a shield for defense, it is an out-and-out win.



This is the first instance of using missile weapons. Unlike melee combat, Dave must first determine the effective range to his target. The actual distance between El Ravager and the remaining goblin is 21 feet (after the goblin sprinted for 2 seconds). However, since goblins are size small, this distance is multiplied by 1.5 to determine the effective range (31½ feet). Since this is more than 30 feet, it falls within a javelin's second range increment. Dave is therefore only permitted to use a d12p as his attack die.

Dave opts to forgo aiming thereby permitting him to hurl his javelin on 19 rather than 23. Doing so imposes a -6 attack penalty.

Since El Ravager has only sunk BP's into specializing with the battle axe, his attack bonus with the javelin is +3 not +4. He rolls a d12p getting 9 and adds 3 (but also subtracts 6 for not aiming) yielding 6.

When determining if a missile hits, the GM always rolls a d20p for defense. B.A. rolls a 5 - less than Dave's 6 meaning the javelin strikes true. Because the goblin is running away, it cannot use its shield to block the missile.

Dave rolls a d12p damage and gets an 11. He cannot add his strength bonus because he was standing still when hurling the javelin. This is a knock-back and after accounting for the goblin's armor, it still suffers an 9 point wound necessitating a ToP check.

B.A. rolls d20 for its ToP Save hoping to get a 6 or less but rolls a 19. The goblin pitches forward five feet and is immobilized for 65 seconds (5 seconds x (19-6)) by the trauma of being *shish kebbed*.



CHAPTER TEN

Miscellaneous Rules

From time to time, you may need to make use of rules that don't apply directly to combat, character creation and so on. These "miscellaneous" rules are compiled here.

Falling Damage

Falling characters suffer damage (when they hit the ground) as indicated on the chart.

Distance Fallen	Damage
5 feet or less	d6p-3 (min. 1 point of damage)
up to 10 feet	d6p-1 (min. 1 point of damage)
up to 15 feet	2d6p
up to 20 feet	3d6p
up to 25 feet	2d12p
up to 30 feet	3d12p
up to 35 feet	4d12p
up to 40 feet	5d12p
up to 45 feet	6d12p
up to 50 feet	7d12p
up to 55 feet	8d12p
55'1" or more	9d12p

Note that these are unexpected falls onto hard stone. Any goof can safely lower himself into a 10 foot deep pit. Well, a human-sized goof anyway...

Falling Adjustments

Adjust the effective distance fallen as noted below (modifications from Character Actions and Surface Conditions are cumulative).

Character Actions

Expected Fall: This involves such actions as consciously jumping into a pit. Reduce distance fallen by 10 feet.

Lowering First: If a character lowers himself over the edge, reduce the chart's distance fallen by 11 feet plus the character's height.

Surface Conditions

Dirt Landing: If the character falls onto earth, topsoil or sand, reduce the chart's distance fallen by 5 feet.

Water Landing: Reduce the distance fallen by 15 feet.

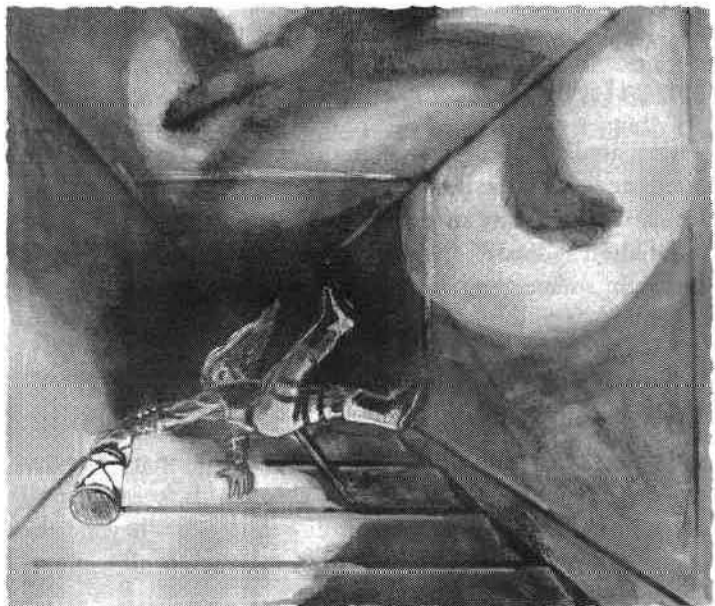
Soft Landing: If falling onto piled hay or a similar cushioned surface, reduce distance fallen by 20 feet.

For example, Sir Dealaan the Hasty could purposely jump off a 30 foot tower (an Expected Fall, -10 feet) onto a large pile of hay (a Soft Landing, -20 feet) and suffer no damage. If he were pushed, he only receives the Soft Landing modifier (-20 feet) and suffers d6p-1 points of damage for a 10 foot fall.

If he is pushed off the tower onto open ground without any hay piles (a Dirt Landing, -5 feet), he suffers 2d12p damage. If, in a worst case scenario, the ground were covered in cobblestones, he would suffer the full 3d12p points of damage.

Armor

Note that armor absorbs damage and therefore also reduces severity level for each die of damage. However, armor absorption vis-à-vis falling is limited to that of padded armor (excepting leather armor which does not absorb falling damage).



Healing Time

It's been said that time heals all wounds, and there's certainly truth to that. Without magical cures or first aid, each wound heals in a number of rest days based on the amount of damage suffered. Each day of rest, your character gets 1 Hit Point back and the wound drops by 1 point. Thus, a 4 point wound will take 4 days of rest to become a 3 point wound. After 3 more days of rest, another HP is regained and the injury becomes a 2 point wound.

For example, let's say that Urgaz the dwarf survives an attack by a bunch of brigands. He takes three wounds in that scrape, one that causes 3 points of damage, one that causes 5 points and another that makes him lose just 1 Hit Point.

Without access to first aid or curative magic, Urgaz needs to recuperate for six days on account of the 3 point wound ($3+2+1=6$), fifteen days for the 5 point wound ($5+4+3+2+1=15$) and one day for the 1 point wound. Of course, since all the wounds heal simultaneously, Urgaz should be completely healed in fifteen days.

While this may entail an extended period of downtime for characters suffering grievous injuries, you can take comfort in the fact that your wounds heal simultaneously.

Speeding Up Healing Time

Injured characters under the care of a first aid provider heal their wounds faster (see the First Aid skill for full details).

For example, a 4 Hit Point wound ordinarily takes 10 days ($4+3+2+1 = 10$) to heal. A first aid provider (of at least Novice mastery) can reduce this to 7 days ($3+2+1+1=7$). A Master of First Aid can even reduce a 4 Hit Point wound from 10 days to only 3½ days ($2+1+\frac{1}{2}+\frac{1}{2} = 3\frac{1}{2}$ days; i.e., 3 days and 18 hours).

Better still, if your character's lucky enough to know a cleric, stay on his good side! Clerics have access to certain divine spells that allow them to heal wounds instantly.

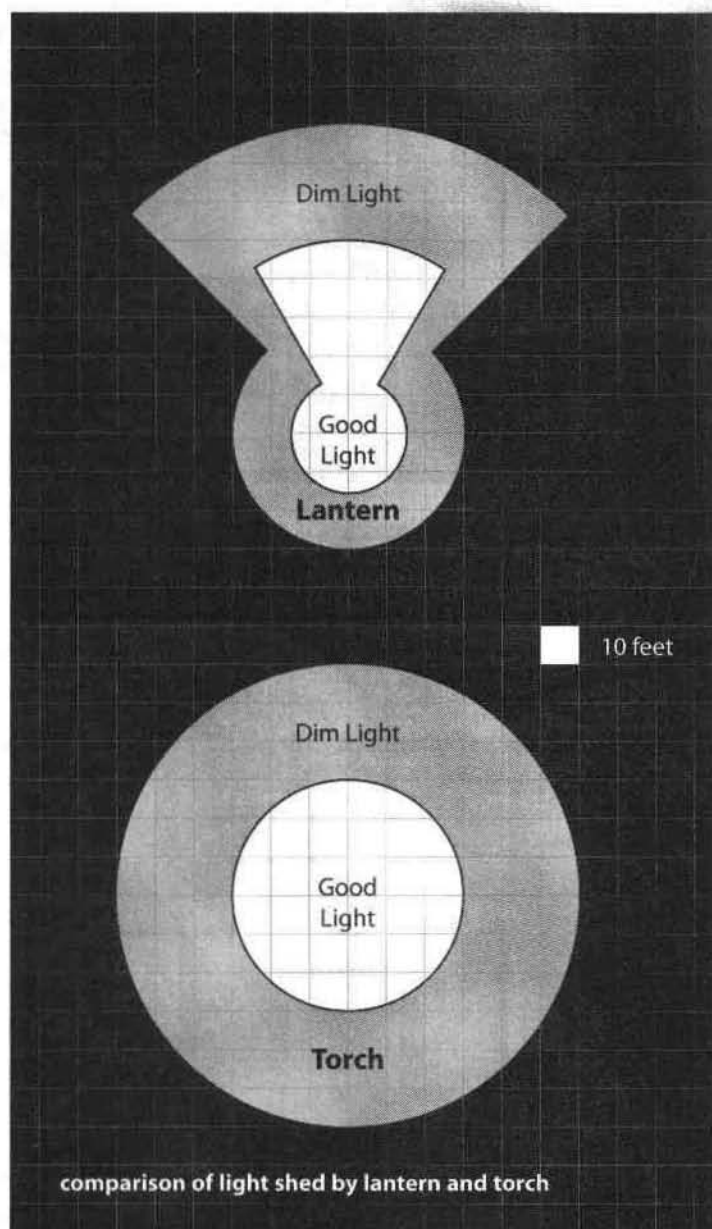
Certain magical potions also provide immediate or improved healing.

Illumination

Adequate light is imperative in order to accurately target an opponent with missiles or to engage in melee combat. Ordinarily, this limits an attacker to choose a target within the illumination radius of friendly or enemy torches, lanterns or other light sources.

The given illumination radii are a convenient approximation of "good light" that is adequate to read by and to perform other tasks dependant upon visual acuity.

Stepping beyond a candle's feeble 15-foot lumination radius does not, however, plunge one into absolute darkness. For all light sources, a shadowy region of dim light exists beyond the normal radius of illumination. Within this region, all combat-



ants suffer both -4 attack and -2 defense penalties.

Beyond this sphere of dim light, it is effectively pitch black. Fighting in such circumstances is extremely difficult and subject to both -8 attack and -4 defense penalties.

Light Source	Light shed	Dim (-4/-2)	Dark (-8/-4)
Candle	15-ft-radius	15'1" to 30 ft	30'1" and up
Lantern, miner's	15-ft-radius + 50 foot beam	see illustration	see illustration
Torch	30-ft-radius	30'1" to 60 ft	60'1" and up

Light Source	Burn Time	notes
Candle	6 hours	very easy to blow out
Lantern, miner's	9 hours (per half pint of oil)	
Torch	30 minutes	auxillary weapon use



Low-Light Vision

Characters (and monsters) with low-light vision may operate without penalty in the region of dim, shadowy light created by any light source.

Such is the visual acuity of these individuals that they can still make out objects if within 120 feet of a torch or lantern. They are, however, subject to both -4 attack and -2 defense penalties in this extended range.

Doors & Portcullises

As mentioned in *Chapter One: Character Creation*, opening doors or bending bars requires a Feat of Strength check. This is a competing d20p roll in which the character rolls a d20p and adds his Feat of Strength modifier while the GM rolls a d20p and adds the value for the object being acted upon.

Because this is likely to occur on a frequent basis, it is worth defining some average values here.

A very heavy or stuck door has a modifier of +7. A typical locked door gains a modifier of +14 while a barred door uses +18 (for a locked *and* barred door use +20). A portcullis has a modifier of +19 whether one is attempting to lift it or to bend its bars.

This is only a guideline since the GM is free to define the value of such objects as he sees fit. Let it be noted though that these values closely approximate thirty years of dungeon delving experience.

Secret Doors

If a character suspects that a wall hides a secret door, he has a 1 in 6 chance (or 1 in 3 chance for thieves) to locate it. A successful roll includes both detecting the secret door and the means by which to open it. However, the character doesn't know whether or not the door is trapped (this requires a successful Identify Traps check).

Coins, Money and the Economy

Silver is a metal found in sufficient abundance to permit widespread coinage, yet not so common as to be supplanted in common usage by gold. This means that the silver coin is the "trade standard" of commerce. Other coins in routine circulation are the copper piece (cp; worth $\frac{1}{10}$ silver) and the gold piece (gp; worth 10 silver). One rarely sees the platinum piece (pp; worth 100 silver) in the hands of any but the wealthy.

Silver and copper coins approximate the size of a US quarter. Although physically somewhat larger than more valuable coins, their weight is identical (gold and platinum are far denser). Gold and platinum coins are approximately the size of a US nickel, but heavier (numismatists may equate them to the British gold sovereign).

In addition, small coins of brass or other trade metals (worth $\frac{1}{10}$ copper) are minted in numerous principalities to facilitate everyday transactions. These coins are roughly the size of a US dime.

Aging Effects

If your characters live long enough to concern themselves with the onset of decrepitude from natural aging, congratulate yourself on a long-fought and successful career! You are truly a survivor and your exploits will provide many a night's tale at the local brew pub.

Humans gain size and strength as they mature, eventually trading virility for wisdom as they approach their inevitable death. Dwarves and halflings exhibit similar traits, albeit over a longer period of years. Elves, however, do not physically age once reaching maturity. Though they receive the benefit of accrued wisdom, their mortal form is timeless and unchanging.

Race	Adulthood	Middle Age	Geezer	Max
Dwarf	50	110	175	250+3d10p
Elf	144	n/a	n/a	n/a
Halfling	33	75	111	160+2d10p
Human	18	41	62	90+1d10p

There are, of course, more insidious magical effects that can prematurely age a character. Should you age naturally or, voluntarily or not, suffer this type of metabolic trauma, you may need to apply the (cumulative) adjustments below. Note that adjustments cannot cause an ability score to exceed 20 or drop below 3.

Middle Age: -1 Strength +1 Wisdom, -1 Constitution, -1 Looks*

Geezer: -2 Strength, +1 Wisdom, -2 Dexterity, -1 Constitution, -2 Looks*

**Looks penalties only apply to females. In scientific literature, this is known as the "Sean Connery effect," wherein older men retain their attractiveness to the opposite sex. Would that I could defer to Political Correctness and blindly ignore these facts...*



CHAPTER ELEVEN

Detailed Character Backgrounds

Up to this point in the creation process, your character is little more than a series of numbers on a sheet of paper – and that's really all he'll remain until you step into his shoes and wear him like a second skin. Part of the challenge of role-playing is taking a newly generated character and growing him into a unique gaming persona of which you can be truly proud.

At this point, however, your character is a virtual stranger. What do you really know of him? What makes him tick? Most player characters start out as young adults, so it can be safely assumed that your hero didn't suddenly spring forth from nothingness like Athena from the brow of mighty Zeus. There are many years, perhaps even decades, of experiences behind that series of numbers on your character sheet.

Your character has a richly detailed past and it's your job to find out what that past entailed. Are his parents still alive? Is he left-handed? Does he have any siblings? And so on...

Here you'll learn the answers to all these questions (and more) as you begin to explore your character's past. In the process, you'll be given an opportunity to further sculpt your character and do a bit of fine-tuning. Mind you, this process won't fully flesh out your character. It will only block out some major defining details about your character. It'll be your job (under the guidance of your ever-watchful GM of course) to fill in the blanks and put your own unique thumbprint on him.

Building Points (BPs)

Every character begins the game with an allotment of Building Points. You've probably already spent some these points to buy such things as skills or utilized them to bolster your ability scores. You can also use them to buy 're-rolls' on some of the background tables that follow to help you sculpt the kind of character you really want. For the cost of 1 BP each, a player may buy re-rolls on the tables in this chapter (unless otherwise indicated). You may buy as many re-rolls as you have Building Points, but once you've reached zero BPs, you must abide by the random rolls thereafter.

Note: You need not spend all your Building Points prior to beginning your character's first adventure (i.e. before he becomes active). Any BPs not spent are banked and may be

expended at a later time (bolstering the BPs gained from advancing in character level to perhaps acquire a talent unattainable with the character's initial allotment).

Character Background

Now it's time to find out more about your character. The following tables determine such vital things as your character's starting age, circumstances of birth, and so forth.

You and your GM can make use of this information during the course of your character's career to further detail your character's background. Mind you, this won't be accomplished overnight, but rather slowly, over the course of many adventures. In fact, it's a good idea to put off some of the detailing until you've had a chance to run the character through a few adventures and get a feel for him. Running the character will most certainly suggest background details for your character that you might not have thought of otherwise. (Also, you'll have saved a lot of time if your character gets greased in the first adventure.)

For example, at some point your character may find himself suddenly cut off from his fellow party members in a hostile country with the enemy hounding his every footstep. He's low on hit points and the situation looks bleak. At this point you may recall (from one of your background rolls) that you have a sister who's a cleric. She moved away years ago to champion her faith and never returned home. (That's about as far as you fleshed out your background regarding your sister.)

At this point, a clever player might suggest to the GM that his devoted sister has actually spent the intervening years building a temple in the very 'hostile country' in the middle of which he now finds himself stranded. He informs the GM that his sister wrote him a letter with all the details when he was younger and that he is now making his way carefully to her temple to seek refuge.

The GM might or might not buy your suggestion, but it's definitely worth a shot. Despite the adversarial relationship between GM and player, most GMs welcome an opportunity for a player to expand his background in such a creative man-

ner. If the GM accepts the player's logic, and rules in his favor, then another small bit of the player's character background has been defined and pinned down. (Note that the GM could later use this same bit of background info against the player. Perhaps a band of Goblins have laid siege to the temple and the sister dispatches a message to her brother asking him to come to her aid in all haste.)

You are encouraged to flesh out your character's background in great detail (based on the results of the following background tables, of course) but, as shown above, it's a good idea to leave some details sketchy so you don't pin yourself down, and leave some creative leeway. You never know when your character may need to remember his long lost sister!

Starting Age

A character's starting age is dependant on both his race and class. Mages begin play as older adults owing to the long years they have invested in their apprenticeship program (and the fact that most teaching Mages are extremely reluctant to matriculate this source of free labor!)

Character Age

	Fighter	Thief	Mage	Cleric
Dwarf	50+d10	46+d8	72+4d6	57+2d6
Elf	140+2d10	130+d12	200+4d12	160+3d12
Halfling	32+d6	29+d6	40+2d6	35+2d4
Human	17+d4	16+d3	25+d6	20+d4

Height

To determine your character's height, roll on one of the following charts depending on your race and sex. Sexual dimorphism causes females, on average, to be shorter than males.

Humans		Height (in inches)	
Roll (d100)	Female	Male	
01	62-1d10	67-1d10	
02-03	60	65	
04-05	61	66	
06-12	62	67	
13-20	63	68	
21-29	64	69	
30-41	65	70	
42-61	66	71	
62-75	67	72	
76-85	68	73	
86-91	69	74	
92-96	70	75	
97-98	71	76	
99	72	77	
00	68+1d8	74+1d12	

Dwarf		Height (in inches)	
Roll (d100)	Female	Male	
01-02	42-d4	44-d4	
03-06	42	44	
07-12	43	45	
13-22	44	46	
23-37	45	47	
38-58	46	48	
59-75	47	49	
76-84	48	50	
85-91	49	51	
92-96	50	52	
97-99	51	53	
00	49+d4	51+d4	

Elf		Height (in inches)	
Roll (d100)	Female	Male	
01	53-d3	56-d3	
02-04	53	56	
05-10	54	57	
11-19	55	58	
20-34	56	59	
35-62	57	60	
63-79	58	61	
80-90	59	62	
91-96	60	63	
97-99	61	64	
00	60+d3	63+d4	

Halfling		Height (in inches)	
Roll (d100)	Female	Male	
01	31-d3	33-d3	
02-05	31	33	
06-13	32	34	
14-24	33	35	
25-38	34	36	
39-58	35	37	
59-73	36	38	
74-83	37	39	
84-90	38	40	
91-95	39	41	
96-98	40	42	
99	40	43	
00	40	43+d3	

Weight

Unlike inferior games that utilize an uncorrelated table to determine a character's weight (all too often resulting in comically aberrant body phenotypes), HackMaster employs the concept of Body Mass Index (BMI). When you roll on the BMI charts, you determine your character's build (ectomorph, mezzomorph or endomorph), not his or her weight. Your character's weight is a function of height and build (pretty intuitive, right?). Although this takes a little bit of math, our research indicates that the typical HackMaster player is a college graduate (or will be one day), so we have every confidence that you'll immediately grasp this concept.

To determine character weight, first roll Body Mass Index on one of the tables below. These are segregated by race and sex to accurately reflect the differing body types a character may have. Next, multiply this result by your height in inches squared, and divide by 1000. You now have your character's weight.

For example, Delray, a male human, rolls on the appropriate BMI table with a result of 9, giving him a Body Mass Index of 32. His height was previously determined to be 70 inches. Delray's astute player whips out his calculator and types in $70 \times 70 \times 32 \div 1000$ and the marvel of 1970s technology displays 156.8 on its LCD display. Rounding to the nearest integer mean that Delray's weight is 157 pounds. Easy as pie.

Human Body Mass Index		
Roll (d20)	Female	Male
01	28-d6	30-d6
02	27	29
03-04	28	30
05-08	29	31
09-11	30	32
12-13	31	33
14	32	34
15	33	35
16	34	36
17	35	37
18	36	38
19	37	39
20	35+d12	37+d12

Elf Body Mass Index		
Roll (d6)	Female	Male
01	23	25
02	24	26
03	25	27
04	26	28
05	27	29
06	28	30

If you're particularly vain and don't like the results you rolled, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend. You may alternatively choose your starting BMI by spending 5 BP.

A character's weight tends to increase with age (except for elves, who maintain their youthful figure like a Hollywood starlet). When a character reaches middle age, add an additional +2 Body Mass Modifier to his previous Body Mass total.

For instance, when Delray reaches 41 years, his previous Body Mass total of 32 increases to 34. This entails recalculating his weight, but his player adroitly launches the calculator application on his netbook (having upgraded since his character began play), types in $70 \times 70 \times 34 \div 1000$ and receives the figure 166.6 on his diminutive screen. By rounding, he sees that Delray weighs 167 pounds.

If a character reaches geezer age, add another +2 to his BMI and recalculate.

Dwarf Body Mass Index		
Roll (d20)	Female	Male
01	56	58
02	57	59
03	58	60
04	59	61
05-06	60	62
07-08	61	63
09-11	62	64
12-13	63	65
14-15	64	66
16-17	65	67
18	66	68
19	67	69
20	68+d4	70+d6

Halfling Body Mass Index		
Roll (d20)	Female	Male
01	39	40
02	40	41
03	41	42
04	42	43
05-06	43	44
07-08	44	45
09-11	45	46
12-13	46	47
14-15	47	48
16-17	48	49
18	49	50
19	50	51
20	50+d8	50+d10

Handedness

As you'd expect, your character's handedness is important information to know. For instance, a character forced to wield a weapon with his off hand suffers a -4 modifier on attack rolls. Similarly, a right-handed thief who was taken before the local magistrate and had his right hand cut off as punishment for practicing his skills in the open marketplace is going to find it much harder to use his Lock Picking skill (-20%). Through time (1d6 months), a character forced to use his non-favored hand to use tools or weapons can overcome such penalties.

Roll (d100)	Handedness
01-90	Right
91-99	Left
00	Ambidextrous

Note: Ambidextrous characters suffer a +1 Initiative penalty, for they often hesitate for a second as though choosing which hand to use.

Character Heritage & Lineage

No man is an island. Likewise, no character is truly an individual. He's the product of countless generations of characters that came before him. Character heritage/lineage can be very important in HackMaster.

A character may inherit the enemies and allies of his father or family. Siblings and extended family can also be important in a character's career. A rich, influential uncle who is a High Priest of The True may be able to use his influence to give your character sanctuary from your political enemies. Your brother who's working as a Mage's apprentice may be able to steal those hard-to-find spell components you need from his laboratory.

The following tables will help you get a very broad idea of your character's heritage/lineage. Your GM will record the results and use them to help you build a more detailed background for your character. Your GM should be happy to work with any player on tailoring the results of a character background if need be.

Circumstances of Birth: In most cultures there is a stigma attached to individuals born outside of wedlock. Illegitimate (bastard) children are often denied inheritance and the right to hold political office or even positions of power.

Roll (d100)	Circumstance of Birth
01-90	Character's birth was legitimate. Parents were married at time of character's birth.
91	Character was abandoned at birth. Parents unknown.
92-93	Mother was a prostitute. Father unknown.
94-98	Birth was the result of rape. Father unknown.
99-00	Birth was the result of an adulterous affair. 75% chance father's identity is known.

Status of Parents: Roll d100 for each parent (mother and father). A roll of 10 or less on the first roll indicates your character is an orphan (don't roll for the other parent). A 91 or above indicates that a parent is deceased. If both parents are dead, the character is considered an orphan. If only one parent is dead, roll on the sub-chart to see if the surviving parent remarried.

Orphans/abandoned characters begin play with half the starting money normally available (e.g. 25 silver pieces).

Quality of Upbringing: How a character was reared and the quality of his upbringing can have a huge impact on how he turned out. A caring, attentive parent is going to better equip his child for adulthood than a parent who is unaffectionate, abusive, or not there at all.

You should roll twice on the following chart – once for the mother and once for the father. If the father was previously indicated as 'unknown', don't roll for him and consider that parent to be dead to the character.

Roll (d100)*	Quality of Parents (roll once for each)**	Effect
01-60	Loving parent	Character grew up well nurtured and properly cared for. Two (2) Building Point bonus
61-80	Ill-Equipped Parent	Parent was well intentioned but unskilled at raising children.
81-91	Indifferent Parent	Character was viewed as a burden. He or she grew up with feelings of inadequacy and felt unloved. Two (2) Building Point penalty
92-00	Abusive Parent	Character was abused by parent. Roll an additional Quirk for your character (see Chapter Three).

*Orphans receive a +20 modifier on this chart, and bastards receive +35.

**If character is an illegitimate child, roll only once for the mother.



Status of Siblings: As with parents, siblings (or the lack of them) are important to a character's background. Although they are non-player characters under the control of the GM, they may be able to help when the character needs something, such as financial support. They also tend to be loyal.

There are several steps involved in determining a character's siblings. Follow each step in order.

1. Roll on the chart below to determine the number of siblings your character has.

Roll (d20)	Number of Siblings
1	None. The character is an only child.
2	One sibling
3-5	Two siblings
6-8	Three siblings
9-12	Four siblings
13-15	Five siblings
16-18	Six siblings
19	Seven siblings
20	Eight siblings

2. Now that you know how many children your parents had, you need to determine their sex. Roll a d6. On a 1-3, the sibling is a brother. On a 4-6, it's a sister.

3. Next, roll d6 for each sibling to see if he or she is still living. An result of 5 or 6 indicates that the sibling is dead. This could indicate a stillbirth, childhood disease, accident or murder. It's up to you and your GM to flesh out the details.

4. For each surviving sibling, roll a d% (d100 or two d10s). A roll of 99-100 indicates that this sibling is your twin. If the sibling is the same sex as the character, roll a d8. On a 1, the sibling is an identical twin.

5. If the character has at least one sibling, roll randomly to determine his place (roll a d4 for the character plus three siblings, roll a d5 [a d10, dividing results by two] for the character plus four siblings, *et cetera*). The firstborn male is usually heir to his father's estate or possessions.

6. Of course, just because your character has some brothers or sisters doesn't mean that they necessarily like him. To determine the nature of your relationship with any particular brother or sister, roll on the table below.

