



THE COMBATANT'S GUIDE to SLAUGHTERING FOES:



DRIVING YOUR ENEMIES BEFORE YOU
AND HEARING THE LAMENTATIONS OF THEIR WOMEN



SPECIAL REFERENCE WORK

COMBATANT'S GUIDE TO SLAUGHTERING FOES

**Driving Your Enemies Before You
and Hearing the Lamentations of Their Women**

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Welcome friend.

It seems that you are a breed apart. For not only are you a participant in HackMaster, the single greatest game ever created and pursued by mankind, but you are also either a GameMaster (GM) or you run the most relied upon yet under-appreciated character class: the Fighter. For those of you who are GMs or veteran players of fighters, feel free to skip ahead a bit. But for those that are new to using the art of hack to your best advantage, I will answer that nagging question forming in your brain: "Exactly why should I play a fighter?"

Sure fighters seem to begin play as the dominant character class. With the incentive for fighters to max out Strength during character creation and the ability to specialize in any weapon, they certainly seem like an obvious choice for even the most dense players. However, there are drawbacks. The average fighter character will not be as smart as his fellow adventurers. They get no spells. They are often appointed leader and as such are always setting off traps. Their expensive armor gets chewed up faster than they can say "roll for init." Since they are by definition almost always in the thick of the fray, fighters seem to suck down more critical hits than the practice dummies back at hack school.

There are other perceived drawbacks as well. Relative to the spell casting classes and thieves whose class abilities increase significantly with increasing level, the fighter can seem kind of boring to the uninitiated. What has a fighter got to look forward to at higher level? More attacks, more hit points? Well your GM will just throw higher Hackfactor creatures at you to compensate.

Well the first and foremost reason to play a fighter is that your party needs one. Without a competent fighter taking the point, your party is almost sure to get annihilated in their first few melees. Secondly, part of the fun of playing a fighter comes from finding different ways to lay some smack down on those monsters your GM is throwing at you. Fighters can become proficient with any weapon. Use this to your advantage. Furthermore, this book provides all new options for fighter group character classes, combat procedures, para-military organizations, packages and personalities, quirks and flaws, skills, talents and proficiencies. So if you ever felt like playing a fighter was boring, read this book and make use of the incredible options contained herein.

The final major reason to play a fighter is basic and fundamental. Raw, unadulterated, ass-whuppin', white hot POWER. Once you've backed your smack by layin' down a few massive penetration critical hits, you'll see what I mean!

So now you should be as stoked about fighters as I am. Read on, and you will learn what real supremacy awaits your next fighter PC!

A handwritten signature in black ink that reads 'JoJo Zeke' in a cursive, slightly slanted script.

JoJo Zeke
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REALITY CHECK, A DISCLAIMER

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion. It has also come to our attention that some people have no backbone for high fantasy or the concept of heroic deeds which often involve fighting evil monsters and taking on supernatural beings intent on the down fall of all things good and noble. If you are such an individual and are squeamish about such things, you may want to accept the fact that this book is not for you and read no further (but please do send in a 25¢ royalty payment for the portion you HAVE read up to this point, to do otherwise is tantamount to THEFT).

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their boring 'real lives'.

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personae may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e., violence). Again, all the action in HackMaster takes place in the imaginations of the players and the GameMaster. Are you getting all this?

HackMaster has nothing to do with advocating the occult, drug use, teen suicide, random acts of violence or any of the many sinister agendas which those harboring a grudge against role-playing have attempted to lay at our feet. The writers do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again, this book is a work of fantasy and the reader should remind himself of that. If you cannot separate reality from fantasy you should put this book down and seek professional help (or at the very least make a photo-copy of this disclaimer and review it before and after EVERY session of HackMaster).

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers (our demons are 'made-up'). Likewise, with the 'magic spells' presented in HackMaster. They are fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't gonna happen. If you jump off a roof because you believe your 'boots of flutter soft' will protect you and you end up shattering your hip, do not come crying to us. We will merely show you a highlighted photo copy of this disclaimer and marvel at your stupidity. Are we on the same sheet of music here? Good. 'Nuff said.

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Introduction

The World is a fickle mistress, and no one knows this better than the fighter. For while the magic-users show off their arcane power, the clerics converse with the gawds and the thieves live in a mysterious shadow world underneath our own, the fighter toils endlessly in obscurity. All that is great in the world is built upon the blood, sweat and tears of the fighter, and yet it is the other classes that are elevated to the glamorous status of hero. After all, fighters are just dumb brutes with a sword, right?

Wrong. You know otherwise, but unlike the other classes, you won't spend all your time whining about it. You have better things to do. You spend your days on the front lines, protecting your pansy companions from those that would rend them to bits. You are brave, you are selfless and you are a one man wrecking crew. You are the blue collar hero, carving (quite literally) your place in the world with a strong arm, a strong will and a quick mind. Upon your broad shoulders you carry the fate of empires and the glory of men. You are a fighter.

The HackMaster 4th edition Player's Handbook (PHB) and GameMaster's Guide (GMG) told you everything you needed to know about playing the fighter classes in the game. Could we have left something out? Never! The core rulebooks provide more than enough information to keep you busy with gaming for years. But in our never-ending quest to bring you gaming perfection, we present the Combatant's Guide to Slaughtering Foes: Hearing the Lamentations of their Women.

In these pages, you will find more detail and realistic mechanics for the most dangerous of all the classes: the fighter. Here you will learn the intricacies of the most basic element of HackMaster – the "Hack." The PHB already gave you nine basic fighter classes. Here you will find further expansion of those classes as well as several new classes for the experienced warrior to explore. Samurai, gladiators, swashbucklers – they're all here.

Do you want new combat rules? We have them in spades. You'll find rules for different combat tactics, combat maneuvers, details on armor, martial arts combat procedures, details on unarmed fighting, jousting, combat results, and many other Hackworthy abilities within these pages. And all are presented with the attention to detail and the respect for realism that you have come to expect from HackMaster.

Is it new equipment you're after? That, too, is present in copious quantities, from new armor and weapons to details on repairing the old stuff. A fighter is only as good as his sword, so we spend time making sure that you've chosen the best weapon for the job. Remember, not all weapons are created equal.

Of course, your fighter is not only about the Hack. He has feelings and desires too, after all. In these hallowed pages you'll find character packages to further enhance your character's background and your own role-playing. You can learn about the typical fighter personalities and how they act in and out of combat, or how to develop a realistic and Hackworthy fighter background. Anything you could wish for as a fighter you now hold in your hands. How does that power feel?

Perhaps you want some role-playing and campaigning tips for your fighter characters for those times between hacking. In these pages you'll find role-playing advice for fighter characters, discussion of the role of the fighter in standard campaigns and more.

Of course, to use the Combatant's Guide to Slaughtering Foes to its fullest you must already be familiar with the HackMaster game rules, particularly those dealing with combat. If you are unfamiliar, if you're a slow learner or you have a short attention span, review those before diving into this book.

For those of you who are using this book with an earlier edition of the HackMaster game instead of the new fourth edition: the page numbers cited from the PHB and GMG are for the fourth edition. And if you haven't upgraded yet, do it! (What were you waiting for, anyway?)

Whether you're a player or GameMaster, a veteran or a wide-eyed innocent new to the wonderful world of HackMaster, you'll find something here for you. Have fun and Hack on!

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Chapter 1

Character Classes

Here we present details on each of the fighting classes from the Player's Handbook, as well as several new classes.

FIGHTERS

Fighters form the basic framework of the warrior classes. The majority of characters from the fighter group are fighters, thus the name. Still, a true fighter is a step above someone who simply knows how to swing a couple of weapons. He is an adventurer and hero (or villain). He knows how to maximize the potential of any type of armor, several weapons, and he has a knack for figuring out weapons with which he is not familiar (hence a mere -2 penalty to hit and a paltry -1 for weapons related to those he is proficient with). Single classed fighters and the knight errant are the only characters who can specialize in any weapon. Even though the knight errant can get a specialization, only the pure fighter can ever achieve mastery, high mastery and grand mastery.

Many underestimate the power of the pure fighter in that he does not have the same number of powers as some of the other fighting classes. Actually, the flexibility of the fighter class allows for quite a bit of variation within the class. Opponents cannot guess the exact abilities of a fighter, and he need not offer any clues. A competent fighter wears the best armor he can and carries several weapons. Who knows which weapon the fighter has mastered and which he'd prefer not to use?

Fighters also gain land and followers at higher levels or with a high enough Fame Factor. A mere glance at Table 3G: Fighter's Followers [Player's Handbook p. 43] suggests these aren't just body shield types. Granted, they are meant to defend your lands (and you can be certain the GM will ensure that you need to do so), but who's to say that one of these guys might not make a good protégé?

Before dismissing a character as a "mere" fighter, consider that most of the legendary heroes of both folk tales and history have been fighters. Fighters form the mainstay of adventuring groups. They must face foes head on and toe-to-toe, but they also get the glory. Without the pure fighter, you'd have a bunch of guys in robes wandering through the dungeon fleeing from big nasty beasts, or tromping through the wilderness at the mercy of lowly Goblin ambushers. Oh, sure, some of the other classes of the fighting group can help out in some of those situations, but only the pure fighter has the versatility to maximize his value in any of them.

BARBARIANS

The barbarian is an outdoor combatant. He is at home in the wild, untamed areas of Garweeze Wurd tackling nature and beast in one stride. Despite his uncivilized origins, however, he need not be a mindless, slaughtering savage. His abilities support the self-sufficient lifestyle of a fighting man in touch with his natural surroundings. His limitations, however, may not be well understood.

Table 1A: Class Restrictions and Level Limits

Class	Dwarf	Elf	Gnome	Gnomeling	Half-elf	Halfling	Half-orc	Half-ogre	Pixie Fairy	Human
Barbarian	no	12*	no	no	no	U	U	U	no	U
Berserker	16	13	12**	9	14	9	U	U	9	U
Bounty Hunter	9	13	11	10	14	12	15	10	7	U
Cavalier	no	13	no	no	14	no	no	no	9	U
Holy Knight	no	no	no	no	no	no	no	no	no	U
Dark Knight	no	no	no	no	no	no	no	no	no	U
Fighter	15	12	11	9	14	9	U	U	9	U
Gladiator	14	11	10	8	16	13	15	U	10	U
Knight Errant	15	12	11	9	14	9	U	U	9	U
Monk	no	no	no	no	no	no	no	no	no	U
Paladin	no	no	no	no	no	no	no	no	no	U
Pirate	8	11	10	8	13	9	9	7	13	U
Ranger	no	15	no	no	16	no	no	no	no	U
Samurai	no	no	no	no	no	no	no	no	no	U
Soldier	12	no	no***	no	12	no	12	no	no	U
Swashbuckler	no	14	13	no	16	11	no	no	10	U

* Grunge and wood elves only

** Gnome titans only

*** Gnome titans have unlimited level advancement in this class

Table 1B: Fighter Category Melee Attacks per Round

Fighter, Gladiator, Soldier Level	Barbarian, Berserker, Cavalier, Holy Knight Level	Dark Knight, Knight Errant, Paladin, Samurai, Swashbuckler Level	Bounty Hunter, Pirate, Ranger Level	Attacks/Round
1-6	1-5	1-6	1-7	1/round
7-12	6-10	7-11	8-14	3/2 rounds
13-18	11-15	12-17	15+	2/round
19+	16+	18+		5/2 rounds

Table 1C: Fighter Group Name Level

Class	Name	Level
Barbarian	Barbarian	8
Berserker	Berserker	9
Bounty Hunter	Bounty Hunter	9
Cavalier	Cavalier	10
Holy Knight	Holy Knight	10
Dark Knight	Knight Terminus Master	9
Fighter	Lord	9
Gladiator	Gladiator (10th level)	10
Knight Errant	Knight Errant	9
Monk	Superior Master	9
Paladin	Paladin	9
Pirate	Pirate	9
Ranger	Ranger Lord	10
Samurai	Samurai	9
Soldier	Brigadier General	9
Swashbuckler	Swashbuckler	11

Barbarians and Magic

Magic is unnatural and foreign, and no barbarian can overcome years of cultural bias before advancing to certain levels*. As he makes his way through the world, he gradually comes to accept certain things. Note that this does NOT mean that he enjoys them, likes them, or feels comfortable around them; it means that he has learned enough to understand that his allies are trying to help. If the situations involve non-allies, a wise player considers the barbarian's extreme distaste for magic in general.

Before a barbarian advances to 2nd level, he cannot associate freely with clerics. Does this mean he cannot accept healing? Does it mean he must try to slay any clerics he finds? Obviously not, otherwise he could not adventure at all. But the barbarian certainly will not travel with a known cleric in the group. If he doesn't confront a suspected cleric, then he's not being properly role-played. Note, however, the caveat "freely". He may undertake a specific mission at the request of his chieftain or elders to which a cleric has also been assigned. This is a unique exception and left to the discretion of your GM.

Before 3rd level, the barbarian cannot use magic potions. Even if deficient in intelligence, he will not fall for the old "it's just a flavored beverage" ruse since all true barbarians prefer to drink plain water (preferably from a mountain stream). Even if physically forced (which should be difficult since who in their right mind is gonna play a 98 pound weakling barbarian!), he attempt to spit out the vile liquid. When judging the effects of magical compulsion, should a barbarian fall victim to it, GMs and players must take into account that drinking a potion (or using any type of magic, really) goes against everything that the barbarian believes. Thus, a barbarian under the effect of a Charm Person or Seeking, Grasping Hands talent will immedi-

ately gain another saving throw should he be forced to utilize any sort of magic to which he has not naturally become accustomed to.

Before 4th level, the barbarian can only use mundane weapons. No Long Sword +1, no Spear of Annihilation, not even a stick with Gabal's Magic Aura on it. If the barbarian becomes aware of an enchantment on a weapon before 4th level, he must get rid of it (preferably destroy it) and will be highly distrustful of the thing (whether he believes the enchantment is "gone" or not). Even after reaching 4th level, the barbarian does not trust magic weapons — he just learns to use them when he must.

At 5th level, the barbarian gains the ability to stomach being wrapped in magical materials. He doesn't like it, and he'd rather remove the offending armor immediately after the battle.

Sixth level barbarians do not lose their hatred of magic nor their distrust of magic-users. While he might now be able to adventure with a cleric (if the gawd-man stays on the other side of the party), he will only tolerate magic-users in the most limited way. He will not adventure with them if it is not necessary to the adventure, nor will he ever socialize with them or laugh at their jokes.

Obviously, the ability to strike creatures hit only by +3 weapons extends to those only hit by +1 and +2 weapons well. This limit increases as the barbarian gains levels. (This is one of those "common sense" things, but it turns out to be not all that common.)

At 7th level, the barbarian can use weapon-like items available to the fighter group. This includes the Rod of Lordly Might and even a Ring of Shocking Grasp, but not, say, Boots of Speed.

The 8th level barbarian has learned to stomach the presence of magic-users every now and then, even if not necessary to complete a quest. This tolerance is professional courtesy only. No matter what the level of the barbarian, he will never invite a practitioner of magic to the clan pig roast or suffer the embarrassment of anyone thinking that he has gone soft and developed an actual friendship with an enchanter.

At 10th level, the barbarian can use any item available to the fighter group except those restricted to more specific classes. They will do so in dire situations or if convinced that there is a much lower chance of succeeding without them. The barbarian still prefers not to carry magic items.

*Grel Barbarians may associate with Magic-Users and clerics at any level provided these individuals are blood relatives and active in their guerilla war. They may not like them but long association has bred tolerance. Grel barbarians may not employ such characters as side-kicks or protégés — tolerance only goes so far!

Barbarian Skills

Some of the barbarian's skills are unique skills available only to him, and others are traditional skills available to anyone. Either way, the barbarian's skills are treated as any other skill. The barbarian starts play with a skill mastery level of the relevant ability plus one roll of the mastery die and his Honor die. He may spend building points to increase these skills during character creation, or he may go to school to increase them later in his career. Once the barbarian character

Table 1D: Unique Barbarian Skills

Skill	BP Cost	Relevant Ability	Mastery Die	Prerequisites	Course Cost	Course Difficulty
Holistic First Aid	3	WIS	1d6	N	150 gp	+5%
Makeshift Small Craft, Paddled	2	INT	1d8	N	400 gp	+10%
Makeshift Small Craft, Rowed	2	INT	1d8	N	450 gp	+10%
Outdoor Craft	4	(INT+WIS)/2	1d4	N	200 gp	+5%
Sound Mimicry	1	INT	1d8	N	150 gp	+0%
Wild Animal Handling	2	WIS	1d8	N	400 gp	+0%
Wilderness Running	2	CON	1d6	N	50 gp	-5%

begins play, these skills are treated in all ways like normal skills, except that they may only be used in environs familiar to the barbarian. Unique barbarian skills cannot be learned by non-barbarians except in rare circumstances, as the barbarian teaching method is very difficult for non-barbarians to understand. The rule information for these unique skills is included in Table 1D: Unique Barbarian Skills. The barbarian's skills are as follows:

Survival: The barbarian character gets the survival skill (Survival, Desert; Survival, Jungle; Survival, Underground or Survival, Winter) most appropriate to his home environment.

First Aid: The barbarian receives the unique skill, holistic first aid, that functions exactly as described in the barbarian section of the Player's Handbook.

Outdoor Craft: The barbarian knows the unique skill outdoor craft. The skill works the way it is described in the Player's Handbook in the barbarian write-up.

Tracking: The barbarian gains the tracking skill. When using this skill, he is treated as a Ranger as long as he is outdoors.

The barbarian also receives one or more tertiary skills, depending upon his background and the will of the GM. GameMaster's should consider the nature of their campaign in addition to the character's background when making their decision.

Some of the skills, such as running or long distance signaling are more suited to very primitive cultures, while others, such as horsemanship, are more suited to sophisticated barbarian tribes. The skills are as follows:

Animal Handling: This is not the animal handling skill that other characters can purchase, but a unique wild animal handling skill. If the barbarian receives this skill, it functions as described in the barbarian write-up.

Horsemanship: The barbarian receives the riding, land-based (horses) skill, as described in the skills section of the PHB.

Long Distance Signaling: The barbarian receives the skill languages, ancient/dead in whatever signaling method his people use. So a barbarian that came from a tribe that used smoke signals would get the skill languages, ancient/dead (smoke signals).

Running: This represents the unique barbarian skill wilderness running, which functions as described in the barbarian section of the PHB. Its effects can be combined with the running skill and the endurance talent.

Small Craft, Paddled and Rowed: Each of these is a unique barbarian skill governing the construction and sailing of small, primitive craft. These boats are not traditional sailing vessels. Instead, they are made from easily accessible materials with a minimum of materials and time needed. A raft of logs tied together with twine is a good example of such a craft. The skills are makeshift small craft, paddled and makeshift small craft, rowed.

Sound Mimicry: The barbarian receives the unique skill sound mimicry, which functions as it is described in the barbarian section. Note that the barbarian cannot mimic the sound of a creature that he has never heard before. In addition, he receives a -20% penalty when mimicking the call of an animal he has just heard for the first time.

Snare Building: The barbarian receives the set snares skill for free, as described in the skills section of the PHB.

Though their class abilities remain constant across the many terrain types and tribes barbarians inhabit, weapon and skill choices depend heavily upon the culture of the particular tribe from which the barbarian comes. For example, in tribes inhabiting wild open plains, every warrior has the riding skill for the tribe's favorite riding animal and learns to use the composite short bow. This makes them very dangerous opponents in a cavalry engagement. A mountain tribe would master climbing and might use spears, but would not choose bulky polearms. A coastal tribe would need to know how to fish and how to maneuver and build small boats. The tribe would likely be



more practical about knowledge of swimming than many of their "civilized" sailing counterparts.

Making your barbarian tribe distinct and defining its culture appeases the GM and helps him detail more of his campaign. Keep this in mind; the more you flesh out details and background for the GM, the happier he is and more likely to agree to your proposals for tertiary skill choices.

Note: It has come to this author's attention that certain individuals have inquired as to the possibility of grunge and/or wood elf barbarians obtaining the spell abilities talent. That despite thousands of words of eloquently written and expertly edited prose summarizing a dozen years worth of field studies into the barbarian psyche. To those brave souls able to stare black in the eye and call him white, I must sadly state explicitly that no barbarian may employ the spell abilities talent.

BERSERKERS

Berserkers live only to fight. They think of themselves, when they bother to think at all, as the only true fighting fighters around. Everyone else rests or takes time off. Unlike many stereotypes, the view of the berserker as a mad hacker not interested in the finer points of debate (about anything) is quite accurate. Violence is like oxygen to the berserker, which is why he suffers Hack Pangs.

Berserker Hack Pangs

"Real" combat means real damage and real risk, not merely sparring or wrestling. It does not mean that one or more participants involved have to actually die; though the risk must be there. Other party members or followers can engage the berserker to prevent the onset of Hack Pangs, but an individual fight doesn't count unless it goes 4 rounds, as berserkers view this kind of fighting the way most people view kissing a (not terribly attractive) cousin: it's just not the same thing. If the berserker is defeated (and presumably healed), he cannot prevent Hack Pangs by fighting the one who defeated him.

Scholars have debated whether the berserker is born that way or is a result of bad parenting, poor teaching or some other environmental factor. Unfortunately, berserkers make very bad subjects for scientific study, and thus all four attempts at resolving said debate have ended prematurely. Most scholars have given up on the whole debate preferring instead to investigate easier topics such as whether gravitational force can be postulated as a wave.

CAVALIERS

Cavaliers have reputations as effete, arrogant snobs. This would be deserved if they weren't actually so superior to everyone else. Look at the statistic requirements! And without any prime requisite, the cavalier must excel in all areas. They are the noble horsemen of Garweeze Wurd, defending the innocent and bolstering their Honor wherever they go. They are at once the noble hero and the incredibly self-centered snob, and they pull it all off with a style and class matched by only a few.

Update

The Cavalier's resistance to mind affecting magic effects has been updated as follows:

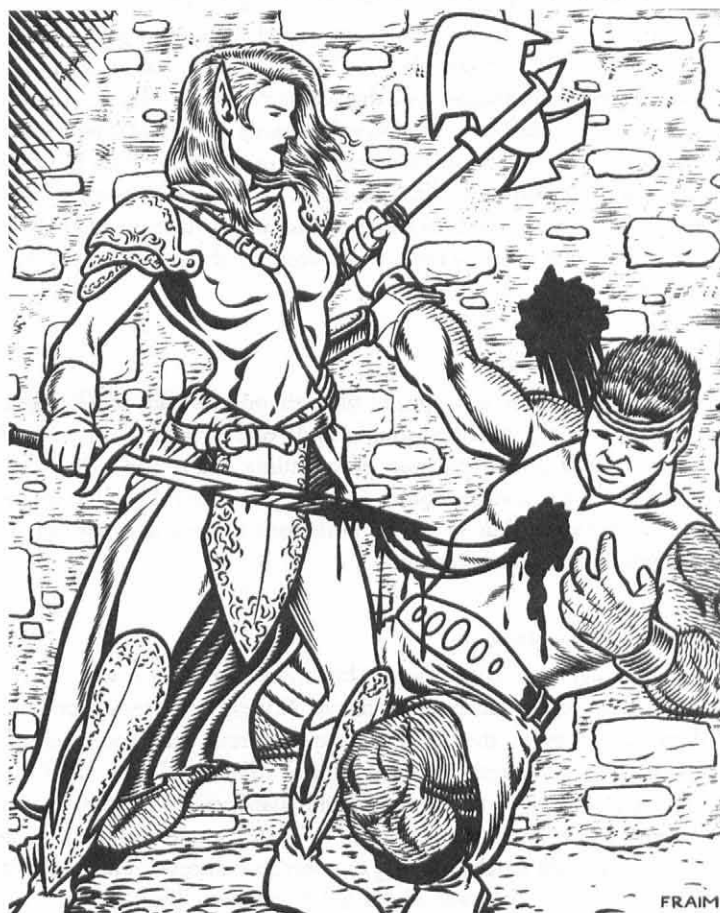
In addition, magical or magic-like phenomena that affect the mind are 10% unlikely per level of the Cavalier (to a maximum of 90%) to

have any effect on the cavalier. This includes powers such as Beguiling, Charm, Domination, Hold, Hypnosis, Magic Jar, Possession, Sleep, Suggestion and the psionic Mind Blast, but not the effects of high Comeliness. This immunity is in addition to any applicable saving throw.

Cavalier Hit Dice and 0 levels

A cavalier is a one Hit Die character until he advances to second level, no matter how many 0-levels he needs to go through or how many physical dice he rolled for hit points. Note that "Hit Die" is a specific game term, while "dice rolled" is plain English. Come on, people! Why would a cavalier from a lower social class have more Hit Dice than one who went straight into standard training? Those d4s at 0-levels are fractional Hit Dice for the cavalier, but after careful consideration, Gary (gawd rest his soul) in his generosity and prodigious wisdom declared that they are still be considered one Hit Die characters instead of 1/3 or 2/3. Don't look a gift warhorse in the mouth.

Constitution bonuses to hit point rolls are gained either at the Horseman or Armiger level, and are not gained again until the cavalier has become a Scutifer (2nd level). This situation differs from that of first level monks or rangers who actually are two Hit Die creatures. These classes have no 0-level counterparts and receive their Constitution bonus to both Hit Dice. It's obvious when you think about it.



FRAM

Note that neither grunge elves, wood elves nor dark elves can become cavaliers; only elves or half-elves of high or gray elf stock qualify.

The Cavalier Image

A cavalier needs to present the proper image to the world: a knight through and through, he is a warrior and a hero (or so he must appear). Thus he must always appear well-groomed in public and outfit himself as appropriate to his station. His most important outfit is his armor. Page 48 of the PHB clearly states his preference for armor. Here we elaborate: full plate, field plate, plate mail, banded or splint mail, chain mail, scale mail, ring mail, none. Cavaliers will NOT wear padded, leather or studded leather. These ineffectual and unfashionable outfits are for those of lower stature.

Now, this all means that unless the cavalier has full plate armor, he is always striving to upgrade. Once he has that precious full plate (to which he may believe he is entitled due to his station), he has some more options. While he obviously wants his armor decorated, inlaid, engraved and embossed to further the impression he makes on friend and foe alike, he can settle for unadorned full plate for a time.

Until he has full plate, he has some difficult choices. For example, a cavalier might need 4,500 gp to train from 3rd to 4th level. But if he doesn't already have field plate armor (or better), he'd better get that first. Does he have to delay his training? If he can't afford both – yes! Cavaliers are heroes; they have dragons to slay, princesses to save, and quests to complete. They should not get bogged down counting coppers out of piggy banks. A cavalier, more than any other fighter type, is his appearance. If he does not appear to be every inch the consummate fighting man, he's not doing his job.

What if he does choose to train instead of acquiring the proper armor? Well, he's in trouble. A GM may not penalize the player immediately or obviously, but that character is not playing his role correctly. He risks Fame, Honor, role-playing ratings, and he'll likely end up paying more for just about everything he buys. Even peasants might start snickering behind his back. The lower classes may not admit it, but they need someone to distract them from their dirty, harsh lives and to inspire them with heroic deeds. If not the cavalier, then who?

DARK KNIGHT

The dark knight is a special blemish on the face of Garweeze Wurd. He is evil, pure and simple, and everything he stands for and does is aimed at the purpose of spreading chaos and evil at the expense of order and goodness. It is acceptable to call a dark knight an "anti-paladin," but it annoys both dark knights and paladins, a dangerous [but amusing] game.

Dark Knights and Disease

Dark knights are not common, but those that become well known are among the most successful villains. Not only do they terrorize all those around them, they tend to have numerous henchmen and followers that can become almost as feared. These followers need not risk the chance of death that most who associate with a dark knight face. With a 10% chance per day of infection, sooner or later anyone close to the dark knight is going to contract a disease. This happens with virtually any follower who is not immune to disease.

If he is truly devoted to the dark knight and survives the ordeal of his first disease, a follower's chance of contracting further disease goes down to 1% per week (non-cumulative). Of course, if this chance does hit, the dark knight will suspect that the follower is not entirely loyal. Rather than simply killing him to be sure, the true dark knight devises a wickedly evil plan (often involving mice) to test the individual's loyalty.

KNIGHT ERRANT

The knight errant fits his class title to the letter. He is a knight, skilled at arms, noble in battle and a hit with the ladies, but he is also errant in his ways. He wants to do good, indeed, it consumes his life, but he doesn't always do it in "the right way." He lives by his own code, plays by his own rules, and only when someone notices does he bother explaining himself.

Knight Errant Skills

The Knight Errant curriculum has recently undergone a major revision. The skills of Armorer and Weaponsmithing have been dropped from the syllabus since the instructors grew weary of young Knight Errant wanna-bes simply apologizing for not spending enough time in the metalshop and producing shoddy craftsmanship. These courses have been replaced by an afternoon seminar on shield use. Although the Brotherhood of Metal Smiths and Fabricators threatened a strike, the Dean, a wily Knight Errant himself, apologized for the change. His argument that limiting the number of people able to manufacture armor would only ensure greater profits for the former instructors seemed reasonable.

Knights errant gain the prerequisites for their initial free skills at a skill mastery level of 50% at no cost, along with the skills. They can improve either the prerequisites or the skills by spending building points. The free skills themselves get one roll of the mastery die and one roll of the knight errant's Honor die. They, too, can be increased with building points.

Knight Errants, Alignment and Apologies

Can a knight errant make an alignment violation? Yes, obviously. While the knight errant can justify the deaths of numerous innocents with his bizarre logic, there has to be some definite positive good result, something that even those most critical can see. The example of burning down a village to get a criminal assumes that the criminal is actually in the village and that he is actually "gotten." A knight errant who burns every village he comes across on the theory that SOMEONE there must be hiding SOMETHING and thus he'll get a criminal in the end, or that the villain he hunts MIGHT be hiding there, is earning AIPs (at an alarming rate). If he doesn't know the villain is there or if his scheme is not likely to actually catch the evil-doer, he may not be able to fast talk his way out of that moral dilemma.

As for apologies, the knight errant must see that there is something to apologize for. Lack of sincerity turns that -5 modifier into a +1 to +5. Thus, if the knight errant who burned down a village to stop a vicious criminal is observed doing so, he will need to apologize. Now, the knight errant is a good guy, and he can see why burning innocent peasants may be viewed as not good. But to him, stopping the evil is much more important. When he understands this, he can apologize to a crowd, court or other mortal authority as described in the PHB.

His ability to justify his actions morally is a matter between him and his gawd (or the GM — so it's a good idea to get on the same page as your GM regarding the extent of this).

As far as not accepting surrender, it is okay for a knight errant to actually accept one. Obviously the surrendering creature must go to great lengths to show his sincerity (allowing himself to be stripped of all armor, weapons and probably most clothing, as well as gagged, blindfolded, and bound at wrists and feet). A knight errant can't take a last swing unless his arm really is in motion and would still hit the target. He can then apologize to the victim normally, if he chooses.

MONKS

Monks are the most exotic of the fighter classes, and perhaps all the classes, and because of that they have many special powers and abilities. Monks are the only guys on the planet that can walk into a sword fight wearing only a loin cloth and be the only guy walking out at the end. They are butt-kickers in the truest sense, armed with only their bodies, a honed spiritual awareness and a specialized martial arts style.

Monks are always considered armed; they have honed their bodies into deadly weapons. Thus, opponents do not get extra attacks against a monk if he is not wielding a traditional weapon, nor do the monk's enemies gain +4 on to-hit or damage rolls.

The monk's Armor Class depends on his discipline, not on his mobility. Thus, just as the monk gains no benefit to AC from his Dexterity, he suffers no penalties to AC for being held or even paralyzed. Attackers still get the appropriate to-hit bonuses for the condition, but the monk's AC does not change.

Monk Schools

Various orders of monks dot the land all across Garweeze World. Usually they lie in isolated, hard-to-reach places so that the monks

can practice and train away from worldly distraction. While training, a monk's life is harsh and disciplined, with every hour planned and devoted to one type of work or another: meditation, block breaking, running barefoot on harsh mountain passes, working combat forms in waterfalls, etc.

No list of monastic schools can be complete; too many lie undiscovered or unknown in rarely traveled areas without even game trails. Different orders tend to emphasize different aspects of fighting (kicks, fluid motion, etc.) From these minor, cosmetic details (they don't affect game mechanics) emerge the names of the great monk fighting schools: Drunken Monkey, Striking Octopus, Flying Squirrel, Iron Baboon, Brown Recluse, Shao Lun Fist, Steel Cobra, Dragon Claw, Stone Tiger, Charging Boar, Wild Mongoose, and so on.

Some of these schools have traditions spanning centuries, some have only recently been established by students dissatisfied with some aspect of training elsewhere. This situation leads to a conflict between different orders of monks. Each insists on the superiority of its martial style and practitioners. Each is willing to put combatants on the field to prove this. The monk's requirement of meeting a challenge to achieve each level above 7 evolved from these rivalries.

No monk can rise above 7th level without successfully proving his mastery of his own combat form. Series of challenges between schools led to ongoing rivalries. Monks of each order challenge those of the other, and the struggle for supremacy of style goes on. For example, many challenges have been fought between the Steel Cobra monks and the Wild Mongoose monks over the past 200 years. The upstart Steel Cobra monks won the first ten challenges, but since then the record stands approximately even. That situation only serves to fuel the competition.

Each order maintains a strict adherence to its alignment. Internal challenges are less frequent, but do occur. In lawful neutral and lawful evil orders, these challenges are usually for leadership positions, and more often than not, they are deadly.

Table 1E: Monastic Orders

Monastic Order	Alignment	Special Martial Arts Maneuvers	Acquired at Level
Flying Squirrel	LG	Kick 2- Flying Kick	4
Golden Cloud	LG	Throw 1- Fall	3
Shao Lun Fist	LG	Strike 1- Iron Fist, Push 2- Sticking Touch	4
Steel Cobra	LG	Strike 2- Crushing Blow, Movement 1- Feint	5
Blue Flame	LN	Vital Area 1- Pain Touch	4
Brown Recluse	LN	Kick 3- Backward Kick, Lock 2- Locking Block	5
Drunken Monkey	LN	Movement 5- Leap, Movement 6- Speed	5
East Wind	LN	Mental Training 3- Mental Resistance, Lock 1- Choke Hold	5
Iron Baboon	LN	Strike 1- Iron Fist	5
Leadfoot	LN	Movement 2- Prone Fighting, M 3- Immovability	6
Stone Tiger	LN	Vital Area 1- Pain Touch	4
Bladed Hand	LE	Lock 2- Locking Block, Strike 1- Iron Fist	4
Charging Boar	LE	Movement 5- Leap	5
Dragon Claw	LE	Strike 2- Crushing Blow	6
Dripping Fang	LE	Vital Area 4- Distance Death	7
Rising Moon	LE	Mental Training 2- All-around sight, Mental Training 4- Blind Fighting	5
Striking Octopus	LE	Vital Area 2- Stunning Touch	5
Three Pillars	LE	Lock 1- Choke Hold, Push 1- Concentrated Push, Movement 2- Prone Fighting	6
True Spirit	LE	Mental Training 1- Meditation, Mental Training- Mental Resistance	5
White Octagon	LE	Vital Area 3- Paralyzing Touch	5
Wild Mongoose	LE	Movement 1- Feint, Push 1- Concentrated Push	5

* AKA Reclusion Monk of the Brown Order

This challenge begins when the monk who seeks advancement formally issues his statement of challenge (verbally or in writing) to the individual(s) he wishes to face. The challenge must be accepted. Only then can conditions of victory, upon which all combatants must agree, be discussed. All such challenges must be fought hand-to-hand, without magic items or weapons of any kind. The standard combat lasts until one side is incapacitated, either knocked unconscious, dead or fallen to a failed threshold of pain check. A fight can be to first, second or third blood or last a certain duration and be decided by the Judge of the Contest.

The Judge of the Contest is usually a higher level monk (higher than both combatants) or a cleric of Shona. This individual rules on who has won (if there is any question) and enforces the rules. If one side violates any condition, that side immediately loses the challenge. Both sides must accept the same individual as Judge before the contest can proceed.

Most challenges also forbid spell use and allied interference, though lawful evil challengers often use the letter of the conditions to their advantage; frequently violating the intent. The Judge interprets these conditions if there is any question. In rare instances, he may actually decide a winner if one is not obvious (usually in a time-limited contest).

Monks who lose this contest face a loss of 10% of their total experience points, thus they are reluctant to concede defeat even in the face of the obvious. While there is no inherent additional loss of Honor, combat-related Honor awards and losses apply per the GMG.

Table 1E: Monastic Orders lists the most well-known monastic orders and some of their order-specific martial arts maneuvers.

Monks gain these special martial arts maneuvers (see the Art of Hack section) at 50% mastery automatically upon advancement. They can train these skills as part of advancing to that experience level (or a higher one) and need not necessarily have all the traditional prerequisites for that maneuver. This does not count as their one concurrent skill training. If the monk already has that skill, he automatically adds 50% to his mastery, in addition to any traditional skill training he undergoes. If he already has trained that maneuver high enough that he gains no benefit from this increase, he's guilty of bad planning (something rare among monks).

Note that all monks can meditate, but they do not necessarily gain the benefits of the Meditation martial arts maneuver.

A monk who achieves 8th level has become a master. In some orders, this means he receives a minor token of his achievements, having completed the first part of his spiritual quest for perfection. This token is not something of great monetary value or worldly power. Typically a Grand Master of the order chooses an item appropriate to the new master, either a reflection of his spirit or a reminder of some area of monkish learning that he must continue to learn. This item is called a focus. A monk may receive more of these tokens as he continues to advance in level.

PALADINS

The paladin is the combination of all that is good and holy and all that is mighty and Hackworthy. Paladins are more proactive and "in your face" than clerics as they believe much more in deeds than in words. Playing a paladin correctly is one of the greatest role-playing challenges, as the player must constantly balance the desires of his religion with those of his companions. When done correctly, the paladin can be one of the most rewarding classes to play. When done

incorrectly, it is at best an unbalanced class and at worst a campaign ending disaster.

Paladin Powers

A paladin detecting evil must concentrate for one round and is obviously doing something, but it may not be obvious what. An observer who wishes to discern the action being taken solely from looking at the paladin (or Holy Knight) must make a spellcraft skill check with half the normal chance of success. The mechanics of using this power are similar to the casting of a Detect Evil spell without any components.

The power to heal by laying on hands works on any living creature, not just human and demi-human races. It does not work on constructed monstrosities (such as golems), undead or nefarians.

Note that the term "paladin" (or "standard paladin") refers to the PHB class. The Holy Knight presented in this volume is a separate class. Specific restrictions, guidelines, powers, etc. regarding "cavaliers" and "paladins" do not automatically apply to the "Holy Knight;" they must state such explicitly.

RANGER

Not all dirty looking guys living outdoors are beggars; some are part of the elite class of ranger. The ranger is at home in the outdoors, where he can be with nature, track and hunt animals, and most importantly, rid the natural environment of unnatural predators. More than any other of the fighter classes, the ranger is not only a combat machine. He's an excellent guide, a skilled tracker and a very good spy.

Primary Terrain

Though rangers work well in all types of outdoor settings, many of them excel in one particular environment. The terrain in which the ranger received his training (usually the same in which he grew up and prefers to live near) is his primary terrain. In this environment, the ranger is exceptionally familiar with all aspects of his surroundings and especially comfortable. The ranger's abilities in his primary terrain allow him to operate there with exceptional efficiency.

A ranger's primary terrain also helps determine his species enemy and followers; both should reflect the environment the ranger knows especially well.

Types of Primary Terrain

Similar survival techniques, modes of transportation, flora and fauna, and physical features prevail in similar environments, allowing a ranger who knows the plains especially well certain advantages even if he roams from his home plain. Primary terrain refers to a general category of terrain, such as swamp or mountains, not to a particular area, such as Hulben Forest. There are nine basic geographic types from which the ranger can choose his primary terrain.

Aquatic terrain includes all areas consisting primarily of water, such as rivers, lakes and oceans. This category also includes most islands and coastal regions, except those dominated by another terrain factor (such as arctic).

Arctic terrain includes any region covered with ice and snow where temperatures rarely rise above freezing.

Desert terrain is barren, flat and covered with sand or hard-packed earth. Desert climates are extremely dry. The vast majority of deserts are extremely hot, with daytime temperatures commonly exceeding 100 degrees, followed by much colder nights. Vegetation is sparse and specially adapted to conserve precious, precious water. Given the limited resources, deserts tend to be unsettled and largely unexplored.

Forest terrain includes any woodland areas in temperate climates. Subarctic and subtropical climates can also have forests, but arctic terrain does not. Forests abound with a variety of animal species, and vegetation flourishes. The classic ranger is a friend and protector of the forest, and most rangers are trained in this type environment.

Highlands are hills and ranges that do not technically qualify as mountains (less than 1000 feet high). Often wild and rough, sparser woodlands, grasslands, or rocky badlands are more common than true forests. Highlands usually form an intermediate zone between lowlands, such as plains or desert, and the true mountains they sometimes border. Just to confuse things, dwellers of either highlands or mountains are often called highlanders, and many rangers take this name to sound extra cool.

Jungle terrain lies in tropical lands. "Jungle" and "rain forest" are both overgrown with dense vegetation and trees, and teeming with animal life. (The differences that certain scholars cite between the two are irrelevant and arbitrary. The terrain types are the same). Such regions are often hot, humid and hostile to most civilized people.

Mountain terrain includes high rocky peaks, typically 4,000 feet or more above sea level, with sparse vegetation, severe slopes and jagged cliffs. This terrain most often lies in subtropical to subarctic climates, though temperatures vary widely with time of day and wind patterns.

Plains are flat areas with stretches of low rolling land include pastures, meadows, fields and most farmlands. Grazing herd animals are common. Such regions are usually temperate in climate and covered with grasses or scrub vegetation.

Swamp terrain includes bogs, marshes and other low elevation areas with standing water or waterlogged soil. Many species of reptiles, birds, insects and monsters live in such regions. Vegetation grows in abundance and creates a peculiar, distinctive odor. * Most often, the climate is oppressively hot and humid, though some could be cold and misty.

Rangers with competent teachers understand enough about the minor differences within their primary terrain to do equally well in all variations. For example, there is no need to separate freshwater aquatic and saltwater aquatic. Extensive research at the HardEight HackTesting labs have shown that designating Temperate Freshwater Aquatic, Tropical Freshwater Aquatic, and so on is needlessly complicated and unnecessary. The primary difference is only in obtaining drinking water, and saltwater oceans lie at the end of freshwater rivers. The ability to swim, understanding of aquatic ecology, a familiarity with water-breathing creatures – apply to both. Hence, a ranger whose primary terrain is aquatic functions comfortably in a variety of watery environments.

Choosing a Primary Terrain

Choose your primary terrain as part of the character creation procedure, subject to the GM's approval. Each ranger has only one pri-

mary terrain. Because the primary terrain reflects many years, perhaps a lifetime, of exposure to a particular environment, the primary terrain never changes.

In most cases, the choice of the primary terrain will be obvious, as it derives from the character's background. It should be similar to the area in which the ranger was raised, and received his ranger training. When in doubt (or for NPCs), roll a ranger's primary terrain randomly on Table 1F: Random Primary Terrain.

Once the ranger has a primary terrain, it must be adapted to fit the character's personal history. If the primary terrain is arctic, for example, consider how the ranger might have become familiar with such an extreme environment. Was he hired by an undercover dark knight to gather information for his baby seal hide trade? Abandoned in the Frandor Mountains as a youth when his parents died in a bizarre trout fishing incident? Accepted as an apprentice by a famous Blue Dragon hunter? The possibilities are endless, and whatever choice you make will add to your role-playing experience.

Primary Terrain Specialization

A ranger can choose to specialize in his primary terrain. This confers a +15 bonus when tracking in that terrain, a further +10 bonus when training animals from that terrain, and a +10 bonus on any skill check associated with that terrain. Anyone trying to track a ranger through his primary terrain suffers a -20 penalty on his skill checks. On the other hand, the terrain-specialized ranger has a -10 penalty to each of those skills in any terrain except other than his primary. This specialization is simply a choice, not a skill. It costs one building point, but is only available to a single classed ranger. The ranger cannot specialize in more than one type of terrain.

Because of alignment conflicts, the ranger/druid multi-class combination is not allowed except for gungue elves.

When they acquire magic-user spells, rangers must use a spell book and learn new spells in the same manner as true magic-users.

Table 1F: Random Primary Terrain

Roll 1d100	Primary Terrain
1-4	Aquatic
5-6	Arctic
7-10	Desert
11-55	Forest
56-65	Highlands
66-70	Jungle
74-83	Mountain
84-97	Plain
98-100	Swamp

DUAL CLASSING

It is possible to dual class between classes in same class group. Thus, a knight errant can dual class and become a paladin, if he meets all the standard requirements. Note that all dual-classed characters are still bound by the rules in the Player's Handbook (page 73-74). Thus, the new 1st level paladin must use 1st level saves, to-hit charts, etc. Even after his level in the new class surpasses his experience level the old class, these levels do not "add together" in any manner (though you may use the better of the two).

The player can choose which attack values and bonuses to use. If he chooses a benefit from his old class (such as specialization for a former fighter or the paladin's bonus to saving throws), he is using abilities of his old class. He gets no experience points for that encounter (he is not learning anything new) and half EP for the entire session.

Note that the GM determines what time span of play constitutes one session. It should be a 4-8 hour span of gaming without breaks of more than one hour, but that could be part of a split session, in which case the PC faces an even greater loss of EP. The GM's decision on the span of one "session" applies to all "per session" awards for EP and related matters, including the player-selected MVP and ratings concerning the quality of each player's role-play of his character. However, if a session goes more than two sittings and/or more than 8 hours, the GM must provide an explanation of why he wants to call the split or excessive time one session.

A dual classed character gains no additional building points upon embarking on his new career path but does improve his Fractional Ability Scores upon advancing each level in the new class.

There is more involved in dual classing than simply deciding that you're sick of your current class and want to try something else. Those special abilities possessed by other classes don't magically appear. They are gained by a lengthy period of training (and perhaps indoctrination). The table below lists the time and training costs required to assume a new class:

New Class	Training Time	Cost
Fighter	1 month	1000 gp
Barbarian	no*	
Berserker	no*	
Cavalier	3 months	6000 gp
Dark Knight	4 months	3500 gp
Knights Errant	3 months	3000 gp
Monk	1 year	4000 gp
Paladin	5 months	4500 gp
Ranger	6 months	6000 gp
Bounty Hunter	2 months	2000 gp
Gladiator	6 weeks	600 gp
Pirate	2 months	1800 gp
Soldier	3 months	1500 gp
Samurai	no*	
Swashbuckler	6 weeks	1200 gp
Holy Knight	no**	

*It is impossible to take these classes as a second career. Barbarian skills are taught from birth while the Berserker is the product of an aberrant mindset. Samurai training will not be given to those from a foreign culture.

** Cavaliers of Lawful Good alignment and Paladins may opt to become a Holy Knight if their social status is high enough. This will involve 6 months of training at a cost of no less than 10,000 gp.

Bear in mind that many of these classes have alignment restrictions.

TRAINING

Here's a little tip: you're always better off training at school than choosing to double the EP for "free" advancement. If you don't have the choice or the money, though, you need to understand exactly how this works.

You need to earn twice the EP you normally would to make the next level. With many classes, at early levels, this is almost the same as earning enough EP for two levels above your current one. However, the doubling only applies to the ADDITIONAL EP needed. For example, a 3rd level fighter needs an EP total of 8,001 before he can train for 4th level. If he needs to double the EP, he looks at

the range of EP for a 3rd level fighter (4,000). Thus, normally a fighter must earn 4,000 EP after attaining 3rd level to be ready for 4th. Someone choosing to double EP, though, needs to earn 8,000 EP before he can make 4th level. This means to self-train, the fighter needs 12,001 EP (or more) to advance to 4th level.

Note that, once he advances, no matter how many EP he had, the non-trainer adjusts his EP to be at the minimum necessary for his new level. In the case above, that means after his "free" advancement is completed, that new 4th level fighter has 8,001 EP. Not only do you effectively lose 50% of the EP you used, any EP over 12,001 is simply gone.

New Character Classes

BOUNTY HUNTER

Bounty Hunter
Ability Requirements:
 Str 11+, Dex 11+, Con 11+, Int 12+, Wis 10+
Prime Requisite:
 None
Hit Dice Type:
 d8
Allowed Races:
 any
Allowed Alignments:
 any
Building Point Bonus
 9 BP

The bounty hunter is a very specialized stalker of prey. He usually hunts humans (and demi-humans, and humanoids) to collect the prices on their heads, but he may hunt monstrous prey if someone's paying. As such, his profession is riddled with dangers (as friendly, non-dangerous types rarely have bounties put out on them), and makes him a natural for an adventuring career (or at least a sideline). His prey is intelligent, notorious and has no qualms about seeing him dead, so the bounty hunter must master all of his abilities to succeed. Failure not

only means a high risk of death, it means not getting paid.

The bounty hunter may serve a government by seeking criminals, rebels and outlaws, or a guild, legitimate or otherwise, by seeking those who have fallen out of favor or harmed the guild in some way. A rare few may work directly for a criminal figure within an organization, taking special cases when simple murder is not considered artful or intimidating enough. Most adventuring bounty hunters are wandering freelancers.

The bounty hunter is NOT an assassin, though his prey may on some occasions be wanted "dead or alive." Assassins only kill and typically only take contracts within their guild's city. The true bounty hunter would claim that the assassin takes the easy route — capturing a dangerous criminal and bringing him in is tougher than just stabbing him in the back. Unlike the assassin, the bounty hunter must be accustomed to both rural and urban settings. Also, assassins must work in secret while the bounty hunter, though he may occasionally use subterfuge, thrives on his reputation.

Most bounty hunters are solitary types — they may work with and for other people, but they don't make deep attachments. After all, their next mission may be to capture one of their companions. The true bounty hunter's attitude towards this sort of mission can be summed up as "easy money."

He must have rigorous discipline, physical and mental, if he wishes to avoid making a fatal mistake. To collect any fees, the bounty hunter needs to be able to track and follow prey, stalk them when near, and defeat them in combat.

Governments, and certainly agencies even more nefarious, do not often advertise bounties. They prefer to keep these affairs to themselves, usually to avoid upsetting the populace needlessly.

Nonetheless, most governments do keep lists of wanted undesirables. Bounty hunters seek these out to find likely candidates to collect. Governments generally license their own bounty hunters to seek fugitives for several reasons. One, they don't want random people off the street to start hunting each other. Two, bounty hunters need to be registered to carry weapons in most areas. Three, governments are run by bureaucrats who like bureaucracy (a.k.a. job security). Four, they charge for licenses. Most governments will allow free agent bounty hunters to work in their lands, purchasing licenses for a limited duration (usually a month or a year).

A bounty hunter must understand that the higher the bounty, the more dangerous the individual. Younger, less seasoned bounty hunters need to make a name for themselves with more likely captures before they can move on to the Big Guys. They may be hired to gather information or recover property as often as they are called upon to bring in minor fugitives. Experienced bounty hunters have built a reputation to the point that their prey may make mistakes or even panic, and they generally spend most of their time hunting the most dangerous game.

To find and defeat his prey, the bounty hunter must be stealthy, tough and quick, both on his feet and with his wits.

Subtlety is rarely part of the bounty hunter's arsenal, but he does need to interact with people to gather information or scare them into talking. Thus, he can gain two rolls of the mastery die (and his Honor die) for the price of one with the following skills: berate, feign toughness, flex muscle, glean information, intimidation, poker face, resist persuasion, street cred, taunting (minor or major), threat gesture and ulterior motive. He also gains the rope use, tracking and stealthy movement skills at no initial cost (at a level equal to one roll of the mastery die plus the character's honor die), as well as the slip away into shadows skill at 50%.

Once he finds his prey, he has to bring it in. Thus, the bounty hunter can use any type of weapon. However, he must be able to capture prey rather than simply slaughter his paycheck on sight. (Though if the bounty is the same for a corpse as a living body, he won't care how messy it is. Usually this is not the case: live fugitives are worth considerably more than dead bodies.) So the bounty hunter usually chooses weapons to subdue or incapacitate a foe. At least half of his weapon proficiencies must be in crushing weapons and another one of them must be the mancatcher. He also prefers weapons that are small enough to be easily concealed, or that can at least be disguised as non-weapons (such as a quarterstaff that doubles as a walking staff or a cane that doubles as a club). He can use poisons, but tends towards incapacitating (sleep or paralytic poisons) rather than the more deadly varieties. Note that the bounty hunter is still subject to the laws of the land in which he operates: if he brings in a charge with poison, he could be charged criminally (he'll likely also be paid the bounty, which could easily exceed the fines for using and/or carrying poison).

A bounty hunter can wear any type of armor, but if he wears anything more than "fairly bulky" he loses one of his best class benefits, not to mention mobility and speed. Bounty hunters gain AC bonus-

Table 1G: Bounty Hunter Progression

Experience Points	Exp. Level	8-Sided Dice for Accum. Hit Points	Level Title
0-2,750	1	20+1d8*	Searcher
2,751-5,500	2	2	Tracker
5,501-12,000	3	3	Gumshoe
12,000-24,000	4	4	Professional
24,001-45,000	5	5	Thief-catcher
45,001-95,000	6	6	Sniffer
95,001-175,000	7	7	Thief-taker
175,001-350,000	8	8	Manhunter
350,001-700,000	9	9	Bounty Hunter
700,001-1,050,000	10	9+3**	Bounty Hunter (10th level)
1,050,001-1,400,000	11	9+6	Bounty Hunter (11th level)
1,400,001-1,750,000	12	9+9	Master Bounty Hunter
1,750,001-2,100,000	13	9+12	Master Bounty Hunter (13th level)
2,100,001-2,450,000	14	9+15	Master Bounty Hunter (14th level)
2,450,001-2,800,000	15	9+18	Lord Bounty Hunter
2,800,001-3,150,000	16	9+21	Lord Bounty Hunter (16th level)
3,150,001-3,500,000	17	9+24	Lord Bounty Hunter (17th level)
3,500,001-3,850,000	18	9+27	Grand Master Bounty Hunter
3,850,001-4,200,000	19	9+30	Grand Master Bounty Hunter (19th level)
4,200,001-4,550,000***	20	9+33	Nimrod

* At first level bounty hunters receive 20 hit points +1d8. This twenty point 'kicker' is received at first level only.

** Bounty Hunters receive 3 hit points per level after the 9th.

*** 350,000 experience points per level for each additional level above 20th.

es when in non-bulky or no armor according to Table 1i: Bounty Hunter Abilities. When in fairly bulky armor, these bonuses are halved. The bounty hunter must be mobile to gain these benefits; he cannot be held, bound or magically paralyzed. In bulky armor, he gains no AC benefit from this ability.

Table 1i: Bounty Hunter Abilities lists the number of spells per day a bounty hunter can prepare and use. Bounty hunters pick up tidbits of knowledge from everywhere. With experience, this even extends to the knowledge of casting spells. The bounty hunter is limited to spells that restrict movement or help capture prey (no Lightning Bolts!). He can also learn a few tricks that are helpful to the loner type who rarely seeks outside assistance. His effective casting level is as indicated.

Bounty hunters need to keep some notes about their spells, but they cast them via imitation (an ability unique to their class). Thus, they do not need true spell books in the sense of full expenses (nor can others learn spells from their captured notes), but they must roll against their Learning Ability (Intelligence) to successfully learn a spell. At 5th level he will gain 1d3 1st level spells from Table 1H: Bounty Hunter Spell Selection – assuming he trains in a formal school. Thereafter he's on his own. Bounty hunters may gain new spells if they can find rangers, clerics, druids or magic-users to teach them. Fees and services for such instruction must be worked out between the characters.

Table 1H: Bounty Hunter Spell Selection lists the spells that a bounty hunter can acquire and cast. He is, of course, limited to a maximum number of spells as dictated by his intelligence. A bounty hunter can only know as many spells of a given spell level as he can use in one day, though he can prepare the same spell multiple times

Table 1H: Bounty Hunter Spell Selection

1st Level	2nd Level	3rd Level	4th Level
Magic-User			
Bash Door	Choke	Delude	Close Portal
Comprehend Languages	Fascinate	Hold Person	Improved Invisibility
Detect Illusion	Invisibility	Infravision	Mist of Corraling
Detect Magic	Irritation	Paralyzation	Stone Passage
Grease	Knock	Slow	
Hold Portal	Locate Object	Sure Grip Snare	
Light	Protection from Cantrips		
Message	Web		
Push			
Taunt			
Wall of Fog			
Cleric			
Detect Poison	Rigor Mortis	Water Walk	Neutralize Poison
Endure Cold/Heat	Silence 15' Radius		
Sanctuary	Slow Poison		
Druid			
Cure Minor Injury	Cure Light Wounds*		

*The bounty hunter could learn this spell from a cleric, but it remains a 2nd level spell for the bounty hunter.

Table 1i: Bounty Hunter Abilities

Bounty Hunter	Top Running	Casting	Spell Level	1st	2nd	3rd	4th
Level	AC Bonus	Speed	Level				
1	+1	x2.5	--	--	--	--	--
2	+1	x2.5	--	--	--	--	--
3	+1	x2.5	--	--	--	--	--
4	+2	x3	--	--	--	--	--
5	+2	x3	1	1	--	--	--
6	+2	x3	1	1	--	--	--
7	+3	x3	2	2	--	--	--
8	+3	x3.5	2	2	--	--	--
9	+3	x3.5	3	2	1	--	--
10	+4	x3.5	3	3	1	--	--
11	+4	x3.5	4	3	2	--	--
12	+4	x4	4	3	2	--	--
13	+5	x4	5	3	2	1	--
14	+5	x4	6	3	2	1	--
15	+5	x4	7	3	2	1	1
16	+6	x4	8	3	3	2	1
17	+6	x4.5	9*	4	3	2	1
18	+6	x4.5	9	4	3	2	2
19	+7	x4.5	9	4	4	2	2
20	+7	x5	9	5	4	3	2

*Maximum casting level.

to fill those daily slots if he wishes. Thus, if he has two 1st level spells per day, he could prepare two Bash Door spells or one Bash Door and one Comprehend Languages.

The bounty hunter must make a conscious effort to learn a spell; if he does not want a certain spell for some reason, he is not forced to learn one. He can fill that slot later. He can even go to an arcane academy or actual spell caster to learn a spell, but he must pay the same costs as any other character attempting to buy a spell in that manner (often more, including bribes).

At 6th level, the bounty hunter gains the ability to ferret out his prey. By making discreet inquiries of bar keepers, beggars, merchants and harlots as the case may be, the bounty hunter may make a d100 skill check (base chance equals the bounty hunter's Intelligence+Wisdom+level). Each 10 gp spread around improves his chance by 1%. On a success, he knows approximately when his prey passed through a given area (within 1d6 hours). There are a few caveats, however. His quarry must be one specific individual and have spent time in the area (no one is likely to recall a lone horseman who bypassed the town in the middle of the night). Also, the prey must have passed through the area within one day per level of the bounty hunter.

On a failure, your GM will roll a secret save versus apology to see if you were given false or misleading information. To use this ability, the bounty hunter spends 1d4 hours canvassing the seedier areas of town. Once he begins tracking a specific individual, he cannot use the ability on another individual until he captures that prey, the individual he's seeking dies, or 24 hours have passed.

When necessary, the bounty hunter can run faster than normal members of his race, according to Table 1i: Bounty Hunter Abilities. Thus, a normal human bounty hunter at 1st level could move at a rate of 28". He can do this for three rounds per experience level, after which he must make a Fatigue save or be fatigued (See GMG p107). During the round in which he moves so swiftly, the hunter can only position himself – he cannot attack or take other actions.

The bounty hunter suffers no to-hit penalties when attacking to subdue a foe (presumably a fugitive). Beginning at 3rd level, the bounty hunter can use the assassination table to knock out opponents. He attacks as an assassin two levels lower than his actual experience level. A success indicates that the victim rendered unconscious without a fuss; no damage is done. The target gets a saving throw against paralyzation to avoid this effect.

Bounty hunters have access to a few thief-like abilities. They can use find traps (begins at 5%), remove traps (begins at 5%), move silently (begins at 10%) and hide in shadows (begins at 5%). The abilities are adjusted for Dexterity and race. The bounty hunter gets 20 points to distribute amongst these at 1st level and 10 per level thereafter. He can put a maximum of half of these points into any single skill.

Finally, for every 25 points of Fame the bounty hunter has over that of his quarry, the latter receives a -5% penalty to all his skill checks related to his interaction with the bounty hunter (note that this penalty is always to the targets disadvantage, which may result in a +5% in some cases) and a -1 to-hit in combat with the bounty hunter. This represents the effect of the bounty hunter's reputation on his target, and its tendency to force the target to make mistakes.

GLADIATOR

The gladiator fights for sport, either to get his kicks or for the amusement of others. Gladiatorial traditions go back for centuries in certain regions. Many large cities have well-established arenas and schools to support high-end games, but there are also circuits of lesser arenas at smaller cities, and even some remote villages and rural areas keep a version of gladiatorial games going. Of course, most gladiators want to make the Big Time, but since even the smallest arena can have combats to the death, many do not make it. Nonetheless, the drive for fame motivates many gladiators.

While many (most) gladiators are slaves chosen and trained through no choice of their own, some enter the arena voluntarily whether out of sheer bloodlust, a need to clear a debt or some other reason.

Gladiators train for up-close and personal combat, but they must be highly disciplined. Many use unusual, exotic weapons and they must wield even the most mundane weapon in a crowd-pleasing way. Also, gladiators must be able to turn their violent instincts on and off on a whim, often the whim of another and this is a large part of their training. Thus, gladiators cannot have the HackFrenzy or HackLust quirks.

Gladiators gain multiple attacks per round at the same rate as barbarians, berserkers, and cavalier (see Table 3E in the PHB).

Gladiators gain six initial weapon proficiencies. At least one of these must be in an "exotic" weapon, such as net or harpoon. The GM chooses the appropriate weapon for the gladiator. Still, because of his intense training and concentration on melee in general, the gladiator has a mere -1 to-hit penalty for non-proficiency with melee weapons. When using a missile weapon, however, he has a -3 to-hit penalty (even daggers, spears and other weapons that serve as both melee and ranged weapons). Also, the gladiator must spend double proficiency slots to gain proficiency in any type of missile weapon.

At 2nd level, a gladiator can begin developing a new, named fighting style even without the style's mentor. Beginning at 3rd level, and at every level thereafter, the gladiator gains one combat procedure without traditional training (he need spend neither gold nor extra time). He can choose a new combat procedure or advance one that he already has as if he had trained to improve it once (one roll of the Honor die and one of the mastery die). He automatically succeeds in learning this new skill mastery; there is no need to check against his learning ability.

A gladiator gains the tumbling and charioteering skills for free (one roll of the mastery die and one roll of the Honor die). He can spend further building points on these skills normally.

Every active gladiator must participate in a major fight every 1-3 months. While these need not be to the death, they can be. In any case, they are always bloody. Only an enslaved gladiator who has escaped can avoid this obligation, and official forces will hunt him. A free gladiator who skips out on his contract faces the possibility of termination of said contract and a loss of 25% of his Honor (unless of chaotic alignment).

Gladiator	
Ability Requirements:	Str 12+, Dex 12+, Con 14+
Prime Requisite:	None
Hit Dice Type:	d12
Allowed Races:	any
Allowed Alignments:	any
Building Point Bonus	9 BP

Showmanship: If a gladiator has an audience of ten or more non-combatants, he gains a +1 to-hit for every three levels and a +4 on saves against fatigue. He can choose to forego one point of inflicted damage to get an extra spurt of blood to entertain the crowd. If they are suitably impressed, he can gain Honor.

The GM makes a reaction roll with a +1 for every two gladiator levels, a 16 or higher indicates the crowd is suitably impressed. The gladiator gains as much temporal Honor as he gave up damage. The player must declare how many points of damage he wants to forego before rolling for damage. If he tries to forego more than he actually inflicts, he loses 1d4 points of temporal Honor.

For all their special abilities, gladiators suffer some disadvantages as well.

Dishonor. Gladiators supposedly follow a rigid code of ethics in the arena. Yes, they kill for sport, but they don't blindside their enemies. Some gladiators, however, are known for such dastardly tactics. Rather than being warriors of renown, these mopes are notorious villains.

A gladiator who falls into the dishonorable category has become notorious. He suffers double the normal effects of bad karma [your GM has details of this] and he can only regain Honor at half the rate he would otherwise. Once a heroic fighter goes bad, he finds it exceedingly difficult to regain the trust and admiration of the fans.

Despite the cheers of the crowd, the gladiator is at an odd position in society. Adored by many, feared by most, he is also despised as a slave or a lower class citizen. Though he may live the high life with a string of impressive victories and in some ways feel as though he has attained respectability, he remains a "mere" gladiator for the rest of his days. Even popular retired gladiators never succeed at politics or

Table 1J: Gladiator Progression

Experience Points	Exp. Level	12-Sided Dice for Accum. Hit Points	Level Title
0-2,500	1	20+1d12*	Pit Fighter
2,501-5,000	2	2	Skirmisher
5,001-10,000	3	3	Combatant
10,001-20,000	4	4	Contester
20,001-40,000	5	5	Altercator
40,001-80,000	6	6	Contender
80,001-160,000	7	7	Battler
160,001-300,000	8	8	Showman
300,001-500,000	9	9	Gladiator
500,001-750,000	10	10	Gladiator (10th level)
750,001-1,000,000	11	10+3**	Gladiator (11th level)
1,000,001-1,300,000	12	10+6	Greater Gladiator
1,300,001-1,600,000	13	10+9	Greater Gladiator (13th level)
1,600,001-1,900,000	14	10+12	Greater Gladiator (14th level)
1,900,001-2,200,000	15	10+15	Champion
2,200,001-2,500,000	16	10+18	Champion (16th level)
2,500,001-2,800,000	17	10+21	Champion (17th level)
2,800,001-3,100,000	18	10+24	Great Champion
3,100,001-3,400,000	19	10+27	Greater Champion
3,400,001-3,700,000***	20	10+30	Legend

* At first level gladiator receive 20 hit points +1d12. This twenty point 'kicker' is received a first level only.

** Gladiators receive 3 hit points per level after the 10th.

*** 300,000 experience points per level for each additional level above the 20th.

administrative careers, and so cannot build fortresses or attain titles of nobility. The best the ex-gladiator can hope for is a teaching position at a prestigious arena or fighting academy. Such things do not deter the true gladiatorial spirit.

Rules of Arena Engagement

When fighting other gladiators, the arena fighter is bound by a rigid set of rules. If a gladiator puts an opponent on the ground, he must abide by the decision of the Master of the Game, usually a King or high noble, even in a match meant to be to the death. While he's still okay if his final blow does kill his opponent, if the opponent fell to a failed trauma damage check, the true gladiator first looks to the presiding Master of the Game. The Master of the Game is always chosen before gladiatorial combat ensues. Sometimes visiting emissaries are given the duty, though in that case it is meant to be honorary. (Traditionally, the visitor spares any fallen opponent, but, even though it's considered in bad taste for him to have a fighter dispatched, he does have that right).

This Master may make his decision based on audience reaction, but he need not. A gladiator who disobeys the Master's ruling loses 30% of his Honor immediately. However, if the crowd is on the gladiator's side, he may reduce the penalty to only 10% of his Honor.

In Garweeze Wurld, the thumbs up signals that a gladiator should spare his opponent, the thumbs down indicates that the opponent must die.

Normally these rules only apply to other arena fighters (who may or may not be of the gladiator class), but if a gladiator agrees to an Honor duel, he is bound by the Rules of Arena Engagement against

any opponent. In such a case, a Master of the Game must be chosen before combat begins. Both combatants are considered arena fighters for the duration of that match.

Losing a match fairly and yielding does not cost an arena fighter any Honor, though it may affect future odds and he gets no experience points for the encounter. Often gladiators are spared because they fought well and honorably.

PIRATE

Pirate
Ability Requirements:
 Str 9+, Dex 14+, Con 9+
Prime Requisite:
 None
Hit Dice Type:
 d10
Allowed Races:
 any
Allowed Alignments:
 any neutral (except LN) or evil
Building Point Bonus
 11 BP

Pirates are scurvy knaves bent on plunder and loot. They love nothing more than "liberating" treasure from worthy or unworthy targets so that they can live off the bounty. They usually prey on merchant vessels but have been known to assault poorly defended coastal villages. Once in a great while a pirate (usually a pirate captain, speaking for his crew regardless of their actual feelings) signs an agreement with a nation to target the ships of its enemies (or those who trade with them). Most non-pirates call this process becoming a "privateer." Other pirates call the process "selling out."

Pirates hardly ever wear heavy armor; they need to be mobile in case a fight goes against them and, of course, they don't want to drown. Similarly, they do not use two-handed weapons as these are too slow

Table 1K: Pirate Progression

Experience Points	Exp. Level	12-Sided Dice for Accum. Hit Points	Level Title
0-2,250	1	20+1d10*	Scurvy Knave
2,251-4,500	2	2	Knave
4,501-9,000	3	3	Picaroan
9,001-18,000	4	4	Freebooter
18,001-36,000	5	5	Raider
36,001-72,000	6	6	Marauder
72,001-140,000	7	7	Privateer
140,000-210,000	8	8	Corsair
210,001-300,000	9	9	Pirate
300,001-500,000	10	9+2**	Pirate (10th level)
500,001-750,000	11	9+4	Pirate (11th level)
750,001-1,000,000	12	9+6	Dread Pirate
1,000,001-1,300,000	13	9+8	Dread Pirate (13th level)
1,300,001-1,600,000	14	9+10	Dread Pirate (14th level)
1,600,001-1,900,000	15	9+12	Pirate Lord
1,900,001-2,200,000	16	9+14	Pirate Lord (16th level)
2,200,001-2,500,000	17	9+16	Pirate Prince
2,500,001-2,800,000	18	9+18	Pirate King
2,800,001-3,100,000	19	9+20	Pirate King (19th level)
3,100,001-3,400,000***	20	9+22	Dread Pirate King

* At first level pirates receive 20 hit points +1d10. This twenty point 'kicker' is received at first level only.

** Pirates receive 2 hit points per level after the 9th.

*** 300,000 experience points per level for each additional level above the 20th.

Table 1L: Pirate Skills

Roll 1d100	Free Pirate Skill
1-10	Nautical Navigation
11-20	Navigator Skill Set
21-85	Sailor Skill Set
86-100	Shipwright Skill Set

Pirate Abilities

Pirate Level	Climb Walls	AC/Save Bonus
1	51%	+1
2	54%	+1
3	57%	+1
4	60%	+2
5	63%	+2
6	66%	+2
7	69%	+3
8	72%	+3
9	75%	+3
10	78%	+4
11	81%	+4
12	84%	+4
13	86%	+5
14	88%	+5
15	90%	+5
16	91%	+6
17	92%	+6
18	93%	+6
19	94%	+7
20	95%	+7

and unwieldy – pirates prefer to have the initiative in all their endeavors. Most pirates prefer daggers and a short sword, rapier or saber.

A pirate player character rolls on Table 1L: Pirate Skills to determine which skill he gets for free initially (at 70% + one roll of the mastery die and one roll of the Honor die). They can spend building points normally to increase this skill further. In the case of the navigator, sailor or shipwright skill sets, the mastery die is listed in the skills section. Your GM has details on these suites in the GMG.

Pirates gain the talent Acrobatic Skill Suite as well as a climbing ability much like thieves, the better to climb up the sides of ships for raids or rigging when at sea (rigged nets count as “abundant handholds” and increase a climber’s chance of success by +40%). When a pirate learns tightrope walking or weather sense he gets two mastery dice for the price of one. Despite rumors to the contrary, all Pirates know how to swim. They begin with the skill Swimming, Dog Paddle at 50% mastery.

When fighting aboard a ship, a pirate gains +1 to his AC for every three experience levels (or fraction thereof), so long as he is not in fairly bulky or bulky armor. This can apply to any similar situation (airborne ships, on top of a dragon, etc.). It also applies to saving throws if agility and dodging can affect the outcome. For example, it would apply to dodging a Lightning Bolt or most breath weapons, but not to a Rigor Mortis spell or a gas cloud.

Pirates also have the ability to hold the naked blade of a Small weapon (usually a dagger or short sword) in their mouths while climbing riggings or swinging on ropes. They need not make any checks for cutting themselves unless they fall (by failing a check or someone else cutting a rope).

Pirates suffer no penalties for fighting while precariously balanced on ropes, riggings or even on narrow planks. They live for these moments and are well-practiced at compensating for the limitations on movement and difficulties in range of motion.

SAMURAI

The samurai hails from an exotic, feudal culture of a distinctly hierarchical nature. As a stabilizing part of his society, the samurai must be lawful in alignment. Samurai are the knights of their culture, but unlike their more familiar counterparts (who tend to disdain ranged attacks), samurai must master both melee and ranged weapons. A samurai wields the daisho (a katana and a wakizashi) as the primary symbol of his station. He also wields the daikyu, a special type of long bow.

Samurai get six initial weapon proficiency slots. All samurai must be proficient in the katana and the daikyu. They get no free building points to spend on these, however. At least two

of their other weapon proficiencies must be chosen from the following list (considered samurai weapons): naginata, quarterstaff, spear, taichi (samurai two-handed sword), tanto (samurai dagger), wakizashi (samurai short sword). Samurai can also learn a single martial arts style for 5 BP fewer than other characters. As they advance in level, they may learn other weapons, but samurai can never take a proficiency in blowgun, scourge, sling or whip. Samurai gain a special bonus of +2 on to-hit rolls and improve the speed factor by one when wielding a katana. Also, a samurai may target two adjacent attackers if he wields two weapons in melee combat. Both must be close enough for him to attack in the first place, obviously, and they must be next to each other as well. He must be proficient in the use of both weapons.

Samurai	
Ability Requirements:	
Str 13+, Dex 14+, Con 13+, Wis 13+	
Prime Requisite:	
None	
Hit Dice Type:	
d10	
Allowed Races:	
Human	
Allowed Alignments:	
Any lawful	
Building Point Bonus	
9 BP	

Table 1M: Samurai Progression

Experience Points	Exp. Level	10-Sided Dice for Accum. Hit Points	Level Title
0-2,500	1	20+1d10*	Kobun
2,501-5,000	2	2	Heishi
5,001-10,000	3	3	Gadoman
10,001-18,000	4	4	Yojinbo
18,001-36,500	5	5	Senshi
36,501-75,000	6	6	Hogosha
75,001-135,000	7	7	Bushi
135,001-235,000	8	8	Daitai Samurai
235,001-400,000	9	9	Samurai
400,001-650,000	10	9+2**	Samurai (10th level)
650,001-1,000,000	11	9+4	Samurai Knight
1,000,001-1,300,000	12	9+6	Samurai Knight (12th level)
1,300,001-1,600,000	13	9+8	Kunshu Samurai (Lord)
1,600,001-1,900,000	14	9+10	Kunshu Samurai (14th level)
1,900,001-2,200,000	15	9+12	Kunshu Samurai (15th level)
2,200,001-2,500,000	16	9+14	Lesser Daimyo
2,500,001-2,800,000	17	9+16	Daimyo
2,800,001-3,000,001	18	9+18	Daimyo (18th level)
3,000,001-3,600,000***	19	9+20	Greater Daimyo
3,600,001-3,900,000	20	9+22	Greater Daimyo (20th level)

* At first level samurai receive 20 hit points + 1d10. This twenty point 'kicker' is received at first level only.

** Samurai receive 2 hit points per level after the 9th.

*** 300,000 experience points per level for each additional level above the 20th.

New Samurai Weapons

Item	Cost	Wgt. (lbs.)	Size	Dmg Type	Speed	Damage				Damage		Base Availability		
						T	S	M	L	H	G	High	Med	Low
Katana, 1-h	120 gp	5	M	H/P	1	1d6	1d8	1d10	1d12	1d12	1d10	12	6	1
Katana, 2-h	120 gp	5	M	H/P	1	2d6	2d6	2d6	2d6	2d6	1d12	12	6	1
Taichi/no-daichi	140 gp	6	L	H	4	1d8	1d8	1d12	3d6	2d8	2d6	10	4	1
Wakizashi	65 gp	3	M	H/P	0	1d8	1d8	1d8	1d8	1d8	1d6	9	3	1
Tanto	5 gp	1/2	S	H/P	-3	1d6	1d6	1d6	1d6-1	1d6-2	1d6-3	20	10	2
Daikyu	125 gp	3	L	-	4	-	-	-	-	-	-	15	9	2
Daikyu arrow	1 sp	1/6	M	P	-	1d10	2d4	1d8	1d6	1d6	1d6-1	18	12	3

Samurai gain the horsemanship and social etiquette skills for free (one roll of the mastery die and Honor die). They may purchase further dice with building points.

Kiai shout. Beginning at 1st level, by calling on his inner will, the samurai can increase his Strength by 1d4 points with a loud kiai shout (removing all consideration of stealth) for one round per level, per day. This shout is the first action and can be followed by a full attack routine; if the samurai must make another Strength check he has the improved Strength until the next round on his own action. (Thus, he could attack with his improved Strength on segment 1 of Round 1, then make Strength checks against grapplers up until segment 9 of Round 2 – if his initiative put him at segment 10.)

Damage bonus. Starting a 2nd level, the samurai gains a +1 bonus to every damage roll (not to each die, however) with the samurai weapons listed above. This bonus increases by +1 for every three full levels after second (+2 at 6th-8th level, +3 at 9th-11th level, etc.). He can exceed the damage cap with this bonus.

Awareness. At 3rd level, the samurai can only be surprised on a roll of 1 or 2 on 1d10.

Fearlessness. At 5th level, the samurai is immune to all types of fear.

Fearsome appearance. At 6th level, a samurai can choose to appear fearsome and imposing. Any creature with less than 1 HD and within 30 feet who views a samurai using this power must save versus breath weapon or flee in fear, if possible. If flight is not possible, the creature will throw down any weapons and surrender.

Stewardship. A samurai living in or returning to his homeland may be offered stewardship over a property within one of his daimyo's provinces at 7th level or any time thereafter. He can choose to accept or decline freely. Acceptance means honor (+5 base points) and the duties of collecting taxes, settling disputes, protecting property, quelling rebellions and seeing to his daimyo's interests. In return, the samurai keeps one quarter of all the taxes he collects. The samurai also receives the service of 10 men-at-arms (soldiers) and 1-4 samurai of 1st –3rd level. These men are all loyal to their daimyo, but serve his representative the steward ("jito") unless the lord intervenes.

The only way a samurai can lose this stewardship is to fail to turn over the proper taxes or blatantly mismanage the property. Remember that the land still belongs to the daimyo; the samurai merely administers the area.

If the samurai refuses the stewardship, his daimyo may offer him a suitable home in the city or bakufu where he makes his headquarters.

Samurai who have left their homeland and cannot return (their family may have been disgraced or exiled, or perhaps their entire island disappeared under the waves), may swear fealty to a local lord. They tend to impress their occidental superiors with their extreme dedication and loyalty. Unless the samurai has somehow demonstrated his irresponsibility (meaning his lawful alignment is in question or he has fallen into dishonor), he may be granted similar duties in his new land. The feudal structure of government must be similar enough to allow a similar position, and his followers are 10 men-at-arms and 1-4 fighters of 1st-3rd level.

Superior Awareness. At 8th level, a samurai is only surprised on a roll of 1 on 1d10.

Constable. At 9th level, the samurai may be offered the position of shugo, or constable of an entire province. Again, he can accept (and gain another +8 base Honor) or decline the offer freely. Duties include managing all the jito for that province and administering justice. The samurai automatically gains the service of 10d10 soldiers. There is a 20% chance that one of these soldiers is in fact an assassin sent to infiltrate the household (no more than one assassin will operate in a given household at a time.) The soldiers will be loyal so long as they are properly treated, adequately paid, housed and fed, and the fortunes of their samurai master do not look too bleak.

Again, a samurai who has abandoned his homeland for some reason may receive a similar position in his new realm. In that case, there is a 20% chance that one of the soldiers is in fact a thief (or even assassin) sent to spy on the character or on a mission against someone in his administrative area.

Followers. At 10th level the samurai gains the service 2d10 samurai of 1st level, all of whom will be absolutely loyal to the PC samurai as befits his station. The 10th level samurai also gains the services of 2-7 specialists (armorers, weaponsmiths, etc.) There is a 10% chance that one of these servants is actually an assassin sent to spy on the PC as a precaution.

If the samurai serves in a non-Oriental land, he gains the services of 2d10 fighters of 1st level, and there is a 10% chance of one of the servants actually being a thief (or assassin).

Great kiai shout. At 11th level, the samurai character gains the ability to paralyze his opponents with his mighty war cry. He can only use this power once per day, but when he does, his Strength increases to 19 for two rounds and all enemies within 10 feet must save versus paralyzation or be stunned (unable to move, attack, use spells or spell-like abilities, no Dexterity or shield bonuses to AC). The great shout taxes the character's inner reserves, however, so the samurai cannot use it on the same day that he uses his normal kiai shout.

Bushido

Samurai operate under a strict code of honor to which they must adhere even at the cost of their own lives. So long as they do so, they and their families can retain their honor. Bushido is a way without compromise; its tenets are absolute. They emphasize honor, loyalty and courage and include:

- A samurai is ready to die at any time.
- A samurai obeys his lord's commands.
- A samurai has the right to protest bad judgments or orders from his lord, but he is still subject to them. In extreme cases, he can make the ultimate protest: his own death.
- A samurai cannot fail in any quest; he can succeed or he can die.
- To die in the service of his lord is the samurai's greatest service.
- Honor cannot be saved with a lie.
- No dishonor can go unavenged.
- Dishonor to his lord or the lord's family is dishonor to the samurai.
- Mercy is not due the enemy.
- All debts, whether of vengeance or gratitude, must be repaid.

• Cowardice is dishonorable.

Violating any of these stringent rules results in the immediate loss of 25% of the samurai's base Honor. A samurai who falls into the dishonorable category becomes a ronin. Samurai can also deliberately become ronin by disobeying their lord (the daimyo). While it is possible for a ronin to swear allegiance to another lord and thereby reinstate his samurai status, this is quite rare. Certainly a samurai who disobeyed an order will be viewed with suspicion for many, many years. Ronin can only earn half the experience points of a full samurai (calculate the EP awards normally with regards to all other factors, then divide that amount by two for the character).

SOLDIER

This soldier is not a mere man-at-arms; he is a leader of such common soldiery and a career military man. The soldier may be a mercenary or part of a government's armed force. Soldiers are at their best in a group of like-minded folk or in command of troops. The soldier fights in ranks with his comrades; he is not a one-on-one, toe-to-toe hero. Higher level soldiers are frequently appointed to important leadership positions such as governors since their training has imbued them with a skill set uniquely qualified to succeed in the post.

Soldier	
Ability Requirements:	Str 9+, Con 9+, Int 12+, Wis 10+
Prime Requisite:	None
Hit Dice Type:	d10
Allowed Races:	Dwarf, Gnome Titan, Half-elf, Half-orc, Human
Allowed Alignments:	Any lawful
Building Point Bonus	6 BP

Table 1N: Soldier Progression

Experience Points	Exp. Level	10-Sided Dice for Accum. Hit Points	Level Title
0-2,000	1	20+1d10*	Sergeant
2,001-4,000	2	2	Lieutenant (Junior Grade)
4,001-8,000	3	3	Lieutenant
8,000-16,000	4	4	Lieutenant (Senior Grade)
16,001-32,000	5	5	Captain
32,001-64,000	6	6	Major
64,001-120,000	7	7	Lieutenant Colonel
120,001-200,000	8	8	Colonel
200,001-300,000	9	9	Brigadier General
300,001-500,000	10	9+3**	Brigadier General
500,001-750,000	11	9+6	Major General
750,001-1,000,000	12	9+9	Major General
1,000,001-1,250,000	13	9+12	Lieutenant General
1,250,001-1,500,000	14	9+15	Lieutenant General
1,500,001-1,750,000	15	9+18	General
1,750,001-2,000,000	16	9+21	General
2,000,001-2,250,000	17	9+24	Field Marshal
2,250,001-2,500,000	18	9+27	Field Marshal
2,500,001-2,750,000	19	9+30	Warlord
2,750,001-3,000,000***	20	9+33	Supreme Warlord

* At first level soldiers receive 20 hit points +1d10. This twenty point 'kicker' is received at first level only.

** Soldiers receive 3 hit points per level after the 9th.

*** 250,000 experience points per level for each additional level above the 20th.

The soldier begins his career with the following skills: Armor Maintenance, Weapon Maintenance, Shaving/Grooming, Dig Hasty Grave, Reading/Writing, Leadership, Basic and Military, Battle Sense.

Training and Advancement:

Level progression and training is handled differently for soldiers. Soldiers may never self-train. To advance in level, the candidate must attend a specialized military academy. These schools have a standardized curriculum with competent instructors that ensure that a uniform skill set is taught. Unfortunately these schools are lengthier than those 'standard' adventurers attend. Two weeks is the norm. Note that these schools are no more expensive than Kobars so the student-soldier has similar level advancement costs as his adventuring peers.

A soldier may, of course, attend a school on his own to acquire additional skills. When attending an independent school, he gains a +35% chance to successfully pass any of the courses listed below.

Skill Progression:

2nd level: one roll of Mastery die for Leadership, Basic and Military, Battle Sense

3rd level: one roll of Mastery die for Leadership, Basic, Military: Small Unit Tactics and Military, Battle Sense (skill level of Military, Battle Sense raised to 50 if not that high already)

4th level: one roll of Mastery die for Leadership, Basic, Military: Small Unit Tactics and Military, Battle Sense

5th level: one roll of Mastery die for Leadership, Basic, Military: Small Unit Tactics, Military, Battle Sense and Military: Operations (skill level of Military, Small Unit Tactics raised to 50 if not that high already)

6th level – one roll of Mastery die for Leadership, Committee and Military:

Table 1O: Soldier Miscellaneous Skill List

Ancient History
Current Affairs
Heraldry
History, Local
History, World
Brass Instruments
Entrenchment Construction
Establish Ambush Zone
Muster Resolve
Construction: Hasty Defense Works
Dig Proper Grave
First Aid: Cauterize Wound
First Aid: Sew Own Wound
First Aid: Sew Wound
Maintain Self-Discipline
Mapless Travel
Recruit Army
Rope Use
Berate
Knowledge of Courtly Affairs
Rousing Speech
Rules of Fair Play

Table 1P: Soldier Social Class Advancement

Level	Class
1	ULC
2	LMC
5	MMC
7	UMC
9	LUC
15	MUC
17+	UUC

Table 1Q: Soldier Medal Awards

Level	Rank of Soldier to whom medal may be given
7	men-at-arms, sergeants
8	lieutenants (plus above)
9	majors, captains
11	all colonels
13+	any soldier below them in name level

Operations (skill level of Leadership, Basic raised to 50 if not that high already), 2 additional rolls from following group [Leadership: Basic, Leadership: Committee, Military, Battle Sense & Military: Small Unit Tactics]

7th level — one roll of Mastery die for Campaign Logistics and Military: Operations (skill level of Military: Operations raised to 50 if not that high already), 2 additional rolls from following group [Leadership: Basic, Leadership: Committee, Military, Battle Sense, Military: Small Unit Tactics, Military: Operations]

8th level — one roll of Mastery die for Military: Leadership, 2 additional rolls from following group [Leadership: Basic, Leadership: Committee, Military, Battle Sense, Military: Small Unit Tactics, Military: Operations], 1 roll from Table 1O: Soldier Miscellaneous Skill List

9th level — one roll of Mastery die for Civil Administration (skill level of Leadership, Committee raised to 50 if not that high already), 2 additional rolls from following group [Leadership: Basic, Leadership: Committee, Military, Battle Sense, Military: Small Unit Tactics, Military: Operations, Military: Leadership], 1 roll from Table 1O: Soldier Miscellaneous Skill List

10th level — one roll of Mastery die for Civil Administration and Recruit Army, 1 additional roll from following group [Leadership: Basic, Leadership: Committee, Military, Battle Sense, Military: Small Unit Tactics, Military: Operations, Military: Leadership], 1 roll from Table 1O: Soldier Miscellaneous Skill List

11th–20th level — 4 rolls of mastery die, may be from any skill above or Table 1O: Soldier Miscellaneous Skill List

Social Class: Soldiers as a whole tend to be respected by the civilian population and thus advance their social status more quickly than other adventuring types. Table 1P: Soldier Social Class Advancement lists the minimum social class attained by soldiers at each level. (A soldier may come from an aristocratic background and thus be of a higher social class. The table merely lists the minimum social class the individual will have.) Soldiers advancing their social class are not awarded with property merely respect.

Grant Honor: Beginning at 7th level, the soldier gains the ability to grant Honor through the awarding of medals. Each such medal grants the recipient d6 points of Honor (permanent) provided he displays it prominently upon his garments.

Restrictions: A medal may be granted but once per year to an individual. The recipient must truly have done something meriting this award. This is a point of honor amongst soldiers and anyone awarding bogus citations suffers a loss of 3d4 points of their own Honor for each questionable award given. Soldiers may only award medals to someone that serves under them. Table 1Q: Soldier Medal Awards shows to whom a Soldier of appropriate level may award medals.

Gentry of at least UMC status who hold office may grant civilian medals to individuals who have performed exceptional service for the kingdom. Though not as prized (d4 Honor each), they may be granted to any meritorious individual. Such awards may be granted but once per five years to any individual.

SWASHBUCKLER

A swashbuckler is a foppish fighter, a happy-go-lucky hero with a rapier wit and sword to match. He's a showman, a show-off and a ham, but for some reason (most of) his audience loves him for it. Especially, inexplicably, the ladies.

Still, trouble seems to seek him out. Life seems to conspire to make the swashbuckler's life as convoluted and complex as possible. Be certain the GM will weave these elements into his campaign. Whenever another swashbuckler happens by, he's intent on proving himself by taking down the PC a few notches. When the drunken

prince gets caught with a mayor's daughter, miraculously he looks just like the swashbuckler. When a certain young lady flees the town guard, she chooses the swashbuckler as her protector. The true swashbuckler, though, sees these situations as opportunities. He lives for the chance to gain notoriety and/or fame through dashing deeds and (in his mind) heroic exploits.

Swashbucklers who wield weapons not considered swashbuckling weapons lose a point of Honor per day (if they use any weapons at all, that is). A normal short sword can be considered a swashbuckling weapon, but most seek something a bit more...distinctive.

The swashbuckler gains the advanced two-weapon fighting proficiency at no cost.

Swashbucklers gain the social etiquette and tumbling skills initially at no cost (one roll of the mastery die and one roll of the Honor die;

Swashbuckler
Ability Requirements:
 Str 9+, Dex 14+
Prime Requisite:
 None
Hit Dice Type:
 d8
Allowed Races:
 Human, elf (any), half-elf,
 gnome, halfling, pixie fairy
Allowed Alignments:
 Any
Building Point Bonus
 13 BP

Table 1R: Swashbuckler Progression

Experience Points	Exp. Level	8-Sided Dice for Accum. Hit Points	Level Title
0-2,000	1	20+1d8*	Rapscallion
2,001-4,000	2	2	Rascal
4,001-8,000	3	3	Scamp
8,001-16,000	4	4	Scalawag
16,001-32,000	5	5	Scoundrel
32,001-64,000	6	6	Rake
64,001-120,000	7	7	Miscreant
120,001-200,000	8	8	Rogue
200,001-300,000	9	9	Venturer
300,001-500,000	10	10	Enterpriser
500,001-750,000	11	11**	Swashbuckler
750,001-1,000,000	12	11+2	Swashbuckler (12th level)
1,000,001-1,250,000	13	11+4	Swashbuckler (13th level)
1,250,001-1,500,000	14	11+6	Swashbuckler (14th level)
1,500,001-1,750,000	15	11+8	Daredevil
1,750,001-2,000,000	16	11+10	Master Daredevil
2,000,001-2,250,000	17	11+12	Marvelous Daredevil
2,250,001-2,500,000	18	11+14	Swashbuckler Lord
2,500,001-2,750,000	19	11+16	Swashbuckler Lord (19th level)
2,750,001-3,000,000***	20	11+18	Swashbuckler Lord (20th level)

* At first level swashbucklers receive 20 hit points + 1d8. This twenty point 'kicker' is received at first level only.

** Swashbucklers receive 2 hit points per level after the 11th.

*** 250,000 experience points per level for each additional level above the 20th.

New Swashbuckler Weapons

Item	Cost	Wgt. (lbs.)	Size	Dmg Type	Speed	Damage				Damage			Base Availability		
						T	S	M	L	H	G		High	Med	Low
Main-gauche *	4 gp	2	S	H	-1	1d6	1d6	1d4	1d4-1	1d4-1	1d4-2		60	30	15
Rapier *	16 gp	4	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8		70	50	25
Sabre *	20 gp	5	L	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8		65	45	20
Stiletto *	5 sp	1/2	S	P	-1	1d4	1d4	1d4-1	1d4-2	1d4-2	1d4-3		80	55	25

* These weapons can only be used one-handed.

he can improve these skills normally). They also gain the snappy comeback and tumbling skills for free. This skill begins at the standard level and can be improved normally. It also increases by 5% every time the swashbuckler advances in experience level. The swashbuckler gains two rolls of the mastery die every time he purchases almost any social interaction skill. The exceptions are: feign toughness, flex muscle, intimidation and street cred.

As a romantic figure, the swashbuckler gains +3 on reaction rolls for characters of similar race and opposite gender. Despite themselves, they find his over-the-top foppish charm hard to resist.

A swashbuckler is as nimble and quick on his feet as he thinks he is with his witty retort. When wearing studded leather armor (or worse), he gains +4 to his Armor Class. While he can wear heavier armors, he gets no special bonus.

Swashbucklers use the thief group saving throw table.

HOLY KNIGHT

The Holy Knight, or sometimes "paladin cavalier," is the ultimate expression of the mounted warrior of justice, the best of the best, the perfect knight. Peasants and warriors alike look up to paladins and to cavaliers; cavaliers and paladins look up to the Holy Knight. He must maintain the highest standards, he has few if any weaknesses, and he is a very rare individual. A combination of astounding natural ability, vigorous training and providence of birth, the Holy Knight faces the greatest challenge of any class — living up to the standards he needs to maintain all his powers.

The Holy Knight has no prime requisites and must meet minimum scores in all categories: Strength 15, Dexterity 15, Constitution 15, Intelligence 10, Wisdom 13, Charisma 17 and Comeliness 14. He must also possess a social class of at least Lower Upper Class. Only humans may become Holy Knights.

The Holy Knight serves first a gawd or religious cause, and next a just mortal lord. In addition to being chosen by Fortune for great things and having the most serious dedication to his cause, the Holy Knight must be of the proper social class. Those born into any social standing lower than upper class simply do not have access to the connections and very expensive training necessary to join these exalted ranks.

Holy Knights in good standing combine many of the abilities of both cavaliers and paladins, but must abide by all of the restrictions.

Holy Knight
Ability Requirements:
 Str 15+, Dex 15+, Con 15+,
 Int 10+, Wis 13+, Cha 17+,
 Com 9+
Prime Requisite:
 None
Hit Dice Type:
 d12
Allowed Races:
 Human
Allowed Alignments:
 Lawful good
Building Point Bonus
 6 BP

Holy Knights use the fighter attack tables and make all saving throws as fighters, though they get several bonuses. They are not limited in which weapons they can use, but do prefer certain weapons. The Holy Knight seeks proficiency in these weapons before learning to use others. These weapons are the lance (required of the 1st-level Gallant Armiger), long sword, broad sword, bastard sword, short sword, horseman's mace, horseman's flail, horseman's military pick, dagger and javelin. Only after these weapons have been mastered may he become proficient in the use of other types. Though he cannot take proficiency with weapons that deal damage at a distance (such as missile weapons and pole arms), he can use these weapons in a desperate situation. Ideally, the Holy Knight excels at his preferred weapons to such a high degree that he need not resort to non-heroic weapons, but he may use them at normal non-proficiency penalties to protect innocents, destroy evil or thwart chaos.

The Holy Knight prefers to use the lance when possible, and must be proficient with it at first level. When using a lance while mounted, the Holy Knight's bonus to damage equals the character's experience level. This damage bonus is in addition to any bonuses for Strength, and it is never capped. When using a lance while dismounted the damage is only +1. Treat a heavy lance used while dis-

Table 1S: Holy Knight Progression

Experience Points	Exp. Level	12-Sided Dice for		Level Title
		Accum. Hit Points		
0-3,000	1	1		Gallant Armiger
3,001-6,000	2	2		Scutifying Keeper
6,001-15,000	3	3		Protector Esquire
15,001-30,000	4	4		Defender Plebe
30,001-60,000	5	5		Knight Guardian
60,001-120,000	6	6		Knight Chevalier
120,001-240,000	7	7		Knight Intrepid
240,001-420,000	8	8		Knight Gallant
420,001-780,000	9	9		Knight Valiant
780,001-1,100,000	10	10*		Holy Knight
1,100,001-1,475,000	11	10+6		Holy Knight
1,475,001-1,850,000	12	10+9		Holy Knight Intrepid
1,850,001-2,225,000	13	10+12		Holy Knight Intrepid
2,225,001-2,600,000	14	10+15		Holy Knight Gallant
2,600,001-2,975,000	15	10+18		Holy Knight Gallant
2,975,001-3,350,000	16	10+21		Holy Knight Valiant
3,350,001-3,725,000	17	10+24		Holy Knight Valiant
3,725,001-4,100,000	18	10+27		Holy Knight Lord
4,100,001-4,475,000	19	10+30		High Knight Lord
4,475,001-4,850,000**	20	10+33		Holy Knight Marshal

* Holy Knights receive 3 hit points per level after the 10th.

** 375,000 experience points per level for each additional level above the 20th.

mounted as an awl pike, with respect to all specifications except length, weight and speed factor. Treat a medium or light lance used while dismounted as a spear. Jousting lances are no use unless mounted.

The Holy Knight gains to-hit bonuses with certain weapons as he advances in level. These “weapons of choice” and their attendant bonuses are:

- At 1st level, he +1 to hit with the lance, if used while mounted.
- At 3rd level, he is +1 to hit with either the bastard sword, broad sword or long sword (player's choice).
- At 5th level, he is +1 to hit with either the horseman's mace, horseman's flail, or horseman's military pick (player's choice).
- At 7th level, he is +2 to hit with the lance, if used while mounted.
- At 9th level, he is +2 to hit with either the bastard sword, broad sword or long sword (depending upon which he chose at 3rd level).
- At 11th level, he is +2 to hit with the horseman's mace, horseman's flail or horseman's military pick (depending upon what was chosen at 5th level).
- At 13th level, he is +3 to hit with the lance, if used while mounted.

At higher levels, the progression described above increases in a similar fashion. The bonus applies only on to-hit rolls, it does not apply to damage nor does it allow the Holy Knight to hit creatures that can only be hit by magic weapons. Note that the higher pluses must be taken in the same weapon as chosen at lower levels, so that any cavalier has effectively three “weapons of choice.” (He cannot be +1 with the long sword and +2 with the broad sword at 9th level, he would be +2 with the long sword if he chose that weapon at 3rd level.)

Holy Knights use the same melee attacks per round progression as paladins. The Holy Knight may make multiple attacks with a “weapon of choice” as if the character were 5 levels higher than actual as far as attacks per round are concerned (e.g. a 3rd level cavalier can attack 3 times every 2 rounds with a weapon of choice, as opposed to 1 attack per round with some other weapon). At 16th level and above, the Holy Knight can attack 3 times per round with a weapon of choice.

Holy Knights are able to function at negative hit point totals like cavaliers. The number of negative hit points he can function at is determined at 1st level (4-13, or 3d4+1), but is at least equal to 4. When he reaches a negative number of hit points (to the limit set at 1st level), the Holy Knight does not become unconscious, but cannot attack and must rest, bind his wounds and seek further healing. Holy Knights heal as other characters, but also gain an additional 1-4 points for each full week of normal healing.

To the Holy Knight armor is as much as symbol of his potency as it is a means of protection. Nothing inspires awe and confidence from a throng of peasants the way a knight in full plate armor atop a similarly armored heavy warhorse can. Thus, a Holy Knight always seeks to possess the very best and finest-quality armor he can for both himself and his steed. Unlike cavaliers, however, they are not effete snobs. Useless ornamentation does not promote the virtues of frugality and hence is shunned. Full plate armor is always first choice; other preferences ranking beneath that are (in order of desirability) field plate, plate mail, bronze plate mail, banded or splint mail, chain mail, scale

mail and brigandine armor. Hide armor, Leather, ring mail, studded leather and padded armor denote poverty, and as such are beneath the Holy Knight's station, such that he will not wear these armor types. This list of preferences applies even in the case of magical armor, so that a Holy Knight will not wear Chain Mail +5 if he can wear even normal banded or splint mail.

A Holy Knight of 1st level or greater gains the following ancillary benefits:

- All Holy Knights are capable horsemen. At first level they receive the skill Riding, Land-Based at a mastery level of 50%. Every level thereafter they gain one roll of the mastery die (and their honor die) in this skill. This is in addition to any other skills gained during training.
- He can detect evil intent up to 60 feet away by concentrating in a particular direction. Each attempt takes one round. This ability also detects evil characters and monsters.
- He receives a +2 bonus to all saving throws.
- Holy Knights are immune to fear (magical or otherwise) of any sort. Holy Knights radiate a Protection from Fear aura in a 10-foot radius, so that all allied creatures within the radius are similarly immune. In addition, magical or magic-like phenomena that affect the mind are 10% unlikely per level of the Holy Knight (to a maximum of 90%) to have any effect on the Holy Knight. This includes powers such as Beguiling, Charm, Domination, Hold, Hypnosis, Magic Jar, Possession, Sleep, Suggestion and the psionic Mind Blast, but not the effects of high Comeliness. This immunity is in addition to any applicable saving throw. Holy Knights also gain an additional +2 to their saves versus all forms of illusion spells.
- A Holy Knight can judge another paladin, cleric, cavalier or Holy Knight he thinks has done wrong. The judged character undergoes an immediate alignment audit and suffers any consequences.
- He is immune to all forms of disease (but not curses such as lycanthropy and mummy rot).
- A Holy Knight can heal by laying on hands. Once per day, he can heal 2 hit points per level, either on himself or on another.
- A Holy Knight is surrounded by aura of protection with a 10-foot radius. All summoned and specifically evil creatures in that radius suffer a -1 penalty to their to-hit rolls. A creature affected by this aura can recognize its source.
- At 1st through 5th level, he can Cure Disease of all sorts once per week. This increases to twice per week at 6th through 10th level, three times per week at 11th or 15th level, etc.

At 3rd level, the Holy Knight gains the ability to turn undead as a cleric two levels lower than his actual experience level.

At 4th level, the Holy Knight may call for his special warhorse. This follows all the rules for paladins.

At 7th level and above, a Holy Knight can scrutinize any character and force an alignment audit.

A Holy Knight can cast cleric spells of the divination, necromantic and abjuration schools upon reaching 9th level. He must follow the rules for clerics praying for spells and gains spells according to Table 1T: Holy Knight Spell Progression. He gains no bonus spells for high Wisdom, nor can he use magic items restricted to clerics and druids.

A Holy Knight in good standing also faces all the limitations of a standard paladin.

- He may not have more than 10 magical items, nor more than one suit of magical armor, one magical shield, four weapons (arrows and bolts do not count, though he should not carry these if a good-aligned fellow can make better use of them) and four other items.
- A Holy Knight must tithe (donate 10% of) his income in any form, from any source to his religious institution at earliest opportunity.
- A Holy Knight serves as an inspiration to people, but he does not attract followers in the manner of other classes. He can hire soldiers, mercenaries and specialists, but they must be of lawful good alignment.
- A paladin can only have lawful good henchmen and retainers (or those who act as such if alignment is unknown). He can tolerate traveling companions of other alignments (lawful neutral, neutral good, chaotic good or true neutral) if they behave themselves, attempting to demonstrate the proper path through his own behavior. He will not travel with characters known to be of other alignments, though he cannot necessarily arrest or assault them solely for BEING evil or extremely chaotic: they have to actually describe, discuss, plan commit or attempt to commit an act. One caveat: in some lands the laws DO allow a noble Holy Knight to administer preemptive justice even on someone who is simply of an evil nature and has not actually committed or planned any overt acts that the Holy Knight knows about.
- Holy Knights must retain enough wealth to function in a manner appropriate to their station. They may put aside post-tithing funds to maintain their lands, pay henchmen and servants, to acquire new equipment and so on, but they cannot spend ostentatiously. Any excess wealth must be spent to better the lives of the commoners under the Holy Knights charge.

As a member of the social upper classes, the Holy Knight has a coat of arms and armorial bearing. This bearing is the device worn upon the Holy Knight's shield to identify him on the battlefield and in tournament. The armorial bearing may not be kept covered while traveling for it is part of his duty to be a shining example of all that is good and holy where ever he may travel. In addition, at 4th level the Holy Knight may fly a pennant on his lance on the battlefield – his personal retinue's honor token. A duplicate of this battle flag is held by his retainers, and marks his territory. If the battle flag is lost, dishonor ensues, and the Holy Knight must make every effort to regain the flag or suffer a huge honor hit thereafter.

Finally, Holy Knights may expect full hospitality – food, lodging, and whatever else is needed (within reason under the circumstances) – from all other Holy Knights, Cavaliers and Paladins. Such hospitality is likewise due from all gentle, noble, and royal households according to their relationships between various political divisions that might be concerned.

Holy Knights must be the epitome of lawful good alignment and must always remain lawful good and follow a code of chivalry. Upon being sworn to knighthood (by a Holy Knight of name level after a full ritual of fasting, vigil, sacred vow and celebration), the Holy Knight must pledge himself to this code in the name of his gawd. Failure to sustain the oath or changing alignment is sufficient reason

Table 1T: Holy Knight Spell Progression

Holy Knight Level	Casting Level	Cleric Spell Level			
		1	2	3	4
9	1	1	-	-	-
10	2	2	-	-	-
11	3	2	1	-	-
12	4	2	2	-	-
13	5	2	2	1	-
14	6	3	2	1	-
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20*	9*	3	3	3	3

* Maximum spell ability.

to revoke knighthood. If the infraction is inadvertent (due to magic or some outside force), this loss is temporary. He can restore his full powers by fulfilling a quest. Such a quest would be delivered in a vision or by a priest of his order. The character gains no experience points until after completing the quest.

If the alignment change or code breaking is deliberate, the Holy Knight becomes a mere fighter (of a level equivalent to his Holy Knight level, at the lowest fighter EP for that level, and he cannot specialize). This loss can occur as the result of a series of actions that compromise the Knights Code or force an alignment change or even



A holy knight strikes out with righteous anger.

the single occurrence of deliberately committing an evil act. No force of magic or gawdly power can restore his status.

A Holy Knight serves at least two causes: first, his religion. Lawful goodness supersedes all other factors for the Holy Knight. Secondly, he serves a mortal liege — normally a greater noble, order of knight-hood or the like. The Holy Knight must sustain the knightly virtues and the code of chivalry. The knightly virtues are these:

Good Faith	Bravery	Glory
Honor	Liberality	Self-esteem
Unselfishness	Courtesy	

The code of chivalry may be summed up as follows:

- Noble service cheerfully rendered
- Protection of innocents
- Defense of any charge unto death
- Courage and enterprise in obedience to rule
- Respect for all peers and equals
- Honor to all above your station
- Obedience and respect from all beneath your station
- Sympathy for those who are lowly and ignoble
- Military prowess exercised in service to your lord
- Courtesy to all ladies (if the Holy Knight is male)
- Just war is the flowering of chivalry
- Battle is the test of manhood
- Combat is glory
- Righteousness above all in battle
- Conversion from all who oppose the cause
- Death before dishonor

In enforcing this code, the GM may reduce or eliminate experience points gained by the Holy Knight if he violates the spirit or letter of the code. A Holy Knight who retreats from battle, even to save fellow party members, would receive half experience for the beasts slain in his retreat.

As a result of the code and desire for battle, Holy Knights cannot be controlled in battle situations. They will charge any enemy in sight, with the following order of preference. As they should not be fighting in real combat unless they oppose evil forces, all of the opponents must be evil.

1. Powerful evil monsters (dragons, demons, giants, etc.) serving enemy leaders, then the leaders themselves.
2. Opponent evil cavaliers of great renown, enemy flags and standards
3. Opponent cavalry of noble or elite status
4. Other opponent cavalry
5. Opponent elite footmen
6. Opponent camp and headquarters
7. Opponent melee troops
8. Levies or peasants

The Holy Knight charges at full speed, regardless of army cohesion, intervening friendly troops or other such considerations short of physical or magical restraint.

If the Holy Knight discovers he is fighting good forces due to a misunderstanding, he must attempt to stop the fight or at least render his opponents unconscious rather than kill them. However, he can kill them if there is no other way out (perhaps they are under powerful magic influences). If he does slay a lawful good or neutral good opponent in such a manner, he must make every attempt to make amends.

While Holy Knights cannot attract followers as fighters, they can have henchmen, sidekicks, protégés and hirelings. They can have as many as are allowed by their Charisma bonus, +3. Allowable types of these sorts of traveling companions are lawful good: clerics, fighters, cavaliers, magic-users and paladins. Their adventuring companions may comprise a wider selection of classes, but their personal retinue cannot.

Holy Knights are rare in the extreme and one of their duties is to pass on their special knowledge. Upon achieving 4th level, he must acquire at least one retainer. A retainer is a 1st or 2nd level Holy Knight, cavalier, or (if the GM allows) paladin. After reaching 6th level, they must add a 3rd level cavalier, Holy Knight or perhaps paladin. At 7th level, he must acquire a mounted man-at-arms to act as herald and another as a guard. At 8th level, he needs one more mounted man-at-arms. These retainers serve in return for food, lodging, upkeep and training (the primary reason for the requirement). A Holy Knight can help train a lower level cavalier or paladin, but a paladin or cavalier cannot train a Holy Knight.

Upon achieving 9th level, the Holy Knight has done his duty and hopefully passed on much of his expertise. He may travel with or without retainers at this point, at his discretion. At lower levels, the Holy Knight can be ordered to travel without his retinue if there is good reason. A Holy Knight is responsible for the actions of his retainers and he must ensure that cavaliers, paladins and Holy Knights live up to the standards of the class.

Chapter 2

Fighter Group Priors, Particulars and Options

This chapter contains several new facets for fleshing out starting fighter characters. First we will look at extended quirk and flaw tables for fighters and then we will cover new tables that supplement the character creation procedure detailed in the PHB. Then we will discuss various background packages that you can purchase (with building points). These packages are additional options for the player; they give a character individual detail, but also come with a price in building points and sometimes quirks and flaws as well. Next, we will take a look at some new skills and talents that are appropriate for fighters. Finally, we will look at some suggested personality types to give you an aid in role-playing your fighter.

FIGHTER QUIRKS AND FLAWS

Whenever a fighter character rolls for quirks and flaws, he should roll on the new PHB table 6A (geared towards fighters) instead of Table 6A in the PHB. The new table includes two new quirks and flaws tables that add the new quirks and flaws detailed here. New Table 6A in this book supercedes Table 6A in the PHB for fighter characters. A multi-class character with a fighter class may choose on which table to roll initially, but once he has chosen, he can not change his mind. Note that the new subtables that result from New Table 6A are not identified with the chapter number and then a sequential letter as done elsewhere in this book. They are numbered 6M and 6N because they are used as extensions of the tables in Chapter 6 of the PHB.

NEW FLAWS

Bad Back: A character with this flaw has a bad back that acts up whenever he lifts a heavy weight or tries to move a heavy object. He reduces his weight allowance and max press values by 50%, and his bend bars/lift gates and open doors values by 25%. Whenever he suffers from a strained or pulled back, he suffers the worst penalties possible for that situation. (Minor: 7 points)

Butt Ugly: The player character suffers from a noticeable and unpleasant deformity. He suffers -4 to his Comeliness and gains an unkind nickname (GM's choice). (Minor: 5 points)

Corrosive Sweat: Thanks to some bad genes, this character's perspiration is quite acidic. As a result, at the end of any combat lasting

three rounds or more, the character's armor and shield (if worn) take two points of damage, and any weapons used must make a save vs. acid with a +5 bonus. In addition, his palms will constantly be sweaty and clammy, which can be quite disgusting if you have to shake his hand. The character must spend 10% more resources than normal characters on weapon and armor maintenance. (Major: 9 points)

Easily Dehydrated: Whether it is because he is very active or just bad at retaining water, this character becomes dehydrated very easily. As a result, his fatigue factor is reduced by 50%, and he must drink twice as much water as a normal person. Also, his hangovers last twice as long. (Major: 10 points)

Poorly Proportioned: A character with this flaw has a body that functions normally, but is not sized consistently. Perhaps the character's torso is short for his size and his legs are long, or his shoulders are smaller than his hips. Whatever the reason, this character needs to have his

Table 6M: Flaws, Fighter

Rolls	Flaw	BPs
1-12	Bad Back	7
13-24	Butt Ugly	5
25-36	Corrosive Sweat	9
37-48	Easily Dehydrated	10
49-61	Poorly Proportioned	5
62-74	Small Bladder	6
74-87	Small Hands	12
88-100	Uncoordinated	10

Table 6N: Quirks, Fighter

Rolls	Flaw	BPs
1-9	Armor Prejudice	11
10-18	Armor Snobbery	4
19-27	Bad Luck	9
28-36	Bardic Tendencies	9
37-45	Blood Feud	6
46-54	Combat Arrogance	10
55-63	Flashbacks	12
64-72	Maintenance Compulsion	10
73-81	Outlawed	12
82-90	Weapon Phobia	10
91-100	Weapon Prejudice	7/14

Table 6M1: Armor Prejudice

Roll 1d100	Type of Armor
1-5	Robes/Garments
6-20	Leather
21-35	Padded
36-43	Ring Mail
44-51	Studded Leather
52-57	Scale Mail
58-62	Hide
63-70	Brigandine
71-73	Chain Mail
74-77	Elven Chain Mail
78-81	Heavy Chain
82-85	Bronze Plate Mail
86-88	Banded Mail
89-90	Splint Mail
91-92	Plate Mail
93-94	Field Plate
95-96	Full Plate
97-100	Other/Unusual

Table 2A: Sample Flashbacks

Flashback	Trigger
Fellow infantryman impaled upon a spear during training	Ally dropping (down to 0 hp or failed TOP save) from piercing weapon
Suffered critical hit when fighting without armor	Shield destroyed or armor degrades an AC level due to damage
Almost killed fighting a berserker tribe	Friend or foe uses a battle cry, or succumbs to HackFrenzy or HackLust
Fellow soldier killed with burning oil during a siege	Attacked with any fire based attack (flaming oil, fireball, fire breath weapon, etc.)
Forced to fight as a slave in a gladiatorial arena	In front of large crowd or involved in ritual combat
Critical miss killed an ally	Friend or foe critically misses

clothing and armor custom made to fit him. These custom items will cost at least 150% of the cost of the normal version, and will be twice as costly to repair and maintain. (Minor: 5 points)

Small Bladder: This character has never been able to “hold it” for very long, and must relieve himself every hour. This will require that the character remove his armor and any other gear he may be carrying. In addition, the turbulence that comes with riding a mount further upsets his plumbing, and he must relieve himself every 30 minutes while riding. This results in a reduction of movement by 25%, as approximately a quarter of every hour is spent taking armor off and putting it back on (See PHB p 117 for information on donning and doffing armor). If the character chooses not to wear armor while traveling, his movement is only reduced by 10%. (Minor: 6 points)

Small Hands: A character with this flaw has exceptionally small hands for his size, and as a result, he has trouble holding large items. The character cannot use weapons of a size larger than himself, he needs two hands to hold a weapon of his same size category, and only weapons of size categories smaller than himself can he use in one hand. (Major: 12 points)

Uncoordinated: An uncoordinated character has trouble doing two things at the same time. A character with this flaw cannot use both hands effectively in combat. If he fights with a weapon or a shield in both hands, he suffers a -1 to AC and -2 to all to-hit rolls. This flaw does not apply if the character is using a two-handed weapon. (Major: 10 points)

NEW QUIRKS

Armor Prejudice: The character believes that only one type of armor is the best for him and refuses to wear any other kind. The type of armor can be chosen by the GM or rolled on Table 6M1: Armor Prejudice. (Major: 11 points)

Armor Snobbery: This character refuses to wear armor that has a base AC value of 7 or worse. He'd rather go naked. (Minor: 4 points)

Bad Luck: The character is doomed to be unlucky. Neither the character nor the gawds can change this. This does not mean the character can never achieve greatness, simply that events tend to go against him in certain ways.

Bad luck causes the PC to suffer a -1 penalty on a certain type of die. This may be a d6, d8, d10 or d20, depending on your GM's secret choice. The penalty takes effect any time the character attempts an action that uses the chosen type of die or any time uses GM uses that type of die to determine an event that affects only the

character with bad luck. It does not apply to attack or damage rolls made against the character, but does apply to all of the character's attacks against others.

For example, Oxmind has bad luck affecting d10 rolls. He would NOT suffer a -1 on a surprise roll for the group, since that directly affects other people. He WOULD suffer it on his own initiative rolls. If the character were alone and had to roll for surprise, the penalty would also take effect.

This -1 is always a penalty; i.e. it makes the result of the die roll worse for the unlucky character (thus it actually adds one to initiative roll). However, this can never lower a die result below 1. Note that a -1 on d10 also means a -10% penalty on percentile rolls (such as skill checks). (Major: 9 points)

Bardic Tendencies: This character believes that every victory is epic in proportion. After landing the killing blow on any creature, he will pause for 1d4 rounds to compose and recite a short poem or song about his victory. He will not take any actions until his work is finished, and he cannot be interrupted in any way. (Major: 9 points)

Blood Feud: The character's family has a long-standing feud with an NPC family. Reconciliation is virtually impossible, and encounters with NPCs of that family are always hostile. (The GM should name this family and provide some details. These elements can be woven into a PC's history.) The NPC family may carry out or fund raids and even murders against the character's family. This type of blood feud usually stems from murder of a kinsman, revenge for theft of valuable property, or avenging an old insult. Blood feuds can lay “dormant” for a time, but can only end with spectacular displays of ingenuity and propitiation or with the complete eradication of one side. (Minor: 6 points)

Combat Arrogance: The arrogant combatant does not believe that any creature is a threat to him until it causes him damage. Thus, in general he will refrain from attacking anything or anyone until that enemy first hits him. He may make an Intelligence check to attack a creature first. However, if he succeeds on his check and attacks and it turns out the creature has fewer hit dice than he does, he will lose 1d4 points of Honor. Thus, he will typically stand defiant while a Kobold takes several swings, not even drawing his weapon until after the beastie “gets lucky” and strikes true. (Major: 10 points)

Flashbacks: This character suffered some horrendous experience and memories of it return unexpectedly when similar events in the present occur. These flashbacks totally occupy the character's attention, causing him to cease all action. While suffering a flashback, the character will not take any action. If the character succeeds at a Wisdom check, he will emerge from the flashback and will be able to

take action in the next round. Characters with this quirk can have their flashbacks triggered by any stressful experience that approximates the experience of the flashback. The player and GM should come up with an appropriate flashback and triggers, but remember that the GM has the final say. Some sample flashbacks and triggers appear in Table 2A: Sample Flashbacks. (Major: 12 points)

Maintenance Compulsion: This character feels compelled to polish, maintain and re-polish armor (1-3 on 1d6) or weapons (4-6 on 1d6) continually.

In fact, if he cannot spend at least an hour a day maintaining his gear, he begins to get antsy. After two days, he begins to suffer penalties: -1 to-hit if he is compelled to care for his weapons, and -1 to AC if he is compelled to care for his armor. These penalties increase by one for every day the character is unable to spend that hour maintaining his equipment. When they reach -6, after one week, nothing is more important than taking care of the equipment, not even battle. He must spend 6 hours on the seventh day polishing, oiling, and prettying-up his weapons or armor to eliminate the penalties. Otherwise, they continue to accrue. (At least this maintenance does count as maintaining the weapons or armor.)

This quirk differs from an obsessions with either type of equipment and the compulsion to own as much armor or as many weapons as possible (though combining it with one of those can be very disturbing). (Minor: 5 points)

Outlawed: The PC's father and all his kin have been declared outlaws by a local king or significant authority. The GM must determine to which land this applies, as the PC is a condemned criminal in that land. If found there by the authorities, he will be slain on sight. (Major: 8 points)

Weapon Phobia: This character is terrified of one specific type of weapon, such as the flail or the whip. Perhaps his pappy used to beat him with it, or perhaps his trainer whooped his ass with that weapon one too many times. Whatever the case, he now finds the weapon so disturbing that, when faced with an opponent wielding one, he loses any Dex bonus to AC and suffers a -2 penalty to AC. In addition, he will never use the weapon himself unless forced to, and then he

Table 2B: Weapon Phobia

Roll	Weapon
1-4	Battle Axe
5-6	Short Bow
7-8	Long Bow
9-12	Club
13-20	Dagger
21-22	Light Crossbow
23-24	Heavy Crossbow
25-25	Hand Crossbow
26-31	Flail (footman's or horseman's)
32-34	Mace (footman's or horseman's)
35-37	Pick (footman's or horseman's)
38-39	Javelin
40-42	Knife
43-44	Lance (all kinds)
45-46	Morning Star
47-49	Quarterstaff
50-51	Sickle
52-53	Sling
54-57	Spear
58-61	Bastard Sword
62-65	Broad Sword
66-75	Long Sword
76-81	Scimitar
82-87	Short Sword
88-91	Two-handed Sword
92-94	Warhammer
95-100	Whip

suffers a -2 to all attack and damage rolls. Roll on Table 2B: Weapon Phobia to determine the weapon. (Minor: 6 points)

Weapon Prejudice: Characters with this flaw believe that one type of weapon is superior to all others. They will sing the praises of their preferred type of weapon, claiming that it is the best choice in any situation. No amount of argument or examples can convince such a person that a weapon lacks reach, range, damaging power, speed, etc. When confronted with the notion that certain weapons are better in certain situations (for example, hacking weapons may not be the best option against creatures that only take full damage from crushing weapons), such a person may stare blankly into space or become violent.

The minor form of this quirk involves weapon classifications: hacking, crushing or puncturing. A character with this quirk will always use his preferred weapon type (unless he truly believes that using a different type of weapon means the difference between life and death). He has a -1 to-hit penalty with any weapon not of his preferred class. Weapons with multiple categories will be used such that only the preferred category is used. The player may choose which category to favor.

The major form means that the character prefers a specific weapon over all others, such as the broad sword or hand axe. The quirky character's attitude is the same, but limited to one very special type of weapon. He suffers a -2 to-hit penalty with other weapons that are of the same class (for example, if he prefers broad swords, this penalty includes long swords and battle axes). He suffers a -4 to-hit penalty with weapons of a different type (for example, with crushing or puncturing weapons if he prefers the broad sword). Again, the player may choose the weapon. (Minor: 4 points. Major: 9 points)

FIGHTER GROUP PACKAGES

Believe it or not, sometimes it's just not enough to be a fighter, barbarian, berserker, cavalier, dark knight, knight errant, monk, paladin, ranger, bounty hunter, gladiator, pirate, samurai, soldier or swash-buckler. Each of those classes already offers a myriad of opportunities for the consummate role-player, but HackMaster offers even more! So, here, we're gonna show you how to create and play more detailed types of fighter characters.

A fighter character does not need to take a package; it is the player's option. If you wish to do so, choose one just after Step 9 of character creation, but before rolling for Priors and Particulars.

Fighter Group Packages and Individual Classes

Packages are culturally based. Certain classes match up naturally with certain packages. However, any package can be assigned to any fighter group character as long as the class is not barred. Classes neither barred nor preferred can take the package with a BP penalty (indicated in the relevant description). A soldier could be a myrmidon or a noble warrior, but monks must be so dedicated to their class studies that they cannot choose any of the packages described here. By the same token, certain classes match up especially well with certain packages. Many beast-riders will be barbarians, and the cavalier classes are well suited to the noble warrior package.

You can only take one fighter package for your character, and only when you first create the character. Before approving your character, your GM will certainly look at the package you chose and consider several factors.

First, he will consider whether a package makes sense for his campaign. Not all packages will be consistent with his milieu. Perhaps all the archers in his campaign belong to a nefarious organization that will oppose and harass the PCs, or he may simply prefer you to be a PC myrmidon to an amazon so he can more easily manipulate you. Before you waste a lot of valuable time that you could be spending memorizing crucial HackMaster reference material, find out which packages your GM forbids before creating your character.

While GMs spend a lot of time developing many aspects of their campaign, they cannot fully prepare a background for every possible package combination. When you inquire about the details of a package, pay careful attention to your GM's responses. Even if he hasn't worked up too many details, he'll more readily discuss certain backgrounds and packages than others he may not even have considered at all. Inevitably, he'll clue you in as to what areas, classes, packages and characters are important in his game. Consider these factors diligently before finalizing your selection.

Fighter Packages and Multi-Class Characters

These fighter packages add depth to a single-classed character of the fighter group. If the character is already multi-classed (for example, an elfen fighter/magic-user), he doesn't need any more depth. Therefore, only single-class fighter types can take one of the packages described here.

Warrior Packages and Dual-Class Characters

Packages can only be taken during character creation. Pay attention!

If a character starts off as a fighter type, he may take any of the fighter packages above. If, later, he decides to change classes according to the normal dual class rules, he doesn't lose any of the benefits or hindrances of the package he chose; he is still that sort of combatant. If that second character class also has a range of packages available to it, he may NOT choose a new, additional package. However, while all of the benefits of that package (granted abilities and so on) count as belonging to his previous class (for the purposes of halving or negating experience point awards), all restrictions remain in effect even before the new class level exceeds the old.

If a character starts off as some other character class, does not take on a package appropriate to that class, and then later switches to one of the fighter classes, he may try to convince the GM to allow him to take a fighter package at that time. The only way this would be acceptable is if the player rolls on the Quirks and Flaws Table to garner sufficient BPs to offset the cost of the package. Left over BPs are lost. And the GameMaster may insist that certain campaign events be accomplished in order to allow him to do this.

For instance, let's say that a human magic-user decides, later in life, to become a fighter, and he wants to be a noble warrior. Well, there's nothing wrong with that. Who wouldn't want to become a fighter after wasting years pulling rabbits out of pointy hats? But your GameMaster will insist that the next several adventures deal with that transformation. The character must achieve wealth and gain a noble title, at the very least. There must be some reason for him to join the

peerage. Perhaps he wishes to court a certain baron's daughter, or perhaps this is his reward for loyal service. In any case, good GMs like it when you can add something to the background of your character and therefore the entire campaign.

On the other hand, if that same player wanted to adopt the savage package after spending time playing a schooled magic-user, it just wouldn't make sense. A proper GM tells the player he's being disruptive to the game and threatens to roll on the Smartass Smackdown Table (GMG p. 134) if he persists in his petitioning.

Abandoning a Package

If a player wants to get out of a package, he can, sort of. He loses all benefits of that package but keeps any special banes or hindrances. If you do this soon after creating the character, expect to be immediately plunged into dishonor.

THE PACKAGES

Each package described here is defined by different characteristics. The package consists of the following elements:

Name: The name of the package plus the cost in building points for choosing the package.

DESCRIPTION: This describes the cultural backdrop, appearance and style of characters associated with the package. It also lists any prerequisites your character must meet before taking the package. (For instance, an amazon must be female. What did you expect?!)

PREFERRED FIGHTER TYPES: This section lists those fighter classes best suited to the package. As explained above, these do not lock out other classes. BP penalties for choosing a non-preferred fighter type are spelled out here.

When designing your character, compare the personality traits and attitudes of the typical character of that package with your PC's quirks, flaws and the way you plan to role-play him with those of the desired package. If a conflict arises, you must roll on Table 6H: Quirks, Minor (Personality) on page 93 of the PHB.

BARRED FIGHTER TYPES: This entry lists those fighter types that are locked out of that package. When a fighter class cannot choose a specific fighter package, it is noted here.

ROLE: This section describes the role of a particular fighter in the society that spawned him and in a typical campaign. For instance, a beast rider has a different cultural role from an amazon, even if both are rangers.

SKILLS: This section covers skill benefits or skill requirements for the package. "No initial cost" means that a character gains a skill as if he spent the BP once (for one roll of the mastery die and one roll of the Honor Die), but does not actually spend any BP. He can buy further improvement normally (whether the skill is at no initial cost or a flat initial skill rating). Building point discounts apply to each time the character purchases an improvement in that skill (until his adventuring career begins and he must train normally to improve them).

WEAPON PROFICIENCIES: This section lists required or bonus weapon proficiencies.

TALENTS: This section covers any required or bonus talents for the package.

EQUIPMENT & MONEY: Some fighter packages gravitate toward certain types of equipment. Others have limitations or restrictions on the way they acquire or use equipment. This entry details any restrictions, bonuses, requirements or penalties as well as any adjustment to the starting money roll (on Table 4M: Character Starting Money in the PHB).

Noble warriors tend toward heavy armor and weapons such as swords and lances. They also must seek out the finest of all things. Amazons may lean towards spears and other weapons that are relatively easy to produce.

SPECIAL BOONS: Most packages grant special, unique benefits to characters. These benefits can take various forms.

SPECIAL BANES: Each package carries certain disadvantages to hinder you.

Amazon (Building Point Cost: 11)

DESCRIPTION: Amazons are women warriors in a male-dominated world. Their civilization might have been created by a gawd who likes the idea of women warriors; or they might have been women who rebelled against male-dominated societies and decided to rule themselves; or they might simply have been matriarchal societies founded before recorded history. Whatever their origin, they live in civilizations or communities where women occupy the positions and roles now traditionally held by men. In HackMaster, that means especially the role of warriors and adventurers.

An amazon culture may be small (a single town or island) or large (an entire country or continent), very advanced or very primitive. Some amazon cultures keep men as servants and slaves, a stern reversal of the former status. Others have no men in their communities, and take long holidays in order to visit friendly neighboring tribes of men; or else perpetuate their kind by being very hospitable to travelers and adventurers passing through their territory (or imprisoning them for a time). Of course, some amazon cultures, afterward, may decide to kill the adventurers. For details of exactly how the amazon communities work in your campaign world, consult your GameMaster. (Give him plenty of time to come up with the answers if it's not something he's thought about before. But think hard about choosing another package if he seems to fumble too often for answers; he'll likely just try to mess you up for demonstrating his lack of preparation.)

Traditionally, amazons are famous riders and breeders of horses. In their own countries, they wear light armor and carry shields, spears, swords and bows. In other countries, if they are at a disadvantage by their cultural weapons and armor, they quickly adapt to local weapons and armor.

In most campaigns, you don't have to be an amazon to be a female warrior; check with your GameMaster for other ways to play a female warrior. The amazon is a very colorful and distinctive type of female warrior. If a player wants to have a different type of female warrior character, the GameMaster might try to accommodate the player whenever possible. But if all the female warriors in his campaign are amazons, deal with it. In such a world there would be no Joan of Arc or Atalanta of Calydon.

There are no special Ability Score requirements to be an amazon.

PREFERRED FIGHTER TYPES: Barbarian, gladiator, fighter, ranger. Others suffer a 4 BP penalty when taking this package.

BARRED FIGHTER TYPES: Cavalier, holy knight, samurai.

ROLE: In her own society, regardless of the level of civilization, the amazon warrior is very highly regarded. She is the defender of the whole civilization's way of life, and every amazon girl aspires to grow up to be a warrior. But in the outer world, and in the campaign in general, the amazon often remains a curiosity, often regarded as a barbarian (no matter how cultured her civilization might be), stared at, whispered about, stalked. The people of other cultures are suspicious of her, and she probably begins play uncomfortable around men who appear to be her social equal. In her eyes, they are the ones who are unusual.

The GameMaster must guide this situation carefully. Once the amazon character has proven herself in combat to her outside world party members, and once they have proven themselves in combat to her, there's no reason why they cannot be staunch allies. NPCs may continue to trouble her, but player characters should not. Only the most obnoxious of PCs would continue to give her trouble (especially cavaliers and holy knights).

SKILLS: The amazon receives the following skills at no cost: animal lore (50%), animal handling (50%), animal training, identify animal by tracks (50%) and jungle survival. She must also purchase two skills from the following list and choose a third for which she can roll two extra mastery dice (at creation): bowyer/fletcher, hunting, land-based riding, running, track game, tracking.

WEAPON PROFICIENCIES: All amazons are trained in use of the spear and the bow (long or short). Amazon fighters can specialize only in spear (any type) or bow (long or short). They can achieve higher levels of mastery with these weapons as well. Typically, their other weapon proficiencies are in various axe types and swords.

TALENTS: Amazons can purchase the acrobatic skill suite or acute alertness talents for only 4 BP each. Other talents can be purchased at the standard cost.

EQUIPMENT & MONEY: When an amazon character is first created, she must buy her weapons and armor from among the following: battle axe, bow (any), club, dagger or dirk, hand or throwing axe, javelin, knife, lance, spear (any), sword (any); shield (any), leather, padded, studded leather, brigandine, scale mail, hide, banded mail, bronze plate mail. Once she has adventured elsewhere in the world, she may purchase weapons and armor from those regions.

SPECIAL BOONS: Male warriors in a civilization where female warriors are rare or nonexistent tend to underestimate amazons. Therefore, in any fight where the amazon confronts a male who is not familiar with her personally or female warriors in general, she gets a +3 to hit and +3 to damage until after her second successful strike. This is because her opponent's guard is down.

This doesn't work on a player character unless the GM decides that he, too, would underestimate her. This ability doesn't work on certain types of characters, and the GM must make the final call in any given situation. Some examples to consider include the following:

An NPC who is wary enough not to underestimate the amazon might, with a successful Intelligence check, see the attack coming and deny her the bonus;

A seasoned veteran (any fighter type of 6th level or higher, or any other character of 11th level or higher), in spite of his prejudice, will realize that she moves like a trained warrior and keep his guard up, denying her the bonus.

If the amazon hits an NPC twice, he'll never again be prey to it; if an NPC even sees an amazon hit someone with her special boon attack, he is entitled to an Intelligence check (success denies her the

bonus). But if she misses that first strike, then the target will continue to underestimate her and she can use those bonuses again on her next strike.

SPECIAL BANES: The amazon suffers a -3 reaction roll adjustment from NPCs who are from male-dominated societies. This reaction adjustment goes away for characters that come to respect her, such as (presumably) her PC allies.

Archer (Building Point Cost: 15)

DESCRIPTION: The archer is the epitome of the cowardly ranged-fighter who prefers not to get his hands dirty. He is master of the difficult shot, whether into high winds or melee, and insists that this is the proper way to fight.

An archer needs a Dexterity score of at least 10, but most have considerably higher Dexterity scores.

PREFERRED FIGHTER TYPES: Fighter, ranger, soldier. Other classes must spend an additional 5 BP to take this package.

BARRED FIGHTER TYPES: Berserker, cavalier, holy knight, knight errant, gladiator, monk.

ROLE: An archer may be part of a military organization or he may be a lone operator who hides in trees taking out enemy officers (or anyone he feels like shooting). He may serve as a border guard for a small town or wander the countryside entering various tournaments.

SKILLS: An archer gains the bowyer/fletcher skill at no cost (two rolls of the mastery die in addition to that gained when purchased).

WEAPON PROFICIENCIES: The archer gains the benefits of specialization with the long or short bow, or a single type of crossbow at no cost.

TALENTS: The archer gains the bow bonus talent at no cost. He can also purchase the keen sight talent for a mere 3 BP.

EQUIPMENT & MONEY: Archers gain no special bonuses with regards to equipment. Just because he's good with a bow doesn't mean he has his own expensive weapon to haul around.... (Be glad you get no special penalties regarding equipment.) Still, the archer always seeks a better bow. He must have the best strings, the finest wood, and be able to imagine that his bow is superior in every way. Clever dealers find it easy to swindle archers.

SPECIAL BOONS: Aside from the standard bonuses for specialization (point blank range with +2 to hit and the ability to shoot a nocked missile before normal combat ensues), the archer gains the ability to fire an extra shot every other round. This means at 1st level the archer has 5/2 attacks (2, then 3, 2 then 3), assuming he does not move. Alternatively, at a normal rate of fire the archer may choose to take a bonus of +1 to hit for every three experience levels on trick shots (described under Trick Shots in the Art of Hack section).

Also, given a month to tend his bow and arrows, the archer can (with a successful bowyer/fletcher skill check) hone his arrows to special effectiveness. Such arrows inflict one additional point of damage on a successful hit. Failure means that the arrow automatically breaks on a fumble (in addition to any other effects of the fumble) and does no extra damage on a successful hit. Critical failure means that the arrow breaks no matter what (whether it hits or misses) and even if it does hit it does -1 point of damage. However, this cannot lower a successful hit below 1 point of damage.

An archer can move up to half his allowed distance, fire and move again, even if he is not an elf. He cannot move further than his normal movement rate overall, nor can he fire more than once per round

in this manner. He could also fire, move up to half his allowed distance, then stop and fire his second shot if he wishes.

SPECIAL BANES: The archer disdains melee weapons and is considered a wuss by many. Initially, the archer suffers a -1 penalty with any melee weapon (-3 if he is not proficient in its use). He cannot take any talent that would give him a bonus to hit in melee. After using a melee weapon for three experience levels (two advancements), this penalty goes away. But an archer can never gain a bonus to hit with a melee weapon (for Strength, racial talent, specialization, etc.) He can gain damage bonuses, however. Each weapon is a separate category for purposes of this restriction: the archer may suffer no penalty with a short sword but still be at -1 (or -3) with a broad sword.

The archer's obsession with the quality of equipment extends to all his bows and arrows. He can never knowingly use inferior items, even when he or his companions are in mortal danger.

Beast-Rider (Building Point Cost: 14)

DESCRIPTION: The beast-rider is a warrior in a tribe or clan (usually a barbarian tribe) who has a strong affinity for one type of animal. The animal is the totem of the tribe, and the beast-rider makes friends very easily with that type of animal and can train it into a riding beast ... even if it's a type of animal not normally considered a riding beast.

In a campaign, the beast-rider is an exotic warrior notable for his kinship with his animal. He brings a wild, outsider's attitude into the adventuring party. His animal also has abilities that can benefit the party. However, the more unusual the animal is, the harder it is to accommodate in all situations: it's no problem to stable a horse at the inn, but just try stabling a great white wolf, a wild boar, or a dolphin!

Naturally, there are members of the beast-rider's tribe who are not themselves beast-riders; the beast-riders are the tribe's elite warriors. To be a beast-rider, the character must have a Wisdom of at least 12 and a Charisma of at least 13.

PREFERRED FIGHTER TYPES: Barbarian, ranger. Other classes must pay a 6 BP penalty when taking this package.

BARRED FIGHTER TYPES: Cavalier, gladiator, knight errant, monk, paladin, pirate, swashbuckler.

ROLE: As mentioned, in his own society, the beast-rider is the elite warrior, and he commands a lot of respect among his own kind. Outside his tribal grounds, however, he's very definitely an outsider. His mannerisms combined with his obvious and very unusual friendship with his animal set him apart from most societies. Because of this, the beast-rider may become especially attached to the other player characters (if they treat him as an equal and not a freak), even if he'd never admit it to them.

The GameMaster reinforces this social role by having NPCs react to the beast-rider's strangeness. For instance, NPCs will be leery of speaking to or negotiating with the beast-rider if there is a more "civilized" character on hand to perform those functions. Your GameMaster will constantly use the beast-rider's reaction modifiers, listed below under "hindrances", in an attempt to smack you down. But that won't matter so much when your giant wolf is savaging an enemy; if you are up to playing a beast-rider you can handle it.

SKILLS: The beast-rider receives the following skills at no cost: animal lore (50%), animal handling (50%), animal training and land-based riding (or air-borne riding). Obviously, the character must have his riding skill in his totem animal type. He can also choose

three free skills from the following list: map sense, fire-building, hunting, identify animals by tracks, set snares, survival (for the appropriate terrain), track game. For each free skill, a PC can roll one mastery die and one Honor die before he needs to spend any points on improving the skill further.

WEAPON PROFICIENCIES: The beast-rider can learn any type of weapon normally, but receives no free weapon proficiencies. However, he must choose his initial proficiencies from weapons commonly associated with mounted warriors: bow (composite short and short), horseman's flail, horseman's mace, horseman's pick, lance (any, according to the size of the animal), spear, broad sword and long sword.

TALENTS: No special bonuses.

EQUIPMENT & MONEY: When he is first created, the beast-rider may only have hide, leather or padded armor (plus shield and helm). Later in the campaign, he may switch to more advanced forms of armor ... as long as his mount can carry both him and the armor, of course. When first created, he may have only weapons from the list above under "Weapon Proficiencies." (The GameMaster may change or add to this list to reflect specific cultural details of the beast-rider's tribe.)

SPECIAL BOONS: The beast-rider has an amazing rapport with one type of animal. The animal must be of a species normally strong enough to carry the beast-rider and act as a mount for him. With the GameMaster's permission, the beast-rider character gets to decide what sort of animal he rides. The GameMaster will disallow any sort of animal (if he values his credentials!) that will give the beast-rider too great an advantage in his campaign (dragons and Ice Lizards are prime candidates to be excluded). Hey, it's better to know now than watch your mount get taken down by a grudge monster.

The beast-rider gets a +5 reaction bonus whenever dealing with animals of the type he rides. He finds it easy to make friends with them; on a positive reaction roll (a roll of 12 or more on Table 8C: NPC Reactions on page 89 of the GMG), he can even persuade attacking animals of this sort to leave him and his allies alone.

Additionally, the beast-rider begins play in the campaign with one of these animals as his personal friend and mount. This animal is devoted to him and will risk (or even sacrifice) its own life to save the character; and the character is expected to behave the same way toward his mount. If you don't role play this attachment to his animal, your GameMaster will decide that your character has abandoned this package, as per the guidelines given earlier in this section.

The beast-rider has a telepathic rapport with his animal. When in contact or visual line of sight with his animal, he can tell what the beast is feeling, even thinking if it has some Intelligence. He and the animal can communicate on this level without any outward appearance of doing so. When the two are not within line of sight of one another, each knows the other's emotional state, whether or not the other is hurt, the direction to travel to find his friend and the approximate distance (a hundred yards, about an hour's travel, several days' travel, for instance). If the animal ever dies, the beast-rider can choose another animal of the same type as his companion. He'll have to play out this situation as part of the campaign story. The character must seek out another such animal and should only be satisfied with the healthiest, strongest and greatest examples of this animal (in other words, if the character appears to be content to settle with less, the GameMaster may tell you, "You sense you won't be able to bond with this animal." If you're lucky.). There must be a bonding ritual

between beast and man (for example, a physical combat where the character must be able to saddle and ride the animal in spite of its spirited attempts to throw him). Only then can the character have his new animal.

Following is a list of many animals that are appropriate mounts for the beast-rider. This list is not comprehensive, and even listed choices must be approved by your GM for his campaign.