Roll (2d12)*	Relationship
4 or less	Bitter Enemy. <i>These rivals hold an intense hate for some past offense – real or imagined.</i>
5-9	Argumentative. <i>For some reason, the character and his sibling just can't get along without bickering.</i>
10-16	Natural. <i>The character and sibling are close, with good family ties, but few intense feelings except during special times of hurt or celebration.</i>
17-21	Very Close. <i>The sibling and character communicate often, and always try to help the other in times of need.</i>
22+	Devoted. <i>An extremely close bond exists between you two, and one would easily lay down his life for the other.</i>

*Add the value listed under the column "Turning Modifier" for the character's Charisma attribute to the result.

Extended Family: Besides parents and siblings, the character is likely to have an extended family. This could include grandparents, uncles/aunts, and cousins. If you need this level of detail, use the above guidelines and substitute the PC's parents for the character to generate an extended character tree.

Other Traits and Particulars

Obviously, there are still other personal characteristics. What about his hair color and style? Eye color, body shape, voice, noticeable features, general personality, temper and disposition? There are no tables for these things, nor should there be.

It's your job as a player to add them, molding the type of character you want. You probably know some from the very start. Others, especially your character's personality, will grow and take form as you play.

Remember – you're an actor and your character is your role!

CHAPTER TWELVE

On Dice...

Dice – those oddly shaped little lumps of hard impact plastic found scattered about the gaming table. Who can resist them?

Also known as polyhedrons, these trusty gems do one thing — generate random numbers on demand. Even with the odds behind him and the modifiers stacked, the roller can never be sure of the outcome. That's what puts uncertainty into the game and creates the suspense players thrive on.

The tools of the trade for player and GameMaster alike, dice are to the gamer what the assault rifle is to the combat soldier. Often they're only things standing between you and character death. And like a soldier's weapon, they demand your respect as well as your utmost attention.

This chapter is devoted solely to the topic of dice – yes, they are *THAT* important. It would behoove you to read this section thoroughly and refer to it often. And really, why wouldn't you? When you become intimately familiar with your dice and learn to use and care for them properly, they will serve you well.

Die Nomenclature

Before any further discussion on dice can take place, let us define the proper nomenclature for the various forms they take.

HackMaster utilizes several different dice. The 4, 6, 8, 10, 12 and last, but not least, the 20 sider.

In the rules each die type is symbolized by "d", and its number of sides is shown immediately thereafter. A six-sided die is therefore 'd6', 'd8' is an eight-sided die and so on.

Two four-sided dice are expressed as 2d4, five eight-sided dice are 5d8, etc. Any additions to or subtractions from the die or dice are expressed after the identification, thus: d8+8 means a linear number grouping between 9 and 16, while 3d6-2 means a bell-shaped progression from 1 to 16, with the greatest probability group in the middle (8, 9). This latter progression has the same median numbers as 2d6, but it has higher and lower ends and a greater probability of a median number than if 2d12 were used.

On a d10, a zero result (0) is read as a result of 10. The d20 is the most versatile die in your dice arsenal. It can be used as d10 and d20. Two d20s can also be used to simulate a d100. More typically, however, rolling two ten-siders of different colors generates percentages (numbers ranging from 1 to 100). Before rolling, the player announces which color is high (tens) and which color is low (single digits). When percentage dice are to be used, it is indicated by d100 or d%.

Sometimes you will need to use various dice to simulate dice of another type. For example a d6 can be used to simulate a d3 (generating a random number from 1 to 3). In this case the result of rolling a d6 would be read as follows; 1-2 = 1, 3-4 = 2, 5-6 = 3. Likewise, a d10 could be used to simulate a d5 (1-2 = 1, 3-4 = 2, 5-6 = 3, 7-8 = 4, 9-0 = 5) and a d4 could be used as a d2 (1-2=1, 3-4=2).

A d1000 is a die roll used to generate a random number between 1 and 1000. The most common method is to roll three differently colored ten-sided dice, where each color has been designated to represent one of the three digits, i.e. hundreds, tens and ones. So rolling a 3, a 4 and a 0 would mean 340. A result of 000 indicates 1000.

A d10,000 is a die roll used to generate a random number between 1 and 10,000. This method requires rolling 4 differently colored ten-sided dice. So rolling a 5, a 3, a 4 and a 0 would mean 5,340. A result of 0000 represents 10,000.

Note: Some specialty dice companies actually produce d1000 and d10,000 sets with each 10-sided die appropriately marked as to avoid any confusion.



A penetration roll (rolling the maximum number on the die, allowing you to roll the same die again with a modifier of -1) is symbolized by "p" after the die type. If the rules call for a d6 and you roll a 6, that's it - you got a 6. *However*, if the rules call for a d6p and you roll a 6, you get to roll that die again and add the result minus one. If you continue to roll sixes, you add 5 (6-1=5) each time until you stop rolling sixes.

Dice Etiquette

There are a few very important rules of protocol concerning dice. The sooner you learn them - and put them to use - the better. Your GM and fellow players will expect you to know and practice proper dice etiquette. Those who don't (or who take such things lightly) are often mercilessly shunned by other gamers and end up wondering why they're suddenly not invited back to the table. Don't be that guy.

Hands to Yourself

Do yourself a favor: take a highlighter and mark this section. Most experienced gamers are somewhat possessive (even superstitious) when it comes to their dice. Perhaps one of the greatest offenses a player can make at the table is touching another player's dice.

As a general rule, one player should never, ever touch another player's dice. Ever! It just isn't done - at least not without the shedding of blood. The surest way of ostracizing yourself from the fellowship of other gamers is to be a dice-squirrel and put your paws on dice that don't belong to you.

You don't put your hands on another man's wife... and you sure as hell don't touch his dice.

A Moment of Silence, Please!

When a player is in the actual act of rolling his dice, shut the hell up. Even a sworn nemesis deserves a chance for an honest unimpeded die roll. Before a player rolls, feel free to cheer him on, hex him or whatever, but when his arm begins that forward motion and the die is about to meet the battlemat, you'd better pipe down. Muttering phrases like "jinx! jinx!", "You're gonna miss!" or even supposedly 'helpful' cheering like shouting "Boom baby, BOOM" or "Go Dave!!" as the dice start their tumble is extremely bad form.

So remember - as the roller's fingers glide open and the die springs free, the table should hush and watch and listen.

There's nothing like the drama and expectation of an important roll rat-a-tat-tatting across the table and tumbling to a stop. Trust me. You don't want all eyes turned on you as a player accuses you (and rightfully so) of ruining his concentration.

Speaking when someone is rolling, even to root for him, is the poorest of etiquette. They may tolerate such nonsense in Iowa but don't let it happen at your table.

High Color Convention

Some old school gamers still like to use the antiquated twenty-siders which were made in the 1970s and '80s. Often called "Mud Dice" (due to the edges of the soft plastic rounding off with use) such dice were manufactured with no distinction made between results of 1-10 versus results of 11-20. They were simply numbered 1 to 10 twice. It is perfectly acceptable to use such out-dated dice, but you must colorize half of the numbers on a die of this type, usually with a colored wax crayon or a mascara pen.

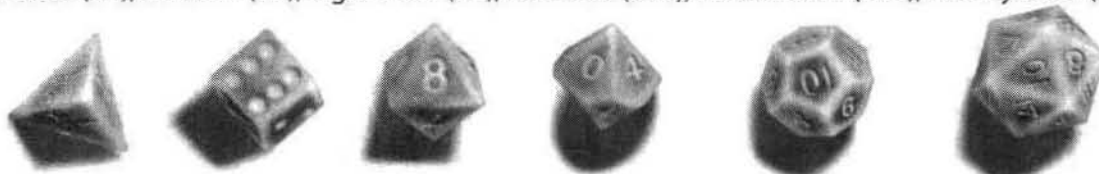
When a player uses a die of this type, it is essential that the

DICE RECOGNITION CHART

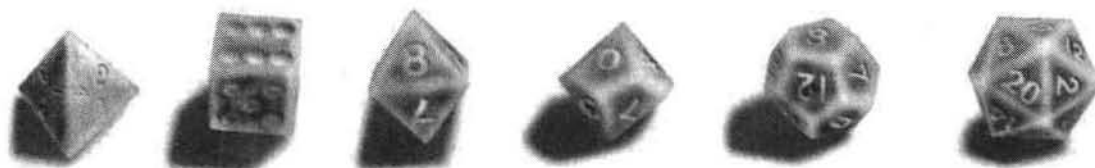
The players first line of offense/defense - his dice arsenal.

four sider (d4), six sider (d6), eight sider (d8), ten sider (d10), twelve sider (d12), twenty sider (d20)

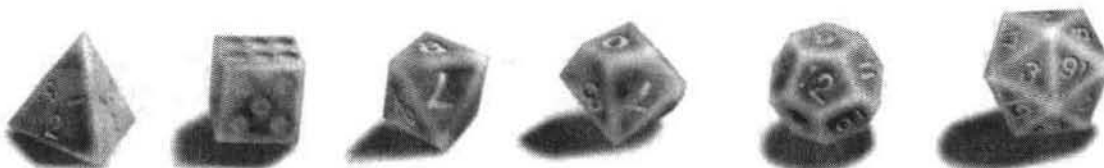
Top View

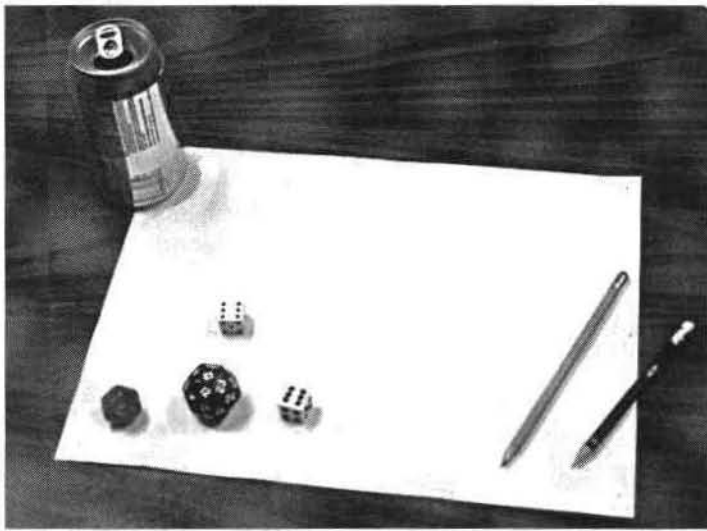


3/4 View



Side View





A proper Dice Rolling Zone with adequate rolling space. Notice how this player has cleverly laid claim to his zone by marking the boundaries with pencils and a soda can.

color of the higher numbers be declared publicly and agreed upon for that session (and recorded in a verifiable place, such as on a character record sheet). Under no circumstances are players to be allowed to "call" the color of the higher numbers after a roll has been made.

It is considered poor etiquette to switch the convention of high color once a gaming session has begun, though breaching this etiquette is acceptable in extreme extenuating circumstances - such as when your character is getting decimated and you're rolling consistently bad all session.

If color convention is in question after such dice have been rolled, the GM should evoke the ROY G. BIV rule with the color for the lower numbers being the first color to appear on the color spectrum. Always assume black is the lowest color in such cases.

A final way to use these dice (or a 10-sider) in order to generate rolls of 01-20 is to roll a d6 along with the d10. On a result of 4-6, you add 10 to the d10 result. This method eliminates the color issue, and is an alternative for those who have lost their d20 or were too dim to use two different colored crayons on their d20.

Open and Closed Rolling

All rolls required of players during a HackMaster game session must be made publicly, such that all other attending players and the GM may view the roll. Under no circumstances shall a player be allowed to hide his dice rolls.

Note that an 'open roll' means the die must be under full observation by those looking on from the moment the die leaves the roller's hand to the moment it comes to a full rest. Rolling the dice in a cup and turning it over, cupping the dice under one's palms after it's been rolled to hide the result and so on, invalidate the roll.

The GM, on the other hand, may use "closed" die rolling at

his discretion. In fact, it is the normal procedure for a GM to secretly make die rolls from behind the safety of his GM shield. The GM is also allowed to intrude upon any other die rolling zone on the table at will (this is the only exception to the normal protocol) with no penalty. This is often done during those dramatic moments when letting the players see the fearsome result of a 20 coming up on a to-hit roll is just too much to pass up.

Under no circumstances should the GM be compelled, cajoled or pressured into rolling in the open *even when his dice are so hot the players question whether he's cheating*. It's solely his call.

Let the Dice Fall Where They May

Dice rolls are sacred. In my campaigns, I let the dice fall where they may - period. I don't cotton to fudging die rolls and other such nonsense, and I despise those who practice such foolishness or allow it to take place at their table. Once a GM begins fudging the dice the game is diminished and he has tarnished his shield. The *only* exceptions are dice that roll off the table, come to rest in a cocked position or fail to hold up under the guidelines of this chapter as a 'legitimate' roll.

Dice Rolling Zones (DRZ)

This is a big one. A player must have adequate room to roll his dice properly. Dice need room to move, bounce and 'play' in order to yield the desired results. If such room is not available it is a player's right, nay his responsibility, to inform his GameMaster so the situation can be remedied immediately. In-house studies have clearly shown that 'stifled' dice rolled in a confined space and deprived of a proper movement/play area perform subpar.

The minimum area for a dice rolling zone is 17½ inches wide and 11½ inches deep (note: these dimensions have been slightly decreased since the last edition, taking into account new die manufacturing techniques and polymers that give dice more 'bounce'). Note also that all "public table areas" are officially free rolling zones (FRZs). These are the battle/miniatures area and free spaces between zones. Using an FRZ is the only way to create the Distance-Dramatic Roll (such a roll being made famous by little Isaac Goldstein while slaying the Swack Iron Dragon with a desperate crit in the closing seconds of the HackMaster World Championship at GaryCon '82). However, you should take care not to disturb any miniatures when rolling in the battle area. Again if you find your assigned DRZ at the gaming table insufficient you should bring it to the attention of your GM.

When establishing your DRZ there are several things to look for:

- Enough space must be provided so when the dice are rolled, none of them touch each other.
- The DRZ should be free of obstacles so that the dice get plenty of tumble-action, and roll freely without interference or

inhibition. Don't let another player's elbow, a poorly placed can of soda or a pencil rob you. Players should actively police/maintain their DRZ's during a game.

- Clear DRZ boundaries are necessary to avoid disputes between players. It's always a good idea to 'announce' the demarcation of your zone to other players before the game as a reminder. This is critical for those who believe in the possible transference of (bad) luck between dice in close proximity to one another.

- Remember it is always bad form to invade another's dice zone with a poor roll of your own. It is akin to the infraction of touching another's dice (as described hereafter). Because some players don't respect the DRZs of other players, it is within the GM's power to apply a penalty to any die/dice that violate another player's zone.

Note however that during those rare moments where Player vs. Player actions crop up, invading your opponent's DRZ is a valid strategy to throw him off his game. Just remember that turn about is fair game.

Designated Dice Rolling Zones (DDRZ)

Now for a bit of backtracking from the previous edition. For years there has been speculation that 'training' a DRZ will result in higher numbers and better roll control. I've hotly contested this assertion since no substantial proof had ever been offered up (other than Norman Bowzer's popular articles in *HackJournal* which were flawed by personal bias and fudged numbers, in my opinion).

Recently, however, our own in-house tests have demonstrated that there may be something to it. Therefore, I'm now officially backing the HMA's move that DDRZs (Designated Dice Rolling Zones) be officially addressed.

I believe the effectiveness of DDRZs has more to do with the roller's confidence level and attitude than the trained zone itself, but at the end of the day we live or die by the results of our dice so it's worth mentioning here.

The first step in establishing a DDRZ is to stake your claim. Pick a spot or seat at the table you roll dice at and make it known it is YOUR territory. If this is not possible (for example your game rotates locations or other players simply refuse to recognize your claim), then try placing your character sheet (or a fame rub card) in your DRZ where the dice first strike the table. This will often (but not always) compensate. Having a DDRZ however is ALWAYS preferable.

The Nature of Dice

In order to properly use your dice and to get the desired performance from them, you must first understand them. For many gamers dice are mystical things akin to the Fates of mythology. You might as well know one sad fact up front – like the Fates, dice can be fickle.

They are friends to neither GameMaster nor player. The player who appears to be on a lucky streak one week, rolling one critical hit after another, is often the same guy rolling an endless stream of fumbles the next session.

There are misguided individuals out there who would have you believe the outcome of any given roll is governed by the cold, blind tenets of probability. "There is no such thing as luck!" they assure you as they go on and on about bell curves, the law of mathematical averages, and other such nonsense in an attempt to hammer their point of view into your skull.

To be honest, they are partly correct; dice are designed to do one thing – generate truly random numbers that dictate the outcome of various actions during the course of the game in a fair and impartial manner. The random numbers they generate are ultimately what keeps the GM's power over his players in check. He may design the adventure and chart the course of the action, but at the end of the day it's the dice that decide the outcome.

That does not mean, however, that dice can't be coaxed or encouraged to do the roller's bidding on occasion. Most gamers inherently know this as if by instinct. They talk to their dice. Praise them (when the roll well). Curse them (when they fail). They blow on them. Rub them on others for good luck. They even name their dice.

To say there is no 'luck' involved when it comes to dice is just plain silly. Ask anyone who has bellied up to the game table and they will swear that this die or that favors (or disfavors) them. If you press the subject, most gamers will produce one or more of their lucky dice. (I myself had a blue benzene polyfibre d20 model 5 called 'Nat Faithful' which served me well for twenty-nine years. It eventually failed me during a hobgoblin uprising at Frandor's Keep and was disposed of with full honors.)

We've all witnessed the player on a 'hot streak' who inexplicably pulls nat' twenties out of his butt like some Easter Bunny doling out eggs to a schoolyard full of preschoolers. There's little doubt that luck exists, and to say it doesn't simply reeks of denial. The notion of luck (and bad luck) is very real to most players, and they take it seriously. You'd be advised to do the same.

Having said that, let me warn you not to fall into the trap of attempting to live by the good graces of Lady Luck. Those who use luck as a crutch soon find themselves falling flat on their faces. Lady Luck has a wandering eye and she dances with many partners. One moment she may be at your side, and the next moment she's nowhere to be found (kind of like an ex-girlfriend I once had). When it comes to hacking it's best to rely on your own wits and mettle.

Still, there are a few things you can do to encourage luck (or to stave off bad luck):

- Never EVER use a new unproven set of dice in a game without first breaking them in and/or determining their quality (see *Dice Priming* hereafter).

- Never let another player use and/or touch your dice. It's just a bad idea. I keep an extra set of cheap dice (throw away dice) handy just in case some moron shows up sans dice and asks if he can 'use' my dice. You should do the same. Just slip them your throw-away dice and when they offer to return them at the end of the game (yeah, like that'll happen) just tell the ingrate to keep them.

- Likewise never borrow another player's dice. Be prepared. Show up for the game with properly tested/battle primed dice. Would you show up at a knife fight without a knife?

- If a die rolls off the table, hits another player's arm or requires any sort of reroll be sure to 'roll off' any bad luck it may picked up by rolling it as many times as it takes to come up with a positive result.

- When your dice are not in use but sitting out on the table at the ready it's a good idea to turn them so the highest numbered face is showing. This is akin to having them stand at attention and geared up for battle.

- If you feel a die isn't performing up to snuff don't be too quick to retire it or pull it out of the line-up. Sometimes putting an errant die back in the dice bag and shaking it will rally it. Dice can hold grudges. If you're too quick to act or judge they can turn on you.

Choosing/Purchasing your Dice

Great care and attention should be taken when purchasing/selecting your dice. I cannot stress this enough. Would you buy a pistol without doing your research? A car without test driving it?

I recommend going with dice produced by a reliable manufacturer. Examine each die for imperfections such as misshapen appearance, flawed edges or mold marks/extra material which protrudes. Ask the shopkeeper if you can test-roll your dice selections prior to purchase. Any die that rolls a "1" should be returned to the dice bin on the spot (unless you're actually looking for a low roller). If a die can't be bothered to put on its best face for you at such a critical moment how can it be expected to perform for you when you're facing down a free range minotaur? Doesn't mean it's a bad die. Sometimes a player and die just don't take to each other. It happens. If you do run across a die that doesn't cut the muster, you may want to refrain from buying any other dice from that same bin since unlucky dice usually come in groups.

Pay special attention to the numbers/pips on each face of the die. Are they clearly legible? Is the die made of high impact plastic? Is it used? Don't be afraid to ask questions. The better game shopkeepers understand the importance of dice selection and will cheerfully cater to you. You may also want to ask what the store's policy is on returning dice that fail to perform properly.

Don't overlook aesthetics. Nobody wants an ugly die (although I've known many ugly dice that have been super



performers). The die should be pleasing to your eye. Color, contrast and good lines are all very important.

Now there are exceptions to this rule. Unusual dice and dice with character (due to some perceived flaw for example) just might be standouts and worthy of some extra scrutiny before dismissal. A friend of mine once had a d10 with an illegible "1" face that served in stellar fashion for many years.

Speaking of legibility – use the six foot rule when selecting your dice. You should be able to clearly read a die's result at six feet away. This ensures everyone at the table (GM and other players alike) can see your result and avoid disputes. To each his own but I would avoid 'rune' dice and other fancy schmancy dice with illegible characters/patterns which make reading a result difficult.

Finally, you should avoid buying or using flippity-floppity dice. You know the kind. The ones that have excessively rounded edges so that the six-siders roll like a wheel instead of, well, a die. Mud dice gain their unique rolling characteristics from years of use and have a certain old-school appeal and usually a special emotional value to the user. Flippity-floppity dice are just irritating to everyone. Only rookies, wannabes and losers rely on flippity-floppity dice.

Note: Special care should be taken with virgin dice (new dice that have never been used in a game). Would you go into combat with a non-zeroed weapon? Of course not. Know your dice. Whenever you buy new dice, be sure not to mix them with your battle-hardened dice until you've properly primed them (see hereafter). Otherwise, any bad luck may be transferred to your battle-hardened dice arsenal.

Assembling Your Dice Arsenal (Battle Line Dice)

When you first begin playing you'll probably be content just to buy the basic dice required to play, and throw them in a dice bag without much more thought or consideration. This is typical for the neophyte.

As your gaming experience grows, however, you should give more serious thought to maintaining and building a proper dice arsenal. This involves weeding out dice that under-perform or that show the slightest signs of becoming under-performers (or perhaps unlucky). You'll also want to begin taking note of any dice that demonstrate the early signs of being a 'lucky die' (a very rare thing indeed).

For example, over the course of several game sessions you may notice that one 20-sider seems to be rolling more than its share of high numbers. It's entirely possible you have a 'lucky' one in the making. You may want to consider assigning this die a specific task/purpose (such as only making backstab rolls).

Finally, let's not forget the ever-important Honor Dice (used in Advanced HackMaster). It is of utmost importance that you purchase a separate set of dice for Honor rolls. Remember that it is a dishonorable act to use a die not designated as an Honor Die. Dice should be scrutinized heavily (more so than usual) when being considered for use as Honor Dice. And once you pick your Honor Dice it's a very bad idea to swap them out with other dice (unless a die proves itself to be unlucky).

Dice Priming

You should never play with virgin (new) dice without properly priming them. The process is simple and, if you diligently follow it for every new die you purchase, you'll save yourself a world of headaches and problems.

When you purchase a new die it should be segregated from your active dice arsenal until it's properly primed and its status is known. Take the virgin die and roll it 25 times. Count the number of times you roll a maximum result, as well as those of a minimum result. If the number of minimum results is more than the number of maximum results, repeat the process. I use the 'three strikes yer out' rule. If the die fails this test three times in a row, throw it away. You could try to purge it of any bad luck but it's just a virgin die – why take chances? You could also attempt pawning it off on your GM (or another player you have a beef with). But be careful – karma tends to come back on you when it involves dice.

Once a virgin die has passed this test, you need to try it in active play. You should, however, still keep it segregated from your main dice arsenal. Wait until an opportunity comes up in the game when a *relatively unimportant* die roll of some type is needed. Then, and only then, produce the die and roll it. If the result is a critical failure (*i.e.* fumble), dispose of the die immediately.

If the die roll is a simple failure, try it again when another such opportunity arises. If the die produces a failed result a third time, toss it out.

If the die rolls a successful result, it shows promise, though you should still keep it segregated until it produces three successful in-game results; then, and only then, should you move it to your active dice arsenal.

Care and Maintenance

When not using your dice, you should keep them stored in a special bag (leather, neoprene, suede or vinyl bags are best). Take care that any suspect dice or untested dice are segregated. Studies have suggested that dice stored together tend to maintain their luck-levels for longer periods of time than dice stored individually or in open containers. These studies further suggest that low-rolling dice tend to benefit from being stored with more robust dice and that their luck-levels may actually be pulled up. However, it's also the case that a single unlucky die can bring down the luck-level of every die in the bag it's stored in. It is my recommendation that you take no chances. If the status of a die is in question – segregate it.

Lucky Dice

If a die in your arsenal has shown itself to be truly 'lucky' then you indeed have a rare gem. Such dice require special care in order to safeguard their unique properties.

First off, you should always name a lucky die. There is power in a name, as many cultures know, and this name should not be given lightly. You should never bestow a dishonorable name on it, as it may rebel. The name should reflect your hopes or the positive characteristics of the die. You may also want to name your die according to a specific task you assign to it.

One cautionary note: never name a die after a girl/boy friend or an old flame. Nothing good will come of it. A proper die name should inspire. Devin the Slayer. The Sisters (a pair of lucky percentiles I once owned).

Once a die is found to be lucky, you may want to assign it to perform some specific task. For instance, a die that consistently rolls high numbers might end up being your attack or damage die. An appropriate name will seal this deal. A ten-sider that consistently rolls low may be useful for skill checks.

Whatever happens, use lucky dice wisely. Don't overuse them. Don't abuse them. Don't use them for trivial rolls unless you absolutely have to. And never take them for granted. Treat them with respect and they'll rarely let you down.

It's good practice to always talk to a lucky die when taking it from the bag, before rolling it and before putting it back in the bag. I like to congratulate a lucky die for a job well done when a much needed result is yielded. But be careful. Know your dice. Some lucky dice don't like a lot of fuss and fanfare. They

just want to do the job at hand and return to storage so it can concentrate on the next required task.

It's also a good idea to keep a lucky die segregated from your main dice arsenal by keeping it in a smaller pouch, a pill bottle or some other small container that you can stow in your dice bag with your other dice. This is your way of making the die stand out and signifying that it's special. It also encourages your other dice to perform better as they strive to reach such esteemed status. A jealous die is a die that never tires of trying to step up.

Attitude

Although this chapter is about dice, let's take a few moments to talk about you as the roller. As you have seen, getting good results from your dice is as much about attitude and faith as it is about that simple bit of plastic in your hand.

When rolling the dice always do so as if your character's life depends on the result. The best dice rollers know that a proper dice toss is only as good as what the roller puts into the roll. You and your dice are a team. You should expend a little bit of yourself into each roll. Like a good race horse, the die must never feel like you're simply along for the ride and that you have nothing vested.

Sometimes it only requires a little vocal encouragement. "C'mon, boy. High number!" Other times it's the lucky kiss, the blow or the triple-shake.

When Good Dice Go Bad

Sometimes, despite all your precautions and after many campaigns of faithful service, a good die starts rolling badly. You can never be sure just why. It just happens. Perhaps you angered it when you started to favor another die. Or maybe it's just tired of the fight. When it happens you will know.

Now some players are quick to simply toss the offending die in the trash and write it off, lest it infect the rest of the dice

arsenal. Understandable. But dice that have served long and faithfully deserve better, at least a second chance.

Face it, it's tough turning your back on a die that has served you so well for so long. In cases like this, you might attempt to purge it of the tainted influence of bad luck.