Bat, Huge (Mobat) (these can only be ridden by gnomes and halflings)

Bear

Boar

Buffalo

Camel

Dolphin *

Dragon (usually only in very high-powered heroic campaigns)

Dragonne (the beast-rider generally acquires immunity to its roar)

Elephant

Griffon

Hippogriff

Horse

Hyaenodon

Lizard (Fire, Giant, Ice or Minotaur)

Lobster, Giant *

Moose, War

Oliphant

Pegasus

Ray, Manta *

Sea-Horse, Giant *

Smilodon

Tiger, Wild

Unicorn (traditionally, these can only be ridden by pure (virgin) chaotic good elven females)

Whale, Killer *

Winter Wolf

Wolf, Dire

* This species only works if most of the campaign takes place in or near watery domains. Think "Flipper".

Note that the beast-rider must be evil (and presumably his tribe is also) if he wishes to have an evil mount. Good-aligned creatures will not accept an evil beast-rider. A neutrally aligned animal will accept any rider so long as he does not treat the animal poorly.

Flying animals do tend to change the nature of a campaign, especially a low-level campaign, by making it easy for characters to go long distances quickly, to avoid difficult terrain, etc. Your GameMaster will disallow any such choice if he feels he cannot handle these factors in his campaign. So, if he does reject your choice, a good strategy is to comment as follows: "Oh, I suppose if you're not up to the task of GMing an advanced group. I guess I can choose a more appropriate beast to fit a more remedial style." This may or may not work, but since your PC is only 1st level, give it a try. You have little to lose.

To calculate the weight-bearing abilities of these animals, the GM should compare them to the list on page 200 of the GMG (Table

16C). Choose the animal from that list most resembling your animal in size and mass, adjust the values for logic and HoB notes regarding Strength, and then use the values for that animal. For example, black bears (HOB 1 p. 55) are listed as weighing from 125 to 500 pounds. Assuming the largest bear could carry an additional load about equal to its own weight, it would have an effective Strength score for purposes of encumbrance of about 19. This would give it a carrying capacity as shown below. The carrying capacity of other potential mounts is left as an exercise for your GM.

Animal	Base Move	2/3 Move	1/3 Move	Max Carried Weight*
Black Bear	0-200	201-300	301-400	600 lbs.

*(1" movement)

SPECIAL BANES: As mentioned earlier, the beast-rider is out of place in most societies. He suffers a -3 negative reaction adjustment when meeting NPCs from any culture but his own. (Player characters need not be hostile to the beast-rider if they do not wish to be, however.)

Also, should the beast-rider's animal ever die, whether it's in the beast-rider's presence or far away, the beast-rider immediately suffers 2d6 points of damage and must make a saving throw versus spell. If he fails the saving throw, he behaves as if he were a magic-user hit with Feeblemind for the next 2d6 hours. Even if he makes the saving throw, the player should role-play the character's reactions — he's just felt, through their telepathic link, the death of his beloved friend, after all. Don't try to get away with something here, this is a serious situation rife with opportunity for the shield monkey to mess you up if you underplay it. If you do underplay, we guarantee your GM will screw you on the next mount.

NOTES: GameMasters will do a certain amount of work creating the society of a beast-rider tribe. The tribe's behavior and activities would be dictated by the type of animal it was tied to: horse-riders would live on the plains, riding far and wide, while boar-riders would live in forests and moist bottom-lands, few ever traveling more than five miles from their home village. Watch out for these customs and background elements, you'll need to incorporate them into your PC's history and his current activities.

Falconer (Building Point Cost: 12)

DESCRIPTION: The falconer is an expert in the handling and training of falcons, birds of prey capable of learning an impressive range of tricks and tasks. Under the direction of a skilled falconer, a falcon can be taught to snatch a coin purse from a victim's belt, bring down game birds in mid-flight, and fight effectively against creatures many times its size. In addition to his expertise as a bird trainer, the falconer excels as a hunter and outdoorsman.

The falconer must have a minimum Dexterity of 9, a Wisdom of 13 and a Charisma of 12 or higher.

PREFERRED FIGHTER TYPES: Cavalier, fighter, knight errant, paladin, ranger. Other classes must pay a 5 BP penalty when taking this package.

BARRED FIGHTER TYPES: Berserker, gladiator, monk.

ROLE: Most falconers serve as retainers for kings or nobles. Others freelance as guides and mercenaries. Some stage public performances in rented halls or on street corners, demonstrating their birds' remarkable stunts for appreciative crowds. Regardless of how they make a living, most people hold falconers in high regard. Their fans

never fail to be impressed by the falconer's amazing rapport with his birds.

As falcons are extremely sensitive creatures, most falconers by necessity must be even-tempered, patient and self-assured. These traits also make the falconer a valuable asset to an adventuring party. The falconer's comrades usually find him dependable and supportive, though perhaps a bit preoccupied with the needs of his bird. Sometimes falconers' traits match those of their birds — fierce, swift and observant.

In combat, the falconer fights aggressively, he and his falcon generally conducting their attacks against the same opponent. If his falcon and a human companion are both threatened, the falconer typically chooses to defend his falcon. To prevent misunderstandings, an honorable falconer makes it clear where his loyalties lie before he joins an adventuring party.

SKILLS: Falconers gain the animal lore and animal handling skills each at 50% at no cost. They also gain the animal training skill (for falcons/birds of prey) at no cost. They can purchase leather working for 2 BP and if they purchase the hunting skill, they gain a 50% rating in identify animals by tracks at no cost.

WEAPON PROFICIENCIES: A falconer must take two of his initial weapon proficiency slots in any of the following: bow (any), cross bow (light), dagger, knife, sling or spear. The remaining slots, as well as all subsequent slots, can be used for any weapon of the falconer's choice.

TALENTS: A falconer can purchase the endurance, keen sight or the acute alertness talent for 4 BP each.

EQUIPMENT & MONEY: A falconer has no special armor or equipment requirements. However, each falcon he trains requires a set of falconry training equipment (costing a total of 80 gp). A falconer begins play with access to a falcon (or other similar bird of prey) that is probably his, but could actually belong to his mentor or employer. This is one reason a falconer often defends his bird over a human companion: getting one of the king's prize peregrines killed is much worse than losing a peasant of his (much less a foreign peasant).

SPECIAL BOONS: Falconers have a number of very special boons.

- **Enhanced Training:** If a normal falcon has failed to learn a trick or task and becomes untrainable, the falconer can try again after gaining a level.
- **Attuned Follower:** Under certain conditions, a falconer is able to establish an exceptionally strong bond with a falcon follower. The bond enables the falcon to learn more efficiently, and enhances communication between the falcon and the falconer. Whenever a falconer acquires a new falcon follower, including the falcon he receives at 1st level, the falcon may be trained normally. However, once the falconer begins to train the falcon normally, the falcon cannot become attuned.

Otherwise, the falconer can forego training until he attempts to become attuned to the new falcon. The attuning process takes six weeks. For at least an hour each day, the falconer talks to the bird, strokes its feathers, and engages in other nurturing behavior. The bird learns to respond to the falconer's voice, though the falconer refrains from teaching it any specific tricks or tasks during this time. (In combat encounters that might take place in this period, the falcon flies to safety at the first sign of trouble, then returns to the falconer's shoulder when all is clear.)

At the end of the six-week period, the falconer makes a Wisdom check. If the check fails, the attuning attempt has likewise failed. The falcon continues its relationship with the falconer as a normal follower. The falconer may begin to train the falcon. The falconer cannot make a second attempt to attune the falcon.

If the check succeeds, the falcon is attuned. Normally, the falconer can teach the attuned falcon a task or trick each time he gains a level, at the same time he undergoes his own level training. Normal training times are cut in half. An attuned falcon can learn tricks or tasks in any combination, up to one per level of the falconer. An attuned falcon never becomes untrainable. Additionally, once a falcon becomes attuned, it receives a one-time hit point bonus equal to twice the falconer's level. For example, if a falcon becomes attuned to a 3rd level falconer, the falcon receives a bonus of 6 hit points. This is a one-time, permanent bonus. Even if the falconer later advances in level, the attuned falcon gains no more hit points.

The following benefits apply only to a falconer and an attuned falcon.

- **Fearless Falcon:** When fighting on behalf of a falconer or under a falconer's direction, an attuned falcon never needs to make a morale check.
- **Falcon Species Enemy:** An attuned falcon has its own species enemy. When a falcon follower becomes attuned, determine its species enemy, either by rolling randomly or by the GM choosing a particular enemy based on his campaign. The falcon and a ranger falconer often share the same species enemy. The falcon has all of the same species enemy bonuses and penalties as a ranger of his falconer's experience level, even if its master is not a ranger.
- **Attack Bonus:** An attuned falcon receives a +2 bonus to all to-hit rolls, except when fighting its species enemy (when it receives a +4 bonus).
- **Speak With Falcon:** A falconer who reaches 9th level acquires the ability to speak with an attuned falcon follower. The ability is similar to the 1st level druid spell *Speak with Animals*, except it requires no components and has no casting time, and the falconer can do so at will.
- **Mental Communication:** At 13th level, the falconer can communicate mentally with an attuned falcon follower. Both the falconer and attuned falcon can send and receive thoughts at will, up to a distance of 100 yards per level of the falconer. Walls or other physical boundaries have no effect on this ability.
- As stated above, the falconer begins play with a trained falcon. This falcon will be exceptionally strong and able.

The falconer can have up to 1 special (or attuned) falcon for every 2 full experience levels

(two at 4th level, three at 6th, etc.). If a falcon follower dies or is otherwise lost, a new potential falcon follower arrives within a week, if at all possible. (You may have to purchase the new bird.)

Important Note: Remember that these special birds are of rare and remarkable characteristics and loyalty. The GM may even allow it to be a variant type bird (a HoB species or a variant modified according to the Monster Matrix). The falconer can also train lesser birds for himself or others, using the standard training rules.

SPECIAL BANES: If an attuned falcon dies, or is lost for any other reason, the falconer succumbs to grief and despair for 2d10 days. During this period of mourning, the falconer makes all attack rolls and ability checks at a -2 penalty. Additionally, during this period, no new followers can be acquired, nor can the falconer use the mental communication ability. Treat this as the major depression quirk for the indicated period, with a 7% chance of becoming permanent.

Myrmidon (Building Point Cost: 11)

DESCRIPTION: The myrmidon is the ultimate soldier and leader of men. Soldiering is his life. He may be a high ranking officer or a career sergeant; he may belong to one nation's armed forces or may be a mercenary. To the campaign and the adventuring party, he brings discipline and a useful understanding of military tactics. He's often rigid and contemptuous of rugged individualists or characters who don't like to take orders, so he can cause a lot of friction in an adventuring party, too.

When first created, the myrmidon's player must decide whether his character is part of a standing army or a mercenary unit. If he's part of a standing army, he's employed as a soldier or officer in the army of a nation, large region, city guard or even palace/castle guard. If he's part of a mercenary unit, he belongs to a group of freelance soldiers who hire themselves to just about anyone who can pay, or he may even be part of a personal bodyguard.

As always, your GameMaster will have the deciding vote in deciding to what sort of force the myrmidon belongs. If, for instance, your GameMaster doesn't want to have an all-military campaign, he'll probably insist that the myrmidon be a mercenary, currently employed by a player character or NPC important to the current story.

However, in the course of the campaign, the myrmidon's employment can change once or several times. He may start out as a mercenary bodyguard and later in the campaign find himself commanding a small mercenary force in a border war. Later still, he may accept a commission in the king's army and find himself a regular officer.

The final choice of whether the character is of a non-commissioned rank (such as recruit, private or sergeant) or an officer's rank (such as captain) is entirely up to the GameMaster, who makes his choice based on what works best in his campaign's current story line. Don't get too excited if he grants a high rank — he no doubt plans to slap every responsibility and obstacle he can in your way. On the other hand, you may be able to take advantage of some extra resources.

To be a myrmidon, the character must have scores of at least 12 in Strength and Constitution.

PREFERRED FIGHTER TYPES: Cavalier, holy knight, dark knight, fighter, paladin, samurai, soldier. Other classes must pay a 4 BP penalty when taking this package.

BARRED FIGHTER TYPES: Barbarian, berserker, monk.

ROLE: In the campaign's culture, the myrmidon is a career soldier. In times of war, he's a hero to the nation. In times of peace, the common folk often look on him as a parasite, living off taxes but providing no useful service. Mercenaries are often looked on as bandits and predators. Regardless of the public's opinion, though, the myrmidon and the standing army are necessary to the defense of the nation, and so there are always myrmidons to be found.

SKILLS: Myrmidons gain the following skills at no cost: military history, basic leadership, campaign logistics and military: battle sense.

They can roll two mastery dice any time they purchase the military: leadership, military: operations or military small units tactics skills. The myrmidon can purchase any of the following skills for 1 BP less than the standard cost: advanced armor repair, basic armor repair, expert armor repair, armorer, blacksmithing, bowyer/fletcher, cartography: hasty mapping, cartography: overland, construction: defense works, construction: fortifications, construction: hasty defense works, construction siege works, heraldry, leatherworking, nautical navigation, reading/writing, seamanship, tracking and weaponsmithing.

WEAPON PROFICIENCIES: The myrmidon may choose his weapon proficiency slots any way he chooses, but most tend toward traditional weapons of war: swords, polearms, maces and so on, rather than exotic devices. He must be proficient in some sort of melee weapon (of course, any fighter type would be foolish not to have a melee proficiency!)

TALENTS: A myrmidon can purchase the blind-fighting talent for a mere 6 BP and the endurance talent for 3 BP (if a dwarf, half-ogre, half-orc or human) or 5 BP (if of another race, even one that normally cannot take the talent). He may purchase other talents available according to his race at normal cost.

EQUIPMENT & MONEY: The myrmidon may spend his starting gold on whatever sort of arms, armor and equipment he chooses. If, when he's first created, it is agreed that he's part of a specific military force with specific equipment requirements, he's required to buy that equipment, but the GameMaster must give him extra gold in the amount of half that cost.

SPECIAL BOONS: The myrmidon has two advantages of note:

First, he gets a free weapon specialization. He must choose it from the following group: battle axe, bow (composite long bow, composite short bow or long bow), cross bow (heavy cross bow or light cross bow), lance (any), pole arm (any), spear (any), sword (any). He cannot gain any higher level of skill mastery with that weapon (or any weapon) unless he is a fighter.

Second, the myrmidon is usually in the employ of some powerful patron. The GameMaster decides what immediate benefits this grants him; they vary with the type of employer for whom he works.

For instance, if he's working for a wealthy nobleman, he won't have to spend any money for room and board in his home town and can still enjoy an upper-class existence. Or, if he's part of a standing army, he may be immune to prosecution by the civilian authorities (though he can certainly face court martial for misdeeds).

SPECIAL BANES: The myrmidon is instantly recognizable by his military demeanor, erect posture, disciplined mannerisms, etc. There are plenty of soldiers and mercenaries who aren't myrmidons who lack such a distinctive air. Because he is distinctive, the myrmidon is easily remembered and described by witnesses to his adventures; this makes it easier for the enemy to identify him and follow his trail if he's trying to escape or travel through dangerous territory. Also, he's not very good on spy missions (minus 25% on table 2M in the GMG, disguise skill ratings are halved, and observers have twice the chance of noting something "wrong" with the myrmidon — unless his cover identity is meant to be a hardened career soldier (See PHB 70 for information on spotting a disguised character). Note that the disguise skill for non-assassin characters is described in the Giftmaster's Guide.

A second hindrance is his employer. Naturally, his employer makes many demands on the myrmidon. If the myrmidon is a bodyguard, he must accompany his employer just about everywhere, regardless of

any personal goals or interests the myrmidon has. If the myrmidon is a common soldier, he's subject to the orders of his officers. This can put a severe limitation on the adventuring career of a myrmidon unless his unit is stationed on the frontier of a wilderness region. Even then, he will have duties to attend to and may only be allowed to leave his post with special permission. If the myrmidon is a military officer, he's subject to the order his superiors or the local ruler and bears the added stress having to look out for his men, not only under ordinary service, but also whenever they engage in military action.

Noble Warrior (Building Point Cost: 8)

DESCRIPTION: This character is of the nobility, and theoretically represents everything the ruling class stands for. In classic medieval fantasy, this means chivalry, the protection of women (those who want to be protected, that is — it's a bad idea to try to protect a woman warrior anxious to prove herself in combat), and (especially) upholding the rights of the ruling class to rule (and upholding the rights of the other classes to serve). Noble warriors in most campaigns are knights or squires, though specific areas may have different designations for such social ranks. To be a noble warrior, a character must have a Charisma of 11 or better, in addition to his class requirements, of course.

PREFERRED FIGHTER TYPES: Cavalier, holy knight, dark knight, fighter, knight errant, paladin, samurai, soldier. Other classes must pay a penalty of 6 BP to take this package.

BARRED FIGHTER TYPES: Barbarian, berserker, gladiator, monk, pirate, swashbuckler.

ROLE: In a campaign, the noble warrior is the romantic ideal held high by society at large. The noble warrior is supposed to be courageous, gallant, protective of the defenseless, and dedicated to honorable ideals.

But that's just what society expects of the noble warrior. Some theoretically noble warriors are mere brutes in shiny armor, warriors who take what they want, murder the innocent, and continually betray the oaths they took when they first won their spurs. So it's up to an individual player to decide what alignment his noble warrior takes and how well he lives up to the pertinent ideals.

Whether the noble warrior character is a knight or a squire (or some other designation) depends on the campaign and your GameMaster. It's best for noble warrior characters to begin play as young knights who have just won their spurs. This accounts for the fact that they have little in the way of money (they're just starting out as freelances) or followers, and for the fact that they're wandering around adventuring; they're anxious to prove their mettle. If the GameMaster prefers, the starting noble warrior could be the squire for an NPC knight, one who is aging and needs the stout sword-arm of a young squire. But in that case the GameMaster has to run the NPC knight until it's time for the squire character to leave his knight, so don't count on it.

SKILLS: Noble warriors gain the following skills at no initial cost: customs and etiquette, heraldry and land-based riding. They can purchase the following skills for 1 BP less than the standard cost, so long as they meet the prerequisites: animal training, gaming, local history, musical instrument proficiency (percussion instrument proficiency still costs 1 BP, of course), reading/writing and world history.

WEAPON PROFICIENCIES: Unless the campaign deals with an unusual culture, all noble warriors must take the following proficiencies: long sword or bastard sword (player choice), lance, and horse-

man's flail or horseman's mace (player choice). The last proficiency slot may be used for a weapon of the warrior's choice or to specialize in one of the required choices (if the noble is of the standard fighter class).

TALENTS: A noble warrior can purchase the blind-fighting talent for a mere 8 BP.

EQUIPMENT & MONEY: The noble warrior may spend his gold pretty much as he chooses, but there are certain minimum standards he cannot violate. He cannot buy armor less protective than brigandine or scale mail. Before starting play, he must buy a suit of armor, a shield, at least one weapon larger than a dagger, a horse (at least a riding horse), riding saddle, bit & bridle, horseshoes and shoeing, halter and saddle blanket.

The noble warrior begins play with more gold than other fighter packages; he receives 225 gp plus the standard character starting money roll. But do not forget that he is required to spend a large portion of that on specific items described above. If he cannot afford them, he must go into debt, so think about spending the BP and re-rolling that sucker.

SPECIAL BOONS: The noble warrior starts with more gold than other fighter packages as noted above. The noble warrior receives a +3 reaction adjustment when dealing with anyone of his own culture. When traveling, he can demand shelter from anyone in his own nation who is of lower social status than he is. Most people of his own status or higher will offer him and his companions shelter when he is traveling — up to two persons times the noble warrior's experience level. That is, if the noble warrior is 5th level, the patron offers shelter for the noble warrior and up to nine of his companions.

In his own land, the noble warrior can administer low justice upon commoners. This means he can act as judge, jury and executioner for minor crimes he comes across. The definition of "minor crimes" is necessarily up to the GameMaster of the campaign, but in general includes things like assault, petty theft, etc. Push your luck if you dare. (Be especially careful if you find yourself in lands outside those controlled by your superiors or their allies. Administering justice outside your authority can enthrall GMs to no end.)

SPECIAL BANES: In order to become a noble warrior, the character has sworn an oath of loyalty to some greater noble. If he's squire to a knight, he has an oath to his knight. If he's a knight himself, he's sworn an oath to his king, some other noble or perhaps to both. From time to time, that oath comes back to bite you. You'll be forced to accompany your lord into combat, provide troops or even beggar your own household in order to support your lord's needs. GMs love to use this sort of thing to railroad you into specific adventures.

Additionally, the noble warrior is expected to live well. After he is created, he must add 10% to the base cost of goods, equipment and services he buys — for each experience level he has! — to reflect his noble tastes and requirements.

This extra cost is not just a tip. You're buying higher quality goods. Here's how it works:

Example: Sir Amestaad, a 5th level noble warrior rides into town. He's in need of a new sword, a night's lodging at the inn for himself and his squire, and meals and baths for both.

He stops by a weapon maker for a long sword. The basic cost is 15 gp. Amestaad must choose a better weapon than the "basic long sword," and so chooses a more decorative one having the exact same combat characteristics, but costing at least 22 gp and 5 sp.

The basic rate at the inn he finds (it can't be a dive) is 2 gp per night per person. Amestaad won't settle for the basic room, though, and so pays 3 gp per night per person for better quality rooms. He pays 6 gp, one night's stay for himself and his squire, and if he arrives straight from looting a monster's lair, he best consider opulent lodging.

Baths would cost 3 cp each, or 6 total. Amestaad, though, must have soap and a brush and the water heated especially for him (and even for his squire) so the total cost is 9 cp.

And so on

If the noble warrior is unable to spend this extra money because of lack of funds, he can settle for lesser goods ... but his bonus to reaction rolls is reduced at the rate of -1 per such incident until it reaches +0. For each point of reaction he loses, he also loses 3 points of temporal Honor. This reflects the fact that people are seeing that he is settling for shabbier goods and otherwise not living up to their expectations of how a noble warrior should live. Other problems can and will follow this: nobles refuse to offer him shelter or help because he's such a shabby specimen, he gets a reputation as a penny-pincher, etc.

To regain his bonus, when the noble warrior is once again in the money he must do whatever it takes to upgrade his situation (buy new clothes, go on a buying spree, etc.) to get his +3 reaction adjustment back. He needs to buy goods costing 150 gp per level within a month of the loss. Each month thereafter, this amount goes up by +50 gp per level.

If a noble warrior gets a bad reputation, deservedly or undeservedly, his +3 reaction becomes a -6 reaction from everybody who knows of the reputation. He also gets the -6 reaction penalty if he falls into the dishonorable category.

Just as other nobles are expected to extend shelter to the noble warrior, he is expected to offer other nobles shelter when they are traveling through his territory, when they meet on the road while he is encamped and they are not, etc. A noble warrior should be cocky, but if you take it too far, the GameMaster might send a nice, large crowd of nobles to whom you must offer shelter and food just to eat you out of house and home.

Peasant Hero (Building Point Cost: 6)

DESCRIPTION: The peasant hero is the "local boy done good," the home-town warrior who fights and adventures to the delight of the people in his home area. The peasant hero is the most common sort of fighter found wandering the land and adventuring; every village has one or has had one within living memory.

There are no Ability Score requirements to be a peasant hero.

PREFERRED FIGHTER TYPES: Fighter, gladiator. Other classes must pay a 3 BP penalty to take this package.

BARRED FIGHTER TYPES: Cavalier, holy knight, dark knight, knight errant, samurai.

ROLE: In the campaign, the peasant hero is the fellow who won't forget that his roots are in the country and in the soil. He can be a rebel against the crown in lands where the peasants are especially oppressed, he can be the farm boy who becomes a mighty general, he can be the noble's child (secretly raised by peasants) who grows up to fulfill an ancient prophecy. But in every case, he remembers his humble youth and strives to make things better for his family and home community.

SKILLS: The peasant hero gains the weather sense and map sense skills at no initial cost. He can also choose two of these skills at no initial cost: agriculture, animal lore or fishing.

WEAPON PROFICIENCIES: The player may choose his character's weapon proficiencies, but may not choose any that your GameMaster deems inappropriate for peasants in the region. Short sword, spear, bow, footman's weapons and the like are all very appropriate; horseman's weapons, exotic weapons, lances, long swords, two-handed swords and the like are not. This is only a restriction when the character is first created; afterward, of course, he can gain proficiency with any weapon for which he can get the training.

EQUIPMENT & MONEY: The peasant hero may spend his starting gold any way he sees fit, but may have no more than 3 gp left when he begins play. He cannot begin play with land or a deed to land (unless they represent land or holdings stolen from his family at least a generation ago).

SPECIAL BOONS: No matter what he's done or what anyone thinks of him, the peasant hero always has shelter and often has other help when he's in his own community. Unless it is known that the peasant hero has hurt people from his own community, he'll always find people to put him up, hide him and companions from the law, supply them with food and drink and what little weaponry can be scraped together (usually daggers or broken hoes), and even provide them with helpers: earnest 0-level youths who want to grow up to be like their hero.

SPECIAL BANES: Since the peasant hero is looked upon as a patron and hero by the people from his home, they always think of him first when they need help. Whenever the village is losing people to nocturnal predators, whenever a village overlord turns out to be a dangerous tyrant, whenever a local citizen is jailed and tried for something he didn't do, or a barmaid turns out to be a vampire, the citizens turn to the peasant hero for help. And if he turns them away, he loses their respect and earns a -2 reaction penalty from all of the peasants in the land until he is once again in his home community's good graces.

Savage (Building Point Cost: 13)

DESCRIPTION: The savage is a tribesman who is very much in tune with the natural world, technologically and culturally far more primitive than even the typical barbarian or berserker.

A savage can be an honorable jungle vine-swinging raised by animals, a very dirty and primitive warrior who lives in mud-wattle huts and fights with bone weapons, a breathtakingly beautiful native princess from a culture impossibly primitive yet uncorrupted and very noble, a bloodthirsty cannibal, etc. In short, the tribal culture from which the savage character comes can be as crude or civil, coarse or noble, nasty or as admirable as the players and GameMaster want it to be.

To be a savage, a character must have a minimum Strength score of 11 and a minimum Constitution score of 15.

PREFERRED FIGHTER TYPES: Barbarian, berserker, fighter. Other classes must pay a 4 BP penalty to take this package.

BARRED FIGHTER TYPES: Bounty hunter, cavalier, holy knight, dark knight, knight errant, monk, paladin, samurai, soldier, swash-buckler.

ROLE: In a campaign, the savage character has a couple of roles. His particular skills and benefits are of use to the average adventuring

party. If he comes from a particularly noble tribe, he may choose to act as the "voice of conscience" for the adventuring party, asking why, if the other characters are supposed to be so much more civilized than his own people, their honor and ethics seem to drag so far behind? But for the most part, he's a role-playing challenge, and should be chosen only by players willing to devote the extra effort to portraying someone from such a different culture, and how that character reacts with the other PCs' culture. This is an opportunity for a lot of humor and not a little tragedy in a campaign ... but only if the player is willing to go to that effort. If you don't do it, your GM will.

SKILLS: The savage character gets the following skills at no initial cost: map sense, weather sense, survival (one terrain type). He may also take three of the following skills at no initial cost: animal lore, botany, fire-building, fishing, forage for food (one terrain), forestry, identify animal by tracks, running, set snares, swimming.

He may purchase any of the following skills at 1 BP less than the standard cost: animal training, healing, herbalism, holistic plant identification, tracking and tumbling.

WEAPON PROFICIENCIES: The GameMaster should define a set of weapons from which the PC can choose his beginning weapon proficiencies. A typical set, for classic "noble savages" would be blowgun, long bow, short bow, club, dagger, javelin, knife, sling and spear. The character must take his first level weapon proficiency selections from these choices. Once he begins play and begins adventuring in the outer world, he may learn any other weapon, of course ... but it's better role-playing if he prefers to stick to the weapons of his tribe.

TALENTS: The savage gains the endurance talent at no cost. He must pay 2 extra BP for any other talent.

EQUIPMENT & MONEY: The savage gets no gold (0 gp) with which to purchase his weapons and equipment. Instead, he may take up to four of the weapons from those on his initial proficiency list. He may assemble an equipment list of up to ten additional items, subject to the GameMaster's approval, which he has accumulated during his years with the tribe. They must be items which members of a savage tribe could have made (things such as pouches, clothing, food, rope, fishing gear, sheathes for weapons, and so forth — no mirrors, lanterns, teflon cooking pots, and the like.) With the GameMaster's permission, if the tribe is a river tribe or a riding tribe, he may have either a small canoe or a riding horse (with saddle blanket, halter, bit and bridle).

The savage starts out with no gold. After the campaign starts, the character inevitably comes across concepts of money; it's up to you how he reacts to them (he could either like the idea and try to accumulate the stuff as his allies do, or put it down to civilized corruption and stay away from it).

SPECIAL BOONS: One of the savage's special benefits is that he receives many bonus skills — testimony to the fact that the savage must know more skills than other characters just to stay alive. His training costs for advancing in level are reduced by 50%, after all other adjustments.

Another substantial benefit the savage receives is this: he has a special ability, resembling a spell, which he may use once per day per experience level he has (i.e. a 5th level savage could use his ability five times per day).

The special ability must be chosen from the list below when the character is first created, and may never be changed. The special ability emulates a certain spell (as indicated) but is not truly magic, and does not appear so to Detect Magic effects. The ability is natural to

the savage. It does not require verbal, somatic or material components, even if such are required for the normal spell.

The list:

- (1) Alarm (1st level magic-user spell). This ability is only usable by the savage when he rests or sleeps in a quiet place. The ability does not sound an alarm as the spell does, however. It merely alerts the savage to intrusion (if he is already awake) or awakens him (if he is asleep). It is not cast upon a particular place; it alerts him to activity within 10 feet of the place where he lies (as if he were at the center of the effect of the actual spell).
- (2) Detect Magic (1st level magic-user spell). This ability reflects the fact that the savage is in tune with nature and can feel when there is something unnatural (i.e. magical) in the air. The savage has but a 1% chance per experience level to determine the school (Alteration, Enchantment/Charm, etc.).
- (3) Animal Friendship (1st level druid spell). This ability can only be used to make friends of an animal that is not already angry or threatened. It can be used to make an angry or threatened animal calm. To make friends with an angry or threatened animal, the savage must use the ability twice (i.e. he must be of 2nd level or higher). Each use takes one round, and the animal's state (calm, threatening, etc.) does not remain the same from one day to the next.
To use the ability, the savage must confront the animal, face to face, at no further away than the limits of the animal's attack range. As with the spell, the savage must actually have no ulterior motives, for the animal will detect such, and the ability fails.
- (4) Detect Evil (1st level cleric spell). This works like the Detect Magic ability above. Like the spell, this Detect Evil cannot detect evil in most characters — only in a monster, place or magical item.

Your GameMaster can disallow any of the four abilities given above, or introduce new ones — though he can't add anything that resembles a magical spell above 1st level without written approval from Hard 8 Enterprises.

SPECIAL BANES: The savage has some drawbacks, too. He is uncomfortable in civilized clothes and armor. When wearing any sort of clothing more cumbersome and concealing than his normal tribal dress, he suffers a -1 to all attack and damage rolls and -5% to skill check rolls; He's uncomfortable, and it affects his actions and reactions.

Likewise, he can wear any type of armor, but is so uncomfortable in it that he suffers a -3 to all attack and damage rolls, and -5% to all skill check rolls while wearing any sort of armor at all. If you blatantly decides not to role-play your character's dislike of armor and simply wear armor continually, accepting that negative modifier, your GameMaster will gradually increase the modifier: -3 in one play session, -4 in the next, -5 in the next, and so on ... with no limit. If you ask why this is happening, your GameMaster will probably reply that your character is growing more and more uncomfortable in his unnatural trappings and finding it harder and harder to concentrate on the job at hand.

Wilderness Warrior (Building Point Cost: 10)

DESCRIPTION: This hero represents some tribe (either civilized or barbarian) living in a dangerous, threatening, or unusual wilderness

environment — such as the desert, deep in swamp territory, in the frozen North, tucked away in the jungle or tropical rain forest, or in distant mountains.

The wilderness warrior differs from the savage. He's not automatically a menacing figure when traveling around in the campaign's normal society; he's just exotic and unusual. He can be very cultured and civilized, but coming as he does from a different culture, has different attitudes from the other player characters on many subjects.

For example, a desert nomad character may be merely offended at the theft of his property but be outraged by (and demand the death penalty for) theft of his water, he may believe that women should stay in camp and leave fighting to the men, he may feel the need to prostrate himself whenever he passes the church or temple of the gawd he worships; and so on.

You decide (with your GameMaster's permission) from what sort of tribe and environment the wilderness warrior comes. Then, working with your GameMaster, you must determine what sort of unusual beliefs and customs the character and his tribe possess. He may later abandon a few of these beliefs in the outer world, but should not abandon most of them; they are part of what makes him unique in the campaign. To be a wilderness warrior, the character must have a Constitution score of at least 13.

PREFERRED FIGHTER TYPES: Barbarian, berserker, fighter, ranger. Other classes must pay a 5 BP penalty to take this package.

BARRED FIGHTER TYPES: Cavalier, holy knight, dark knight, knight errant, monk, paladin.

ROLE: In a campaign, the wilderness warrior is the "outsider's voice" who questions all the strange quirks and discrepancies in the player characters' culture (somewhat like the savage). He's also an opportunity for some comic relief adventures, when he misinterprets some aspect of the society and it leads him into confusion and trouble. More importantly, your GameMaster might arrange for the occasional adventure to take place in lands like those of his birth, so that he can demonstrate his skills in that environment.

SKILLS: The wilderness warrior receives the survival (native terrain), map sense and weather sense skills at no initial cost. He begins play with at least two of his initial skills from the following list (appropriate to his native environments), but receives no special discount: animal handling, animal training, fire-building, fishing, forestry, land-based riding, mountaineering, seamanship, set snares, swimming and track game.

WEAPON PROFICIENCIES: The wilderness warrior may spend his weapon proficiencies any way he pleases. Your GameMaster probably will insist that you spend one or two on weapons appropriate to your PC's culture: a desert nomad should have scimitar and short composite bow, while an arctic warrior should have harpoon and spear, for instance.

TALENTS: No special costs.

EQUIPMENT & MONEY: The wilderness warrior may only spend his starting gold on items appropriate to his culture. For example, the desert nomad couldn't buy any type of bulky armor with his starting gold, while the arctic warrior could only have leather or hide armor. (Of course, if your GameMaster allows you to get away with the notion that your PC comes from a trading culture, he could have access to goods from all over the world.) The wilderness warrior doesn't have to spend all of his starting gold before entering play. Once he begins play, there are no restrictions on what sorts of equipment he may buy.

The wilderness warrior has standard starting money.

SPECIAL BOONS: The wilderness warrior gets a special bonus of +30% to any survival skill roll that pertains to environments like that of his origin. If he later gains a second survival skill for another type of territory, the bonus does not apply to it. He also gets this bonus on map sense and weather sense checks in terrain similar to his native type.

SPECIAL BANES: The wilderness warrior, in his early years, is occasionally hindered by his unfamiliarity with the player characters' society, but this is a role-playing consideration; the GameMaster must occasionally enforce it until he believes the character is sufficiently familiar with the norms of his new culture.

Trailblazer (Building Point Cost: 15)

DESCRIPTION: The trailblazer is a restless spirit who seeks to explore the unknown. He has uncanny knack for, well...blazing trails. He can find the easier routes, reduce travel times and help avoid natural hazards. Driven to seek new lands, he has an acute sense of direction and an ability to estimate distances. The trailblazer excels at communication, navigating uncharted terrain and dealing with (or at least mollifying) natives.

Though they come from all walks of life, most trailblazers hail from sparsely settled or exceptionally hostile terrain, where mere survival can require unusual aptitude. A trailblazer usually demonstrates an aptitude for trailblazing early in life, but diligent practice is required to refine his skills. Often, a young trailblazer exercises his skill by asking a companion to blindfold him, lead him into an unexplored area in the wilderness, then abandon him. The trailblazer must find his way home using only his wits. Experienced trailblazers occasionally engage in this game to brush up on their technique or to impress potential clients.

PREFERRED FIGHTER TYPES: Barbarian, ranger, soldier. Other classes must pay a 5 BP penalty to take this package.

BARRED FIGHTER TYPES: Berserker, cavalier, holy knight, monk, paladin.

ROLE: The trailblazer is the first into unknown and potentially dangerous situations. He's the one who reports to rest of the group. He may work as a guide, a scout for an army, or simply explore for his own satisfaction. His travels can take him around the world, as he continually seeks new lands to investigate and new cultures to study. No region is too remote, no society too primitive to pique the trailblazer's interest.

SKILLS: A trailblazer gains the Glersee (trail markers) skill at no initial cost. He also gains the map sense and distance sense skills at no initial cost.

WEAPON PROFICIENCIES: No special benefits or penalties.

TALENTS: The trailblazer can purchase BOTH acute alertness and keen sight for 6 BP total. If purchased separately, the cost is standard (i.e. there is no bonus unless you take both).

EQUIPMENT & MONEY: Trailblazers generally can't afford to be encumbered in any serious way. For this reason they tend towards lighter armors and smaller weapons. In extreme situations, a trailblazer may suit up in plate mail and wield an awl pike, but these situations are rare.

SPECIAL BOONS: Trailblazers gain several advantages in their primary functional area:

Mapless Travel: The trailblazer gains +50% to his mapless travel skill though it must still be purchased normally in order to gain the benefit.

Culture Sense: This ability allows the trailblazer to acquire general knowledge about the laws and customs of a tribe, village or settlement. Once per week, the trailblazer may attempt to use this ability by touching a member of the tribe or village. The villager must have the knowledge the trailblazer wishes to gain; for instance, the villager can't be an infant or mentally deficient. Cooperation of the villager isn't required; touching an attacking or sleeping villager works as well.

The villager may make a saving throw versus spell. If the throw succeeds, the trailblazer learns nothing. If the throw fails, the trailblazer acquires an instant understanding of the villager's laws and customs, including those applicable to related clans or tribes (such as the social etiquette pertaining to all Aardvarkians in the region, not just this particular group). Information learned through this ability might include the subject's understanding local laws (no one is allowed on the village streets after dark without written permission), accepted courtesies (strangers bow to all children), and cultural taboos (hats and other head coverings are considered offensive). Successful use of this ability also gives the trailblazer a +1 reaction adjustment when encountering any other members of the tribe, village or settlement.

Be forewarned: your GM may limit the quality and amount of information in any way he sees fit. The knowledge acquired through this ability doesn't ensure proper conduct; the trailblazer's behavior (and the player's decisions) ultimately determines the reaction of all villagers.

Recognize Trail Hazard: By observing subtle changes in the terrain, the trailblazer is able to recognize natural hazards, enabling him and his companions to avoid them. Typical hazards include quicksand, sinkholes, slippery slopes and thin ice. A trailblazer has no special ability to recognize man-made hazards, such as pit traps or dangerous bridges, nor does this ability extend to anticipating encounters with hostile natives or animals.

A trailblazer's chance of recognizing a hazard is 10% per experience level; to a maximum chance of 90% at 9th level. If the GM determines that the trailblazer is approaching an area containing a natural hazard, he secretly rolls percentile dice. If the roll is equal to or less than the trailblazer's chance of success, the trailblazer recognizes a potential hazard. The GM might only describe an unusual aspect of the terrain and let the trailblazer come to his own conclusions. For example, if the trailblazer is approaching a pool of quicksand, the GM might say that the ground feels exceptionally spongy. If the trailblazer nears a patch of thin ice, the GM might point out that the ice ahead is discolored and laced with tiny cracks.

The two benefits below, trail sense and overland guiding, apply only when the trailblazer leads the party. At least 30 feet must separate the trailblazer from the rest of the party (the proximity of others distracts the trailblazer, making him unable to take advantage of these benefits).

Trail Sense: The trailblazer's chance of getting lost in any outdoor land setting is reduced by 1 in 10 (for plains it becomes 1 in 20). Furthermore, his base chance of getting lost in his primary

terrain (i.e. the terrain of Table 12D in the GameMaster's Guide) cannot exceed 2 in 10. His primary terrain is defined at character creation as the terrain associated with his homeland.

Overland Guiding: A trailblazer is able to find the optimum trail through rough terrain, increasing the party's movement rate when traversing long distances. To this end, he can improve a party's movement per day by $10+1d6$ % in rugged or very rugged terrain. Note that there must be some means by which the trailblazer can operate; he cannot increase travel distances for roads or well-worn paths. The trailblazer must have the opportunity to locate shortcuts and less hazardous, more easily traversed routes.

SPECIAL BANES: Trailblazers have a number disadvantages in certain situations.

Limited Animal Empathy: Because he spends little time in one place, and much of his time is spent dwelling on native cultures and geographical studies, even a ranger or barbarian trailblazer does not develop animal empathy to the degree of other rangers. When dealing with wild or attack-trained animals, the animal makes its saving throw versus rods with a +2 bonus. Further, the trailblazer must make a successful Wisdom check when trying to calm or befriend domestic animals if his class allows him to attempt to do so.

Few Followers: The trailblazer prefers to travel lightly, unencumbered by followers that require his attention. Thus, he can have no more than two followers at the same time. If he already has two followers, he cannot acquire a new one until one of his current followers is dismissed, lost or killed. (For purposes of this restriction, followers include sidekicks, protégés, henchmen, hirelings, animal companions and anyone the GM believes would logically be considered a "follower".) The trailblazer can report to the commander of a 5,000-man army or be part of a PC adventuring party, he just cannot have personal responsibility for more than two others.

No Fortifications: A trailblazer has little interest in the responsibilities associated with property ownership. He will never build a castle or any other fortification, nor can he "settle down" without abandoning this package.

Take special note: By moving ahead of the party, the trailblazer places himself in a position of risk. Separated from his companions, the trailblazer is more likely to be the victim of Orc attacks. He runs a greater risk of drawing fire from snipers, and is more susceptible to ambushes from hostile creatures. If he fails to recognize a hazard, he'll probably be the first to fall victim. Your GM is aware of this, so plan accordingly!

Table 2C: Type of Training Camp (3d6)

Roll	Type of Camp
<4	secret rebel/insurgent camp (-3 to Table 2)
4-7	local militia camp (-2 to Table 2)
8-10	territorial militia camp (-1 to Table 2)
11-15	regular army boot camp (no modifier to Table 2)
16-18	elite military academy (+3 to Table 2)
19+	royal guardsmen (+5 to Table 2)

QUALITY OF TRAINING

Most fighters begin their careers through an indoctrination to the lifestyle of hack in what is commonly known as basic training. Whether compelled into service through custom, conscription, patriotism or lack of other opportunities, all fighter-types (with the exception of Barbarians, Berserkers and Monks) must complete this training as a rite of passage to first level. It is here that general weapons familiarization is taught (imparting the fighter with a mere -2 non-proficiency penalty). Those heralding from the upper social strata certainly can pull strings to assure their acceptance into more prestigious facilities. [Social Class Modifiers to Table 2C: Type of Training Camp are: SLC -10, LLC -8, MLC -3, ULC -1, LMC 0, MMC +1, UMC +3, LUC +7, MUC +8, UUC +9] Characters may also be able to manipulate the system by means of their social skills and so may add (or subtract) half of their Charisma reaction adjustment to the roll on Table 2C: Type of Training Camp made to determine the type of training camp they gain their initial skills.

The type of training camp one attends has a great deal of bearing on future success. Roll 3d6 and consult Table 2C: Type of Training Camp. Then roll 3d6 and consult Table 2D: Quality of Basic

Table 2D: Quality of Basic Training (3d6)

Result	Type	Description
<4	Horrific	You never even saw a weapon except for clubs that the instructors [guards] beat you with. You worked alongside enemy POWs chopping firewood or performing other laborious tasks in 16 hour shifts. (-10 to Table 3 but no chance for a training accident, -4 to Table 8, non-weapon proficiency is permanently reduced to -4)
4-7	Poor	Your instructors were all maimed or old age. There was an insufficient store of weapons and training had to be done in shifts. Most of your field maneuvers were conducted with trainees using 10 foot poles as ersatz pole arms. (-4 to Table 3, +4 to Table 4, -2 to Table 8, non-weapon proficiency is permanently reduced to -3)
8-10	Sub-par	A couple of your instructors were competent but the facilities were in a state of disrepair and training aids were rudimentary. The camp commander was approaching retirement and seldom left the barracks. (-2 to Table 3, +2 to Table 4, -1 to Table 8)
11-15	Average	Most of your instructors were competent. The training facilities were old but serviceable. Your camp commander was overly involved in bureaucratic reporting but occasionally oversaw the training schedule. (+1 to Table 3, +1 to Table 4, +0 to Table 8)
16-18	Above Average	You were blessed with competent instructors many of whom had seen combat. The facilities were in good repair and an ample supply of weapons and training aids were available. (+1 to Table 3, +3 to Table 8)
19+	Top Notch	The camp commander was a distinguished war veteran as were most of his bright and energetic instructors. The facilities were superbly equipped and included a small keep. (+4 to Table 3, -1 to Table 4, +2 to Table 8)

Table 2E: Results of Basic Training (3d6)

Result	Training Results
<4	You gained no weapon proficiencies and lost 2 points of Honor from the degrading experience. (-4 to Table 2H)
4-7	You gained 1 melee weapon proficiency at no BP cost. However, your training was poor so there is a 50% chance that you suffer a -1 'to-hit' penalty with this weapon. Either spending a BP or taking a course in this weapon at some future point will rectify this. (-2 to Table 2H)
8-10	You gained 1 melee weapon proficiency at no BP cost.
11-15	You gained 1 melee weapon proficiency at no BP cost and your choice of armor or weapon maintenance skill, again at no BP cost. (+1 to Table 2H)
16-18	You gained 1 melee weapon proficiency and both armor and weapon maintenance skills all at no BP cost. (+2 to Table 2H)
19+	You gained 2 melee weapon proficiencies as well as armor and weapon maintenance skills and shaving/grooming all at no BP cost. In addition, there is a 33% likelihood that your basic weapons training was so superior that your non-weapon proficiency is permanently reduced to -1. (+3 to Table 2H)

Training after adding any modifiers from Table 2C: Type of Training Camp. Next roll on Table 2E: Results of Basic Training after adding any modifiers from Table 2D: Quality of Basic Training.

Fighter training is by its very nature dangerous. Unlike magic-users that only have to fear the occasional paper cut, fighters train to use real weapons in realistic situations. Deadly weapons in the hands of raw recruits who don't know how to properly use them invariably cause accidents. This is commonplace though good cadre can lessen their severity. To determine how many and what sort of mishaps the character may have encountered during his training, roll 1d4 with a 1 or 2 indicating no accidents, a 3 indicating one such mishap and a 4 resulting in two incidents. For each incident, consult Table 2F: Training Accidents. Remember to add any applicable modifiers from Table 2D: Quality of Basic Training.

Advanced Training:

After a recruit completes his basic military training, he goes on to obtain a specialty. These schools, often called 'advanced individual training', prepare the trainee to serve in a particular type of unit.

Table 2F: Training Accidents (roll 2d6)

Result	Accident
2-4	A fellow recruit fell from a ladder during castle assault training week. The clumsy trainee is 10% likely to have been seriously injured (equal chances for death or permanent paralysis). You must save vs. apology (unmodified by Honor Dice or base modifiers for Honor checks) to avoid having laughed at your fellow student's misfortune and thus losing 1 point of Honor. You may apply your Charisma reaction adjustment as a modifier to this save. Paladin characters must seek out the chaplain to atone for snickering should they fail this saving throw.
5-6	You suffered from heat stroke during a long forced march. You suffer a -1 penalty to your Fatigue Factor should you fail to drink ample water whenever exerting yourself.
7	You were impaled on pole arm during weapons training. Though no permanent harm resulted, you gained an appreciation of the lethality of these oft-neglected melee weapons and decided to become proficient with one, using up one of your weapon proficiency slots on it.
8-9	You were trampled by pack animals during final field exercises. There is a 25% chance that you receive the animal phobia [mules] quirk.
10-11	You were shot by a fellow recruit on the crossbow range. Roll a d20 — on a natural 20 you gain the Loss of Eye flaw.
12	You were doused by flaming oil during castle assault training week. There is a 20% chance that the burns were severe enough for you to gain the Maimed, severe facial burn flaw. No BP are gained.
13+	An errant shot from the trebuchet range landed in the midst of your platoon during morning formation. There is a 50% chance that you were struck and killed instantly.

Characters will be told upon enlistment or conscription that they will be able to choose what specialty they wish to pursue. Nothing could be further from the truth. Recruits are assigned specialties primarily based on which of these troop types has been most severely ravaged during the last season's campaigning. Failing this, they are randomly assigned. However, certain future PC types will have come to the attention of their officers and be guaranteed slots. For example: future cavaliers and holy knights will always be assigned to heavy cavalry training. Rangers will similarly be assigned to light infantry. Paladins will be assigned to either medium or heavy cavalry.

Table 2G: Specialty Assignment

Assignment	Human, Half-Elf	Elf	Dwarf, Gnome	Halfling, Gnomeling, Pixie-Fairie	Half orc, Half ogre	Assignment
Infantry, light	<01-30	01-40	01-20	01-60	01-35	Infantry, light
Infantry, hobilar	31-36					Infantry, hobilar
Infantry, heavy	37-50		21-60		36-70	Infantry, heavy
Archer,	51-55	41-80		61-00		Archer,
Crossbowman	56-65		61-70		71-80	Crossbowman
Cavalry, light	66-69	81-00				Cavalry, light
Infantry, pikeman	70-85				81-00	Infantry, pikeman
Cavalry, xbowman	86-90		71-00			Cavalry, xbowman
Engineer	91-94					Engineer
Cavalry, medium	95-98					Cavalry, medium
Cavalry, Heavy	99-00					Cavalry, Heavy

Table 2H: Quality of Advanced Individual Training (3d6)

Result	Type	Description
<4	Shabby	These schools exist only to produce bodies and are usually a wartime expediency. Recruits are taught to take orders and little else. (–4 to Table 8)
4-7	Poor	Staffed by cadre who've outlived their usefulness anyplace else whether it be from incompetence, crippling injuries or old age, this type of school is run down and short of materials to properly prepare recruits for their duties. There are usually a few sergeants who know what they're doing to at least impart enough knowledge for the character to get some feel for their specialty. (–2 to Table 8)
8-11	Fair	The school is typical of those training local militia. Instructors are retired soldiers who have returned to their homes. Training facilities are ad-hoc and most equipment is decades old. That being said, they are usually able to produce competent men-at-arms. (–1 to Table 8)
12-14	Average	These are typical training schools with competent if not overly enthusiastic instructors. Training materials are hand-me-downs from regular army units or captured war booty. Graduates are competent soldiers who can be expected to carry out their duties upon being assigned to a unit.
15-16	Superior	Featuring motivated cadre and adequate facilities with some current issue equipment, graduates of these camps are a cut above their peers. (+1 to Table 8)
17-18	Excellent	These schools have excellent cadre many of whom are war veterans. Facilities are new and training aids and equipment is of modern design. Graduates typically serve as shock troops. (+2 to Table 8)
19+	Crème de la Crème	The rarest of training schools have a dedicated cadre of experienced veterans who are able to challenge their students to the utmost and bring out qualities they never thought they had. These schools are also incredibly well funded with access to superb training facilities and thoroughly modern equipment in abundance. These schools produce elite soldiers. (+3 to Table 8)

Table 2Ha: Light Infantry**Shabby**

You failed the course and gained no relevant skills or proficiencies. You were so marginalized that your sergeant forgot who you were and never noticed that you didn't attend training. The mess hall thought you were some beggar off the street and refused to feed you. You were forced to scrounge around the trash cans just to get enough to eat. On the bright side, you gained the forage for food skill.

Poor

You barely made it through the course. You gained a sword proficiency (your choice) but never really mastered it (–1 to-hit penalty). This may be corrected by subsequently taking and passing a course in this weapon (+20% chance to success chance).

Fair

You spent your time joking around with the dregs of the class and didn't pay much attention to the training. You did, however, listen during weapons drill and gained a sword proficiency (your choice).

Average

You kept your ruse clean and didn't attract too much attention. You gained a sword proficiency (your choice). There's a 50% chance that you grasped the skirmishing training sufficiently well to gain the establish ambush zone skill.

Superior

You tried really hard and it paid off. You gained a sword proficiency (your choice) and learned the establish ambush zone skill.

Excellent

You truly grasped the concepts and helped the sergeants out by teaching the other students. You gained a sword proficiency (your choice) and learned the establish ambush zone skill as well as the endurance skill.

Crème de la Crème

You were a model student and graduated at the top of the class. Your sergeants tutored you after hours with the result that you gained either the Forest Movement talent or Stealthy Movement talent or Sword Bonus (33% of either) plus you mastered the establish ambush zone skill (2 rolls of the mastery die) and gained the endurance skill. Well done!

Table 2Hb: Hobilar Infantry**Shabby**

You failed the course and gained no relevant skills or proficiencies. You realized that you are afraid of horses and swore never to get near one again in your life.

Poor

You were about to fail the course. However, the staff blacksmith took pity on you and taught you how to shoe horses. You were a quick learner and ended up picking up the blacksmith skill as well as blacksmith tool skill (the latter at 50%).

Fair

Your performance was definitely sub-par. You were taught proficiency with the spear and told to stay back and guard the horses.

Average

You exhibited no special aptitude but picked up the basics. You gained one melee weapon proficiency and the animal handling skill.

Superior

You graduated in the top third of your class and picked up a weapon proficiency, the animal handling skill and became a decent rider (you also learned the riding, land-based skill).

Excellent

You graduated near the top of your class and would have been the star pupil except for an embarrassing spill during the final dress rehearsal for graduation. Nonetheless you gained a weapon proficiency, the animal handling skill (2 rolls), and the riding, land-based skill (1 roll).

Crème de la Crème

You graduated at the top of your class and mastered the entire curriculum. This includes a weapon proficiency, the animal handling skill (2 rolls), and the riding, land-based skill (2 rolls).

Table 2Hc: Heavy Infantry**Shabby**

You so exasperated your instructors that they taught you how to blow a bugle and shoved you out in front just so they didn't have to listen to your unending barrage of "I don't get it. Could you go over that again?" You now have the musical (brass) instruments skill.

Poor

You showed little or no aptitude for any of the training. Where you really shone though was in your ability to make moonshine (you gained the brewing skill from your Uncle Phil). Your instructors agreed to pass you in exchange for a steady supply of liquor. Your weapon training was of poor quality because the instructor was badly hung over. [You gain a sword proficiency (your choice) but training is of poor quality (-1 to-hit penalty), this may be corrected by subsequently taking and passing a course in this weapon (+20% chance to success chance).]

Fair

You barely managed to squeak by but still gain a sword proficiency (your choice).

Average

You were just another body to your sergeants. In fact, they kept confusing you with a similarly named student. You wisely never pointed this out because he was more capable than you and you ended up with his marks! You left camp with a free sword proficiency (your choice) and a 10% chance of answering to any derivation of your last name.

Superior

You were a capable student and only seldomly was dropped to perform additional push-ups. You picked up the eye of the tiger advantage skill in addition to a sword proficiency.

Excellent

You quickly mastered everything your instructors taught. You did so well that you were promoted to private first class. An old sergeant took a liking to you and taught you a combat skill (your choice) in addition to the standard sword proficiency.

Crème de la Crème

Despite being derided as a brown-noser by the slackers in your class, you clearly were the best. You even managed to show up the first sergeant once while sparring. You gained the maintain self-discipline skill (2 rolls of the mastery die), eye of the tiger advantage skill (2 rolls of the mastery die), muster resolve and the attack bonus talent (only with a specific sword).

Table 2Hd: Archer (shortbow or longbow)**Shabby**

After snapping your thirtieth bowstring, you were banned from any further marksmanship training. As further punishment, you were forced to repair all of the targets on the range. Many of these were in poor condition so the range master taught you the skinning skill so that you could make new and realistic looking targets for the more competent students to practice on.

Poor

You never got the hang of shooting a bow no matter how much remedial training you undertook. You were reassigned to the supply company where you learned to be a boyer/fletcher (1 roll of the mastery die).

Fair

You gain proficiency with the bow (long or short) but the training is of poor quality (-1 to-hit penalty). This may be corrected by subsequently taking and passing a course in this weapon (+20% chance to success chance).

Average

Despite some rather trying moments at the range during which you learned epitaphs in five languages, you did eventually manage to learn how to consistently hit a target and thus gained the bow (long or short) proficiency for free.

Superior

You managed to learn to shoot without undue coaching. You gain the bow proficiency (both long and short) for free.

Excellent

While clearly not a natural, you dutifully mastered the art of firing a bow. You can consistently create a tight shot grouping. You gain a bow proficiency and may purchase the bow bonus talent even if racially restricted.

Crème de la Crème

You are a dead-eye. You easily qualified as an expert marksman and received subsequent training as a sniper. You gain proficiency in the bow (both long and short) for free. You also receive the bow bonus talent even if racially restricted.

Table 2He: Crossbow

Shabby: You proved so incompetent that you were barred from holding a loaded crossbow for fear of accidentally shooting someone. You were thereafter assigned to clean every weapon in the armory. This task took until the end of the training cycle. However, you did learn the weapons maintenance skill for free.

Poor: You couldn't hit the broadside of a barn even after firing hundreds of quarrels at it. Naturally it fell to you to pick up all the training bolts from the range after training since it was your bolts that were scattered in the widest possible arc. After repacking hundreds of quarrel cases, you learned the clever packing skill.

Fair: You gain proficiency with the crossbow but the training is of poor quality (-1 to-hit penalty). This may be corrected by subsequently taking and passing a course in this weapon (+20% chance to success chance).

Average: Though you didn't distinguish yourself, you did eventually manage to learn how to consistently hit a target and thus gained the heavy crossbow proficiency.

Superior: While clearly not a natural, you dutifully mastered the breathe, relax, aim, shoot sequence of firing. You can consistently create a tight shot grouping. You gain proficiencies in both the heavy and light crossbow for free and the two taken together count as only one slot.

Excellent: You are a natural. You easily qualified as an expert marksman. You gain proficiencies in both the heavy and light crossbow for free and the two taken together count as only one slot. You may also purchase the crossbow bonus talent even if racially restricted.

Crème de la Crème: You are a dead-eye. You easily qualified as an expert marksman and received subsequent training as a sniper. You gain proficiencies in both the heavy and light crossbow for free and the two taken together count as only one slot. You also receive the crossbow bonus talent even if racially restricted.

Table 2Hf: Light Cavalry**Shabby**

You were a constant source of irritation to both your peers and instructors. Your sheer incompetence kept delaying training. Your sergeants instituted group punishment to force your fellow students to keep you in line but this only served to make you even more hated. In the end you resorted to stealing from them out of spite. You lose 3 Honor but gain the looting, basic skill (2 rolls of the mastery die).

Poor

Although you performed poorly and did not gain either the riding or lance proficiencies, you did manage to kick ass in the ancillary skill of rope use. You gained that skill with a 25% bonus to your mastery.

Fair

You learned to ride but a bad accident in which you were violently thrown from your mount after your training lance stuck in the target made you too gun-shy to ever properly master that weapon.

Average

You graduated in the middle of the pack and gained a lance proficiency and the riding, land based skill.

Superior

You developed a love for the saddle while at school and took the opportunity to hone your skills on your own time. You gained the riding, land based skill (+25% to mastery) as well as a lance proficiency.

Excellent

You excelled in this course and mastered both horsemanship and the tactics of mounted skirmishing. You gained the riding, land based skill (+25% to mastery) as well as a lance proficiency and the muster resolve skill.

Crème de la Crème

You were the star pupil and distinguished yourself during the final field exercise. You gained the riding, land based skill (+45% to mastery), the muster resolve skill as well as a lance proficiency and the attack bonus talent (limited to light horse lance).

Table 2Hg: Infantry, Pikemen**Shabby**

You failed the course often by oversleeping and missing training. You were subsequently assigned various menial tasks as punishment. After a while, you became pretty good at moving boxes, painting, digging latrines, etc. All of this busywork enabled you to gain the laborer, general skill.

Poor

You failed to learn the concepts of fighting en mass or effectively wielding a polearm. To make up for your lack of knowledge, you developed the ability to lie skillfully and managed to pass the course. (You gain two rolls of the mastery die for the liar, skilled skill).

Fair

Although you frequently nodded off in class, you managed to pass and gained a polearm proficiency (your choice). Your training on this weapon, however, is of poor quality (-1 to-hit penalty). This may be corrected by subsequently taking and passing a course in this weapon (+20% chance to success chance).

Average

You showed up on time for all training events and thus gained a polearm proficiency (your choice). You may purchase maintain self-discipline for 1 BP.

Superior

You successfully completed all training and even read the supplemental course material on your own time instead of going out and getting wasted like the rest of the guys in your platoon. As such, you gained a polearm proficiency (your choice) and the maintain self-discipline skill.

Excellent

You excelled in the course and graduated with honors. Upon graduation, you received 1 Honor, proficiency with a polearm (your choice), the ability to reduce the weapon speed factor of any pole arm you wield by one and the muster resolve skill.

Crème de la Crème

You were the outstanding pikeman of the class. Upon graduation, you received 2 Honor, proficiency with a polearm (your choice), the ability to reduce the weapon speed factor of any pole arm you wield by two and the maintain self-discipline and muster resolve skills.

Table 2Hh: Crossbow Cavalry

Shabby: You completely failed the course and were literally along for the ride. Because you had nothing to do while on field maneuvers, you were assigned to gather firewood while the other students trained. You did manage to pick up the skill fire building after building dozens of bonfires.

Poor: You failed to learn how to ride a horse or to shoot a crossbow. Ordinarily this would prove fatal to passing the course but you managed to prove invaluable in helping out the sergeants in coordinating the various aspects of training from making sure the horses were fed and groomed to ensuring that the ranges were kept stocked. As a result, you gained the orchestrate task skill.

Fair: You were repeatedly thrown from your horse and eventually gave up on ever learning how to ride. You did manage, however, to pick up proficiency in the light crossbow.

Average: You put forth a modest effort and gained the riding, land based skill and proficiency in the light crossbow.

Superior: You developed a love for the saddle while at school and took the opportunity to hone your skills on your own time. You gained the riding, land based skill (+25% to mastery) as well as proficiency with the light crossbow.

Excellent: You performed exceptionally well in both marksmanship and equestrian training. You gained the riding, land based skill (+25% to mastery) as well as proficiency with the light crossbow. You may also purchase the crossbow bonus talent for 8 BP if racially restricted.

Crème de la Crème: You are a natural shot. You easily qualified as an expert marksman. You gain proficiencies in both the heavy and light crossbow for free and the two taken together count as only one slot. You may also purchase the crossbow bonus talent even if racially restricted. In addition, you gained the riding, land based skill (+25% to mastery).

Table 2Hi: Engineers**Shabby**

You utterly fail and develop back spasms two weeks into the course. You spend the rest of the time in the barracks where you manage to pick up the gaming skill.

Poor

Every time you dig a hole the sides fall in. You were derisively called 'thumby' because you could not build the simplest thing. You are fortunate to graduate knowing the dig hasty grave skill.

Fair

You grasp the basic 'diggin' holes' part of engineer training but are stymied by the math. If you wanted to learn trigonometry you would have become a gawd durned magic-user like your wimpy cousin Zedekiah! The simpler concepts were enough and you gain the dig proper grave skill along with the military pick proficiency.

Average

Although you struggled through the course and required some after hours mentoring on geometry, you managed to pass the course. You gained proficiency in the military pick and the entrenchment construction skill.

Superior

You have a good head for figures and passed the course without too much difficulty. You gained a military pick proficiency, the entrenchment construction skill (2 rolls of mastery die) and the construction hasty defense works skill.

Excellent

You are definitely a right-brain guy and flew through the course. You gained a military pick proficiency, the entrenchment construction skill (3 rolls of mastery die) and the construction: hasty defense works skill (2 rolls of mastery die).

Crème de la Crème

You were the honor graduate. Your complex geometric estimation skill manifested itself and you can now utilize it fully. In addition to 1 point of Honor, you gained a military pick proficiency, the entrenchment construction skill (3 rolls of mastery die) and the construction: hasty defense works skill (3 rolls of mastery die). Finally, you have an equal chance of receiving either the pick bonus or determine stability talent.

Table 2Hj: Medium Cavalry**Shabby**

You failed the course and did not qualify as a cavalry trooper. You were assigned to the mess hall and there managed to pick up the cooking skill.

Poor

You tried valiantly but just weren't a horseman. You were then assigned as a clerk and picked up the reading/writing skill for free.

Fair

You learned to ride but simply could not master the close order tactics. You were subsequently assigned as the standard bearer and performed that duty with flair.

Average

You graduated in the middle of the pack and gained a lance proficiency and the riding, land based skill.

Superior

You developed a love for the saddle while at school and took the opportunity to hone your skills on your own time. You gained the riding, land based skill (+20% to mastery) as well as a lance proficiency.

Excellent

You excelled in this course and mastered both horsemanship and the tactics of mounted combat. You gained the riding, land based skill (+20% to mastery) as well as a lance proficiency and the muster resolve skill.

Crème de la Crème

You were the star pupil and distinguished yourself in the equestrian competition. You gained the riding, land based skill (+45% to mastery), the muster resolve skill as well as a lance proficiency and the attack bonus talent (limited to medium horse lance).

Table 2Hk: Heavy Cavalry

Shabby: You failed the course and did not qualify as a cavalry trooper. You spent half of your time polishing the cadre's riding boots. At this you succeeded. Your skill came to the attention of the company cobbler who passed along his skill to you.

Poor: You failed the course but showed enough spunk that the cadre wanted to find something useful for you to do so that you could still be part of the team. You gained the animal handling skill and ensured that the unit's horses were properly cared for.

Fair: You didn't do so well. Although you learned to ride, you were badly bruised in a jousting accident. Your sergeant took pity on you and taught you one combat skill of your choice.

Average: You graduated in the middle of the pack and gained a lance proficiency and the riding, land based skill.

Superior: You developed a love for the saddle while at school and took the opportunity to hone your skills on your own time. You gained the riding, land based skill (+25% to mastery) as well as a lance proficiency.

Excellent: You excelled in this course and mastered both horsemanship and shock tactics. You gained the riding, land based skill (+25% to mastery) as well as a lance proficiency and the maintain self discipline skill.

Crème de la Crème: You were the star pupil and distinguished yourself during the jousting tournament. You gained the riding, land based skill (+45% to mastery), the maintain self discipline skill as well as a lance proficiency and the attack bonus talent (limited to heavy horse lance).

If you possess a high Charisma attribute, you may modify the roll on Table 2G: Specialty Assignment up to twice your reaction adjustment bonus in either direction. This reflects your ability to get in the good graces of the assignment officers.

Quality of Advanced Training

Naturally these schools run the gamut from churning out catapult fodder to elite institutions that produce the finest men-at-arms. Characters must roll on Table 2H: Quality of Advanced Individual Training to determine the quality of the institution that provides their follow on training. The quality of their initial training will impact the type of school they're assigned to, as officers will not waste valuable training time on incompetent cadets. Be sure to add any applicable modifiers from Table 2E: Results of Basic Training.

Cross reference the type of advanced individual training to which you've been assigned with the quality of said training to determine the skills and proficiencies which you gain by rolling on Tables 2Ha: Light Infantry through 2Hk: Heavy Cavalry. All skills, talents and proficiencies gained are free (no BP cost) unless otherwise noted.

After you've completed basic and advanced individual training, you must roll on Table 2i: State of Hostilities to determine the general political atmosphere in your training area and its direct impact on the balance of your tour of duty. The state of hostilities may direct you to other tables.

Extended Peace

You were discharged from any further military compulsion. Subtract two years from your starting age. Unfortunately you did not receive the benefit of further training. You still have two unfilled weapon proficiency slots that must be filled by building points. You may, however, take 1d3 courses of your choice for free at a local University after generous local noble Lord Montgomery passed the veterans scholarship act.

Peace

You served 24 uneventful months at a local post. All additional class benefits were gained during this time. Roll 1d4 times on Table 2L: Notable Events During Non-Combat Tour of Duty.

Cold War

1-7: You served 24 uneventful months at a remote post. All additional class benefits were gained during this time. Roll 1d4 times on Table 2L: Notable Events During Non-Combat Tour of Duty.

8-10: roll again on Table 2J: War.

War

You were assigned to a military unit that served in a conflict. During this period you gained all additional class benefits. Roll 1d3 times on Table 2J: War to determine the results of your war time experience. Remember to add any applicable modifiers from previous tables. Roll once on Table 2L: Notable Events During Non-Combat Tour of Duty as well.

Post War

You served in an army of occupation. The local populace may or may not have still been hostile. Roll on the Table 2K: Local Attitude to Occupying Force to determine their attitude towards you.

Table 2i: State of Hostilities (d20)

Result	Condition
1	extended peace
2-3	peace
4-8	cold war
9-18	war
19-20	post war

Table 2Ja: Potential Opponents

Result	Opponents
01-20	Orcs
21-25	Kobolds
26-40	Goblins
41-48	Hobgoblins
49-50	Gnolls
51-90	Hostile Nation*
91-98	Gnome Titan clan*
99-00	Lizardmen

* GMs choice

Table 2J: War (3d6)

Result	Wartime Experience
<4	Your regiment was slain to the last man. Your body was never recovered and was suspected to have been eaten by Worgs.
4	Your unit was overrun and you were captured as a POW. You spent 1d4+1 years in a prison camp (add this to your starting age) named Stalag X [where X is a number generated by a roll of 2d12]. As a result of the horrible sanitary conditions, you lost 5d20 fractional points of Strength and Constitution during confinement.
5	Your regiment was forced to retreat to defensive works and was besieged. Make a Constitution check at -5 (bonus) on the die or you starved to death. If you make the save, you suffer a permanent loss of 2d6 pounds. The siege was eventually lifted but the regiment suffered disgrace. You suffer a -2 penalty to Honor.
6	Your regiment was routed on the battlefield by [see Table 2Ja]. Save vs. death magic at +10 or you were killed in action. If you lived through the experience, you suffer a -2 penalty to Honor.
7	Your regiment won a pyrrhic victory over [see Table 2Ja]. Save vs. death magic at +10 or you were killed in action.
8	Your regiment was deployed to a quiet front for six months. You saw no action there.
9	Your regiment held in reserve during major battle with [see Table 2Ja]. Unit not called into battle.
10-11	Your regiment was deployed as flanking force during a minor victory over [see Table 2Ja]. There is a 25% chance that you saw a portion of the battle.
12-13	Your regiment besieged a fortress or mountain redoubt of [see Table 2Ja].
14-15	Your regiment besieged a town of [see Table 2Ja].
16-18	Your unit had a significant role in the routing of large enemy force of [see Table 2Ja]. Save vs. death magic at +8 or suffer major wound. This wound caused an impressive scar for purposes of bragging rights but (luckily) no loss to Comeliness. You gained 300 EP.
19+	Your unit was the lynchpin against a final desperate charge of [see Table 2Ja]. Your unit held their ground and was lauded for saving the battle. Make save vs. death magic at +8. Failure means you were killed but posthumously awarded the Mithril Star (+5 to clan Honor). Your mom was deeply saddened but proud. Save results in minor wound and awarding of Electrum Star. Mom still proud. You gained 4 Honor and 400 EP from the experience.