Dice Cleansing and Other Rituals

There are hundreds of dice cleansing rituals out there being promoted by every two-bit hack jockey and dice shaman in the gaming world. Some of them work, but most don't and are unproven. We support only the following proven methods.

The Fame Rub

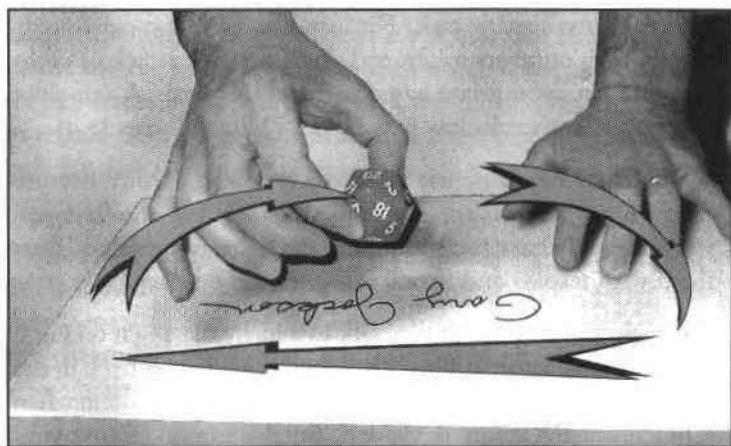
The fame rub is a tactic with incredible merit and some eight years of proven field experience to back it up. A person who wants to quickly transfer good luck into his dice can do so by rubbing the dice on the person, or some personal effect, of a popular game designer. **Remember: always rub left to right for higher numbers, and right to left for lower numbers.**

This practice can also be used to prime new dice, and most all game designers worth their salt at conventions and store signings are more than glad (eager even) to oblige fans. In fact, if a game designer refuses to let you do a fame rub, something is amiss and that designer's products should be avoided at all cost. I'm just saying...

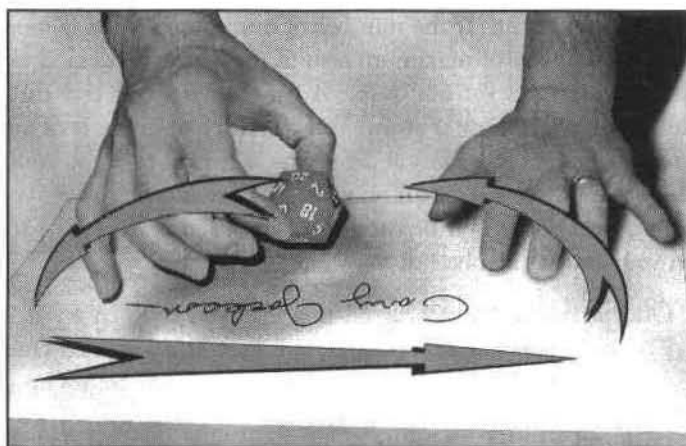
As a rule of thumb, you should do a minimum of 12 swipes of the die across the signature (but no more than two dozen as that can sometimes have the opposite effect of what is desired). Note that based on intensive research I have doubled my recommendation since the last printing of this chapter.

You can also gather something a game designer has used, such as a napkin, paper cup, soda can, and so on, and rub your dice on it. If you're lucky, you might even be able to rub your dice on the designer himself or even get one kissed or blessed!!! You should check the game designer's credentials before going this route, however. Has he had any hit games? Has he won

THE FAME-RUB



Left to Right = Higher #s



Right to Left = Lower #s

at least three Origins Awards? Make sure his stuff is up to snuff before rubbing your dice on him.

There are even those who suggest that if you rub a die on a dead game designer's tombstone, the bad luck will immediately be discharged only to be replaced by good luck. Such a charged-die is said to be the luckiest of all dice (other than those made from the bones of a hall of fame game designer).

According to Norman Bowzer, who has tried this approach on numerous occasions, it simply doesn't work. He recommends leaving the die on the tombstone for two nights under a full moon in order to give the bad luck time to dissipate. Since this particular method is the subject of dispute we present it here with proper notice that it may or may not be useful.

Warning: At GaryCon a few years ago I witnessed a well-intentioned gamer rubbing his dice on Tracy Lords. Do not—I repeat DO NOT attempt to get a fame rub from anyone but a published game designer. SciFi guests, comic artists, former playmate models...don't waste your time. It's like licking the drip pan under your refrigerator. Sure you're going to get a little taste of something—but gawd knows what.

Isolate the Offending Die Immediately

If you have a die that starts rolling badly, you need to quickly get it away from all your other dice. I cannot stress this enough. Don't, under any circumstance, place it back in your dice bag with the rest of your dice. Such an act is sheer folly. You need to keep it sequestered from the rest of your dice or you're just begging for trouble. Until you have been able to purge the bad luck from a die and instill it with good luck, there's no use taking any chances.

Emergency Purge

As a player there may be times when the status of your main line dice suddenly come into question. A sudden streak of failed to-hits. A fumble at a most inopportune moment.

Or what if you're in the middle of a tournament and you feel your luck has dropped out of your dice bag?

Well, there's one way to infuse a little luck back into your dice bag that may just save your game. First, empty out your dice bag. Roll each die until it yields a maximum result. Set it aside.

Rub each die across a game designer's signature (or, for a less effective option, across the credits page on any rpg product) from left to right as stated earlier. Put all the dice back in the bag and shake it 100 times to redistribute the luck.

Cocky Dice

Sometimes a die simply rolls badly because it's gotten a bad attitude. Some lucky dice suddenly become cocky and think they can't roll a bad number. Then Lady Luck steps in and

demands alimony. Or perhaps the die is angry you used another lesser die and felt snubbed. Again dice can hold grudges.

In such instances, it may be in the best interest of that die, your other dice and your game if you make an example of this particular bad apple. An attitude adjustment could be just what the dice doctor ordered. There are several methods of punishing dice, but the best ones are the simplest. Simply refuse to use the die or even touch it. Ostracize it. Ignore it. This is usually enough to do the trick and bring the die back in line.

If that doesn't work you may have to escalate things. Punish the die. This can involve throwing the die against a hard object (such as a wall or floor). One trick I've used with great results—actually tossing the die into a trash can and leaving it there for several minutes (or hours) before retrieving it. Nothing like that Lazarus-out-of-the-grave moment to make a die see the error of its ways.

And if that doesn't work...? You may have to take more drastic action to keep the insurrection from spreading. Simply throwing it away may not be enough. It needs to be made an example of. Destroying a rebellious die in full view of its peers is good policy. I keep a ball-peen hammer in my workshop for such dice. A friend of mine 'cracks' his in a vice and spreads the shards before his other dice to put the fear of gawd into them. Another friend of mine curses and hurls them in a red-faced fit of rage into a dark and dingy crawlspace.

Bottom line, GMs and players alike need to keep a close vigil on their dice arsenals. Bad luck has a nasty ability of spreading and spreading quickly. It needs to be nipped in the bud as soon as it rears its ugly head because if that happens, chaos could soon ensue.

Players should be aware that if they don't deal with their bad luck issues on their own, their GM will be forced to intervene.

Retiring a Good Die Gone Bad

If a die stops performing, rolls substandard and fails to rally after some maintenance you may have to face facts. The die has gone bad and it needs to be retired.

Don't pass it on to a friend (or enemy). It's like offering a carton of spoiled milk to somebody.

There are three acceptable ways of disposing of a die when you retire it.

1. Utter Destruction: This method is reserved for only the worst dice. Those that let you down in a moment of need or turned on you causing harm to your character or a trusted ally. It deserves to be destroyed. Smash it with a hammer, attack it with a blowtorch, microwave it until it becomes a molten lump of goo.

2. Common Burial: If a die is simply mediocre and has a history of being neither a stand out nor a 'bad' die then it deserves



better than simply being heaved in the trash bin. Place such dice in a bag or cup until you've accumulated a dozen or so and give them a common burial in the yard. It might be a good idea to give each die slated for such a ritual one or two last rolls – just in case one rallies when confronted with its fate.

Just be sure you bury dice in groups. Never bury a die alone.

3. Burial with Honors: This ritual is reserved for only those dice that served you long and well before losing their mojo. Named dice. Lucky Dice. Or simply dice that had special meaning to you. Perhaps it's a mud die whose edges have worn off so smoothly that your GM refuses to let you use it.

Many gamers have their own take on what constitutes a burial with honor. My personal ritual is this – I bury the die with 13 virgin dice of the same type at a depth of 12 inches and pour a libation over it before filling in the hole.

Dice Rolling Procedure

Every gamer has his own approach when it comes to rolling the dice. Some gamers take it in stride, content with tossing the dice and accepting the results. Most gamers, however, take the rolling of dice very seriously. The act of rolling dice is crucial to such people. It is the one aspect of the game where you, as a player, have some power over how the game is played and its outcome. The more energy and focus you put into the process of rolling dice, the better your chances of success.

Over the years I've seen hundreds of gamers toss the bones. It seems every individual has his own technique but here are a few tips to getting the most out of each and every die roll.

First off, NEVER roll the dice cold in a gaming situation. Before each gaming session each die you intend on using should be rolled five or six times. Take them out of the bag. Let them breathe. There's a lot of energy at the start of a gaming session and dice benefit from it. It's a good way for them to release that nervous tension while waiting to be put to use.

There are three important steps to proper dice rolling.

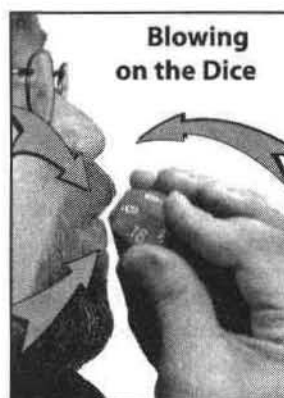
1. The Prep
2. The Shake
3. The Release

A good role-player learns to master all three (something that can take years but well worth the effort).

The Prep

When you call upon a die and bring it into play for an important roll (and all rolls are important, by the way) it is important to 'prep' it.

This is your way of letting the die know it's being sent in to do the job and that success is riding on the outcome. Think of it as the riding crop coming down on the race horse's hindquarter out the starting gate or the gentle nudge of the stirrup to the side (depending on the type of roll and result you need).



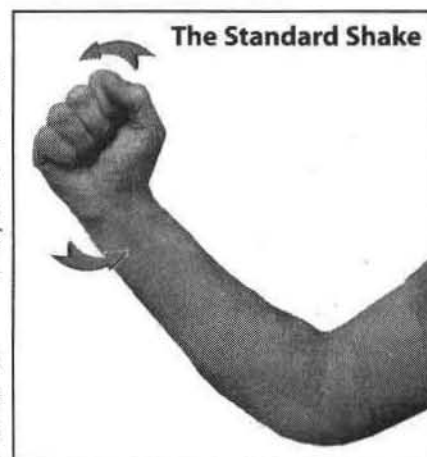
Every gamer has his own method of doing this. One good way to prepare a die to do its best is to simply kiss it. Yes, I said kiss it. Not a wet sloppy kiss, just a simple purse of the lips and a light peck (preferably on the high number). The transfer of psychic energy from this process can do wonders and often makes a nat'-twenty pop up just when you need it.

Others blow on their dice but the rationale for this is unclear. Some rub them between their palms creating friction, which may work if the person rolling the dice is a very lucky person; luck may transfer from the hands to the die. Other people talk to their dice, encouraging them to roll high. I've seen people who have had such a close relationship with their dice that they have been able to tell the dice what numbers they need and get them!

The Shake

The Shake is where the magic happens. Think of it as the flirtatious dance with Lady Luck. Some say this where the outcome of the roll is really determined.

It's important not to mess this step up. If the dance is too short you may spurn her. Too long? She becomes bored and you've lost her. It's a fine line and knowing the difference and when to release is what separates the men from the boys.



Some misinformed individuals feel that rattling the dice for a prolonged period of time prepares them for the rigors of battle. They shake and shake and shake like a monkey angrily jostling a bottle of Yoo Hoo with no clue as to how to open it.

More enlightened gamers know that the longer you shake a die, the more random the result. If you want to control the dice results, I have a little saying that helps. "Hold 'em tight, the roll ain't right. Let 'em fly, the roll will be high."

When you shake the dice, shake them like your life depends on it. Upper arm at a 45 degree angle to the torso with the forearm and elbow doing all the work.

Some gamers like to keep the forearm still and do all the shaking with a rolling motion of the wrist.

I even know a champion role-player from Ohio who shakes his dice with the closed fist behind his back before winding up for the release – whatever works for you.

The Release

Finally, the all-important release, that moment when the die leaves the hand and tumbles across the table. This is your last chance to sway the fates. It's also a chance to put your own flare on your technique.

Some gamers like to snap their wrists at the last crucial instant giving the die some added momentum or a spin.

Others like to gently let the die roll off the palm.

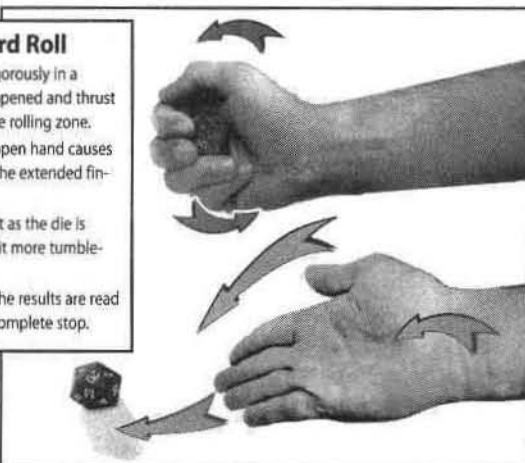
Dice Rolling Methods

Dice Rolling Methods are as varied and diverse as gamers themselves. It really comes down to personal style and preference. The following are some of the more effective methods.

The Standard Roll: Nothing fancy about this one. Just a simple prep, shake and release. The type of roll most people picked up playing board games as kids. Doesn't take much technique but it gets the job done.

The Standard Roll

1. After shaking the die vigorously in a clenched fist, the palm is opened and thrust toward the designated dice rolling zone.
2. The momentum of the open hand causes the die to roll forward off the extended fingers.
3. A slight twist to the wrist as the die is released gives the dice a bit more tumble-action.
4. The die is released and the results are read when the die comes to a complete stop.



The Back Roll/Spin: This seems to be the preferred method for most seasoned role-players and the mark of someone who knows his way around the table. There are a variety of embellishments to this particular method but it generally consists of putting "back-roll" spin on the die when releasing. This is a really good technique when the dice have been lukewarm and you're in a pinch.

Some gamers prefer to save this technique for those really important rolls that make a difference. Don't attempt this roll in-game, however, unless you've mastered it. Nothing is quite as embarrassing as ricocheting a twenty-sider off an ally's forehead because of a badly executed backward spin.

The Open Palm Roll: Although I've taken a lot of grief for it over the years, I have great fondness for the open palm roll. Simply holding the die in a closed fist and then opening my fingers and allowing the die to roll off my palm and onto the gaming table—like a debutant making her entrance onto the ballroom floor. It's not for everybody. It's a confidence roll—usually reserved for the GM or that rare player who feels he's in control of his fate and wants to show it.

The Backspin Roll

The backspin is best left to veteran role-players. It takes years to master and doing it improperly could result in a disastrous die-roll or even invading the DRZ of another player. Still, it doesn't hurt to practice and some players do have a natural talent for picking it up.

1. After shaking the die vigorously in a clenched fist, the palm is inverted face down. The die/dice are cradled in the curl of the fingers and the wrist is snapped forward.
2. Just as the 'snap' reaches a point where the hand is fully extended, the fingers are straightened and waved/twirled away from the thumb to give the die a slight spin.
3. At the point of release the wrist is twisted in an outward motion to give additional spin to the die/dice.
4. The die is released with a combination sliding/tumbling action.



I have a modified version of the Open Palm Roll I like to call the "Ta Da! Roll". This is an open palm roll but as soon as the die rolls off the finger tips the hand is snapped and fingers curled as the palm is presented again as if to say "Ta da!" as the die result is revealed. It's especially pleasing when you're putting some smack down on some surly player who has been giving you lip.

The Top Spin: Another confidence roll, to be used only when your dice are already performing well and you're feeling cocky. Give some topspin as you push the dice forcefully from your palm in a violent manner. I usually preface this type of roll with an insolent statement directed at my foe, such as: "Okay, you scumbag! Wanna dance?!"

The cockier and more defiant the verbal attack, the better. Then rub it in real good when you roll the damage. A word of warning though—confidence rolls can raise your luck to an uncanny level, but they draw grudge monsters like you wouldn't believe.

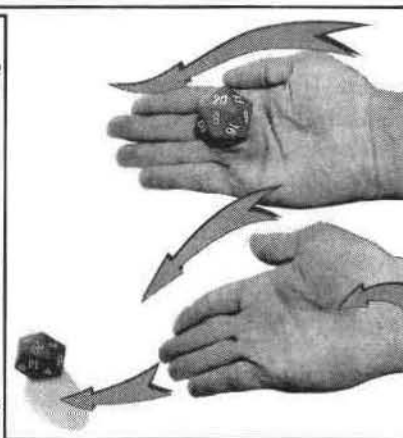
The Two Fisted Monkey Roll: This method is usually reserved for those do or die moments. You're outnumbered five to one. You should've run. The result literally means life or death. It's an attempt to put every last bit of umphhh into the roll as you release them.

With this method the dice are cupped in two hands tightly clenched together—leaving a large enough cavity within for

The Open Palm Roll

Some gamers despised 'palm rollers' so use this technique only if you're comfortable with who you are and who you're gaming with. Although it looks simple the truth is it takes practice to perfect.

1. The die is placed in the up turned palm and shaken back and forth. A skilled palm roller will make it look like the die is teetering on the edges of the palm and about to roll off—only to recover.
2. At the moment of release the fingers are aligned to form a trough for the die to make it's exit and gently roll forth in the DMZ.
2. Just as the die is about to roll off the ginter tips the fingers are flipped upward giving the die a bit of bounce and some forward momentum.



The Confidence Roll

Some gamers find that having an attitude when rolling the dice works best for them. The Confidence Roll is just that – stepping up to the plate and letting the dice fly without any begging or tip of the hat to Lady Luck.

1. After shaking the die vigorously in a clenched fist, the palm is opened and tipped as it is thrust toward the designated dice rolling zone.
2. Just as the die is about to leave the hand the palm is inverted with a quick twist of the wrist for added thrust.
3. The die is projected toward the table at a sharp angle to give it a 'bounce.'



the dice to be able to audibly rattle. At the moment of release, the arms are brought down toward the DRZ and the hands/palms veer to the right and left as the dice are propelled forward.

Works best when a grunt, "Hoo Aaah!" or a "C'mon!!" accompanies the release.

The Two Fisted Monkey Roll

The Two-Fisted Monkey roll is one of the most impressive techniques and it gets attention. Especially when used to roll hands full of penetration dice.

1. Dice are cupped between the palms as they clasp creating enough of a pocket/cavity the dice to be able to shake and move.
2. Dice are then shaken vigorously in a jerking motion almost as if the roller were angry.
3. Upon release the palms and fingers are extended and thrust forward sending the die/dice shooting for into the DRZ.



Good Rolls vs. Bad

Among gamers, there is some dispute as to what constitutes an official roll. Most groups have house rules that all players have agreed to comply with. Some groups consider a roll to be void if it leaves the table or playing surface. Other groups consider all rolls valid, including those that land on the floor, in the pizza, in a cup of soda, etc. I've even heard of a group of players that have a special 'cat clause' to their house die-rolling rules. If the family cat intercepts the dice during a roll, the cat is allowed to play with the dice until he's bored and breaks off his attack. The results of the abandoned dice are considered official!

As for a die that lands in such a way that it is leaning [cocked] with only part of its surface on the table, the general rule is this: if you can insert two pennies underneath the cocked edge of the die, the roll is invalid and the die must be re-rolled.

Whatever the house rules, the GM has the final say on whether a die roll is acceptable or not. The important thing is that every die roll include the prep, the shake and the release yielding a clear result.

Dice Rolling Don'ts

We've looked at proper dice rolling. Now let's take a look at some things that are just not permissible.

The Two Finger Drop: This technique apparently started in Europe where folks are a bit freer with the way they roll their dice. It doesn't fly at my table and it certainly isn't permissible in HackMaster. This method involves the roller holding the die above the table approximately 12 to 24 inches and simply letting the die drop and reading the result. This is a no-go. Dice must be given a good shake before being released.

The Toss and Cover: This method involves rolling the dice in the normal manner but then quickly placing your hand over the die to hide the result with the roller peeking at the result before revealing it to the GM and other players. What nonsense! Not permissible. Of course some players take the opportunity to tip the die to another result (if they don't like the one they see) when pulling away their hand for the reveal. Such sleight of hand trickery has no place at the table.

The Shake and Slide: This annoying method is seldom seen but it does pop up now and then. It is the calling card of a nube or rank amateur. This method looks legit throughout its execution but at the moment of release the player lets the die fall 'just so' as to deny it a proper tumble. Instead the die slides across the table never changing its face and making the 'roll' look suspect. Every die deserves a proper tumble.

The Spin: This method involves grabbing the die between forefinger and thumb, barely raising it from the table and snapping the fingers to give the die a twist. Such a spin generally allows the die to stay one-side up or even one-face up, perhaps even not changing faces. Obviously, this technique is right out.

The Computer-Generated Roll: Completely against the spirit of HackMaster, anyone that insists on using a computer to roll dice is obviously an inexperienced rube. Such rolls are not allowed in HackMaster (even if the user is actually kind enough to show everyone the roll) and especially not the kind accompanied by an annoying, fake dice-rolling sound. You know the one. Don't allow laptop or MID or phone rolling of any kind. Insist on real dice, anything else is OFFICIALLY against the rules.

A Final Word

Let me say this, as a personal note, on the importance of dice to HackMaster. Most gamers agree there's nothing more beautiful than a handful of multi-colored, jewel-like dice glistening in the warm light atop the gaming table. There is no better sound than that of the hard plastic patter of dice hitting a gaming table. There is no greater thrill than having a character standing toe to toe with death and seeing that impossible number pop up on the dice to save him.

Treasure those little gems, my friends. Treat 'em right, and you won't be sorry.



GAMEMASTERS ONLY BEYOND THIS POINT

The following section in its entirety has been expressly classified by the HMGMA (HackMaster GameMaster's Association) as GM Proprietary Information (a.k.a. "GAMEMASTERS EYES ONLY" material). What does that mean exactly? Well, for one, if you are a player, then this is your frickin' cue to stop reading. Put this book down, and step off — PERIOD.

You should only be reading this section if:

- I. You are already a certified HackMaster GameMaster or;
- II. You are a GameMaster-in-Training and have dedicated yourself to mastering the game of HackMaster and are working toward becoming a GM yourself (i.e., you plan to study the material herein, actively assemble your own group of players and step behind the Shield).

Take heed, the consequences for a player reading GM Proprietary Information are severe and such transgressions are taken very seriously. I should also add that it is reprehensible to feign interest in becoming a GM simply to gain access to GM restricted material such that one could use it to gain an edge as a player. Such individuals are the lowest of the low and are universally despised. They risk eternal banishment from the game. So please, consider this a friendly warning and proceed accordingly. If you do not meet the criteria set forth in I. or II. above, please stop reading now.

GM CHAPTER ONE

HackMaster Monsters

Every creature detailed here has been fully researched by our crack team of dedicated field scholars, and none are to be taken lightly. Even the most (seemingly) innocuous creature can be an effective challenge for the players, if utilized by a GM of clever and cunning mind - as I'm sure you are or you wouldn't be reading this book. The following introduction explains how to interpret the monster listings contained herein.

Explanatory Notes

Alignment: This is the typical alignment for the creature. Unintelligent monsters have no alignment at all; they behave purely on instinct.

Initiative: This number is added to any Initiative die roll. Quick and nimble monsters receive a bonus (negative numbers reduce their reaction time) while slow-witted or ponderous creatures are usually saddled with a penalty.

Speed: This statistic reveals how much time (in seconds) must pass before the creature can attack again after its last strike. For creatures with varied attack routines (e.g. the griffyn has a Speed 3 and lists 2@ 2d4p; 4d8p as damage), the attacks occur in sequence.

For instance, a griffyn makes its first attack for 2d4p potential damage on its Initiative die result. Three seconds later it again attacks for 2d4p potential damage and three more seconds later it attacks again, this time for 4d8p potential damage.

Reach: This lets you know at what distance the creature can strike. Reach is important because the unsurprised individual or monster with superior reach gets the opportunity to strike first.

As a GM, if you need to quickly calculate reach in feet, you can generally treat short as 2 feet, medium as 3 feet and long as 5 feet or if the monster carries a weapon, use its reach instead. If the latter is applicable, this information is annotated in the monster's statistics.

Attack: Monsters add this value to their d20p attack roll when striking an opponent. They also add this number to their d20p roll when making saving throws (e.g., when attempting to resist the effects of a magical spell).

Damage: This value lists the damage a creature inflicts when it successfully lands a blow. For humanoid creatures wielding a weapon, the figure corresponds to the most likely weapon they are likely to employ. The creature's Strength score has been incorporated into this value.

Special Attack: Certain creatures have attacks that have ancillary effects other than Hit Point damage. These are listed here.

Weaknesses: Some creatures have unique or situational weaknesses that may affect an encounter. These are summarized in this block.

Defense: Monsters add this value to their d20p defense roll when defending against an opponent. Note that monsters listed with "Shield Use" as a special defense only receive a d20p-4 defense die when not employing a shield.

Special Defense: Certain creatures have defenses that have ancillary benefits other than a defense bonus. These are listed here.

Damage Reduction: Whether gained through body armor, an exoskeleton, bulk, the supernatural or sheer orneriness, this is the number by which the GM should reduce the damage of any successful hit inflicted upon the monster (a hit may be reduced to zero effective damage). Humanoids are listed with their most commonly worn armor incorporated into this figure.

Hit Points: Each creature possesses a range of Hit Points.

Threshold of Pain (ToP) Save: When struck by a single blow exceeding 40% of its maximum Hit Points, a creature must roll this figure or below on a d20 to avoid the debilitating effects of a grievous wound. Creatures with a value of "n/a" need never make a Threshold of Pain save.

For example, an orc with 28 Hit Points needs to make a Threshold of Pain save whenever it suffers 12 points of damage from a single hit ($28 \times 40\% = 11.2$, round up because 11 is insufficient to force a ToP save). Because orcs have a Damage Reduction value of 3, the actual blow must be for 15 or more points of damage. Thus if this orc is struck by a longsword for 15 points of damage (suffering 12 points of damage), it must then attempt a ToP save. The orc must roll 6 or below on a d20 or be rendered temporarily incapacitated. Refer to Chapter Nine: Combat for full rule mechanics in the context of melee.

Will Factor: This statistic is only listed for undead creatures. It is both a measure of their ability to resist the will of clerics and an indication of the fortitude of their special attacks.

Size: This category summarizes the creature's physical mass and height (or length). Smaller creatures are far more susceptible to knock-backs resulting from massive blows (regardless of whether or not the blow bypasses the monster's 'damage reduction' statistic to cause damage).

Size Category	Description
T (tiny)	1'-2' in height or length (examples: giant rat, weasel)
S (small)	3'-4' in height/length (examples: halfling, kobold)
M (medium)	5'-7' in height/length and without significant girth (example: human)
L (large)	7'-10' in height [or shorter with appropriate bulk or girth] (examples: bugbear, gnole)
H (huge)	10'-16' in height (examples: griffyn, ogre)
G (gigantic)	16'-25' in height (example: hill giant)

Move: This is the creature's jogging speed (as a point of comparison, a human's move is 10 feet/second). Monsters can run or sprint with a proportional speed increase just as humans.

EPV: This is the number of Experience Points that should be awarded for defeating the monster.

Monster Descriptions

Ant, Giant

These foraging insects grow up to 2 feet long, but otherwise bear a remarkable similarity to their tiny kin. Unfortunately for mankind, giant ants have a proportionally larger appetite and they may scavenge food crops or tunnel into buildings in search of it. When foraging, giant ants may travel many miles from their nest, using scent trails to find their way back.

Ants, Giant	Giant
Initiative:	0
Speed:	8
Reach:	Short
Attack:	+3
Damage:	2d6p
Special Attack:	None
Defense:	0
Damage Reduction:	3
Hit Points:	5+2d8
ToP Save:	n/a
Size:	Tiny
Move:	5 feet/second
EPV:	40

Fortunately, giant ant colonies usually contain only a few dozen individuals, instead of the thousands comprising a colony of normal ants. While not intelligent, they are sufficiently intuitive to solve simple problems (such as forming chains of individuals to bridge gaps over water and the like).

Ant, Giant Warrior

Ant warriors (all sterile females) can be distinguished from workers by their larger heads and mandibles. They are usually only encountered within an anthill (there being one Giant Warrior Ant for every five workers) or when their nest attacks a rival nest.

Should intruders threaten the queen, they swarm the attacking force and fight to the death. If they score a hit with their powerful mandibles, they receive a free secondary attack with their venomous stinger. If successful, their adversary must save versus virulence 10 poison or suffer 3d4p damage (a successful saving throw reduces damage to a mere d4p).

Barrow-wight

A dreadful creature, the barrow-wight is an animated corpse whose spirit was so evil in life that it continues its existence to wreak vengeance on the living. Many barrow-wights sullenly haunt their burial mound, deriving grim pleasure by killing despoilers of their tomb.

Other wights, with a more restless or purposeful spirit, dwell in a variety of dark and desolate abodes, at times serving an evil master even more powerful than themselves.

A barrow-wight sustains unlife by tapping dark energy. This permits a barrow-wight's chilling touch to drain Constitution equal to damage rolled (armor or other damage reduction notwithstanding).

In addition, barrow-wights suffer only half damage from ordinary weapons. Silvered weapons inflict full damage.

Barrow-wights cannot tolerate the direct light of the sun for it

Giant Warrior
0
8
Short
+5
4d8p
Poison sting: 3d4p or d4p if save (Virulence Factor 10)
0
3
10+3d8
n/a
Tiny
5 feet/second
100

incapacitates them, forcing them to immediately withdraw to a dark or shadowed locale. Even dim and shadowy sunlight (such as occurs at dusk, dawn or possibly even extremely overcast or stormy days) confers a -4 penalty to attack and defense rolls.



Barrow-Wight

Alignment:	Neutral Evil
Initiative:	-1
Speed:	10
Reach:	Medium
Attack:	+11
Damage:	2d4p
Special Attack:	Con drain equal to damage (save for half)
Weakness:	Sunlight
Defense:	+3
Special Defense:	can only be fully damaged by silvered weapons (½ damage from regular weaponry)
Damage Reduction:	10
Hit Points:	27+4d8
ToP Save:	n/a
Will Factor:	12
Size:	Medium
Move:	10 feet/second
EPV:	792



Undead Energy Draining

Many varieties of the undead sap the life energy of mortals with their touch. This process, colloquially known as "energy draining", is reflected by ability score reductions commensurate with the damage inflicted. Characters may attempt a saving throw to mitigate this effect by rolling an opposed check (a d20p plus their *current* Constitution score) versus a d20p plus the undead creature's Will factor. A successful save reduces ability score reduction by half (rounded up).

Any creature whose ability score is reduced to zero from an energy draining attack perishes. Such a victim will rise from the grave the next day, a half-strength undead of the same type and under complete control of the undead that slew him. Lost ability points (for survivors) can be regained with rest; for each hour of complete rest, the victim may attempt a Con check (using his original, undrained Con score) against the undead's will factor. Success indicates one point returns. A critical failure (roll of one) indicates that the loss of that point is permanent. The process continues until all points have been returned (save any losses due to critical failures – these points are lost permanently).

Prior to complete rest, lost Dexterity points reduce Attack, Defense and penalize Initiative on a one-for-one basis. While it's true that this penalty is far greater than recalculating those scores based on the new Dexterity score, the added penalty reflects the victim's reliance on Dexterity he no longer possesses. Attempting moves of which he's no longer capable and so forth makes him even less effective than a character of like Dexterity reacting within his normal competence. Damage reduction due to Strength loss should be recalculated from the charts based on the new Strength score (a simple adjustment that can be made on the fly). Note that drained Constitution results in a loss of hit points on a one-for-one basis because the character's Constitution score has dropped (until rest returns some or all of the lost Constitution).

Bears

These sturdy quadrupeds have long shaggy hair, powerful forearms and hooked claws that can rip through flesh. They prefer forested and shrubby lands, but may also be found in fields and swamps. They are usually not aggressive unless threatened, though some bears may consider a character's mere presence to be a threat...

Bear, Black

The smallest species of the bear family, these black-furred omnivores stand about 2½ to 3 feet tall at the shoulder and typically weigh around 400 pounds. When rearing up on its hind legs, a black bear stands around 5 feet in height.

Bears	Black	Brown	Grizzly
Initiative:	-1	0	0
Speed:	4	4	4
Reach:	Short	Medium	Medium
Attack:	+8	+12	+16
Damage:	2d6p +4	2d6p +7	2d6p +9
Special Attack:	None	Hug (2d6p +7)	Hug (2d6p +9)
Defense:	-1	+3	+6
Damage Reduction:	9	11	13
Hit Points:	29+4d8	36+6d8	41+8d8
ToP Save:	11	12	12
Size:	Large	Large	Huge
Move:	20 feet/second	20 feet/second	20 feet/second
EPV:	417	792	1,425

This most common bear species feeds principally on plants, nuts, berries, tree bark and insects, but may become aggressive if a cub or their food supply is threatened. Only a fool believes he faces no danger where a bear is concerned.

Bear, Brown

A typical brown bear weighs in the vicinity of 600 pounds, is 3½ feet at the shoulder when on all fours and stands roughly 6½ feet tall on its hind legs. Like the black bear, it mostly eats vegetation, but supplements its diet with fish, caribou, bison and similar prey. It is much more temperamental than its smaller cousins and often stands and confronts opponents rather than fleeing.

If the brown bear attacks successfully with two consecutive claw attacks, it traps its opponent in a crushing hug, inflicting automatic damage thereafter every 4 seconds. The hug can be broken with a successful knock-back or Feat of Strength (*vs. d20p+16*). The latter can be attempted every 4 seconds after a victim has been enveloped in a hug attack. While trapped in a crushing hug, a victim can only attack with a dagger or knife.

Bear, Grizzly

The grizzly bear resembles a brown bear, only much larger and with elongated canine teeth. It stands over 5 feet tall at the shoulder (or more than 10 feet tall when standing upright) and easily weighs half a ton or more.

Although the grizzly bear can subsist on vegetation and insects, it has a distinct taste for meat (especially marrow). Young grizzlies can be mistaken at a distance for adult brown bears, but when viewing the maw up close and personal there can be no doubt what species it is.

If the grizzly bear successfully attacks with two consecutive claw attacks, the bear has trapped its opponent in a crushing hug, inflicting automatic damage thereafter every 4 seconds. The hug can be broken with a successful knock-back or Feat of Strength (*vs. d20p+18*). The latter can be attempted every 4

seconds after a victim has been enveloped in a hug attack. While trapped in a crushing hug, a victim can only attack with a dagger or knife.

Beetle, Giant

This roughly 3-foot-long insect has large mandibles that it uses to cut, crush and grasp food or enemies. Their antennae give them have a strong olfactory sense. Although not carnivorous (they subsist on leaves, dung or carrion), it is territorial and fiercely defends its tiny dominion against intruders.

Most giant beetles are solitary, though anecdotal evidence hints at the existence of sizeable nests or colonies.

Beetle, Giant Fire

This beetle looks and acts much like the standard giant beetle, but with larger mandibles. Unlike its kin, however, giant fire beetles exhibit bioluminescence that emanates from two steadily glowing orange-yellow glands on their back and an

Beetles, Giant	Giant	Giant Fire
Initiative:	0	2
Speed:	10	12
Reach:	Short	Short
Attack:	+1	+1
Damage:	2d4p	4d4p
Special Attack:	none	none
Defense:	-1	-2
Damage Reduction:	3	3
Hit Points:	10+1d8	17+1d8
ToP Save:	n/a	n/a
Size:	Small	Small
Move:	5 feet/second	5 feet/second
EPV:	11	25

additional one on the abdomen. The light is sufficient to illuminate a 10-foot-radius and, even if the beetle dies, its organs continue to glow for 2d4p days. This makes the beetles highly sought-after for use in mining operations or for lighting the tunnels and cavern homes of various subterranean dwellers.

The giant fire beetle also has the ability to flex its body segments. If trapped on its back, this flexing propels it off the ground with an audible click, enabling it to right itself.

Boar

This wild pig has a thick, bristled coat ranging in color from gray to brown to black. A prominent ridge of hair runs down its back, earning it the nickname of razorback. Some people also call it a tusker, due to the two sharp tusks (3 to 12 inches long) that extend from its lower jaw. It has longer legs and a longer, straighter snout than domesticated pigs. An adult boar usually stands about 3 feet tall at the shoulder and weighs roughly 275 pounds.

Boars can be found in almost any region except for deserts and high mountain ranges. They guard their hunting territory with a savage ferocity. Though omnivores, they are aggressive feeders and may destroy crops, kill livestock and even unearth the dead in their search for food.

Boar

Initiative:	2
Speed:	10
Reach:	Short
Attack:	+6
Damage:	6d4p +4
Special Attack:	none
Defense:	0
Damage Reduction:	4
Hit Points:	25+3d8
ToP Save:	12
Size:	Medium
Move:	15 feet/second
EPV:	242

Bugbear

Members of this evil goblinoid race resemble their smaller goblin cousins, only with massive shoulders, thick fur, a nose with a prominent bridge and accompanying features vaguely reminiscent of a black bear. Despite their prodigious size and lumbering gait, they are stealthy hunters (possessing a mastery of 50 in both Hiding and Sneaking) and superb combatants who take pride in collecting trophies (usually skulls and treasure) from their victims.

Although reasonably intelligent, bugbears are not industrious like their smaller kin and are content to live in caves and ruins bullying weaker races. Females enter heat only after con-

suming an infant or small child (of any race), causing males to enter villages or farmhouses and whisk away children. In human lands, bugbears are sometimes known as bogeymen.

Bugbear

Alignment:	Chaotic Evil
Initiative:	-1
Speed:	10
Reach:	Long or by weapon +1 foot
Attack:	+7
Damage:	2d6p +6 (morningstar)
Special Attack:	none
Defense:	0 (+6 with medium shield)
Special Defense:	Shield use
Damage Reduction:	6 (armor & h/de)
Hit Points:	32+3d8
ToP Save:	8
Size:	Large
Move:	10 feet/second
EPV:	175

Centaur

The centaurs are a race of woodland creatures with the lower body of a horse and the upper body of a man or woman (females are called centaurides). While generally loyal and brave, centaurs can be very aggressive if intruders venture into their territory. They are keen astronomers and many of them claim to have the gift of prophecy. Centaurs use a d20p for defense regardless of whether or not they use a shield.

Centaur

Alignment:	Chaotic Good
Initiative:	-1
Speed:	10 (or by weapon)
Reach:	Medium or by weapon +1 foot
Attack:	+8
Damage:	+3 (weapon), 4d4p (hooves)
Special Attack:	hoof attacks (may either attack with both hooves or one weapon)
Defense:	5 (+11 with medium shield)
Special Defense:	Shield use
Damage Reduction:	0 (torso), 3 (body)
Hit Points:	28+4d8
ToP Save:	7
Size:	Large
Move:	30 feet/second
EPV:	417

Centipede, Giant

This predatory arthropod uses its venomous bite to hunt small reptiles, rodents and amphibians. It is nocturnal, preferring to spend its days hidden in moist soil and leaf litter, under stones and deadwood, and inside rotting logs. When disturbed or hungry, it aggressively attacks creatures far larger than itself.

Centipede, Giant

Initiative:	-1
Speed:	5
Reach:	Short
Attack:	0
Damage:	none
Special Attack:	Poison (virulence factor 5)
Defense:	+1
Damage Reduction:	0
Hit Points:	1d4
ToP Save:	n/a
Size:	Tiny
Move:	5 feet/second
EPV:	14

Dog

Domesticated dogs are valued primarily for their keen sense of smell, speed and consequent ability to aid in hunting. Wild dogs can be distinguished by their curled tails and relatively shorter and stouter legs and snouts.

Dog, War

War dogs have been bred and trained for aggression. The average war dog is solidly built, with a short coat and forelegs set wide apart. They stand over 3 feet tall at the withers and weigh between 100 to 200 pounds.

Dogs	Standard	War
Initiative:	-2	-2
Speed:	10	10
Reach:	Short	Short
Attack:	+2	+3
Damage:	1d4p +1	2d4p +2
Special Attack:	none	none
Defense:	+4	+3
Damage Reduction:	2	2
Hit Points:	16+1d8	21+2d8
ToP Save:	10	10
Size:	Medium	Medium
Move:	20 feet/second	20 feet/second
EPV:	22	84

Gargoyle

Gargoyles resemble statuary, thanks to a gray stony hide and penchant for remaining motionless until attacking. They have four arms, wings and a tail, and their features (specifically the hideous face, horns and clawed talons) evoke a nefarian visage. Gargoyles can only be damaged by silvered weapons.

Gargoyle

Alignment:	Chaotic Evil
Initiative:	-1
Speed:	2
Reach:	Short
Attack:	+8
Damage:	2d4p +4
Special Attack:	can only be damaged by silvered weapons
Defense:	+1
Special Defense:	flying
Damage Reduction:	5
Hit Points:	24+4d8
ToP Save:	n/a
Size:	Large
Move:	10 feet/second (both flying & walking)
EPV:	417



Ghast

These fearsome undead creatures are powerfully built humanoids with only two small slits where a nose would be, and skin that is pale, hairless, rough and knotty. Their legs are large and powerful, causing them to run with a slight hopping motion.

Ghasts prefer to dwell in darkness, shunning daylight. Ghasts exist to devour flesh, feasting on putrid corpses when no fresh prey is available. They strongly reek of a charnel house and their touch causes violent illness. Their stench is so putrid that all within 20 feet of them must make an opposed Constitution check (Con plus d20p) versus a d20p plus the ghast's Will Factor or lose 2d4p Strength for a like number of minutes (reduction to zero indicates the victim is immobilized with weakness).

Further, their touch causes vomiting to those who fail an opposed Constitution check, lasting 2d4p minutes; treat the illness like a Threshold of Pain check failure for the duration (character can take no action).

Ghast

Alignment:	Neutral Evil
Initiative:	-1
Speed:	3
Reach:	Short
Attack:	+7
Damage:	2d4p; 2@ 2d8p each
Special Attack:	stench, cause illness
Defense:	+1
Damage Reduction:	3
Hit Points:	25+4d8
ToP Save:	n/a
Will Factor:	9
Size:	Medium
Move:	15 feet/second
EPV:	417

Ghoul

This voracious monster is a human or demi-human corpse that hungers for the raw flesh of living creatures. Ghouls are both speedy and intelligent, but possess no knowledge of their former life.

Any creature touched by a ghou must make an opposed Wisdom check versus the ghou's Will Factor or be paralyzed with fear for 2d4p minutes. While chasing prey, a ghou may emit a guttural growling sound to frighten its quarry. It is, however, capable of intelligible speech.

Ghoul

Alignment:	Chaotic Evil
Initiative:	-1
Speed:	3
Reach:	Short
Attack:	+6
Damage:	2d4p; 2@ 2d6p each
Special Attack:	cause paralysis
Defense:	+1
Damage Reduction:	3
Hit Points:	24+2d8
ToP Save:	n/a
Will Factor:	6
Size:	Medium
Move:	15 feet/second
EPV:	292

Giant, Hill

Members of this brutish race dwell in the foothills of mountain ranges and resemble humans of prodigious size. They are relatively unintelligent and rustic, dressing only in loincloths of animal skin and fur, and bearing clubs and rocks as weapons.

Giant, Hill

Alignment:	Chaotic Evil
Initiative:	3
Speed:	10
Reach:	Long
Attack:	+16
Damage:	4d6p +8
Special Attack:	none
Defense:	+7
Special Defense:	none
Damage Reduction:	6
Hit Points:	47+8d8
ToP Save:	10
Size:	Giant
Move:	20 feet/second
EPV:	1,425

Gnole

These carnivorous hunters and scavengers possess canine-like heads, feet and bodies, though they walk upright on two legs. They are nocturnal by nature, but are unimpaired by bright light. The average adult gnole stands 6½ to 7 feet tall.

Gnole are both extremely lazy and quite stupid in comparison to other sapient races. They dwell in marauding gangs that prefer to steal and plunder from targets of opportunity, rather than toil in honest labor.

Their emotional responses tend to be raw and unchecked, much like an animal, leading to impulsive and counterproductive actions - such as slaughtering otherwise useful slaves in a fit of rage and so on.

Gnole

Alignment:	Chaotic Evil
Initiative:	4
Speed:	10
Reach:	Long or by weapon +1 foot
Attack:	+5
Damage:	2d6p +5 (flail)
Special Attack:	none
Defense:	-4 (+2 with medium shield)
Special Defense:	Shield use
Damage Reduction:	6 (armor & hide)
Hit Points:	30+2d8
ToP Save:	7
Size:	Large
Move:	15 feet/second
EPV:	122

Goblin

These small, savage humanoids have narrow snouts, brownish skin and sharp teeth for tearing into meat. They typically stand about 3½ to 4 feet tall. Goblins prefer to dwell underground, which frequently brings them into conflict with the dwarves with whom they compete for territory.

They loathe all other creatures, though they have been known to ally with kobolds and hobgoblins (the former as servants and the latter as masters).



Goblin

Alignment:	Lawful Evil
Initiative:	3
Speed:	8
Reach:	Short or by weapon -1 foot
Attack:	+3
Damage:	2d6p -1 (short sword)
Special Attack:	none
Defense:	+2 (+6 with small shield)
Special Defense:	Shield use
Damage Reduction:	2 (armor)
Hit Points:	17+1d6
ToP Save:	6
Size:	Small
Move:	5 feet/second
EPV:	22

Griffyn

This majestic creature combines the hindquarters of a lion with the wings, head and powerful beak of an eagle. Both the males and females of the species have eagle-like forelegs, but only the female has elongated cat-like ears on her otherwise aquiline head. A typical griffyn stands about 4 feet tall at the shoulder, with a body length of around 8 feet (not counting its long tail). A griffyn can fly even when grasping a creature in its talons. It is a scavenger by nature and eats carrion as readily as live prey.

Griffyn

Initiative:	-2
Speed:	3
Reach:	Short
Attack:	+14
Damage:	2@ 2d4p; 4d8p
Special Attack:	none
Defense:	+6
Special Defense:	fly
Damage Reduction:	3
Hit Points:	25+7d8
ToP Save:	6
Size:	Huge
Move:	fly 35 ft./sec., ground 5 ft./sec.
EPV:	1,075

Harpy

The harpy appears to be a human female with the lower body of an eagle, possessing wings and (usually) arms. A harpy's features may be beautiful, hideous or even rather plain looking, but malice and cruelty lurk beneath them all. They are quite sharp-tongued, both physically and figuratively, and enjoy both taunting and torturing equally. Harpies are also skilled singers, whose songs have the power to charm all who hear them. This song works as the Charm spell, but its effect is not broken by damage inflicted. The victim should attempt an opposed save immediately upon hearing a harpy sing, with the harpy rolling d20p+10. Only one save is needed per encounter.

Harpy

Alignment:	Chaotic Evil
Initiative:	-2
Speed:	3
Reach:	Medium
Attack:	+8
Damage:	2@ 2d3p (talons); d6p+d4p+4 (club)
Special Attack:	Charm song (+10)
Defense:	+3
Special Defense:	fly
Damage Reduction:	2
Hit Points:	18+3d8
ToP Save:	4
Size:	Medium
Move:	fly 25 ft/sec., ground 5 ft/sec
EPV:	575

Hippogriff

This offspring of a griffyn and a mare has the feathered body of a horse, taloned forefeet and the head of an eagle. A muscular pair of wings stretches back from its shoulders. An omnivore, the hippogriff attacks with sharp claws and hooked beak.

Hippogriff

Initiative:	-1
Speed:	3
Reach:	Short
Attack:	+9
Damage:	2@ 2d6p (talons); 2d10p (bite)
Special Attack:	none
Defense:	+2
Special Defense:	fly
Damage Reduction:	3
Hit Points:	30+3d8
ToP Save:	7
Size:	Large
Move:	fly 40 ft/sec.; ground 10 ft/sec.
EPV:	492



Hobgoblin

Larger, stronger and more menacing than their smaller goblin cousins, hobgoblins are the bane of many human and demi-human kingdoms. They have leathery skin of a deep red, brown or ebony, with pointed teeth and ears, flat noses, prominent brows, long black hair and penetrating yellow-irised eyes. An average male stands about 6½ feet tall.

Unlike more simple-minded monsters that dwell in their own filth, hobgoblins have well-organized, militaristic kingdoms that hold firm to their core values of strength and honor. A hobgoblin considers violence to be an acceptable solution to every problem, providing that such an action does not break an oath or tarnish his honor in some way.

Hobgoblin

Alignment:	Lawful Evil
Initiative:	2
Speed:	10
Reach:	Medium or by weapon
Attack:	+5
Damage:	2d8p +1 (longsword)
Special Attack:	none
Defense:	-2 (+4 with medium shield)
Special Defense:	Shield use
Damage Reduction:	4 (armor)
Hit Points:	22+1d10
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	67



Hydra

With a body like a huge lizard and sprouting four to twelve heads atop snake-like necks, the hydra is a fearsome sight to behold. When hunting, the hydra simply waits in hiding for prey to pass by, and then attacks. If the prey manages to flee, the hydra follows, using its forked tongues to smell the air and track its meal. Hydras can be found in all sorts of climes, with most making their homes in mountain or woodland caves.

Hydra, Aquatic Worm

This bizarre creature has a stony, snake-like body with four to twelve fleshy heads budding from long, worm-like necks. Each of the protruding heads and necks is of a different color and are so dissimilar that they seem to be from separate creatures. Roughly 1 to 2 feet below each head appear two vestigial limbs or tentacles. Each head has a different method of attack, although the creature can only attack with three heads simultaneously. Roll a d6 on the table to the right to determine head and attack type or devise your own.



Hydra, Aquatic Worm Body Style Chart

Head Type

1	Standard hydra
2	Crustacean-like
3	Lizard-like
4	Spiny-crested
5	Sharp-toothed
6	Multi-eyed with d6 tentacles

Attack type

1-2	Bite (as standard hydra)
3	Grab (reroll for secondary attack mode). Grab does no damage but facilitates automatic hit with secondary attack mode every 10 counts. Can only break hold with knock-back to the head or Feat of Strength value (vs. $d20p+12$).
4	Breathes fire at one target for 2d8p damage. Dex save versus $d20p + \text{hydra attack value}$ results in $\frac{1}{2}$ damage.
5	Paralyzing sting: Con save required versus $d20 + \text{hydra attack value}$ to avoid paralysis for for 2d8p hours.
6	Acidic spittle directed at one target for 2d8p damage. Dex save versus $d20p + \text{hydra attack value}$ results in no damage.

Color

1	Golden
2	Red
3	Yellow
4	Blue
5	Purple
6	Green

Hydras	Hydra	Aquatic Worm
Alignment:	Neutral	Neutral
Initiative:	8 -1 per head	8 -1 per head
Speed:	$10 \div \# \text{ heads}$ (spread attacks evenly)	$10 \div \# \text{ heads}$ (spread attacks evenly)
Reach:	Long	Long
Attack:	+2 per head	+2 per head
Damage:	2d8p per head	2d8p per head or special
Special Attack:	none	may attack multiple opponents
Defense:	+5 (body), +10 (head)	+7 (body), +12 (head)
Damage Reduction:	10 (body), 5 (head)	7 (body), 4 (head)
Hit Points:	45 +2d8 per head	40 +2d8 per head
ToP Save:	8 (body), n/a for head	6 (body), n/a for head
Size:	Giant	Giant
Move:	10 feet/second	10 feet/second; 20 feet/second (swim)
EPV:	varies by no. of heads: (4)=492, (5)=675, (6)=925, (7)=1242, (8)=1625, (9)=2075, (10)=2592, (11)=3175, (12)=3825	varies by no. of heads: (4)=492, (5)=675, (6)=925, (7)=1242, (8)=1625, (9)=2075, (10)=2592, (11)=3175, (12)=3825

Imp

This nefarious being resembles a small human child albeit it with reddish skin, goat-like legs, a long barbed tail, two tiny horns, small pointed fangs and bat-like wings. Imps are not native to this world. Evil priests and wizards can summon them to aid in their quests, for magical experiments or for use as familiars.

Imps are quite clever and enjoy spreading mischief and causing trouble for everyone, even those who summoned them. Imps prefer to avoid fights, but if cornered, they bite and scratch with their claws or attack with a barbed tail that injects a painful paralysis inducing poison (requiring a successful Constitution save versus $d20p+5$ to avoid paralysis for $2d12p$ hours).

Imp

Alignment:	Lawful Evil
Initiative:	-4
Speed:	2 or 10 (tail)
Reach:	Short
Attack:	+5
Damage:	3@ $2d3p-3$ (claw, claw, bite) or 1 (tail)
Special Attack:	poison
Defense:	+4
Special Defense:	flying
Damage Reduction:	3
Hit Points:	$8+2d4$
ToP Save:	n/a
Size:	Tiny
Move:	5 feet/second; 20 feet/second (fly)
EPV:	242



Kobold

These hairless, bipedal canines have small pointy tails and imp-like horns. They prefer to live in caves, gloomy woodlands and other dank places. Kobolds hate halflings intensely and attack them first if possible. Most stand about 3 feet tall.

Kobold

Alignment:	Lawful Evil
Initiative:	3
Speed:	6
Reach:	Short or by weapon -1 foot
Attack:	+2
Damage:	$2d4p-3$ (dagger)
Special Attack:	none
Defense:	+4 (+8 with small shield)
Special Defense:	Shield use
Damage Reduction:	2 (armor, hide)
Hit Points:	$13+1d4$
ToP Save:	4
Size:	Small
Move:	5 feet/second
EPV:	17

Lion

Lions attack with their claws followed by biting once they've grasped their prey. Once it has successfully attacked with both claws, it has grabbed its quarry and automatically inflicts a bite attack for $2d6p+6$ damage every 5 counts thereafter.

A lion's grip can be broken with a successful knock-back or Feat of Strength (*vs. $d20p+14$*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a dagger or knife. Lions fight to take down prey, defend their territory or protect themselves.

Lion

Initiative:	-3
Speed:	5
Reach:	Medium
Attack:	+9
Damage:	$2@ 2d4p+4$ (claw attacks)
Special Attack:	$2d6p+6$ (bite)
Defense:	+4
Damage Reduction:	4
Hit Points:	$25+4d8$
ToP Save:	6
Size:	large
Move:	20 feet/second
EPV:	492

Lizard Man

These bipedal, man-sized reptiles have hides ranging from dark green to yellow and stand about 5 to 6 feet tall, not counting a 3 to 4 foot long tail.

Lizard man tribes vary in sophistication, with the more advanced living in communities where they dwell in simple huts of wood, bamboo and other materials native to the area. Less sophisticated tribes often opt to live in caves. All lizard-men prefer to inhabit wetlands.

Members of a particular tribe show similar coloration, plumes, frills and so on. Though they sometimes learn to speak a local human language for trade purposes, lizard men communicate with each other in their own strange tongue consisting of a wide variety of hisses, barks, chirps and whistles.