Table 2K: Local Attitude to Occupying Force

Result	Attitude
01-10	The locals were friendly and glad to be free of the oppressive former regime. Roll 1d3 times on Table 2L: Notable Events During Non-Combat Tour of Duty.
11-29	The locals were ambivalent about the occupying army. Roll 1d3 times on Table 2L: Notable Events During Non-Combat Tour of Duty with -10% to all rolls.
30-59	The locals were very uppity about the occupying army. They frequently protested your presence. Roll once on Table 2Ka: Notable Events During Occupation.
60-00	The locals were hostile. Usually this took the form of being uncooperative whenever you and your fellow soldiers were nearby. There was an active guerilla movement that required frequent patrolling to quell dissent. Roll once on Table 2Kb: Notable Events to Quell Guerilla Movement.

Table 2Ka: Notable Events During Occupation

Result	Event
01-20	You were sent out to bust heads at a candlelight vigil. The protestors were later revealed to be Samaritans. You gain the nagging conscience quirk (if of good alignment).
21-35	Your commander assigned you to a "hearts & minds" unit. You participated in the pursuit of convincing locals that you meant them no harm and that they were really better off under your protection. While fruitless and ineffective, the experience trains you for dealing with monsters — at least those capable of understanding you. (You gain the parley skill)
36-60	You were subjected to repeated pelting by stones from local youths. However, you are prevented by your superiors from retaliating against the little terrorists due to some arcane 'rules of engagement'. As a result of the trying experience, you gain the temper tantrum quirk
61-00	You volunteered at every opportunity to participate in riot suppression or strike busting duties. If not of good alignment, you began to really enjoy the power and gained the jerk quirk.

Table 2Kb: Notable Events to Quell Guerilla Movement

Result	Event
01-50	You participated in frequent patrols through rough terrain (marshes, jungles, deep forest, badlands). The enemy was never encountered. There is a 25% chance that you contracted a disease. [Your GM will determine variety and severity]
51-80	You participated in frequent patrols through rough terrain (marshes, jungles, deep forest, badlands) and were fired upon by snipers 1d4 times. There is a 5% cumulative chance per time shot at that you gained the paranoid quirk.
81-00	You participated in frequent patrols through rough terrain (marshes, jungles, deep forest, badlands) and fell prey to booby traps 1d3 times. There is a 10% cumulative chance per incident that you gained the paranoid quirk.

Table 2L: Notable Events During Non-Combat Tour of Duty

Result	Event	Consequence										
01-20	Dancing Girl Clubs	You frequented the Victory Drive Dancing Emporium when not on duty and frequently blew your measly pay on a myriad of comely (and sometimes even not-so-comely) dancing girls. You start with 10-40% less money.										
21-40	Alcoholic	You drank heavily when off-duty because there was little else to do. Save vs. poison at +4 or gain alcoholic quirk.										
41-55	Gambler	You spent an inordinate amount of your free time playing cards and dice games. You gain the skill gaming and an additional 1d4 rolls of the mastery die. Once you determine your skill mastery for that skill, roll a skill check. If you make it, add 20% to your roll on Table 4M: Character Starting Money in the PHB. If you fail, subtract 40% from said roll and roll another skill check. If you succeed, nothing else happens. If you fail, you gain the quirk gambling addiction and attempt another skill check. If you finally make it, nothing else happens but if you fail roll a 1d4 for the type of gambling-related maiming you suffered during your tour of duty. (No BPs gained as a result of these maimings.) <table><tr><th>Roll</th><th>Gained</th></tr><tr><td>1</td><td>gain Maimed flaw (ignore rolls of 3)</td></tr><tr><td>2</td><td>gain Scar, Facial flaw</td></tr><tr><td>3</td><td>gain Loss of Ear flaw</td></tr><tr><td>4</td><td>gain Missing Finger flaw</td></tr></table>	Roll	Gained	1	gain Maimed flaw (ignore rolls of 3)	2	gain Scar, Facial flaw	3	gain Loss of Ear flaw	4	gain Missing Finger flaw
Roll	Gained											
1	gain Maimed flaw (ignore rolls of 3)											
2	gain Scar, Facial flaw											
3	gain Loss of Ear flaw											
4	gain Missing Finger flaw											
56-60	Blanket Party	Whether through incompetence or low Charisma, you managed to piss off the rest of your platoon. Late one night you were held down and severely beaten by your peers. Suffer -2 to starting Honor.										
61-70	Chaplain Duty	In order to get out of latrine digging duty, you feigned an interest in religion and became an assistant to the unit chaplain. Even though you slept through most of his sermons, enough seeped in through osmosis for you to gain the religion, general skill.										
71-80	Quartermaster	You were assigned to the unit quartermaster. This sly old sergeant taught you the ropes on how to beg, 'borrow' and steal what you need in life. As a result of his tutelage, you gained the haggling skill.										
81-87	Armorer	You were assigned as your unit's armorer. Months of pounding out dents imbued you with the armor repair, basic skill.										
88-92	Corporal	Your superiors noted your potential and you were promoted to corporal. The experience granted you the leadership, basic skill.										
93-00	Gym Rat	You spent much of your free time doing extra physical training. As a result of all the extra push-ups and sit-ups, you gained 1d20% fractional points of Strength and Constitution.										

Fighter STPs

Because of their unique lifestyle and training, fighter group characters have options and training opportunities that the other classes do not. This is represented by the following skills, talents and proficiencies (STPs) that can be learned by fighter group characters or multi-classed characters with a fighter class (unless otherwise specified). These skills, talents and proficiencies are acquired in the same manner as presented in the PHB.

NEW SKILLS

Throughout this book there may be references to the terms critical success and critical failure in regards to making a skill check.

A critical success is defined as rolling less than or equal to one's chance to improve skill percentage during the skill check. A critical failure is defined as rolling a 100 on a skill check and having it fail.

This book includes revised descriptions of the armor repair skills. These descriptions supercede the descriptions in the Player's Handbook.

Armor Repair, Basic:

[(Intelligence+Dexterity)+2/Sophisticated/3 BP]

A person with this skill has received additional training in armor maintenance such that he can perform basic field repairs and consequently replace lost armor points to battle damaged armor. This assumes he has access to an armor repair kit. This person IS NOT a Blacksmith or Armorer and cannot repair armor if he does not have the appropriate spare parts.

The character with this skill can repair a maximum of 2 hp/day to a suit of armor. Each check represents half a day's labor (5 hours). A successful skill check repairs one point of armor and expends 1 hp worth of spare parts from the armor repair kit. A failed check of 1-20% over the necessary score means that the character was stymied in his troubleshooting but does not use up any spare parts. Failure by more than 20% means that he also used up 1 hp of spares in his failed attempt. If he really botches the job (failure by >30%), he has additionally caused 1 hp of damage to the armor. This damage is increased by 1 hp for every additional 5% by which he failed his skill check.

Certain types of armor are more difficult to repair than others. Use the table below to modify any skill checks for the character employing Basic Armor Repair:

Easy (+40%) leather, padded, ring, studded, hide

Average (+20%) scale, brigandine,

Difficult (+0%) chainmail, bronze plate mail, splint, banded, plate mail

Fighter Tasks

Task	BP	Relevant	Mastery	Course	Course	Course
Tasks: Academia Cost	Ability	Die	Prerequisite	Cost	Difficulty	
Military history	1	Int	1d12	N	400 gp	0%
Tasks: Sophisticated						
Camouflage	2	WIS	1d10	N	275 gp	+5%
Distance Sense	1	WIS	1d12	N	125 gp	0%
Riding, sea-based	2	(DEX+WIS)/2	1d6	N	500 gp	+10%
Shipwright	2	(INT+WIS)/2	1d8	Y	200 gp	+5%
Tasks: Combat Procedures						
Disarm	2	DEX	1d8	N	400 gp	+5%
Expert Disarm	3	DEX	1d6	Y	1,000 gp	+15%
Flying Combat	3	(DEX+WIS)/2	1d6	Y	1,500 gp	+10%
Improved Charge	4	DEX	1d6	N	300 gp	+10%
Press the Attack	6	(Dex + Str)/2	2d4	N	400 gp	0%
Shield Bash	2	STR	1d6	Y	500 gp	+10%
Shield Punch	1	STR	1d8	N	375 gp	+5%
Trip Attack	2	(STR+DEX)/2	1d8	N	300 gp	0%
Social Interaction						
Snappy Comeback	1	(INT+WIS)/2	1d8	N	125 gp	+5%
Skill Suites						
Navigator Skill Suite	6	INT	1d8	N	1,180 gp	+15%
Sailor Skill Suite	11	DEX	1d8	N	1,550 gp	+15%
Shipwright Skill Suite	8	DEX	1d10	N	5,775 gp	+15%

Very Difficult (-5%) Field Plate, Full Plate

Prerequisite: Armor Maintenance

Armor Repair, Advanced:

[(Intelligence+Dexterity)/2/Sophisticated/4 BP]

The character with Advanced Armor Repair is much more familiar with the intricacies of armor construction and thus more adept at its repair. He can repair a maximum of 4 hp/day to a suit of armor. Each check represents half a day's labor (5 hours). A successful skill check repairs two points of armor and expends 2 hp worth of spare parts from the armor repair kit. A failed check of 1-20% over the necessary score means that the character was stymied in his troubleshooting but does not use up any spare parts. Failure by more than 20% means that he also used up 1-2 hp of spares in his failed attempt.

The advanced armor repairer uses the table below to modify any skill checks:

Easy (+40%) leather, padded, ring, studded, hide, scale, brigandine,

Average (+20%) chainmail, bronze plate mail, splint, banded

Difficult (+0%),

Very Difficult (-5%), Full Plate

Prerequisite: Armor Repair, Basic.

Armor Repair, Expert:

[(Intelligence+Dexterity)+2/Sophisticated/8 BP]

The expert armor repairer has studied under an expert armorer. Though unable to fabricate spare parts out of scratch, such is his knowledge of armor that he is able to disassemble a suit of plate armor while blindfolded. He can repair a maximum of 6 hp/day to a suit of armor. Each check represents half a day's labor (5 hours). A successful skill check repairs three points of armor and expends 3 hp worth of spare parts from the armor repair kit. A failed check means that the

SPECIAL NOTES ON ARMOR REPAIR VIA THE ARMORER SKILL

Armorsmithing is, of course, a superset of armor repair. As such, armorers above the novice level may employ these skills when out in the field. The skill with which they may execute repairs is dependent on their level of mastery as an armorer.

Skill Level	Armor Repair skill level
= 25-50	Armor Repair, basic
= 51-75	Armor Repair, advanced
= 76+	Armor Repair, expert

Skill checks are made as if they possessed the appropriate Armor Repair skill at a level of mastery equal to their skill as an Armorer. Naturally, the armorer must have an armor repair kit from which to draw spares.

character was unable to restore any damage but will never waste precious spare parts or damage the armor.

The expert armor repairer uses the table below to modify his skill check:

Easy (+40%) leather, padded, ring, studded, hide scale, brigandine, chainmail, bronze plate mail, splint, banded

Average (+20%) plate mail, Field Plate

Difficult (+0%) full plate

Prerequisite: Armor Repair, Advanced.

Camouflage

[Wisdom/Sophisticated/2 BP]

By using this skill, the character can attempt to conceal himself, his companions and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, the character can use shrubbery, mud and other readily available resources. Arctic or similarly barren terrain usually requires special clothing, paints or other artificial materials (although "digging in" is an old trick that may be applicable in such terrain). It takes a character a half-hour to camouflage himself or another person, two or three hours to conceal a cart or inanimate object of comparable size, and a half-day to hide a small building.

Neither human, demi-human, monster, nor animal passersby will be able to see a camouflaged character, presuming the character makes a successful skill check. Camouflaged companions will also go unnoticed; only one skill check is required for the entire group, though each extra person or area to be camouflaged will increase the time necessary for the attempt.

The character may also attempt to camouflage objects. Objects the size of a human person require no penalty to the check; cart-sized objects incur a -5% penalty, while building-sized objects incur a -20% penalty. The GM may adjust penalties based on these guidelines.

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry grizzly can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidentally brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out from the sting of a bee or makes any other sound.

Note that camouflaging is only necessary for persons or objects that would otherwise be partially or entirely exposed. A person hiding behind a stone wall would not need to be camouflaged to avoid detection, nor would a completely buried object need any special treatment.

Prerequisites: None.

Disarm

[Dexterity/Combat Procedure/2 BP]

A disarm is a very specific variation of the called shot. The attacker makes a called shot at the weapon wielded by his opponent and attempts to relieve him of the burden. You can attempt to disarm a character wielding a wand or other hand-held item, but you cannot disarm any item that is worn, such as jewelry or boots. A disarm takes the place of one of the character's attacks.

In order to disarm an opponent, you must succeed at a to-hit roll and a disarm skill check. The attack roll suffers a -4 penalty to-hit, and is made against the target's normal AC. Failure on either the to-hit roll or the skill check (or both) results in a failure to disarm the target and the loss of the attack. If your opponent is wielding his weapon with two hands, however, you must succeed at TWO skill checks (failure on either means you fail to disarm him), though this still requires only one attack.

A disarmed weapon flies in a random direction. It covers a distance of 1d3 feet + 1 foot per 5 full points by which you succeeded at your skill check. Thus, if you have a 79% disarm and roll a 37, your opponent's weapon lands 1d3 + 8 feet away from him.

Prerequisites: None.

Disarm, Expert

[Dexterity/Combat Procedures/3 BP]

The expert disarm maneuver is a favorite with swashbucklers for both its style and effectiveness. It functions in the same way as a standard disarm, except it incurs a -8 penalty to-hit and gives the attacker the opportunity to catch his opponent's weapon. To execute the expert disarm, you must make a to-hit roll, an expert disarm skill check and a Dexterity check. If all three checks are successful, you now have your opponent's weapon. If you fail either the expert disarm skill check or the to-hit roll, the disarm attempt fails and the attack is lost. If only the Dexterity check is failed, the target is disarmed, but you have failed to catch the weapon.

Obviously, you must have a hand free to catch the weapon to use this maneuver. If you have a weapon and a shield, you cannot catch the disarmed weapon. If you have two hands on your weapon, or two weapons, you must drop one. In the case of two weapons, this cannot be the weapon you used to perform the expert disarm. If you do not wish to or cannot catch your opponent's disarmed weapon, you can direct its path. The direction is not random and you can send it up to the normal 1d3 feet + 1 foot per 5 points by which you succeed at the skill check.

Prerequisite: Disarm.

Distance Sense

[Wisdom/Sophisticated/1 BP]

This skill enables a character to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 7th level character can estimate the

distance he has traveled in the previous week. On a successful skill check, the estimate will be 90% accurate.

Prerequisites: None.

Flying Combat

[(Dexterity+Wisdom)÷2/Combat Procedure/3 BP]

A character with this skill has been trained to fight effectively while flying. At the beginning of the first aerial combat round, the character must make a skill check. If he succeeds, he may fight with a +1 bonus to-hit for up to three consecutive attacks. Furthermore, he does not suffer any initiative penalties for fighting in a foreign environment. If he fails, he gains no benefit. For every three attacks he makes while in flight, he must check again. Failure incurs a -1 penalty to-hit. If he spends a full round getting his bearings and re-setting himself (making no attacks), he can eliminate the penalty and make another skill check. Then the process starts over again. Of course, the character must have some means of flying, such as a Fly spell or a Carpet of Flying. Outside of pixie fairy enclaves, it is only taught at elite academies.

Prerequisite: Riding, Airborne.

Improved Charge

[Dexterity/Combat Procedure/4 BP]

A character with this skill has studied the charge action extensively, and knows how to maximize its potential while minimizing the disadvantages. When he declares that he is charging, he may make a skill check. On a successful skill check, he may do one of the following:

- Increase the to-hit bonus from +2 to +4
- Reduce the required straight line distance from 3/4 of his movement to 1/2 of his movement
- Eliminate his opponent's initiative bonus
- Retain his Dexterity bonus to Armor Class, if any
- Eliminate the -1 penalty to Armor Class
- Add +1 to his damage for the charge
- Reduce initiative penalty for moving the necessary distance by 2

The character may continue to make skill checks until he has done everything on the preceding list or he fails a skill check, whichever comes sooner. Each successive skill check suffers a -5% penalty.

Military History

[Intelligence]/Academia/1 BP]

This skill is similar to ancient history but with a focus on military events, wars, battles, tactics and strategy.

Navigator Skill Set

[(Dexterity+Intelligence)+2/Skill Suite/6 BP]

This skill set combines an in depth knowledge of heavenly bodies as they relate to navigation with the swimming skills important to one who makes his living on the sea. This synergy grants the navigator using the skill set a further 10% reduction to his chances of becoming lost at sea. (In addition to that granted by the nautical navigation skill.) Your GM has more details.

Press the Attack

[(Dexterity + Strength)÷2/Combat Procedure/ 6 BP]

Normal melee involves some minor back and forth movement and footwork, but not enough to back up a creature. If you hurt a creature enough, it may flee or try a fighting withdrawal, but sometimes you need to move an enemy out of the way faster. You can do this by announcing your intention to 'press the attack' and making a successful skill check. If you press the attack (and make your skill check), your enemy has the option of suffering the attack or giving ground. If he 'gives ground' he automatically withdraws 1/10th of YOUR movement and you lose your attack (it was spent chasing them back). If he 'suffers the attack' you attack as normally with a -2 penalty to-hit and damage (you tried to threaten him, but he didn't go for it), but if you hit, you force him back one foot for each point of damage you deal. If you fail your skill check there is no forced movement but you still get -2 to-hit and damage on the attack.

Riding, Sea-based

[(Dexterity+Wisdom)÷2/Sophisticated/2 BP]

This skill allows the character to handle a particular species of sea-based mount. He must specify the particular type of mount when he acquires the skill. The character may purchase the skill for other mounts at only half the cost (1 BP or 250 gp).

In addition to riding the mount, which unskilled characters cannot even attempt, the skill enables the character to do the following (without a skill check, except under very difficult circumstances):

- When the mount is on the surface of the water, the character can leap onto its back and spur it to move in the same round.
- The character can urge the mount to leap over obstacles in the water that are less than 3 feet high and 5 feet across (in the direction of the jump). Greater jumps do require a skill check, with bonuses or penalties according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate second check determines if the character stays on the mount or falls off.

The character can also spur the mount to great speeds with a successful skill check. If the initial skill check fails, the mount resists moving faster than normal. Otherwise, the mount begins to move at up to three times its normal rate. The rider must make a skill check every five rounds. So long as the checks succeed, the mount continues to move at the faster rate for up to two turns. After the mount moves at this accelerated rate for two turns, its rate then drops to 2/3 of its normal rate. It can move no faster than 2/3 of its normal rate until allowed to rest for at least one full hour.

If the second or any subsequent check fails, the mount's movement drops to half its normal rate. It continues to move at this half-speed rate until allowed to rest for at least one hour.

If a sea-based mount on the surface of the water is attacked, it will submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to re-surface by making a successful skill check. If the check fails, the rider can attempt another check each round thereafter, so long as he is physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning if he has no way to breathe while underwater. Your GM has rules for this and, trust me, he's waiting eagerly to use them.

Prerequisites: None.

Sailor Skill Set**[(Dexterity+Wisdom)+2/Skill Suite/11 BP]**

This skill set rolls up many of the important facets of being a sailor into one convenient package. Naval cadets often start their career with this skill set. Your GM has more details.

Shield Bash**[Strength/Combat Procedure/2 BP]**

The skill allows the character to combine a charge, a trip and a shield punch in an attempt to injure and knock down an opponent. A shield bash replaces all of a character's attacks for one round, and can only be used with a medium or body shield. To execute a shield bash, a character must start at least 10 feet away from his target. He runs full speed and slams into his opponent with his shield and his body. On a successful skill check and a successful to-hit roll (with no to-hit bonuses gained from the shield), the character does 1d6-3 damage plus any damage adjustment due to high Strength. In addition, the target must succeed at a Dexterity check (use the morale level in the case of monsters or others without a Dexterity value) with a penalty equal to the amount of damage done. Modifiers to this check are listed in Table 2M: Shield Bash Modifiers. The attacker must also make a Dexterity check or fall down himself. If the attacker fails either the skill check or the to-hit roll (or both), he still runs into his opponent, but he does no damage and must make a Dexterity check at -6 or fall down. His opponent must also make a check, but he receives a +4 bonus.

When executing this maneuver, the character still receives an initiative modifier for the distance he must travel. If this would move his attack to the next round, the shield bash occurs on that next round, and the character may not take any other actions that round.

Prerequisites: Shield Punch.

Table 2M: Shield Bash Modifiers

Condition	Modifier
Each additional leg (or similar appendage) above two	+2
Each size category larger than the attacker	+4
Each size category smaller than the attacker	-4

Shield Punch**[Strength/Combat Procedure/1 BP]**

With this skill, the character can use his shield as a weapon, albeit one of limited effectiveness. This skill takes the place of one of the character's attacks. On a successful skill check and a successful to-hit roll (no to-hit bonus is gained from the shield, regardless of its magical nature), the character does 1d6-3 damage plus any Strength damage adjustment (remember the damage cap!) with his shield. The size of the shield does not affect the damage, but you cannot shield punch with a body shield. After making a shield punch, you lose the AC bonus of the shield until your next attack or next initiative roll, whichever comes first.

Prerequisites: None.

Shipwright Skill Set**[(Dexterity+Intelligence)+2/Skill Suite/8 BP]**

The skilled shipwright has an understanding of carpentry as it relates to techniques for making wood resistant to water. This synergy adds +5% to the standard quality of work for crafting ships when a successful shipwright skill set skill check is made. Go ahead and (politely!) inform your GM of your bonus. He has rules for this in the GMG.

Snappy Comeback**[(Intelligence+Wisdom)+2/Social Interaction/1 BP]**

This skill allows a character to prove his superior wit to all who care to pay attention. It is especially useful when trading insults. Success indicates that the character has a ready phrase or brief sentence with which to wow his audience. It is always best to role-play the situation out, but if the player has nothing in mind and he succeeds at a skill check, the other players can offer suggestions. The player with the skill still picks his final comeback. Even if he has or chooses one that the GM finds lame, a successful check means that the character's verbal adversary considers it a good one. (Unless it's really lame.) On a critical success, the person receiving the comeback suffers a +2 penalty to his initiative while he fumbles for a good response (or figures out that he has none). A successful snappy comeback is typically worth a point of temporal Honor, depending on the precise circumstances.

On a failure, the player can choose for his character to say nothing or take some other action.

Prerequisite: None.

Trip Attack**[(Strength+Dexterity)+2/Combat Procedure/2 BP]**

This combat procedure allows a character to forgo one of his attacks in an attempt to trip his opponent. He must be using a melee weapon of size M or larger, and the target cannot be bigger than one size category larger than the character. The character must announce his intention to do so before he makes his attack. He must first roll a successful skill check. If he fails, the attack is lost. If he succeeds, he may make a to-hit roll ignoring any armor or shield the target has. If he hits, he rolls damage normally, but he does not apply it to the target. Instead, the target must make a Dexterity check (use the morale value in the case of targets without a Dexterity value) with a penalty equal to the damage done by the attack. Note that no damage is actually done to the target, as the character is using his weapon to trip his opponent instead of harm him. This combat procedure can only be used against creatures with legs or a similar means of standing upright. See Table 2N: Trip Attack Modifiers for a list of modifiers to the target's Dexterity check.

Prerequisites: None.

Table 2N: Trip Attack Modifiers

Condition	Modifier
Each leg or similar appendage above 2	+2
Each size category larger than the attacker	+4*
Each size category smaller than the attacker	-4

*A trip attack cannot be executed on anyone more than one size category larger than the attacker.

NAMED FIGHTING STYLES

WARNING! The following section is for experienced players only. Those of you only days removed from sucking on your GM's HackMaster knowledge should skip this section. Only when you have grasped the finer points of playing a fighter can you expect to use the following special skills to any effect. This is no place for those trying to squeak out another +1 to-hit. These named fighting styles offer the most sophisticated maneuvers that, if used properly, can be devastating. But they require exceptional skill and experience (traits that you probably do not possess). If used improperly, they will surely spell the end of your character. Ponder THAT carefully before you choose to proceed.

Named fighting styles are special combat skills that can be learned only by the fighter group classes. They represent extensive training in a specific, unique style of fighting that has been developed by a famous hero. These styles grant certain benefits in combat based on the skill mastery level of the character. At each level of mastery, the character learns a new maneuver. Whenever executing this maneuver, he must roll a skill check. If he succeeds, the maneuver functions as described. If he fails, he must make a normal attack instead, and suffers -2 to hit and -1 to damage on that attack.

Named fighting styles often have a limited duration on Garweeze World. Because they are invented by famous heroes and are thus quite complicated and elaborate, only the creator and possibly a select few disciples ever achieve high enough mastery to teach the style. After the creator's death, the style usually fades from use until it is remembered only in legend. A few styles, however, persist through the years, borne on the backs of the creator's fame and his disciples' hard work. A couple of these are described below.

Because of the prestige associated with learning a named fighting style, it is not possible to qualify for one upon character creation. One must seek out the appropriate teacher and learn from him after getting a little bit of experience under your belt. Furthermore, in order to be accepted as a student of a named fighting style, the character must be in the Great Honor category at the time of his training.

Of course, since heroes invented these styles, you may think that your lowly veteran can someday do the same. Fat chance. The graveyards are choked with would-be heroes like yourself who thought that their way of holding a sword was "just so special." However, on the small but non-zero chance that one of you Neanderthals gets lucky and craps out a worthwhile style, the rules for creating new styles will be included at the end of this discussion.

Axe Storm Style

Creator: Talek Stormhammer, dwarven fighter

Talek Stormhammer was the pinnacle of dwarfdom, and he believed that any problem could be solved with an axe or two. His natural Dexterity made him a formidable two-weapon fighter, and he learned early in life that the hand axe suited his purposes perfectly. In combat he constantly pushed the envelope of two-weapon fighting, experimenting with new maneuvers, different styles and ways of fighting, and ways to capitalize on the versatility of his weapon of choice. His most successful maneuvers eventually became his own named style, which he referred to as the Axe Storm Style.

The basic philosophy of the Axe Storm style is the full out offense. Talek never hesitated to attack in battle, and his special maneuvers all center around attacking early and often. They also seek to maximize the versatility of the hand axe, which functions equally well as a thrown weapon as it does in melee. Talek was known to carry at least four hand axes with him at all times, so that he could hurl and hack at will.

Weapon(s): Hand axe in each hand

Course Prerequisites: Dexterity 17+, Hand Axe proficiency, Advanced Two-Weapon Fighting, Quick Draw (hand axe), Trip Attack 50%+

Restrictions: Cannot use shield, may not use full parry option

Relevant Ability: (Dexterity + Intelligence)/2

Course Cost: 2300 gp

Course Difficulty: +10%

Style Maneuvers:

Beginner (01%-25%): The first teaching of the axe storm style is the Attack of the Four Winds maneuver. The beginner is taught how to split his focus between multiple opponents in order to occupy as many adversaries as possible. This allows the character to split his attacks between multiple adjacent opponents. The character must declare his intention to use this maneuver before making his first attack in the round. He must split his attacks between at least two opponents, but he need not split his attacks evenly.

Apprentice (26%-50%): The second maneuver the character learns is the Lightning Strike attack. This doctrine teaches that he who strikes first is alive to strike last. When using this maneuver, the character must charge an opponent. All the normal conditions for charging apply. Immediately after initiating the charge, the character can throw a hand axe at the target, albeit at -2 to-hit and -1 to damage. If he hits, he prevents his opponent from setting a weapon against the charge and negates his -3 bonus to initiative. He still gets an attack at the end of his movement, and he will have drawn another hand axe (if he possesses one) by the time he arrives.

Advanced (51%-75%): As the student advances further in the style, he learns one of the more devastating attacks, the Opposing Fronts maneuver. This particularly difficult maneuver imposes a -10% penalty to the skill check when attempting to execute it. If successful, however, it can be deadly. The character makes two attacks. The first is a trip attack (though no trip attack skill check is necessary) that does full damage if it hits and has all the effects of a normal trip attack. If the target falls down, the character may make a called shot to the neck attack and gains +2 to the severity level of any critical hit on that shot. The character must announce that he is using this maneuver before rolling any attacks for the round. This maneuver takes the place of one of the character's attacks for the round.

Expert (76%-100%): At the expert level, the axe storm fighter becomes a veritable damage machine. He has learned the Axe Tornado maneuver, which allows him to make multiple attacks against the same opponent with devastating effect. To use this maneuver, the character must give up all his attacks in the round. After declaring his intention to use the Axe Tornado and making a successful skill check, the character makes a normal attack against his opponent. If he hits and does damage, he may make another attack on the same opponent at -2 to-hit. If this attack hits and does damage, he may make another attack on the same opponent at -4. This continues until the opponent is dead or the attacker misses. Each successive attack has the to-hit penalty double, so the second attack is

at -2, the third at -4, the fourth at -8, etc. Because the attacks are made so quickly, they all occur on the same segment. Initiative is thus rolled only once. This maneuver counts as two rounds of action for the purpose of fatigue.

Master (101%-125%): The final technique of the axe storm style is the attack that made Talek himself renowned throughout Garweeze Wurd, the Hurricane of Axes maneuver. For this maneuver, the character must declare his intention at the beginning of the round. He then rolls initiative just once, modifying it per the standard rules. If his skill check is successful, he may make one attack on every adjacent opponent up to a number equal to his highest level in a fighter group class. Each of these attacks is made with all the normal bonuses and penalties, and does full damage. The character may follow through with any or all of his attacks should he drop any opponents. This maneuver counts as two rounds of action for the purpose of fatigue.

Locations Taught: The seat of the Stormhammer clan resides in the Iron Sta Mountains, so Talek does all of his teaching in the city of Karteff, where his elite academy resides. Occasionally one of his disciples will spend a term as a guest lecturer at the Hall of Fangaerie, but otherwise Karteff is only place one can learn this style. To make things more interesting, Talek does not accept just anyone with a pouch full of coins. Prospective students must defeat one of the current students in non-lethal combat. The winner takes his place in the school, and the loser must wait a month until he can "apply" again.

Striking Staff Style

Creator: Len Wu Chi, human monk

Len Wu Chi learned early on in his career that he just did not want to touch most of the things he encountered, so unlike his monk buddies, he began to study the quarterstaff. Len quickly found it to be an excellent weapon because it was easy to use but difficult to master. His trademark single-mindedness led him to accrue great renown for his prowess with the quarterstaff, and his unique moves soon became a style of their own.

Len Wu Chi teaches selflessness in combat, and his style reflects these teachings. The Striking Staff Style is not a damage-dealing juggernaut, but when used correctly, can be even more deadly. It is best when used to augment the attacks of companions by tripping or immobilizing opponents. Len earned a significant amount of Honor for his selfless tactics in combat.

Weapon(s): Quarterstaff

Course Prerequisites: Wisdom 14+, Quarterstaff proficiency, Advanced Two-Handed Fighting, Trip Attack 50%+

Restrictions: Cannot use a shield

Relevant Ability: (Strength + Wisdom)/2

Course Cost: 500 gp

Course Difficulty: +5%

Style Maneuvers:

Beginner (01%-25%): The first maneuver taught by Len Wu Chi's style is the Two Faces of the Viper attack which allows the character to use both ends of the quarterstaff to attack an opponent. This means he can fight with the quarterstaff as if he were fighting with two weapons. He receives his normal number of attacks plus one additional attack with the "off" end of the staff. This functions exactly like fighting with two weapons except that the character rolls initiative only once, and both of his attacks happen on the same segment.

Apprentice (26%-50%): After grasping the basics of this style, the apprentices learn the impressive Springing Cobra attack. To use this attack, the character must declare his intentions at the beginning of the round. He must be in melee combat or be able to move into melee this round. If he makes a successful skill check, the character vaults over his opponent and lands behind him. He may immediately make an attack from behind with a +1 to damage (in addition to the +2 to-hit for attacking from behind). If there is no space behind his opponent, he may not use this maneuver. If he fails his skill check, he still lands behind his opponent but he has fallen prone, and must spend a full round if he wishes to stand up. This replaces the normal penalty for failing a fighting style skill check.

Advanced (51%-75%): Once the character reaches a certain level of competency, he is taught the famous Many Fangs of the Asp attack. This attack allows the character to strike two opponents with one attack. To use this maneuver, the character must declare his intention to do so at the beginning of the round. There must be two opponents adjacent to him, and these opponents must be adjacent to each other. He makes a fighting style skill check and one to-hit roll and compares the result to the armor class of both adjacent opponents. He may hit neither, one or both of them depending on the roll. Each opponent takes normal damage if hit. Alternatively, he may attempt to trip and do half damage to each opponent he hits (no trip attack skill check is necessary, though the effects are as the skill).

Expert (76%-100%): One of the most deadly maneuvers the Striking Staff stylist learns is the Boa's Constriction attack. To use this maneuver, the character must declare his intention to do so at the beginning of the round and he must charge his target. All the normal rules for charging apply. If he rolls a successful skill check and a successful to-hit, one of two things will happen. If the target has a wall or other vertical surface behind him (behind is defined as opposite the direction of the charge) in a straight line and within 10 feet, the attacking character pushes him against the wall. The defender takes 1d6 damage and is considered to be held (all attacks automatically hit and cause normal damage). If there is no such vertical object behind the target, the attacking character can make a trip skill check. If he succeeds, the target has been brought to the ground. He takes no damage but is considered held. In either case, the target may break free of the hold by making an opposed Strength check with the attacking character. Each rolls a d20 and adds their Strength score. If the held opponent succeeds, he has escaped and is no longer considered held. If he was taken to the ground, he still needs to stand up. While held by or using this maneuver, both the attacker and defender are not considered to be in melee for the purposes of missile fire. If the attacker wishes to keep the defender held for more than one round, he cannot take any actions other than holding him in place.

Master (101%-125%): As the culmination of his teaching, the character is taught the Adder's Sting attack. To use this maneuver, the character must announce his intention to do so when attacking. He makes a called shot to the head, but suffers only half the to-hit penalty (-3). If he hits and makes a successful skill check, the character delivers a stunning blow. The target takes full damage, is stunned for one round and has a 2% chance per level of the attacker of being knocked out. Because of the precision and timing required for this maneuver, the character can make no other attacks during the round that he uses this maneuver.

Locations Taught: Len Wu Chi leads a very nomadic lifestyle, and as such does not have a permanent residence. His home monastery is located on the outskirts of Aramar and he returns periodically to

donate the proceeds from his training. Len Wu Chi will only train a handful of students at any one time, but he will train just about anyone that can find him. As his wanderings take him all across the continent, finding the great warrior is often the hardest part of the training.

Shield of Death Style

Fiona Hammertoe is not short; everyone else is just tall. From this unique perspective, the gnome titan gave birth to the Shield of Death style. After mastering the use of the shield as a defensive tool and as a weapon, Fiona learned to combine this with her short stature to get to the tender and vulnerable gut area of her opponents. She quickly developed a reputation, and even the greatest fighters, males in particular, now look to their lower halves when in combat.

The Shield of Death style's aim is to maximize the potential of the buckler in combat. Many fighters must choose between wielding a shield and a second weapon, and this style tries to make that choice easy. The attacks of the Shield of Death style are unusual and difficult, but when executed, they can be extremely effective. And as the shield has become more and more popular among adventurers, this style has experienced a small renaissance.

Creator: Fiona Hammertoe, gnome titan fighter

Weapon(s): Short sword and spiked buckler

Course Prerequisites: Shield Punch 50%+, Shield Bash 50%+, Trip Attack 50%+, Tumbling 50%+, Advanced Weapon and Shield Fighting, short sword proficiency, Shield Specialization

Restrictions: Dwarf, gnome, gnome titan, gnomeling and halfling only

Relevant Ability: (Strength + Intelligence)/2

Course Cost: 1000 gp

Course Difficulty: +10%

Style Maneuvers:

Beginner (01%-25%): The first maneuver taught to initiates of this style is the Shield Charge attack. To execute this maneuver, the character must declare his intention to do so at the beginning of the round, and on his attack he must initiate a shield bash (as the combat procedure). If he rolls a successful to-hit roll and a successful fighting style skill check, his opponent suffers the effect of a shield bash. In addition, there is no chance of the character falling over, and he gets a free attack on his opponent with his short sword, though this requires another to-hit roll. When using this maneuver, the character can still gain the AC bonus of the shield against one frontal attack.

Apprentice (26%-50%): Once a trainee has the fundamentals of the style down, they are taught to use their shield as a weapon with the Shield Slash attack. With a successful skill check, the character can attack as if he were wielding two weapons. He gets one additional attack with his shield that does 1d6 points of damage. In addition, he can use the shield to protect himself from one frontal attack.

Advanced (51%-75%): After significant training, the shield of death stylist can make the most of his buckler with the Shield Wall Defense. On a successful skill check, the character may gain the buckler's bonus to AC against all frontal and flank attacks, just as if it were a medium shield.

Expert (76%-100%): Upon reaching the expert level of mastery, the character learns one of the more spectacular maneuvers, the Rolling Shield attack. To use this maneuver the character must declare his intention to do so at the beginning of the round. He must

be at least 10 feet away from his opponent, and no farther than he could normally move and still attack in this round. On a successful skill check and a successful to-hit roll (modified only by Dexterity), the character curls up into a ball with his shield in front and rolls into the legs of his opponent. He does normal damage for the shield bash with a spiked buckler (1d6+2) +2 for his momentum, and he scores a critical hit on his opponent's shin on a MODIFIED to-hit roll of 15 or higher, provided the roll is enough to hit the target. Treat the roll as a crushing weapon with a critical hit base severity level of the defender's AC +1. This maneuver cannot be used against opponents that do not have legs. This counts as two rounds of action for the purposes of fatigue.

Master (101%-125%): The final maneuver learned is the deadly Shield Gut Check attack. This maneuver is similar to the Rolling Shield attack, but instead of aiming to knock the opponent over, it delivers a critical stab to the gut. To execute this maneuver, the character must announce his intention to do so at the beginning of the round, and he must be more than 10 feet (but less than the distance he could normally cover in this round and still attack) from his opponent. He first rolls a fighting style skill check. If he succeeds, he has rolled up to his opponent. He then rolls to-hit with his shield at -2. If he hits with this attack, he has knocked his opponent's weapon(s) and or shield out of the way. He may then make a called shot to the lower abdomen (-2 to-hit) with his short sword and compares it to his opponent's AC without any shield or Dexterity modifier. He scores a critical hit to the lower abdomen on a MODIFIED to-hit roll of 15 or higher, provided his roll is sufficient to hit the target. This counts as two rounds of action for the purposes of fatigue.

Locations Taught: Fiona has retired to a life of teaching, and she now makes her home in Fangaeie. Prospective students must undergo a rigorous physical as well as a lengthy interview, in which the senior faculty (Fiona and two protégés) quizzes the potential student. Fiona will only teach six students at any one time, and often there is a waiting list for the next open spot. The style is only taught by Fiona and her protégés, and only in Fangaeie.

Hammer and Anvil Style

Rythok Gunnarson is most often remembered for his imposing stature and embarrassing death, but he also managed to create a unique fighting style. Rythok was a devoted follower of Skraad, the blacksmith gawd, and firmly believed that hitting something with a hammer enough times would make it do what you wanted. But as his opponents became more and more fierce, he found that a simple smack upside the head was not enough. Reaching back to the teachings of Skraad, Rythok decided he needed an anvil for his hammer. And since using an actual anvil in combat was too cumbersome, he tried using his shield instead. And thus, the Hammer and Anvil style was born.

The Hammer and Anvil style emphasizes making every hit count, so it teaches several maneuvers designed to increase the effectiveness of a hammer blow. At higher levels of proficiency, practitioners learn new ways to grip a shield that allow the user to change its location and orientation quickly (Hammer and Anvil fighters never strap the shield to their arm). Eventually, the shield is used to prevent an attacked location from moving with a blow.

Creator: Rythok Gunnarson, human fighter

Weapon(s): Warhammer and small shield

Course Prerequisites: Strength 17+, Shield Bash 50%+, Shield Punch 50%+, Advanced Two-Weapon Fighting, Advanced Weapon and Shield Fighting, warhammer proficiency

Restrictions: Medium sized or larger only

Relevant Ability: (Strength + Intelligence)/2

Course Cost: 1000 gp

Course Difficulty: +15%

Style Maneuvers:

Beginner (01%-25%): The first thing beginners are taught is the Striking Anvil attack, which teaches them how to use their shield as a weapon. If they succeed at a fighting style skill check, they can fight with their warhammer and shield as if they were fighting with two weapons. They get their full number of attacks with their warhammer and an additional attack with the shield. This shield attack functions exactly like the shield punch skill. However, the disciple of the Hammer and Anvil style can keep his shield bonus to AC while executing this maneuver.

Apprentice (26%-50%): After progressing through the style some more, students learn to create opportunities with their shield by using the Rising Anvil attack. This attack uses all the character's actions for the round, but need not be declared until the character's first action. To use this maneuver, the character first makes a fighting style skill check, and if successful, a to-hit roll with a -2 penalty against the weapon(s) and/or shield of his opponent. If his to-hit roll succeeds against the normal armor class of the opponent, he has brushed aside his opponent's defenses and may immediately (in the same segment) make an attack with his warhammer. His opponent gets no Dexterity or shield bonus to AC against this attack.

Advanced (51%-75%): The third maneuver learned by practitioners of this style is the Flying Anvil attack. This maneuver cannot be used if the shield is used for any other attacks or actions during the round, other than providing defense. On a successful skill check, the character can make one additional attack in the round with his shield. He throws it as a hurled weapon that does 2d4 points of damage and has a range of 10/20/30. The shield takes one point of damage, regardless of whether it hits its intended target or not.

Expert (76%-100%): One of the signature moves of the Hammer and Anvil style is learned when the character reaches the expert level. The Hammer and Anvil Disarm attack targets the hand of the opponent. To use this maneuver, the character must declare his intention to do so at the beginning of the round. If he makes a successful skill check and a successful to-hit roll, the character has maneuvered his shield into such a position that when his hammer hits his opponent's hand, it smashes it into the shield. The shield takes one point of damage, but the opponent is disarmed and suffers normal damage to his hand (which may become disabled).

Master (101%-125%): The final maneuver learned is the infamous Head Ringer attack. To use this maneuver, the character must declare his intention to do so at the beginning of the round. He first makes a called shot to the head. If he hits, he rolls a skill check at -40%. Failure indicates that the attack is just a normal called shot to the head, but if he succeeds, he has managed to move his shield such that the opponent's head is caught between the hammer and the shield. The shield takes two points of damage, but the character gets +2 to damage, and scores a critical hit to the head on a MODIFIED to-hit roll of 17 or higher. This attack counts as two rounds of action for the purpose of fatigue.

Locations Taught: With the choking death of Rythok (a large mushroom was all that was needed to take down this renowned fighter), there are now only two people capable of teaching the style. One is the half-orc Rog, who lives in Tingar. He occasionally takes students, but his limited intellect prevents him from teaching any maneuvers above advanced. The other, the dwarf Barak, was last seen in Hagley Town, but his whereabouts are currently unknown.

CREATING A NEW FIGHTING STYLE

If everyone and their mother could create a fighting style and name it after themselves, you'd probably already have one. But the truth is, only the bravest, most skilled and most exceptional fighters can ever create a fighting style. If you think you have what it takes, you are most likely fooling yourself. But on the off chance that you get lucky, you will have to meet the following requirements.

First, your character must make name level in one of the fighter classes (fighter, barbarian, berserker, cavalier, dark knight, knight errant, monk, paladin, ranger plus the new classes presented here). Before this time, you have yet to learn all the traditional teachings of your profession. Only after you have begun your self-study can you begin to create your own style.

Any time after reaching name level, the character can begin to develop his style. To do so, the character must declare the weapon or weapon and shield combination that will be his trademark combination. This combination must always account for all the hands (usually two) of the character. For example, if Aidus the ranger wants to develop a style using the long sword, he must declare either long sword and free hand, long sword and a type of shield, or long sword and another weapon as his trademark combination. From that point on, after every battle in which he fights exclusively with his trademark combination, he may roll percentile dice against his Chance to Improve Skill (based off of his current Wisdom). Note that if a character's trademark combination is lost during the battle (i.e. shield is destroyed) and he continues to fight without it or a replacement, he does not earn a Chance to Improve Skill roll. For every successful Chance to Improve Skill roll, the character should make a tick mark next to his proposed style name on his character sheet.

Once the character has accumulated 15 or more tick marks, he may attempt to establish his style. When training for the next level, he can spend 2000 gold pieces per level per week and make a learning check. He must roll under his Learning Ability (based off of his current Intelligence) on percentile dice, modified by his Reaction Adjustment (based off of his current Charisma) multiplied by 5%. A positive modifier subtracts from the roll (making success more likely), and a negative modifier adds to the roll (making success less likely). If he succeeds, he has established the basis of a fighting style. The style does not grant any bonuses at this point nor does it have any maneuvers, but the character may begin to add to it. At this point, the player and the GM should get together and decide on a relevant ability, a mastery die and a name for the new fighting style. It is recommended that the GM seek the player's input, but he does have the final say. Once this is decided, the player gets one roll of the mastery die plus his Honor die and the relevant ability as his beginning skill mastery. At every level thereafter, the character gets one automatic roll of the mastery die and Honor die to add to this skill mastery level, free of cost.

In addition, once the style has been established, the character may begin to add maneuvers to it. He may add at most one maneuver at

each of the five skill mastery classifications, but he is not required to add one at each level, and may skip levels if he chooses. To add a maneuver, the player must first clear it with his GM, including the skill mastery level at which it can be learned. If the GM approves the maneuver, the character may begin attempting the maneuver in combat. To do so, the character must have the appropriate skill mastery level for the maneuver. He must first make a successful fighting style skill check roll (at - 10%). If this succeeds, he may attempt the maneuver at -4 to-hit (or -20% if skill based). For each successful use of the maneuver, he may make a tick mark on his character sheet next to the maneuver name. The character may only develop one maneuver at a time.

Once the character has accumulated ten tick marks next to his new maneuver, he may attempt to add it to his fighting style. To do so, he once again makes a Learning Ability roll, modified by his Reaction Adjustment multiplied by 5% as before. If he succeeds, the maneuver is now part of the style and he may use it without penalty. This must be done when advancing a level, and it doubles the cost of advancing, as before.

Once the character has reached the expert level in his fighting style skill, he may begin teaching it to others. This takes 3 weeks for the base skill, and then an additional two weeks for each maneuver. The character can teach the base skill and one maneuver at the same time, but only one maneuver may be learned each experience level.

When creating a new style, the GM and player should use our published styles as guidance, as they are obviously far superior to anything you could come up with.

NEW TALENTS

Aquatic Background: (4)

[Any but Dwarves]

To take this talent, a character must have grown up near a large body of water such as an ocean, a lake or a major river. He cannot be of a normally aquatic race. This character is especially adept and at ease (for his kind) in water. He gains +15% to any swimming skill ratings and his maximum movement rate in water is +2" above the normal maximum, his penalties for fighting in water are reduced by 2, and his maximum movement rate while running in water is 175% of his normal rate (as opposed to the 150% limitation on other creatures). See page 168 of the GMG for information on underwater combat.

Attack Higher Bonus: (5)

[Dwarves, Elves, Gnome Titans, Half-orcs, Half-ogres, Humans]

A character with this talent stands tall and fights tall. He determines the location of any critical hit as if he were one size category larger than his actual size.

Called Shot Bonus: (5)

[Any]

A character with this talent is especially skilled at hitting certain locations of the body. He can reduce the penalty of a called shot by 1. A character can take this talent multiple times, gaining +1 to called shots for each purchase.

Critical Hit Bonus: (4)

[Dwarves, Gnome Titans, Half-ogres, Half-orcs, Humans]

The character can deliver especially brutal critical hits. He gains +1 to the base severity level of any critical hit he delivers. A character can take this talent multiple times, gaining +1 to the severity level of his critical hits for each purchase.

Damage Cap Bonus: (5)

[Dwarves, Gnome Titans, Half-ogres, Half-orcs, Humans]

A character with this talent adds +1 to the maximum damage bonus that can be applied to one weapon. This allows the character to use bonuses to damage that exceed the maximum damage capacity of the chosen weapon. The maximum bonus that can be applied increases by 1 each time the talent is purchased. A character can take this talent multiple times with the same weapon or multiple times with different weapons, but the weapon must be chosen at the time the talent is taken.

Defend Bigger Bonus: (5)

[Dwarves, Elves, Gnome Titans, Half-orcs, Half-ogres, Humans]

A character with this talent stands tall and knows how to avoid some of the truly telling blows of opponents. Attackers determine the location of any critical hit as if this characters (the defender) were one size category larger than his actual size.

Hardy Traveler: (5)

[Dwarves, Elves, Half-orcs, Half-ogres, Humans]

A character with this talent is unusually able to adapt to the numerous inconveniences of life on the road. He's resistant, though not immune, to many of the minor travails that can make lesser characters want to go home to their soft, sissy-beds. When calculating the encumbrance and movement effects of long-term hardship, use the category one place in favor of the hardy traveler. For example, a character with this talent who sleeps in armor can consider the armor to be one step less bulky than it actually is.

Forest Fighting: (3)

[Elves, Halflings, Half-elves]

This talent reflects a character's natural affinity for the wooded environment. In any forest environment, he reduces any conditional penalties to-hit and initiative by 2. For example, he can fire a bow while precariously balanced in a tree (normally at -2 to-hit penalty) with no penalty for his awkward position. This reduction of penalty applies to trick shots, fighting in streams, etc., so long as the character is in a forest environment. It does NOT apply to called shots.

Lucky: (5)

[Humans]

A human with this talent is luckier than most people. He gains a +1 to die rolls of one specific type (d6, d8, d10 or d20). This always makes the roll more advantageous for the PC. Note that a +1 on d10 does not affect percentile rolls. This talent only applies to rolls that directly (beneficially) affect only the lucky character. For example, a lucky character who gets +1 on all d10s would not get +1 to surprise unless he were rolling only for himself.

Mountain Fighting: (3)**[Dwarves, Gnomes, Half-orcs]**

This talent reflects a character's familiarity with living and working in the mountains. In any mountain environment, he reduces any conditional penalties to-hit and initiative by 2. For example, he could swing his axe while climbing a steep incline (normally at -2 to-hit penalty) with no penalty for his awkward position. This reduction of penalty applies to trick shots, fighting on boulders, etc., so long as the character is in a mountain environment. It does NOT apply to called shots.

Multiattack Bonus: (5)**[Any]**

A character with this talent counts as two levels higher for the purpose of determining his number of attacks per round. As with any talent with the word "bonus" in the title, this talent may be purchased multiple times.

Pain Resistance: (6)**[Dwarves, Gnomes, Halflings, Half-elves, Half-ogres, Half-orcs, Humans]**

This character is particularly hard to knock out (without killing him, of course). He gains a +4 to his saving throw against trauma damage when he suffers enough damage to exceed his threshold of pain.

Quick Change: (4)**[Any]**

A character with the quick change talent can change his outfit with amazing speed, even putting on armor more quickly than most. The time required to dress, don or doff armor is reduced by 75%.

Thick Headed: (5)**[Dwarves, Gnome Titans, Half-ogres, Half-orcs, Humans]**

A character with this talent has an exceptionally thick skull that is resistant to blows and damage (much like the skull of this author - or so his father always told him). The natural AC of his head is 7. This can become important if the character suffers a critical hit to the head (since severity level is determined as a function of the defender's AC) or creatures repeatedly target the character's noggin.

Unyielding: (10)**[Dwarves, Gnomes, Halflings, Half-ogres, Half-orcs, Humans]**

An unyielding character does not bow easily to pain. He stands his ground through the worst of it, even on the brink of death. His threshold of pain increases significantly, to 2/3 of his maximum hit point total, rather than the standard one-half.

NEW WEAPON PROFICIENCIES (FIGHTER GROUP ONLY)

Advanced Two-Weapon Fighting**[Weapon Proficiency/I BP]**

When fighting with two weapons, a character with this proficiency can use two weapons of the same size category. The character must be proficient in the use of both weapons.

Advanced Two-Handed Fighting**[Weapon Proficiency/I BP]**

With this proficiency, the character can maximize the use of his weapons when using two hands. With melee weapons that require two hands for medium-sized characters (quarterstaff, two-handed sword, polearms) or are designed for one or two handed uses (bastard sword or spear), the character improves his speed factor by 2.

With melee weapons that only require one hand but can be used with two hands (battle axe, club, footman's flail, footman's mace, footman's pick, horseman's flail, horseman's mace, horseman's pick, morning star, long sword, war hammer), the character also inflicts +1 point of damage per successful strike. Small characters, though they cannot wield a Medium-sized weapon without two hands, still gain the initiative and damage bonuses.

Advanced Single Weapon Fighting**[Weapon Proficiency/I BP]**

With this proficiency, a character wielding a one-handed weapon in melee (with which the character is proficient) gains +1 to his Armor Class. His off hand must be free (not holding anything) to gain this bonus. A character can take this proficiency up to four times, gaining +4 to his AC. Note that the AC bonus does not apply against ranged attacks.

Advanced Weapon and Shield Fighting**[Weapon Proficiency/I BP]**

With this proficiency, a character fighting with a weapon (with which he is proficient) and a shield or buckler gains a chance to repel an otherwise successful attack against him. The defending character must roll to-hit with his shield (including magic bonuses for the shield and his Strength) and successfully hit the highest AC his attacker would have hit or better. This costs him one attack. He can only do this once per round, but he can do it against a melee or a ranged attack so long as it comes from the front or flank.

The character also gains +2 to hit on shield bash and shield punch attacks.

Quick Draw**[Weapon Proficiency/I BP]**

Quick draw allows a character to reduce his penalty for drawing a weapon from 5 segments plus the weapon's speed factor to 1 segment plus the weapon's speed factor. The character must be proficient in the weapon to which he applies it. Quick draw only applies to a single weapon, but it may be taken multiple times to affect different weapons.

Shield Specialization**[Weapon Proficiency/I BP]**

This proficiency allows the character to retain any bonus to AC from his shield when executing shield maneuvers or attacks, such as the shield punch. It also increases the damage done by the shield from 1d6-3 to 1d6. Also, when the shield is struck in combat (when it makes the difference between being hit or not), it takes only half the damage the attacker deals. (Essentially, it takes 2 points of damage to do one point of damage to the shield if the wielder has shield specialization.) This proficiency applies to only one type of shield (determined at the time of training), but it may be taken multiple times to apply to different types of shields.

FIGHTER GROUP PERSONALITIES

There is a common misconception that all fighter types are just square, solid guys who do the physical work in a fight; that thieves are the clever ones who do all the conniving and tricking; that magic-users are awesome, impersonal intellectuals dedicated solely to their magical studies; that clerics are only interested in the advancement of one's spiritual learning, and so on.

While that's a simplification convenient for first time players of the game, more experienced players may desire to add depth by providing more detail to their characters' personalities. Knowing something more about your combatant character allows you to decide how he reacts in certain situations, how he relates to other characters, and so forth.

Experienced role-players should recognize elements of their own characters in the personalities below. Beginning role-players should take notes so they can avoid penalties for bad role-playing and stumbling around in tricky situations, wondering what their PC might do.

We'll be talking about fighting personalities and describing a few types of heroes common to fiction and mythology. Read each description, think about whether the description comes close to matching your conception about your character's personality, and if it does, try to utilize that description's advice when role-playing and making decisions for your character.

Each personality in this chapter will be described in the following way:

CHARACTER DESCRIPTION: These paragraphs talk about the character's attitudes and motivations and how the character tends to act and interact in a normal campaign.

BEST SUITED FOR: These paragraphs talk about the alignments for which this personality type is best suited, and about the combatant package for which the personality is best suited. It is possible to come up with a good rationale for why a character of a specific personality type should have an alignment that doesn't (at first glance) seem appropriate for that personality type, but such ground can be very tricky for beginning or less skilled gamers. It is best to try to keep within the recommendations at first, so don't screw it up.

IN COMBAT SITUATIONS: These paragraphs talk about how the character reacts in combat situations. Not all warriors unstrap their swords and wade in swinging immediately; some approach battle situations more slowly, more cleverly, or more aggressively. Some hardly ever sheathe their swords in the first place.

IN ROLE-PLAYING SITUATIONS: These paragraphs talk about the character's general reactions to NPCs in role-playing situations; you can use them as general guidelines for your character's role-playing conversations and other such encounters.

The Boastful Braggart

CHARACTER DESCRIPTION: This character thinks the world of himself and wants to make sure that everyone else knows about it. He does not particularly care whether he committed the acts of bravery and heroism he describes or not, he just wants credit. In fact, the Braggart may worry more about being able to brag about something later than making any of his tales true. Boastful Braggarts rarely care about being found out: they just continue to spin their tales.

That one-upmanship may be inevitable, as even when the Braggart really has done something he has to exaggerate. "No, there were TWO dragons!" "The Trolls charged right through the Wall of Fire without being singed!" "Sir Obiran just cowered behind a rock, soiling his armor!" Often the Braggart will get himself into trouble, especially if he continually names characters in his party or important figures in Garweeze World who don't appreciate his versions of stories. Done right, the Braggart is a lovable cad that the rest of the party sends off to boost their Group Honor from time to time. Or he may be a pathological liar with an equally pathological need to believe that people think he is a hero. This may result from a deep-seated belief that he is, in fact, a worthless coward, though psychological analysis of Braggarts is problematic.

Most of the time they can squeeze in just enough truth to get by without being totally disbelieved or simply ignored. Whatever the reason, the Boastful Braggart craves attention. Not while on the field of battle, but when resting comfortably in a roadside tavern.

BEST SUITED FOR: A character of any alignment could be a Boastful Braggart, though lawful types may feel some compunction to avoid outright lies and might have to think harder to form their tales (or else they only worry about that in the face of punishment from some legal authority). Neutral and evil alignments may fit the personality better than good ones.

IN COMBAT SITUATIONS: The Boastful Braggart is most likely to choose his battles and tactics very carefully. If the opportunity to save his skin by leaving a bit early should present himself, there's an even chance he'll take advantage of it. Every now and then, though, the Braggart sees a chance that might elude others. He might notice a particular weakness in a very tough monster, allowing him to exploit it and create a tale for his boasting. He might see that a seemingly very powerful creature or character is not really so tough and find a way to take it out. It is not that he is averse to heroism in and of itself, it's just that the telling of the tale means more to him than the deed.

IN ROLE-PLAYING SITUATIONS: The Boastful Braggart has a tough time being quiet. He will never downplay his own role in any adventure. If he really did accomplish something impressive, he will never let go of the matter ("Remember when I finished off that Cloud Giant? They're not so tough!") Despite all this, he remains likeable to most people. Commoners find his tales impressive enough that they don't really care how much truth they hold.

The Braggart may hold back in many situations until he thinks he can gain some recognition for whatever achievements he may or may not have really accomplished. He's rarely bored as he can always try to find some angle by which to increase the legend of himself in his own mind.

The Brash Youth

CHARACTER DESCRIPTION: This character has just recently become an adventurer, and he doesn't have much experience or common sense... meaning that he gets in trouble, and leads his companions into trouble, quite often. Therefore, you should only choose a Brash Youth personality if you're willing to role-play this attitude. The Brash Youth is easy prey for fast-talkers and con men, suggests straightforward and foolish plans sure to get the party captured or killed, admires more experienced warriors without questioning their motives, and can be quite a menace to himself unless taken in hand by a more experienced adventurer.

Inevitably, a Brash Youth character has to "wise up" at some point. He must lose some of his preconceptions and naivete. If this doesn't happen naturally in the course of a campaign, the GameMaster should design an adventure around the Brash Youth, an adventure where he's confronted with the consequences of his brashness. For instance, a confidence man could trick the Youth into accidentally betraying his allies, a Youth's plan could go horribly awry and seriously or critically endanger his friends, a hero particularly admired by the Youth could turn out to be far less admirable than the Youth has always thought.

If you play it well enough, you'll entertain the GM enough that he won't kill you for being annoying. It helps if you have your PC walk into situations that the GM clearly wants you too, even though you know better as a player. Still, eventually you'll both want the Brash Youth to grow up a bit. More importantly, the GM will want him to grow up.

When this happens, the character must stop being a Brash Youth and choose some other personality type. By now, he should have been playing long enough that the player will know what sort of personality that is. Alternatively, the events that shock him out of being a Brash Youth could affect him seriously enough that this event chooses his new personality for him (this results in such personalities as a disillusioned Crude Crusher or a hostile Dangerous Antagonist).

BEST SUITED FOR: In terms of alignment, the Brash Youth is best suited to the full range of good and neutral alignments (LG, LN, NG, N, CG, CN). Evil characters aren't suited to being naive and trusting. In terms of packages, the Brash Youth is admirably suited to all of them! As for classes, the dark knight and the monk are not suited to Brash Youth.

IN COMBAT SITUATIONS: The Brash Youth is likely just to charge up to a foe and begin pounding away, unless that foe is so big and scary that even the most foolish youth would be afraid of it. He is very likely to take combat orders from his friends, however, so it's easy for one wiser warrior to keep him from killing himself through bad tactics. It is often a good idea for the party to make the Brash Youth one of their designated archers, because it usually keeps him out of direct hand-to-hand combat until he has wised up. Of course, this might upset him.

The Brash Youth can learn from his experiences on a case by case basis. After he has been hammered by a Sand Troll, he can be more cautious with the next Troll or similar monster he encounters. But he will be just as brash with a monster unlike the others he's encountered...

IN ROLE-PLAYING SITUATIONS: The Brash Youth gets along with everybody until such time as the other person insults one of his friends, challenges one of his preconceptions, or betrays him. Even

then, he'll simply be furious and willing to fight or oppose the other fellow. To be truly vengeful requires that the Youth go through his personality change and take on a new personality.

The Brash Youth should be played as either hesitant and nervous in new situations, or eager to throw himself into such situations — he's never bored or indifferent. Other characters find his youthfulness charming, but may also find him exasperating because he is always getting into trouble.

The Crude Crusher

CHARACTER DESCRIPTION: The Crude Crusher is a rude, boisterous, belching, physical sort of character. He may be very clever, but he prefers force to trickery or persuasion. He likes to pound people. He doesn't like proper manners, court etiquette, literature and poetry, or haughtiness. He has very coarse and common customs... although he could be of high birth (nothing says a high born warrior must be clean, virtuous and polite, after all). Put him in a tavern with a crowd of noisy table-banging drinkers, where the drinks pour freely and the occasional brawl grinds furniture into sawdust, and he's happy.

BEST SUITED FOR: In terms of alignment, the Crude Crusher can belong to any of them. If he's lawful, he's still operates by a code of behavior that others can observe and count upon (even if he is a social misfit); and if he's good, he's not going to take the things he wants (by force) from those who own them (if they're not evil). For these reasons, a lawful good Crude Crusher isn't likely to have a lot of fun. However, one particularly fun quirk for a Crude Crusher is the inappropriate sense of humor.

In terms of packages, the Crude Crusher is well-suited to the Beast-Rider, Peasant Hero, Savage and Wilderness Warrior. A Crude Crusher Noble Warrior will always suffer the reaction penalties given to Noble Warriors who don't live according to their social stations (see the description of the Noble Warrior for more on this), so that's a poor choice. Amazons are usually too uptight in male societies to be as comfortably coarse as the Crude Crusher is. Falconers and archers are not suited to the Crude Crusher type. Samurai and swashbucklers tend to be too cultured for this personality type. Cavaliers and monks cannot take the Crude Crusher personality.

IN COMBAT SITUATIONS: The Crude Crusher is a brawler. He prefers one-on-one combats and often fights dirty, doing whatever it takes to win a fight. He fights exactly as he chooses, and may or may not follow the team plan. In combat, he is single-minded and effective.

IN ROLE-PLAYING SITUATIONS: The Crude Crusher can be a lot of fun for players who don't want to waste too much mental energy, because he says whatever he wants whenever he wants. His crude remarks scandalize more refined characters. He's likely to antagonize his "betters" in conversation, either accidentally or (more probably) deliberately, and this can spoil party negotiations and muck up the party's plans. However, none of this means that the Crude Crusher can't be loyal, courageous, competent and powerful, so adventuring parties aren't likely to kick him out because of his mouth. They are usually exasperated by his attitudes, though.

The Dangerous Antagonist

CHARACTER DESCRIPTION: This character is a hero with an attitude problem. A classic model for many heroes from literature or film, he's

grim and humorless, and never fights just to give someone a drubbing — he fights to kill. He's driven by some powerful, unsympathetic motivation: a desire for revenge, overwhelming desire for a possession, or even a near-psychotic desire just to be left alone. You must construct a good reason for him to accompany the other player characters, and role-play the character carefully because the GameMaster will not remind you that he can have friends and loyalties even if he prefers to conceal that fact behind hard-bitten mannerisms and evil temper. Naturally this personality type has few close or romantic inclinations or relationships.

BEST SUITED FOR: In terms of alignment, the Dangerous Antagonist is appropriate for all of them. Different alignments result in different motivations: a lawful good Dangerous Antagonist has been embittered by the horribly unjust events in his life, while a chaotic evil character is a sociopath. Most classes and packages are appropriate; the usual exceptions are the cavalier and swashbuckler, who tend to be better-tempered characters.

IN COMBAT SITUATIONS: The Dangerous Antagonist fights in smart and deadly fashion (unless he's a berserker). He prefers a "take no prisoners" attitude, but can allow himself to be overruled by his friends, especially if they can persuade him that there is a practical reason for it (just being merciful and humane isn't good enough). He can be a good combat tactician for the team, directing his allies to fight in the most deadly and efficient manner possible, or he could be a wade-right-in fighter who vents his hatred on his enemies.

IN ROLE-PLAYING SITUATIONS: This character generally does not do role-playing negotiations with NPCs, unless the PCs are attempting to intimidate or frighten the NPCs. The Dangerous Antagonist must

be played carefully, as many Dangerous Antagonist characters are merely kill-crazy fighters with over-inflated opinions of themselves, and so it's very easy when playing such a character to aggravate the GM with his pretentiousness. Spread a little around and see if you can get away with intimidating your fellow PCs. In other words: be menacing, but distribute that menace properly.

The Doomed Champion

CHARACTER DESCRIPTION: This hero has been afflicted with a curse or a prophecy that haunts him throughout his life. He may have lost his One True Love and been fated never to find her. He may be doomed to bring misfortune on anyone he cares about. He might be prophesied to die whenever certain campaign-related goals are achieved. He might be the last survivor of his race, doomed to die without issue, so that the race dies with him. When he's not fighting for his goals, this character is suffering. For this reason, you shouldn't play such a character unless you enjoy portraying that suffering. If you choose such a character type, you must consult with your GameMaster to determine just what sort of curse afflicts the character — it's absolutely pointless to play a Doomed Champion unless there actually is a doom or curse at work.

BEST SUITED FOR: Any alignment is appropriate for the Doomed Champion. In terms of packages and classes, most are appropriate, except for the essentially cheery Swashbuckler.

IN COMBAT SITUATIONS: The Doomed Champion tends to fight in an all-out manner utilizing the strength of desperation. He throws himself fully into a fight and seeks out the most dangerous opponents. Either he is simply desperate to achieve his ends and elude his curse, or he is unconsciously seeking his own death. He is therefore not good as a team tactician. On the other hand, his bravery is inspirational to other heroes and followers, so he's often made the leader of war parties. He can be merciful in combat, or kill all who face him (all the while regretting the grim necessity of it).

IN ROLE-PLAYING SITUATIONS: The Doomed Champion tends to be sympathetic to others' needs and pains... but is himself very depressive, because he knows that some grim fate awaits him. This means he is often easy to persuade to aid in others' quests (not quests for money: quests for more personal goals).

The Fated Philosopher

CHARACTER DESCRIPTION: This character is both similar to and very different from the Doomed Champion. Like the Champion, he knows that a particular grim fate awaits him: Death. But he's very philosophical about it and does not torture himself over the matter. He is likely to be an old campaigner with very few illusions left, but with a keen appreciation of all life has to offer.

BEST SUITED FOR: In terms of alignment, lawful and neutral characters are most suited to be Fated Philosophers. Chaotic characters are seldom that introspective. The Philosopher is equally suited to good, neutral and evil characters. In terms of classes, the Philosopher is most admirably suited to the samurai. He's appropriate to many of the other classes as well, except the berserker, which isn't a very introspective sort of hero. As for packages, a veteran Myrmidon could make an excellent Fated Philosopher.

IN COMBAT SITUATIONS: Different Fated Philosophers face combat in different fashions. Some are as thoughtful in combat as elsewhere, and take a very analytical approach to combat: striking where the



need is greatest, evaluating the enemy's strategy, and so forth. Others, knowing that they cannot forestall their fate, jump into the thick of things and fight with unrestrained battle-fury (and, perhaps, joy). The player is left to decide how his Fated Philosopher character fights. He should choose the method of combat he prefers for this character, and then rationalize it according to the character's philosophy of life.

IN ROLE-PLAYING SITUATIONS: The Fated Philosopher is often a sort of fatherly advisor character. He thinks about everything and he is full of sage advice. Though he may be driven by goals as strong as any other character's, in person he is seldom very intense.

The Faux Martyr

CHARACTER DESCRIPTION: The Faux Martyr needs something to lament, and is perfectly willing to borrow this horrible fate from his own future. Unlike the Fated Philosopher, he is not accepting of the situation. He expects to be treated unjustly by everyone and everything in the TeraVerse. Also, he feels the need to make sure that everyone in the world knows how unjustly he's being treated. Oddly enough, he does not necessarily refuse especially dangerous (suicide) missions, but he will milk every ounce of drama, real or imagined, possible out of any situation, from keeping an extra watch to taking the place of a condemned prisoner. Faux Martyrs often pore over their own wills, perhaps unknowingly, as part of a sympathy ploy.

BEST SUITED FOR: Many packages and classes are suitable for the Faux Martyr. A Faux Martyr paladin or cavalier might take some effort to describe, though a dark knight could fit easily. Especially if he had to work for someone else, someone he perceived as ruining all of his fabulous, impenetrably perfect yet never realized plans.

IN COMBAT SITUATIONS: Generally, the Faux Martyr has no interest in becoming a real martyr. He'll do just enough in a battle to justify (to himself) his later complaints about how much damage he took, how many risks he took, how he sacrificed glory/treasure/magic items/experience points for someone else. He can actually make a staunch ally, as there may be a kernel of truth to his claims. He can fight fiercely and loyally, and when the time for actual martyrdom arrives many of his companions might be surprised.

IN ROLE-PLAYING SITUATIONS: Though often seen as merely a whiner, it's not that the Faux Martyr is truly as upset as he seems, he simply wants others to acknowledge the myriad injustices fate has dealt him. If no opportunity to gain sympathy presents itself, the Faux Martyr tends to be quiet and sullen. When all else fails, he can sit alone and think about why no one talks to him, pondering how to slip that into a later conversation.

The Merry Showoff

CHARACTER DESCRIPTION: This character lives for style or entertainment. He may be a clown who delights in entertaining people and shooting barbs into the egos of the self-important, or he may be an elegant fighter who loves to show the world what a sword looks like in the hands of a master. Of course, he may simply love attracting the eyes of ladies. Whatever his motivation may be, he is always in motion. He never merely gestures when he can instead make a flourish, never walks when he can stride (or better yet, saunter), and never talks when he can orate.

BEST SUITED FOR: Chaotic characters tend to be better suited to be Merry Showoffs, as they're more spontaneous than the reasoned lawful or cautious neutral characters. However, there's no restriction on

this. Good, neutral and evil characters can all be Merry Showoffs. The elegant, dramatic, self-centered, villainous lieutenant is a classic example of an evil Merry Showoff. In terms of classes, the swash-buckler, gladiator and pirate are best suited to this personality. The barbarian, berserker and samurai are least suited, as is the Amazon and Savage. Other classes and packages can fit this personality type.