They subsist mainly on small mammals and other reptiles, but those few who have tasted man-flesh have been known to develop a taste for it, kidnapping travelers and dragging them into the swamps to be eaten.

Lizard Man

Alignment:	Neutral
Initiative:	0
Speed:	9
Reach:	Medium or by weapon
Attack:	+3
Damage:	2d8p +2 (morning star)
Special Attack:	none
Defense:	0 (+6 with medium shield)
Special Defense:	Shield use
Damage Reduction:	2
Hit Points:	21+2d8
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	45

Medusa

This monstrous creature appears to be a human female whose 'hair' consists of a nest of tiny, writhing, poisonous asps. Every living creature that meets her gaze turns to inanimate stone (save against d20 +7). Whether a medusa's appearance is beautiful, hideous or merely plain, she cannot dwell safely among other creatures and so is forced to live in isolated caves or ruins. The forced solitude reinforces a self-pitying madness, and so she delights in the death or petrification of all who approach her.

Medusa

Alignment:	Neutral Evil
Initiative:	-1
Speed:	7
Reach:	Short or by weapon
Attack:	+4
Damage:	2d4p (dagger) or 1 (bite from asp hair)
Special Attack:	gaze turns to stone; poisonous asp hair (virulence factor 8)
Defense:	0
Special Defense:	none
Damage Reduction:	0
Hit Points:	18+6d8
ToP Save:	2
Size:	Medium
Move:	10 feet/second
EPV:	792

Minotaur

These intelligent, carnivorous man-eaters usually have the body of an extremely muscular man and the head of a horned bull, though some may have hooves instead of feet, and short, sleek fur instead of skin. The average minotaur stands about 8 feet tall. Their age can be determined by the color of the horns, as they grow darker with age.

Minotaurs live in caves or abandoned ruins. If they opt to reside permanently in a given location, minotaurs are seemingly compelled to transform their dwelling into a maze – its complexity being a good indication of the length of occupation.

Minotaur

Alignment:	Chaotic Evil
Initiative:	-1
Speed:	7
Reach:	Long or by weapon +2 foot
Attack:	+11
Damage:	4d4p +6 (battle axe)
Special Attack:	none
Defense:	+3
Special Defense:	none
Damage Reduction:	6
Hit Points:	32+6d8
ToP Save:	9
Size:	Large
Move:	15 feet/second
EPV:	675

Mountain Blon

Mountain lions fight only to take down prey, defend their territory or defend themselves. They attack with their claws followed by biting once they've grasped their prey. Once it has successfully attacked with both claws, it has grabbed its quarry and automatically inflicts a bite attack for 2d6p+4 damage every 5 counts thereafter. Their grip can be broken with a successful knock-back or Feat of Strength (*vs. d20p+12*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a dagger or knife.

Mountain Lion

Initiative:	-3
Speed:	5
Reach:	Medium
Attack:	+7
Damage:	2@ 2d4p+2 (claw attacks)
Special Attack:	2d6p +4 (bite)
Defense:	+4
Damage Reduction:	3
Hit Points:	20+2d8
ToP Save:	5
Size:	Medium
Move:	25 feet/second
EPV:	350

Mummy

These undead corpses rise from their sarcophagi to enact vengeance on those who violated their place of rest. Mummies are easily distinguishable from other undead, since their bodies were preserved with various spices and chemicals, with their head, body and limbs wrapped from head to toe in strips of white cloth. The natural decay of the cloth, along with the movement of an active mummy, causes the strips to fall away in several places, revealing withered flesh beneath.

The mere touch of a mummy is enough to inflict a rotting disease on its foe; the victim must make an opposed Con check (Con plus d20p) versus a d20p plus the mummy's Will Factor or contract a rotting disease. Once contracted, Mummy Rot forces the victim to make another opposed Con check each day. Failure indicates the loss of one point of Constitution; the next failure causes a loss of Looks, then back to Constitution and so forth.

Once a character's Constitution drops to zero, he dies. Mummy Rot can only be cured magically by a cleric's Cure Disease spell where the cleric makes a successful turn check against the mummy's Will Factor. Lost ability points (for survivors) can be regained with rest; for each day of complete rest, the victim may attempt a Con check (using his original, undrained Con score) against the mummy's Will Factor. Success indicates one point returns. A critical failure (roll of one) indicates that the loss of that point is permanent.

The process continues until all points have been returned (save any losses due to critical failures – these points are lost permanently).

Mummy

Alignment:	Neutral Evil
Initiative:	-2
Speed:	5
Reach:	Short
Attack:	+16
Damage:	2d12p +9
Special Attack:	mummy rot disease
Defense:	+7
Damage Reduction:	12
Hit Points:	28+6d8
ToP Save:	n/a
Will Factor:	16
Size:	Medium
Move:	5 feet/second
EPV:	1,425

Ogre

Ogres are fierce, brutish fighters possessing immense strength, but little intelligence. The average male ogre stands at or near 9 feet tall or more. They employ large, oversized weapons, but have also been known to fight barehanded, pummeling their victims with their large fists (1d6p+6 damage, Speed 5). Ogre skin color varies, though most ogres are brownish-grey in color.

Ogre

Alignment:	Chaotic Evil
Initiative:	4
Speed:	8
Reach:	Long or by weapon +2 feet
Attack:	+5
Damage:	2d10p +6 (large club or two-handed sword)
Special Attack:	none
Defense:	-1 (+5 with medium shield)
Special Defense:	Shield use
Damage Reduction:	4 (thick hide)
Hit Points:	34+4d8
ToP Save:	9
Size:	Huge
Move:	10 feet/second
EPV:	242

Ogres are known mercenary fighters, and for a price, are often found as guards for other evil humanoids or humans. They often work cooperatively with orcs (whom they share some kinship with, but may bully or work for treasure) or subserviently to giants (as little better than or actually as slaves).

Orc

These evil humanoids are bred and trained for warfare. They vary in height, but average roughly 6 feet tall, although their stooped nature makes it hard to tell. Their skin ranges in color and shades, depending on geographical location, but is often a dark brown/black mixture with a long, coarse black head of hair.

Orcs never bathe or groom, and take pride in ritualistic tattoos and self-mutilation. Their faces are marked by a pig-like snout, and stained, chipped tusks that jut from their lower jaw. Orcs seem to exist only to destroy anything they encounter. Even their own lair is eventually ruined, as orcs are filthy, destructive dwellers.

Their insatiable hunger and resentment toward all other living things drives them into a constant conflict with mankind. Orcs despise elves above all others and attack them on sight.

Orkin Wardawg

These merciless creatures resemble a large dog with the front claws of a cat and the head of a boar, though they have a dog's teeth instead of a boar's tusks. They are also meaner and uglier than the most vicious boar.

Orkin wardawgs are native to the deepest forests and prized heavily by orcs who employ them to hunt game, as well as humans and demi-humans. In the wild, orkin wardawgs usually live and hunt in packs of 2-8 individuals, with the strongest or most aggressive male (usually a greater orkin wardawg) serving as leader.

Orkin Wardawg, lesser: Adults usually stand about 3 feet tall at the shoulder, with a body length averaging between 4 to 5 feet and weigh between 144 to 200 pounds. Unlike their greater kin, they retain their youthful stripes through adulthood, causing outsiders to sometimes mistake them for adolescent greater orkin wardawgs.

Orkin Wardawg, greater: The adult of the species stands roughly 4 feet tall at the shoulder, with a body length of about 7 feet and weight of around 700 pounds. When born, they have light brown hair with longitudinal darker stripes. The

Orc

Alignment:	Neutral Evil
Initiative:	5
Speed:	9
Reach:	Medium or by weapon
Attack:	+3
Damage:	2d8p +2 (scimitar)
Special Attack:	none
Defense:	-4 (+2 with medium shield)
Special Defense:	Shield use
Damage Reduction:	3 (armor)
Hit Points:	23+1d8
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	34



stripes fade when the creature is about half-grown, when it takes on an adult's grizzled brown coat.

Orkin Wardawgs	Lesser	Greater
Initiative:	0	1
Speed:	9	7
Reach:	Short	Short
Attack:	+7	+9
Damage:	4d4p +1	4d4p +5
Special Attack:	none	none
Defense:	+3	+5
Damage Reduction:	4	5
Hit Points:	30+3d8	38+4d8
ToP Save:	9	9
Size:	Medium	Large
Move:	20 feet/second	20 feet/second
EPV:	122	350

Owlbeast

This frightening quadruped resembles a bear with an owl's head and a sharp, pointed, hawk-like beak. They live in deep forests and caves, and are usually nocturnal, actively hunting for prey under cover of darkness. Most owlbeasts have brown fur, though there have been reports of owlbeasts with different coloration, as well as feathered manes, tufts and crests. The average owlbeast stands about 5 feet tall at the shoulder, has a body of up to 9 feet tall and weighs around 1,500 pounds. When rearing up on its hind legs, an owlbeast stands over 10 feet tall.

If the owlbeast successfully attacks with two consecutive claw attacks, it traps its opponent in a crushing hug, inflicting automatic claw damage (2d8p+7) thereafter every 3 seconds. The hug can be broken with a successful knock-back or Feat of Strength (*vs. d20p+16*). The latter can be attempted every 3 seconds after a victim has been trapped in a hug attack. While trapped, a victim can only attack with a dagger or knife.

Owlbeast

Initiative:	0
Speed:	3
Reach:	Medium
Attack:	+12
Damage:	2@ 2d8p +7 (claws); 2d4p +7 (bite)
Special Attack:	hug
Defense:	+2
Damage Reduction:	11
Hit Points:	34+6d8
ToP Save:	13
Size:	Huge
Move:	15 feet/second
EPV:	792

Pegasus

These magnificent, wild, winged horses appear to be mere animals, but are actually quite intelligent. Unlike horses, the pegasus chooses its rider, and not the other way around. Some religious cults claim that the sacrifice of a pegasus (especially a white one) brings great favor from one or more of the evil gods. Although there is no way of proving this, it does provide new insight into why pegasi so rarely approach strangers.

Pegasus

Alignment:	Lawful Good
Initiative:	-2
Speed:	5
Reach:	Short
Attack:	+11
Damage:	2d4p x2
Special Attack:	none
Defense:	+4
Special Defense:	fly
Damage Reduction:	6
Hit Points:	27+6d8
ToP Save:	7
Size:	Large
Move:	40 ft./sec. (ground), 80 ft./sec. (fly)
EPV:	675

Rat, Giant

These oversized rodents are nocturnal and omnivorous, eating anything vaguely nourishing and attacking live prey when the opportunity arises. The epitome of unclean, they serve as carriers for disease. Giant rats tend to live in social groups of up to 30 individuals and can be found in almost all temperate or warmer regions. Most giant rats have a roughly 3-foot-long body with a further 3 feet of tail and weigh about 20 pounds.

Rat, Giant

Initiative:	0
Speed:	10
Reach:	Short
Attack:	0
Damage:	1d4p +1
Special Attack:	none
Defense:	-1
Damage Reduction:	1
Hit Points:	6+1d4
ToP Save:	10
Size:	Tiny
Move:	5 feet/second
EPV:	12

Satyr

These roguish folk have the lower body and hind legs of a goat and the naked upper body of a human man or woman. They have flat faces, large pointed ears and long curly hair. Mature males sport full beards and elder males tend to be chubby and balding. Most male satyrs roam the woodlands and mountains alone, seeking pleasure (wine, human women

Satyr

Alignment:	Chaotic Neutral
Initiative:	0
Speed:	10
Reach:	Short or by weapon
Attack:	+3
Damage:	2d4p -1 (dagger)
Special Attack:	pan pipes charm
Defense:	0
Special Defense:	none
Damage Reduction:	2
Hit Points:	13+2d8
ToP Save:	3
Size:	Small
Move:	5 feet/second
EPV:	242

and song), while female satyrs serve as hunters and gatherers for their herd. On their foreheads, at the hairline, are two goat-like horns that grow from nubs as the satyr ages.

Satyrs carry panpipes, which they play to produce enchanting music. Those hearing this music must make a saving throw (with the pipe player rolling d20p+5) or fall under the effects of a Charm spell.



Screecher

'Screechers' are a variety of organisms collectively belonging to the screecher genus, so named because they emit a loud screech if approached by flame or when sensing the movement of nearby creatures. Because its genus is so physically varied, screechers may look just like roughly 4-foot-tall (or long) versions of almost any fungus or lichen.

Persons desiring privacy may plant screechers to warn them of intruders, even though a screecher's cry tends to bring other monsters attracted by loud noise (such as zombies).

Screecher

Initiative:	0
Speed:	0
Reach:	none
Attack:	0
Damage:	0
Special Attack:	none
Defense:	0
Damage Reduction:	4
Hit Points:	10+3d8
ToP Save:	n/a
Size:	Small
Move:	0
EPV:	5

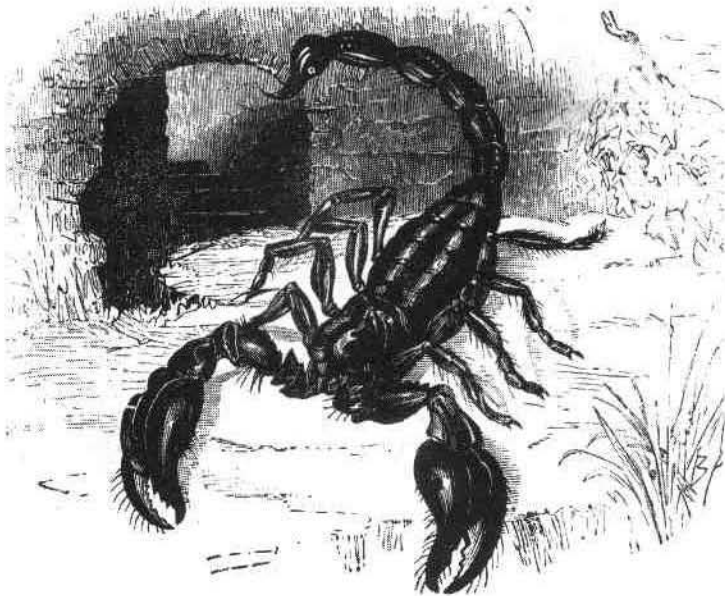
Scorplon, Giant

These eight-legged carnivorous arthropods appear identical to ordinary scorpions, only much larger. A giant scorpion usually has a light or dark brown, yellow or reddish body about 3 feet long. Giant scorpions use their pincers to catch and crush prey, and then inject it with venom from their tail stinger.

Scorpion, Giant

Initiative:	0
Speed:	5 or 10
Reach:	Medium
Attack:	+5
Damage:	2@ 2dp +3 (pinchers) or 1 (stinger)
Special Attack:	poison (virulence factor 12)
Defense:	0
Damage Reduction:	2
Hit Points:	14+1d8
ToP Save:	n/a
Size:	Small
Move:	5 feet/second
EPV:	242

If prey is grasped (indicated by any successful pincher attack), a scorpion continues to inflict damage every 5 seconds and alters its attack routine by attempting to sting it.



Shadow

Shadows are wicked, undead beings whose physical manifestation is the source of their eponymous name. In poor lighting, they are virtually indistinguishable from the ambient gloom.

A shadow's chilling touch drains its victim's strength (reducing its strength score commensurate to the damage inflicted). Creatures sapped of all strength (i.e. their strength score is

Shadow

Alignment:	Neutral Evil
Initiative:	-4
Speed:	10
Reach:	Medium
Attack:	+7 (+3 in bright light)
Damage:	1d4p +1
Special Attack:	Str drain equal to damage (save for half)
Weakness:	Sunlight
Defense:	+2 (-4 in bright light)
Special Defense:	fly, near invisible in low lighting, can only be damaged by silvered weapons*
Damage Reduction:	9 (0 in bright light)
Hit Points:	26+3d8
ToP Save:	n/a
Will Factor:	8 (-2 in bright light)
Size:	Medium
Move:	40 feet/second
EPV:	417

* unless in bright light

reduced to zero) become shadows themselves. Only silvered weapons may injure shadows.

Bright light (e.g. sunlight) has a deleterious effect on shadows. Not only can they be readily seen but also their powers are significantly diminished. They may be struck by ordinary weaponry, their defense is significantly compromised and their attacks are far easier to resist.

Siren

Members of this immortal race are few in number and live mostly on small islands distant from active shipping lanes. Although their race does not age or require food, they can still die by violent means like any mortal. All known sirens are female. They wear little to no garments and appear as beautiful human women, with their lower legs covered in scales.

Furthermore, their voices are incredibly bewitching and charm all non-sirens who hear them (opposed save immediately upon hearing, d20 +10 difficulty, only one save needed per encounter). Sirens often use their songs to lure lost sailors to their islands. Whether this is to cruelly wreck the ship upon the rocks or because the sirens want to try and repopulate their race depends on the nature of the sirens involved.

Even if the sirens are extremely friendly, the sailors may still be in great danger. If the island has no food, the men will be too enraptured to leave and so die of starvation. In addition to their song, all sirens have mage abilities of at least 5th level.

Siren

Alignment:	Chaotic Good to Chaotic Evil
Initiative:	-2
Speed:	10
Reach:	Short
Attack:	-1
Damage:	2d4p -4
Special Attack:	charm song (+10), magic
Defense:	-2
Special Defense:	none
Damage Reduction:	0
Hit Points:	16+1d8
ToP Save:	2
Size:	Medium
Move:	10 feet/second
EPV:	575

Skeleton

Most of these fleshless corpses perform their actions under the magical command of some evil being. A skeleton buried in clothes or armor, or with weapons, may still utilize them, unless those items succumbed to the decay of the grave.

Skeleton

Initiative:	0
Speed:	9
Reach:	Medium or by weapon
Attack:	+1
Damage:	2d8p -1 (scimitar)
Special Attack:	none
Defense:	+1 (+7 with medium shield)
Special Defense:	Piercing weapons limited to 1 damage (+Str bonus); hacking weapons limited to half damage dice (lowest die type; plus Str bonus); shield use
Damage Reduction:	3 (armor remnants)
Hit Points:	27+1d8
ToP Save:	n/a
Will Factor:	1
Size:	Medium
Move:	10 feet/second
EPV:	67



SNAKES

These elongated reptiles are scaled, legless and lack eyelids or external ears, but use their forked tongue to give a directional, simultaneous sense of smell and taste. Most can even dislocate their lower jaw in order to swallow prey much larger than their own head!

Snake, Boa Constrictor

These frighteningly large snakes can grow up to 13 feet long and weigh over 100 pounds, but larger specimens have certainly been rumored to exist. A boa attacks with a mouth full of small, hooked teeth, which it uses to hold its prey until its can

wrap its body around the prey and squeeze it to death.

If the boa attacks successfully, it has coiled around its prey, inflicting automatic constriction damage thereafter every 10 seconds. Constriction can be broken with a successful knock-back or Feat of Strength (can be attempted every 10 seconds against an 18 value). While trapped, a victim can only attack with a dagger or smaller weapon.

Snakes	Boa Constrictor	Venomous, Asp	Venomous, Rattlesnake
Initiative:	3	-2	-2
Speed:	10	10	10
Reach:	Short	Short	Short
Attack:	+4	+6	+3
Damage:	0	1	1
Special Attack:	constriction (2d4p +3)	poison (virulence factor 8)	poison (virulence factor 8)
Defense:	-4	-2	-2
Damage Reduction:	1	1	1
Hit Points:	19+2d8	2+1d4	2+1d4
ToP Save:	4	4	4
Size:	Medium	Tiny	Tiny
Move:	5 feet/second	5 feet/second	5 feet/second
EPV:	100	292	84

Snake, Venomous

Most snakes prefer warm or temperate climates (particularly woodlands) and prey on rodents and other small animals. These reptiles exhibit a variety of coloration and other characteristics, but all can deliver a potentially fatal dose of venom.

Asp: The asp, or cobra, is a long, slender snake able to raise the front quarter of its body off the ground to display a flattened neck that sticks out on the sides like a hood. The typical asp is dark or light brown, 3 to 5 feet in length and weighs between 6 and 10 pounds. It may attack with its venomous fangs or by spitting venom at an enemy's eyes up to 5 feet away. The latter results in great pain and temporary blindness (permanent if the venom is not washed out immediately).

Rattlesnake: Rattlesnakes vary widely in coloration depending on region, but the most common is a series of dark brown or black bands over a background color of yellow or brown. They have an average length of 3 to 6 feet and weigh about 6 to 12 pounds. When threatened, the snake shakes its tail tip, rattling a ring of loosely attached bead-like scales to create a very rapid, crisp vibration that resembles a loudly buzzing insect or the rustle of dry leaves.

Spectre

A spectre appears as a translucent replicate of the being it was in life. While not immaterial, they can pass through the smallest of openings. Spectres are hateful undead creatures possessed of high intelligence, making them dread opponents. They are frequently engaged in some evil scheme carried over from their wicked life as a mortal.

A spectre's chilling touch drains both Constitution and Dexterity from its victims in equal measure (randomly determine odd results, a 3 point hit will reduce one of either Con or

Spectre

Alignment:	Neutral Evil
Initiative:	-4
Speed:	10
Reach:	Medium
Attack:	+13
Damage:	1d6p
Special Attack:	Dexterity & Constitution drain (total drain equal to damage) (save for half)
Defense:	+6
Special Defense:	can only be damaged by silvered weapons
Damage Reduction:	11
Hit Points:	25+5d8
ToP Save:	n/a
Will Factor:	14
Size:	Medium
Move:	10 feet/second
EPV:	1,075

Dex and two of the other stat). Should it completely devour the life essence, the slain individual rises as a spectre himself and seeks out its undead master for service.

Spiders, Giant

These oversized arachnids outwardly resemble normal spiders except with respect to sheer size. Giant spiders range from about 1 to 25 feet in length (including their leg spans). Most spin webs, feeding on whatever prey is hapless enough to become stuck in them, though they also have two sharp fangs for injecting venom. To eat, the spider grinds its victim into pulp or pumps in digestive juices before sucking out the liquefied tissues – a grisly death in either case.

Spider, Big: This unpleasant spider is one of the few giant spiders that are still small enough to dwell unnoticed in urban areas, where it prefers dark, seldom used attics and cellars. It resembles a brown recluse spider with a foot-long body.

Spider, Large: This frightful spider inhabits abandoned buildings and subterranean tunnels preferring to avoid well-trafficked areas. Outdoors, it prefers densely wooded areas. A large spider resembles a black widow spider with a body about 2 feet long.

Spider, Very Large: Although some of these giant spiders live underground and in forests, where they spin their webs to catch prey, many others prefer to quietly hide, then leap out in ambush. They resemble 3-foot-long crab spiders.

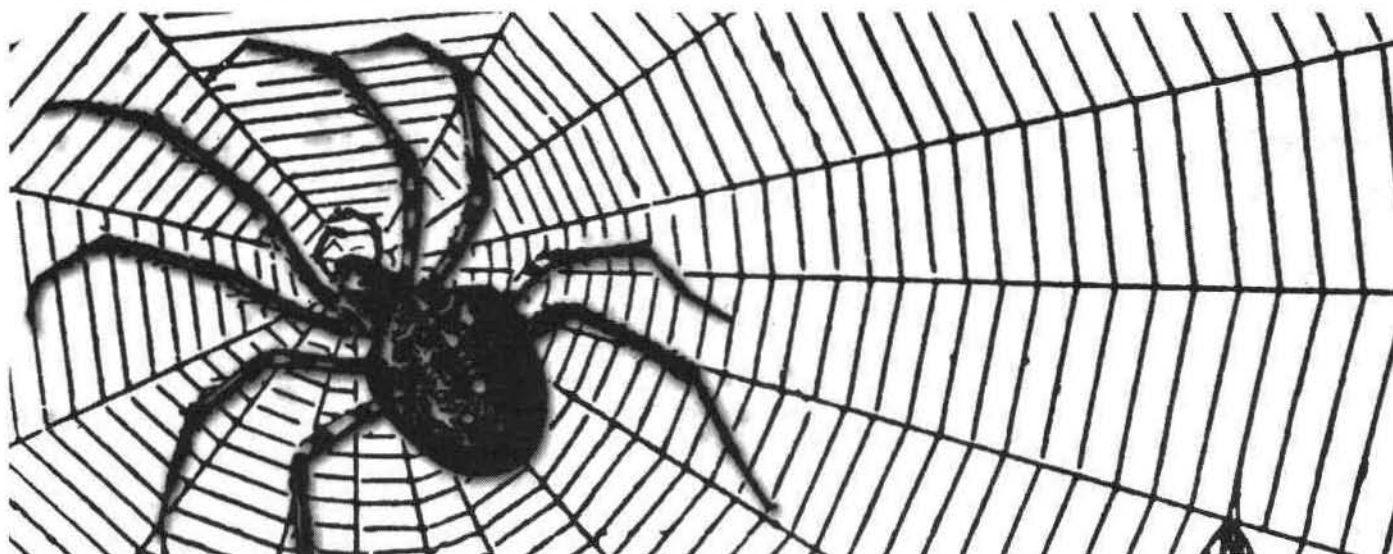
Spider, Huge: Most of these fearsome spiders are solitary wanderers without permanent homes, pouncing on prey as they find it or chasing it short distances. Others may construct subterranean burrows that have a trapdoor of densely woven silk, where they lie in wait for a victim to approach. The typical adult resembles a wolf spider with a nearly 4-foot-long body.

Spider, Gigantic: This terrible spider hunts its prey in trees, as well as on and under the ground. Most adults of this type look like tangleweb spiders roughly 6 feet in length.

Spider, Massive: This intelligent, horrifying spider attacks any creature it thinks it can overcome. Giant spiders of this ilk are usually solitary creatures, often residing in caves within forested mountain foothills. If no caves are available, it can construct its own burrow. Some line their homes with silk, while others extend a silken 'welcoming mat' that vibrates when potential prey touch it, alerting the creature deep inside its burrow. The average adult resembles a tarantula with a body about 10 feet long.

Spider, Gargantuan: This hideous, intelligent spider dwells primarily in dark mountain tunnel complexes near underground rivers or other sources of water. It is unrepentantly cruel and evil, preying on creatures that venture inside its lair, though it can subsist for extremely long periods of time without feeding. Unlike its lesser kin who can only ingest liquid, it has a gaping mouth that can swallow small prey whole. The typical adult resembles a tunnelweb spider with a body length of about 20 feet.

Spiders, Giant	Big	Large	Very Large	Huge
Initiative:	-4	-4	-4	-4
Speed:	10	10	10	9
Reach:	Short	Short	Short	Short
Attack:	-2	-1	+1	+4
Damage:	0	1	1d3p	2d4p
Special Attack:	poison (virulence factor 5)	poison (virulence factor 6)	poison (virulence factor 7)	poison (virulence factor 10)
Defense:	4	+3	+2	+2
Damage Reduction:	2	2	2	2
Hit Points:	2d4	5+1d6	10+1d8	15+3d8
ToP Save:	n/a	n/a	n/a	n/a
Size:	Tiny	Tiny	Small	Small
Move:	5 feet/second	5 feet/second	5 feet/second	10 feet/second
EPV:	50	67	100	200



Spiders, Giant (cont.)	Gigantic	Massive	Gargantuan
Initiative:	-4	-4	-4
Speed:	8	7	6
Reach:	Short	Short	Short
Attack:	+8	+13	+19
Damage:	2d6p	2d6p +7	2d6p +10
Special Attack:	poison (virulence factor 14)	poison (virulence factor 19)	poison (virulence factor 25)
Defense:	+4 (body), +2 (legs)	+6 (body), +2 (legs)	+10 (body), +2 (legs)
Special Defense:	legs immune to piercing & crushing weapons	legs immune to piercing & crushing weapons	legs immune to piercing & crushing weapons
Damage Reduction:	2 (body), 6 (legs)	3 (body), 8 (legs)	3 (body), 8 (legs)
Hit Points:	25+4d8	30+6d8	40+10d8
ToP Save:	n/a	n/a	n/a
Size:	Medium	Large	Huge
Move:	15 feet/second	15 feet/second	20 feet/second
EPV:	417	925	2,075

Strix

Thought to originate from the Nine Hells, this bizarre winged creature, also known as a strige, looks somewhat like a mangy owl with bat wings and undercarriage (feathers on its back, but fur on its chest and stomach). It has a long beak that it uses to feed on its victims and four to six batlike claws (depending on breed).

A successful attack indicates it latches onto its victim and automatically sucks blood (ignore all damage reduction) at a rate of d4p Hit Points per every 10 seconds it is attached. A strix can be removed by a successful knock-back attack, a Feat of Strength check (12) or death.

A victim may attack an attached strix with a dagger or smaller weapon at a -2 penalty (with care) or at +6 (without care). Attacks without care or by allies wielding weapons have a 50% chance of injuring the victim (any damage to a strige beyond its remaining HP total goes to the victim as well). Allies attempting to remove a strix by Feat of Strength must first make a successful attack (with bare hand).

A strix that has sucked its Hit Points in blood is engorged and will detach and (happily) waddle away, sated. These frightful creatures live in caves, tree cavities and abandoned buildings. Adult striges average about 14 inches long with a wingspan of around 3 feet.

Strix

Initiative:	-1
Speed:	10
Reach:	Short
Attack:	+7
Damage:	1d3p + (1d4p/10 seconds)
Special Attack:	blood sucking
Defense:	+1
Special Defense:	fly
Damage Reduction:	0
Hit Points:	10+1d8
ToP Save:	5
Size:	Tiny
Move:	20 ft./sec. (fly); 1 ft./sec. (ground)
EPV:	67

Sturm-Wolf

This highly aggressive carnivore resembles a black-furred wolf with the sturdy frame and powerful claws of a bear. Most sturm-wolves stand about 4 to 5 feet tall at the shoulder, with a body length of just over 8 feet and weighing around half a ton. A sturm-wolf is rarely found alone or far from its pack (3-8 individuals plus 50% cubs).

Sturm-wolves are notorious for not only killing to feed, but also killing just for the sake of a kill. Should a pack deplete its

territory of game, it may encroach upon human or demi-human lands and attack livestock as well as people.

Sturm-Wolf

Initiative:	-1
Speed:	4
Reach:	Short
Attack:	+13
Damage:	4d8p +8
Special Attack:	none
Defense:	+9
Damage Reduction:	6
Hit Points:	43+5d8
ToP Save:	12
Size:	Huge
Move:	20 feet/second
EPV:	925

Tick, Giant

This blood-sucking, eight-legged parasite averages 30 inches in length. A successful attack indicates the tick has buried its head into its victim and automatically sucks blood (ignore all damage reduction) at a rate of d4p Hit Points for every 10 seconds so-attached. A tick can be removed by a successful knock-back attack, a Feat of Strength (*vs. d20p+18*) or death. A victim may attack an attached tick with a dagger or knife at a -2 penalty (with care) or at +6 (without care).

Attacks without care or by allies wielding weapons have a 25% chance of injuring the victim (any damage to a tick beyond its remaining Hit Point total goes to the victim as well). Allies attempting to remove a tick by Feat of Strength must first make a successful barehanded attack.

Tick, Giant

Initiative:	3
Speed:	16
Reach:	Short
Attack:	+5
Damage:	2d4p + subsequent 1d4p/10 second blood drain
Special Attack:	blood drain
Defense:	0
Damage Reduction:	4
Hit Points:	12+3d8
ToP Save:	n/a
Size:	Small
Move:	5 feet/second
EPV:	67

A tick that has sucked its Hit Points in blood is engorged and so will detach and waddle away, sated. Most giant ticks wait in shrubs and trees to drop from their perch and fall onto their prey, though some use the cover of tall grass to actively stalk a potential host on foot.

Tiger

Tigers attack their prey with a claw/claw/bite routine. If a tiger lands two successive claw attacks, it has grabbed its opponent and automatically inflicts a bite attack for 2d6p+6 damage every 5 counts thereafter. A tiger's grip can be broken with a successful knock-back or Feat of Strength (*vs. d20p+18*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a dagger or knife. They fight to take down prey, defend their territory or themselves.

Tiger

Initiative:	-2
Speed:	5
Reach:	Medium
Attack:	+13
Damage:	2@ 2d4p+5 (claw attacks)
Special Attack:	2d8p +8 (bite)
Defense:	+8
Damage Reduction:	3
Hit Points:	30+6d8
ToP Save:	6
Size:	Huge
Move:	20 feet/second
EPV:	925

Toad, Giant

A giant toad's favorite meal is giant insects, but when hungry it can swallow almost any creature smaller than itself. Most giant toads are roughly 5 feet tall and weigh nearly 500 pounds.

Toad, Giant

Initiative:	-2
Speed:	8
Reach:	Short
Attack:	+6
Damage:	2d4p +4
Special Attack:	none
Defense:	0
Damage Reduction:	4
Hit Points:	20+4d8
ToP Save:	4
Size:	Medium
Move:	5 feet/second or 10' hop
EPV:	292

Giant toads can hop up to 10 feet forward (or 5 feet vertically) from a standstill.

If a giant toad bites a size small or tiny creature and its attack roll exceeds the defender's by 7 or more, it has swallowed the creature whole. The trapped creature automatically takes biting damage (2d4p+4) every 8 seconds thereafter and can only break free with a successful knock-back or a successful Feat of Strength (*vs. d20p+12*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a dagger or knife.

Troglodyte

Always encountered underground, these primitive subterranean relatives of lizard men are albinos with scaly skin and a frill atop their reptilian heads. Their hides are colored in varying shades of mustard, green and olive due to pigments in their special algae and fungal diet, which they supplement with fish and meat when they can find it. When excited or filled with adrenaline, they excrete a moist perspiration that, also due to their diet, reeks.

After 20 seconds of intense excitement (such as mating, fear or combat), trogs have emitted sufficient musk that all non-troglodytes within 30 feet must make a Constitution check (*vs. d20p+3*) or suffer nausea or vomiting (with two consecutive fails). Nausea lasts 10 seconds and results in the temporary loss of 1d4p points of Strength. If a character opts to remain within the stench area, new saves must be attempted every 10 seconds. Vomiting incapacitates the character as he is unable to take action until his regurgitation abates. Recovery time is 10 seconds times the amount he failed his Constitution check by.

Troglodytes wield stone-tipped spears, clubs and axes. They can employ shields and sometimes hurl throwing axes or javelins prior to engaging foes.

Troglodyte

Alignment:	Neutral
Initiative:	0
Speed:	11 (spear) or 7 (club)
Reach:	Long or by weapon
Attack:	+3
Damage:	2d6p +2
Special Attack:	stench
Defense:	0 (+6 with medium shield)
Special Defense:	Shield use
Damage Reduction:	2
Hit Points:	20+2d8
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	60

Troll

This subterranean creature is a walking nightmare that resembles a tall, anorexic human with an unusually long nose, black soul-less eyes, a toothy maw, long arms ending in clawed hands and (except for a head topped with long black hair) hairless green skin covered in fungal warts that seem to quiver of their own accord.

An average troll stands about 8 feet tall, though it walks with a stoop and appears much shorter; its hands nearly brush the floor. Trolls prefer to dwell in deep caverns and tunnel systems where they feed on insects, molds and slime, though the taste of flesh is far more to their liking.

A troll is difficult to kill - to put it mildly. When smashed, pierced, slashed or otherwise damaged, its body knits back together with amazing speed (one Hit Point returns with each attack or every 3 seconds if not attacking); even severed limbs crawl or wriggle their way back to the main body and reattach themselves and may even attack on their own!

Only fire seems able to obliterate this threat (burn damage does not regenerate).

Troll

Alignment:	Chaotic Evil
Initiative:	-2
Speed:	3
Reach:	Medium
Attack:	+13
Damage:	2@ 2d4p +8 (claw attacks), 4d6p (bite)
Special Attack:	none
Defense:	+5
Special Defense:	regeneration (1 hp/attack)
Damage Reduction:	6
Hit Points:	36+6d8
ToP Save:	n/a
Size:	Huge
Move:	15 ft/sec., 1 ft/sec. for severed limbs
EPV:	925

Vampire

This highly intelligent evil creature is a human corpse risen from the grave to feed on the blood of the living. Most vampires remain clad in their burial shroud or other funereal clothing, though some prefer to dress in more dapper finery. A vampire's countenance is normally pale, though it gains a more human countenance for several hours after consuming blood.

Unlike many other varieties of the undead, a vampire has the ability to speak, and his flesh smells only slightly of the grave. A vampire also has the power to charm its victims and to shift

its shape into that of a bat, rat, dog, wolf or spider. If unable to charm its foe or if angered, the vampire tries to claw his victim.

After two successful claw attacks, the vampire has grabbed its opponent and can bite automatically with its next attack (no armor protection). A vampire's mighty hold can be broken with a successful knock-back or an opposed Strength check (vampires have 16 + d4 Strength score). While held, a victim can only attack with a dagger or smaller weapon. The fearsome bite of a vampire drains stamina and vigor from the living; charmed persons allow the bite, which does not break the charm.

A vampire can only be killed by plunging a wooden stake through his heart or exposing him to direct sunlight. Damage reducing a vampire to zero Hit Points merely forces it into a gaseous form until it recovers to half or more of its original Hit Points. They fear holy water (which burns them for 2d6p damage) and holy symbols. Strongly presenting the latter can keep them at bay or from a victim. A vampire can only be harmed by silver weapons and regenerates 1 Hit Point every time it attacks (one per 5 seconds). Vampires must sleep in a coffin and on dirt from their original burial plot.

Vampire

Alignment:	Lawful Evil
Initiative:	-6
Speed:	5
Reach:	Medium
Attack:	+19
Damage:	1d4p +4 (touch) or 1d6p +4 (bite)
Special Attack:	Con drain (total drain equal to damage - save for half), charm
Defense:	+10
Special Defense:	can only be damaged by silvered weapons, fly, shapeshift, gaseous form, regenerate
Damage Reduction:	13
Hit Points:	26+8d8
ToP Save:	n/a
Will Factor:	20
Size:	Medium
Move:	10 feet/second, 25 feet/second (fly)
EPV:	2,275

Warg

These large, carnivorous canines resemble massive wolves in appearance, with cruel, intelligent eyes and snarling, salivating mouths. They thrive in many areas, including forests, grasslands, deserts and mountains, living alone or in small packs of 2-4 individuals. Packs may ally with other evil creatures. Wargs are intelligent and capable of a guttural barking speech.

Warg

Alignment:	Neutral Evil
Initiative:	-1
Speed:	6
Reach:	Short
Attack:	+7
Damage:	4d4p +4
Special Attack:	none
Defense:	+7
Damage Reduction:	4
Hit Points:	35+4d8
ToP Save:	10
Size:	Large
Move:	20 feet/second
EPV:	350

Wasp, Giant

These flying, stinging insects have a black body with brown, black, red or yellow stripes or patterns, and a poisonous tail stinger, just like their smaller kin. They feed primarily on fruit and other insects, but don't readily distinguish humans and their ilk from the latter. Giant wasps are very aggressive and easily provoked into stinging repeatedly. They may nest in a variety of areas, including subterranean holes, abandoned structures or nests constructed of wood pulp and hanging from strong tree branches.

Wasp, Giant

Initiative:	0
Speed:	10
Reach:	Short
Attack:	+4
Damage:	1d4p
Special Attack:	poison (virulence factor 9)
Defense:	+4
Special Defense:	fly
Damage Reduction:	1
Hit Points:	8+1d4
ToP Save:	n/a
Size:	Tiny
Move:	15 feet/second
EPV:	20

Weasel

These aggressive predators feast mostly on small mammals like mice and rabbits, but may attack larger creatures when cornered or when their territory is threatened.

Weasel, Giant

This large predator resembles a common weasel with thick legs, though it has a body roughly 3 feet long (plus an 18-inch-long tail). It feeds primarily on mammals the same size or smaller than itself, but those who intrude upon its territory should well beware of its sharp, flesh-ripping teeth.

Weasels	Common	Giant
Initiative:	-2	-2
Speed:	10	10
Reach:	Short	Short
Attack:	+1	+3
Damage:	1d3p	2d4p +2
Special Attack:	none	none
Defense:	0	+3
Damage Reduction:	1	2
Hit Points:	6+1d4	21+2d8
ToP Save:	7	7
Size:	Tiny	Small
Move:	5 feet/second	15 feet/second
EPV:	10	84

Wererat

A wererat resembles a normal human, only with a short coat of gray or black fur, a rat-like face, hands and feet ending in short claws, and a long, hairless tail. The creature may keep this appearance, change into the form of a giant rat or even change to its original human form. A wererat can only be harmed with silvered weapons. They generally employ short swords and can use shields if they so choose.

Wererat

Alignment:	Neutral Evil
Initiative:	-2
Speed:	7 (10)
Reach:	Short or by weapon
Attack:	+7
Damage:	2d6p (short sword), 1d4p+2 (bite)
Special Attack:	lycanthropy (virulence factor 8)
Defense:	+2
Special Defense:	Shapechange, can only be damaged by silvered weapons, Shield use
Damage Reduction:	3
Hit Points:	21+3d8
ToP Save:	10
Size:	Medium
Move:	15 feet/second
EPV:	350

Any human bitten by a wererat must make a Con check against the Virulence Factor of the disease (lycanthropy) or permanently turn into a monster (wererat) on the next full moon. Any demi-human bitten by a wererat must make a Con check against the Virulence Factor of the disease (lycanthropy) or die an agonizing death on the next full moon.

Werewolf

Each night a full moon rises, these humans transform into bipedal creatures with a wolflike head, a fur-covered body and long limbs ending in clawed hands and feet. (Any clothes or gear worn are either shredded or fall away from the body as if removed by hand.) This werewolf form retains the intelligence and cunning of the original being, but little to none of the personality, recognizing friends and family only as prey.

After the shift into werewolf form, a werewolf may remain in this shape or shift again into the shape of a common wolf. On the day after its escapade, the human form awakes (completely naked) with no memory of the previous night. A werewolf can only be killed with silver or silver-coated weapons.

Any human bitten by a werewolf must make a Con check against the Virulence Factor of the disease (lycanthropy) or permanently turn into a monster (werewolf) on the next full moon. Any demi-human bitten by a werewolf must make a Con check against the Virulence Factor of the disease (lycanthropy) or die an agonizing death on the next full moon.

Werewolf

Alignment:	Chaotic Evil
Initiative:	-2
Speed:	5
Reach:	Short
Attack:	+10
Damage:	4d4p +6
Special Attack:	lycanthropy (virulence factor 12)
Defense:	+7
Special Defense:	Shapechange, can only be damaged by silvered weapons
Damage Reduction:	4
Hit Points:	26+5d8
ToP Save:	10
Size:	Medium
Move:	20 feet/second
EPV:	575

Wolf

Most wolves live and hunt in packs of 2-12 individuals, led by a dominant pair. They feed primarily on animals about the same size or larger than themselves, including sheep, goats, pigs, moose and deer. Wolves generally hunt by stalking their prey and then attacking when it is distracted, using their teeth

to tear at the hips and legs. Once the prey is down, they tear open its guts and begin to feed.

Wolf, Dire

A dire wolf resembles a large wolf, though its legs are proportionally shorter and sturdier. It hunts and feeds in much the same manner as a normal wolf.

Wolves	Common	Dire
Initiative:	-2	-2
Speed:	10	8
Reach:	Short	Short
Attack:	+3	+5
Damage:	2d4p +2	4d4p
Special Attack:	none	none
Defense:	+3	+5
Damage Reduction:	2	3
Hit Points:	21+2d8	27+3d8
ToP Save:	10	10
Size:	Medium	Medium
Move:	20 feet/second	20 feet/second
EPV:	84	122

Wraith

A wraith is a fearsome undead creature inhabited by the spirit of an incredibly wicked mortal. It draws strongly on dark energy such that its physical manifestation is nearly invisible. Wraiths clothe themselves in garments they once wore in life in order to present an intimidating appearance when interacting with the living.

Wraith

Alignment:	Lawful Evil
Initiative:	-4
Speed:	10
Reach:	Medium
Attack:	+17
Damage:	1d8p
Special Attack:	Con drain (total drain equal to damage) (save for half)
Defense:	+8
Special Defense:	can only be damaged by silvered weapons
Damage Reduction:	13
Hit Points:	27+7d8
ToP Save:	n/a
Will Factor:	18
Size:	Medium
Move:	30 feet/second
EPV:	1,842



Most wraiths were powerful and capable men in life. These traits carry over to undeath, making them extremely dogged and resourceful servants or commanders to an overlord, or even leaders in their own right.

The touch of a wraith drains life energy in the form of lost Constitution (one point for every point of damage inflicted). Those slain are forever dead.

Yeti

This mysterious beast lives a mostly solitary life in cold mountainous regions, keeping its ravenous hunger at bay by feeding on small mammals and plants.

A yeti resembles a tall, muscular human with an ape-like face and limbs, and a body covered in long white fur. Its long limbs end in clawed hands and feet, and its mouth is full of sharp teeth. The typical adult stands about 8 feet tall and weighs around 450 pounds.

Despite their size, however, yetis are experts in the Hiding skill [mastery=80]. Should the chance for larger game approach, the yeti leaps out of hiding, using strong arms to crush its surprised victim in a nigh unbreakable hug.

They attack with their bear-like claws (2d4p+5 each) and with two successful attacks in a row, grab their opponents and hug them for automatic 2d4p+5 damage every 5 seconds. A successful knock-back or Feat of Strength (*vs. d20p+15*) breaks the yeti's hug. The latter can be attempted every 5 seconds after a victim has been enveloped in a hug attack.

Yeti

Alignment:	Neutral
Initiative:	0
Speed:	5
Reach:	Short
Attack:	+8
Damage:	2@ 2d4p+5 (2 claw attacks staggered every 5 seconds)
Special Attack:	hug
Defense:	0
Special Defense:	camouflage (master)
Damage Reduction:	3
Hit Points:	30+4d8
ToP Save:	9
Size:	Large
Move:	10 feet/second
EPV:	417

Zombie

The zombie is a mindless human or near-human (humanoid, demi-human) corpse risen from its grave, driven by a monstrous urge to feed on the flesh of the living. It walks

with a slow, shambling gait, moving its stinking corpse onward like the grim inevitability of approaching death.

As well as being drawn towards any living creature it can sense, it is also attracted by loud noises and bright lights, so a noisy battle with a zombie is bound to attract the attention of any other zombies nearby. Many zombies make a soft groaning sound when following their intended victim, but they cannot speak and have no memory of their former lives.



A zombie attacks by grabbing its foe. Immediately after the second successful grab attack, any adjacent zombie (including, but not limited to any zombies grabbing on) begins to bite the victim for an automatic d4p, ignoring any armor (but not natural defenses such as a thick hide, etc.). Every 10 seconds thereafter, each such zombie does an automatic d4p bite attack and grabs hold as well!

Note that multiple zombies can feed on a grabbed foe and only two grab attacks are necessary from any combination of zombies attacking. A zombie that has grabbed a character can be removed with a successful knock-back or Feat of Strength (*vs. d20p+12*). A grabbed character does half damage with any weapon larger than a short sword.

Zombie

Initiative:	6
Speed:	10
Reach:	Short
Attack:	+4
Damage:	0 (grab); 1d4p (bite)
Special Attack:	none
Defense:	0
Special Defense:	none
Damage Reduction:	8
Hit Points:	24+2d8
ToP Save:	n/a
Will Factor:	3
Size:	Medium
Move:	5 feet/second
EPV:	100

Monster Poison

The victim of poisoning is allowed a contested die check versus the toxin. He rolls a d20p and adds his Constitution score while the GM rolls a d20p and adds the venom's Virulence Factor. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. In some cases, there is an ancillary toxic effect that occurs even if the resistance check is successful.

See the charts below for more information.

Monster	Virulence Factor	Effect if save failed	Effect if save made
Centipede, Giant	5	See #1	none
Medusa	8	See #3	none
Scorpion	12	death	See #3
Snake, venomous, asp	8	See #3	none
Snake, venomous, rattlesnake	8	See #3	none
Giant Spider, big	5	See #2 (size Huge and larger unaffected) and half duration	none
Giant Spider, large	6	See #2	none
Giant Spider, very large	7	See #3	none
Giant Spider, huge	10	See #4	See #2
Giant Spider, gigantic	14	See #5	Per #5 but only d4p
Giant Spider, massive	19	death	Paralyzed d4 hours
Giant Spider, gargantuan	25	death	Paralyzed d12 hours
Wasp, Giant	9	See #3	none
Wererat (lycanthropy)	8	acquire wererat lycanthropy	none
Werewolf (lycanthropy)	12	acquire werewolf lycanthropy	none

Effect Type Consequences

- 1) Inflammation that results in d6 hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached.
Size H and larger creatures are unaffected.
- 2) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -1 penalty to Attack, Defense & Damage for 2d12 hours.)
- 3) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -2 penalty to Attack, Defense & Damage for 2d12 hours.)
A natural "1" on the victim's saving throw indicates death.

Effect Type Consequences

- 4) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -3 penalty to Attack, Defense & Damage for 2d12 hours.)
A natural "1" on the victim's saving throw indicates death.
- 5) Tissue damage results in 2d6p hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached.

All poison effects are cumulative.

GM CHAPTER TWO

Magic and Treasure

Awarding Treasure

One of your most important duties as GameMaster is the awarding of treasure. Wealth, both monetary and magical, must be awarded judiciously or your players will quickly possess über-powerful characters laden with magical goodies and financial resources that allow them to be equipped like royalty. Boredom will ensue as they easily overcome challenges whilst you become mired in an ever-escalating arms race, straining to provide encounters and the lure of even more powerful treasures to retain their interest in adventuring.

Generally, the characters' opponents will dictate the rate at which they accumulate wealth and special (magical and superior grade) items, with weaker foes having proportionately smaller personal assets than more powerful ones.

You should strive to award treasure per encounter as shown in the sidebar. This treasure award is independent of "special items" such as armor, weapons and magical items.

You should include roughly one special item for half or two-thirds of encounters on average. Note that in both the instance of wealth and in the case of special item distribution, you should feel free to withhold some or even most of the booty and place it in hidden treasure chambers or out-of-the-way caches, locked and/or trapped appropriately. For instance, if populating an orcish lair with treasure, the common orcs might each carry a few silver pieces (say 2d4p each). The remaining treasure would be hoarded by the leader and his lieutenants, with special emphasis paid to any extraordinary weapons and armor (which they will certainly seek to employ to the detriment of the adventurers).

Treasure also needn't be all in cash format, in fact, that is far from likely. Creatures, particularly intelligent ones, will have valuable items of many types including gems, jewelry, ore, art (sculptures, paintings, pottery, etc.), engraved weapons and armor, fine textiles, expensive furniture, rare woods, trade goods, armor, weapons, relics and historical items, slaves, tools, books/paper, animal pelts and on and on.

Roughly half of the magical and superior grade prizes won should be of an expendable or non-permanent nature such as potions, scrolls, charged items, arrows, bolts and so on. These items are generally easiest to create and are thus most plentiful. They provide the additional benefit of forcing a player to choose between expending a precious item or facing greater difficulty in the adventure or even potential death in the case of healing items. Choices such as this make the game fun and memorable for everyone, especially the GameMaster. If you follow these guidelines and sufficiently challenge your players, by 5th level each character should have had an opportunity to find about five superior and/or magical items.

Encounter Levels

Encounter Level	EP value of Foes	Silver piece equivalent of treasure
1	67	8
2	133	21
3	167	42
4	200	63
5	242	83
6	292	104
7	350	125
8	417	146
9	492	167
10	575	188
11	675	208
12	792	229
13	925	250

Encounter Level: A creature (or creatures) worth the listed number of experience points should provide a challenge to a party of this level (being roughly half the strength of a five member group). Obviously the specific circumstances of the encounter such as monster tactics or the relative freshness of the adventurers (who will likely fare better in their initial encounter when at full hit points and with a full compliment of spells) will weigh heavily on this estimation.

Characters should have roughly 15 appropriately leveled encounters before they advance to the next level (overcoming stronger foes will naturally decrease this number). These encounters will provide half the required number of experience points. The balance should come from "story awards" given for meeting the objectives (interim and final) of their mission. This provides the GameMaster with a reward system that encourages clever and focused roleplay rather than relying solely on a bodycount.

Experience Value of Enemy Characters and Traps

In addition to monsters, your players are likely to encounter foes that are leveled characters. You should award experience for these enemies per the chart to the right.

Character Level	EP value
1	67
2	133
3	167
4	200
5	242

Defeating traps (i.e. detecting their presence and avoiding or disarming them) should be incorporated into your "story awards" pool. It is recommended that they be considered equivalent to an encounter commensurate with the party's level for purposes of allocating experience points.

We recommend that you choose and place special and magical items based on the lists on the following page. Potions and standard arms and armors will likely be about 60% of the find, with superior quality arms being about 10%, superior quality armors 5%, scrolls 20% and wands the remaining 5%.

Special treasures should be chosen based on the average party member level to ensure that they receive items appropriate to their current toughness and expected strength of opponents. Giving away inordinately powerful items compounds your job as a GameMaster since you must then beef up the players' opponents in order to present them with a challenge.

d100 Level 1 Special Treasures

01-05	Medium Shield (Human made)
06-09	Large Shield (Human made)
10-19	Studded Leather Armor* (Human made)
20-21	Longbow (Human made)
22-24	Light Crossbow (Human made)
25-28	Heavy Crossbow (Human made)
29-33	Great Sword (Human made)
34-35	Two-Handed Sword (Human made)
36-38	d6 Arrows +1
39-41	d6 Bolts +1
42-43	Dagger +1
44-45	Short Sword +1
46-50	Small Shield +1
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells - each is level d4-2)
96-00	Wand (roll on Level 1 Wands)

* randomly determine size per chart under Armor

d100 Level 2 Special Treasures

01-08	Large Shield (Human made)
09-13	Studded Leather Armor* (Human made)
14-25	Ringmail* (Human made)
26-30	Longbow (Human made)
31-35	Heavy Crossbow (Human made)
36	2d6 Arrows +1
37-38	2d6 Bolts +1
39-45	Weapon +1 (determine randomly**)
46-48	Small Shield +1
49	Medium Shield +1
50	Padded Armor +1
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells - each is level d4-1)
96-00	Wand (roll on Level 2 Wands)

* randomly determine size per chart under Armor

** randomly determine per chart under Weapons

d100 Level 3 Special Treasures

01-06	Large Shield (Human made)
07-12	Studded Leather Armor* (Human made)
13-28	Ringmail* (Human made)
29-35	Scale Mail* (Human made)
36-45	Weapon +1 (determine randomly**)
46-48	Medium Shield +1
49	Leather Armor +1*
50	Studded Leather Armor +1*
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells - each is level d4)
96-00	Wand (roll on Level 3 Wands)

* randomly determine size per chart under Armor

** randomly determine per chart under Weapons

d100 Level 4 Special Treasures

10-05	Ringmail* (Human made)
06-27	Scale Mail* (Human made)
28-35	Chainmail* (Human made)
36	2d6 Arrows +2
37-38	2d6 Bolts +2
39-45	Weapon +2 (determine randomly**)
46-47	Medium Shield +1
48-49	Studded Leather Armor +1*
50	Ringmail +1*
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells - each is level d4+1)
96-00	Wand (roll on Level 4 Wands)

* randomly determine size per chart under Armor

** randomly determine per chart under Weapons

d100 Level 5 Special Treasures

01-10	Scale Mail* (Human made)
11-35	Chainmail* (Human made)
36-45	Weapon +2 (determine randomly**)
46	Large Shield +1
47-48	Ringmail +1*
49-50	Scalemail +1*
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells - each is level d3+2)
96-00	Wand (roll on Level 5 Wands)

* randomly determine size per chart under Armor

** randomly determine per chart under Weapons

Random Wand Determination by Treasure Level

Level 1 Wands

01-40	Flowers (d20 charges)
41-00	Illumination (d10 charges)

Level 2 Wands

01-30	Flowers (3d10 charges)
31-70	Illumination (2d10 charges)
71-80	Mighty Weapons (d10 charges)
81-90	Projectiles (d10 charges)
91-00	Water (d10 charges)

Level 3 Wands

01-15	Flowers (4d10 charges)
16-25	Healing (d10 charges)
26-60	Illumination (3d10 charges)
61-75	Mighty Weapons (2d10 charges)
76-90	Projectiles (2d10 charges)
91-00	Water (2d10 charges)

Level 4 Wands

01-10	Biting (d10 charges)
11-20	Flowers (5d10 charges)
21-35	Healing (2d10 charges)
36-55	Illumination (4d10 charges)
56-70	Mighty Weapons (2d10 charges)
71-85	Projectiles (2d10 charges)
86-90	Summoning (d10 charges)
91-00	Water (3d10 charges)

Level 5 Wands

01-15	Biting (2d10 charges)
16-20	Fire and Flame (d20 charges)
21-30	Flowers (6d10 charges)
31-50	Healing (3d10 charges)
51-60	Illumination (5d10 charges)
61-65	Lightning (d20 charges)
66-75	Mighty Weapons (3d10 charges)
76-85	Projectiles (3d10 charges)
86-90	Summoning (2d10 charges)
91-00	Water (4d10 charges)

Magic Item Descriptions

Potions

For random potion determination, roll a d% and consult the following chart.