IN COMBAT SITUATIONS: The Merry Showoff must fight in the most dramatic fashion possible, even when it isn't as efficient or safe as another tactic. He leaps, he bounds, he shouts, he gestures, he taunts the enemies, he makes challenges for single combat... he can be a right nuisance for allies as well as enemies, and so the player should be careful not to aggravate his friends too much with his antics. He can also be a useful tactical distraction.

IN ROLE-PLAYING SITUATIONS: Likewise, this character should be as charming and theatrical as possible in role-playing situations. He doesn't necessarily have to be witty; that might put too much of a strain on a player who isn't able to wisecrack with ease. But he should be debonair and gracious at all times, even when talking to the leader of his enemies or the rudest and coarsest boor.

The Natural Leader

CHARACTER DESCRIPTION: This character is an all around man in charge, the responsible hero who, even if he isn't party leader, thinks like one. He's always talking about the team's goals and how to implement them, the safety of his friends, the strategy of the bad guys, and so on. He may be happy to be the leader-type, or he may be a reluctant leader. Either way, his friends often look to him for direction. Naturally, you should only choose this personality type for your character if you are willing to do all that thinking and planning, and are willing for your character to be responsible for others.

BEST SUITED FOR: In terms of alignment, lawful and neutral characters are most appropriate. Chaotic characters tend to be more spontaneous than the Natural Leader. However, if you have a good rationale for a chaotic Natural Leader, your GameMaster may allow you to play that way. Most classes and packages are appropriate to this personality type, especially the cavalier and Noble Warrior. In a party representing several different types of fighters, though, the berserker and the Savage shouldn't be Natural Leaders: Other character types don't tend to trust them as leaders.

IN COMBAT SITUATIONS: The Natural Leader, whether he wants to or not, is always thinking in combat and trying to direct his allies' activities. He makes sure that there's a good mix of ranged to melee combat, that shield walls don't have big holes in them, that when a friend falls there's someone to drag him behind the lines and another to take his place. If a player with a Natural Leader character doesn't do this, and simply jumps right into combat without any intent to think about or direct things, the GM will assign him temporary minuses to hit and damage. This reflects the fact that the character is troubled by his failure to lead, even if the player isn't.

IN ROLE-PLAYING SITUATIONS: The Natural Leader is a very responsible character, but beyond that, there is no limitation on the way he should be played in role-playing situations. He may be grim or humorous, straightforward or deceitful, arrogant or modest, as the player decides. He will often be the negotiator for the party, but this isn't required of him.

The Sneaky Thinker

CHARACTER DESCRIPTION: This character lives and loves to outwit other characters. He loves tricking money out of people, outwitting

opponents in combat, persuading people to help him against their better sensibilities, and so forth. It is best for a campaign when the Sneaky Thinker is a good friend of the rest of the PCs, and thus turns his talents on NPCs. The GM needs to make sure that the campaign doesn't turn into an endless succession of tricks by the Sneaky Thinker on his own party.

BEST SUITED FOR: In terms of alignment, evil, neutral and chaotic characters are best suited to be Sneaky Thinkers. A lawful Sneaky Thinker would twist the law to his own advantage, looking for ways around its intent while trying not to violate the letter. These guys live to spend days poring over contracts, looking for anything to exploit against its actual purpose. When they find one, they just have to try to use it (even if they don't really care about the underlying matter). Most packages and classes are equally suited to the Sneaky Thinker character. Berserkers, however, are not sneaky and do not think very much.

IN COMBAT SITUATIONS: The Sneaky Thinker hates to engage enemies in melee, much preferring to outwit his adversary. He doesn't mind being a ranged fighter, but he'd really prefer to be doing something clever or spectacular: sneaking around the fight to come up on the enemy's unguarded rear, loosening rocks on the hillside above to drop down on the enemy, persuading one of the enemy's allies to turn on the enemy, anything that will demonstrate his mental superiority. It is up to the player to decide whether the character is actually cowardly or not. Sneaky Thinkers can be as brave as the bravest warrior in a pinch; they don't have to flee at the first sign of trouble but they usually have escape routes in mind.

IN ROLE-PLAYING SITUATIONS: The Sneaky Thinker is often the party's negotiator, as he loves talking with other characters and getting the best possible deal for himself and his friends. In most role-playing situations, the Sneaky Thinker will adapt himself to the personality of the person he's talking to, concealing his true thoughts and emotions behind the mask he thinks is most appealing to the other character. It is very hard to find out what the Sneaky Thinker is actually thinking or feeling. Often they are very skilled liars. Note that it's a dangerous temptation to trick your friends and allies; in a campaign where the PCs' party is founded on trust and allegiance, such a Sneaky Thinker will probably find himself cast out or killed for betraying his erstwhile friends. GMs find this amusing. But if you play the character properly, you might even earn the GM's grudging respect even as you outwit him.

CHANGING PERSONALITY TYPES

The above advice is for players who don't yet have a firm handle on role-playing different personalities of their own. The personalities presented here aren't firm, formal rules that a character has to follow; they're guidelines with no real restrictions placed upon them. You may attempt to write up more personality types appropriate to your campaign.

It's okay for a character to change his personality type in the course of a campaign. Here are some ways it can happen:

The Brash Youth wises up and loses his naivete and inexperience. This has to happen eventually (unless he gets killed before he ever gets wise). His experiences in the campaign so far will probably have a strong influence on the next type of personality he chooses. Consider this, though: nothing short of amnesia ever changes a character TO the Brash Youth personality.

The Crude Crusher isn't likely to change, but a couple of things could bring about such a change. He could fall in love with a more refined partner and, feeling gross and coarse in comparison, train himself to become more sophisticated. (The Merry Showoff and Fated Philosopher become good options at this point.) He could have heavy responsibility laid upon him (such as a military officer's commission) and be changed by it (at which point the Natural Leader is a good choice).

The Dangerous Antagonist is only likely to change when whatever made him a Dangerous Antagonist originally is resolved. For instance, if he ever manages to defeat the person who hurt him in the first place, he could change to a Fated Philosopher or a Natural Leader.

The Doomed Champion isn't likely ever to change. He is doomed, after all. But if, in the course of the campaign, the GameMaster allows him to undo or uncurse himself, he could suffer a change of personality. He could become a Fated Philosopher or Natural Leader. He might enjoy life so much that he becomes a Merry Showoff or Sneaky Thinker. He's not likely to become a Dangerous Antagonist unless the events that freed him from his curse were so nasty that they still scarred his personality forever.

The Fated Philosopher isn't likely to change. This personality type comes at the end of a process of personality development, not in the middle.

The Merry Showoff could sober up under the weight of responsibility, like the Crude Crusher, and become a Natural Leader. Or he could naturally evolve into a Sneaky Thinker when it became less and less fulfilling merely to entertain people and more fun to manipulate them.

The Natural Leader could easily change if dramatic events made him sick and disgusted with always being so responsible and dependable. At that point, any personality except Doomed Champion is appropriate. However, unless he's become totally amoral, he probably still has leadership impulses and does a lot of tactical thinking.

The Sneaky Thinker isn't ever likely to change, his way of life is too much fun to him. If he were to change and become a little less secretive, he'd probably become a Merry Showoff.

For any character, some horrible event (such as the brutal murder of a loved one) could change the character, at least temporarily, to a Dangerous Antagonist or Crude Crusher.

OTHER IDEAS FOR PERSONALITY TYPES

The Mad Hacker - This personality type is basically an unrepentant Brash Youth.

The Reluctant Observer - Usually waits to see how others react before becoming involved in a pitched battle. This can be due to cowardice or indecisiveness, and is considered unheroic by many.

Chapter 3

Paramilitary Organizations

Since the earliest times, fighter types have gathered together according to a simple theory: if one warrior is good, more is better. Fact is, eventually a fighter must fight. Everyone makes enemies, and even the most skilled fighter can be outnumbered. Sometimes you need backup. Or, for you evil types, convenient targets.

Over the years several different causes have drawn followers. Paramilitary organizations (sometimes called "fighter societies") can be secretive and snobbish, but most are disturbingly open about their purpose and nature. Many members of these fighting organizations walk tall and proud, enjoying their reputation for being dangerous (and possibly even unstable), as opposed to slinking around in shadows like thieves or skulking in dank basements like magic-users.

Name: The Name by which the group as a whole is known.

NAME OF MEMBERS: The name by which individual members of the society are known.

LOCATION: The region and city where the society's leadership dwells.

HISTORY: A brief summary of some of the society's background.

PURPOSE: The general reasons for the founding of the society and its main goals in the world.

MASTER OF THE ORGANIZATION: The person or group of persons in charge of the organization.

ALIGNMENT: The moral and political bent of most members of the society.

SYMBOL: A symbol used to mark and recognize members of the group.

DAYS OF IMPORT: Important dates and events to those in the society.

UNIFORM/SOCIETY MARKINGS: Preferred clothing and/or body decorations for members.

SPECIAL GESTURES/MOVEMENTS: Salutes and rituals that make the group distinct.

ADVANCEMENT: How members advance within the society. Sheer fighting ability is not always the most important factor in achieving rank.

MEMBERS: A general description that fits most, if not all, members of the society.

STPs: Recommended skills, talents and proficiencies for those in the organization. Parentheses indicate bonus STPs gained by members as part of their admittance. Members gain bonus skills at the basic skill mastery level (one roll of the mastery die and one of the Honor Die, added to the base) for free.

WEAPONS FAVORED: The weapon(s) of choice among the members of the society. Members must be proficient in a specific

type of weapon mentioned here (though they may not gain this without cost)

ARMOR FAVORED: Members must strive to acquire a specific type of armor listed here. Though they can use other types of armor, their reputations suffer (-3 temporal Honor if any member of the society sees the character in a non-favored type of armor, -8 if a leader sees him). Members **MUST** wear favored armor types to society events.

ABILITY RESTRICTIONS: Minimum Ability Scores needed to become a member. These are in addition to the attributes needed to enter a specific PC class.

POWERS: Special abilities gained by members of the society.

FRIENDS/ALLIES: Primary alliances and affiliations of purpose.

FOES/ENEMIES: Chief opponents of the society.

SAYINGS: Common sayings within the society to improve your role-playing ability.

Iron Axes of Praxter

NAME OF MEMBERS: Iron Axes

LOCATION: Arduus at the base of the Praxter Mountains, Sector D7.09.14

HISTORY: The Iron Axes trace their origin to the very beginning of dwarven history, when their founders united to fight off the encroachment of dragons in the Praxter Mountains. The dragons wanted the fine gems the dwarves mined for their hoards, but the dwarves banded together, determined not to share the wealth. The Iron Axes are the dwarven fighters sworn to slay dragons and protect the treasure that rightfully belongs to the Dwarves of Praxter.

They not only fight, they train others in the art of dragon slaying. Historically, only dwarves have been trained by the Iron Axes in this unique (and extremely dangerous) art. However, the dwarves occasionally allow members of other races, who must swear to fight dragonkind, to attend classes. The Dragon Committee finds this society to be a particular thorn in its side.

Besides teaching common fighting techniques, such as the basics of weapon use and mastery with several weapons (mostly axes), the building up of physical prowess and battle techniques, the Iron Axes emphasize courage, honor and wisdom in the face of overwhelming odds. They also teach recruits about the anatomy of dragons and how to maximize the yield gained from a dragon carcass.

Iron Axes do not usually involve themselves in affairs of the outside world, but anyone who comes to them to ask for help in fighting dragons will find them willing to drop everything to rush to the fray. Payment is not something they care about when the subject is dragons. Many an Iron Axe has left the mountains to follow the slightest hint of dragon activity. Many of them never return. Dying while

doing battle with a draconic beast is the highest glory for an Iron Axe. Those who give their lives in battle to finish off a vile dragon are honored above all. Monuments are erected to them and trainees are required to memorize the names of all the members who have died fighting dragons and recite facts about their famous battles.

PURPOSE: To slay dragons and further the cause of dragon slaying.

MASTER OF THE ORGANIZATION: Iron General Frizdan Grazlyte runs the society with the strictest of discipline. When he's not with-in earshot, most who have seen him say he is perhaps the ugliest man they have ever seen. That's because Old Frizzy, as he is often called behind his back, is the only dwarf known to have survived being swallowed by a Mottled Dragon.

The general often regales his students with the tale of how he killed the dragon by embedding two axes, one in each hand, into the flesh of the beast as he slid down its throat. When the dragon fell, mortally wounded, Old Frizzy hacked his way out, to the amazement of his comrades.

For his trouble, the general was badly maimed by the creature's acidic insides. He lost his right eye, the tips of his ears and nose, all of the hair on his head, and all of his beard, except for one white strand. When speaking, the general is known to absent-mindedly stroke this single strand.

His vocal chords were badly damaged by the Mottled Dragon, and so his voice has an eerie, raspy tone, which resembles fingernails being dragged over a slate.

ALIGNMENT: Any, but predominantly good and neutral alignments.

SYMBOL: The symbol of this society is two crossed black axes on a field of blood red.

DAYS OF IMPORT: The fifth day of Kras'kerz (Fariadoran calendar "FD", see GMG page 21) is called Kant Day by the members of the Iron Axes. This is graduation day for proud students. New members are welcomed into the society by receiving a new battle axe, throwing axe, or some other axe of their choice. They are then treated to a rollicking time of drinking and feasting.

Tar Kant is celebrated on the seventh day of Kras'kerz. On this solemn occasion the order honors its fallen members. The ceremony is short and somber. The recruit who has graduated with the top honors is selected for the honor of Kalynka Kant, or "Axe Singer." After another dwarf calls each name of the fallen, the Axe Singer bangs the flat of a ceremonial battle axe against the stone tablet engraved with those names. Once all the names have been read, the ceremony concludes and all dwarves leave silently for their homes.

One other important day is the 19th day of Nardur'kiev, in which the members gather and those who have performed brave and heroic acts are honored. Anyone who has killed, either alone or as part of a unit, two or more dragons per year is eligible to receive awards. Anyone who has received two or more awards of this type is eligible for promotion within the society. These promotions are also handed out and celebrated on this date. After the ceremony, the members usually spend time hanging around, drinking and telling war stories – some true, but most slightly exaggerated. The ceremony lasts about an hour, but the celebration afterward may last well into the night.

UNIFORM/SOCIETY MARKINGS: There is no required uniform among the Iron Axes, but all members bear a common tattoo on their right hands. This tattoo is the symbol of the society, two crossed axes. Awards and tokens are also worn by those who earn them as explained below.

SPECIAL GESTURES/MOVEMENTS: Iron Axes greet one another by raising an axe to the sky. Lower ranking members salute higher ranking members by dipping an axe toward the ground.

ADVANCEMENT: The Iron Axes live for one thing, and one thing only – to slay dragons. Therefore, advancement within the ranks is linked to victories in battles against dragons, pure and simple. Those with the most victories are higher in rank than those with fewer. (Rarely, the head of the order denies a draconic kill as official. No true Iron Axe would try to pad his count with hatchlings, but once in awhile one might try to slip one in. Generally, hatchlings are dispatched right after slaying the elder dragon.)

MEMBERS: Continued membership in the society requires that an individual have at least one victory per year. Therefore, members of the Iron Axes are about as tough and battle-hardened as they come. Every member proudly bears at least one scar from battle and many display these wounds as if they were trophies.

Iron Axes will answer any request to help fight dragons and they are bitter opponents to any who would protect, harbor or befriend dragons or even dragon-kin.

The Iron Axes honor anyone who has slain a dragon in combat. This honor could come in the form of a round of drinks, a vow of loyalty and/or even an honorary membership. This membership must be maintained, however, or else the honorary member will be considered retired.

Within this band, there is no social hierarchy based on economic or social background. Here, the son of a slave can rise to the rank of general and be treated with the highest honor, so long as he continues to slay the enemy.

At a certain point in their careers, many Iron Axes must retire, though many refuse. Those who do retire face no stigma, but are retired with full honors as long as they have had an honorable dragon slaying career. More often than not though, elder members eventually die at the hands of a dragon before they are able to retire.

Even elves, half orcs and half ogres can be welcomed into the fold, if somewhat begrudgingly, if they have killed a dragon and abide by the customs and rules of the society. An Iron Axe's fanatical hatred of dragons takes precedence over their racial prejudices. As there has never been a case when a pixie fairy has been known to slay a dragon, there are no pixie fairy Iron Axes. However, it is possible that if a pixie fairy does perform such a feat he too could become an Iron Axe (much to the chagrin of most of the current membership).

STPs: Weapon proficiency in some type of axe, basic and vital anatomy of dragons, animal lore concerning dragons, campaign logistics, basic leadership, battle sense, military: operations, military: small unit tactics, armor maintenance, weapon maintenance, glean information.

WEAPONS FAVORED: Axes are the preferred weapons, but any are permitted.

ARMOR FAVORED: Any.

ABILITY RESTRICTIONS: Strength 17, Constitution 15, Honor cannot fall into the dishonorable category for more days than the character's experience level.

POWERS: All Iron Axes receive training free of charge, provided they pass rigorous testing throughout their training. The training period is much longer than at most schools. Anyone wishing to become a member must complete the full training, which lasts six weeks. GMs should roll on Table 3A: Training Results once per week of training to

Table 3A: Training Results (1d8+1d12)

Roll	Result
1	The character has been seriously injured in training and cannot continue. The character may not reapply if this occurs in the first week. If this result is rolled after the character has received a good result (11 or higher) in a previous week, the character may reapply, but must pay a retraining fee of 100 gp per week remaining. He loses any and all skills or benefits he may have gained before the injury. He must roll 1d4-1 times on the Table 6A: Flaws and Quirks in the PHB.
2	The character has offended a trainer. He loses 2d4 points of temporal Honor and will not be trained further unless he apologizes and pays a fine of 1,000 gp. He also acquires the jerk quirk. If this number is rolled a second time, or if the character already has the jerk quirk, the character must roll again on Table 6A: Flaws and Quirks in the PHB.
3	The character has been generally inept. Trainers decide the character may be salvageable with the remedial instruction. The character must start the training process over. If this is rolled after the character has achieved a good result (11 or higher) he loses 2d4 points of temporal Honor. He loses any and all skills or benefits (or penalties!) gained in previous weeks.
4	The character has had a minor accident and must add 1d4 weeks to training time to give him time to heal. He must pay 100 gp per extra week to compensate the Axes for lost time and healing expenses.
5	The character has embarrassed himself and the society and loses two points of temporal Honor. He loses all skills and other benefits previously gained from this training.
6	The character has been traumatized by an incident in training and must roll once on Table 6F: Quirks, Minor in the PHB.
7	The character is struggling and gets -1 to next week's roll.
8	The character has injured a trainer. He must pay 250 gp for the trainer's healing expenses and takes 1d10 points of damage from the other trainers exacting revenge.
9	The character has gotten drunk and missed some training. He must train for an additional week and pay an additional 100 gp.
10	The character has been robbed of 50 gp.
11	The character is hanging in there. The week passes without incident.
12	The character has managed to manipulate a trainer and can skip one week of training without consequence.
13	The character has impressed one or more of the trainers and gets +1 to next week's roll. He gains either a proficiency or improves a skill by 2-20% (his choice) and two points of temporal Honor.
14	The character has won a contest. He wins a 50 gp award.
15	A trainer has taken the character under his wing and has taught him one of the following skills, determined by a die roll on a 1d4: 1 - brewing, 2 - dig hasty grave, 3 - swimming: dog paddle, 4 - slaughter game animal.
16	The character is highly competent. He gains one additional skill, improves an existing skill by 2-20% and 2d4 points of temporal Honor.
17	The character has found 100 gp. He may keep it, or turn it in for 1d4 points of base Honor.
18	The character has shown exceptional valor and skill and gains +3 to his next week's roll. He gains a proficiency, two additional skills, improves an existing skill by 1-8 points and may skip one week of training.
19	The character is honored for outstanding achievements in training and has been given a dwarven warhorse and the training to ride it. See the ride dwarven warhorse skill on page 329 of the Player's Handbook. The character graduates two weeks early.
20	The character has caught the eye of a mentor and gains the services of a mentor until such time as either the character or the mentor is killed, or the character offends the mentor in a drastic way. The character is the top graduate and may participate in the special Tar Kant ritual described previously, gaining four points of base honor. Whenever this is rolled, no matter what week, the character has automatically graduated. He gains 2d8 points to distribute among existing skills and three additional skills (each beginning at the base plus one roll of the mastery die and one roll of the Honor Die).

see if the trainee has made it through the week, and what happened during that week. This training can be intensive enough for a character to train for his next experience level. These rolls may be modified by previous rolls on Table 3A: Training Results.

Members pay only 100 gp per week of training, even if advancing in level. If a character chooses to use this training to advance in level, Table 3A: Training Results replaces the traditional schooling tables in the GMG for that character.

Once a character has graduated from training, he is admitted into the Iron Axes society as a full-fledged member. To maintain membership, characters must submit proof that they have slain at least one dragon every year. Anyone found to have falsified such proof will be ousted, stripped of all privileges and lose 1d10 points of base Honor. He will also, in all probability, (99% chance) have his ass kicked by 1d8 unforgiving members of the Iron Axes within 1d8 weeks of this infraction. They may wait in ambush to deliver this punishment.

Anyone losing membership in the society for failure to slay one dragon per year loses 1d6 points of base Honor. Obviously, a concession is made for seriously maimed or aged members who maintained good standing all along. Members who reach old age (for their race) and who have slain at least 12 dragons can have this requirement waived if they arrange to pass on their knowledge of dragon-fighting techniques to the youngsters. This provides training for members in their prime and allows the elder Iron Axes to continue to thwart their draconic foes.

Members gain 1d4 points of base Honor for every dragon slain. Also, each year, the society gathers to honor its exceptional members. Characters who have slain two or more dragons in a year are eligible to receive honors and have a 10% chance per level of experience of being awarded The Iron Bar, a simple, black iron medal with one drop of blood red paint in the middle and a red ribbon. (The bar has an EP value of 150 and a GP value of 500.) This medal gives the wearer two points of base Honor as well as +1 on to-hit rolls and +2 to damage against dragons. Those who earn more than one Iron Bar in their careers can advance within the order. With two Iron Bars, a character gains +2 on to-hit rolls and +3 on damage rolls against dragons.

Beginning with the third Iron Bars, and with each thereafter, the character has a 10% chance per level of experience of being promoted within the Iron Axe society and receiving a token that gives the character certain benefits. These benefits replace those of the Iron Bar medals, just as each higher rank replaces the effects of the previous ranks. The following list of ranks describes rank tokens and their corresponding benefits. Each Iron Bar and rank token registers as medium magic, but it will not function for any character except the one on whom it was bestowed.

IRON AXE RANKS/TOKENS:

- IA1 – Lieutenant, Bronze Grade** – bronze axe ear stud (EP value = 175, GP value = 550) – gain 2d4 points of temporal Honor, +2 to hit and +3 damage against dragons.
- IA2 – Lieutenant, Silver Grade** – silver axe ear stud (EP value = 200, GP value = 600) – gain 2d4 points of temporal Honor, +3 to hit and +3 to damage against dragons.
- IA3 – Lieutenant Iron Grade** – iron axe ear stud (EP value = 250, GP value 700) – gain 2d4 points of temporal Honor, +4 to hit and +3 damage against dragons.
- IA4 – Captain, Bronze Grade** – bronze ring engraved with axe (EP value = 500, GP value = 1,000) – gain 1d6 points of temporal Honor, +1 to hit and +2 to damage against dragons, gives wearer aura of protection, lowering AC by one point.
- IA5 – Captain, Silver Grade** – silver ring engraved with axe (EP value = 1,000, GP value = 3,000) – gain 1d6 points of temporal Honor, +2 to hit and +2 to damage against dragons, gives wearer aura of protection, lowering AC by two points.
- IA6 – Captain, Iron Grade** – iron ring engraved with axe (EP value = 2,000, GP value = 5,000) – gain 1d6 points of temporal Honor, +2 to hit and +3 damage against dragons, lowers AC by three points.
- IA7 – Major, Bronze Grade** – bronze arm torque with axe engraving (EP value = 2,500, GP value = 7,500) – gain 1d4 points of base Honor, +1 to hit and +2 damage against any enemy, wearer can turn Invisible (as the 2nd level magic-user spell) once per day.
- IA8 – Major, Silver Grade** – silver arm torque with axe engraving (EP value = 2,750, GP value = 9,000) – gain 1d4 points of base Honor, +2 to hit and +2 to damage against any enemy, wearer can turn Invisible 1/day and Levitate (as the 2nd level magic-user spell) 1/day.
- IA9 – Major, Iron Grade** – iron arm torque with axe engraving (EP value = 3,000, GP value = 12,000) – gain 1d4 points of base honor, +2 to hit and +3 to damage against any enemy, wearer can turn Invisible 1/day, Levitate 1/day and Resist Fire (as the 2nd level cleric spell) once per day.
- IA10 – Lieutenant Colonel, Bronze Grade** – bronze medallion with axe engraving (EP value = 3,000, GP value = 12,000) – gain 1d6 points of base Honor, +3 to hit and +3 to damage against any target, wearer can recover 1d4 hit points per day. This healing requires only concentration and takes effect in one melee round.
- IA11 – Lieutenant Colonel, Silver Grade** – silver medallion with axe engraving (EP value = 3,000, GP value = 12,000) – gain 1d6 points of base Honor, +3 to hit and +4 to damage against any target, wearer can recover 1d6 hit points per day.
- IA12 – Lieutenant Colonel, Iron Grade** – iron medallion with axe engraving (EP value = 3,200, GP value = 12,500) – gain 1d6 points of base Honor, +4 to hit and +4 to damage against any target, wearer can recover 1d8 hit points per day.
- IA13 – Colonel, Bronze Grade** – bronze belt buckle with axe engraving (EP value = 3,250, GP value = 13,000) – gain 1d8 points of base Honor, +4 to hit and +5 to damage against any target, gives wearer a 20 Strength once per day for up to 4 rounds.

IA14 – Colonel, Silver Grade – silver belt buckle with axe engraving (EP value = 3,500, GP value = 15,000) – gain 1d8 points of base Honor, +5 to hit and +5 to damage against any target, gives wearer a 20 Strength twice per day for up to 6 rounds each time.

IA15 – Colonel, Iron Grade – iron belt buckle with axe engraving (EP value = 3,750, GP value = 16,000) – gain 1d8 points of base Honor, +5 to hit and +6 to damage against any target, gives wearer a 21 Strength three times per day.

IA16 – Bronze General – Bronze helm with axe engraving (EP value = 4,200, GP value = 25,000) – gain 1d10 points of base Honor, magically protects entire body, giving the wearer AC 2, but cannot be combined with other armor or Bracers of Defense. It can be combined with a Ring or Cloak of Protection.

IA17 – Silver General – Silver helm with axe engraving (EP value = 4,500, GP value = 28,000) – gain 1d10 points of base Honor, magically protects entire body, giving the wearer AC 1, with the same restrictions as above.

IA18 – Iron General – Iron helm with axe engraving (EP value = 5,000, GP value = 33,000) – gain 1d10 points of base Honor, magically protects entire body, giving the wearer AC 0, with the same restrictions as above.

FRIENDS/ALLIES: None, officially. However, many members of the Iron Axes make extensive use of the Center for Monster Studies, where they seek to learn all they can about their dragon foes. Secretly members of several other organizations, including the Brothers in Arms, and the Circle of the Sequestered Magicks, have provided information and other types of aid to Iron Axes.

FOES/ENEMIES: All dragonkind and dragon-kin, the Dragon Committee, the Black Hands, the Shadow Hearts.

SAYINGS: The only good dragon is a dead dragon. – You should have seen the fear in that Onyx Dragon's eyes when he heard my war whoop and saw the flash of my axes. – Are those dragon tracks? There be dragons in them hills! – What is that crackling sound? I smell something burning. Damn, my beard's on fire! – An Iron Axe is a hard axe.

Society of the Swift Arrows

NAME OF MEMBERS: Swift Arrows

LOCATION: Sadok Forest (Sector D7.07), with societal branches in other forested regions.

HISTORY: The Society of the Swift Arrows was founded by a noble elf, who lived in a magnificent palace within the Sadok Forest in ancient times. This noble, Par Elkana, and his family were disturbed by the encroachment of unsavory elements into the forest. These included bands of dangerous thieves, lycanthropes and other monstrous beings. Par Elkana, a superb marksman with a bow, organized a group of elven and human archers to patrol the forest and make it safe once again. This battle continues today.

Par Elkana was later killed by an assassin working with the group of thieves known as the Sadok Thieves, who were furious with the Swift Arrows' obstruction of their operations. Upon the noble elf's death, to the dismay of the Sadok Thieves, Par Elkana's family members continued to lead the group with even more zeal than before, in honor of their fallen patriarch.

Now the Swift Arrows are a band of rangers and archers who protect forests all over Aldrazar, although they are not restricted to the forests. Members of the group can be found just about anywhere the forces of darkness prey upon innocent and respectable citizens.

PURPOSE: To protect and defend the innocent from victimization and to make the forests safe.

MASTER OF THE ORGANIZATION: Alayna Elkana is a descendant of the great Par Elkana. It is said she can shoot out the eye of an ant from 50 yards away. She is a beautiful high elf, with raven hair and sparkling green eyes. She dresses in the camouflage colors of greens, grays and tans. She is never without her beautifully-carved elven great long bow and a sheaf of fine arrows, which she made herself. Her voice is beautiful and melodic, as befitting her race. Some say there is an elegant silver quality to it that they find quite mesmerizing. To her allies, she is a tolerant, likable woman. To her enemies, however, she is the fierce face of death itself. She has an unwavering hatred of thieves, especially. She shoots any thief she sees on sight, no questions asked.

ALIGNMENT: Any good.

SYMBOL: A silver arrow.

DAYS OF IMPORT: The 15th day of Blain'sa. This is Par Elkana's birthday, and is celebrated with gatherings in the forest. Songs are sung in honor of the society's patriarch, and new members are sworn in.

UNIFORM/SOCIETY MARKINGS: All Swift Arrows wear a green cloak and get specially marked arrows so that they can be immediately cleared of guilt if a questionable kill occurs.

SPECIAL GESTURES/MOVEMENTS: Swift arrows greet one another by raising an arrow in the air and shouting, "Arrows Up!"

ADVANCEMENT: Rank means nothing to Swift Arrows. The Master's position has been hereditary so far, passing to descendants of the founder. If anything happens to the current master and there is no skilled heir to succeed her, new leadership may be decided by a simple majority vote. The member with the greatest skills is usually the one selected. A leader keeps his position until his death, or until he is unable to perform his duties due to injury or other circumstances.

MEMBERS: The society consists of rangers, archers and others who are skilled with the bow. It is made up entirely of elves, half elves and humans. The members consider it their sworn duty to keep the forests safe for those who live there, as well as those who travel through. They revere the forests and find it an abomination for anyone to desecrate the forests by using them to hide their wicked deeds.

What began as a small society in one forest has grown into a vast network of Swift Arrows all over the world. Alayna often speaks about this fact when motivating her followers, and says such growth is a memorial to her ancestors.

Swift Arrows will answer requests for protection from any group passing through without charge. Of course, donations are accepted (and encouraged) and used to further the cause. Most of the time, however, requests need not be made. Swift Arrows have an ear to the ground, so to speak, and are keenly aware of what happens within their sphere of protection. They patrol and scout through the forest, keeping their eyes open for trouble and their bows at the ready.

Swift Arrows are not only masters with bows, but they are highly acrobatic, often traveling in the tree line to spy on what is happening below. They often shoot from perches in the trees. Swift Arrows usu-

ally prefer to remain anonymous, doing their good deeds not for public accolades, but for personal satisfaction.

STPs: Acrobatic skill suite, bow proficiency, forestry, woodland lore, bowyer/fletcher, stealthy movement, slip away into shadows, keen sight, tracking.

WEAPONS FAVORED: Any type of bow.

ARMOR FAVORED: Studded leather or leather armor. No shield.

ABILITY RESTRICTIONS: The same as for rangers, who comprise most of the membership. Strength 12, Dexterity 13, Constitution 14, Wisdom 14.

POWERS: Gain +1 to hit with bows. Gain 1d4 points of base Honor on joining. Have the reactions of all good aligned creatures improved by one, but also get a -1 to reactions of any evil-aligned creature.

FRIENDS/ALLIES: Holy Order of Luvia, Brothers in Arms, Society for the Elimination of Lycanthropy and Undead Monstrosities.

FOES/ENEMIES: Thieves, Shadow Hearts, Dark Order of Mangrus.

SAYINGS: May your aim always be straight and your heart always be true. — Let's skewer the ruffians! — Arrows Up! — Death to all villains! — (often said to travelers) Fear not. You will travel safely through these woods, for you are under the protection of the Swift Arrows.

Shadow Heart Battalion — AKA: the Battalion

NAME OF MEMBERS: Shadow Hearts (of the Battalion).

LOCATION: Below Fangaerie (Sector D7.10.B3).

HISTORY: The Shadow Heart Battalion is an association of dark knights with a past shrouded in secrecy. They meet in the part of the city that few venture into, the tunnels that connect to the NetherDeep under Fangaerie. Even within the Battalion, only a few are aware of the ancient history of the society. They know of the blood oaths taken long ago by an evil alliance of like-minded dark knights and of the wicked vows they made. They know that the goals of the society have not changed from ages past. They know that the battalion was founded to destroy all manner of goodness, but especially paladins, and most especially members of the Holy Crusaders of Zeus. Above all, they know that if they were ever to betray their sworn secrecy and blood oaths to the Battalion, they would meet the same fate as past traitors. The term "brutal death" utterly fails to capture the intensity of this fate. The Shadow Hearts in good standing feed what's left of the bodies of such traitors to the denizens of the Grand Tarcham Swamp.

PURPOSE: Killing, destruction of goodness and the triumph of evil.

MASTER OF THE ORGANIZATION: Dark Lord of the Pit (20th level) Sosah Regeløj, is about 55 years old and well known for his distinguished appearance. In fact, most women he meets consider him especially handsome. He is a well-built man, with a muscular barrel chest, strong, thick arms and legs and broad shoulders. Sosah Regeløj has a smooth, icy voice, much like a used car salesman.

Regeløj wears his silver hair closely cropped in the front with a braid in the middle of the back of his head, hanging down about 8 inches. The braid is about an inch thick. His face is clean-shaven and smooth. He uses expensive and fragrant perfumes imported from Shadlet. He wears a suit of full plate mail made from the finest black steel from the Iron Sta Mountains.

When not in armor, he dresses impeccably, in all black with a black silk cape.

His magical long sword, known by the name "Grawdyng's Tooth," has powerful arcane runes inscribed in its black steel blade.

ALIGNMENT: Chaotic evil.

SYMBOL: A black heart.

DAYS OF IMPORT: Every Flur'mar is important to Shadow Hearts. On these days, they set forth to create as much havoc as possible, reveling in the day's chaos. They meet to hear and tell of deeds the vile and wicked, to perform grisly secret death rituals and plan further evil deeds.

The first of each month is a day of meeting, planning and inspection of the battalion.

UNIFORM/SOCIETY MARKINGS: Lord Regeloj requires that all of his minions keep dressed and groomed as impeccably as he. Therefore, on the first day of each month, members of the battalion are required to stand inspection. Those who fail to meet Lord Regeloj's rigorous requirements are stripped in front of the battalion and humiliated, losing 1d4 points of base Honor. (The GM rolls a percentile die for anyone who is a member of the Battalion on the first of each month, when they will be inspected. If the roll is lower than 15, the player has failed the inspection. Anyone who fails three inspections in a row is ousted and ritually slain to excise the disgrace from the Battalion. Any member of the Battalion who fails to show up for inspection is ousted and marked for death.

All Shadow Hearts ride jet black steeds.

SPECIAL GESTURES/MOVEMENTS: Members of the Battalion are not allowed to greet one another in public. At meetings, Shadow Hearts bow whenever Lord Regeloj first appears, and when he leaves.

ADVANCEMENT: Promotions within the Battalion are handled on a point system, with promotion points awarded for various acts. Some acts which may earn a Shadow Heart promotion points include the killing of a paladin, the corruption of a good cleric, the destruction of a good temple or the abduction and ransom of a paladin's family or friends (with more points awarded if the paladin pays the ransom and the Shadow Hearts then kill them). Maximum promotion points are given for subjugating a good-aligned government or ruler.

MEMBERS: As stated above, they meet in the tunnels beneath Fangaerie, once a great, thriving city before a fire swept through and burned it to the ground. The hardy citizens of the metropolis rebuilt their city from the ground up, and the few parts of the old city that were left, they simply built on top of. Over the years, various groups such as the Shadow Hearts have constructed access tunnels to the underground chambers beneath the city.

The darkest elements of society have made these historic sections their base of operations. When the Shadow Hearts re-discovered the area and made it their own rumors spread and now, only the hardest of souls venture there.

Lord Regeloj competes for space underground with a large thieves' guild, an assassin's guild, and a community of drow. Whenever the Shadow Hearts are around, however, they seem to be given a wide berth. About four years ago, a meeting between Lord Regeloj and the head of the thieves' guild went badly. A week later the guildmaster's head was found floating in the sewers, frozen into an expression of such indescribable horror that it is said that some of those who gazed upon it went mad.

Lord Regeloj makes Fangaerie his home, and he is a respectable citizen as far as most are concerned. Very few suspect his true nature.

He never fails to garner invitations to all of the swankiest parties thrown by the city's upper crust.

Battalion members are encouraged to maintain a low profile within the city. They do not wear their armor when they are not on a Shadow mission. They are under orders to appear as harmless as doves as they develop and plot their evil deeds. The Shadow Hearts are nothing if not discreet.

The sight of a Shadow Heart in his shiny black armor, atop his black steed, strikes terror into the hearts of all but the most courageous. Their appearance in battle dress means that trouble is afoot, and someone is marked for pain and death.

Most of the darkest deeds of the Shadow Hearts are not performed in armor, however. One of the group's most cherished tactics is to slyly, and slowly, turn the heart of a good paladin, cleric or official, from their noble, good beliefs, to the darker side of life. Every member of the Shadow Hearts has the evil speak skill, (see page 317 of the Player's Handbook for the skill description). Corrupting the innocent and noble is the highest delight, and any member of the Battalion who is able to turn a good person into a bad person receives a large amount of promotion points, 1d6 points of base Honor, and one of the group's many prestige awards, described below under POWERS.

All Shadow Hearts also have the secret persona and ulterior motive skills described on page 335 of the HackMaster Player's Handbook. They do their best to ingratiate themselves with good and noble characters, and will even go so far as to seduce such a target. Many members of the Battalion are quite skilled in the art of seduction.

When they have gained the confidence and trust of the target, they will attempt to corrupt and compromise the morals of the individual. If these attempts fail, they can always simply kill the target. While this lacks the style of their preferred method, they can make up in quantity what they lack in quality.

When the Battalion shows up in full armor regalia, it usually means they are attacking a temple, group of paladins, or other larger target. These groups are typically targeted because they have in some way made the work of the Shadow Hearts more difficult (beyond simply opposing everything for which the Battalion stands).

Anyone who wants to become a member of the Battalion must pay a 1,000 gp fee, provide his own weaponry and submit a statement of intent about why they want to become a member. They must also take a blood oath to keep the details of the Shadow Hearts' rituals, locations and plans secret upon fear of death. They must also perform one act as a test of loyalty: attempting to corrupt a selected target. In most cases, they can still pass the initiation by killing the target.

STPS: Evil speak, secret persona, ulterior motive, art of seduction.

WEAPONS FAVORED: Any, but swords are preferred. All weapons must be black, whether naturally or died.

ARMOR FAVORED: A suit of black full plate. No shield.

ABILITY RESTRICTIONS: Strength 13, Constitution 10, Wisdom 14, Charisma 17.

POWERS: Members gain the protection of the Battalion. If a member of the Battalion is arrested for any evil deed performed while in the service of the society, the Shadow Hearts cover all legal fees. Legal costs include lawyer fees and bribes, bribes for judges and witnesses, corrupting juries, kickbacks for lawyers and government officials. There is a 50% chance they will attempt to break the character out of

Table 3B: Shadow Heart Bonuses Against Good-aligned Creatures

Rank	To-hit Bonus	Damage Bonus
7	+1	+0
8	+1	+0
9	+1	+0
10	+1	+1
11	+1	+1
12	+2	+1
13	+2	+1
14	+2	+1
15	+2	+2
16	+2	+2
17	+3	+2
18	+3	+2
19	+3	+2
20	+3	+3
21	+3	+3
22	+4	+3
23	+4	+3
24	+4	+3
25	+4	+4
26	+4	+4
27	+5	+4
28	+5	+4
29	+5	+5
30	+5	+5

prison if such an act would not put the society in too much danger of exposure.

Of course, once the member is free (often with no meaningful legal punishment), he undergoes punishment by the Battalion for getting caught. This punishment includes flogging with special multi-tailed barbed whips. The victim suffers 2d4 points of damage that cannot be healed by any known means for 1d6 days. Other aspects of the punishment remain secrets to the Shadow Hearts themselves.

All Shadow Hearts gain all of the above listed STPs and receive black full plate upon completing the initiation. If they already have a set of plate mail, that is not already black, they must pay at least 300 gp to have their armor professionally painted.

The gift of a full set of black plate mail means that the member is on a probationary period until he can pay the Battalion back the 8,000 gp for the armor. During this period, the member is continually supervised by a superior within the organization, and is on continuous call at all times. That means they must do anything they are ordered to do, at any time, without question, for the entire period of probation. Basically, they are owned. There have been rare instances when the debt has been considered paid after a member has performed a particularly inspiring act of wickedness that provides great benefits to the society or Lord Regeloj himself (such as corrupting or dispatching a particularly unyielding and noble hero).

All members get free armor repair by one of several craftsmen employed by the society. Lord Regeloj has stated that it is unacceptable for a Shadow Heart to be seen in damaged armor. Any member who fails to take advantage of the armor repair service, and is caught wearing unsightly damaged armor, will be fined 100 gp per day until repairs are made. They also lose a point of temporal Honor per day until their armor remains repaired.

Members of the Shadow Hearts can be promoted within the ranks by gaining enough promotion points. These points are awarded at the discretion of the GM, but here are some examples of activities sanctioned by the Battalion and their point values. GMs are free to amend these to fit their campaigns.

Promotion Points Acts:

- attacking and killing good-aligned person (commoners and 0-levels don't count!) (1st-5th level)- 10 points
- attacking and killing good-aligned paladin or cleric (1st-5th level)- 25 points
- corrupting good-aligned person (1st-5th level)- 40 points
- corrupting good-aligned paladin or cleric (1st-5th level)- 50 points
- attacking and killing good-aligned person (6th+ level)- 60 points
- attacking and killing good-aligned paladin or cleric (6+ level)- 70 points
- attacking and destroying a good temple, monastery or other religious establishment- 75 points
- attacking and killing a good-aligned mayor, noble or other official- 80 points
- attacking and killing good-aligned king, queen, prince, princess or other ruler- 90 points
- corrupting good-aligned mayor, noble or other official- 100 points
- corrupting good-aligned king, queen, prince, princess or other major ruler- 130 points.

Ranks go from Shadow 1 all the way to Shadow 30. It takes 1,000 promotion points to be promoted to the next rank. Anyone who gets a promotion gets 2d4 points of base Honor. As he advances in rank, the Shadow Heart improves his ability to attack and kill good-aligned creatures as indicated on Table 3B: Shadow Heart Bonuses Against Good-aligned Creatures. Members receive no special tokens of their rank, though all Shadow Hearts must be present for ascension ceremonies and therefore know each other's rank.

Awards are given for furthering the cause as well. Lord Regeloj alone decides who gets awards. They are given for killing or corrupting specified targets. They may be given for completion of other desired tasks. Awards are not worn however, because the Battalion relies on secrecy more than anything else. Every award given takes the form of onyx medallions in the shape of a heart, that must never be shown to outsiders. The medallions have an experience point value of 250 and a gold piece value of 500. These awards add five points of temporal Honor per award. If these medallions are sold or repeatedly shown to anyone outside of the Battalion, and Lord Regeloj discovers this fact, the Shadow Hearts will be put on full scale lockdown until the culprit is found and executed. The guilty party also suffers a 25% loss of Honor.

FRIENDS/ALLIES: Dark Order of Mangrus.

FOES/ENEMIES: Holy Order of Luvia, Swift Arrows, Society for the Elimination of Lycanthropy and Undead Monstrosities.

SAYINGS: In the shadows, we will triumph. — You have been marked for death. — Oh, go on, it's not a bribe, it's a gift! No one will know. It won't hurt anyone. — I'll bet that lady's necklace would look much better on you, what do you think? No one's looking. Take it. — Only the good die young. That's as it should be!

Brothers in Arms

NAME OF MEMBERS: The Brothers, B.A.s.

LOCATION: There are chapters in every major city. The founding chapter is in Fangaerie.

HISTORY: The Brothers in Arms is a group founded to honor and aid veterans of the Orc Wars. Only those who have participated in fighting orcs are eligible to join. After the first great Orc War, many soldiers who had fought in that war felt a special kinship with one another and wanted to keep their associations with their comrades as much as possible.

Retired General Kollan Kobesh and several members of his brigade decided to form a veterans' organization and they called it Brothers in Arms. They opened the first B.A. chapter in Fangaerie with 50 soldiers of all races, who had fought in the battles. Since then, chapters have opened in every major city on Aldrazar.

PURPOSE: To promote and honor Orc fighters (as in fighters who kill Orcs, as distinct from fighters who ARE Orcs), as well as to provide assistance to those with similar goals.

MASTER OF THE ORGANIZATION: Retired Colonel Lyton Forge is the current chapter chief of Fangaerie's chapter of the B.A.s. There are chiefs in every city, all of them retired Orc fighters.

Colonel Forge is an 81-year-old Orc-fighting veteran who lost a leg in an Orc ambush when traveling through Hell's Throat. He claims the peg leg he uses is made out of the femur of the Orc who severed his leg. Forge tells the story that after the Orc sliced his leg off as he sat atop his horse, he managed to grab his severed limb, drop from his saddle onto the cursed Orc and beat him to death with it. After he killed the Orc, he claims he amputated the Orc's leg and brought it home, hiring a craftsman to make the Orc's leg into a peg leg. The leg is covered in a thick coating of gold.

Colonel Forge started fighting Orcs at the age of 14 years, when he grabbed a pitchfork and slaughtered three Orcs who were invading his family's farm. He left home the next day and joined a group of soldiers who were fighting Orcs near the Hulben Forest. For 57 years, Colonel Forge made it his business to fight the Orc menace, traveling all over Aldrazar and seeing many strange sights. He retired from combat soon after he lost his leg because he said he couldn't bear to be a hindrance to his comrades in arms.

The colonel has a pet dawg he calls "Supper" that he rescued from an Orc campsite just as they were about to begin roasting it for dinner. The dawg is a bedraggled old mutt who has a distinctive stench about him. The mutt lends credence to the colonel's story of the Orc-bone peg leg because the animal often steals the leg and gnaws on it. The peg leg now has several teeth marks.

ALIGNMENT: Any.

SYMBOL: An sword raised high, gripped by a human hand and showing a bent arm.

DAYS OF IMPORT: The group celebrates every major historic battle against the Orcs. Victories are marked with celebration and feasting, defeats are solemn memorials to the fallen.

UNIFORM/SOCIETY MARKINGS: Chapter badges are presented to anyone admitted into the society. The badge is a small circular disk, painted gold with an arm holding a sword decorating its face. Each chapter's badges have a different colored background. The words "Die Orc" are engraved on the back of each badge. The organization also has a flag, a gold background with an arm holding a sword and the words "Die Orc!" in red letters below.

SPECIAL GESTURES/MOVEMENTS: Brothers in Arms usually greet one another with a simple handshake and the shout "Die Orc!"

ADVANCEMENT: There is no rank given by the organization. Members are known by whatever rank of soldier they were when they

retired, or whatever rank they currently hold in a separate military organization.

MEMBERS: Members of the B.A.s are veterans of Orc wars and/or battles. They can be retired or currently serving. They may be veterans of the Orc battles who are currently doing other things, and are too young or stubborn to retire. Members derive great pride in being associated with the organization. They wear their badges and fly the Brothers' flag boldly. This often makes them the targets of wrath of any Orcs (and even some half-orcs) who see them or pass by their dwellings. This gives the B.A.s an excuse and delights them to no end.

B.A.s cannot stand Orcs. Most will attack any Orc they see on sight and many attack half-orcs as well. They will never willingly agree to associate with anyone of orcish blood.

Anyone who wants to join must present some type of proof that they have fought in major Orc battles. This proof can be in the form of signed documents from commanders or other witnesses or trophies. Battle scars may also serve as proof. Brothers must pay monthly dues of 25 gp (if they cannot afford it this fee can be temporarily waived, or paid in the form of two Orc heads per month just to prove good faith).

Anyone accepted gains an automatic boost to their base Honor of 2 points. Anyone found falsifying their proof of Orc combat or lying about not having enough money to pay dues, will be kicked out, forfeit 5 points of temporal Honor and be blacklisted by every chapter of the B.A.s.

Incidentally, even though the name of the society is Brothers in Arms, the group has many reasonable female members who take no offense at the name. Not only is the society diverse in the gender of its membership, it also has several different races as members including human, elf, dwarf and gnome titan. There are no half-ogre members, though many chapters do not have specific policies forbidding that. Cases of Brothers attacking half-ogres, having mistaken them for Orc-kin, make such a petition unlikely.

Most of the members of each race have their own chapters, so the various races do not interact much, even in cases of geographical overlap. There is considerable competition between chapters and even between members. Fights sometimes break out over who has killed the most Orcs. In spite of the occasional infighting, every member has taken a vow to protect all other members of the Brothers. They will never allow a slight to the honor of any B.A. go unchallenged, and if necessary and will give their lives to save their fellow Brothers.

STPs: Various weapon proficiencies, military: battle sense, leadership, operations and small unit tactics, entrenchment construction, establish ambush zone.

WEAPONS FAVORED: Any.

ARMOR FAVORED: Any.

ABILITY RESTRICTIONS: Strength 9.

POWERS: Members get a +1 to hit and damage against Orcs, as long as they attend the monthly meetings and remain in good standing. At each meeting, a cleric of the war gawd Odin blesses the attendees. Also, the Brothers in Arms have an Orc Fighters' Welfare Fund to help any member in need. Those in need may submit their requests to the chief of their chapter, and the chief will assemble a group of the chapter's wisest men to determine if a request merits aid.

Of course, because of the strong bond between members, most requests are granted, unless the requests are patently absurd or selfish.

Some types of needs met in the past have been for food, equipment for battle and monies for training.

Allied clerics are also on hand to help members with needs for healing. Any member can come to a chapter and be healed free of charge. Members get a flag and membership badge so that they can be identified by any other member. These symbols also make the member a target for Orc reprisals, but few of the Brothers seem to care. In fact many say they welcome Orc attacks because it saves them the trouble of having to go out and look for Orc ass to kick.

FRIENDS/ALLIES: Iron Axes, Swift Arrows.

FOES/ENEMIES: Orcs.

SAYINGS: Die Orc! — We are brothers. — Did I tell you about the time I stood toe to toe with 25 orcish warriors and didn't even blink? — The only good Orc is a roasting corpse — Once a brother, always a brother. — He who fights by my side becomes my brother. — Never let a brother down.

Dilsta Flats Jousting Society

NAME OF MEMBERS: Dilsta Jousters.

LOCATION: Dilsta Flats (D7.09.B8).

HISTORY: The Dilsta Flats Jousting Society was formed by a group of knights errant and cavaliers to promote the sport of jousting. Dilsta Flats was selected because of its flat open landscape, perfect for holding tournaments. While there are jousting societies all over Aldrazar, the Dilsta Flats Jousting Society is the oldest and considered elite.

PURPOSE: To promote the sport of jousting and give winners bragging rights.

MASTER OF THE ORGANIZATION: The Dilsta Jousters is run by a committee of cavaliers, knights errant, holy knights and other good-aligned knights. The head of this committee is a brash young cavalier Sir Patar Twist, who holds the record for the most wins in the jousting tournaments run by the society. Twist and his beautiful golden stallion Carachi have racked up an impressive 200 wins, more than any other contestant in the Society's history. Sir Patar is a stickler for fairness, honor and adherence to rules. He is quick to disqualify anyone for the slightest infraction.

Sir Patar is always seen in the most ornate armor and the finest silk clothing. His mount is decked out in a colorful set of barding as well. Twist's ego is matched only by his prowess with the lance. Known for his volatile temper, red hair and his reputation as a lady's man, rumor has it that Twist seduced the daughter of an elven noble who is none too happy with the situation.

ALIGNMENT: Any.

SYMBOL: Crossed Lances.

DAYS OF IMPORT: Tournaments are the lifeblood of the organization. These are held once a month and all members are expected to attend and participate in no fewer than four tournaments each year. Tournaments need not be held on the same day each month or from year to year, however.

UNIFORM/SOCIETY MARKINGS: Each participant sports the colors and regalia of his own clan.

SPECIAL GESTURES/MOVEMENTS: Each participant in a joust is required to salute first Sir Twist, then the onlookers and finally his opponent. This salute is a raising of his lance and a nod of his head.

ADVANCEMENT: Winning tournaments honorably is the only thing that matters to the members of the Dilsta Jousters. Those with the most victories are selected to sit on the governing committee of the society, which changes annually.

MEMBERS: Anyone wanting to be a participant in the Jousts, and therefore a member of the society, must first be either a cavalier, holy knight, paladin or a fighter of the upper class with high attributes. To remain in good standing with the organization, and therefore be allowed to participate, a member must follow all of the rules of chivalry and maintain his personal honor. No one who is dishonorable may become a member.

The rules include the following:

- when an opponent drops his lance, you must allow him to pick it up.
- if an opponent's helmet is knocked off, you must remove your helmet.
- no one may question the authority of the rules' officials.
- no swearing or course jesting is allowed on the field (but in practice it is allowed in the stands).
- proper etiquette and courtesy will be displayed at all times.
- one may not display fits of anger upon losing on the field.
- excessive victory displays or celebration are not permitted on the field.

These rules have become standard for jousts throughout much of the world.

Members pay 100 gp per month to the Society. Running a jousting tournament is expensive, and these must be the best of the best.

STPs: Lance weapon proficiency, riding land-based animals, customs and etiquette, rules of fair play.

WEAPONS FAVORED: Lance.

ARMOR FAVORED: Plate mail or better.

ABILITY RESTRICTIONS: Strength 15, Dexterity 13, Constitution 15, Intelligence 10, Wisdom 13, Charisma 14, Comeliness 12. Honor must be in the Great Honor window at the time.

POWERS: Membership itself is considered a great reward. Winning members of the Jousters become celebrities. Members double their fame factors. Temporal Honor rises by at least 1 point for every joust won and an applicant gains 3 points of base Honor just by being admitted.

There are healers on hand at every tournament to provide free healing to anyone injured while jousting. Though the Society has never admitted it, many believe that Jousters are sometimes raised from death, when necessary.

Minstrels are also available to sing the praises of Jousters who pay whatever fee the bard requires. Minstrels can raise the morale of the Joustery they praise and give them +1 to hit and damage. Of course, an opponent's minstrel may sing a countersong and negate this effect.

Healers will also heal mounts of the jousters free of charge.

Armor and weapons repair is provided for anyone whose armor or lance is damaged during a joust. Several master teachers number among its ranks, and less experienced members may find mentors within the Society.

FRIENDS/ALLIES: Lady Amaran's Society for the Advancement of the Art of Swordplay.

FOES/ENEMIES: Shadow Hearts, Dark Order of Mangrus.

SAYINGS: Let the games begin. — The art of the joust is a true test of skill. — May the best joustier triumph. — Dilsta Joustiers are supreme in the land.

Lady Amaran's Society for the Advancement of the Art of Swordplay

NAME OF MEMBERS: Amaraners.

LOCATION: Near Shadlet (D7.03.A7)

HISTORY: There is nothing that Lady Lizette Amaran loves more than to see a skillful sword fight. She is fond of saying that there is no art as graceful as the art of battle. The noblewoman's love of watching a flashy bit of swordplay goes back to her youth at her family's estate outside of Shadlet, where she first met Lord Karstair Amaran. A warrior hero renowned for his amazing feats performed with his sword, the two were betrothed just two months after first meeting. Lord Amaran would entertain his young bride when he was home from battle and it delighted him to see the gleam of joy in her eyes when he performed.

On her 19th birthday, Lord Amaran decided to surprise his wife by inviting a group of his regiment's best swordsmen and women to perform. He had created a magnificent arena for staging duels on the waterfront of Grey Eagle Bay. The arena was complete with several areas of differing terrain and other features to make the battles more interesting, including the deck of an old but still impressive caravel. This was the beginning of the Society whose purpose was to preserve the art of swordplay.

Lord Amaran named it for his beloved, and soon master swordsmen would come from miles around to take part in tournaments, training and exhibitions. The society has stayed true to its original purpose in spite of Lord Amaran's death at the hands of pirates years ago, and the now advanced age of Lady Amaran. All who take membership in the society have the utmost respect for the elderly gentlewoman and her passion for artistic swordsmanship.

PURPOSE: To promote, preserve and develop the art of swordplay.

MASTER OF THE ORGANIZATION: Lady Amaran is quite advanced in years, but no one is sure of her exact age. She has longed outlived Lord Amaran. Her body is frail and she can no longer walk on her own. Several of her admirers have taken it upon themselves to carry her wherever she may need to go. She ventures from her estate very rarely. Most of her errands are performed by servants or her youngest granddaughter, Martaney. Lady Amaran never misses a tournament or exhibition, however.

Although Lady Amaran is the master of the society, her role is now almost purely ceremonial. Martaney Amaran, the Lady's granddaughter is the true master of the society. Martaney would never let her grandmother know it, though, and she still consults Lady Amaran about all decisions. Her devotion to her grandmother is truly admirable.

Martaney is an excellent swordswoman herself, and often participates in exhibitions and tournaments. She is rarely seen without a sword in her hand. In fact, the young Lady Amaran has served with several elite military units, but left the life of battle when her mother (the wife of the elder Lady Amaran's youngest son) fell ill and died, leaving the elderly Lady Amaran without anyone to care for her. Martaney returned to the estate and has never left her grandmother's side since.

Martaney is a beautiful woman courted by many eligible young lords and warriors, though she refuses to take a husband unless he first

proves himself "worthy". She is quite tall and graceful, with long strawberry blonde hair and her grandmother's steely blue eyes. She has a small scar on her chin, which, much to her chagrin, she did not receive in battle. She was hit by a flying tankard of ale in a pigsty of an inn when a group of drunken halflings got too friendly with a very large barmaid.

ALIGNMENT: Any.

SYMBOL: A sword with a rose balanced on its tip.

DAYS OF IMPORT: Lady Amaran's birthday, the 22nd of Jevarkiev, is the only specific date with special meaning for the Amaraners. On that day, anyone who is a member of the society drops everything to attend. Every one of the members gathers to salute the lady with song, gifts and of course, her favorite thing of all, plenty of dashing swordplay.

UNIFORM/SOCIETY MARKINGS: There is no official uniform, but most members try to dress as colorfully as possible when participating in tournaments or exhibitions. The Society crest is worn as a gold medallion embossed with the sword and rose motif that was designed by Lord Amaran in tribute to his daughter.

SPECIAL GESTURES/MOVEMENTS: Every participant salutes Lady Amaran with a deep bow and a flourish of his sword. Each participant also bows to one another before engaging in any type of event in the arena.

ADVANCEMENT: There is no real advancement within this organization, simply because such considerations are unimportant to the membership. They live simply for the joy of competition and art.

MEMBERS: Anyone who has a passionate love and interest in preserving the artful style of swordplay may join, provided they can pay the monthly dues of 25 gp each. The dues are used for the upkeep of the arena and to defray healing expenses should the need arise.

Most Amaraners love making a show of their prowess with a sword. They fight with flair and acrobatic grace. Most have quite flamboyant personalities and dress in showy styles of clothing. They despise all brutish styles of fighting, and care more for the flair of the battle than for the outcome. An adept stylist who loses a match receives more accolades than a boring victor.

Many seasoned fighters hold this group in contempt, despising their "fluffy" style of life, believing that real fighters do not live or behave in the style of an Amaraner. Many such men and women have found themselves holding their severed noses in their hands, however, upon challenging these fighters to combat. Just because they enjoy the art and grace of a sword fight doesn't mean they can't take care of business when threatened. As a group, their skill at arms is nearly unmatched on Aldrazar.

When fighting in tournament or exhibition, Amaraners are the souls of temperance and good sportsmanship. Tempers do not flare, nor do cross words split the air in the heat of battle. An Amaraner is always calm, cool and collected, remembering that his opponents are not his enemies, but merely his adversaries. Many who find themselves crossing blades against one another in the arena drink together afterward. Many members of the society are old and dear friends.

Anyone disrespecting another participant, the Lady Amaran or her granddaughter, does not understand the nature of the society and is asked to leave. Those who do not leave willingly are escorted out by a squad of 10 guards and as many Amaraners present as feel they must deal with the slight (which is generally most of them).

STPs: Sword specialization or mastery, acrobatic skill suite or tumbling, jumping, tightrope walking, juggling, customs and etiquette, maintain self discipline, graceful entrance/exit, rules of fair play.

WEAPONS FAVORED: Any kind of sword.

ARMOR FAVORED: None.

ABILITY RESTRICTIONS: Dexterity 13, Charisma 14, Comeliness 12.

POWERS: Amaraners who have participated in at least 10 tournaments or exhibitions, and who have won the majority of those, are eligible to receive a power symbol, which effectively increases their Dexterity by one full point. This symbol is in the form of a silver rose brooch. To gain the symbol, a member must meet the eligibility requirements, then compete in a two-day battle against another eligible opponent. The one who wins the battle gets the symbol. (The symbol has an EP value of 500 and a GP value of 2,500.)

Also, those who have participated in at least 20 displays of swordsmanship in the arena are eligible to receive another power symbol, which effectively raises their Charisma by one full point. This symbol is a gold rose brooch and is won in the same manner as the silver, except the battle lasts three days instead of two, and the winner must defeat two opponents. (The symbol has an EP value of 300 and a GP value of 1,200.)

FRIENDS/ALLIES: Dilsta Flats Jousting Society.

FOES/ENEMIES: None, but the Brothers in Arms do not regard them very highly.

SAYINGS: There is no symphony that can compare to the beautiful sound of steel upon steel. — 'Tis an art I practice, and I shall show the world what a true swordsman can do. — I bow to you worthy opponent. — En garde!

Holy Order of Luvia

NAME OF MEMBERS: Knights of Luvia.

LOCATION: Abos (D7.06.J7)

HISTORY: The Holy Order of Luvia is an elite society of paladins who serve the gawd of justice. It has been in existence for as long as Luvia has been worshipped on Aldrazar, and as long as there has been injustice.

For the most part, the history of the Knights of Luvia consists of tale after tale of brave, heroic deeds performed to defeat the powers of injustice. However, there is one episode of the order's history that is not so heroic.

It was in the year 6,666 FD, the Year of Long Shadows. A group of dark knights infiltrated the ranks, posing as Knights of Luvia. Once accepted into the order, they wreaked untold havoc for an entire year without being detected. They used their influence to sway and corrupt some of the weaker members. In actuality, the infiltrators' deeds were only brought to light when they made their final bold move.

After they had sufficiently corrupted some 13 former Knights into their wicked work, they attacked, killing the master of the society, Sir Gallad Last and several other members as they slept. Most of the remaining knights scattered. The order was thrown into disarray until a valiant young knight with a pure heart took control, gathered up the flock of true Knights and rallied to fight off the dark knights and their corrupted minions.

That young knight, known today only as Lantar, became a hero, blessed by Luvia himself.

Now, those who wish to join the order must undergo a very strict screening process.

PURPOSE: To serve Luvia.

MASTER OF THE ORGANIZATION: Holy Knight Lyran Daws is said to be a direct descendent of Sir Lantar, the Hero of the Dark Time. Of course, he is the one who says it, but few question the fact because it is evident that he has been blessed by Luvia much as was Lantar. His skill in battle is nothing short of jaw-dropping. His appearance and demeanor have been called gawdlike.

Some 6 feet 7 inches tall, Sir Daws is broad shouldered and handsome. His jaw is strong, his nose straight and his teeth white and glistering. His shoulder length mane of golden hair and sparkling amber eyes have made many a young lady swoon, but he has little thought of romance. His purpose is sure and he is 100 percent dedicated to the cause of his gawd.

Sir Daws has fought the forces of darkness since he was a young lad at his father's side. He was forced to fight at a young age when a foul band of evil knights attacked his home late one night. He and his father managed to hold them off until help arrived, but it was too late. Some of the evil knights had managed to slip through and set fire to his home. Lyran never forgot the horrid laughter of the black-hearted goons he had fought as they watched the house blaze and heard the screams of the dying.

Lyran swore revenge, and has been seeking it these many years. Of course, as a follower of Luvia, he makes sure he does so in a just manner, attacking only those whose guilt is certain. But when he does attack he is fierce and relentless.

As the master of the order, his duties are not only to fight, but to ensure that his fellow Knights of Luvia are performing up to proper standards, and that no evil slips into the ranks. Strict and thorough in his discipline of the Order, he remains fair and is never cruel. None doubt his integrity.

ALIGNMENT: Lawful good.

SYMBOL: A set of balanced scales.

DAYS OF IMPORT: All holy days of Luvia are observed with absolute piety.

UNIFORM/SOCIETY MARKINGS: Knights of Luvia must wear a symbol of their gawd at all times (balanced scales). They must also be neat in appearance and wear no less than plate mail armor.

SPECIAL GESTURES/MOVEMENTS: The right fist drawn to the chest is the salute of a Knight of Luvia. It symbolizes purity of heart and moral rectitude.

ADVANCEMENT: There is a strict hierarchy within the order. Promotion within the order is tied solely to performance and attitude. Any Knight of Luvia who is faithful and performs his duties faithfully for one year is eligible for promotion. Before being promoted, however, he must undergo an alignment audit, as well as intense personal and spiritual scrutiny. Honor is also very important, and no one who is dishonorable can be promoted, or even remain a member. A dishonorable member has up to one month to correct the situation.

MEMBERS: To become a member of the Knights of Luvia, one must be a paladin, holy knight or fighter who worships Luvia. One must also undergo a strict screening process. Sir Daws himself screens candidates for membership, along with a panel of high-level knights of the order. Any hint of impropriety or wavering alignment automatically disqualifies a candidate. Also, no dishonorable person may join the order.

Finally, before a candidate is welcomed into full-fledged membership, he must successfully perform a designated quest. These quests can be anything from rescuing a kidnapped nobleman or woman to finding a lost item or artifact holy to Luvia. All members of the order perform at least one quest per year.

They will answer calls of distress if it is clear that justice, and therefore Luvia, will be served in so doing. They ask no payment in return for their services, however, they may suggest that an offering to a temple of their gawd be made.

Members may be willing to cooperate with worshippers of other good gawds if they feel the cause would promote justice. However, they will do only so much as they feel would benefit Luvia. Any actions that they perceive to be not in keeping with the dictates of justice, or could potentially be construed as dishonorable or against their alignment, they will absolutely refuse to do.

There have been instances when a Knight of Luvia has been forced, at one time or another, against his will, to participate in evil or unjust acts. In some cases, the Knight has chosen to commit suicide in remorse and horror at the situation. Other times, they have been allowed to perform intense acts of penance in order to redeem themselves.

Every member of the order takes his vows to Luvia very seriously. These vows include always honoring their gawd in word and deed, never failing to observe a holy day, never performing a dishonorable or evil act and never failing to help someone in need of just assistance.

STPs: Appropriate weapons' proficiencies, divine lore, religion, read/write, maintain self discipline, land-based riding, resist persuasion.

WEAPONS FAVORED: Any.

ARMOR FAVORED: Any.

ABILITY RESTRICTIONS: Strength 13, Constitution 10, Wisdom 14, Charisma 17.

POWERS: The following are a list of powers acquired by members of the order, as a blessing from Luvia:

- at 2nd level, the Knight of Luvia can detect the presence of evil intent up to 80 feet away.
- at 4th level, Knight of Luvia, receives a +3 bonus to all saving throws.
- at 6th level the Knight of Luvia can scrutinize other characters and force an alignment audit.
- at 8th level the Knight of Luvia can project an aura of protection with a 20-foot radius, giving all evil enemies in range a -1 to all attack rolls.
- at 10th level the Knight of Luvia can restore 4 hit points per level when laying on hands.

FRIENDS/ALLIES: Swift Arrows, Society for the Elimination of Lycanthropy and Undead Monstrosities.

FOES/ENEMIES: Shadow Hearts, Dark Order of Mangrus.

SAYINGS: The just will prevail. — In the name of Luvia, I will protect the innocent. — Darkness shall tremble when it feels the sword of Luvia at its throat.

Aldrazar Exploration Society

NAME OF MEMBERS: Explorers.

LOCATION: Torchgal. (D7.07.H5)

HISTORY: This society was formed by a group of adventurers with entrepreneurial spirit. The group, a fighter named Jeanus Olang, a knight errant named Anigal Hampton, a magic-user named Lynaria Wenzgal, a cleric named Parnazlyn Gengras and a bard named Jarus McGee, first put up signs around their home base of Torchgal, advertising their services in mapping out unknown areas of Aldrazar and providing additional personnel for adventuring parties or escorts for otherwise unskilled individuals who want to experience the thrill of exploration for themselves.

Since its inception, the society has grown immensely. Now, there are teams of Explorers available who are skilled in specific areas. There are seagoing explorer teams, mountain guide teams, teams specialized in every type of terrain and climate, and even dungeon teams.

The founding group of adventurers have long since lost their lives in the various adventuring mishaps that inevitably befall career adventurers, but there are plenty of others who have climbed on the bandwagon and are making a lucrative career out of exploration and adventure.

PURPOSE: To gain wealth by providing services in the areas of exploration, mapping and adventuring.

MASTER OF THE ORGANIZATION: In keeping with the spirit of the founding group of Explorers, the society is run by a core group of adventurers. The fighter of the group, and current Head Master is a wily scoundrel known as Puck Greely. Also on the leadership team is a monk named Lonigal, a half-elven battle mage named Eritania Lankstrom, a dwarven cleric named Pockner, and a gnomeling illusionist/thief called Rentilliana.

Puck is a reckless fighter who cares little for appearances. He rarely bathes and his clothing has a decidedly ragged look. His armor, such as it is, is a usable but ratty suit of chain mail with bits of splint and plate mail hanging here and there (treat as standard chain mail). His dark brown hair is rarely combed and bangs hang down over his left eye. If the fellow would clean up, he might be presentable, but no one has any hope of this happening. He cares only for adventure and gold.

Lonigal is a petite woman with cropped red hair and mischievous brown eyes. Her body is compact, but she is surprisingly strong, agile and energetic. Some might say she's even perky. Puck finds her quite irritating, but underneath his sour personality, many observers suspect he is enamored with her, largely because they are such opposites.

The battle mage is a half-elf who is rather reclusive, keeping to herself and rarely speaking. When she's not adventuring, she is shut in her room poring over magic books and researching spells or practicing in isolated battle chambers. Rumor has it that she has created some rather unique spells. Her clothing is plain and always black. Her blonde hair is usually covered by a black hood. When asked a question, she usually mumbles as short an answer as possible.

Pockner is a strange dwarf with a unique personality. His disposition is much more cheerful than that of most of his race. Rumor has it that he was kicked out of his clan because his behavior was considered unseemly. He is plump and round with a fluffy white beard and hair. He is a cleric of Odin, and has a favorite battle axe that never leaves his side. They say (quietly) he even sleeps with it.