Roll	Potion
01-14	Giantism
15-32	Healing (various)
33-35	Invisibility
36-38	Buoyancy
39-50	Mind Control
51-60	Orcish Steadfastness
61-77	Poison
78-87	Sleep
88-90	Speed
91-96	Strength of Iron
97-00	Water Breathing

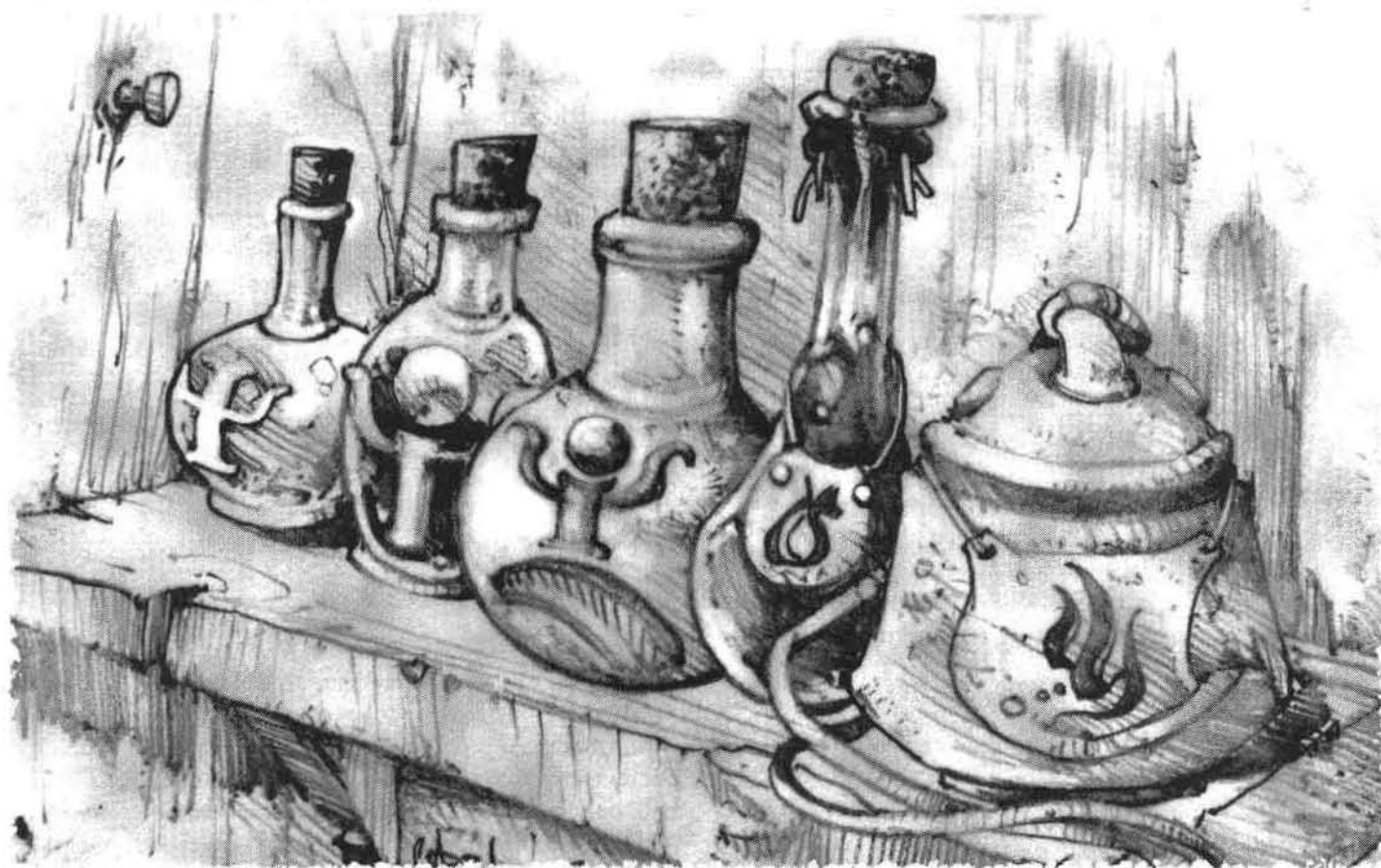
Buoyancy: Anyone who drinks the entire potion becomes buoyant and able to float on air for d4p+2 minutes... one sip lasts only a few seconds (d4p). Imbibers beware - when the potion wears off, you will fall, and until it wears off, you cannot touch the ground without assistance.

While under the effect of this potion, one may control their altitude by either sucking in air to ascend or belching to descend. A lightly laden character may ascend or descend at a rate of up to 3 feet per second. Heavily laden characters (i.e. those in full metal armor or otherwise carrying a lot of weight) may only ascend at 1 foot per second, but can descend at 5 feet per second.

Giantism: This unique concoction allows the imbibitor to grow d4p+1 feet in height. Once a person drinks this potion, he grows at a rate of 1 foot per minute until he reaches the full growth the potion allows. Once the character reaches this maximum height, he retains this stature for d6p hours.

A Potion of Giantism does not affect a character's Strength. However, if a Small character's height increases beyond 5 feet, he gains the advantage of reach accorded to a Medium creature. Likewise, a character growing taller than 7 feet has the reach modifier of a Large creature. Of course, larger creatures have the disadvantage of also being better targets for missile weapons...

Healing Potion: There are multiple varieties of Healing Potions, including Minor, Healing (the standard), Major, Healing Salve and Healing Ointment. Roll a d12 on the table presented on the following page to randomly determine the type of Healing Potion.



Types of Healing Potions

Roll	Healing Potion
01-07	Minor Healing Potion
08-09	Healing Potion
10	Major Healing Potion
11	Healing Ointment
12	Healing Salve

Minor Healing Potion: This liquid can be used in one of two ways: either imbibed or applied directly to a wound.

If the entire draught is consumed, the potion heals the drinker 2d4p points, or 1d3 for each half portion. When imbibed, the potion heals all wounds evenly.

For example, if the character had 3 wounds of 1 point, 4 points and 6 points respectively and the potion healed 3 points, the wounds become 0 (healed), 3 points and 5 points.

Odd points heal the worst wounds first. Wounds fully cured as the result of this potion are subsequently ignored in the case of excess restorative points.

In the previous example, had the drinker rolled 7 points of healing, one would apply to the one point wound and 3 to each of the other wounds.

The second method of using a Healing Potion is to apply it directly to a particular wound. In this case, the potion is only

half as effective (roll 2d4p and divide by two, rounding down), but all points are applied to the wound in question. Excess points are not applied to other wounds in this application.

A Healing Potion may be combined with the First Aid skill for additive benefits.

Healing Potion: This elixir is similar to the Minor Healing Potion in all respects save that it heals 3d6p points, or 1d8p points if taken in halves.

Major Healing Potion: Save for increased efficacy, this potion functions as the Minor Healing variety. It heals 4d8p points, or 2d6p points if taken in halves.

Healing Ointment: This creamy balm is effective if rubbed onto a wound no older than 24 hours. The ointment allows the wound to heal at twice the normal rate (every 12 hours counts as a full 24-hour day of healing). An individual may be treated with as many applications as desired, but each wound only benefits once from the ointment. Each jar contains 3d4p applications. Healing Ointment may be combined with the First Aid skill for additive benefits.

Healing Salve: This sticky liniment may be applied to a fresh wound (i.e. suffered within an hour) to provide an immediate 1d4p points of healing to that particular injury. An individual may apply as many daubs as desired, but each wound only benefits once from the salve as reapplication is unnecessary and ineffective. Each jar of Healing Salve contains sufficient material for 2d4p uses. Healing Salve may be combined with the First Aid skill for additive benefits.

Invisibility: This potion renders the drinker invisible for 2d6 x 10 seconds per sip. A standard potion contains 8 sips.

A Potion of Invisibility in no way renders a person incorporeal; they can still suffer damage and may be detected using other senses (smell, sound or touch).

During the final 8 seconds of this potion's duration, the character gradually becomes increasingly visible (in one-eighth increments, that is he becomes one-eighth visible eight seconds prior to the potions expiration and 12.5% more visible every second thereafter).

Attempting to strike a semi-visible character confers a -7 attack penalty when he's one-eighth visible. This drops by 1 for each increment until he reaches full visibility at which point there is no longer a penalty.

Mind Control: When a person drinks even a drop of this potion (drinking extra has no additional effect), he is susceptible to suggestion by others for 2d4p x 10 minutes. During this time, he can be controlled by anyone commanding him.

Once a Potion of Mind Control wears off, the victim has only a very vague memory of what occurred while under the effect of the potion and cannot recall any specific details. However, if they were abused, they remember who the responsible party was - and experience a sense of rage so intense that they may immediately attack this individual.

Orcish Steadfastness: This potion remedies all effects of fatigue, thirst and hunger currently afflicting the character and also allows the imbiber to ignore all effects of fatigue for 2d4p x 10 minutes after drinking this vile liquid.

Poisoned: This is not actually a potion, but rather an elixir gone awry. For any of a myriad of reasons, the creator of this concoction erred and the result was dangerous. Anyone drinking a Poisoned Potion suffers one of the following ill effects detailed on the chart in the column to the right.

A poisoning victim can attempt a contested die check versus the toxin. He rolls a d20 and adds his Constitution score while the GM rolls a d20 and adds the venom's Virulence Factor (typically 10, but may be adjusted by the GM).

If the GM rolls above the PC's score, the victim suffers the full effect of the poison. A successful save results in reduced effects as noted in the description.

Sleep: A sip of Sleeping Potion causes a person to fall asleep for 8 hours, during which time they cannot be awakened even by personal injury.

However, during this time the imbiber heals much more rapidly, recuperating as if 24 hours of rest had passed.

Strength of Iron Brew: This brew temporarily gives the drinker a physique of iron. He adds d6 points to his strength for 3d4p x 10 minutes.

Random Effects of a Poisoned Potion

d12 Poison Effect

- | | |
|------|--|
| 1 | Periodic vomiting for d4p x 10 minutes. Vomiting occurs for 2 minutes and repeats every 2d6 minutes. Character is effectively incapacitated while vomiting. If save is made, illness duration limited to 5d4p minutes. |
| 2 | No effect for three hours, after which the character suffers incapacitating diarrhea for d4p x 10 hours. No effect with successful saving throw. |
| 3 | Immediately vomit for 2d3 minutes and suffer 2d4p damage. Character is recovered thereafter. If save is successful, character vomits once and suffers 1d4 damage. |
| 4 | Character feels ill and suffers a d6p penalty to all rolls involving physical activity. This persists for 2d4p hours. If save is made, penalty reduced to d3 - duration is unaffected. |
| 5 | Weakness, dizziness, headache, difficulty breathing and nausea (-3 to all Ability scores for 2d12 hours - if any ability score (except looks) is reduced to 0 the victim dies); if saved against effects last 1d4 hours, death cannot occur - rather the victim falls into a coma for 24 hours |
| 6 | Inflammation that results in d6p hp loss at a rate of 1 hp/round until rolled damage is reached; if saved against inflammation is of reduced severity (d3), other rules apply |
| 7 | Inflammation that results in d4p hp loss /round until a "1" damage is rolled; if saved against, total damage is 1d4 |
| 8 | Tissue damage that results in 2d6p hp loss at a rate of 1 hp/round until rolled damage is reached; if saved against, only 1d6 hp loss occurs at indicated rate |
| 9-12 | Hypoxia resulting in death in 3d4 rounds; nothing occurs if save made |

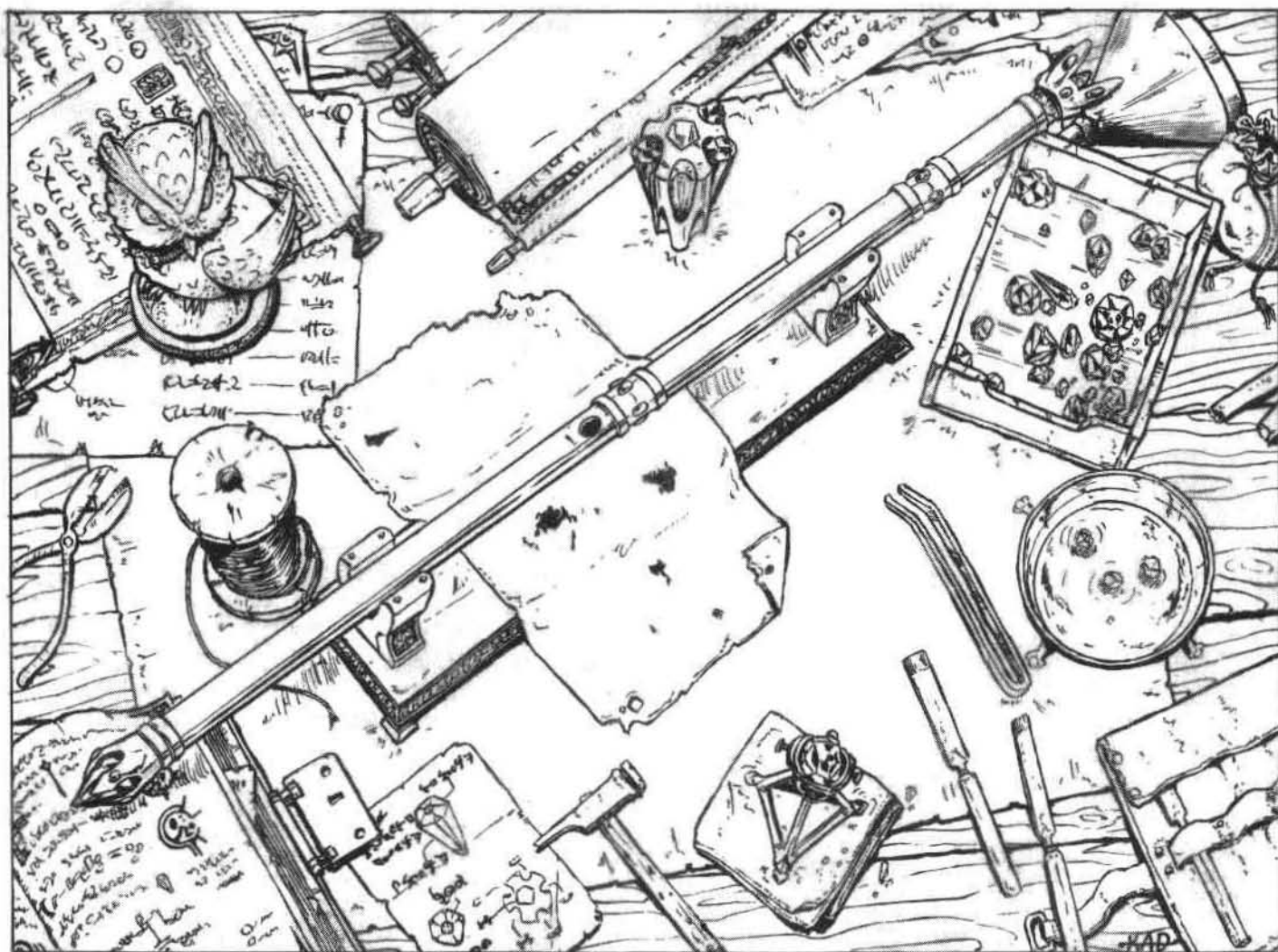
Speed: This potion gives its imbiber a phenomenal boost to his speed, allowing him to take all actions in half the time it normally would take (round up). This speed boost is, however, incredibly taxing on the drinker's metabolism and ages the character by one year* in all respects.

The effects of a Speed Potion last, on average, two and one-half minutes. The exact duration (in seconds) of any particular concoction can be determined by rolling 5d4p and multiplying by ten.

**1 year for humans, 2 for halflings and 3 for dwarves*

Water Breathing: After drinking a Potion of Water Breathing, a character can breathe underwater for a duration of 2d4p minutes per sip. There is a liability to this potion, however, in that the person under its influence loses the ability to breathe air until the potion's effect wears off.

After being in the air for one minute, a character under this potion's influence endures suffocation damage of d4p points every 10 seconds (much like a fish) until the effect terminates. The same effect also occurs in stagnant water.



Wands

Wands store from 1-100 charges, with newly fabricated wands containing a full 100 charges. Of course, wands found in treasure troves and similar locales generally have far fewer charges as they have used by their previous owners. To determine the remaining charges in a wand, roll d10p per average party level, e.g., 5d10p for a 5th level party (roughly 30 charges, give or take).

In general, wands possess 2-5 special abilities or spell-like powers that consume charges (though such expenditure may often be mitigated by the application of Spell Points). As a wand expends charges through use, some and eventually all (at zero charges) of the powers can no longer be used. Once a wand reaches zero charges, it either crumbles to dust (50%) or becomes a non-magical stick (50%). In the latter case the spent wand is obviously a fine candidate for future ensorceling.

Unless stated otherwise, all wands can be used only once every 10 seconds, and each power requires its own command word. If Spell Points are used to enable a wand's effect, the user suffers spell fatigue for d4p seconds after the wand discharges.

Should the wand wielder wish to perform another action in conjunction with using his wand, note that it takes 1 second to draw the wand and 2 seconds to stow it.

Many wand effects allow the target to attempt a saving throw that, if successful, reduces the damage they suffer. All such attempts are made against a 12th level caster.

Some wands are only usable by certain character classes or have other restrictions or notes on usage. These are indicated in [brackets] following the wand's name.

One percent of all wands are cursed to backfire on the user when used.

Roll	Wand	Usable by Class
01	Biting	Any; additional mage powers
02	Fire and Flame	Mage only
03	Flowers	Any
04	Healing	Any; additional cleric powers
05	Illumination	Any; additional cleric/mage powers
06	Lightning	Mage only
07	Mighty Weapons	Any; additional mage powers
08	Projectiles	Any; additional mage powers
09	Summoning	Mage
10	Water	Any; additional cleric/mage powers

Biting [Any]: Anyone can use this wand to create a magical attack that feels something like a biting attack. The range is only 3 feet, thus usage requires the close proximity of melee combat. The wielder can expend up to three charges to inflict a magic bite of 1d6p points of damage per charge (bypassing the armor and defenses of the victim).

Mages can command a ranged attack from the wand (effective up to 180 feet) and can utilize up to 6 charges. Further, the mage may expend 100 SP in place of a charge, but a minimum of 1 charge must be used.

The wand may make a bite attack no more than every 10 seconds. Victims of this magical bite take half damage if they make a save (a contested d20 check with the wand user gaining +12 to his roll).

Fire and Flame [Mage]: The potent Wand of Fire and Flame has several effects:

The wand's most rudimentary power, one that does not require charges and functions as long as any charges remain, is to produce a small tongue of flame at its tip. If used in conjunction with the Fire-Building skill, it provides a +50 bonus to Fire-Building skill checks.

The following list of increasingly potent effects requires the expenditure of charges.

- *Fire Finger* (1 charge and 5 SP): effect as Fire Finger spell inflicting d3p+6 points of damage with a range of 25 feet
- *Scorch* (2 charges or 20 SP plus one charge; 21+ charges remaining required): effect as a Scorch spell inflicting d3p+15 points of damage.
- *Flaming Orb* (3 charges or 30 SP plus two charges; 41+ charges remaining required): Creates a 10 foot diameter ball of flame at a range of up to 100 feet that can roll in any direction commanded by the mage (this concentration precludes other actions) at a rate of 5 feet per second. Further, it can roll up and over any barrier, even along ceilings and ignites all combustibles in its path.

The flaming orb only persists for 10 seconds. However, the mage invoking it may expend 1 Spell Point per second to maintain its existence.

Those coming in contact with the flaming orb suffer 2d6p damage (save for half) while those within a 5 foot radius of the fiery ball sustain 1d6p points of damage per 10 full seconds of exposure. The damage suffered cannot be reduced by armor or natural hides, etc.

A successful save by an individual in contact with the orb immediately causes it to wink out of existence.

• *Fireball* (4 charges or 60 SP plus two charges; 61+ charges remaining required): A small (3 inch diameter) ball of flame shoots forth from the end of the wand up to a range of 200 feet. At maximum range or anywhere along the path chosen by the mage or on contact with any obstacle, the tiny fireball

bursts into a 20 foot diameter ball of flames. Whilst the fireball has no concussive effects, anyone within the area of effect suffers 6d6p damage (save for half damage). The damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles engulfed in the flames are also ignited.

• *Wall of Flames* (5 charges or 100 SP plus three charges; 81+ charges remaining required): The wand creates a wall of flames up to 60 feet wide and 20 feet tall (at the discretion of the wielder). Any creature that comes within 10 feet of any side of the wall is roasted for 6d6p damage immediately and another 1/10 of that rolled sum per second that he remains within this vicinity. Further, any creature actually attempting to pass through the wall suffers an additional 6d12p damage. In both cases, the victim may attempt to save for half damage, but the damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles touched by the flames are also ignited.

Once invoked, the mage must concentrate exclusively on maintaining the wall and expend 2 SP per second doing so.

Flowers [Any, Cursed]: This wand appears as any one of the other wands and even exhibits the expected properties if the command word is used. However, in heat of battle or other stressful situation, a bouquet of flowers pops from the end instead of the intended effect. Once its true nature is revealed, the wand will thereafter be incapable of doing anything else.

Further expenditure of charges merely produces additional flowers. However, if 10 charges are used, the wand produces a magnificent bridal bouquet suitable for a marriage ceremony.

d8 roll	Type of Flowers produced
1	Carnations
2	Daffodils
3	Daisies
4	Irises
5	Lilies
6	Peonies
7	Red Roses
8	Tulips

Healing [Any]: This wand allows the user to spend one charge and automatically succeed at a First Aid skill check regardless of the mastery level or difficulty.

A cleric can use it to cast the spells indicated on the chart:

Charges Expended	Cure Spell Performed	Charges Remaining Needed
2	Cure Trifling Injury	2
3	Cure Minor Wound	16
4	Cure Light Wounds	33
5	Cure Wound	48
6	Cure Injury	64
7	Cure Fairly Serious Wound	80

Illumination [Any]: Any character employing a Wand of Illumination can expend a charge and automatically succeed at a Fire Building skill check. A cleric or mage may expend one charge (or 10 SPs) to light a candle within 10 feet of the wand. Similarly, a cleric or mage may expend two charges (or one charge and 20 SPs) to light up to 3 torches within 20 feet.

- **Lantern Light:** A cleric or mage may expend three charges (or, alternatively, one charge and 40 SPs) and have the wand illuminate an area as a lantern, with light magically emanating from the tip for 20 feet in all directions. The light lasts for 2d4 hours and requires at least 20 charges remaining in the wand.

- **Cone of Light:** A cleric or mage may use 4 charges (or, alternatively, two charges and 60 SPs) and the wand generates a cone of directional light from the tip. This beam is 60 feet long and 20 feet wide. The light lasts for 2d4 hours and requires at least 40 charges remaining in the wand.

- **Ignition:** A cleric or mage may draw on 5 charges (or, alternatively, three charges and 100 SPs) and the wand causes any pile of wood or wooden object up to the size of a large bonfire to immediately burst into flames. Creatures standing on or bound to the wood (such as an accused witch) or right next to it suffer 4d4p damage (save for half damage). This effect requires at least 60 charges remaining in the wand and requires the wand user to be within 10 feet of the fuel source.

- **Sunburst:** A mage may draw down 6 charges (or, alternatively, three charges and 200 SPs) and a bright sunburst springs from the wand filling an area of 60 foot radius, blinding any onlookers viewing the wand wielder for 10d4p seconds (double for creatures with low light vision or dark vision) as well as causing 6d6p damage to any undead within the area (whether or not they were viewing the mage at the time). This effect requires there to be at least 80 charges remaining in the wand.

Lightning [Mage]: This powerful wand has several effects:

- **Shock** (one charge or 20 SP): the wielder may touch a victim with the wand to jolt them for 6 points of electrical damage (half if save). This requires a successful melee attack.

- **Arc** (2 charges or 20 SP plus one charge; 16+ charges remaining required): Electricity arcs from the end of the wand to a victim up to 10 feet distant. The victim suffers 2d6p damage (half with successful saving throw).

- **Lightning Bolt** (3 charges or 50 SPs plus two charges; 33+ charges remaining required): Discharges a 5 foot wide, 60 foot long bolt of electricity from the end of the wand. All those in the area of affect suffer 6d6p damage (save for half vs. 12th level magic). The bolt rebounds off of hard, flat surfaces such as walls, doors, ceilings and floors. The damage suffered cannot be reduced by armor or natural hides, etc.

- **Thunderclap** (4 charges or 80 SP plus two charges; 51+ charges remaining required): creates a booming thunderclap that inflicts 2d6p damage (no saving throw) and deafens all creatures within a 120 foot radius (excepting the wielder). Deafness lasts for 10 seconds per point of damage suffered.

- **Forked Lightning Bolt** (5 charges or 150 SP plus three charges; 67+ charges remaining required): Similar in most respects to a regular lightning bolt, the forked bolt is discharged as parallel bolts 10 feet wide and 120 feet long.

- **Chain Lightning Bolt** (6 charges or 200 SP plus four charges; 84+ charges remaining required): As a lightning bolt, but once the bolt hits a target it arcs to the nearest metallic target (e.g., someone in iron armor, a metal door or a pile of coins) and continues arcing between the nearest targets (if equal-distant, it always hits a new target) until the bolt has traveled 120 feet or has struck eight targets. The bolt inflicts 8d6p points of damage to the first victim, subsequently losing 1d6p in potency until fizzling out for a mere 1d6p points of damage on the final mark. Armor and natural hides do not reduce damage.

Mighty Weapons [Any]: By grasping this wand and uttering the command word followed by the desired melee weapon form, the wand instantly becomes this weapon until the wielder chooses to will it back to wand form. Further, the wielder can expend up to 10 charges to give the weapon a bonus to attack and damage equal to the number of charges expended. Any bonuses due to expended charges end after one successful melee attack.

A mage can choose to spend 50 SPs plus an additional 10 SP per charge used (if any) to have the weapon strike unerringly during his next attack. Combat rolls are still made to determine if any special effects favorable to the wielder of the Wand of Mighty Weapons occur (such as a critical hit or a fumble by his opponent). Perfect and almost-perfect defenses are ignored.

Projectiles [Any]: The wielder causes a projectile of his choice to spring from the end of the wand on a direct line toward an enemy, hitting on a successful attack roll (excepting any cover, including shields, of course). Further, the wand has a range of 120 feet, but all projectiles fired count as if the attack came from a mere 10 feet away from the target! Moreover, the wand may be used every 5 seconds. Cover is appropriate here.

Charges	Weapon Type	Damage
1	Knife	2d3p
2	Sling stone	d8p

In the hands of a mage, projectiles strike unerringly (even ignoring shields and cover if the weapon can physically bypass). Mages gain access to the following weapons:

Charges	Weapon Type	Damage
3	Axe	2d4p
4	Javelin	d12p
5	Bolt/arrow	2d6p

If a mage spends 30 SPs per charge required for the use, the wand expends only one charge when used (regardless of how many were originally required).

Summoning [Mage]: This wand allows a mage to summon creatures of varying power levels and numbers to do his bidding (see the following charts).

Creatures so summoned attack enemies or carry out some

1 charge expended (requires 1 remaining charge)

d8 roll	creature(s) summoned
1	Dogs, Wild (3)
2	Goblins (3)
3	Kobolds (4)
4	Rats, Giant (5)
5	Skeleton
6	Spider, Large
7	Strix
8	Troglodyte

2 charges expended (requires 12 remaining charges)

d8 roll	creature(s) summoned
1	Ants, Giant (3)
2	Beetle, Giant Fire (5)
3	Gnole
4	Orcs (4)
5	Orkin Wardawg, Lesser
6	Rats, Giant (11)
7	Ticks, Giant (2)
8	Wolf, Dire

3 charges expended (requires 24 remaining charges)

d8 roll	creature(s) summoned
1	Bugbear
2	Hobgoblin + Goblins (5)
3	Orcs (5)
4	Snakes, Venomous (Rattlesnake) (2)
5	Spider, Very Large + Spider, Large
6	Wasps, Giant (8)
7	Weasels, Giant (2)
8	Wolves (2)

4 charges expended (requires 36 remaining charges)

d8 roll	creature(s) summoned
1	Ants, Giant Warrior (2)
2	Goblins (10)
3	Orcs (6)
4	Skeletons (3)
5	Spider, Huge
6	Spiders, Very Large (2)
7	Ticks, Giant (3)
8	Zombies (2)

task that takes less than 5 minutes. If the latter, the mage must be able to communicate with them in order to issue them a task.

A mage may choose to spend 50 SPs per monster level summoned to avoid expending any charges beyond the first.

5 charges expended (requires 48 remaining charges)

d8 roll	creature(s) summoned
1	Boar
2	Bugbear + Goblins (3)
3	Gnole (2)
4	Imp
5	Ogre
6	Scorpion, Giant
7	Troglodytes (4)
8	Wolves, Dire (2)

6 charges expended (requires 60 remaining charges)

d8 roll	creature(s) summoned
1	Ghoul
2	Goblins (13)
3	Orcs (5) + Orkin Wardawg, Lesser
4	Spider, Huge + Spider, Very Large
5	Toad, Giant
6	Troglodytes (5)
7	Weasels, Giant (3) + Weasels (4)
8	Zombie + Skeletons (3)

7 charges expended (requires 72 remaining charges)

d8 roll	creature(s) summoned
1	Ant, Giant Warriors (2) + Ants, Giant (4)
2	Bugbears (2)
3	Hobgoblins (5)
4	Orkin Wardawg, Greater
5	Spiders, Very Large (3) + Spider, Big
6	Strix (5)
7	Warg
8	Wererat

8 charges expended (requires 84 remaining charges)

d8 roll	creature(s) summoned
1	Bear, Black
2	Gargoyle
3	Ghast
4	Orcs (5) + Orkin Wardawgs, Lesser (2)
5	Shadow
6	Skeletons (6)
7	Spider, Gigantic
8	Yeti

Water [Any]: This wand allows the user to purify water and with charge expenditure to create water in a variety of forms.

- **Purification [Any]:** The wand's most rudimentary power allows the user to utter a command word to purify up to 75 gallons of water (10 cubic feet). The purified water is safe to drink, as the power of the wand is sufficient to remove poison or other dangerous substances. Note, however, that fish or animal species large enough to be seen with the naked eye are not eliminated unless they pose a health hazard.

- **Stream [Cleric, Mage]:** If the Wand of Water has 25 or more charges remaining, a cleric or mage can speak a second command word to create a stream of water from the end of the wand. The water flows for 10 minutes at a rate of 3 gallons per minute or until the user speaks the relevant command word again. Such use expends 2 charges, but a mage may opt to spend 10 SPs to reduce this expenditure to one charge.

- **Cloud of Fog [Mage]:** If the Water Wand has 50 or more charges remaining, a mage can speak a third command word to create a cloud of fog. The cloud encompasses 2d4p 10-foot-cubes. The thick fog restricts sight beyond 3 feet and dampens the area, making the ground slippery. Running within this area requires a Dexterity check against half Dexterity, while jogging necessitates a Dexterity check against full Dexterity – failure in either instance indicates a slip and fall. The cloud lasts for d6p x 10 minutes, dissipating over the final minute. Such use expends 3 charges, but the mage may choose to spend 20 SPs to reduce this expenditure to two charges.

- **Geyser [Mage]:** If the Water Wand has 75 or more charges remaining, a mage can speak a fourth command word to expel a high-pressure jet of water from the end of the wand that reaches up to 60 feet away. This jet lasts for 10 seconds per 4 charges expended, but the mage may choose to spend 30 SPs to reduce this expenditure to three charges plus 10 SPs for each further 10 seconds of use beyond the first.

If directed at a single creature for 5 seconds, the force of the geyser inflicts d12p points of damage. The mage simply points the wand at any target and needn't roll to-hit. There is no save for the victim, but armor and natural absorption can reduce or eliminate the damage sustained. After the initial 5 seconds, the mage may continue to direct the jet at the target or switch to a new opponent. The geyser also knocks Small (and smaller) creatures down, while Medium creatures must make a Dexterity check vs. half their score to remain standing and Large creatures must make a standard Dexterity check to remain upright.

Miscellaneous Magic Items

This section includes various magic items such as clothing, containers and other similar pieces of equipment.

Elvish Cloak: This comfortable gray cloak allows the wearer to blend into natural surroundings such as timber, natural rock formations, undergrowth, etc. making Observation checks to notice the individual far more difficult.

Worn	Observation Roll	Penalty
Normal wear		-20
Hood up and drawn closed		-40
Covering completely		-80

All penalties for the viewer are halved in man-made surroundings or if moving. The cloak affords no benefits if the wearer is in arctic/completely snow covered areas, can be seen on the horizon or is mounted. This cloak may only be worn by elves and slender human females; all others are the wrong height and/or build.



Flask of Filling: This pewter flask, sporting a thin band of acacia wood around its base, is always filled with fresh, drinkable water. 10% of these items are flawed and will fill with foul liquid causing any partaking of even a sip to suffer the effects of a random Poisoned Potion.

Linens of Healing: Wrapping this white linen over a particular wound will heal it for d6p hp of damage. One roll of these linens is sufficient to heal six wounds.

Robes of Storage: These long, flowing robes, embroidered around the edges with silver thread, have the ability to store up to 10 items of up to 6 feet in length and 2.5 feet in width and depth within its generous magical folds. The garment not only stores the items, but alleviates their encumbrance from the wearer of the robes as they are moved to an extra-dimensional space. To onlookers, the robe appears very normal, showing no signs of bulk or protuberances.

Once the clothing is removed, however, the items become their normal weight and size.

Wrap of Protection: This black wool wrap has the magical property of protecting its wearer as if it was a suit of armor by absorbing d4p HP of damage whenever struck. It is, however, susceptible to fire. Any time that it is exposed to flames it must make a save by rolling 7 or above on a d20 otherwise becoming destroyed and useless. The wrap can absorb up to 100 hp after which it becomes nothing more than a tattered rag useable only for mundane tasks such as polishing one's armor.

Scrolls

A full 80% of scrolls are the mage variety, with the remaining 20% being clerical in nature. Each scroll has d4p spells of levels d4-3+treasure table (-1 = Apprentice level, 0 = Journeyman, 6 = 5th level spell; for clerical scrolls treat -1 and 0 as level 1 if the only spell).

Five percent of magical scrolls are of the cursed variety (the spell backfires if read from the scroll and cannot be copied into a spellbook).

Scrolls must first be deciphered before they may be used. This necessitates either the Arcane or Divine Lore skills as appropriate. Once an individual (who need not be a mage or cleric) has recognized the scroll contents through a successful skill check, he may enact the spell by reading the scroll aloud. This must be done clearly and carefully resulting in a reading time twice as long as the casting time of the spell in question.

Scrolls may be read by anyone who has successfully deciphered them - even a fighter in full chainmail!

Superior Quality Arms & Armor

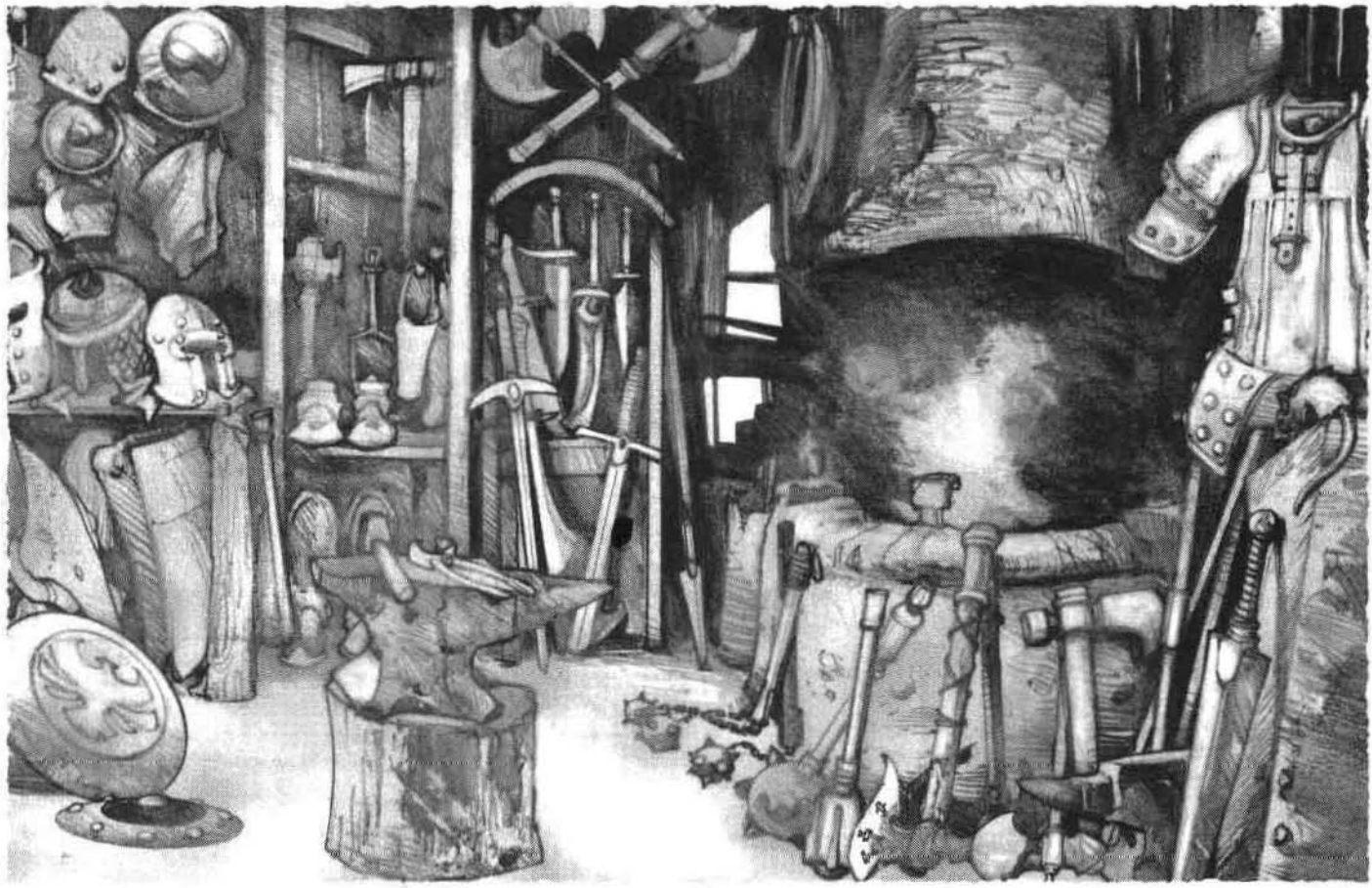
Armor, shields and weapons used in Basic HackMaster, even those with a +x suffix, are not magical per se. Rather, any bonuses represent superior quality in either metallurgy and/or craftsmanship. Whereas an ordinary (i.e. +0) weapon is fabricated of workaday iron with an edge ground down by the local blacksmith sufficient to conceal most of the pitting, a +5 weapon has an alloyed steel blade meticulously crafted by the finest weaponsmith and honed to a razor-sharp edge. Likewise superior quality armor and shields are constructed of work-hardened steel alloys precision fitted to offer the wearer excellent resistance to all but the strongest blows.

Armor and Shields

Well-crafted armors, though not actually magical, add 1 point to the standard defense of the armor type (reducing or even eliminating an armor penalty) and 1 point to the standard Damage Reduction value. Shields add 1 point to a character's defense roll and reduce damage by an additional Hit Point if struck. They are also more difficult to destroy - gaining a cumulative additional point at each saving throw iteration.

Randomly Determined Shield Sizes

Roll (d%)	Shield Size
1-30	Small
31-80	Medium
81-100	Large



Armor found is of the type and size as shown on the chart below. Note that armor always requires re-fitting to be used by a new owner (costing about 10% of the armor value). Armor cannot be resized between races.

Randomly Determined Armor Types

Roll (d%)	Armor Type
1-15	Leather
16-17	Thick Robes
18-22	Padded
23-42	Studded Leather
43-67	Ringmail
68-87	Scalemail
88-100	Chainmail

Randomly Determined Armor Sizes

Roll (d%)	Armor Size
1-15	Elf
16-25	Dwarf
26-30	Halfling
31-100	Human



Weapons

A superior quality (+1 or higher) melee weapon adds its bonus to both the damage and attack roll.

Superior bows and crossbow allow the shooter to add their bonus to his attack roll. Arrows, bolts and like items add to both attack and damage rolls but are destroyed after firing either (50%) dulling to normal status or (50%) breaking completely on impact. Arrows and bolts are found in quantities of 2d12p.

If random determination of a weapon type is called for, use the following chart.

Roll (d%)	Weapon
01-05	Axe, battle
06-08	Axe, great
09-10	Axe, throwing
11-13	Longbow
14-18	Shortbow
19-23	Crossbow, light
24-25	Crossbow, heavy
26	Club
27-33	Dagger
34-37	Flail
38-43	Javelin
44-46	Knife
47-48	Knife, throwing
49-53	Mace
54-55	Morning Star
56-61	Spear
62-64	Halberd
65-67	Scimitar
68-69	Scourge
70-72	Sling
73-77	Staff
78-82	Short Sword
83-89	Longsword
90-93	Great Sword [bastard]
94-95	Two-Handed Sword
96-00	Warhammer

GM CHAPTER THREE

The GameMaster

The Role of the GameMaster

"We will not lie, cheat, or steal, nor tolerate such actions among our own." - GM's Creed
Greetings, friend, and well met.

Welcome to the ranks of an esteemed group of individuals who, as unsung heroes, have been carrying the torch of role-play forward for nearly thirty years. Here, we proudly bear the title GameMaster, and whether you be a veteran GM simply advancing from the previous HackMaster 4th edition or a prospective GM rising up from the masses to heed the call, we welcome you into our fold as an equal.

Your position as GameMaster is not an easy one. It requires wit, determination, drive, imagination, diplomacy, organization and the ability to think on one's feet and to roll with the punches. You are essential to the game. Through the selfless endeavors of in-the-trenches GMs such as yourself that strive to hone your skills and keep your players challenged, the HackMaster experience continues to grow. You are the reason players keep returning to the table and bringing new blood into the game. That's right, you! As a GM, you are the backbone of the HackMaster experience and bear some of the credit for any success, and certainly for any failures, the game may experience in the future.

While the players are not your enemies, they are by no means your allies and it is imperative that you bear that in mind at all times. As GM, you are master of your table. The success of your own campaign is primarily in your hands and you must take a firm, active hand in guiding it. When you take on the title of GM, you enter into a contract of sorts with the players you have assembled. They are agreeing to show up to your game each week and invest time as you weave your magic and take them into realms of high adventure. In return, you agree that you will give them something worthy of their time.

Let me stress that this is not a relationship you should enter into lightly. If you are skimming through this, slow the hell down, back up and read it again. Slowly. It is crucial that you understand the grave nature of the commitment you are about to make.

First Things First

Before your journey takes one step further, you must pause for the moment of truth. It's time for you to put your affairs in order and prepare for the task at hand. The first thing you need to do is to take the GM's Oath. Even if you are already a qualified GM stepping up from HackMaster 4th edition, you should sign the oath below and transfer your authority over to the new edition. (You can keep your 4th edition GMG as a memento, but it should be put away and retired since the new edition's rules supercede all previous editions).

It is preferable that an HackMaster Association-certified GM serve as witness to your signing. If this is not possible, you should leave the witness block blank and go ahead and sign and date the oath. At your earliest convenience you should track down a qualified witness and then reaffirm your Oath having him sign off on it. Note that the GM's Oath is comprised of two articles. You should sign Article One prior to reading this book. Article Two is only to be signed afterwards.

The Code of Conduct is just that. Drafted by the HMA, it sets the standard to which all GameMasters are expected to adhere. A GM must adhere to the Code of Conduct for all campaigns, adventures, scenarios and tournaments.

GameMaster Code of Conduct

Drafted by the HackMaster Association, Sept. 8th, 1978

Ratified by the HMA National Office, February 17th 1980 [Not ratified by the Idaho Chapter]

As amended (and ratified by the HMA National Office) March 22nd 1981, January 3rd 1986, October 16th 1988, April 16th 1991, November 4th 1991, November 11th 1996, February 18th 1997, July 2nd 2001.

CANON 1: The Game Must Go On

The GameMaster shall do everything within his power to ensure that the Game will not be canceled. Neither shall the GM allow said Game to be interrupted, impeded or unduly delayed. The GM shall use best efforts to guarantee that the Game goes on notwithstanding inclement weather, unruly players, player absenteeism, civil or military authority, war, riots, strikes, fire or natural disaster.

CANON 2: The GM is Always Right

The GameMaster shall maintain authority at his table and not waiver in the face of player adversity or opposition. A GM's ruling stands as final unless subsequently overruled by the GM or an HMA convening authority.

CANON 3: The GameMaster's Table is Neutral Territory

The GameMaster shall not allow external disputes, grievances, animosity, hostility or grudges to enter into the Game.

CANON 4: Let the Dice Fall Where They May

A GameMaster shall not fudge, alter, or re-roll legal die rolls. The GameMaster shall not alter the results of a die roll in order to save or harm a monster. Neither shall the GameMaster alter the results of a legal die roll to save or harm a character. Neither shall the GameMaster use his power over the table to inequitably bring harm, impede, or destroy a character. The GameMaster shall let the dice fall where they may.

CANON 5: The GM Shall Uphold All Rules Including Published Errata, Amendments, and Changes

The GameMaster shall personally observe impeccable standards of conduct such that the integrity of his table, campaign and players are preserved.

Rules of Fair Play: The GameMaster shall abide by the rules of fair play. The GM must clearly describe and/or provide all pertinent information in an encounter and provide any information to which a player character would reasonably have knowledge. Neither shall the GM withhold information from the players with the express intent of putting them at a tactical disadvantage, unless such information would not, could not, or has not been properly discovered or known by them.

The Rules are a force of equity and function in both directions, for the GameMaster as well as the player.

The GameMaster's Shield is a Wall: It symbolizes the line of demarcation between player and GM and it shall not be breached nor diminished. The GM shall hold the line and not waver in his calls and decisions unless new facts are unearthed that, in his opinion, shed uncertainty on a call. The players are at constant odds with the GM. It is their unspoken mission to chisel away at the wall, to bring it down brick by brick. It is the GM's duty to thwart them in that effort.

CANON 6: The GameMaster Shall Avoid All Impropriety, even the Appearance of Such, in all Game and GM-Related Activities

The GameMaster shall not engage in any activities that might put into question the integrity of his table, game or players. The GameMaster shall not allow family, social, or other relationships to influence his official Game calls, die results, or judgment. The GameMaster shall not lend the power and prestige of his title and position to benefit others.

CANON 7: The GameMaster Shall Adhere to All Rules and Standards in Performing the Duties of His Title and Position

In performing the duties of GameMaster, the GameMaster shall maintain his rules knowledge and keep up on new editions, errata and official changes. The GameMaster must require adherence to such standards by those players under his charge. The standards of this Code shall not affect or preclude other more stringent standards required by the HMA.

CANON 8: The GM Shall Respect and Comply with all Rules, as well as the GM's Oath and the GM Code of Conduct

A GameMaster shall deny any attempt to induce him to violate or comprise the rules, his GameMaster's oath or the GameMaster Code of Conduct.

A. The GM shall not alter a rule in order to accelerate the advancement or give an unfair advantage to a Player Character.

B. The GameMaster shall be faithful to the spirit as well as the letter of all rules and standards and maintain a high level of competence in all areas of responsibility pertaining to the title.

C. The GameMaster shall be patient, dignified, respectful and courteous to all persons with whom the GameMaster deals in an official capacity, including players, fellow GameMasters, Convention/Event staff and HMA officials. The GameMaster shall demand and enforce similar conduct of any players under his direction and control. A GM shall diligently discharge the responsibilities of his title in a prompt, efficient, nondiscriminatory, fair and professional manner. A GM shall not perform any discretionary or ministerial function of the Game in a manner that improperly favors any player.

D. The GameMaster shall avoid making Game calls on the merits of a pending or impending character action. This proscription does not extend to public or private statements made in the course of official duties or to the explanation of Game procedures. The GM shall never disclose any GM Proprietary Information received in the course of official duties except as required in the performance of such duties, nor shall a GM divulge such Information for personal gain or other impropriety. A former GM shall observe the same restrictions on disclosure of any GM Proprietary Information that apply to a current GM.

E. The GameMaster shall not engage in nepotism. Note: see also HMA 3110 (GMing for relatives);

F. Conflicts of Interest:

(1) The GameMaster shall avoid conflicts of interest in the performance of his duties. A conflict of interest arises when a GM knows that he (or a close relative, or resident in the GM's dwelling) might be so personally or financially affected by a matter that a reasonable person with knowledge of the relevant facts would question the GM's ability to properly perform official duties in an impartial manner.

(2) Certain GameMasters, because of their relationship to a player or the nature of their duties, are subject to the following additional restrictions:

(a) The GM shall not allow personal bias or prejudice concerning a player to influence his adjudication in any manner.

(b) If the GameMaster steps down from the Shield and re-enters the game as a player he will not divulge GM Proprietary Information to other players. Nor will he act upon such Information as a player in order to gain an unfair advantage unless it is with the express purpose of challenging the acting GM with the intent of improving said GM's skills.

G. Compensation and Reimbursement. The GameMaster may receive compensation and reimbursement of expenses relating to running the Game. Expense reimbursement shall be limited to the actual cost of materials, food, or drinks. Any payment in excess of such an amount is considered compensation. The GM shall not receive any salary, or any supplementation of salary, as compensation for his services.

The HackMaster GameMaster's Oath

Article I

I, _____, hereby take on the responsibilities of GameMaster.
I do solemnly swear (or affirm) that:

I will embrace, support and abide by the rules set forth in all official HackMaster material, books, supplements and adventures as well as any errata, amendments or official instructions issued for the same or issued by the HackMaster Association (HMA);

I will abide by the GM Code of Conduct; I will bear true faith and allegiance to the Code;

I take this obligation freely, without any mental reservation or purpose of evasion;

I will well and faithfully discharge the duties of the title that I am about to accept;

Should I subsequently be deemed unfit to hold the title of GM, I will voluntarily step down;

— and —

In the event I lose or fail to obtain GM status I will not divulge the secrets and information disclosed in this book or other GM Proprietary Information that I may have perused.

Signature

Witness

HMGMA membership number

HMGMA membership number

Date

Article II

I, _____, have thoroughly read

the HackMaster Basic Rules

and do hereby take on the responsibilities of GameMaster.

I do solemnly swear (or affirm) that:

I will embrace, support and abide by the rules set forth in the above book

as well as any errata, amendments, supplements or official instructions issued

for the same or issued by the HackMaster Association (HMA).

Signature

Witness

HMGMA membership number

HMGMA membership number

Date

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

PROFICIENCIES

QUIRKS & FLAWS	ROLE-PLAYING NOTES:

[illegible][illegible]

† Mastery is equal to lowest relevant ability unless additional BP spent

Congratulations! In a world where there is no shortage of mediocre games, you've managed to find one of the true gems. Designed from the ground up to be played AT A TABLE with REAL LIFE FRIENDS, HackMaster makes no qualms about its old school heritage. This is the way role playing games were meant to be played and we present to you the best of breed.

This version of the game is 'basic' only in that it serves as a gateway to the dynamic thrill of the HackMaster game. Gone are the days of waiting around for your 'turn', of battling static opponents or of being anything but totally in charge of your own destiny.

Hard Hitting Old-School Gaming

Who's Watching YOUR Back??

What you hold in your hands is the skeleton key that unlocks the chains that have confined you to the humdrum world of the mundane for your entire life. The HackMaster RPG is the game of choice for those that know the difference between ordinary and epic. This is the game for YOU. You're not ordinary; you're extraordinary. For those of us that live in a world that forces us to conform, to abide by the rules day in and day out; for those of us that suffocate in our daily routine of breakfast cereal and ham sandwiches; for those of us that slave each day in our cubicle inextricably tied to the digital world; those who would be heroes if it weren't for the constraints of reality, we present HACKMASTER!!



Here's just a sample of what you're gonna find in this tome:

- ▶ An entirely revamped combat system geared for quick, hard-hitting, dynamic action.
- ▶ Knock-Back rules and special melee maneuvers eliminate static "conga line of death" battles
- ▶ Penetration damage, damage reduction from armor and shields and revamped ranged combat rules, including shield 'cover'
- ▶ A combination of slot and spell point system that allows for 'straight up' mage play but at the same time allows your mage to change spells on the fly or increase a spell's range, duration and other effects
- ▶ 70+ spells (including Skipping Betty Fireballs and Heat Seeking Fist of Thunder)
- ▶ Classic fantasy races (dwarf, elf, halfling, human) and classes (fighter, thief, mage, and cleric) for your campaign
- ▶ Five clerical classes to choose from!
- ▶ An all-new thief stat: Luck Points!
- ▶ Quirks and flaws that transform your PC into a real character

- ▶ Building Point rules that let you customize a character to your own style (there are no 'cookie cutter characters' here!)
- ▶ Quick-Start rules for even faster character creation
- ▶ 90+ skills and talents and proficiencies (including all weapons and armor) and specialization open to every character class... for a price
- ▶ Honor tightly integrated into play and with more flexible usage
- ▶ Confidential GameMaster chapters with treasure tables, 75 monsters, magic items, tips and more
- ▶ An entire chapter devoted to proper dice usage and etiquette
- ▶ Knights of the Dinner Table guest appearances with hilarious examples

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