Rentilliana is the smallest member of the leadership team, but she is considered by Puck to be the biggest pain. She loves playing prac-

tical jokes on him, especially, because of his gloomy personality. She loves nothing better than to humiliate him with some illusion or other, and then swipe his personal items. She always returns the items, but only after the fighter has spent a sufficient amount of time searching, and ranting about it.

Somehow, in spite of the wide range of personalities, the group manages to keep fairly good control of the Explorer Society, assigning teams to various tasks and ensuring that everyone gets paid what they deserve. They also provide training for the explorers to help them become more proficient at their jobs.

ALIGNMENT: Any but chaotic evil or chaotic neutral.

SYMBOL: A lit torch on a black background.

DAYS OF IMPORT: The successes of great expeditions are sometimes celebrated by those connected to the Explorers with feasts and festivals. These tend to last until those involved lose interest or die off. Likewise, spectacular failures are sometimes noted by somber memorials, but these also only last as long as the participants maintain interest. The Explorers as a whole have no specific, permanent days of import.

UNIFORM/SOCIETY MARKINGS: An Explorer wears a brooch or medal depicting the society's symbol.

SPECIAL GESTURES/MOVEMENTS: When Explorers greet one another, they hold one hand up to an eye in a circular shape such that they are looking through the hole created by their thumb and fingers around their palm.

ADVANCEMENT: Explorers gain notoriety and position by leading expeditions and returning wealth. An Explorer must provide at least 100 gp per experience level to the society to be considered for a higher position. There are relatively few positions, however, and they are given out by appointment rather than a rigidly organized system.

MEMBERS: Members dedicate themselves to the professional (and well-compensated) practice of their craft. They often serve as guides or even as first reconnaissance into unexplored areas. They take great pride in their reputation and it seems that they are never at a loss for paying customers.

There have been times when they have been cheated out of their pay, but these instances are few and far between. That's because anyone who filches on payment usually receives a visit from a few of the larger, nastier members of the society for a proper "attitude adjustment," or they meet with some rather interesting accidents courtesy of some of the magic-users and illusionists of the group.

All in all, Explorers tend to be a well-mannered, good-natured bunch who do their best to deliver quality service to their customers.

STPs: (Coin pile numerical approximation as bonus), map sense, mapless travel. Members can learn any cartography or survival skill, weather sense, or first aid skill for half price!

WEAPONS FAVORED: Any.

ARMOR FAVORED: Any non or fairly bulky.

ABILITY RESTRICTIONS: Dexterity 9, Intelligence 9, Wisdom 9.

POWERS: Upon the successful completion of at least ten missions, the members get their choice of one of the following new skills: weapon proficiency of choice (provided they have a slot for it,) Mapless Travel, Attitude Adjustment, Glersee, Weather Sense, Armor Maintenance or Weapon Maintenance.

Upon the successful completion of at least twenty missions, the members get their choice of one of the following magic items to help them further the cause of the organization, depending on their class:

Ring of Invisibility, Cloak of Displacement, Wand of Illumination or Bag of Hefty Storage Capacity.

Also, at every 3rd level, the member will gain detailed knowledge of at least one monster of the GM's choice. The GM will provide this information.

FRIENDS/ALLIES: Center for Monster Studies

FOES/ENEMIES: None.

SAYINGS: Let's be careful out there. — That'll be 50 gp per day, plus expenses. — Sir, believe me, you do not want to go that way. — Not another Groin Leech! Dungeon, Forest, Mountain or Sea, Explorers will take you there for a fee! — If you want something done right, hire an Explorer to do it.

Society for the Elimination of Lycanthropy and Undead Monstrosities (or SELUM)

NAME OF MEMBERS: SELUMs.

LOCATION: Talert, at the foot of the Galon Hills. (D7.04.G1)

HISTORY: Some 150 years ago there was a small village known as Pornicoy that was nestled in the woods some 30 miles west of Talert when an Ancient Regal Vampire known as Helladdon and a horde of lesser vampires and zombies descended upon it with a horrific hunger. Those inhabitants who weren't killed and eaten were turned into vampires or zombies themselves. There were a few villagers who escaped these fates, namely a handful of frightened children who hid themselves in a wine cellar, a pair of young lovers who had sought privacy in a nearby forest glade, and a group of merchants who had been away on business.

When the carnage was over, and the evil horde had departed, the survivors got together and purged the village by burning it to the ground. They migrated to nearby Talert with their tales of horror.

A pair of paladins who were passing through on their way to a holy site heard the tale and were convinced it was their duty to help ensure nothing like that ever happened again. They recruited a pair of clerics and formed the Society for the Elimination of Lycanthropy and Undead Monstrosities.

More members were recruited and when the society had gained sufficient numbers, they rode out and scoured the woods and Galon Hills for signs of undead, specifically, those who had attacked Pornicoy.

Perhaps it was divine intervention, or maybe it was sheer luck, but the group located the lair of the horde in a cavern in the hills, and attacked with great force. The battle was horrific and many of the society lost their lives in the conflict, but in the end, the members of SELUM were victorious.

They rode home battered and bloody, but with the glow of victory on their faces. The tale of their success was soon heard in inns and temples from Fallen Oaks in the northwest to Pretfer in the southeast. Soon people were coming from all across Aldrazar to join the fight.

PURPOSE: To destroy lycanthropes and the undead and prevent the spread of these unnatural conditions.

MASTER OF THE ORGANIZATION: Arch Angelic Knight Michael De Shalaray is a paladin who was elected by the members to be SELUM's current master. He has spent all of his adult life battling the forces of darkness, most especially vampires. He is an attractive, if somewhat short, man with a dark mane of hair, an iron jaw and piercing blue eyes. In spite of his handsome features, there is a haunted look in Michael's eyes that never goes away.

He leads the society with a determination that borders on obsession — a trait many of SELUM's members share.

Michael is known as one of the top experts at rooting out vampires from their lairs and destroying them. His closest advisor, Lorista of Baynet, is a cleric who has fought by his side for eight years. He credits her with helping him to keep his sanity in tact, sitting by his side, night after night as he suffers from chronic nightmares.

Some say his determination, and his wounded psyche, stem from a traumatic encounter with a vampire as a child, but he will never talk about it, and none dare ask.

ALIGNMENT: Lawful good.

SYMBOL: The sun.

DAYS OF IMPORT: Important victories are commemorated, but the driving purpose of the society keeps its members from spending too much time thinking of anything else, even days of remembrance.

UNIFORM/SOCIETY MARKINGS: There is no official uniform, but all members of SELUM wear a representation of the sun on their clothing, armor or shields.

SPECIAL GESTURES/MOVEMENTS: None, but members will often greet one another with one sacred word, "Life."

ADVANCEMENT: SELUM is a democratic society, with members voting on all promotions once a quarter (every three months.) Those eligible for consideration are members who have been successful in destroying at least three lycanthropes or undead monstrosities during the quarter.

MEMBERS: Anyone interested in the destruction of lycanthropes and the undead may apply for membership. Those who wish to join must swear an oath promising to faithfully further the aims of the organization. There are auxiliaries of the organization in various locations throughout the known world who don't participate in combat against these evil forces, unless absolutely necessary. Their main function is to act as eyes and ears, reporting any unnatural activity they may see so that the society may deal with the threat. Anyone may join the auxiliaries at any time.

Those who become full-fledged members of SELUM must be of courageous heart. Each prospective member must go on one supervised mission against an enemy target. Their conduct and demeanor are observed during the fray to determine if they have what it takes to go up against such terrifying enemies. Those who are deemed steady enough to withstand the rigors of battle against the undead and were-creatures are welcomed into the society with open arms.

For the most part, the society is made up of paladins and clerics who have special abilities in dealing with the undead and evil, but those of other classes are not refused entry if they really want to join.

All members are required to pay monthly dues of 25 gp, which are used to pay for various necessities (discussed below).

STPs: Appropriate weapon proficiencies, undead languages, dig hasty grave, dig proper grave, tracking.

WEAPONS FAVORED: Wooden weapons, silver weapons, swords, wooden stakes, holy water.

ARMOR FAVORED: Any.

ABILITY RESTRICTIONS: None, but cannot have wuss-at-heart flaw.

POWERS: Dues collected are used to pay for the healing and Resurrection of members who need them due to combat with the enemy. Dues also help provide for armor and weapon repair and supplying holy water or other tools used in combat.

The society does provide training, but those who wish to train to advance in levels must pay, because the dues are not enough to cover these expenses. However, members get 25% off their training fees as long as they are obtaining skills and abilities useful in the fight. For instance, SELUM may help defray the cost of a character wanting to learn Glean Information, as it may help find enemy strongholds, but it might not cover learning a skill such as Cooking, which has no obvious benefit for the organization. For skills such as these, the character would need to pay full price.

Also, all members of the society, upon reaching 6th level can detect the presence of evil intent for up to 120 feet away, regardless of their class.

Those who are not clerics and reach 5th level can repel undead as if they were a cleric of two levels lower using a turn undead ability. This power to repel undead does not route or destroy undead creatures but it does keep them from coming within ten feet of the repeller for the same duration as turning. Clerics of SELUM have a chance to turn undead who have greater Hit Dice than is normally allowed by their level. In Table 12K in the PHB, they may attempt to turn undead that are one Hit Die beyond the highest HD of undead they could normally turn. They need a 20 to turn these creatures. Furthermore, in a group of fellow SELUM clerics, up to three clerics may combine their levels and turn the undead as one higher level cleric.

FRIENDS/ALLIES: Holy Order of Luvia, Swift Arrows.

FOES/ENEMIES: Shadow Hearts, Dark Order of Mangrus.

SAYINGS: The only good undead is a dead undead (said as an inside joke.) Evil lurks in the darkened places where no sun shines. When the moon is full, we will find the enemy. We must not let evil win. We will not hide from the vile forces of darkness, nay, we will strike! We will strike!

Master Sing Hu'Chek's Academy of Advanced Warfare and Unarmed Combat

NAME OF MEMBERS: Sing's Warriors.

LOCATION: Chance Landing. (D7.02.I6)

HISTORY: Master Sing Hu'Chek is recognized by just about every grunt who's ever picked up a sword as the undisputed finest teacher of combat tactics anywhere. He founded the academy after participating in many famous battles with a reputation as an elf without equal in courage and martial brilliance. Countless young warriors flocked to his camp begging to be taught how to fight like him.

When the master saw the great need, and realized how many good warriors would lose their lives if they continued to follow the inferior teaching they had received, he finally agreed to set up a training academy. Since its inception, the academy has trained countless warriors. It is said that there is not one HackMaster of Everknight who has not at one time been taught by Master Sing Hu'Chek. Some say the Master was himself a HackMaster at one time, but he denies this.

PURPOSE: To train warriors in the proper techniques.

MASTER OF THE ORGANIZATION: Master Sing Hu'Chek has always been this society's master. His academy is his pride and joy. He has written volumes of texts on proper battle technique and the art of combat.

He is a hero of many bloody campaigns, most in elven armies fighting the Grel. While the master dislikes the grel very much, he

respects their battle-hardened warriors. He is an expert on the ways of the grel warrior.

He is now quite advanced in years. His thin, but muscular body is now bent over when he walks. His gait is somewhat slower than in the past, and his sword swing is a bit shaky now, but his keen mind is sharper than ever. He is known as an extremely patient teacher, which earns him the love of all of his students. Even the grel who have fought against him have much respect for their old enemy.

The Master cares little for personal wealth, wearing only very simple garments. His hair is snow white and wispy. His eyes are piercing and blue. His smile is thin and gracious. He is clearly a man at peace, in spite of his expertise at war.

His voice is soft and barely audible. One has to listen very carefully to hear what he has to say.

ALIGNMENT: Any non-evil.

SYMBOL: A scroll pierced by a sword.

DAYS OF IMPORT: Master Sing Hu'Chek's birthday is celebrated by the academy every year on the 17th of Yurn'sa. He is given a great many gifts by his adoring students and former students. He accepts them graciously, and then donates most of them to a nearby orphanage.

UNIFORM/SOCIETY MARKINGS: Soldiers being trained at the academy usually wear very simple clothing in honor of their master, but this is not required. All students receive a silver medallion with the academy's symbol on it.

SPECIAL GESTURES/MOVEMENTS: When facing an opponent in unarmed combat it is customary to present one's hands with palms out in front of the chest to show there is no weapon in your hands. To show readiness for battle, the palms are then crossed and returned to the side. This motion is simulated as closely as possible when the combatants are armed.

ADVANCEMENT: Members of the Academy are usually only temporary, except for the staff of the academy. They are rewarded with bonus payments for exceptional performance.

MEMBERS: Warriors who attend this academy are considered associate members only. Instructors are the only permanent, full-fledged members of the academy. They must be highly trained and have at least one weapon specialization. They must have combat skills with high enough mastery to successfully teach them.

Every instructor is highly dedicated to the Master and his teachings. Once in awhile, the academy is threatened by hostile enemies and must be defended. The high skill level of the members, and the students who often defend their training ground, has always been enough to defeat any threat.

Most instructors receive a monthly stipend of 700 gp plus free room and board. Master instructors receive 1,000 gp per month, plus room and board. Master Sing Hu'Chek takes no pay, as he refuses to concern himself with mere material possessions. His needs are always met by the members, however.

STPs: Appropriate weapon proficiencies, specialization in one weapon, at least three combat procedures, all battle-related skills.

WEAPONS FAVORED: Any.

ARMOR FAVORED: Any.

ABILITY RESTRICTIONS: Strength 10, Wisdom 14.

POWERS: Those trained by Master Sing Hu'Chek must pay 10% more than normal. These fees go to the school itself to pay expenses. The staff collects and monitors the fees, the Master does not deal with

such petty distractions. They also automatically receive 12 mastery points for distribution to combat-related skills. They also receive 1d4 new skills, but these must be combat related.

FRIENDS/ALLIES: Dilsta Jousters, Brothers in Arms, Iron Axes, Swift Arrows, Amaraners.

FOES/ENEMIES: Shadow Hearts, Dark Order of Mangrus.

SAYINGS: A warrior's strength is in his knowledge, not his weapon.
— Being the best means being the best trained. — Be all the warrior that you can be.

Dark Order of Mangrus

NAME OF MEMBERS: Plague Lords.

LOCATION: Festerville (D7.01.H3)

HISTORY: Few outside of the ranks of this society care about the history of this vile group of dark knights. However, those who are members of this unholy society believe that the society was started by the gawd Mangrus himself.

The dark knights recruited by the gawd of disease banded together in a bickering mob in order to infect all disgusting do-gooders with horrible rotting diseases.

The group's human founder, Lyricus Prattleweave, claims to have been visited by Mangrus on a cold night in the Krellyar Forest as he was drifting off to sleep next to a roaring campfire. Krellyar claims that Mangrus ordered him to gather together a society of dark knights to bring honor and glory to the patron of all plagues. Some say that every plague to have ever devastated the world was started by a Plague Lord.

PURPOSE: To spread disease and honor Mangrus.

MASTER OF THE ORGANIZATION: Lady Terminus Supreme Efeledra Gallifron is a beautiful woman whose status as dark knight and master is known by only the members and a few of her unfortunate victims.

By her appearance, Efeledra would seem to be the most innocent of all women. Her face is childlike, her eyes large and blue. Her golden hair frames her face in ringlets and she never wears black. She dresses in shimmering gowns and rarely wears armor.

She teaches her minions to appear as harmless as doves so that they may gain an advantage over what she calls "the stony-brained sheep" who inhabit the world. She expects all Plague Lords to abide by this concept and enforces her will upon the members with astonishing cruelty.

Her greatest claim to fame is that she once seduced the great knight Sir Hackland Wallings, who had been appointed to a very high level position as a HackMaster of Everknight. Once she had him completely enamored, she gave him a wasting disease, the name of which few can pronounce. The great knight withered away to nothing and spread the disease amongst the HackMasters, nearly destroying the organization.

ALIGNMENT: Chaotic evil.

SYMBOL: A rotting face.

DAYS OF IMPORT: The 28th day of Monz'tera is commemorated as the day that Mangrus spoke and ordered the creation of his dark order. On this day, Plague Lords have dark, disgusting ceremonies involving ritual sacrifice and infestation and a little drinking.

UNIFORM/SOCIETY MARKINGS: Plague Lords are required to blend in with the general population, and therefore wear no distinguishing

clothing. Only when the society is under attack do they don their armor.

SPECIAL GESTURES/MOVEMENTS: "Up yours," is a traditional greeting among Plague Lords, with an appropriate hand gesture included, depending on the situation. For the most part, however, they avoid using any official gestures in order to conceal their true aims.

ADVANCEMENT: Only a small number of titles are available, but there is little organization to them. There is no official distinction between titles, except that those without titles should listen to their betters. Only the Master of the Society can award a title, but those seeking it scheme to gain his or her favor. Plague Lords are always on the lookout for those trying to undo them, especially their comrades (they know the type). (When a new Master is chosen, each Plague Lord has one vote but a titled Plague Lord gets two, and some may be granted more.)

A member can progress in respect and influence through evil deeds, but be unable to achieve a specific title because another seeks to hold him down. The fact that only death or ouster frees up a title encourages Plague Lords to plot against each other. If a Plague Lord dies, or is booted from the society for some indiscretion (which consequently leads to death in 9 out of 10 cases), a title can be awarded to someone else. Needless to say, the society is filled with a great deal of backstabbing and deceit, but according to the society's charter, which is said to have been handed down from Mangrus himself, this structure ensures that only the most cunning, deadly individuals are members of this order.

To be considered for a title, a member must perform many worthy tasks. Any member who completes at least five worthy tasks is presented with a black stone known as a "pox stone." Anyone who earns five pox stones is eligible to be promoted to receive a title, provided a slot is open. The following is a list of tasks that can help earn pox stones:

- Polluting a village, town or city water supply.
- Infecting an official of any town or city with a disease.
- Infecting or causing harm to come to any cleric of a good deity.
- Dishonoring a cleric of a good deity.
- Infecting or harming a paladin or good-aligned character with high fame.
- Destroying or desecrating holy sites and temples of good deities.
- Infecting a large group of individuals.
- Poisoning animal feed.
- Poisoning the food supply of a town, village or city.

MEMBERS: The society is so secretive that no one may apply for membership. The society secretly recruits dark knights and others with similar views who they have observed doing remarkably cruel or deceitful things.

All dark knight have heard rumors about this organization and may attempt to draw a recruiter to them by becoming known for outrageously barbaric or destructive actions. These acts can be assumed if the character has a fame factor of at least 100.

Player characters who perform at least three extremely outrageous, cruel or deceitful acts in the presence of a recruiter will be recruited.

STPs: Ulterior motive, secret persona, basic anatomy, vital anatomy, religion (general) and religion (Mangrus).

WEAPONS FAVORED: Any poisoned.

ARMOR FAVORED: Any for combat purposes, but in general prefer no armor.

ABILITY RESTRICTIONS: Consistent with those needed to be a Dark Knight.

POWERS: Plague Lords have one mission above all others – to glorify Mangrus by using disease to destroy. This is accomplished by granting Plague Lords specific powers upon proving themselves worthy. Plague Lords prove their worth by getting promoted. Ranks within this organization go from Plague Lord 1 all the way to the Master of the Society's rank of Plague Lord 30. For every three ranks gained, a Plague Lord gains a new ability. The following is a list of abilities in order. Note: all damage done is contingent upon a successful hit on a victim with a weapon of choice. Once the victim is hit, additional damage occurs automatically from disease. The Plague Lord does not have to strike again. Subsequent hits on the same victim have no effect on disease.

- PL3 – ability to cause 1d4-2 points of damage per round.
- PL6 – ability to cause 1d4-1 points of damage per round.
- PL9 – ability to cause 1d4 points of damage per round.
- PL12 – ability to cause 1d4+1 points of damage per round.
- PL15 – ability to cause 1d6 points of damage per round.
- PL18 – ability to cause 1d6+1 points of damage per round.
- PL21 – ability to cause 1d8 points of damage per round.
- PL24 – ability to cause 2d4 points of damage per round.
- PL27 – ability to cause 2d6 points of damage per round.
- PL30 – ability to cause 2d8 points of damage per round.

FRIENDS/ALLIES: Shadow Hearts.

FOES/ENEMIES: Holy Order of Luvia, SELUM, Dilsta Jousters, Swift Arrows.

SAYINGS: May you rot! Plague Lord? I don't know what you're talking about. I'm going to make rank if it kills you. Here's to the Blue Death!

THE GLADIATORIAL ARENAS

The great gladiatorial arenas take on similar shapes across Garweeze Wurd. They are built as amphitheaters, circular buildings ringed with many levels of seats and galleries. They can hold thousands of spectators; the great Grod Mondre of Fangaerie can hold up to 40,000 people.

Beneath Grod Mondre is a massive dungeon complex where gladiators, animals and condemned criminals are held before and between shows. Mechanisms for raising the warriors and animals (and retrieving bodies) lay hidden in various places on the floor. These platforms can make beasts and gladiators appear as if from out of nowhere, and they also allow handlers to release such dangerous creatures with reduced risks to themselves.

The closer to the floor the seats, the more important those who use them. The poor and rabble take the highest, farthest seats and often cannot even see the blood spilling. As one moves to lower levels, one finds minor craftsmen, merchants, artisans and finally government officials and special guests. High nobility (royalty and imperial officials) have their own special pavilions built right on the floor itself, though still raised 15-20 feet above ground level.

While some citizens decry the violence and bloodlust, the games have remained popular since they began. Over the years, the typical

show has developed so that it takes several stages. The full program can take many days and is usually reserved for special celebrations, but the Arena often presents shorter programs. First on the schedule are the Beast Battles: starving great cats or bulls are pitted against each other or condemned criminals, who would be unarmed or lightly armed. (It's never a good idea to give a condemned man too useful a weapon. Even so, when one tries to take on the guards instead of the beast, the crowd tends to find his demise at the hands of archers, crossbowmen and official spell casters nearly as entertaining as the planned fight.)

Grod Mondre in particular is known for finding especially dangerous and/or exotic creatures (sometimes provided by adventurers). There is a constant struggle between various major arenas to present the most impressive show, and unusual monstrous foes are one area for this competition. Sometimes the most impressive (dragons or Bulettes) are kept for fighting well-known gladiators or others of their kind later in the show. Obviously, the wings of flying creatures are clipped to prevent escape. Beasts with magical flight powers may have to be given special devices by the Arena's cadre of official spell casters.

Following animal events is the lighter fare. These involve unskilled prisoners, midgets, women or criminals given unusual handicaps (such as being covered in slick oil or given a painted wooden sword). These usually precede (or coincide with) the first intermission, to allow spectators to refill on refreshments, prepare and settle bets, and use facilities. Often intermissions include prize drawings for spectators, theatrical skits, athletic demonstrations, dances and animal tricks.

Once a crowd gets tired of these and becomes rowdy, the main program begins. All participating gladiators march into the Arena wearing purple tunics and salute the sponsor (in Grod Mondre this is the King of Fangaerie, or his representative) with the words, "We who are about to die salute you!" The first pair of combatants then leave their purple cloaks at the foot of the sponsor (where servants pick them up) and march to the center of the arena while the others file back to waiting positions (underground) before their own matches.

The first warriors have their equipment ready. Usually each gladiator uses a different set of equipment. Most often in the first match one has no armor and uses a net and a trident while the other wears some armor and wields a shield and sword. After that, matches may include gladiators wielding two swords, sword and spear, driving chariots or on horseback. Current trends drive the exact choices for these matches, as does the death of a particularly skilled rider or charioteer (it takes time to train a proper replacement). Special matches involve blindfolded combatants, or a gladiator who keeps one arm behind his back. Some matches might involve teams of gladiators fighting in a free-for-all, capture the token, re-enacting famous martial victories (complete with corpses) or even mock naval battles. In naval battles, the entire floor of the Arena is flooded to a depth of several feet. Warriors fight on ships and often those who fall drown, to the amusement of the crowd.

In the Arena, a wounded gladiator can surrender by pointing a finger upward. At that point, his opponent should step back and look to the sponsor, the Master of the Game. The sponsor usually looks to the crowd to see if they think the fallen gladiator fought well (with bravery and honor) or if they want to see the loser dispatched. While he need not actually listen to the crowd, in Fangaerie he almost always does. In Garweeze Wurld, thumbs up means the fallen fighter is

spared, thumbs down means death. If the winning gladiator cannot finish the job, Arena attendants or guards see to the matter.

Other arenas have adopted this system, but it is not universal, and in certain matches no surrender is allowed. In rare instances, gladiators fight in a match that even the Master of the Game is not allowed to stop.

To prevent fraud or feigned death, attendants smash the skulls of the fallen with heavy hammers after a fight. Then the corpses are carried off to be disposed of. (Very wealthy or successful gladiators may receive only a symbolic skull-smashing so that they can be Raised later. This is very uncommon.) The winner receives a palm leaf or laurel crown to wear as a sign of victory, though sometimes the reward takes the form of jewelry, coin or a special boon. (Freedom is not normally a boon, and the Master of the Game is free to reject any request and disallow further ones.) The ultimate prize for an enslaved gladiator (the vast majority), and the rarest, is the rudis a special wooden sword. This indicates that the slave has won his freedom. Those few slaves who have won their freedom most often return to the Arena as free men, as they know nothing else.

Free or slave, the gladiators must live at the Arena before a match. Slaves always dwell in the underground barracks, while free gladiators often live there as well. Those who don't move there six months before a match. They are all fed simple, rather bland fare, but plenty of it. When not fighting, the gladiator spends his time training, practicing and perhaps instructing newcomers in the basics.

Gladiators who make trouble can be isolated and even tortured not far from their cells, with their screams serving as deterrents for other malcontents. Well-behaved gladiators can actually earn "leave", something like freedom for a limited amount of time. They cannot leave the city, though, and must report to the Arena once a day.

Not all service takes place in the Arena. Gladiators can be hired out as mercenaries or for special tasks, with the approval of the Master. Private citizens can also hire gladiators to settle disputes (generally, whoever can afford the better, higher-priced fighter gets his way). Ex-gladiators (at least, those retired from the Arena) can easily find jobs as guards, couriers, hunting slaves (especially escaped gladiators), and collecting debts or taxes.

Gladiators are often popular with female fans, particularly rich widows or noblewomen whose husbands' work takes them far from home. This type of "sponsorship" is what most gladiators seek, as they can gain valuable gifts and be relatively certain of mercy should they fall in the Arena (unless their lady finds such an occurrence to be due to weakness). Some women believe that the children of a gladiator will be especially strong, quick or capable in combat, and as such will go to great lengths to try to make that happen. Of course, they are not terribly concerned with the living conditions (or life) of the gladiators. The most dangerous path for any gladiator is to become involved with a married woman whose husband remains in the area or a young, unmarried woman whose father has influence and/or money.

Chapter 4

Rules of the Road

This chapter gives an aspiring young fighter information on how to conduct himself in the often dangerous world of HackMaster. It provides advice, rules clarifications and additions, and important clues to what's really important out there on the road of life.

WEAPONS AND THE LAW

No king, duke, baron, governor, mayor or administrator wants heavily armed individuals wandering into his lands uncontrolled. Most kingdoms outlaw weapons entirely for peasants; only the nobility can legally carry weapons. Oddly enough, many don't particularly restrict the use of armor, though walking around in chain mail is a sure way to draw interest from guards and soldiers.

Obviously, legal details regarding arms can vary widely, from the complete outlawing of weapons (for those who are not government agents) to allowing totally free trade in arms. No significant government allows free trade in weapons, of course, while many have totally outlawed weapons. This doesn't mean you can't have them, but it does mean that adventurers, mercenaries and criminals have to hide their weapons or pay bribes.

Most states fall somewhere in the middle. Weaponsmiths and armorers must pay licensing fees and taxes, black market arms dealers can face terrible penalties, and anyone who carries a weapon needs to be ready to show a license to do so (unless they're nobility). Arms and armor generally cost more in these areas, though dealers often have a good selection.

Weapons permits generally take the form of documents or items that indicate that the carrier can legally carry his weapons. Bearers must be able to present this proof on demand to any official or face severe penalties (often the penalty for being unlicensed is more severe than in lands where it is simply illegal to carry weapons). Typical laws state that the bearer needs a permit for each weapon he carries. Many regions allow dual-use tool-like weapons such as a knife, dagger or quarterstaff (if you convince others that it's a necessary walking staff) without a permit, but the bureaucrats are especially unappreciative when people try to get away with not purchasing plenty of permits. In fact, they'll often throw in a few extra charges because they hate their jobs so much. Adventurers are known for making trouble, and bureaucrats take out all their internalized anger over poor potty training experiences on any adventurer that's handy. Just remember that all these laws exist solely to hassle you, and that sometimes you're better off playing along so you can get back to hacking Flat-footed Ogres.

Fangaerie, for example, requires any armed traveler to have permits by weapon class: bows, crossbows, swords, pole arms and other weapons. While no one can legally carry weapons without permits, officials usually let one single dagger or knife slide (if they're not in a bad mood). These permits last for one month and must be renewed

to remain active (yearly permits can be purchased at a slight discount, if the official believes you have a valid reason). Purchasers receive a special wooden disk with the date of the permit and an imprint of the weapon type. A monthly sword permit costs 1 gp, while a permit for a bow costs 3 sp. People who are found illegally carrying weapons (of any type) generally face a light fine. In the capital city of Fangaerie, guards at the Gate are supposed to check every armed entrant for weapon licenses. City officials within will often confront non-noble bearers of weapons (watch out for disheveled types who look like they need money – scam artists in Fangaerie frequently pretend to be after licensing fees).

Anyone wearing chain mail armor or better in Fangaerie is assumed to be a noble, by all except the government officials. A non-noble does not need an armor permit, but he will be followed, watched and often face the maximum penalty for any crime he does commit.

DUELING FOR FUN & PROFIT

Dueling is an ancient and proud tradition. Since time immemorial, men have stood their ground in the face of insults, attacks and bad moods to take on those who disagree with them. A duel is a matter of Honor, one no true warrior can afford to ignore. As such, over the years warriors of all types have developed a number of traditions and rules to inspire their progeny, and to ensure a certain degree of fairness in such matters.

While details of the dueling tradition vary from location to location, certain elements remain constant. For one thing, not all duels are fought to the death. Otherwise too many potential great duelers would likely die before the full flowering of their careers. The possibility of death for one or both duelers always exists, but a duel to the death requires a mortal insult. Granted, some people are more easily mortally insulted than others. Nonetheless, any proper duel follows certain rules:

One on One

Duels only involve two combatants. Add one or a few more fighters and you've got a skirmish. Add scores more and you've got a battle.

The great majority of the time, observers crowd around the dueling area, but a true duel has two and only two participants.

Direct Conflict

A proper duel requires that two individuals are actually fighting each other in some way. The duel could actually be an archery contest, but the participants must target each other, not an unconcerned bale of hay with concentric circles drawn on it.

No Interference

It's worth repeating: only the combatants involved do the fighting. If any ally or enemy outside those two become involved, the duel is

immediately invalidated. Usually, whichever of the duelers is NOT attacked is allied with the interfering party. On this assumption, he automatically loses the duel and suffers any penalties to Honor, not to mention suffering the agreed upon consequences of losing. The "victor" in such a case can gain no more than half the Honor awards for winning, and often gains none.

Many duels have further details in common. These traditions do not mandate the form a duel takes, but unless a combatant deliberately goes against them, they are assumed to apply.

Challenge

One of the duelers must directly challenge the other to a duel. Two guys meeting in the street and proceeding to pound each other into bruised lumps does not constitute a duel.

The challenge can include some detail of the conditions ("to the death!"), but it need be no more than, "I challenge you to a duel." If it is accepted, the parties involved schedule a specific day, time and location. Popular times include sunrise, high noon and sunset, often of the day following the duel. A Duel of Honor requires an explicit statement, such as, "I challenge your Honor" or "I challenge you to a Duel of Honor." With Honor duels, it is considered appropriate to allow both parties to put their affairs in order. Even if the duel is not to the death, the possibility looms large in any contest of arms.

Seconds

Each dueler chooses a second as his representative and assistant. Since duels are set for the future, however, the main duty of a second is to fill in for the individual he supports (or "stands for") should that individual be unable to fight at the appointed time (for example, if he becomes severely ill, dead or runs off like a terrified Bandy-legged Fighting Cock with it's head cut off).

If he need not take the place of the primary dueler, the second assists his first by helping to carry, prepare and maintain weapons, helping the primary train and prepare, making sure he arrives on time, and so on. Your second should be a close and well-trusted friend. Sloppy work (or treachery) before heading into an Honor Duel is a quick ticket to a hastily dug grave. Your second need not be a great fighter, though, since if you can't fight on your own you're probably dead, so what do you care?

Duels of many types remain legal in most societies and make a popular spectacle for the public. Crowds include bloodthirsty onlookers, vendors, pickpockets and other potential opponents. While open fields just out town (for easy access and proximity to temples) remain among the most popular sites, a growing number of Honor Duels take place in palace courtyards and town squares. Important duels, as between nobles or renowned warriors, that get enough hype are sometimes fought in a gladiatorial arena.

Laws regarding duels relate more to cleaning up the messes often left behind rather than punishing the combatants. That is, unless you

Table 4A: Duels and Honor

Action/Event Combat Related	Good (L/N/C)	Neutral (L/N/C)	Evil (L/N/C)
Allowing a disarmed opponent to pick up his weapon	2/2/2	2/0/-1	2/-1/-1
Answering a challenge	2/1/1	2/1/1	2/1/1
Not answering a challenge (in any way)	-2/-1/-1	-2/0/0	-2/-1/0
Attacking an unarmed or obviously inferior opponent	-3/-2/0	-1/2/0	-1/2/2
Defeated by someone of a lower social class	-2/-1/0	-2/-1/0	-2/-1/0
Defeating someone of a higher social class	4/2/0	4/2/0	4/2/0
Deliberately allowing the enemy to draw first blood*	4/2/0	4/-1/-2	4/-2/-2
Delivering a deathblow to a helpless opponent**	-5/-3/-1	0/0/0	2/2/2
Entering into mortal combat without shield and armor***	5/5/5	5/5/5	5/5/5
Fighting a worthy adversary	2/2/2	2/2/2	2/2/2
Refusing to fight a worthy adversary	-3/-2/-2	-3/-1/-1	-3/-1/-1
Refusing to fight a weaker opponent	-4/-3/-3	-4/-2/-2	-4/-2/-2
Fleeing a duel with an equal opponent	-2/-2/-2	-2/0/-1	-2/0/-1
Fleeing a duel with a superior opponent	-1/-1/0	-1/2/0	-1/2/0
Fleeing a duel with a weaker opponent	-2/-2/-2	-2/-1/-3	-2/-1/-3
Fleeing a duel that's still in question	-4/-3/-2	-3/-2/-1	-2/-1/-1
Heroic death	10/10/10	10/10/10	10/10/10
Honorable death	6/6/6	6/6/6	6/6/6
Surrendering	-5/-5/-10	-5/-2/-10	-5/0/-10

* Unless this is the condition of victory!

** Unless the Honor Duel was to the death, in which case there is no penalty.

*** If otherwise allowed.

kill an important official on his home turf. We advise moving such challenges to neutral ground, as an official's allies and followers likely are willing to take Honor hits for dispatching you, even if you won fairly. Killing someone of a higher station than you remains a crime in most civilized lands, even in a proper duel.

Why Duel?

All duels are, in a way, a matter of Honor, even if no one involved utters the hallowed words "Honor Duel". The GMG lists Honor awards and penalties for various actions, and you'd better believe that many of those relate to fighting. These, at least, apply to virtually any duels you'll have.

Honor Duels, though, have more significant consequences. Aside from delivering an ass-kicking with the full blessing of tradition, spectators and often even the law, you can actually remove Honor directly from your opponent and add it to yourself. Use Table 4A: Duels and Honor to determine the percentage of base Honor you can claim from an opponent. Add the values for each appropriate factor and apply this number as a percentage to the loser's Honor. He loses this much Honor, while the victor (which should be you) gains it. Your GM may begin with a base of 1% or 5%, depending on circumstances (He may not even share the base amount with you. In that case, you'll be left to wonder just where your Honor award/penalty stands at the end of the duel.).

This percentage comes out of base Honor and adds to your base Honor. Penalties apply to the character's temporal Honor.

A number of factors apply to a duel, and certain descriptors have developed as shorthand methods of conveying specific conditions of the duel. Common terms for various conditions of a duel include:

To the Grave: the meaning of this one should be obvious. If not, check your head for giant welts and see if you can find your brain by staring through your ear in a mirror. The winner of such a duel is also obvious, if there is one – the loser dies. These

sorts of duels to the death have no provision for yielding, and if both combatants die there is no winner.

To the Death: Also an obvious meaning, the only provision that needs to be discussed is that for a normal duel to the death is that, one participant can yield. This is rare, though, as mortal duels are rarely fought over trivial matters. Yielding results in the standard Honor loss and indicates complete responsibility for all wrongs, retraction of all insults, and acceptance of all insults directed at him by the victor.

To the Pain: one combatant must beg for the other stop, thereby losing the contest. Unconsciousness and death are considered submission.

To First Blood: whoever stains his opponent's clothes with his enemy's blood first wins. Note that these duels are almost always fought with puncturing or hacking weapons (but then, most duels are anyway).

To Second Blood: As first blood, but victory goes to the second successful blow. Some believe that this reduces the pure luck factor. Third blood is not unknown, but fourth blood is very, very rare. Fifth and higher numbers are right out.

Knockdown: whoever loses his footing loses the duel. This can result from death, unconsciousness, tripping, a critical hit or a failed trauma damage check.

Knockout: the loser is the one who falls unconscious (or dies) first.

Fall (One, Two or Three): Each time a combatant loses his footing (as with a knockdown) is a "fall". The fallen dueler must be down for three seconds (counted by an impartial moderator), for the fall to be official (thus, a knockdown match differs from a one-fall match). The number indicates how many falls it takes to lose the duel. Four or more fall bouts are unknown.

Magic Prohibited: no magic can be used by either combatant (or their allies) to affect the outcome of the duel. Any attempt to do so instantly discredits the combatant being helped; he loses the duel immediately.

Magic Weapons Only: either combatant can use magical weapons, but not artifacts or spells.

Magic Arms & Armor: either combatant can use magical weapons and/or magical armor, but not artifacts or spells.

Spells only: either participant can use spells to enhance his own fighting ability or attack his opponent. Note that anyone ELSE using spells constitutes a breach of the Honor Duel code and a loss for whoever is helped by that use.

Magic Limited: 2 items each. These can be weapons, armor or other items, but not artifacts or spell effects.

Magic Inclusive: bring whatever ya got.

No spells: any type of magic item is allowed, but neither side can use spells to damage their opponent or enhance their own fighting ability.

Magic Mandatory: each combatant must have at least one magic weapon, piece of magical armor/shield, or other type of useful magic item to proceed.

Anything Goes: anything goes. Note, though, that outsiders are not to interfere DURING the duel. It is not uncommon for allies to use spells on these warriors before the duel officially commences.

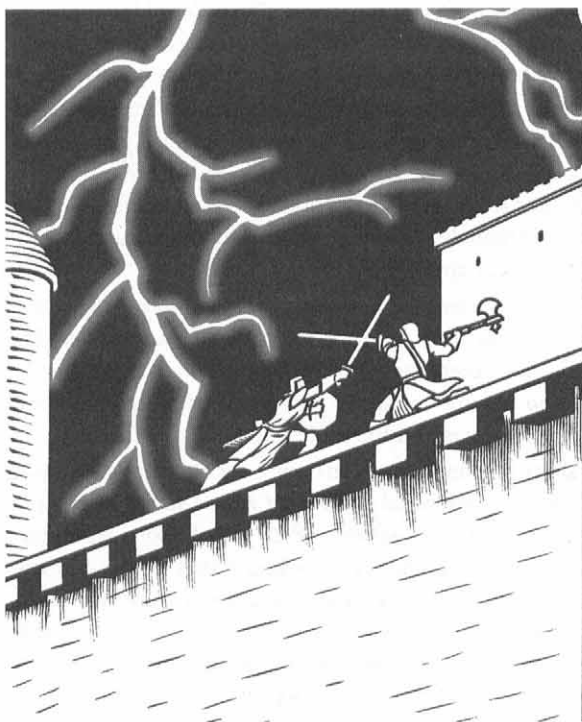
Of course, there can often be more than Honor at stake in a duel. Avenging insults, romantic interests, and possession of certain items are all classic reasons to take up the blade. The complete terms of victory are put forward so that (honest) misunderstanding and ambiguity are rare. The loser might agree to let the winner have full ownership of a ring, sincerely apologize for calling the victor's mother a bloated warthog, or agree not to persist in making advances towards the victor's sister, wife, or sheep. Any of these conditions may apply, whether it is technically an Honor Duel or simply a run-of-the-mill, everyday duel.

Failure to live up to the terms of a Duel of Honor automatically costs the violator 25% of his base Honor. In almost all cases it is the loser who violates the terms, as the winner has no reason to do so. Even if he deigns to grant the loser something he wants (giving the ring to his opponent, agreeing that his mother is a bloated warthog, or invites the loser to go on courting his relative) he does so graciously. He may even gain 1 or 2 points of Honor for doing so, if he does not grant a ridiculous, evil or thoroughly foolish request.

MODERATORS

Despite careful rules and restrictions concerning duels and the conditions of victory, sometimes interpretations are necessary. Thus, most duelers rely on a moderator that both trust (or both distrust equally, anyway), to insure things proceed fairly. This person must be a respected citizen (he cannot be in dishonor). Ideally he need do nothing but announce the outcome of the duel when all is said and done. If there are any questions concerning the proceedings, everyone looks to the moderator.

A moderator is not, strictly speaking, entirely necessary. Without a designated moderator, the crowd decides on these issues. Crowds like duels to go on for as long as possible and they like dramatic action as opposed to simple, efficient hacking without flair. If you find yourself in a duel with no moderator, consider that element of spectacle if you want to win. A daring maneuver, even if it fails, can win more crowd support than a simple blow to the torso.



Word to the wise (or wary)

You may think, looking at Table 4A: Duels and Honor, that you can manipulate this system into an easy way to get Honor. Challenge as many people as you can and then play with the criteria of the duel so that each one comes out positive. It may be possible, but unlike the rest of HackMaster, where exploiting the letter of the rules is required for survival, this author recommends that you do NOT mess with Honor. I'm all for gaining an advantage, but it's all too easy for your GM to enforce punishment against those who violate the spirit of the Honor rules. The awards and penalties carefully calculated and presented here apply unless you try to overdo things. In that case, your GM is sure to go out of his way to screw you. Issuing several challenges a week just to pump up your number violates the spirit of Honor. If your GM suspects this, challenges will come back to you labeled "to the death", and friends of those you challenge will turn out to be tremendously skilled veterans. Trust me on this one.

The best thing to do is to let the duels develop naturally. No doubt your GM will throw a few your way, and certain NPCs will just beg for a challenge to be taken down a peg. It's up to you as a player to remain vigilant. You must decide when the GM is leading you on toward ruin and when you can mesh your goals in with the campaign he presents. You must maintain both the Honor of your character and your own personal honor.

HONOR DICE

Remember that modifications to die rolls for Honor (-1 per die for dishonor, +1 per die for Great Honor) are made AFTER all other adjustments and calculations.

RESTING UP BEFORE YOU HACK

Unless otherwise stated explicitly (as with a character who has the less sleep talent), all characters need 8 hours of sleep in a night (or per 24 hour period in a dungeon setting). Less than that can result in grogginess and slow reaction times. For each hour of sleep less than the standard 8 in a 24 hour period, a character must make a Constitution check. If he fails, treat him as if his Fatigue Factor is 1 lower than his normal maximum. These effects are cumulative, so lack of sleep can become a severe problem. On a successful Constitution check, the character's Fatigue Factor does not change.

Experience can make up for some of this, however. For every level of experience a character has attained, he can automatically succeed at one Constitution check per week. Thus, even a 1st level character can get by on 7 hours of sleep. A mighty 20th level character can go days with no sleep, if absolutely necessary. However, sleep requirements for spell acquisition still apply.

Sleeping in armor is a lot like not getting enough sleep. Armor is designed to protect you from damage, not provide a comfy sleeping bag. Still, some adventurers insist on wearing armor at night, just in case of attack. And in some cases, that may not be entirely a bad idea. You must, however, understand the trade off.

When you sleep in armor, you can't get your full rest. Without some type of magically enhanced armor that allows you to sleep normally, you cannot avoid these effects. Even non-bulky armor contributes to your potential fatigue. For 24 hours after sleeping in any type of armor, your encumbrance state is considered worse than normal. Non-bulky armor worsens your encumbrance condition by one, fairly bulky armor reduces it by two, and bulky armor reduces it by three. Even wearing just a helmet reduces your overall encumbrance,

and don't even think of trying any silly tricks with just greaves or boots! Thus, sleeping in plate mail will leave you effectively "heavily laden" for the next 24 hours, assuming you would normally be "unencumbered"!

This encumbrance affects both your overall movement and your Fatigue Factor. You might be able to get away with the movement penalties if you're riding a cart or something, but that Fatigue Factor hit will hurt if you have to fight during the next day. Some warriors try to find a balance by using lighter armor at night for sleep, to provide some protection in the case of an attack. The decision is up to you, and you'll need to consider how much you're willing to risk to get wherever you're going. Getting there intact is good, too, though, so maybe it's worth traveling more slowly.

ENVIRONMENTAL EFFECTS ON ADVENTURING

Most of the time, you won't have to worry overmuch about environmental factors affecting your adventures. Mad enemy magic-users and shady thief types present a much larger danger on most expeditions. However, in extreme conditions, usually of temperature or wind velocity, adventurers face special challenges. Wise adventurers look out for these things, since intelligent creatures can take advantage of them. Many powerful beasts have adapted to these extreme climes, so it behooves you to be prepared.

"Personal temperature" is simply the outside temperature adjusted by what your character wears. "Effective temperature" is the outside temperature, adjusted for things like wind chill and heat index that GMs introduce into the campaign to screw you over. Inside buildings or deep in dungeons these penalties normally do not apply, but they can make wilderness travel even more dangerous if the temperature gets outside the relatively comfortable zone of 21 to 79 degrees. Keep in mind that these rules apply to humans, demi-humans and humanoids. Monsters and other creatures are adapted to their environments, and since they're naturally tougher than you, they don't suffer these penalties for personal temperature. Spell effects, such as Heat Metal or Chill Metal, supersede these mundane environmental effects.

There are several steps to determining these penalties. First, add the modifier on Table 4B: Effects of Clothing and Armor on Personal Temperature to the actual temperature to find your character's personal temperature.

Very cold clothing is designed to provide good protection from the elements in arctic and sub-arctic lands (where the outside temperature is typically -1 degree Fahrenheit or lower). This category includes garments meant to be worn at below zero temperatures: parkas, pelt coats, fur-lined trousers, and the like. Usually the hides for such clothing come from animals adapted to cold weather (bears, wolves, and so on). Full outfits for very cold weather include gloves, boots, hats and are considered bulky for encumbrance purposes. Two layers of cold clothing or four layers of moderate clothing also count as a very cold outfit.

Cold clothing offers adequate protection at slightly warmer temperatures (0 to 30 degrees Fahrenheit). Though not necessarily made from animal pelts, it still tends to be thick and relatively heavy. For encumbrance purposes, consider it to be fairly bulky. Two layers of moderate clothing can be considered a cold weather outfit.

Table 4B: Effects of Clothing and Armor on Personal Temperature

—Effective Temperature (Fahrenheit)—				
Attire	-1 or lower	0 to 30	31 to 75	76 or higher
Very Cold	+30	+40	+50	+60
Cold	+20	+30	+40	+50
Moderate	+10	+20	+20	+30
Hot	+0	+0	+0	+0
Full Plate	+10	+20	+30	+40
Field Plate	+10	+20	+30	+40
Plate Mail	+10	+20	+30	+30
Splint Mail	+5	+10	+15	+20
Bronze Plate Mail	+10	+15	+20	+30
Banded Mail	+5	+10	+15	+20
Heavy Chain	+5	+10	+15	+30
Chain Mail	+0	+5	+10	+20
Elven Chain Mail	+0	+5	+5	+5
Scale Mail	+0	+5	+10	+20
Ring Mail	+0	+5	+10	+15
Studded Leather	+5	+0	+15	+30
Padded Armor	+20	+30	+40	+50
Leather Armor	+10	+5	+10	+20

Moderate clothing covers the widest range of garments, designed for use in temperate lands. Unless stated otherwise (by the book or your GM) an outfit is considered moderate. Obviously you can and should purchase more protective clothing if you're going into a colder area. A moderate outfit is non-bulky. These are considered robes/garments on Table 9W on page 117 of the HackMaster Player's Handbook.

Hot clothing is designed for temperatures of 76 degrees and higher and is typical in tropical or sub-tropical areas. Though greatly varied in style and appearance, most hot clothing for areas with consistently high humidity leaves a lot of skin exposed so that the body can release heat instead of trapping it. In areas with low humidity, such as deserts, appropriate hot outfits cover the whole body to help preserve moisture, but they are made of light, thin fabrics (these are also considered robes/garments on Table 9W in the PHB). Hot clothing for humid areas (non-deserts) is not encumbering. Clothing designed for hot (humid) areas does not absorb any hit points from an attack and "provides" an AC of 10 (a loincloth won't protect you against attacks or damage).

The effects found on Table 4B: Effects of Clothing and Armor on Personal Temperature apply for BOTH a character's armor and his outfit type. Personal temperature affects movement, Ability Scores and even attack rolls. A character with the heat resistance talent can function as if he were two categories cooler than the personal temperature range listed on Table 4C: Temperature Effects. A character with cold resistance can function as if he were two categories

warmer. This also applies to Table 4D: Temperature Damage to Characters that refers to temperature conditions and related damage and penalties. Certain spells and magic items can protect wielders from these temperature effects.

Table 4C: Temperature Effects lists other specific penalties for given temperature conditions.

Strength, Dexterity and Constitution: The number before the slash indicates the Ability Score reduction for non-strenuous activity. The number after the slash represents the penalty for strenuous activity (such as combat, running or bending bars). Furthermore, the penalty after the slash applies for two turns after such strenuous activity.

Land Move: This is the fraction of his standard rate (modified for encumbrance) at which the character can move walking. Round all fractions up to the nearest whole number (5 1/3" becomes 6").

Attack/Damage Roll Modifier: This applies to all to-hit rolls and damage rolls (only the base range rolls, not penetration damage), though it cannot reduce a successful attack below 1 point of damage. These modifiers are cumulative with those from reduced Ability Scores, so watch out! They add up fast!

All of these effects assume that the character is properly attired for a given environment. For example, the Dexterity penalties take into account the effects of thick, bulky hides covering the character. Characters who are not properly protected suffer physical damage, as described below.

DAMAGE FROM HEAT AND COLD

In addition to the effects of temperature on a character's ability to perform certain functions, extremely hot and cold temperatures can also cause damage to a character — sometimes even if he has taken precautions to prevent such an occurrence. This is also why you don't travel with all your clothes in a backpack and only put on the restrictive outfit at night. A character who has properly outfitted himself and who allows the conditions to govern his activity to some degree has a smaller chance of suffering damage as a result of those conditions.

Using Table 4D: Temperature Damage to Characters Table

The GameMaster should locate the line referring to the current effective temperature and determine the status (protected or unprotected).

Table 4C: Temperature Effects

Personal Temperature	Strength	Dexterity	Constitution	Land Move	Attack/Damage Roll Modifier
-40 or lower	-1/-2	-4/-5	-1/-2	1/2	-4
-39 to -30	-1/-2	-3/-4	-1/-2	1/2	-3
-29 to -20	0/-1	-2/-3	0/-1	2/3	-2
-19 to -10	0/-1	-1/-2	0/-1	2/3	-1
-9 to 0	—	-1/-2	—	3/4	-1
1 to 10	—	0/-1	—	3/4	—
11 to 20	—	0/-1	—	—	—
21 to 79	—	—	—	—	—
80 to 89	—	—	0/-1	3/4	—
90 to 99	0/-1	—	-1/-2	3/4	-1
100 to 109	-1/-2	0/-1	-2/-3	2/3	-2
110 to 119	-1/-3	-1/-2	-3/-4	1/2	-3
120 or higher	-2/-4	-1/-3	-4/-5	1/2	-4

Table 4D: Temperature Damage to Characters

Personal Temperature	Unprotected		Protected	
	Con	Damage	Con	Damage
-60 or lower	-14	8	-9	4
-59 to -50	-13	8	-8	4
-49 to -40	-12	7	-7	3
-39 to -30	-11	7	-6	3
-29 to -25	-10	6	-5	3
-24 to -20	-10	6	-5	2
-19 to -15	-9	5	-4	2
-14 to -10	-8	5	-3	2
-9 to -5	-7	4	-2	1
-4 to 0	-6	4	-1	1
1 to 5	-5	3	0	1
6 to 10	-4	3	—	—
11 to 15	-3	2	—	—
16 to 20	-2	2	—	—
21 to 25	-1	1	—	—
26 to 30	0	1	—	—
31 to 84	—	—	—	—
85 to 89	0	1	—	—
90 to 94	0	1	—	—
95 to 99	-1	2	0	0
100 to 104	-2	3	0	1
105 to 109	-3	3	0	2
110 to 114	-3	4	0	3
115 to 119	-5	5	0	4
120 or higher	-6	6	-1	5

Table 4E: Constitution Check Adjustments

Character level	Con Check Adjustments
4-6	+1
7-9	+2
10-12	+3
13-15	+4
16+	+5

Table 4F: Damage Adjustments

Damage Adjustments	Cold	Hot
Stationary/inactive	+1 to +6	-1 to -3
Strenuous activity	-1 to -2	+1 to +4
Fatigued and not resting	+1 to +3	+1 to +6

rected) of the character in question. "Protected" means that the character wears an outfit appropriate to the environment (very cold, cold, moderate or hot). "Unprotected" means the character's outfit is not appropriate to the situation. Most armor counts as moderate attire for this purpose except for padded which counts as cold attire.

Con: This column shows whether or not a Constitution check is required, and if so the amount of the modifier for that check. Apply this number to the character's effective Constitution; thus a "-" is a penalty, making the check LESS likely to succeed. An entry of "—" means that no check is required; an entry of "0" means that a check is required, but no modifier applies. The modifiers at the extreme ranges on this table take into account the reduction in a character's Constitution score called for by Table 4C: Temperature Effects Table.

A Constitution check should be made secretly by the GameMaster every three turns. For characters of 4th level or higher, use the adjustments given in Table 4E: Constitution Check Adjustments in addition to the environmental modifiers (higher level characters are more likely to succeed at a check). A failed check indicates that the character in question has suffered damage due to the heat or cold.

Damage: This column shows the maximum amount of damage that a character can suffer as the result of a failed Constitution check. The actual damage suffered is either a random number between 1 and the given maximum, or 10% of the character's current hit points, whichever is less. (To determine damage in the range from 1 to 7 points, simply roll 1d8 and re-roll a result of 8.) The damage figures in the table assume that a character is engaged in normal, non-strenuous activity. If this is not the case, use the appropriate damage adjustment shown on Table 4F: Damage Adjustments. Generate a random number within the prescribed range and apply it as an addition or subtraction (as indicated) to the damage figure. (This damage can be reduced to 0, thus the negative adjustment for being stationary, or inactive in hot weather can negate any damage that would otherwise occur.) Armor does not absorb any of this damage. Most environmental protection spells prevent such damage entirely, for as long as the spell endures, though some only offer full protection within a certain temperature range. Specific spells that list damage for extreme temperature ranges supersede this system for the duration of the spell.

To be eligible for a damage adjustment, a character must have been engaged in something other than normal activity for at least one full turn out of the three turns that elapse between Constitution checks. If more than one of the categories applies to the activity a character undertakes during the three turn period, the GameMaster uses the category least favorable to the character (unless you can convince him that common sense dictates otherwise).

Example: A character is resting in 100 degree heat when suddenly he is ambushed. He jumps to his feet and engages in melee combat (for 9 combat rounds), successfully dispatching or beating off his attacker. He rests again afterward, and is resting when it comes time for a Constitution check. Even though he has engaged in strenuous activity for nearly one turn out of the three, the GameMaster should consider the circumstances and the character's intent, and apply the damage adjustment for being inactive instead of the adjustment for strenuous activity – considering the fact that the character did indeed engage in strenuous activity but for considerably less than ten minutes. The adjustment for strenuous activity applies if a character engages in such activity for more than one turn (whether that is a combat or a non-combat turn).

Damage from heat or cold is considered temporary damage, with one major exception. A character can die from the effects of hot or cold temperature if he drops to 0 hit points (see page 139 in the PHB on "Character Death"). At 0 hit points, all of this temperature damage becomes real damage. Before he reaches 0 hit points, he can regain lost hit points as if they were truly temporary damage. To be eligible for such speedy recovery, the effective temperature for the character must be within the tolerable range (where no Constitution check is required) and the character must be resting or performing

only minimal physical activity. (Building a campfire and cooking a meal is minimal physical activity; moving at normal speed is not.) This generally means finding (or being brought to) shelter and getting sufficient nourishment and or water.

Hypothermia: When an unprotected character fails three consecutive Constitution checks for cold damage, or when a protected character fails six consecutive Constitution checks for cold damage, he begins to suffer the effects of hypothermia. Until he helps himself or is aided by someone else, he will lose 1 point per turn thereafter from his physical Ability Scores (Strength, Dexterity and Constitution) and 1 point every two turns from his Wisdom score, to a minimum of 1 in any category. If two of his physical Ability Scores drop to 1, the character is incapacitated. In 1d3 turns thereafter, he falls unconscious, and 2d4 turns after that he will die, regardless of hit points remaining. If Con or Wis falls to 1, the character falls unconscious. If Str or Dex falls to 1, the character becomes immobile.

An afflicted character can be aided by getting him into a tolerable environment (warm enough so that no Constitution check for cold damage is required). As long as the effective temperature for the victim remains tolerable, he will regain lost Ability Score points at the rate of 1 point per hour in each Ability Score. Until all of his Ability Scores are restored to their original levels, he will be susceptible to a relapse if he moves back into the cold. Every time he fails a Constitution check after re-entering the cold, he has a 50% chance of again suffering hypothermia.

Frostbite: Whenever the effective temperature for a character is 0 or lower and his hands, feet or ears are exposed or improperly covered, any cold damage he suffers will affect the vulnerable extremities first, and the character may develop frostbite. Refer to Table 4G: Frostbite Damage to Characters.

When a character susceptible to frostbite suffers cold damage, the first points of that damage are applied to any vulnerable extremities for the purpose of determining whether frostbite occurs.

If more than one body part is vulnerable and the damage cannot be distributed evenly among the parts, apply the "leftover" damage to the body part(s) listed first, making the distribution as even as possible. For example: If hands and ears are vulnerable and 3 points of damage is indicated, apply 2 points to ears and 1 point to hands. If feet, ears and hands are all vulnerable and 7 points of damage is indicated, apply 3 to feet and 2 each to ears and hands. If all three are vulnerable and 5 points of damage is taken, apply 2 to feet, 2 to ears and 1 to hands. And so on.

The right-hand column of Table 4G: Frostbite Damage to Characters shows the amount of cold damage that causes a certain body part to become frostbitten. Damage continues to accrue after frostbite occurs, until a body part receives an additional four points of damage; at that point, severe frostbite occurs.

Frostbitten ears will cause discomfort and distraction; the victim takes a -1 penalty on all initiative rolls, and any opponent's chance to surprise him is increased by 1 in 10. Severely frostbitten ears are numb; the victim suffers no noticeable discomfort, and the penalties given above no longer apply – but if the victim does not treat or receive treatment for the frostbite within two turns after it becomes severe, his ear(s) will be permanently damaged. Treatment can take the form of any type of magical healing of the damage or a successful use of the healing skill by another character.

Frostbitten feet are a great hindrance to mobility and maneuverability for a character on foot; he moves at one-half normal speed and

Table 4G: Frostbite Damage to Characters

Body Parts Vulnerable	Damage Caused To	Frostbite Occurs At
Feet	Feet all	3 points of damage
Ears	Ears all	3 points of damage
Hands	Hands all	3 points of damage
Hands & Ears	Ears 1/2, Hands 1/2	
Feet & Ears	Feet 2/3, Ears 1/3	
Hands & Feet	Feet 1/2, Hands 1/2	
All Three	Feet 1/3, Ears 1/3, Hands 1/3	

suffers an Armor Class adjustment that worsens his AC by 2 in any situation that requires dodging ability or abrupt changes of position (such as defending himself in combat). Severely frostbitten feet are no longer painful, and because of this the character can once again move on foot at normal speed, but the penalty to Armor Class still applies.

A victim who is riding or being carried, or is otherwise elevated so that his feet are not touching the ground does not suffer either of the above penalties, but is still in danger of serious injury from frostbite. If the victim does not receive treatment for severely frostbitten feet within one turn after the onset of that condition, his feet will be permanently damaged.

A character with frostbitten hands has a -6 penalty to hit with any thrown or fired missile weapon, and is at -4 on all to-hit rolls with melee weapons. If his hands become severely frostbitten, the penalty to hit with a melee weapon reduces to -2, but the -6 penalty for missile weapons still applies. Other penalties and restrictions may apply, depending upon the circumstances and the GameMaster's judgment. For instance, it should be very difficult (if not impossible) for the victim to make a successful rope use skill check. If the victim does not receive treatment for severely frostbitten hands within two turns of the onset of that condition, his hands will be permanently damaged.

"Permanently damaged" means that the penalties become permanent features of the character. Also, his permanent hit point total is reduced by one for each permanently damaged extremity.

Heat exhaustion: The higher temperatures in Table 4D: Temperature Damage to Characters account for the effects of heat exhaustion, the milder of the two temperature-related maladies that can affect characters in hot weather. As described, damage suffered as a result of the heat can be negated if the character moves into a cooler environment and does not engage in strenuous activity. Heat exhaustion is not the same as "normal" exhaustion, however. Heat exhaustion (or, simply, damage taken from exposure to hot weather) can occur even if a character is not fatigued.

Heatstroke: If a character becomes fatigued when the effective temperature for that character is high enough to require a Constitution check for damage (see Table 4D: Temperature Damage to Characters Table), then he has suffered heatstroke. He immediately collapses, with a 50% chance of lapsing into unconsciousness. Even if he remains conscious, he is incapable of moving or defending himself (unlike a normally exhausted or fatigued character, who can still fight with reduced effectiveness). From this time until he recovers, all of his Constitution checks will automatically fail, and he will suffer maximum damage whenever he takes damage from heat.

The treatment for heatstroke involves much more than simply getting the victim into a tolerable environment – he must be cooled

quickly and drastically by immersion in very cold water or by some magical means that cools him and keeps him cool for at least an hour. A character with the healing skill need not make a check, but he must have access to the necessary materials (cold water or magic). A general healing spell of 3rd level or higher will remove the effects of heatstroke, as will a Limited Wish, Alter Reality or Wish spell.

If a heatstroke victim does not receive treatment within three non-combat turns after the onset of the condition, he loses one point of Constitution per non-combat turn thereafter, and if his Constitution reaches zero, he dies. If treated after the Constitution loss has begun (with a successful healing check or magical help), he begins to regain this lost Constitution at the rate of one per day. He must not be subject to further heat damage to regain this point, however. With a successful healing check each hour, he can recover 1 Con point, again presuming he is not subject to further heat damage. This temporary Con loss can also be restored through magical means or (effectively) through experience level advancement.

Example: A protected character with a Constitution of 13 gets lost in the desert when his personal temperature is 105 degrees and becomes exhausted from continually moving at a fast pace in search of his comrades. He has taken some damage from heat, but fortunately he started with enough hit points to stay away from death's door during his search. Now, however, he succumbs to heatstroke. On the failed Constitution check that signaled the onset of heatstroke, he suffers 8 points of damage (the maximum of 2 for the temperature plus the maximum adjustment of 6 for being fatigued and not resting). Three turns (thirty minutes) after collapsing, he fails another Constitution check for heat damage and suffers 1 point of damage (the maximum of 2 for the temperature, plus the least beneficial adjustment of -1 for being inactive).

Now he begins losing Constitution points at the rate of one per turn (and, in addition, suffers another 1 point of heat damage every three turns). A total of 10 turns pass before his comrades find him and immediately begin treatment for heatstroke. The victim is down to a Constitution of 3 at this point, but after at least seven turns of treatment he could regain seven Constitution points. Odds are it will take more than 10 hours to restore all his temporary lost Con, though.

ENVIRONMENTAL EFFECTS ON EQUIPMENT

Ice, water, dust and sand can do much more damage to clothing and equipment than to the characters who are wearing or carrying the gear. However, damage to equipment often cannot be expressed in terms of game mechanics – and even when it can,

frequently the GameMaster must consider the circumstances to determine whether a character suffers adverse effects, and if so what those effects are.

With these guidelines, the GameMaster must make reasonable and consistent decisions on what happens to equipment that is exposed to the elements – and players, likewise, should be able to decide how their characters can minimize or avoid damage to their equipment by taking precautions or making repairs.

EFFECTS OF WATER (PRECIPITATION OR IMMERSION)

Clothing that becomes water-soaked will not be damaged as such, but if it is porous and becomes waterlogged by prolonged exposure to moisture it will lose some of its insulating quality until it is taken off and dried out. The wetness and loss of insulating ability may result

in an alteration of the personal temperature for the character wearing the clothes: Someone decked out in wet clothing when the environment is at an effective temperature of 30 degrees may be treated as if his personal temperature was 10 degrees colder.

Remember that clothing worn under metal armor is not necessarily safe from moisture, unless a character is completely covered with tight-fitting, leak-proof armor – and this sort of attire can be dangerous in cool or cold weather, since it does not allow the body to “breathe” naturally.

Metal armor or equipment that is exposed to significant moisture will begin to rust if it is not dried off or dried out at least once every two days and oiled or otherwise protected at least once every two weeks. (This is what armor maintenance is all about.) Rusted armor will lose 1 armor hit point per day. After a week, it loses 2 per day.

A rusted shield will serve its bearer normally until struck, at which point it becomes useless regardless of the damage it takes.

A rusted weapon effectively lowers its quality by one category per week according to Table 8LL: Weapon Quality modifiers in the GMG. Suffice to say, it's not good. A rusted weapon can be repaired by a weaponsmith, but its quality can only be improved by one category (and not above the initial quality, obviously).

Most adventurers realize that rust is bad, and so they maintain their weapons and armor properly. Watch out for sneaky GMs who look for other metal items to subject to rust, such as buckles on saddles, locks on chests that hold your loot, or your mountain climbing picks.

Articles of leather (such as boots and backpacks or other accessory equipment) are not usually damaged by excess moisture as long as they are waterproofed periodically. Becoming waterlogged will not directly harm even an item of leather that is not waterproofed, but the water may seep through and moisten or harm materials (clothing, equipment, etc.) on the inside of the leather. Boots are an exception to this general statement; because of the stress they are under when they are being used, water-soaked boots may begin to come apart at the seams as the hide softens and weakens from being moistened. If boots are not thoroughly dried out once every two days or so, they may start to show signs of this deterioration.

Generally, the greatest danger to waterlogged leather is the owner's failure to dry it out properly. If too much heat is applied to the leather, it will certainly dry out – but in the process it will become cracked, and the seams will be weakened even more than

they might have been if they had been allowed to remain wet. (Cracked leather or studded leather armor loses one armor hit point.)

Leather gear should also be kept free of mud and grime; an excessive amount of dried mud can crack leather almost as quickly as an excessive application of heat.

Rope expands when it gets wet. A knot made in a dry rope will be very difficult to untie quickly if the rope has been drenched in the meantime. Conversely, a knot made with a wet rope will be weaker or looser, or both, after the rope dries out.

Certain items of equipment will be less useful, or perhaps altogether useless, if they take on moisture. For instance, if the container for a magic-user's spell components is not waterproof, he may find that the pinch of sand he needs for a Sleep spell has become a soggy clump, or the pinch of powdered brass for his virtually useless Push spell must be dried out before he can puff the particles off the palm of his hand.

Vegetable matter (food, medicinal plants, certain spell components) may develop mold or begin to rot if it is kept for too long in a moisture-laden environment, especially at high temperatures.

Non-magical ink that absorbs too much moisture will run and bleed across the surface it is written on, making instructions and maps at least partially illegible. Magic-users like to play with special inks to reduce this effect, but no good can come of mixing writings (ink or paper) with water.

Arrows that get wet will not fly true until the fletching is dried out; any character who is not a specialist in the use of his bow will take a -2 penalty on to-hit and damage rolls when firing a waterlogged arrow (with a minimum of 1 point of damage).

EFFECTS OF BLOWING SAND OR DUST

Flying grains of sand have an abrasive quality, but under less than extraordinary circumstances the abrasion does not have any appreciable short-term effect on exposed surfaces – skin, leather, metal, wood or anything else. This is not necessarily the case in extraordinary circumstances, such as a very strong wind combined with a massive amount of sand being lifted into the air, but the vast majority of sandstorms are not this severe.

Effects from abrasion may occur as the result of exposure to several sandstorms over a long period of time, but this is not relevant to characters or their possessions since they won't normally find themselves in such a situation. A suit of armor that has been abandoned in the desert and then "sand blasted" during several storms will lose as many as 4 armor hit points per storm – but more often than not, an object lying on the ground will be alternately exposed and covered by blowing sand, and is only vulnerable to abrasion when it is exposed.

The effect of blowing sand that characters will often find themselves having to cope with is the aftermath of a storm. Sand can find its way between joints and panels in armor, between seams in clothing and backpacks, into a pouch that is not closed absolutely tight. Rations that are not protected will be rendered unpalatable, if not inedible. Liquids in open or loosely stoppered containers will be contaminated, but not necessarily undrinkable.

In a water skin or water bottle, sand will settle to the bottom and not impair the drinkability of the water. A magical potion may, at the GameMaster's discretion, have to successfully save versus lightning or be ruined or even turned to poison by interaction with the foreign substance.

After a sandstorm subsides, characters should spend some time getting the sand out of their clothing, armor and gear – especially and most importantly the former. Sand that has collected inside clothing and boots may chafe the skin as a character moves, causing discomfort and distraction. An opponent's chance to surprise such a character is increased by 1 in 10. If a character is unable or unwilling to alleviate the chafing, it can become severe enough to inhibit his movement (3/4 of normal speed) or decrease his mobility (-1 to Dexterity for dodging and abrupt movements) or both.

Dust is not abrasive, but is even more insidious than sand because the particles are smaller. The residue from a dust storm will find its way into places that not even blowing sand can penetrate. You'll end up checking for contamination of food and liquids, which (as with sand) may or may not be ruined by the foreign substance. Dust inside clothing does not chafe the way sand does, so "dusted" characters need not worry about cleaning out the residue promptly.

Excavation

When traveling underground or in ruins you may have to dig through various barriers in your path in order to move. Such situations occur to many adventuring parties with alarming frequency. These piles can range from loose stones or debris that you can move with their bare hands to barriers that require tools and some knowledge of engineering (if you wish to do it safely), such as solid walls of dirt and rock.

Rubble

Loose rocks are a common obstacle in caves and dungeons, especially older ones. Natural erosion gradually causes material to fall from the ceiling to the floor. Also, previous inhabitants may have used an area as dumping grounds, pushing rubble into it purposely.

If the rubble is loosely packed (if there are individual chunks of small rocks rather than one or two huge slabs), characters should be able to clear their way through. Of course, there is no way to tell how much of the corridor may be blocked by such debris.

In one turn of excavation, a character can clear 1d4 feet of passageway to a width equal to the minimum passageway size listed in Table XX: Minimum Passageway Size in the Art of Hack section. If the passage is only partially blocked, the distance that can be cleared in a turn is increased to 2d4 feet. Multiple characters working together can clear a wider tunnel, but they cannot make any greater lateral progress – they'd just get in each other's way. This, of course, assumes they have a suitable digging tool. If not, the time required can be as much as doubled.

Solid Barriers

Characters need mining or appropriate engineering skills, or at least tools, to excavate solid barriers at the rates shown on Table 4H: Mining Rates (in cubic feet per miner per hour). These rates assume that the characters are using pickaxes to aid in the excavation. If other metal tools, such as shovels or swords, are substituted, the rate of excavation is only one-quarter the rate listed.

The maximum number of miners that can work in a 10-foot-wide by 10-foot-high area depends on race: Dwarf, gnome, gnomeling, goblin, halfling, Kobold: 14, Hobgoblin, human, Orc: 10, Gnoll: 7, Ogre: 5, Giant (any): 2. For other types of diggers, use the statistics for a creature of similar size and bulk.

Digging through any type of barrier is strenuous activity, so your Fatigue Factor will very likely prevent you from working at maximum efficiency!

Table 4H: Mining Rates

Race of Miner	Type of Rock/Dirt*		
	Very Soft	Soft	Hard
Pixie Fairy	10	5	1
Gnomeling	35	20	5
Gnoll, halfling or human	75	50	25
Gnome or Kobold	80	60	30
Goblin or Orc	85	65	30
Dwarf or Hobgoblin	90	70	35
Ogre or half-ogre	150	100	50
Hill Giant	250	150	75
Fire or Frost Giant	300	200	100
Stone Giant	500	350	175

* cubic feet per miner per hour

HACKSTRATEGY**Sing Hu'Check said:**

"A fighter must constantly prove himself and protect himself from enemies in battle. The state he serves, usurps or creates must prove and protect itself through warfare. Even if your own realm is happy and friendly and pure, just over the next rise someone is plotting to butcher all of your citizens and eat their puppies. To have any success on the battlefield, you must know how to lead, how to follow and how to avoid the authorities when the king decides you are a threat to peace (especially if you really are). The advantages of having your own territory are many: money, privacy, a house where you are not likely to be thrown out (particularly if you have not taken a wife), a place to rest between adventures. If you are even thinking about clearing an area of monsters and settling in, though, you need to consider what comes after the beasties are gone. You need to know some of the basics of keeping an estate, barony or even a kingdom going. Rebels (justified, of course) and those who serve a higher power (religious or secular) also need to understand these principles thoroughly to achieve their purposes.

As in individual battle, deceiving your opponent in warfare is the key to success. When weak, appear strong. When strong, appear inactive. Convince your enemy that you are far away when you are near, and nearby when you are far. Make your move when the enemy is confused, stir anger against their own. Take control by making the opposition react to you. A savvy leader knows his true goals, his own strengths and weaknesses, and his enemy's strengths and weaknesses. He knows when victory is assured and he must attack, and when he must delay or avoid. Just as a capable warrior knows that he will win a battle before unsheathing his sword, the capable leader weighs all concerns before moving his army.

To become such a capable leader, you must master the many factors that determine success in strategic situations and related tactical situations that may spring from those.

The first is discipline. Your soldiers, followers and citizens must be able to follow orders when necessary. While a chaotic free-for-all mentality may work in small combats or skirmishes, maintaining an estate requires a certain degree of order. You must keep yourself disciplined as well, or else your followers will lose any trust in you. You may know you are marching two hundred men off to die in a swamp, and they may know it too, but if they trust you they will believe it is for the common good. Just as you must be prepared for death in the service of your lord, those who follow you must be willing to die if necessary. A soldier who believes his death may be in vain will not be a soldier very long. The most dangerous follower is one who thinks his trust in you has been betrayed. If you turn on your own, they will assuredly turn on you.

You must also know the environment. When you do need to defend your lands, or take over another, you must avoid doing it in extreme heat or cold, in heavy rains, and so on. The cover of darkness, while useful for secret strikes against key individuals or forces, is no friend to the large-scale battle. Even infravision will not reach far enough in the dark. Fight during the day.

You must know the terrain. This often overlooked or misunderstood factor can mean victory to the leader who masters the concepts. Principles that apply in small battles can apply to larger ones as well, but they may need to be adapted. Taking the high ground, finding cover, and avoiding excessively dangerous areas (such as quick sand or marshes) all seem blatantly obvious. Knowing the surrounding area

can also be crucial, since you may need to drive your opposition into an unpleasant area (or know your path if a tactical retrograde advance becomes necessary...). If you do not know the swamps, mountains, valleys and woods of the battleground and indeed the whole region, it will cost you.

You must inspire loyalty. Wisdom, courage and credibility are crucial aspects of any good leader, especially a military leader. You must keep your honor up. Your followers look to you to shore up their courage and justify their faith. Nothing is worse than a dishonorable warlord.

You need to control your ranks and your resources. Any proper military organization has a chain of command, proper channels to make sure everything that must be done is in fact done; if it does not have these things it is not a military force. Failed logistic efforts can bring down any army, particularly larger ones, faster than a flight of great wyrms. Followers eat — a lot — and every one of your soldiers looks to you to supply arms. If you are not careful, these expenses can easily outstrip the extra money you bring in from having the lands in the first place!

Running a military is expensive, which is one reason why only states can even consider it. The entire feudal system is based on the knight serving his lord, and that vassal serving a higher lord. Only nobility have the resources to support any kind of significant force. Arms and armor cost money, soldiers must be fed and paid (especially if their arms are intact, for if they get antsy they may begin thinking of turning on you).

You cannot allow a campaign to drag on too long. Extended military action or sieges drain even the deepest coffers, soldiers grow lax and exhausted, and only your enemies benefit — even if you win the current conflict. No force has ever benefited from prolonged warfare. This is not to suggest that a competent commander acts hastily, but no commander sits contemplating and indecisive for too long without paying a price.

On the other hand, if your enemy outnumbered you in men and resources, avoid a direct conflict. Draining his resources over time as he tries to force an engagement of total force against total force, will cost him in men, money and the patience of his people. Understanding your own strategic goals is crucial before you can deliver victory.

You need to take your supplies for war from your home but forage in enemy lands for food. Not only does this allow you to travel without being as encumbered as otherwise, it deprives the enemy of some of his resources. Supporting your own forces takes 20 times the resources if you must gather them beforehand and carry them.

Controlling and commanding a large force is just like commanding a smaller one. The leader must divide up their numbers into manageable sums. Communications become more difficult, thus you need signs and signals. Make these unique to your situation, or your enemy's spies might know your plans before your own men do. Also, the larger the force the more critical discipline to ensure that communication does not break down.

You need subordinates to run an army, but choose your captains carefully. Trust and ability may not go hand in hand, but an incompetent sub-commander can harm your cause more than a dozen incompetent soldiers. Similarly, not all troops are of equal capacity. Know the disposition of your men. Do not demand too much of them or their failure becomes yours. Also, do not demand too little of your best men. Pick them carefully and put them to best use.

They will serve your cause well when they have a chance to achieve their own glory.

Arrive at the battlefield first. Your troops will be rested and refreshed, while the force that comes to meet you will be rushed and tired. Swift movement is often underestimated. If you can attack a poorly defended position that your enemy must move to defend, he will abandon a better position. If your forces can move more quickly you need not fear pursuit. An enemy who does not know from where you will attack must defend against many potential strategies. Never allow him to know your true path, for then he can prepare against only one attack. If he does not know, he must spread his own forces thin, giving you a numerical advantage. Even if his force outnumbers yours overall, by keeping yours together and splitting his, you gain the edge.

To manipulate an enemy you must understand sacrifice. If you sacrifice something truly of value to you (but not enough to render the whole war meaningless), the enemy will bite. Raw troops, decoys and distractions cause your opponent to waste resources. Drawing out an enemy reveals his plans, his principles and perhaps even his strength and his weaknesses. Make the enemy respond to your actions, do not bog yourself down in reaction to his deeds.

Consider your goals carefully. Victory in war can take many forms. Slaughtering and humiliating a large army is not quite the same as killing a small group of monsters – it is much easier to make enemies well beyond the battlefield. It takes a very long time to kill all the allies and friends of that army, so be cautious before engaging.

Better than a direct battle, sometimes, is to crush the will of the enemy. If the population turns on their own leaders, they'll save you the trouble. That way you can enjoy the lamentations without weakening your own forces. Savor those screams, they mean you are doing your job right. Spirit-crushing can be every bit as rewarding as hacking nasty monsters into tiny pieces. It can also be more difficult.

Information is key to any battle. In war, spies and intelligence-gathering observers are the most important agents of a warlord. In a dungeon, you need to know the strengths and weaknesses of the monster you face. A good memory or efficient record keeping is absolutely crucial if you are to become a legendary hero. Anytime you encounter an unusual creature and learn something of its capabilities, don't be afraid to record it. Someday, it may save your life.

Mastering elements of strategy can keep you in power for life and guide your heirs to not screw up what you built. Failing to understand them can only result in revolt, defeat and death. The warrior who knows these factors thoroughly will win seemingly miraculous victories, drive off any foe, and legends will be told of him for centuries."

ADVENTURING TIPS

FIGHTING EFFECTIVELY

As a general rule, characters fight more effectively if they have been together long enough to learn each other's capabilities. This comes naturally with experience, as each character's strengths and weaknesses are revealed, and trust, as companions learn to rely on each other. While a party needs time to develop trust (or discover if assassins lurk in their midst), you can practice some basic cooperative fighting techniques from the very start. As the warrior, the duty of introducing your companions to these notions falls on you.

A well-organized party defines roles for each character to fill during combat. Ideally, you should tailor these roles to suit the characters'

strengths. At the most basic level, this means keeping the fighters with low Armor Class between the monsters and the rest of the party. You'll want to keep the magic-user types near the back, but not all the way back. If your rear guard is soft, you'll endanger the whole party unnecessarily. Not only could you face an attacker cutting down weaklings without warning the rest of the group, you could lose some arcane firepower (important for softening up the tough monsters). The very last position should always be filled by at least a competent warrior, if not your second-best man. Keep most of your clerics in the middle – that way they can move to heal party members in either direction and remain somewhat protected as you travel. It's also unlikely that an ambush will take them out without warning someone either ahead of or behind them. Clerics can serve as front line warriors or rear guard in a pinch, but never mistake your healer for another fighter.

Now, thief types are always going to give you trouble. You want them near the front so they can find traps before you get hit, but you don't want to travel too long with one directly behind you for obvious reasons. You could put the thief in front of the cleric and call him up front when he's needed, though this slows you down a bit. You could also put him in front of you so that he takes point. This is good for locating hidden devices, but you'll probably want the other thief (if there is one), in the middle of the party for when the Big Bad Monster eats the first one. The second choice is hardly ideal, but if you think you can trust him at all, put the thief in the second or third position, directly behind your best warriors. This way he has a chance in combat and he's nearby to search suspicious stretches of floor. Just be certain to keep your coin pouches secure.

More sophisticated planning should include some tactical plans for different situations. If your party must retreat from an overwhelming foe in the middle of a melee combat, which characters take the rear guard? What spells might the magic-user employ to confuse or discourage pursuit, or maybe even to help the rear guard fight? Who is responsible for scouting a safe path of retreat?

Often characters benefit by forming mini-teams within the party. A given fighter, for example, might act as a bodyguard for the magic-user (assuming, of course, that the spell jockey has proven himself useful). The magic-user can then cast spells to benefit the entire group, or use magic that benefits the bodyguard. This way you can maximize your total melee capacity. Another fighter might routinely create a diversion at the start of a combat, drawing a monster's attention away from a thief who is waiting for a chance to sneak behind the foe. At least you'll know where the damn thief is!

Probably no single tactic is as important as surprise. Effective scouting, of course, is the best way for a group of characters to avoid being surprised, while moving silently without light sources is the best way for PCs to surprise an opponent. It's not worth trying to fight in the darkness if you need light, though (see the Fighting in Darkness section). Ranger characters are less susceptible to surprise and the most likely to cause surprise, but human rangers underground suffer grievous disadvantages because of their lack of infravision. Half-elven rangers are very effective in this environment. Of course, if you have a pixie fairy in the group, try to travel with it for a few weeks in a relatively safe area before hitting the dungeon or dangerous wilderness. And when you do, stick close because pixie fairies can share their ability to avoid surprise with nearby companions whom they have traveled with for two weeks.

CREATING DIVERSIONS

While surprise primarily depends upon keeping a party's presence secret from the opponent, concealment may be impossible or unnecessary. Distract your foe with noise or activity away from the main assault or simply observe carefully to take advantage of an opportune time. This way your party can approach with little regard for stealth.

Diversions can be accomplished with any of a wide variety of magical spells, but creative actions can make up for a lack of magic or conserve spells. A single character, for example, can take upon himself the task of drawing the attention of a group of monsters away from the rest of the party. Surely there's Honor in that. Fires are excellent diversions since they often require the immediate attention of the monsters in order to prevent the flames from spreading. You may be able to devise other acts of sabotage, such as collapsing a bridge, tunnel or dam. You need to pay attention to potential unforeseen consequences, though, otherwise there wouldn't be old sayings about playing with fire or being careful what you wish for. If you collapse a tunnel that is the only exit to the surface, you'll be unable to avenge the songs mocking your incompetence. Don't collapse a bridge while you're on it unless you can fly.

Clever characters might work out remote control systems for diversions: a long rope, for example, might be tied to a statue and yanked to topple it. Alerted by the crash, the monsters naturally direct their attention to the loud crash rather than your party. Again, try not to do this in a Medusa's hall with a statue that greatly resembles a friend of yours (or someone you're trying to rescue). Backup plans can be important too, especially if an intelligent creature notices a rope....

Don't count on a diversion for too long. Typical low Intelligence creatures (such as Orcs) can only be distracted for 1d4 rounds, and they will definitely investigate ensuing commotion from a different area even after moving towards the diversion. More intelligent monsters may get a saving throw versus spells to avoid being distracted, and creatures of genius or higher level Intelligence are extremely difficult to fool. You'll need a very imaginative plan and meticulous execution. Sometimes it's better not to challenge such a foe on its own terms. You might want to simply charge and begin the melee to beat the crap out of it; even the most powerful brain is useless when properly hacked.

Don't expect a free chance to figure out if monsters are using diversions against you, though. You're not entitled to any sort of check, though a reasonable GM will give observant characters the benefit of the doubt. You may get an Intelligence or Wisdom check to notice "something wrong". Still, when it comes down to brass tacks, you are on your own.

SPEEDING PLAY

The pace of a gaming session proceeds largely according to group taste. Some groups prefer a faster pace than others, which is fine so long as you don't get too antsy finding yourself in a slower-moving party. Wasted time is never good. Also, you should note a common GM tactic: by deliberately slowing play, he increases his odds that you'll make a mistake by acting hastily and not taking proper precautions. By keeping a set of standard procedures for various common adventure situations other than battle, you can get back to the hack as efficiently and safely as possible.

Common situations include searching for traps and opening doors. If you have a detailed schematic to represent where each character is for such an event, your GM can't move you around into his grudge

traps. He also can't lull you into ripping open the door before the thief checks it, etc. Define the role of each character (guarding the rear, picking the lock, or have an arrow nocked and ready to shoot) and let the GM know if you're using "door procedure #3" so that each player does not need to repeat his intentions every time.

In addition, you should create standard marching orders for common environments (five and ten-foot wide passageways, for example, as well as wide open areas where you cannot see the walls). You may also want to note standard weapons in hand (a simple task when using the official HackMaster Character Record Book). This does not lock you into a single format; you can tell the GM when you're altering the plan. Communicating these changes is much easier than essentially saying the same thing over and over for that majority of factors you keep the same.

MAPPING TECHNIQUES

The most common style of mapping for characters exploring an underground setting is the detailed graphing of each 10-foot block of corridor explored or room entered. This style, while usually providing a reasonable copy of the map the GM is using, has several weaknesses.

For one thing, this type of map requires a great deal of time, both game time and real time, to make. Player characters must carefully pace out dimensions, and the cartographer must take the time and effort to record them accurately on the graph paper. A party otherwise able to travel in complete darkness must maintain a light source for their mapper, making it much easier for the denizens of the dungeon to spot them. That can be bad.

Another problem occurs when some players tend to agonize over minor errors. If a room overlaps into an area where the map shows a corridor runs, these wisecracks prattle on about Teleport traps and reality shifts, when the most likely explanation is that the map is off by 10 or 20 feet.

Of course, such maps are quite valuable, even crucial if, for some reason, careful attention to detail and dimensions are necessary. In most cases, however, the main purpose of the map is to show the characters the way out of the dungeon after the adventure, so elaborate illustration is clearly overkill.

Most of the time you do not need to be concerned with the exact dimensions of an area you are exploring; a line-drawing map can work very well. In this case, the mapper simply draws a line to indicate the path of a corridor or tunnel through which the party is moving. Doors are indicated with the standard symbol, and crossing corridors or branching tunnels can be displayed with additional lines. The exact distance moved becomes a matter of educated guess work or written notes.

Such a map serves admirably to show the party the path to retrace their steps and leave the dungeon. It effectively displays the areas that have been explored and reveals those that have not. Intersections and doors are easily spotted. Best of all, the map can be drawn without slowing the party down much. Although you still require a light source, the light can be shone temporarily while the cartographer quickly sketches in the last section of corridor, and then extinguished while the party advances.

A line drawing map may not be sufficient when the party travels through an extremely complicated or confusing area such as a complex maze or a convoluted network of caverns. Other than these cases, however, you might find the line-drawing map to be every bit

as effective – and a lot more convenient – than the typical graph paper masterpieces that bog down less sophisticated or less able parties. Note that any extra shares for mapping duty should reflect this reduction in performance.

TACTICS

All too often, fighter characters simply charge up to the front line in every combat, and in non-combat situations sit back and listen while wiser friends handle all the niggling details of the adventurer's life outside of combat. While this can be perfectly, properly glorious, sometimes the fighter types need to take charge. Eventually, your party needs your expertise to overcome a clever foe, or a large number of less clever foes. The front-line attack is only one of several options. A competent party has other approaches and practices them to enhance their teamwork. And out of combat, the fighter is admirably suited to dealing with several everyday details that concern the adventuring party.

COMBAT TACTICS

When the characters (not just the fighter characters) enter combat, they need to be reminded of some basic tactical elements of combat.

Shield-Walls and Polearms

A character with a polearm (or Great spear) can stand behind a character with a shorter weapon and attack the same targets that his ally is attacking. That's one of the principal advantages to the polearm, one too often ignored in lesser HackMaster campaigns.

Here's how it works: The character with the polearm positions himself behind an ally, preferably a fighter with a shield. Because the polearm fighter must work around the friend in front of him, he suffers a -2 to hit anyone on the other side of his ally. However, he isn't limited just to the enemy of the man he's standing behind. If our polearm hero is standing behind a line of three men (who are side-by-side), he can strike at anyone who is close enough to attack any of those three men with a medium-length weapon. If the three warriors in front of him all have shields, you've got a shield wall.

In this manner the polearm wielder can attack targets without being right in their faces, or engaged with them. He can switch targets without any fancy footwork. When one of his buddies is foundering, or taking a beating, the polearm wielder can begin attacking that fighter's enemy. Multiple polearm wielders in the 2nd rank work real well.

Wolf-Pack Tactics

When the adventuring party gets into combat with a single large monster they can confront directly (such as a Troll, not a dragon, with its strong mix of melee abilities, ranged combat abilities, and mobility), it's foolish just to line up and hack at the thing. In fact, it's not necessarily clever just to surround the monster and hack at it. Try learning from a wolf pack instead.

Surround the monster, of course. On the first round after this, half of the circle of heroes should use the parrying option. The other half should attack as vigorously as possible.

On the second round, the action switches: the group that attacked last round now defends, and the group which defended now attacks.

This often has the effect of confusing the prey, concealing crucial information such as which characters present the greatest danger and thereby reducing the beast's fighting effectiveness. The prey feels a bite to its rear and turns to attack there; but while it's concentrating

on enemies in that direction, the wolves now to its rear make their attack.

Less intelligent creatures often turn to attack the characters who injured it most recently. They are now defending. This can give the party several rounds of combat during which it has the advantage and can whittle the monster down. It also makes each character, overall, less likely to be hit as they can take advantage of the improved AC. Your biggest, baddest fighter won't have to take the brunt of every attack for hurting the monster more than his comrades.

Beware of over-reliance on this or any single tactic, though. Even the stupidest monster gets wise to this eventually, and tries to break through the circle of fighters. Adaptability of tactics is as important as actually knowing any tactics to employ.

Also, it may be that your GameMaster has no interest in letting this tactic work. You might risk asking him if it has any chance of doing some good in your campaign. If he says no, don't even try it. Even if he says yes, he may not remember to grant that little benefit; if, after a few wolf pack attempts, you haven't seen it work once, give up on the tactic. There are plenty of other tactics to try.

Tactical Mix

You want the fighting characters (including thieves and clerics) in a party to represent a mix of weapons and combat styles. Several should be front-line fighters, bearing heavy armor and large, damaging weapons. One or two would be behind-the-lines fighters, carrying polearms. One or two should be ranged attackers, using bow, crossbow, sling or even throwing knives.



This gives the party a certain amount of versatility. The heavy fighters can engage the heavy opposition. The polearm fighters can attack the enemy with reduced risk to themselves. The missileers should concentrate on eliminating enemy missileers first, and after interrupting or dispatching them can turn their attention to doing unreturned damage to the melee-fighting enemies.

More versatile characters (generally higher level and more accomplished fighters, sometimes multi-classes) can mix and match their roles. Any character can have a sling or a throwing axe at his belt and become a missileer in a matter of seconds, for example. This is one of many reasons you need to be proficient in a variety of weapon types (melee and ranged, just for starters).

Rotation

Often a front-line fighter is seriously damaged when fighting, but must continue fighting, because he has no other option until the enemy is defeated. This doesn't have to be the case.

In large party combat, particularly damaged front-line fighters can be "rotated out", pulled from the front line and replaced by a less hurt warrior. Or you may not replace them at all. The shield wall (i.e. the other front-line fighters) can close ranks and plug up the hole (See the Fighting Withdrawal section). During his combat action, the injured man announces that he's retreating; the ally or allies he stood side-by-side with need to announce that they're blocking pursuit (i.e. they move so that the enemy can't just wander in through their line). That puts the hurt man behind his own line, where he can keep away from further damage and even seek some healing. If one of the polearm fighters is accommodating, he can switch weapons. The injured man takes the polearm, and the other fighter takes the front-line weapons. On his next combat round, the uninjured (or less injured) man moves up into the line and the injured man begins whacking enemies with his polearm.

This is a good way to keep Raise Dead fees under control.

Spear-Carriers

In some campaigns, players have the attitude that NPCs are along to get killed so that the PCs won't.

That's patently ridiculous. An adventuring party with that attitude would soon gain a very bad reputation, and would find it increasingly difficult to hire NPCs, would find that inns and taverns always denied them service, would find that sages told them to buzz off, etc. They might even end up facing armies led by former allies.

However, one type of spear-carrier NPC can be quite useful to any group of adventurers — the actual spear-carrier. Some seasoned adventurers call them "spear caddies".

In many towns and villages, the heroes can find a strong, strapping youth willing to come along with them for the promise of some treasure and combat training. Such energetic youths shouldn't be slapped in armor and put up front to be killed. Instead, they should be charged with carrying an extra weapon or two and making sure that all his allies have weapons at all times in combat. In a real combat, the spear-carrier may act as a behind-the-lines polearm warrior, if his hands aren't full already. He also serves as backup defense for people who stay behind the lines because they can't fight well: noncombatant NPCs, magic-users, etc.

Give the spear-carrier a single weapon of his own, such as a spear, and let him carry a couple of extra weapons that belong to the party — a spare long sword in a back sheath and a short sword on his belt, for instance.

In combat, he stays behind the line and takes the occasional spear-poke at the enemy through the line. Whenever a PC loses a weapon (to a fumble, an enemy's disarm, or when a weapon is shattered by a foe), the spear-carrier uses his next available action to move in close and give the PC one of the extra weapons he's carrying.

The spear-carrier is also useful for keeping a more distant eye on what's going on in and around the combat. Since this character is an NPC, he won't have the appropriate frantic desire to make every round of every combat count for something. He can afford to keep an eye on things and won't necessarily be desperate to bang on an enemy every round. He might notice new enemies arriving on the horizon or notice an enemy skulking to get around the edge of the shield-wall before a player-character has the opportunity to do so.

A variant of this party hireling is the spear-carrier devoted to a specific PC. A PC who is a spear-thrower, for instance, might have a helper devoted to carrying two or three extra spears for him. In such a case, the PC is usually responsible for teaching the NPC to fight (without getting him killed) so that he might someday become a warrior.

Finding a spear-carrier is also a good way to screen potential proteges and henchmen.

Directing Traffic

Every successful adventuring company needs one fighter, often the leader but not necessarily, to act as tactical coordinator (that is, combat leader). In combat, he keeps his eye on the situation and issues orders to his allies.

This tactical coordinator should be the one to notice that one of his frontline friends is being chopped to pieces, and order that character rotated back behind the line. When one particular enemy turns out to be more deadly than the rest, the tactical coordinator orders missileers and polearm fighters to concentrate their efforts on that one. When the fight goes against the heroes and can't be turned around, the tactical coordinator must order the retreat. He also needs to ensure that it's an orderly one if at all possible, with no one missing and done while maintaining proper fighting ranks.

If no PC fighter volunteers or naturally evolves into the combat leader role, the GameMaster might "push things along" by determining, in his best opinion, which PC would be best in that role, and having NPCs turn to that character for orders when combat situations come up.

When to End Combat

Because the time scales of combat rounds as opposed to non-combat rounds are different, you need to know when combat officially ends (when combat begins should be obvious). Alas for the players, the ultimate call is up to the GM. Still, you should know how to milk your combat (or non-combat) rounds for all they're worth. One good rule of thumb is to let one full combat round pass without anyone casting a spell, using a special ability or combat skill, or using a weapon against a creature. At that point, combat is over and you switch into non-combat time scales.

Combats in the game don't have to go on until everyone on one side is dead... or even defeated. Sometimes you need prisoners. Sometimes it's amusing to accept surrender.

Don't forget that one side or the other (including the PCs' side) can surrender, retreat, or maybe even convince the other side to stop fighting and do some talking or negotiating (shya right!).

When every fight must end in one side achieving total, bloody victory, the game can reach the full glory of Hack! When there's opportunity for a greater number of resolutions, there's more uncertainty to combat, and your opponents might wrongfully get the idea that they have hope of surviving. On the other hand, that reputation for total victory can haunt you if a battle goes badly, so make your choices carefully. Avoiding combat won't help your Honor, but it's easier to build that back up than to get yourself raised.

The Pros and Cons of Surrender

There is a key facet to the topic of surrender one must consider before a logical discussion of the topic can begin, are you the one being offered surrender by your opponents or are you the one considering surrendering to them? When your opponents offer to surrender to you, you have to ask yourself one key question. Are they doing it to gain some tactical advantage in the conflict or are they doing it because they really see the battle as hopeless and are honestly in fear for their lives. If you sense that an opponent is surrendering just to gain a tactical advantage, then show no mercy. Cut him down where he stands. This could be the case if the opponent is trying to cause a delay so that reinforcements arrive or he may be plotting his long term revenge as he contemplates the risk of becoming your slave versus his future ability to hire an assassin to take you out. There are many times the GM might want to set you up for a later fall at the hands of an NPC you spared.

If you sense an enemy is sincere in his overtures to surrender and really wants no further part of the conflict, then you have a much more difficult situation to ponder. First and foremost you should think about your party's ability to keep one or more prisoners. Do you have adequate supplies to care for the prisoner? Do you have adequate means to secure and guard the prisoner? Can the prisoner be of use to you in any way? If the answer to one or more of these questions is no, then you need to seriously consider alignment and Honor implications. If you are good, taking prisoners is the Honorable thing to do, even if you can't adequately accommodate them. Furthermore, unjustly slaying a prisoner can result in severe Honor penalties. Even so, it might be worth it if you let the guy go and he later shows up in a battle and personally kills half of your party like in the movie *Saving Private Ryan*. In the end, the choice is yours and you have to live with the consequences.

The other end of the spectrum includes situations where you and your buddies are getting your asses kicked and need to consider if whatever you were fighting over is worth dying for. This depends to a large degree on why the combat was initiated in the first place. If you are losing a bar room brawl you can feel relatively comfortable putting a hash mark in the loss column and moving on with your tail between your legs. If on the other hand, you are invading a kobold lair and mean to commit genocide on every last one of the filthy beasts, chances are if you surrender in the face of overwhelming odds, you'll get what's coming to you. You have one thing in your favor in this situation. The GM has invested a lot of time in his campaign. He most likely won't want to destroy the entire party just because you made a simple mistake and got in over your heads. If you suspect this is the case and things look really bad during a dungeon fight and you are willing to live with the Honor consequences, go ahead and surrender. Chances are you will be incarcerated while the creatures you are fighting make preparations for your ritual execution. This should give you just enough time to think of an escape plan and give yourselves some shed of hope at coming out alive. Of course, if you are

facing a lower intelligence monster who just wants to feed on your steaming bloody remains, then you're screwed. Go down swinging!

Why You Should Always Chase Escapees

If any enemy survives a battle, he'll try to flee. That's bad. Serious enemies will always return with bigger, badder allies, or simply hire assassins to kill you. If you don't realize this yet, your character will soon learn that lesson. Believe it.

There are of course consequences to this approach. Eventually word gets around. Even if the GM isn't being unreasonable, your enemies will begin to set up traps along escape routes. If you pursue, you get caught in the traps and suffer damage and embarrassment. They think that will teach you to be more cautious in future events. And it will — avoid the traps, but don't let the bastards get away.

If enemies do get away, don't think for a moment that means that you'll be able to occasionally flee and get away.

Why You Shouldn't Negotiate

Sometimes, when PCs and NPCs are thick in combat, an NPC may try to calm things down, call for the two sides to part and cease fighting — at least for a while. It may be that the NPC has figured out that the two parties should be allied, or that he wants to bribe the PCs, or even conduct surrender negotiations ... from a position of strength.

If you never negotiate, you limit the GM's arsenal. Don't be fooled into thinking that you shouldn't use your expertise in brute force to achieve your goal — that's your forte. Then again, when evil NPCs say they will kill the hostage or destroy the artifact if you don't stop fighting for a minute, they're often telling the truth Just wait and let the clerics, magic-users and bards (or paladins) talk. You talk with your sword.

You may lose several hostages or artifacts, but, once the bad guys follow through with their threats, you'll have no reason to hold back. You have to judge your GM's style when it comes to talking with the enemy. Maybe you can initiate parleys on your own — but not if all of your GM's NPCs turn out to be treacherous cretins.

CAMPAIGN TACTICS

The warrior certainly isn't helpless or useless outside of combat, either. In situations where the party is preparing for an adventure, planning a mission, or just arriving in a new place (town, castle, whatever), the fighters (especially the combat leader) should make themselves responsible for learning a few things and reporting these facts to the others.

Combats and Combat Missions:

What's the lay of the land? The fighters should get detailed descriptions (and, if possible, maps) of the area in which the party might be fighting. This helps when plotting strategy, ambushes, etc.

They should also seek the answers to some basic questions. What sort of forces does the opposition muster? This might include details of the makeup of an enemy army or the garrison of a castle the heroes want to invade, or just rumors of what might be found in the dark dungeon that the characters intend to explore.

Is anything unusual going on in the area? If so, it might indicate something important to the characters (such as GM clues). Do the locals hear grumblings and rumblings deep in the earth that weren't there before? This might indicate that a dragon has moved in ... or that someone is secretly mining. Are there suddenly a lot of strangers in town? This might mean the enemy has spies in place, or is hiring

new warriors who pass through town en route to their final destination. Whenever there's something strange going on, the heroes will have to face its source eventually, and you should be as prepared as possible. The warriors need to gather this type of information because the magic-users and clerics won't collect it. Once you have some answers, you can drag the scholarly types away from their books or prayer mats.

Can you count on local help? If this is a military assault, can the heroes request, hire or levy local troops to back them up? If you can, and the situation warrants it, they should. But you have to ask, even if the locals called you in specifically for the purpose of dealing with the threat.

Can the party hire local experts? If the mission takes you into an area where a local knows more about the situation than you do, guides can be an invaluable resource. They should know the local sites and recent tales. If they don't, or they seem to make things up on the spot, they're GM-designed foils meant to stab you in the back.

What sort of equipment will the party need? Any sort of special situation (walls to climb, unusual monsters to fight, interesting terrain to cross, etc.) is likely to require specialized equipment, and it's the fighters' responsibility to determine what sort of equipment that is ... and then to get it (or at least tell the party what to get).

Just Arriving In Town

What are the characters' rooms like? Whether you are being accommodated by friends, by an inn, or by a local ruler or noble, only the fighters have the know-how to check out the rooms in terms of defensibility. If the PCs are attacked in their rooms in the middle of the night in the dark, the fighter should know (because he's prepared

himself in advance) how many exits the room has, whether they are open, closed or locked, how defensible the room itself is, what story it is on and how far it is to the ground, and so on. He might wish to consult with the thief, who might be inclined to check for secret doors or traps, or on the feasibility of going up to the roof when the heroes go out the window.

What are the local laws? The fighter also needs to discover the local ordinances concerning the carrying of weapons and the wearing of armor. If it turns out that either is illegal or restricted, let your friends know about it. You should know what laws you are breaking, if you choose that path. Plus, if the penalties are fairly benign (just a whipping or two), you can get back at that annoying cleric by "forgetting" to tell him. (Note, however, that this violates both lawful good and lawful neutral alignments. It's not nice, either.)

The other character classes have their own subjects to explore in the same situations. Here are some suggestions:

Magic-using types should take responsibility for: Learning the history of the current situation including how it came to be. Perhaps there's a clue to getting things fixed in that background. Getting details of the magic of the situation (which only a magic-user can properly evaluate anyway).

Clerics should take responsibility for: Learning what the local clergy thinks of the situation. Clerics might also commune with their gawds to see if there is any relevant (make sure you tell them "relevant"!) prophecy, advice or admonition to offer. The cleric is often best suited to arranging for ordinary provisions (food, clothing, etc.), as the propensity for a merchant to cheat a cleric is less common than swindling dumb fighters, unless some other character has mastered barter.

Thieves should take responsibility for: Putting an ear to the street (or rather the speech of people on the street) and seeing what's afoot. It's always a clue to the resolution of a problem if the rulers say one thing and the common people say something different about a situation. GMs love to throw out that sort of clue. The thief will also case opportunities for break-ins and robberies, but don't let him go too far — they're always overestimating the reward and underestimating the risk. Once again, as the stabilizing fighter force, one of your many duties is to reign these people in and keep focused on the primary goals. The thief types are best suited to determining how possible and useful it would be to get a spy in the enemy camp, breaking into a specific site, etc.

Naturally, these descriptions are largely generalizations. Any specific character might be particularly talented at one of these roles, even if he belongs to another character class. The important thing is that someone should undertake each of these tasks. Otherwise, you'll end up without the knowledge you need to gloriously hack your way through the enemy ranks.

WHAT IT MEANS TO BE A HERO

What does it mean to be a hero? A good sword, a strong arm? The ability to destroy monsters, hack down enemies, slaughter the opponents of freedom (and your treasury's health), and strike general fear into all those who dare oppose your rise to greatness?

Well, yes, frankly. Those are all good. But the truly great heroes and memorable leaders of the world have something more. More than simply an agile form and quick mind, more than endurance or courage. They have true devotion. The ability to not merely lead



FRAIM

men (and elves, and dwarves, and Beast Shamans, etc. — for the purposes of this section “men” shall refer to humans, demi-humans, half-breeds and perhaps even some humanoids), but to inspire them. The greatest leaders in history have said that they are only as good as the men who follow them, but we know the truth. These leaders stand tall above the mortal population, living large and dying spectacularly (if need be). A truly heroic leader can take any motley group of followers and mold them into a powerful force dedicated wholeheartedly to his cause. In HackMaster there is one overwhelming truth, and now we reveal it to you: followers are only as good as their leader.

Leaders have more responsibility than normal men, but they also reap greater rewards. This is as true for the Grand Marshal of All the Armies of Fangaerie as it is for a squad patrol leader or even the leader of an adventuring party. A true leader may command ten men or ten thousand, but he does so with equal ability and similar results.

Honor is especially important for the heroic leader, and thus his temporal Honor awards and penalties are doubled. He represents the entire party, and individual party members represent his leadership. So it behooves the leader to actually lead. This is the onus of responsibility, and those who are not ready or able must not be allowed to take the mantle they do not deserve. Many believe that they hear the call to become a leader of men, but they face certain doom. A true leader is one whose cause is right, and whose unswerving passion for his cause draws men to his side. A leader is compelled by his men to mold them and propel them toward greatness. Can you meet this challenge?

Heroism is necessary to the leader, but leadership is not necessary to the hero. Some heroes inspire simply by their actions, others take active control of the world around them. While a leader may be a hero, and some adventurers become heroes, not all heroes make great leaders. Some are ideal, solitary figures standing firm against seemingly impossible odds. But seeking the heroic life of an adventurer can inspire others and put you in a better position to lead.

HackMaster is a game of heroes writ large through great deeds. Every adventurer seeks to become the hero of the moment so that he may become a leader for all time. Many will fail and many will fall. If you are ever going to achieve such lofty status, though, you must know what it means before charging headlong into an abyss. Be warned! Through the game you may achieve a nigh divine status impossible to match in the workaday “real world”. The path of the hero is not for the faint of heart, nor for any who doubt their quest for legend.

First things first: adventuring. A dangerous profession, the careers of many adventurers burn brightly but quick. And there is a difference between a good, honorable death and an inspirational death that will be the stuff of bards’ and minstrels’ tales for centuries. Yes, alas, you do need some help from those pansy minstrels, for someone must sing your praises should you fall. To fall is not to fail, if you do it right. You must prepare yourself for the worst (early death) as you work for the best (the glory of Hack!).

The basics of adventuring are easily enough understood: find a dungeon or a lair of the enemy and dispatch the evildoers (or goody2shoes), or at least the ones who have the treasure. Along the way you may need to solve some puzzles, escape some traps and maybe sacrifice a magic-user or two. But that “heroic” part can involve argument amongst the ignorant. As with all things, HackMaster is here to settle the argument.

Note that greatness is not equivalent to heroism. An evil adventurer can become great, infamous and extremely successful, but heroes are (typically) the good guys. They’re the ones that the vast majority of common peasants and less able individuals look up to and attempt to emulate. Heroes defend innocents, they have convictions, they hold their convictions in the face of any opposition. That is only the first part of your quest for true glory.

In Braveheart, William Wallace never relinquished his belief in freedom, even when the odds seemed impossible and men died in droves. This defined his heroism more than any martial or tactical skill (though you’ve gotta have those, too, because no one ever rallied men to a cause by picking a pocket). Had Wallace abandoned the dream for which his men died, the whole story takes on a new, hardly inspirational meaning (a ruthless tyrant crushes a rebel). He would have betrayed them and himself. This does not mean that your HackMaster hero needs to face capture and torture, but if he does, he must do so with the same spirit. Who knows? He may even escape to avenge himself from this side of the grave!

Obstacles are everywhere. The most obvious obstacle to a hero is the big nasty creature slobbering all over you and planning to make you into a meal. You’ll need every bit of your training, experience and strategy to overcome many of the beasts in Garweeze Wurd. We’ve provided you with more than sufficient help, but only you can face the moment of truth. Heroes may be defeated, but they continue their work undaunted in the face of any foe, trial or tribulation.

Heroes must have antagonists, for there is no opportunity to be heroic without conflict. Monsters and lackey can serve only so long. This means that if you’re on the right track, you’ll soon have an arch-villain or three. Sure, you’ll have several enemies along the way and hopefully many victories, but one or a small number of thoroughly evil schemers will be the source of most of your adversity. If you truly mean to make a mark with your character, you’ll face this unfazed. But the challenges increase with your own power, as your influence and skill increase so does the scope of your enemies. You will attract attention from ever-more significant entities. Understand this, because if it comes as a shock you may consider fleeing and risk your legacy. If you do need to retreat from a foe, don’t let it be because you are surprised that a certain entity showed up.

Martial acumen and keen wits help perform heroic deeds, but courage alone is indispensable. Charging an enemy off a cliff to prove you’re not afraid is just stupid, but bluffing an enemy with a well-timed (if risky) charge to make him think that you have reinforcements can be heroic. It wouldn’t be if you invaded the creature’s home for no reason, but if the evil beast has been tormenting you and/or your allies, or nearby innocent villagers, then you may inspire some tales. That’s a good start.

Some of this sounds unpleasant, and perhaps even downright painful. So, why should you strive to be a hero in HackMaster? Heroes stand above the masses of the populace. They move the events around them and change the world for everyone. If anyone is going to consider making statues of you (without being coerced), you must strive to be heroic.

You owe it to yourself to maximize your role-playing potential, and you owe it the Game to do things right — so go out there, seek greatness and grab the glory!

Chapter 5

Art of Hack: Combat Rules

What follows are clarifications of certain elementary aspects of the elegant game of HackMaster. These are NOT new rules. We here at Hard Eight had thought that everyone could handle these issues as previously described, but hordes of drooling morons counting on their fingers and reading out loud have convinced us that even these basic rules of HackMaster are actually not entirely clear to some of you. Apparently, we overestimated some of our audience (not you of course, those idiots still reading chapter two). But have no fear, edification is at hand!

CLARIFICATIONS

Common Sense

First of all, someone has to say it: game rules do not allow you to forfeit common sense! Some situations were considered so obvious that they were not specifically covered in the rules, because to be honest we couldn't believe anyone would be so confused. Rulebooks should cover actual game-specific rules, not waste space and verbiage discussing obvious facts. Just because a rule lists conditions for attacks or penalties does not mean you can use those modifiers to suggest ridiculous conclusions. For example, you must know of a target before you can attack it. Penalties to-hit Invisible creatures are irrelevant if you are unaware that there's even a creature there. You can't use player knowledge to shoot randomly and argue that you have only a -4 on your attack roll – you're just wasting arrows.

If a fumble chart result says "hit ally", and your club can't reach an ally, you don't hit one. You also don't hit an enemy; you just swing wildly and look foolish.

Also, if you target a creature through a hole in the wall through which it watches you, you'll probably hit it in the eye. It might move just a bit, getting hit elsewhere on the head, but you can't hit its left foot, even with a critical hit.

Another issue lurks behind this sort of misunderstanding, player knowledge versus character knowledge. You know things your character does not (and vice versa, unless you're a highly trained swordsman and have suffered something equivalent to a breath weapon). Acting on that information is bad role-playing at best and cheating at worst. To cheat is to attack the very integrity of the game. If you want to treat a game that way, make sure it's not HackMaster, the 2001 Origins Award Winning Best Game of the Year.

You'll also take an Honor hit.

Constitution and Hit Dice

The hit point bonus (or penalty) for Constitution applies to each Hit Die rolled. Thus, monks and rangers gain it twice at first level. The lone exception is the 0-level cavalier: he gains one-third of the bonus (rounded down) for each d4 roll for hit points. When advancing to second level, he gains the full bonus.

Weapon Proficiencies

Table 7A on page 101 in the PHB lists the number of proficiency slots for each class group. These initial proficiencies are not filled for free, however. A character needs both the open slot and the building points to purchase a proficiency to fill that slot. Thus, a standard fighter can take up to 4 weapon proficiencies, but must spend the BP for them, as well. Not all these slots need be filled immediately. Once a proficiency slot opens up, it is considered available until the character fills it. After creation, this is simply a matter of training costs and time, not building points.

Similarly, proficiencies gained with experience levels do not require building points, but they do require training. The slots are gained as part of advancing in that class.

Also, note that the tankard proficiency covers both full and empty tankards. The dagger proficiency covers both melee and ranged attacks, but dagger specialization requires that the character specify the thrown or melee use. That training is more intense and cannot allow for distraction (though a character could specialize in both types if he spend the slots and points).

Talents

Only characters of the magic-user group gain the spell memorization benefit for the photographic memory talent. Rangers, paladins, dark knights, clerics and druids do not.

Initiative

Any time an initiative roll with modifiers puts an attack in the next round (11 or higher), that attack goes on segment (result-10) of the following round. The creature attacking does NOT roll initiative for that next round: he must wait until he has made all the attacks from one set of initiative rolls before making new ones.

Thus, Bobo the 13th level berserker has two attacks per round. He uses a khopesh (initiative modifier +4). He has no adjustment for Dexterity. For the first round of combat he rolls a 1 and a 9, so he attacks on 5 and 13. The attack on segment 5 is resolved normally, but the 13 means he actually goes on segment 3 of the second round. He does not roll new initiative dice until round 3, when he rolls a 4 and a 5. Thus, he does not "lose" a round and would roll two initiative dice as per usual on round 4.

Dropping a weapon involves no initiative penalty, but picking up a dropped weapon is essentially like drawing a weapon. Doing so adds 5 segments to your initiative.

Some wise ass is going to ask if it takes as long to "draw" a long bow as a long sword. The answer is: YES! Drawing a weapon encompasses more than simply putting your hand on it; you need to ready it for attack and defense, you need to nock arrows and target strikes, etc. The various subtleties of each weapon balance out to the 5 segments listed for drawing any weapon. You can ready multiple darts or dag-

gers, but you still need to wait that extra 5 segments before your character's first attack with them.

When rolling initiative for multiple melee weapon attacks (such as for two-weapon fighting), roll separately for each attack. Reroll all final-result ties because the two weapons cannot attack on the same segment. With respect to movement, your character's initiative always begins with the primary weapon (not the one in the off-hand). In the case of multiple attacks with the same weapon, initiative for determining movement begins with a pre-determined die color or the first rolled. These rules guarantee that folks with multiple attacks due to skilled swordsmanship or ambidexterity don't somehow get the jump on everyone else.

Weapons at the Ready

Now, there is a way to avoid the 5 segment initiative delay – you could walk around all the time with a weapon at the ready. But you can only carry one weapon in each hand at most, and if you're not skilled in both weapons, it doesn't help much. You cannot, for example, carry a short sword in your right hand and a hand axe in your left, then use either in your right without penalty. If you're going to use both in combat, then you'd suffer no initiative delay. (So take both attacks, even with two-weapon penalties, then drop the off-hand weapon in round 2.) To have a two-handed weapon "at the ready" you must have both hands on it.

You might consider carrying your primary weapon in hand when trekking through a dungeon or wild land. Then you can drop that weapon, if necessary (no initiative penalty), and draw a new one with just the standard +5 to the initiative roll. Be aware, though, that every time you drop a weapon, you increase its maintenance needs by 5 minutes per day for a full week. You never know when the blade will hit the ground just wrong and snap! Extensive research at the award-winning HardEight HackTesting labs suggests this is about 2% of the time on dirt and 5% of the time on stone. If you don't do that maintenance, the chances of a disastrous drop increase by 2% per previous drop. This increased percentage does not go away until the full week of extra maintenance is completed.

Movement

The PHB and GMG fully describe melee movement, so be sure to review those exalted tomes. The only new tidbit you need is a simple clarification: if two creatures close against each other in combat, they can attack as soon as they are in range. This is why you must move each creature and character segment by segment (in a classically brilliant HackMaster manner, this also helps prevent inferior players from slumping in their chairs bored, jaws dropped and drool flowing, while everyone else "takes their turn").

For example, Erristoddle the Mighty (an unencumbered human fighter in non-bulky armor) needs to cover 108 feet to close with a Morgue Prowler. Erristoddle begins moving on segment 6 and the Morgue Prowler begins moving on segment 9. Now, if the Prowler were not moving, Erristoddle would need 9 segments to reach him (then add the weapon speed, Dexterity reaction adjustment if any, and +5 if he needs to draw a weapon. Luckily, he already had his weapon ready! Alas, he has a 10 Dex.). Thus, he would not be able to swing his Long Sword of Logical Severing until segment 8 of the following round.

But since the Body Snatcher is moving towards him, they'll meet somewhere in the middle. The two will be in melee range at the end of segment 3 the next round, and both can attack on segment 4.

This kind of attention to detail is necessary to simulate combat realistically. It also means that you must carefully note your character's movement each segment to keep on the ball. After all, odds are the Shield Monkey has a dozen creatures to keep track of, so the advantage here goes to the player. You won't get many.

If your character is not going to attack during a round, you need not roll initiative after the first round of melee (if no surprise), or after surprise. When the GM says, "roll for init" simply shout "moving!" just like those spellslingers have that annoying habit of shouting "spell!" (as if you care). Then on segment one, state your speed and begin moving at 1/10 of your total move per segment. During the first combat round (if no surprise), everyone must roll for initiative to simulate who has the drop on whom.

Number of Attacks Per Round

The number of times in one melee round that a character can attempt to make a significant attack (i.e. roll a to-hit die) is determined by his own expertise when dealing with melee weapons. These values can be found on Table 3E: Fighter Melee Attacks Per Round in the PHB and the values for specialists can be found on Table 7B: Specialists Attacks Per Round in the PHB. For most characters, the number of attacks with ranged weapons is determined by the rate of fire of the weapon type. A non-specialized character of any type can throw two daggers in one round (assuming he has two daggers). A 7th level fighter still throws only two daggers in one round (unless he is specialized in thrown dagger).

Weapon Specialization

Weapon specialization, mastery, high mastery and grand mastery apply to one manner of using a weapon. A fighter specialized in dagger or spear must decide if that proficiency pertains to the melee or the ranged application of the weapon. He can specialize in both uses, but they are treated as separate weapons with regards to proficiency slot and/or BP cost.

Penetration/Grievous Wounding Dice

Penetration damage dice apply to the die type rolled, not the range of a given type of weapon. This means if a weapon does 1d6-4 points of damage, each penetration die does 1d6-1. Basically, if you roll a die and it comes up maximum damage, roll that die again and deduct one for penetration or grievous wounding. Note that penetration and grievous wounding damage (or healing – and yes, it IS called "grievous healing"!) dice have a minimum of 0, not 1.

Likewise, if you use a footman's flail to inflict for 1d6+1 points of damage and get a 6 on the die, that's 7 points. As the range of damage is actually 2-7, each penetration die does 0-5 (it's actually 1d6-1). Strength, specialization, magic, etc. only affect the basic damage range; none of those apply to any penetration dice. This can make those "natural" weapon bonuses more valuable for weapons some would not otherwise consider.

Also, if a weapon does 2d4 points of damage, each die is its own entity with regards to penetration damage. So if you roll a 2 and a 4, you get one penetration die. If you roll two 4s, you get two penetration dice. Congratulations.

Finally, remember that armor points do NOT subtract from penetration damage. The damage has already PENETRATED any armor (not to mention skin), thus the name.

When "penetration" applies:

- Damage rolls

- Critical hit severity level rolls (these “penetrate” downward as well)
- Hit points regained for healing spells
- Honor Dice
- Skill mastery dice
- Fractional Ability improvement rolls

For the remedial, when “penetration” does NOT apply (unless specifically stated otherwise):

- Surprise rolls
- Initiative rolls
- Hit points gained on advancement
- To-hit rolls
- Saving throws
- Usage of skills
- Morale rolls
- Spell effects (other than how many points of damage a victim suffers or a target heals)
- Rolls on charts
- Wandering monster checks
- Number of creatures encountered

Damage Bonuses

Speaking of Strength, specialization and magic, one oddity that has come to our attention concerns Strength and specialization modifiers on certain weapons. For example, a horseman's pick does 1d6-2 points of damage to a Large creature. Don't forget that the maximum bonus damage in this situation is +4, even if you're a half-ogre with a 19 Strength specialized in horseman's pick (what WERE you thinking?!). But don't cheat yourself even further: the die range is 1-4 (weighted towards 1), before adding bonuses. You don't end up simply rolling 1d6+2 (3-8 points of damage); that changes the weighting. You roll the 1d6, subtract 2, remember that any successful attack must do at least one point of damage (even if you had a 3 Strength instead of a 3 Int). THEN you add the bonuses, okay? You're actual damage range in this case is 5-8 (weighted towards 5). Clear? Good. Now don't forget that the penetration die in this case is 1d6-1 (range 0-5), no Strength, specialization, or magic bonuses. (And didn't we say that earlier?!)

Two-Weapon Fighting

You can fight with two weapons in melee. You cannot fight in melee with one weapon and use a ranged weapon with the other, nor can you use two-weapon fighting to gain extra ranged attacks. (The only way to gain extra ranged attacks is to specialize or use magical means of speeding yourself, such as Haste spells.)

When attacking with two weapons, a character can only gain one extra attack with his off hand. This means even if he is specialized in short sword and uses one in his off hand, he gets 1 attack per round, not 3/2. He would get 3 attacks every 2 rounds with the short sword in his primary hand. His Dexterity reaction bonus offsets the -2/-4 penalty (ambidexterity eliminates these penalties), but this cannot turn a penalty into a bonus (at best, it's -0).

While it certainly helps if one weapon is of a different size; a “smaller” weapon is one of a different size category – that's why they're there. The off-hand weapon must be smaller than the other by an

entire weapon size class. Only the hand axe and dagger are excluded from this restriction. Thus, you can use the long sword/short sword combination or the short sword/dagger combination. But you cannot use two short swords without the advanced two-weapon fighting proficiency. Half-ogres can use the 2-handed sword w/long sword combination. The smaller weapon need not be in your off hand. Your right handed fighter could use a dagger in his right hand and a long sword in his left, if he's that foolish (or perhaps has a nifty Dagger of Grief Reaping +3).

Fighting Withdrawal

When retreating from combat becomes necessary, don't tuck tail and run. Everyone who can reach you gets a free shot (or entire attack routine!). You want to carefully consider entering combat with a creature you might have to flee from, though. Even with a fighting withdrawal, the creature can pursue on YOUR initiative and press the matter. At that point allies, or walking body shields, serve well to run interference. If they are within 5 feet (basically, fighting at your side), they can move to stop the advance. They will, of course, also face the creature's attacks but they will do so on its initiative. The advancing creature's movement stops when he's blocked.

Note that a creature's movement to pursue you does not prevent it from using multiple attacks when it does get its chance – it attacks on its segments regardless of movement to pursue a withdrawing combatant. This assumes that it still has you as its target. If it switches targets, it does not get multiple attacks (unless it has some special ability to make them).

Multiple Attacks

“True multiple attacks” do not derive from simply wielding two weapons, they rely on something inherent to the attacker. Sometimes sloppy players think that simply picking up another weapon allows them to get multiple attacks. Um, no. True multiple attacks derive from specialization, experience levels, the inherent abilities of a creature, or Haste-type magic.

Any multiple attacks must be made against the same creature. Only a handful of special creatures can split multiple attacks between different creatures. The only exception (and it's not really an exception – it's a magical effect) is Haste spells or similar magic that allow a creature to make two rounds' worth of actions in one (except for spells, psionics and spell-like abilities, which cannot be sped up).

Charging

A charging creature gets only one attack at the end of his charge, no matter how skilled or specialized he is, even if magically hasted.

Pulling Someone Out of Combat

Sometimes an ally may be in a bad position, held or stunned, and you need to remove him from the front line. Assuming the character cannot resist, you need to spend one full round pulling the character away (beginning on segment one, or the segment you arrive on the scene if you're not there at the start of the round). This can be accomplished quite easily if a second ally is available to cover your retreat (for three PCs total — one guy in a bad position, one guy pulling him out and the final guy blocking). If you don't have any help, things get worse. Your opponent can attack either one of you normally on his initiative. He can either attack one or both of you (if he has the ability to attack multiple creatures) with no Dexterity or shield bonus OR attack normally and pursue the character being pulled away, but he does not get free attacks (which are only for fleeing). Chances are he'll hit, and chances are the guy you're trying to

pull out can't take much more at this point. If this happens, look up the rules for dragging dead weight.

Armor and Shield Hit Points

When a character misses on an attack roll by an amount less than or equal to the AC bonus of a shield (i.e. the shield made the difference), the shield takes damage. The attacker rolls damage normally. If the damage exceeds the hit point total of the shield, the remainder gets through to the target. Armor can absorb one hit point of this damage (no matter what the normal damage die range of the weapon).

Example:

A character in hide armor (AC 6) with a medium shield (+3 AC) has an AC of 3. A first level fighter needs a 15 to hit him. The effects of various to-hit rolls are described below. As indicated on page 205 of the GMG, when a shield is reduced to a +0AC modifier, it will absorb the indicated amount of damage (GMG Table 16O) on an exact hit, as per armor rules, until destroyed.

To-hit roll	Effect
20	Critical hit
15-19	Armor takes 1 point of damage per die, the rest goes to the wearer
12-14	Shield takes full normal damage, armor takes 1 point of damage (if any excess gets through), wearer suffers the remainder
11 or less	Attacker misses

Extra damage dice from critical hits are absorbed normally by armor. However, the penetration or grievous wounding damage is not, whether it comes from the standard or extra dice.

Elven Chain Mail, Magical Elven Chain Mail, and Chain Mail Made of Elven Steel

Elven chain mail as listed on Table 9S of the PHB is normal chain mail crafted by elves. Chain mail made of elven steel by non-elves is not elven chain mail; it follows the normal rules for armor made with exceptional metals. It is possible for an elf to make elven chain mail out of elven steel. In this case, the rules for armor made of unusual metals in the GMG apply to the listed statistics for elven chain mail. In order to make elven chain mail (not chain mail made of elven steel), you must be an elf and have a skill mastery level of 125+% in armorer. (The Elven Chain Mail listed in the GMG is Magical Elven Chain Mail +1. It is NOT made of elven steel.)

Mulligan

Keep in mind that a mulligan (whether for great Honor or by a coupon) only applies to the most recent roll. If you fumble your weapon, the fumble table indicates that you hit an ally and then you roll tremendous damage against your cleric, you can only use the mulligan to re-roll the damage. If you want to re-roll the fumble, you have to declare so immediately afterwards.

Furthermore, the mulligan only applies to your own rolls. You can't make anyone else (other players or GMs) re-roll. For one thing, you shouldn't even necessarily know those results anyway. There's simply no way to fairly judge a player-initiated mulligan with secret GM rolls. It's called a mulligan because it's a do-over, it's not a Dagger of Hindsight.

Critical Hits and Fumbles

No matter the result of a critical hit, it cannot end up directly hurting you or your allies. Fumbles cannot directly help you or your

allies. This can be a good way to ferret out moles and perhaps even Doppelgangers in the party, but keep in mind that your character does not automatically know that someone fumbled – all he sees is the results of the attacks, not any of the rolls you as a player might see.

Also, remember that "x2" damage on the crit chart means that you roll the damage range for that weapon twice. For a broad sword against a Man-sized creature, that's 4d4. For a spear, it's 2d6. Penetration damage can occur on any of these dice, but modifiers for Strength, magic, specialization, talents, etc. only apply once, unless explicitly stated otherwise. This also affects penetration dice: a fighter specialized in spear with no Strength damage would do 2d6+2, so as described above that's 2 rolls of 1d6+1. As always for a d6-based weapon, the penetration die is 1d6-1.

Trauma Damage

When a creature succumbs to Threshold of Pain (TOP) and falls to trauma damage, he must make a Constitution check. His Confusion result is always a 2-6: stand (or lie on the ground) for one round. Thus, after taking a TOP flop, a creature will lie on the ground until medical attention arrives or he is dispatched by thorough foes.

Medical attention can take the form of magical healing, even a single point of which automatically ends the character's trauma so that he can take normal actions the next round. A successful healing skill or first aid: sew wounds check will also allow the fallen character to recover and act normally the next round. (Though he can stop the bleeding and repair the trauma damage enough for the victim to act at any time, the healer must reach the victim the very next round after he took damage to repair those 1d3 hit points.)

What if you make your TOP saves easily? The TOP does not reset after you fail to fall from trauma damage until the next melee round. In fact, after making a trauma damage save, you must check again every time you take damage in that round.

Rank and File

Missile weapons can be fired from up to three ranks back without firing into melee, but only if the targets for the third rank are at long range and those for the second are at medium or long range. Otherwise, the second rank needs to be able to see and maneuver above the front rank. This means that you need to be one size category larger than the creature in front of you to have a clear shot. Thus a half-ogre can fire a missile weapon over a human or a dwarf, and a human can fire arrows or bolts (or throw daggers, darts, spears, javelins or axes, etc.) over a gnome titan or halfling.

If you are the same size category, you can still attempt to use a missile weapon, but you are considered to be firing into melee. Your ally is one of the potential targets. If you're smaller than the ally in front of you (by a size category or more), you're twice as likely to hit that ally as you would be if he were in melee with your actual target.

Pole arms are the only melee weapons designed to be used in melee from behind the front ranks. A character proficient in the use of pole arms can attack normally even when a target is fighting the first rank and the pole arm wielder is in the second. Non-proficient characters cannot make attacks in this manner at all; they can't keep out of their own way and avoid their allies because they're just not properly trained. (They can still use the weapon with penalties if there's no ally in front of the enemy target.)

Any pole arm can be used with a single rank of creatures in front of you. An awl pike can actually be used with two ranks in front of you (if all the creatures involved are of Large size or smaller). In either

Table 5A: Combat Procedures

Combat Procedure	Time to use	Effects last
Angawa Battle Cry	1 round	(effects are immediate)
Art of Beating	1 round	until damage is healed
Attitude Adjustment	1 round	until next loyalty or morale check
Brawler	1 round	duration of brawl
Crane	1 round	(one attack at end of that round)
Cricket-in-the-Peapod	1 attack	(special **)
Disarm	1 attack	(effects are immediate)
Dirty Fighting	1 round	10 rounds/duration of combat
Entrenchment Construction	2 turns	until character leaves the position
Establish Ambush Zone	1 round	(effects are immediate)
Expert Disarm	1 attack	(effects are immediate)
Eye Gouge	1 attack	2 rounds
Eye of the Tiger Advantage	1 round	(effects are immediate)
Flying Combat	1 attack	(duration of flight combat)
Groin Punch	1 attack	(effects are immediate)
Jugular Swipe	1 attack	until victim's death
Kidney Bruiser	1 attack	(effects are immediate)
Mortal Combat	1 attack	until opponent falls
Muster Resolve	1 round	10 rounds
Pimp (Wuss) Slap	1 attack	(effects are immediate)
Press the Attack	1 attack	(effects are immediate)
Pugilism	*	*
Round House Groin Kick	1 attack	(effects are immediate)
Who's Yer Mamma Ankle Wrench	1 round	Until damage is healed

* Pugilism is a fighting style, not an individual maneuver. The pugilist gets his normal number of attacks. If he chooses to punch with either hand, he suffers normal penalties (-2/-4, adjusted by Dexterity reaction adjustment) for fighting with two weapons.

** The character gains the +2 for a rear attack and/or bypasses his opponent's shield until his opponent's next attack (if the opponent maneuvers so as not to leave his rear flank exposed to the attacker).

Table 5B: Healing Rates

Condition for that day	Hit points recovered/day
More than mild activity (combat, fleeing, working at the forge, etc.)*	0/day
Mild activity	1/day
Mild activity + successful first aid: sew wounds check	2/day
Mild activity + successful healing check	2/day
Complete rest	3/day
Mild activity + successful sew wounds check + healing	3/day
Complete rest + healing	5/day
Complete rest + successful sew wounds check	6/day
Complete rest + healing + herbalism	6/day
Complete rest + successful sew wounds check + healing	7/day
Complete rest + successful sew wounds check + healing + herbalism	9/day

* Regardless of skill use, successful or otherwise.

case, of course, you must be able to reach the target with the weapon (which should be blatantly obvious but you'd be surprised). This assumes that neither you nor your ally is larger than the weapon's size category. So a Large awl pike could get by a half-ogre to attack a dragon, but it could not get by another Huge dragon.

Combat Procedures

Using most combat skill procedures takes some concentration. Table 5A: Combat Procedures indicates the time necessary to use that skill and how long the effects last. Note that many combat procedures simply inflict damage or add to the damage inflicted otherwise. A time to use of "1 attack" means that a character with true multiple

attacks can use that maneuver as part of his normal attack routine; it replaces one of his attacks. A time of "1 round" means that the maneuver takes up the character's entire action sequence for that round (he can move no more than 10 feet before performing the action).

Once again, there is some need for seemingly obvious judgment here. Eye gouge, for example, only works on creatures with functioning eyes.

Healing

The following activities prevent a character or creature from recovering hit points as they are too strenuous:

- fighting
- running
- hastily donning armor (you could don armor normally and walk at your normal rate, but don't even think of running or fighting)
- defending in melee
- spell jacking
- spell casting (but not simply memorizing or praying for a spell)
- riding a horse (or other steed, or in a vehicle) at more than its normal movement rate
- using a skill [with a base Ability Score other than Intelligence and/or Wisdom OR that requires significant physical effort (such as blacksmithing)]
- any activity that would normally involve significant exertion and sweat.

A character who engages in any of these activities over the course of a 24 hour period recovers no hit points for "rest", since he is putting too much strain on his body.

Remember that recovering 3 hit points per day requires complete bed rest. This may not actually be on a proper "bed", it could be on a litter or the ground. The important thing is the lack of exertion. The best you can do is slowly stagger to the latrine. You can eat, but you can't prepare anything and still call it "complete rest". A kindly or distracted GM may let you get away with light read-

ing, but spell memorization would also ruin your chances at complete rest.

The healing skill can increase these numbers by +1/day for mild activity or +2/day with complete rest. Successful use of healing and herbalism together can increase the recovery rate by +3 hit points/day. This is summarized in Table 5B: Healing Rates.

Constitution modifier: A character's Constitution can replace that "day" above with a longer or shorter period. A Con of 18 means that the character can recover 3 hit points in a mere 18 hours of complete rest. A Con of 3 means the "day" above is actually two days for that cretin.

A Con of 20 or higher means the character actually regenerates. He can regain a hit point every few turns (as described in the PHB on Table 1C), even if he engages in combat or other strenuous activities. In fact, resting won't help him, physically.

Recovery of Temporary Damage: Temporary damage from unarmed attacks or attempts to subdue a creature is sometimes called "subdual damage". Subdual damage can force a trauma damage check. Temporary damage is less severe than normal damage because a character cannot die from subdual damage alone (unless VERY excessive). He can, however, still be (and probably will be) knocked unconscious, rolled in a carpet and thrown off a bridge.

Assuming he is not so dispatched, he may have a chance to recover from this subdual damage. Subdual damage heals faster than normal damage; it's largely a matter of clearing your head and shaking out the cobwebs. This damage is temporary because characters recover it at the base rate of 1 hit point per hour plus constitution bonus (or penalty). For characters with a Constitution of 9 or less, they must rest "through the penalty" to recover a point. Thus, a character with a 1 Con would recover 1 point of temporary damage every 6 hours, a character with an 8 Con would recover 1 point of temporary damage every two hours. Characters use their current Constitution; if it has been effectively lowered or increased, that score applies. So a character effectively reduced to a 2 Con would recover only 1 point every 5 hours, even if his normal Con was 13. Furthermore, use the lowest effective score over a given period (in this case 5 hours), even if the character's Con increases or decreases in that time. If it increases, he must have the higher Con for a full recovery period (at least one hour and as many as six) before he can recover temporary damage more quickly.

First aid skills cannot improve these rates, but the healing skill can improve the recovery rate. Each rest period (determined by the injured character's Con), another character can make a healing check. Success improves the recovery rate by one hit point, critical success (1-5, unless the character's skill rating is less than 5%) means the victim recovers two extra hit points per rest period. Cure Light Wounds and similar spells will cure subdual damage just as they cure normal damage.

Recovery of Lost Ability Score Points: First off, there is no such thing as "Ability Score damage", this is a misnomer applied by the slow of mind and wuss of heart. Ability Scores can be penalized, reduced, adjusted, increased or altered but they cannot be damaged. Damage applies to physical structures, not quantified ratings of various capabilities. There are monsters and effects that permanently reduce an Ability Score, but unless an effect specifically states that such a loss is permanent, it is temporary and can be recovered.

The best and easiest way to mend reduced Ability Score points is with a Cure-All, Regenerate, Alter Reality, Limited Wish or similar spell. The most common way is rest. A character can recover temporarily lost Ability Score points at the rate of 1 per day, with mild rest. (This applies to each score; it's not just 1 point for all scores in a day.) This rate cannot be increased with complete rest, but it can be slowed (to 0) by engaging in such strenuous activities as combat, hard travel, spell casting and so on.

Monster Healing: Monsters (like animal companions) can benefit from use of the healing or veterinary healing skills, though chances for success are halved. The hit point recovery rates are added to their standard rates (ask your GM if you need this info for your mount or

animal buddy; the rules are restricted to a "need to know" basis and appear in the GMG).

Unarmed Combat and Critical Hits: Temporary damage from unarmed attacks can inflict critical hits, but they are handled a bit differently. Punching, wrestling and martial arts attacks are "crushing weapons" with regards to the Critical Hit Tables. However, they have only a 1% chance per severity level of inflicting permanent scarring. Also, any "permanent" effect listed for a critical hit with an unarmed attack has only a 25% chance of actually being permanent. Otherwise it lasts for 20 days minus a number of days equal to the victim's Constitution score (with a minimum duration of 1 day). Remember, though, the monk's open hand attacks are considered weapon attacks and are thus not subject to the foregoing paragraph.

NEW COMBAT RULES

Here we present new rules to further enhance the realism of combat and boost the Hackworthiness of your campaign. You didn't think we'd rest just because HackMaster was already the single most realistic simulation of real combat already, did you?

Off-Hand Weapons Use

All characters who do not have the ambidexterity talent are presumed to be better with one hand than the other. In Garweeze Wurld, 12% of the human population is left handed, 78% is right handed and 10% are truly ambidextrous. These values vary a bit for other races (see Table 4D in the PHB).

If a character, for whatever reason, fights with his off-hand instead of his good hand, he suffers a -2 penalty to hit with all attacks. For example, should a character find himself with his right hand chained to a wall, and yet he needs to draw and throw a dagger and must use his off hand, he suffers a -2 penalty to hit.

This is distinct from fighting with two weapons, for which the penalty is -2 with the main hand and -4 with the off hand. The off hand penalty is only -2 when the character is not using his primary hand to do anything. He may hold a small object, but if he holds a weapon in his primary hand, he suffers the -2/-4 (even if he doesn't use the primary weapon to attack).

Kneeling and Sitting

A kneeling or sitting character (for example, because he's been knocked down or injured, or perhaps because the battle is going so poorly that he's praying for help) is at a disadvantage in combat. He cannot move around as effectively and so cannot dodge incoming attacks as well.

For that reason, whenever someone attacks a victim who is kneeling, the attacker gets a +1 to hit; when someone attacks a victim who is sitting the attacker gets a +2 to hit; and when someone attacks a victim who is flat on his back (but aware of the attack and trying to avoid it), the attacker gets a +4 to hit (this is the standard bonus for attacking a prone defender). A defender does not actually lose his Dexterity bonus to AC unless the rules specifically state so (as when he is stunned or Held).

An attack against a character who is sleeping, magically Held, paralyzed or totally immobile (for example, asleep) is automatically successful, causing normal damage. See the PHB Table 12A (page 132). If no other fighting is going on, the defender in such a predicament can be slain automatically.

Going from a kneeling, sitting, or prone position to a standing or upright position bears a specific initiative penalty. Specifically, it

Table 5C: Called Shots

Location	To-hit Penalty			To-hit Penalty		
	Tiny	Small	Humanoid**	Large	Huge	Gargantuan
Antenna	-12	-10	-9	-8	-6	-5
Arm	-5	-4	-3	-3	-2	-2
Artery*	-12	-10	-10	-10	-10	-10
Eye*	-12	-11	-10	-10	-10	-10
Groin	-6	-5	-4	-4	-4	-4
Hand	-8	-7	-6	-6	-5	-4
Head	-10	-8	-6	-6	-5	-4
Leg	-4	-3	-2	-2	-2	-2
Neck	-9	-8	-6	-6	-4	-4
Tail	-7	-6	-5	-5	-4	-3
Tendon	-10	-9	-8	-8	-7	-6
Torso/body	-6	-4	-2	-2	-2	-2
Wing	-4	-3	-2	-2	-2	-2

* All shots called to internal organs are made against at least a -10 to-hit penalty.

** Humanoid-shaped/Man-sized

takes 3 segments (or a +3 initiative penalty) to move from flat prone to sitting to kneeling to standing. So if a character is flat on his back and he wants to attain the standing position, he'll need to first sit (+3 penalty), then kneel (+3 penalty, then stand (+3 more) for a total of 3+3+3= +9 initiative penalty. Characters with a high Dexterity (and thus a good reaction adjustment) can get up faster than the clumsy oafs with low Dexterity.

Levitating Creatures

A Levitating creature in melee begins with a to-hit penalty of -2 on his first attack, -3 on the second, -4 on the third, and so on. Creatures not normally capable of flight and using a Fly spell or a Carpet of Flying suffer -1 on the first attack, -2 on the second, -3 on the third and so on. If they spend a round righting themselves after an attack, they can re-start the progression at -2 or -1.

Called Shots

Normally in HackMaster you do not target a specific part of your opponent's body. Extensive research has shown that exact hit location is only statistically significant in the case of certain especially devastating blows. The effects of these hits (criticals) require that the hit location be known as they vary with the part of the body.

The GMG delineates rules for called shots against generally humanoid-shaped creatures, but not every monster you face has that shape. Also, the head of a Gargantuan worm is a larger target than that of a Kobold, and so it would be foolish and unrealistic to assign the same to-hit penalties. Table 5C: Called Shots indicates the appropriate to-hit modifiers for various targeted blows.

A called shot must be declared before making a to-hit roll. Success requires that the roll hit the AC of the target, with all penalties, including those for the called shot. Apply the modifiers for called shots to the to-hit roll, not the target's AC (other attackers have no harder time hitting the target). If you miss with a called shot, you miss the creature completely. Unlike normal attacks, you CAN miss even on a natural 20 if modifiers mean you do not hit the creature's AC.

If you manage to hit, you can numb, incapacitate, shatter or even sever the offending body part. On a natural 19 or 20 on the to-hit roll, assuming that roll actually does hit, the called shot delivers a crit-

ical hit. This critical is limited to appropriate locations depending on what the attacker targeted.

Obviously there must be some leeway here, given the near limitless variety of monsters in Garweeze World. These guidelines cover the vast majority of such situations, but for example assume that larger creatures (such as dragons) tend to have significantly longer necks even in proportion to their own bodies. Also, consider that just because a target may be larger, it may not be as accessible on a larger creature — you've got to get through more flesh to actually inflict damage.

Maneuvers

HackMaster already allows for called shots, specific hit locations on critical hits, and percentage of total hit points for certain parts of the body. Believe it or not, some specific types of combat maneuvers remain. While any character can attempt these maneuvers, fighting specialists tend to excel at them. You need not use these maneuvers, but they can enhance your HackMaster experience. And you can be sure the Shield Monkey will throw some of them at you.

A combat maneuver comprises one attack. Characters with true multiple attacks can attempt a specific maneuver and a normal "undirected" swing or even two special maneuvers in the same round. Remember, though, that extra attacks from conditions such as specialization only apply to that weapon, and don't forget those two-weapon penalties if you need to use both hands.

Also, don't confuse these special maneuvers with actual combat procedures, which are skills that must be purchased. These rules allow any character to attack an opponent in a specific way. Combat procedures involved specific, specialized training.

With all of these special maneuvers, a failed to-hit roll means you miss the target completely (though you could hit the target's shield).

Striking something being held. Sometimes that enemy magic-user has an annoying wand or you want to prevent that dark knight from drinking a Potion of Healing. You want to smash the offending object that your enemy holds. This object has the same AC as the character holding it. You also suffer a -6 to-hit penalty for such a targeted shot.

If you do manage to hit, the item must make a saving throw versus a normal blow (you're no giant, after all). For each point of damage inflicted, subtract one from the saving throw roll. If the item fails, it breaks, shatters, etc. and the logical consequences occur. For example, breaking a flask of Greek fire in your opponent's hand subjects him to a direct hit from Greek fire.

Carving initials into someone. A successful called shot at -8 to-hit (swashbucklers suffer only a -4 to-hit for this maneuver) allows a character to carve a single letter or initial in his opponent. This attack must be made with a hacking or puncturing weapon and only inflicts 1d4-2 points of damage, regardless of the weapon type. However, the victim must make a morale check immediately or flee. If it fails by 8 or more, it surrenders. Monstrous victims stand a 10% chance of falling into the dishonorable category each time this maneuver is used successfully against them. NPCs and characters with an actual Honor rating lose 3d6 points of Honor for each initial.

Using this maneuver on an enemy with an Honor rating higher than or equal to your own ensures his eternal enmity. It's a good way to earn a lifelong mortal enemy. Using the ability against a character with lower Honor forces that opponent to save versus paralyzation

(against fear). If he fails, the enemy will surrender, unless he believes that you will simply execute him, in which case he will flee. If you successfully carve initials in someone with higher Honor, you gain 2d4 Honor yourself.

Cutting off buttons. A successful called shot at -8 to-hit (swashbucklers suffer only a -4 to-hit), with a hacking or puncturing weapon, allows you to remove a button, brooch, pin, etc. from an enemy's clothing. You can also flip a loose necklace off someone's head. While you won't earn eternal enmity this way, you can steal 1d4 points of temporal Honor from your opponent (he loses 1d4, you gain that amount). Plus, you can get effete mistrals to make funny, high-pitched squeaky noises.

Stapling. This classic maneuver must be performed with a puncturing weapon, usually an arrow, dagger or crossbow quarrel. The target must be near a piece of furniture or a wall, and that object must be something that the weapon can actually pierce (such as wood or plaster). The target must also be wearing clothing of some sort that can actually be pinned to that surface.

You suffer a +1 initiative penalty and a -6 to-hit (swashbucklers suffer only a -3 to-hit) when attempting to staple an enemy. The target is pinned to the wall (or other surface) and must spend one attack freeing himself (though this requires no roll). He must have true multiple attacks (and not mere specialization or two weapons) to still attack in that round.

Until he is freed, the victim's Armor Class is worsened by 2 and his effective Dexterity is reduced by 3. He also suffers a additional -2 to-hit with any attack while stapled. If he continues to fight normally, he suffers these penalties until free. He can still work his way out of the stapling if fighting, but it takes three rounds (but again, no check is necessary).

Stapling an enemy is worth 4 points of temporal Honor, getting stapled costs the victim 2 points of temporal Honor (a 1% chance of falling into the dishonorable category for creatures without an exact numerical Honor rating).

Hostage-taking. A character can grab a victim with a successful called wrestling attack (-4 to hit) and put a dagger (or other small, bladed weapon) to his victim's throat. He merely holds the knife ready to kill the target while making various demands, but does no damage with the threat alone. At any time thereafter, the hostage-taker can slit his victim's throat, making a called shot to the neck without the normal -6 penalty.

Grab

A grab is a special form of wrestling. To perform a grab maneuver, you must have at least one hand free. Obviously, two hands are better if you actually want to succeed.

The attack penalty for a grab maneuver is a mere -4. Success means you've put your grubby hands on whatever it was that you want to grab (an enemy's weapon, an important item, etc.). But just because you've got your paw(s) on something, doesn't mean you have control of it. Your opponent is going to struggle with you.

If you grab something and fail your Strength check, you let go. Your foe still has control of it. A character with multiple attacks counts these checks all as part of one attack. A character with multiple attacks could whack an opponent on the head with his club even as they both vie for control of the Rod of Mystic Annoyance.

Grabbing a Person

This is normally called wrestling or grappling. If you have both hands free and your movement is not restricted, you use the wrestling rules. If your movement is restricted (such as if your feet are bound) and/or you only have one hand free, you have some problems. Your attempt to grab your opponent is made at -10 and your effective Strength is 4 full points lower than your actual score.

Once you've grabbed an opponent, you can simply hold on and not perform any wrestling maneuvers if you wish. Exactly why you'd do this is a mystery; perhaps you're trying to subdue an ensorcelled ally and prevent him from making an attack or else you're taking a hostage to threaten more principled enemies. What ensues is a kind of tug-of-war. Each participant makes a Strength check (roll your Strength or less on a 1d20). Whoever succeeds by more has won the struggle. If it's you, you stop the attack (or succeed at whatever your trying to do with the grab). If it's him, he gets an attack against you (or whoever he targets). If both of you fail, the titanic (or pathetic) struggle goes on until the next round.

If the Strength checks tie, the struggle continues into next round. On the first character's initiative in the next round, make another Strength check. Both of these Strength checks occur at the first grappler's initiative. You're straining and pushing or pulling the whole round, but the defining moment occurs with the character who moves first; if you stop your opponent you don't get another chance to move later that same round.

It's easier to hold on to creature smaller than you. (Grabbing someone or something is not about getting your hands on it, it's about keeping them there. A large, strong creature can shrug you off with little if any difficulty.) For every category of size difference, your effective Strength is increased or decreased by 3 full points. Thus, a Man-sized creature grabbing a Small creature is effectively 3 points stronger. A Man-sized creature attempting to grab a Huge creature has an effective -6 to his Strength.

On your initiative, you can attempt to grab the weapon to disarm your opponent (see Grab above). In that case, the Strength checks now apply to control of the weapon.

Grabbing a Monster

This foolish maneuver puts you in a better position to be mangled, hacked, bitten and clawed. If you do try it, you attack at -4 to hit. If you succeed, you have one or both hands on some part of your monstrous foe. Congratulations.

Monsters do not make Strength checks. They can simply use one of their attacks to shrug you off.

Hold Attack

This is not an attack itself, but a way to delay your attack until later that round. You might want to wait for better conditions or for the circumstances of the battle to change. If you hold your attack, you do not move until segment 10. If you choose not to move then, you forfeit your attack for that round. A character with multiple attacks loses any attacks that follow the one he holds.

Parry, Full

The full parry is described in the GMG (page 97). Essentially, you give up all your attacks for one round in exchange for an AC bonus (in melee only, this does not apply to magical or missile attacks) equal to half your level. Characters with a class of the fighter group improve their AC by half their level +1. (Monsters can also use a full parry to improve their AC by half their Hit Dice.)

Note that anything less than a full parry is part of normal jockeying for position in combat and is already accounted for in the basic HackMaster rules.

Pin

Pinning a weapon renders your opponent unable to use it. A character can use his own weapon to pin an enemy's. The attacker must succeed at to-hit roll against the target's AC, with a -6 penalty. If he succeeds, he guides the weapon to the place he chooses. The target gets one "free", immediate Strength check against the attacker's Strength check, to free his weapon. If he succeeds, he loses no attacks. If he fails, both characters' weapons are unusable for any other purpose as long as they are locked in this struggle.

If he wants to free the weapon, the victim must make a Strength check against the attacker. This goes on the initiative of the character who has been pinned. If the result is a tie, the struggle continues. If the attacker wins, he keeps the weapon pinned. If the victim wins, he has freed his weapon and can use it normally. He loses neither initiative nor attacks.

Of course, if the victim chooses, he can simply let go of the pinned weapon. It then falls to the floor, but he can take other actions (including drawing another weapon). There is no specific initiative penalty for this, but letting go does delay his actions.

For example, Tarko's long sword has been successfully pinned by Criten on segment 2. Tarko goes on segment 7. Rather than struggle at all, Tarko simply lets go of his first long sword and reaches for his second long sword on a back scabbard (he's well prepared). He'll be able to attack normally on segment 2 of the next round.



FRAIM

Monsters immediately make an attack roll that does not count against their normal routine. If they would hit your AC with that to-hit roll, they free the weapon or limb and lose no actions.

Pull/Trip

To use a pull/trip maneuver, you must announce your intention on your initiative. You must describe exactly how you're going to knock your opponent down. If the GM rules it impossible, you're out of luck — hopefully he'll be lenient when describing just what happens to you when you fail.

If he says it's possible, make a normal to-hit roll against the target's AC with a -2 penalty to hit (plus, of course, any other penalties the GM slaps on you based on the circumstances surrounding the attack). If you succeed, your target must make an immediate Dexterity check. A non-moving target gets a +6 to his effective Dex for this check, a moving target suffers a -3 penalty. A running target suffers a -6 penalty.

Once tripped, a target is on the ground. He is considered prone until his next attack, which he may use to regain his feet.

For every leg a creature has beyond the first two, he gains +3 on this check, so try to avoid attacking centisteeds in this fashion!

Unarmed Fighting

If you are not a monk and you attack a character wearing armor of AC 7 or better, or wielding a shield, you may have made a mistake. If you miss by the amount your enemy's armor protects him, you take damage equal to one half the damage you would have dealt. This is temporary damage. You must roll this normally (including penetration damage!). Hey at least you can't crit yourself this way! Fumbles are handled normally.

Punching and Wrestling

Punching and wrestling are described on page 135 of the PHB. We'll develop those further here, as well as describe rules for more refined martial arts maneuvers.

Specializing in Punching and Wrestling

Though everyone has a certain knowledge of punching and wrestling (gained in youth), so that everyone can be considered to have a "weapon proficiency", you can specialize in either of the two techniques.

To specialize, you must devote a weapon proficiency slot to the technique. Any character of any class can specialize in punching or wrestling. A single-classed character of the fighter group can end up specializing in both, but may begin play specializing in only one of them.

Specialization in punching or wrestling does not count as a weapon specialization. A first level fighter could specialize in both long sword and punching if he wished. A cleric or thief, who cannot take any weapon specialization, could still take one unarmed fighting style specialization.

Normal Punching Attacks

Review the Punching rules from the PHB, page 135. Remember that a normal punch does 1-2 points of damage (plus Strength bonus, but without any penetration damage), and a punch with a metal gauntlet, brass knuckles or the like does real damage (see the Equipment section, plus Strength bonus, and can do penetration damage), and that 75% of all punching damage is temporary, and wears off soon after the combat.

A character can pull his punch, so that he does no damage, or only his punching damage without his Strength bonus. He still has a chance of knocking his opponent unconscious.

Punching Specialization

If a character spends one weapon proficiency slot on punching to take specialization, he gains the following benefits:

- +1 bonus to all his attack rolls when punching.
- +1 bonus to all damage when punching.
- +1 chart bonus with all punching attacks.

He gains one additional punching attack per combat round (both hands must be free, holding nothing, for the character to gain this benefit). If the character wishes, when he pulls his punch, he can also forego the +1 damage that specialization gives him.

The chart bonus is a reflection of the character's superior accuracy with punching. As you already know, when the character successfully hits, the attack roll itself determines which maneuver was the most effective, using the chart on Table 12E in the PHB. On a successful hit, the punching specialist can modify that result. If he has a chart bonus of +1, he can choose the maneuver one higher or one lower on the chart, or use the unmodified result.

For example, Sir Amestad punches a Flat-footed Ogre. He rolls a 12 to hit, and this turns out to be a successful strike. On the Punching and Wrestling Results Table, we see that the result is a kidney punch, doing 1 point of damage, with a 5% chance for knockout. But Amestad is a punching specialist with a chart bonus of +1. He can choose instead to use a result of 11 – a hook doing 2 points of damage and with a 9% chance for knockout or a 13 – a hook doing 2 points of damage and with a 10% chance for a knockout. He changes the maneuver from a kidney punch (12) to a hook (13). Remember that only a character specialized in punching can choose another type of punch results in this manner.

A character can continue to improve his punching abilities. See "Continuing Specialization" below.

Normal Wrestling Attacks

Review the wrestling rules from page 135 of the PHB. Each successful wrestling move does 1 point of damage (plus Strength bonus, if the attacker desires); a continued hold causes 1 additional point of damage (cumulatively!) each round from the round before.

When two characters wrestle, each rolls to hit the other using normal attack rolls against the opponent's AC, and utilizing the adjustments on Table 12D: Armor Modifiers For Wrestling on page 135 of the PHB.

In a single combat round, each character can attempt to perform a wrestling maneuver on the other character, with the normal results from the Punching and Wrestling Results table from that same page. For results from that table marked with an asterisk (*), the attacker, if successful, can maintain that hold until it's broken. Both attackers can succeed in the same round – they can even both get holds on each other! Use the Strength roll rules described under the "Grab" maneuver to determine when holds are broken.

A character can pull wrestling damage; he can do no damage, or the 1 point of damage associated with each successful maneuver, or the 1 point plus Strength bonus allowed to him, whichever he chooses. As with punching damage, wrestling damage is temporary.

Wrestling Specialization

If a character specializes in wrestling by spending one weapon proficiency slot on it, he gains the following benefits:

- +1 to-hit bonus to all his attack rolls with wrestling.
- +1 bonus to all damage with wrestling maneuvers. (That is, all his maneuvers will do 2 points of damage plus his Strength bonus, and continued holds cause cumulatively 1 more point of damage for each round they are held.)
- +1 chart bonus with all wrestling attacks.

He gains a +2 bonus to his effective Strength solely for the purposes of maintaining a wrestling hold (i.e. a Strength 15 character rolls against Strength 17 when maintaining a wrestling hold, but for no other purpose). When he chooses to pull wrestling damage, the character may also pull the +1 bonus to damage granted by specialization.

So if, for instance, he has a +1 chart bonus, and rolls a 16 to hit (elbow smash, assuming he actually can hit his opponent with a 16), he can instead choose a trip or an arm lock. He'll decide based on his current situation: if it's in his best interest to put his opponent on the ground, he'll choose a trip, and if it's better for him to have a maneuver that allows him to hold onto his opponent from round to round, he'll choose an arm lock.

It is possible for a character to continue to improve his wrestling abilities. See "Continuing Specialization" below.

You cannot specialize in overbearing. Pretty much all you can do to improve your chances of overbearing is get bigger, get stronger or get some allies to help.

Specializing in More Than One Style

Any character can specialize in one or both of the these types of unarmed combat.

Any character with a class of the fighter group can specialize in either punching or wrestling when he is first created. With level advancement, he may specialize in the other. He can take specialization in the new style when he gains a new weapon proficiency, so he could not possibly be a specialist in both until he reaches third level.

Continuing Specialization

This option is only available to single-classed characters of the fighter group.

If the character continues to devote weapon proficiency slots to an unarmed combat style after he is already specializing in it, he gets the following benefits. Note that the character may not take more than one level of specialization in EITHER punching or wrestling at first level. At third level, when he receives another weapon proficiency slot, he may devote it then to improve his specialization.

For each additional slot devoted to his art, he gains:

- +1 to-hit bonus to all his attack rolls with his combat style.
- +1 bonus to all damage with his combat style.
- +1 chart bonus with all attacks in that combat style. With chart bonuses of +2 or more, the character can choose any maneuver within the range of maneuvers covered by his chart bonus (see the example below).

Example: Korg the fighter is a punching specialist. He specialized in punching at first level, put another weapon proficiency slot into it at third level, another at sixth, and still another at ninth. At ninth

level, he has a +4 bonus to attack rolls with punching, a +4 to damage rolls with punching, and a +4 chart bonus.

Let's say he rolls a 16 to hit someone, and that the attack does hit. This would normally be a glancing blow. But with his +4 chart bonus, He can choose for the maneuver, instead of just being a rolled result of 16, to be anywhere from 20 to 12. He can choose for the maneuver to be a wild swing, a rabbit punch, a kidney punch, a glancing blow (as rolled), a jab, an uppercut, a hook or a haymaker.

Of these maneuvers, jab, hook and haymaker do the most damage, and haymaker has the best chance of knockout success, so he chooses it. With his punch, he does a basic 2 points of damage for the maneuver, +4 points from the damage bonus he gets for specializing, and any bonus his Strength gives him.

BAREHANDED MANEUVERS

It's possible to use many of the maneuvers described above under "Combat Maneuvers" when fighting barehanded, either punching or wrestling.

When a character wishes to perform a maneuver that's not one of the standard maneuvers for the barehanded fighting style in question, he makes that announcement at the appropriate time in the combat sequence (that is, if it's a called shot of some sort, he announces it before making his attack roll).

When his turn comes up, he rolls to hit. If he's specialized in a barehanded fighting style, he still gets the attack bonus for his specialization. If he hits, he doesn't do one of the maneuvers from his fighting style; he performs the specific maneuver he elected. If he's a specialist, can apply the damage bonus from his fighting style.

Here are examples of how this works with the specific melee maneuvers:

Called Shots: Punching

A puncher can perform called shots, but does no extra damage. He may incapacitate a body part, however. These can be very effective in combat in specific situations if the character is trying to perform one of the standard called shots: striking a specific body part (a traditional called shot) or smashing something being held (though the attacker risks having the contents of whatever he's smashing spilled on him). See the text on "Hit Locations" below.

A puncher can perform a called shot to attack a specific location. This is the sort of attack you use if you're trying to hit an enemy in the jaw to knock him out, pound him in the solar plexus to double him over, and so on; all normal rules for hit locations apply.

Called Shots: Wrestling

A wrestler can take a called shot in order to choose the specific wrestling maneuver result he wants BEFORE making the attack. If he succeeds, he does not randomly roll for the maneuver he initiates; he chooses it. This is especially useful when he's trying to achieve a hold result.

Example: A wrestler decides to take a called shot. Before rolling his wrestling attack, he announces that he's taking a called shot to achieve the result of arm lock. He suffers the standard -3 penalty to hit a humanoid's arm. If he successfully hits, the maneuver result is an arm lock, regardless of the roll.

Also, when a fighter wrestles another character, he might find it to his advantage to make a called shot to pull the enemy's helmet down over his enemy's eyes, blinding him for a combat round or two (it takes an attack to re-position a helmet). But, obviously, such successes depend heavily on the good will of the GameMaster. If he

thinks you're overusing these maneuvers, you'll find out when one goes disastrously awry.

Disarm

It's possible for a barehanded fighter to disarm an armed opponent, but it's dangerous. A character must have the disarm combat procedure to even attempt the maneuver. The barehanded fighter's AC suffers a penalty of -2 (for example, a 5 becomes a 7; he must expose himself to attacks somewhat), and his disarm attempt is at an additional -4 to hit (for a total of -8). He must also succeed at his skill check(s). But if he succeeds, it's just as successful as any other disarm.

Grab

As described previously, the grab is essentially a barehanded maneuver in the first place, and so suffers no additional penalty beyond those described there.

Hold Attack

A barehanded fighter can hold his attack with no special penalty.

Parry, Full

A barehanded fighter trying to parry improves his AC normally, if his opponent is also unarmed. However, if his opponent is armed, he'll just take all the damage to a specific body part (usually the arm or leg), if the AC bonus for his full parry makes the difference between getting hit or not. Basically, he's turning his arm into a shield, which is generally a very bad idea if he's fond of his arm.

Pin

A barehanded character cannot attempt a pin maneuver on someone else's bare hand. Use the wrestling rules for that sort of thing.

A barehanded character can try to pin someone's weapon; use the modifiers described for parry.

Pull/Trip

A barehanded character can try to pull/trip another character with no additional penalty. Barehanded, the character can only trip characters who are adjacent to him, and a creature cannot trip any creature more than one size category larger than himself.

Shield Maneuvers

Since shield maneuvers requires the use of a shield, a barehanded character obviously cannot perform these maneuvers. Duh.

Martial Arts

The refined martial arts are a style of combat not fully developed in many parts of the world. The development of the body into a fine-tuned weapon, capable of devastating foes both armed and unarmed, is a difficult path to tread. The unarmed martial artist uses his entire body – hands, feet, legs, arms and even head – any part of him can be a weapon. To achieve significant levels of skill in these arts requires rigorous training and both physical and mental discipline. The martial artist must learn to anticipate events, harden his body, block out pain and access energy from deep within himself. Doing so requires a solemn mind and deep commitment.

These martial arts often developed in lands where peasants were not allowed to use or own weapons. They flourish in cultures that also have a certain philosophical bent. The forces of nature are not abstract things, but energies that can be directly tapped and used with proper motivation and training. The material world is impermanent, and thus the martial artist seeks to free himself from the need for reliance on material things even in defense of his life.

Over the years, various groups have standardized and perfected the martial arts into several distinct styles. Various masters have left their

own imprints on different styles, and some have created wholly new ones. Some martial arts concentrate on defense and evasion, some are more aggressive, and some seek to incapacitate an opponent before he even has a chance to strike. Techniques combine punches, kicks, throws, pushes, holds, locks and dodges, each with its own set of effects and conditions.

A Note on Martial Arts and Monks

Monks automatically gain access to some of these maneuvers as they advance in level, even without prerequisites, depending on their order. These are listed in the Classes section/chapter.

Monks all practice their own unique martial arts style. With regards to the HackMaster rules, these are all very similar. The detailed maneuvers are not needed, as their training is so intense that they can deal the same (real) damage with any part of their bodies. Monks need not worry about specific types of attacks because all of their efforts are so potentially devastating.

Monks can also learn these martial arts styles, but they must choose one or the other when in actual combat. If they use these martial arts styles, they inflict 75% temporary and 25% real damage, and they are bound by all the normal rules regarding unarmed combat. The typical reason for a monk learning a martial arts skill is to compare it to his own, to draw out the essential pieces that can improve his own, more deadly, art. This is reflected in the monk's improvement of class abilities. The style of martial arts described here is really more of a hobby for a monk, even though elements may be taught in his monastic order.

Regardless of his skill level, a non-monk martial artist can never gain any monk ability (without actually becoming a monk).

Martial Arts versus Faerie Kind Martial Arts

The martial arts skills described here can only be acquired by Small, Man-sized or Large humanoid creatures. Others are too different to take advantage of the special maneuvers. The diminutive pixie fairy can learn these abilities if he has also learned the special martial techniques appropriate to their unique form and mindset. The +2 to-hit and damage associated with the Faerie Kind Martial Arts talent does apply to pixie fairies using these martial arts attacks.

Each martial arts skill is classified by several characteristics: number of attacks, damage, Armor Class, principal attack and special maneuvers. These are listed on Table 5D: Martial Arts Combat. A martial artist can make a standard attack, inflicting the indicated damage on success, or attempt a variety of special maneuvers, each of which counts as an attack. To gain any extra attacks, damage or special armor class, the character must succeed at an unmodified skill check in his martial arts style skill at the beginning of the round. If he fails, he gets only his normal number of attacks and CANNOT attempt any special martial arts maneuver, no matter how skilled he may be.

Tasks: Combat Procedures

Martial Art	BP Cost	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty
Fung-Chi	7	(Dex+Wis)/2	1d6	N	600 gp	+5%
Gung-fu	9	(Dex+Wis)/2	1d8	N	525 gp	+7%
Bilodo	8	(Dex+Wis)/2	1d6	N	580 gp	+6%
Sung Hoy	9	(Dex+Wis)/2	1d6	N	550 gp	+7%
Curlamo	8	(Dex+Wis)/2	1d10	N	600 gp	0%
Hoohah	8	(Dex+Wis)/2	1d8	N	600 gp	+5%
Chi-Star	8	(Dex+Wis)/2	1d5	N	650 gp	-5%

Table 5D: Martial Arts Combat

Martial Art Style	Number of Attacks	Damage	AC	Principal Attack	Special Maneuvers
Fung-Chi	3/1	1-6	8	Hand	Strike 1,2,3 Kick 1 Movement 1 Mental 1, 4
Gung-fu	2/1	1-6	6	Hand	Lock 1,2,3 Strike 1,2 Kick 2 Movement 4 Mental 5
Bilodo	1/1	1-8	8	Foot	Kick 1,2,3 Movement 5 Strike 1 Throw 4
Sung Hoy	2/1	1-6	7	Hand	Throw 1,2,3,4 Movement 1,3 Vital Area 1,2 Mental 1,2,3
Curlamo	3/2	1-4	6	Foot and Hand	Throw 1,2,3,4 Movement 2 Vital Area 1,2,3,4
Hoohah	3/2	1-5	7	Foot and Hand	Lock 3, 4 Mental 1,2,3 Movement 1,2 Vital Area 3
Chi-Star	5/2	1-5	8	Foot and Hand	Push 1,2,3 Movement 5,6,7 Vital Area 4

Furthermore, he gains no special armor class or damage as defined in Table 5D: Martial Arts Combat.

Learning a martial art is no easy task. One must find a master who knows the art, and for any maneuver available within that art one must also find a teacher. Also, it takes at least 3 months to learn a basic martial arts skill set, if you're good (i.e. of the fighter group). If you fail, you can check again every two weeks. Characters of other class groups take 4 months to learn the basic skill in the first place, and can only check once every month after failing. A special maneuver can be learned in one week (per standard skill rules).

Even if you know multiple martial arts styles, you cannot combine different styles in the same round, each skill set is a unique approach to unarmed fighting. A style skill allows a student to learn some of the special maneuvers described here, but these special maneuvers must be learned separately. Each individual style allows only certain special maneuvers, and the style itself is a prerequisite skill for learning those maneuvers.

Table 5E: Martial Arts Armor Adjustments

Armor Type	Skill Check Penalty	To-hit Roll Penalty
Robes/Garments	-0	-0
Leather	-3	-3
Padded	-10	-4
Ring mail	-8	-5
Studded leather	-10	-4
Scale mail	-12	-4
Hide	-25	-6
Brigandine	-30	-6
Chain mail	-35	-6
Chain mail, Elven	-30	-4
Heavy chain	-40	-7
Bronze plate mail	-55	-9
Banded mail	-55	-9
Splint mail	-60	-10
Plate mail	-70	-12
Field plate	-75	-14
Full plate	-80	-16

Number of Attacks. This is the number of attacks a martial artist may when he successfully uses his style. The number of attacks listed for that style cannot be improved by ambidexterity; a martial art already involves the entire body. A martial artist with true multiple attacks who succeeds at his skill check for that round may use the higher number of attacks for that round. If he fails, he uses the lower number.

Damage. A standard attack deals the indicated damage on a successful strike. This number is modified by the character's Strength normally. Only 25% of this damage is real, the other 75% is temporary, as with punching and wrestling.

Armor Class. This reflects the degree of protection a martial arts style provides, from emphasis on avoiding, deflecting or withstanding blows. This AC value is modified normally by the character's Dexterity.

These martial arts are primarily meant for unarmored fighting. Armor restricts the martial artist's movement considerably, and some of the special maneuvers cannot even be used in armor. Table 5E: Martial Arts Armor Adjustments lists the modifiers for to-hit rolls and skill checks for any martial arts attack made while wearing that type of armor. These penalties apply in addition to any other attack roll penalties.

Principal Attack. Styles emphasize one part of the body over others in attack forms. This does not mean a hand-based style cannot use a kick, just that it is more difficult. A character gains +1 to-hit when attacking with the principal attack body part appropriate to the martial arts style. Thus, if "Foot" is listed, he gains +1 on to-hit rolls with his martial arts kicks. He suffers -1 to-hit when attacking with any other body part. If two principle attack body parts are listed, he has no additional bonus or penalty to his attack roll.

Special Maneuvers. Extremely skilled martial artists can approximate something like monk abilities. These are the deep secrets of a martial art, allowing the artist to perform everything from special kicks to seemingly magical feats, such as Sticking Touch and Ironskin. Using a special maneuver generally uses one of the martial artist's attacks for that round.

Learning each special maneuver requires at least a 51+ skill rating in the underlying martial art skill set. Furthermore, you must learn special maneuvers in a numerical progression, using the numbers in Table 5F: Special Martial Arts Maneuvers. Aside from having a 51+ mastery in the basic martial arts style, you cannot learn a #2 special maneuver until you have learned a #1. These need not be of the same category, however (you could learn Concentrated Push (1) and then Flying Kick (2), without needing to learn Circle Kick (1)). You need at least a 51+ in the lower-numbered maneuver before learning one with a higher number. (A character cannot cross styles to fulfill any of these requirements for learning a special maneuver, even if he has learned multiple martial arts.)

Many of these maneuvers are risky. The martial artist must succeed at a skill check with his special maneuver to successfully use it. Failing a skill check means that the martial artist need not make any to-hit roll: he missed. Some special maneuvers have further consequences of failure; these are described in that specific maneuver's text. Thus, while a monk can automatically attempt to deflect a missile weapon, a martial artist with the Missile Deflection ability must succeed at a check and THEN make his save versus paralyzation. (If a monk has both abilities, he uses his monk ability. It's better, see? He cannot use both.)

Special Maneuvers

Kick

1. Circle Kick [Dexterity/Combat Procedure/3 BP]: With this dramatic kick, the attacker builds up momentum and power by spinning in a complete circle. If he succeeds at his skill check



and his attack roll, he inflicts double damage (roll the die range twice, then add other bonuses). If he fails at his skill check, he gets no attack roll and loses his next attack as he tries to recover his balance.

Prerequisite: Fung-Chi or Bilodo

2. Flying Kick [Dexterity/Combat Procedure/6 BP]: To perform this impressive maneuver, the martial artist requires at least five feet of space to move. He leaps high into the air and strikes his opponent with a devastating blow. If he succeeds at his skill check and his attack roll, he inflicts triple damage. If he succeeds at the skill check but fails the attack roll, he ends up adjacent to the target and must spend an attack to get back to his feet (unless he also has Instant Stand). If he fails the skill check, he falls where he begins and must spend an attack regaining his feet (unless he also has Instant Stand). This maneuver is sometimes called a "drop kick", as the attacker expects to land on his side or back after performing it.

Prerequisite: Gung-fu or Bilodo

3. Flying Kick [Dexterity/Combat Procedure/9 BP]: This maneuver requires the martial artist to maximize his flexibility. He can kick an opponent behind him or at a rear flank with no penalty to hit, assuming he succeeds at his skill check. This attack deals standard damage (still 25% real and 75% temporary) to his opponent's head. If he fails his skill check, he loses his attack but suffers no other ill effects. He automatically fails if he cannot reach the target's head.

Prerequisite: Bilodo

Lock

1. Choke Hold [Dexterity/Combat Procedure/3 BP]: A character who has learned the Choke Hold knows just how to apply pressure to render an opponent unconscious. If a martial artist successfully checks his Choke Hold skill and makes his to-hit roll to grab an opponent, he puts the target in the hold. The attacker can take no other action while applying the Choke Hold. The Hold must last until the end of the next melee round. Before that time, the victim can attempt to break free by making an attack roll against the Holder with a -4 penalty. A victim can attempt this once per attack. If the Hold is not broken, the victim falls unconscious for 2-4 melee rounds. Others can attack the Holder during this time, but stand a 25% chance of actually striking the victim. Even if the Holder is injured, he can

Table 5F: Special Martial Arts Maneuvers

Special Maneuvers	BP Cost	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty
Kick						
1. Circle Kick	3	DEX	1d8	Y	+400 gp	+3%
2. Flying Kick	6	DEX	1d6	Y	+750 gp	+6%
3. Backward Kick	9	DEX	1d4	Y	+1,000 gp	+9%
Lock						
1. Choke Hold	3	DEX	1d8	Y	+400 gp	+3%
2. Locking Block	6	DEX	1d6	Y	+750 gp	+6%
3. Incapacitator	9	DEX	1d4	Y	+1,000 gp	+9%
4. Immobilizing	12	CON	1d4	Y	+1,300 gp	+13%
Movement						
1. Feint	3	DEX	1d10	Y	+400 gp	+3%
2. Prone Fighting	6	DEX	1d8	Y	+750 gp	+6%
3. Immovability	9	DEX	1d8	Y	+1,000 gp	+9%
4. Missile Deflection	12	DEX	1d6	Y	+1,300 gp	+13%
5. Leap	15	DEX	1d6	Y	+1,600 gp	+16%
6. Speed	17	DEX	1d4	Y	+1,950 gp	+18%
7. Slow Resistance	20	WIS	1d4	Y	+2,300 gp	+20%
Push						
1. Concentrated Push	3	WIS	1d8	Y	+400 gp	+3%
2. Sticking Touch	6	WIS	1d6	Y	+750 gp	+6%
3. One finger	9	WIS	1d4	Y	+1,000 gp	+9%
Strike						
1. Iron Fist	3	CON	1d8	Y	+400 gp	+3%
2. Crushing Blow	6	STR	1d6	Y	+750 gp	+6%
3. Eagle Claw	9	STR	1d4	Y	+1,000 gp	+9%
Throw						
1. Fall	3	DEX	1d8	Y	+400 gp	+3%
2. Instant Stand	6	DEX	1d6	Y	+750 gp	+6%
3. Hurl	9	DEX	1d4	Y	+1,000 gp	+9%
4. Great Throw	12	DEX	1d4	Y	+1,300 gp	+12%
Vital Area						
1. Pain Touch	3	DEX	1d8	Y	+400 gp	+3%
2. Stunning Touch	6	DEX	1d6	Y	+750 gp	+6%
3. Paralyzing Touch	9	WIS	1d4	Y	+1,000 gp	+9%
4. Distance Death	12	WIS	1d4	Y	+1,300 gp	+13%
Mental and Physical Training						
1. Meditation	3	WIS	1d8	Y	+400 gp	+3%
2. All-around Sight	6	WIS	1d8	Y	+750 gp	+6%
3. Mental Resistance	9	WIS	1d6	Y	+1,000 gp	+9%
4. Ironskin	12	CON	1d4	Y	+1,300 gp	+13%
5. Levitation	15	WIS	1d4	Y	+1,650 gp	+17%

maintain the Hold with a successful skill check. Failing the skill check means that the martial artist has failed to get a grip on his opponent. He automatically misses (no to-hit roll) and with this attack.

Prerequisite: Gung-fu

2. Locking Block [Dexterity/Combat Procedure/6 BP]: This maneuver actually targets an enemy's attack, whether his weapon or unarmed. If his skill check succeeds, the martial artist makes a normal attack roll against the target character's AC. If the to-hit roll succeeds, the artist has caught his opponent's arm, leg or weapon in a way that it does not damage and that it cannot be used to make attacks. Additionally, others (including the martial artist) can attack the target with a +4 bonus to-hit until he is freed. The victim can be freed if the artist is killed or knocked unconscious or simply letting go of

his weapon (on his own initiative). The Locking Block itself does no damage.

If the martial artist succeeds at his skill check but fails to hit, he loses the attack and his opponent gets +2 on any attack roll against him for the remainder of that round. If he fails a skill check against an unarmed opponent, that is all that happens. If the artist fails his skill check against an armed opponent, he suffers the normal weapon damage from that weapon (no Strength or specialization bonuses to damage apply but magical bonuses do).

Prerequisite: Gung-fu

3. Incapacitator [Dexterity/Combat Procedure/9 BP]: By viciously assaulting and twisting joints, the martial artist can render one hand, arm or leg useless for 24 hours and cause double normal damage. A struck victim may make a save vs. paralyzation. If he succeeds, his limb is not rendered useless but he still suffers damage. The injured limb simply cannot be used for that time. After a minute or so of an odd tingling at the end of 24 hour period, it can be used normally.

To succeed at this attack, the martial artist must succeed at a skill check and a to-hit roll. If he fails the skill check or misses the to-hit roll, he simply misses with the attack. This technique is especially useful on uppity prisoners.

Prerequisite: Gung-fu or Hoohah

4. Immobilizing [Dexterity/Combat Procedure/12 BP]: If successful with skill check and to-hit roll, the martial artist grips an opponent in such a way as to prevent him from taking any action. The artist can still make attacks with his other hand or feet, though the Immobilized victim suffers no damage from this maneuver. Immobilized victims can attempt to break free with a successful Strength check at 1/4 of their Strength value (round normally). Failure to hit with an Immobilizing Lock leaves the martial artist at -4 on his next to-hit roll and his opponents at +4 to-hit him for the remainder of that round.

Prerequisite: Hoohah

Movement

These maneuvers require complete control of one's own body — posture, stance and reflexes. While most do not inflict damage directly, they may be combined with other maneuvers to great effect.

1. Feint [Dexterity/Combat Procedures/3 BP]: A feint involves appearing to move one way and suddenly changing direction to attack from an unexpected angle. Using a martial arts feint properly requires the use of an attack, a successful skill check and a successful to-hit roll. Failing to hit means only that the artist gains no benefits. Failing the skill check means that the artist loses his next attack.

However, if successful, the martial artist gains +4 to hit and +2 to damage on his next attack.

Prerequisite: Fung-Chi or Sung Hoy

2. Prone Fighting [Dexterity/Combat Procedures/6 BP]: This maneuver allows a character to fight from normally untenable positions without penalty, particularly when lying on the ground. So long as he succeeds at his skill check, the martial artist can fight normally without any penalties for position (lower ground, prone, etc.). However, the only special maneuver he can perform from the position is Instant Stand.

Prerequisite: Curlamo or Hoohah

3. Immovability [Dexterity/Combat Procedures/9 BP]: This training allows the character to tense and relax muscles so that any time he would be knocked down, knocked back, tripped, lifted or thrown off his feet he can avoid it. If he makes a successful skill check, he stays where he is.

Prerequisite: Sung Hoy

4. Missile Deflection [Dexterity/Combat Procedures/12 BP]: With intensive training and honing of reflexes, the martial artist can avoid missile attacks such as arrows, bolts, thrown weapons, rocks, etc. He cannot dodge spell attacks such as Magic Missile or even a Javelin of Lightning, but he could dodge an Arrow of Slaying or a Javelin of Piercing. The character must be aware of the attack (unlike the monk's true deflection ability) and succeed at a skill check. If he succeeds, he may then roll a saving throw versus paralyzation. Success indicates he completely avoids being damaged by the weapon. If he fails the save or the skill check, the missile hits normally.

Prerequisite: Gung-fu

5. Leap [Dexterity/Combat Procedures/15 BP]: The character channels his inner energy to maximize his muscle efficiency. From a standing position, he can spring four feet up and three feet forward, plus one foot for each level. He can flip in mid-air to change his facing. As the maneuver costs only one attack, he can use this ability to get behind an opponent and gain rear attack bonuses (though not a backstab, if his opponent is aware of him).

With a running start, the character can spring eight feet upward and ten feet forward, plus one foot per level. He needs at least 10 feet of space to run in a single direction to accomplish this. To perform either version, he must succeed at a skill check. Critical failure (96-100) indicates that he falls flat on his face at the starting position. Failure indicates that he falls at the end of the leap. Critical success (1-5) means only that he nails the landing and looks really cool.

Prerequisite: Bilodo or Chi-Star

6. Speed [Dexterity/Combat Procedures/17 BP]: This martial artist has developed his reflexes to lightning quickness. If his skill check succeeds, the character gains twice as many martial arts attacks as he normally would for five melee rounds. He can also move at twice his normal rate. After the five rounds, he must rest for 1-3 rounds. This ability can only be used once per day.

Prerequisite: Chi-Star

7. Slow Resistance [Wisdom/Combat Procedures/20 BP]: With the strictest discipline of mind and body, the martial artist can make himself immune to Slow effects of any kind. On a successful skill check, he is immune to any such effect. On a failed skill check, he still gets any magic resistance or saving throw to which he is entitled. Also, a successful skill check grants him a +2 to save against Hold Person, Rigor Mortis, Paralyzation or similar effects.

Prerequisite: Chi-Star

Push

These primarily defensive maneuvers rely on a deep understanding of motion and force. The artist uses his knowledge rather than brute strength to deflect attacks, throw opponents off-balance or knock them back with a touch.

1. **Concentrated Push** [Wisdom/Combat Procedures/3 BP]: With a successful skill check and to-hit roll, the martial artist can knock an opponent back. If both succeed, the victim is knocked back one foot per level of the Pusher. If moved more than 3 feet, the victim must also succeed at a saving throw versus paralyzation to stay on his feet. If the victim hits a solid object, he suffers damage as if he had fallen from the distance he was moved. If the martial artist fails at his skill check, all attacks against him are made at +3 to-hit until his first initiative the next round.

Note that martial artists with Immovability may avoid this effect.

Prerequisite: Chi-Star

2. **Sticking Touch** [Wisdom/Combat Procedures/6 BP]: The character has achieved such great attunement with motion that he can place a hand on an opponent and keep it there, despite attacks and movement. The martial artist must succeed at his skill check and his to-hit roll and the Sticking Touch itself does no damage. However, the martial artist gains +2 to-hit the stuck opponent and his own AC improves by 4 against that opponent (he can feel the intention to strike before it ever happens).

A stuck target can only remove himself if the martial artist in incapacitated (killed or falls through trauma damage), or if he can move more quickly than the artist using Sticking Touch. Thus, Leap or Speed could allow the victim to break the contact. However, if the artist using Sticking Touch has the same ability, he can choose to remain in contact even if he has already moved or attacked that round.

Prerequisite: Chi-Star

3. **One Finger** [Wisdom/Combat Procedures/9 BP]: This maneuver requires long and difficult practice without significant interruption. Legends of martial artists being forced to move a heavy bell with one finger say that over time, the artist must lighten his touch yet increase the bell's movement. In its ultimate form, One Finger allows the martial artist to move the bell without actually touching it. He has learned to channel his inner energy some distance outside his physical form.

With One Finger, the martial artist can affect his victim as by a Concentrated Push, without actually touching him. He need only succeed at his One Finger skill check, not both skill checks. The range of One Finger is one foot per level of the martial artist. A martial artist using One Finger gets no other attacks that round. If the skill check is unsuccessful, the martial artist simply loses all his attacks for that round.

Prerequisite: Chi-Star

Strike

1. **Iron Fist** [Constitution/Combat Procedures/3 BP]: The character has toughened his fist through excruciating exercises to the point that they feel like steel when they strike. If his skill check succeeds and he actually hits, he inflicts 3d4 points of real damage (no temporary damage) plus any damage modifier for Strength. If he fails the skill check, he can still attack but does normal martial arts damage (1/4 real, 3/4 temporary). A character successfully using Iron Fist increases the base severity level of critical hits with it by 1.

Prerequisite: Fung-Chi, Gung-fu or Bilodo

2. **Crushing Blow** [Strength/Combat Procedures/6 BP]: This maneuver allows the martial artists to deliver shattering blows to objects or people. He can break wood, ceramics and masonry with his bare hand (or foot), but not metal. The character can shatter 1/10 of an inch of wood or brittle stone for each point by which he makes his skill check. Thus, a martial artist with a Crushing Blow skill at 86 can break 2 inches of wood with a roll of 66. If used against a living creature, he inflicts one extra point of damage for each full inch of wood he would have shattered. The GM may apply bonuses to the thickness affected according to the hardness, age or other conditions of the object.

A failed roll means the character has struck the object but failed to affect it (or missed a living creature entirely). Critical failure means the artist suffers damage as if he had struck himself with a normal martial arts blow. The hand (or foot) is also unusable for 4d6 hours.

A martial artist can also deal a crushing blow to an object, forcing it to make a saving throw according to the rules in the GMG. He can target an object being held according to the Striking something being held rules in this volume (he must hit the target's AC with a -6 penalty on his to-hit roll or miss the object and holder entirely). A character successfully using Crushing Blow increases the base severity level of critical hits with it by 2.

Prerequisite: Fung-Chi or Gung-fu



3. **Eagle Claw** [Strength/Combat Procedures/9 BP]: Through intense practice, the martial artist has learned to focus incredible strength in one hand. On a successful skill check and to-hit roll he can automatically snap spear shafts, normal poles, crush stones or pottery or crush metal. If he targets a creature, he inflicts 5d6 points of real damage with a single blow. A character who uses an Eagle Claw maneuver gets no other attacks that round. A character successfully using Eagle Claw increases the base severity level of critical hits with it by 3.

Prerequisite: Fung-Chi

Throw

1. **Fall** [Strength/Combat Procedures/3 BP]: A student learns how to fall without severe injury. With a successful skill check, he can take half damage from any fall (up to 20 feet). Note that the martial artist must be able to adjust to use this ability. If Held or thoroughly bound, he cannot attempt to reduce damage.

Prerequisite: Sung Hoy or Curlamo

2. **Instant Stand** [Strength/Combat Procedures/6 BP]: The next step for a student is to recover his stance quickly after being thrown. Rather than spend one full round standing up from prone or after being knocked down, the martial artist can use one attack and spend no significant time on the ground (no attacker gains a bonus to hit him for his position). He may still attack that round if he has attacks left. A failed skill check means that the artist is subject to whatever effect he would otherwise suffered (i.e. he needs a full round to stand, others can gain bonuses for attacking from higher ground, etc.).

Prerequisite: Sung Hoy or Curlamo

3. **Hurl** [Strength/Combat Procedures/9 BP]: Using this maneuver, the martial artist uses both strength and leverage to pick up an opponent and throw him 1d6 feet. The artist must succeed at both his skill check and to-hit roll to use this ability. If he fails the skill check, he loses his next attack (whether it would be that round or the next).

Prerequisite: Sung Hoy Curlamo

4. **Great Throw** [Strength/Combat Procedures/12 BP]: With Great Throw, the martial artist can throw an enemy a great distance. He must succeed at his skill check and a to-hit roll. If the victim began stationary, the artist can throw him 1 foot for every 10 points by which he succeeds at his skill check. Thus, if he has a Great Throw skill at 64 and rolls a 52, he throws his opponent 1 (1.2, if it matters) feet. If the victim is charging the artist, add 6 feet to this number. Great Throw can be used on an opponent's initiative to catch and throw a charging opponent, negating his attack. The victim also suffers triple damage (still 25% real, 75% temporary). If the skill check fails, the martial artist has failed. His opponent gets his normal attack and the artist loses his next attack (in whichever round it might occur). Critical failure means the martial artist has been knocked off balance and automatically loses initiative the next round.

Prerequisite: Sung Hoy or Bilodo or Curlamo

Vital Area

These techniques rely on precise placements to inflict great pain. The martial artist targets weak spots such as the throat, ears, nerve points and so on. Because they rely on anatomical factors, these abil-

ities can only be used on human, demi-human or humanoid opponents.

1. **Pain Touch** [Dexterity/Combat Procedures/3 BP]: With a successful skill check and to-hit roll, the martial artist does no damage but can make a victim feel like he is on fire. For 2-4 rounds after the attack, the victim is at -3 on all to-hit rolls and all attacks against him are made at +3 to-hit. This maneuver uses up one attack.

Prerequisite: Curlamo or Sung Hoy

2. **Stunning Touch** [Dexterity/Combat Procedures/6 BP]: With the slightest contact, the martial artist can daze an opponent. If the martial artist succeeds at his skill check and his to-hit roll (at -5 to-hit, as he must strike some nerve point), his victim must make a saving throw versus paralyzation. If the victim fails, he is stunned for 1-3 rounds.

Prerequisite: Curlamo or Sung Hoy

3. **Paralyzing Touch** [Wisdom/Combat Procedures/9 BP]: By placing pressure on specific points of the body, the martial artist can paralyze a victim. The artist must succeed at a skill check and a to-hit roll. The victim can make a saving throw against paralyzation to avoid the effect. A victim with Slow Resistance can use that ability against a Paralyzing Touch. If everything goes the attacker way (the victim fails his save), the target is paralyzed for 1d6 minutes (melee turns).

Prerequisite: Curlamo or Hoohah

4. **Distance Death** [Wisdom/Combat Procedures/12 BP]: This maneuver focuses all of the martial artist's inner energy into a single point outside his body. He can inflict any of the lesser Vital Area special maneuvers (his choice: Pain, Stunning or Paralyzing Touch) inflicting a -3 on any allowed saving throw or cause quadruple damage (all real). He need only check his Distance Death skill once and make a successful to-hit roll. The ability can be used at a range of up to one foot per level of the artist. Using Distance Death precludes the martial artist from making any other attacks that round.

Prerequisite: Curlamo of Chi-Star

Mental and Physical Training

These remarkable methods reflect a high degree of control over mind and body and can seem magical to the uninitiated.

The elements of Mental and Physical Training are especially difficult to learn. In addition to the numerical progression and knowing the applicable martial arts style, you must have mastered (101+) at least one other special maneuver and have advanced degree of competence in one or two other available maneuvers (51+).

1. **Meditation** [Wisdom/Combat Procedures/3 BP]: By achieving a deep state of relaxed concentration, the martial artist can direct his internal energies as needed. With a successful check, one hour of meditation is equivalent to two hours of sleep. While meditating successfully, the martial artist is oblivious to hunger, thirst, cold and heat (of normal nature, he has no special resistance to Fireballs, Ice Storms or other spells). However, meditation does not render him unconscious so he is still aware of his surroundings. He suffers no penalties on surprise or initiative rolls. Failing a skill check simply means the meditator gains no special benefits, he still gets an hour of rest. Prerequisite: Fung-Chi or Sung Hoy or Hoohah, another special maneuver at 101+ and 1 other at 51+

RANGED WEAPONS

2. All-around Sight [Wisdom/Combat Procedures/6 BP]: With a successful skill check at the beginning of a round, the martial artist improves his awareness of his surroundings dramatically. By using all his senses, he eliminates any attacker's bonus to hit him if it relies on position (from behind or above). A character who tries to backstab the martial artist gains no bonus to hit, but if he does strike successfully he still inflicts extra damage (the martial artist was unable to avoid the strike to an important area). Failure simply means that these conditional bonuses apply normally.

Prerequisite: Sung Hoy or Hoohah, another special maneuver at 101+ and 2 others at 51+

3. Mental Resistance [Wisdom/Combat Procedures/9 BP]: The character has toughened his mind to the point where others cannot influence him as easily. With a successful skill check he gains a +3 bonus to any mind-influencing effect, including saving throws against Sleep, Hold or charm effects, against illusions, or against any effect to which his Wisdom defense bonus would apply. Failure simply means he gets not bonus.

Prerequisite: Sung Hoy or Hoohah, another special maneuver at 101+ and 2 others at 51+

4. Ironskin [Constitution/Combat Procedures/12 BP]: The character has toughened himself to the point where he is tougher to injure. With a successful skill check (whether aware of the attack beforehand or not), the martial artist can control his muscles so that he is more difficult to hit and suffers less damage if he actually is hit. His AC improves by 4 and each die of damage inflicted on him is reduce by one (even penetration damage!). This ability can reduce the damage he takes to 0.

Prerequisite: Fung-Chi, another special maneuver at 101+ and 2 others at 51+

5. Levitation [Wisdom/Combat Procedures/15 BP]: By practicing every day, the character lightens himself internally, focusing his energy until he can actual float through the air. With a successful skill check and one full turn of concentration, the character can negate his own weight. He can move up or down at up to 5 feet per round and push or pull himself along to move horizontally at up to 10 feet per round. He can take no other action while Levitating. If he takes any damage while floating, he immediately falls to the ground. However he ends his Levitation, he cannot take any action for 1 minute afterwards as he recovers. The martial artist can Levitate as many times as he wishes, but if he fails a skill check he cannot Levitate at all for 24 hours. Each skill check allows the character to Levitate for up to 10 rounds.

Prerequisite: Gung-fu, another special maneuver at 101+ and 2 others at 51+

Stunning

With any successful martial arts attack, the artist may be able to render an opponent unconscious. If his to-hit roll succeeds by 10 or more, the victim must make a save versus paralyzation. Failure means the victim has been stunned for 1-4 melee rounds. Note how superior the monk ability is to this: the monk allows no saving throw and need only hit by 5 or more. Monks can also inflict stuns with two or more dice of penetration damage; martial artists cannot.

Trick Shots

Sometimes proper Hack is out of the question, and so you're forced to fight from a distance. Here we present specialized techniques for use of the bow and, to a lesser extent, other ranged weapons. Most of these trick shots can be performed with long or short bows; some can also be performed with crossbows and other weapons.

Broken-Charge Shot

Mounted enemies can often make very effective charges. Taking out the mount can sometimes be easier than attacking the rider. This technique is most common on the battlefield, but can be effective in smaller battles as well.

Only an animal specifically trained as a war mount (i.e. a war horse or a trained battle Griffon) can attempt to continue a charge if it takes damage from a missile weapon in this manner. Lesser mounts automatically cease a charge on taking damage. The rider must immediately make a skill check to retain his position on top of the mount; if he fails he must make a Dexterity check or fall. Unskilled riders only get the Dexterity check. Fallen riders take 1d4 points of damage in addition to any other consequences of the tumble.

A trained mount may make a saving throw versus paralyzation. If successful, it can continue the charge despite the hit. If it fails, the rider must make checks as above.

There is no special to-hit penalty associated with this shot; the target AC is the mount's instead of the rider's. It can be performed with any ranged weapon.

Double Shot

More often referred to as the "double-arrow shot", since it is usually performed with a short or long bow. This potentially impressive trick shot is not often used in serious combat. The shooter takes a +2 penalty to initiative and each shot is at -2 to-hit and -1 on its final damage tally. Both shots can target the same individual, or they can be made against two opponents, so long as they are side by side from the shooter's point of view. Range penalties and so on can be different for each shot, and one or both may miss (they often do).

This shot counts as only one attack, but regardless of the shooter's number of attacks per round, he can only make at most one other attack that round (and to do that he'd need 3 or more attacks per round; with 2 or less he uses both for the double shot). In no case can a character make more than one double shot in a round.

The double shot can only be made with a bow, thrown daggers or darts.

Foot Shot

In certain circumstances, an archer may not be able to use both hands to grip his bow. He may need one to hold himself on the side of a cliff, one arm may be injured or otherwise incapacitated, or the shooter may simply think he can impress chicks. In such a situation, the shooter uses his feet to stabilize the bow while his free hand nocks and draws the arrow to shoot.

This arrangement allows him to use more force to pull the bowstring, so if the shot hits, it inflicts +1 point of damage. However, there is a -4 penalty to-hit due to the difficulty and awkwardness of the shot. Sometimes any chance is better than no chance, though. As HackMaster is the game of heroes, we have provided you with a choice, should you find your character in a dire situation (or badly in need of a chance to impress someone).

Hanging-Tree Shot

Originally developed by elven archers (mostly rangers), this shot has successfully been copied by one or two ambitious non-elven archers. While scouts and spies have always used trees as concealment from which to drop down in front of unsuspecting travelers, the daring or foolish can try to use ranged weapons while dangling from tree branches.

A normal shot from a tree branch is made while standing and follows the rules for fighting while precariously balanced. A hanging-tree shot is made with legs wrapped around a sturdy branch, dropping down and firing upside down.

The disadvantages of this trick shot should be immediately obvious. Coins, items and ammunition will fall to the ground if not carefully secured. The shooter can only get one shot off in a round, suffers a +1 initiative penalty, and is at -5 on his to-hit roll. However, he can drop down to the ground after the shot or swing back up into the tree. Also, such a character can inflict a -4 penalty on an enemy's surprise roll, due to the fact that such an unusual shooter is never truly expected.

This shot can be made with a bow, daggers or darts, but not with crossbows, javelins, spears, throwing axes and so on.

Quick-Draw Shot

Every so often, you'll need to fire as many shots as possible in a round or draw your bow and fire in one motion. While this is possible even without the quick draw proficiency, it is exceedingly difficult to shoot well while doing so. You simply don't have time to draw a proper bead and you cannot make a called shot with this type of maneuver.

With a quick draw shot, you can ready your bow to attack in a mere 2 segments instead of 5. You must declare how many shots you plan to take during the statement of intentions phase. The first shot is made at -2 to-hit, the second at -4, the third at -8. A fourth would be made at -16 and a fifth at -32. A character must be magically hastened in some way to take more than 5 shots.

This shot can only be made with a bow.

Trick Shots

A number of very specific trick shots are not covered above. Knocking off a hat, sending an arrow into a tree just inches from an offender's nose, or putting an arrow a foot in front of a walking character as a threat are all included in this category. If successful, a target that makes a successful Wisdom check is fully aware that the shot went exactly as intended (probably as a warning). To deliver such a clear warning requires a successful to-hit roll with a -4 penalty. There is also a +2 penalty to initiative. The Armor Class of the target is calculated with only Dexterity and speed considerations before the penalty is applied. If the attack roll succeeds, the shooter does exactly what he intended to do. If the attack roll fails, there is a base 50% chance that he actually hit the creature (but will not do damage unless the modified to-hit roll is enough to have actually hit the victim). This chance is adjusted by the near-target's size: Gargantuan creatures +25%, Huge creatures +15%, Large creatures +5%, Small creatures -10%, Tiny creatures -25%. The GM may adjust this percentage based on other factors by up to +/- 10%.

The shooter inflicts normal damage if he does hit the creature (again, unless the modified attack roll wouldn't have normally have been high enough to hit the creature), and it is certainly not at all clear that he intended to simply warn the victim. In fact, at this point it's virtually impossible to convince the target that he was hit only by

accident. If the shooter misses the attack roll and the shot does not accidentally hit the creature, the shot is wide. The intended victim is aware of it, but not that it was anything other than a normal attack.

Most of these types of trick shots can be performed with any ranged weapon.

Using Bows As Weapons

Sometimes a shooter finds himself in melee combat with no true melee weapon. In such a case, he may be forced to use his bow to defend himself.

A bow can be used to parry a crushing weapon, but if the AC improvement for parry makes the difference between being hit and being missed, the bow must make a saving throw. The bow must save versus normal blow as thick wood (at +1 if it is well made, with magic pluses if enchanted) or be broken by the attack. A bow saves against crushing blow against a hacking weapon and further deducts as a penalty whatever hit bonuses the attacker had for the attack being parried (or penalties in the case of weakening attackers).

A bow can also be used for attack. In melee, a short bow has a speed factor of 4 and inflicts 1d6-2 points of damage on a creature up to Small size, 1d4 on a Man-sized beast, and 1d4-1 on a Large. Huge or Gargantuan creature. If it strikes anything, it must make its save versus normal blow at -1.

A broken bow is useless until repaired, except perhaps as firewood.

Ammunition Breakage and Loss

When an arrow or bolt strikes its target, the projectile makes a saving throw versus normal blow, with appropriate bonuses for magic. If it fails this save, the shaft breaks and it cannot be used again (though the arrow or bolt head may be salvageable for use on another shaft — only extreme circumstances will actually destroy such a head, such as hitting an armored creature under the effects of a Heat Metal spell).

If the projectile misses its target, it flies to its maximum distance (or hits an obstacle before reaching that range, such as a wall), which is 25% greater than the long range of that type of ammunition in that type of weapon (for example, 262.5 yards outdoors for a flight arrow shot from a long bow). It reaches this distance by skidding, rolling and skittering across the ground. Assuming recovery is at all possible, there is only a 10% chance of finding such a projectile. If fired aboard a ship at sea or high in the air from a flying mount, the ammunition is automatically lost. Even if found, the missile must successfully save versus crushing blow at +2 or break its shaft. The GM can adjust this bonus by +/-6 for specific situations, such as striking a solid block of metal.

You can take extra precautions, such as coloring an arrow bright orange. This allows you to add your Wisdom as a percentage to the chance of finding the arrow.

Daggers, darts and sling bullets or stones do not normally break, but the base chance of finding one after a missed shot is 25%. This applies to any thrown Small weapon. Medium weapons have a base chance of 50% and large weapons 75%. Medium and large projectiles don't normally get lost either, unless, of course, they're tossed into an area that negates their size benefit, such as a corn field, a field of hay stacks, into water, etc. Your GM knows how to determine if these weapons are found or not. In some situations, such as a projectile hitting a stone wall and falling to the ground, it can be easily be found in a mere 1d3 rounds, but of course the GM has the final say. And again, in some situations a thrown weapon simply cannot be found.

A thrown dagger or other projectile that hits a stone wall or something similar must make a saving throw versus normal blow or break.

FIGHTING IN UNUSUAL CONDITIONS

Naturally, characters prefer to engage in combat when in a position that affords them the greatest possible opportunity for attack and the best possible defensive posture. Unfortunately, the environment around them and the creatures that populate it rarely accommodate PCs' tactical wishes. More often than they would like, characters must attack or defend in a position that is far from the best possible. Once in a great while, they may enjoy an advantage when the tables are turned and the opponents are the ones in the weaker position.

Many combat rules accounting for unusual situations have already been covered. For player and GameMaster edification, some of those rules are summarized in this section. Additionally, this section provides details for other nonstandard combat situations.

Fighting While Climbing

In most circumstances, a character negotiating a severe slope or a cliff face is at a disadvantage if he needs to attack or defend himself. Because his attention and effort must be at least partially focused at all times on climbing, his Dexterity provides no benefit to Armor Class, even if one would otherwise apply. (However, an Armor Class penalty for low Dexterity is not negated, klutzes can still blunder into a weapon.)

Assuming that the climber needs one hand to hold onto a rope or the surface he is climbing, he cannot use two weapons, a two-handed weapon or a weapon and a shield, at the same time. Since he must face generally in the direction of the surface as he climbs, he is vulnerable to attacks from behind (with all appropriate penalties) from any opponent except one that is adjacent to him on the surface. If a character is climbing with his shield strapped to his back, he receives the normal Armor Class benefit for that type of shield.

A character climbing a cliff face suffers a -2 penalty to all of his to-hit and damage (base range, not penetration damage dice!) rolls in melee or missile combat, and a -2 penalty on all saving throws related to an attempt to dodge or evade (such as most breath weapons or a Lightning Bolt). If fighting takes place on a severe slope as opposed to an essentially vertical wall, these penalties are -1 instead of -2. Furthermore, characters fighting while climbing suffer a +5 penalty to initiative.

If opponents engage one another from different elevations on a cliff face (one combatant is above the other by a distance of at least half of the higher combatant's height), the character in the higher position receives a +1 bonus to hit and the character in the lower position suffers a -1 penalty to hit.

These adjustments are cumulative with any other modifiers that may apply. On a severe slope, the adjustments are +1 and -1, as the characters can almost stand normally.

If a character climbing a cliff face suffers damage from an attack in missile or melee combat (including damage from a spell effect), he must make a climbing check immediately. If the check succeeds, the character remains in place; if it fails, the character falls. On a severe slope, this climbing check is made with a +30% or +60% bonus to the character's climbing ability (according to the GMG Table 9C).

If a character fails a threshold of pain check while climbing, he falls.

Climbing a gentle slope, or even a moderate slope, does not put a character at a disadvantage if he engages in combat in the middle of

the climb. Such terrain is rarely so steep that the climber cannot stand up and have the full use of both hands plus a reasonable amount of mobility. The to-hit adjustments for relative elevation of the combatants (+1 and -1) apply on a slope greater than 30 degrees, but not more than 60 degrees. Likewise, a character who fails a threshold of pain check and is knocked off his feet tumbles down a slope. (If a character is extremely out-manned and prefers not to stand and fight, voluntarily tumbling down a slope to get away from his enemies might be a viable strategy. Such cowardly actions may keep you alive for a bit, but they will cost you Honor and counts as outright flight for purpose of free attack routines against you.)

Fighting While Precariously Balanced

This category is somewhat different from fighting while climbing, in that a precariously balanced character is perched on a surface, but does not need to use at least one hand to hold on or for balance. Also, the character does not necessarily have to face the surface (if any) that his body is next to. A character is precariously balanced in conditions such as these:

- standing on a ledge that juts out from a cliff face or a severe slope
- standing on a narrow bridge of rock or a fallen tree that spans a canyon
- standing up in a boat or on the edge of a barge
- standing in knee-deep water or mud, or upon loose soil or snow in which one's feet sink beneath the surface of the terrain
- standing upon a level but slippery surface
- standing on one or two tree branches or planks across a stream

In these situations, a character must be careful not to get overbalanced, or his lack of secure footing (or lack of a sufficiently large area to move upon) may cause him problems during combat. Characters using ranged weapons suffer a -2 penalty on their first to-hit roll, and this penalty increases by 1 with every shot unless the character spends one full round re-adjusting his balance (in which case it reverts to -2). Thus, a character can make one ranged attack every other round at -2 to-hit if he wants to avoid as many penalties as possible. If the penalty reaches -5 or worse, treat the shooter as if he had just missed a with a melee attack while precariously balanced.

Whenever a precariously balanced character engaged in melee combat misses with an attack, he must make a successful Dexterity check to avoid losing his balance and falling down — perhaps falling down a long distance. Depending on circumstances, your GameMaster will allow you a modifier to the character's effective Dexterity of +1 to +4 to reflect circumstances where overbalancing is less likely to result in a fall: +4 for a character knee-deep in mud, which helps to hold him upright despite a lack of really secure footing; +2 for a character standing on a fairly wide ledge that offers him room to take a step on his follow through and thus keep himself from toppling; or no modifier for a character standing on a surface where his ability to keep his balance depends entirely on how agile he is and not on some advantage afforded by where he stands.

If a character in a precarious position suffers the effects of a failed threshold of pain check, he must make a successful Dexterity check to avoid falling from his position (he has to aim his fall to land on secure ground). If the victim is not standing right at the edge of a drop off, he receives a +2 bonus to his effective Dexterity for every foot of distance between him and the edge. If he is 5 feet or more

from the edge of a drop off, he is not considered to be in a precarious position, and does not need to make this Dexterity check, and the entire preceding paragraph does not apply!

Someone balanced on a ledge barely wide enough for his feet receives no modifier; someone who is four feet away from the edge of a drop off has a +8 modifier and is virtually assured of not falling — although an unmodified roll of 20 indicates failure. In the case of a character who falls despite the fact that he was a fair distance from the edge of his perch, assume that he did not fall to the ground right away, but instead staggered for a short distance toward the edge before dropping over.

The above general rule also applies to a character who is precariously balanced but not at a high elevation: he is in danger of being knocked off his feet if he takes a large amount of damage, and he will certainly fall down (as would anyone in a more stable position) if he is rendered unconscious. Depending on what the victim is standing on (or in), he may be vulnerable to drowning or suffocation. For instance, a character who is knee deep in water and gets hit by a Sleep spell will keel over. The character is now subject to the drowning rules on page 167 of the GMG. A character who falls unconscious in soil (including sand) or mud must make a Dexterity check with a +2 modifier to his effective Dexterity. Failure indicates that he has landed face down, and is treated as if drowning. If the victim is not revived or at least rolled over on his back before it's too late, he will die of suffocation.

Whenever a character is knocked off his feet and does not lose consciousness, he must make a Dexterity check. A successful check indicates that he is able to regain his feet in five segments; a failed check means that he must take a full round to stand and resume a fighting posture. A character who gets to his feet quickly may be able to make an attack or cast a spell during the last half of the round, if other conditions permit such an action.

On a slippery surface, the Dexterity check is made with a -4 modifier to his effective Dexterity (making success LESS likely). Also note that fighting on a slippery surface results in a +3 penalty to initiative. Of course, your GM will assess similar penalties for standing on ice, loose debris, very narrow ledges, etc.

Fighting in Water

You may face foes while crossing a river at a ford or exploring the lower levels of an underground dungeon complex. You should try to avoid this if at all possible, though such places can make good locations to set an ambush against your enemies. Water interferes with fighting effectiveness of those not bred to it by limiting and restricting their movements. The depth of the water relative to the character affects the exact degree of difficulty.

A shallow puddle — water covering a character's feet up to the low part of the ankle, does not affect combat. Creatures will splash when they fall and they cannot run at more than 150% of their walking speed (as opposed to twice that rate, as is normal on dry land), but they don't suffer extra penalties for such a limited depth. Deeper water causes more problems (details are in the GMG).

If a character engages in combat while standing in water that is at least up to his knees but not higher than his waist, he does not enjoy any benefit to Armor Class due to Dexterity that he would normally have, and he must take a -1 penalty on all to-hit and damage rolls (except for penetration damage dice!) in addition to any other penalties that may apply. If the water is more than waist high but not higher than the character's chest, the penalty is -2. If the water is even

higher, the penalty is -4. In no case, however, can the damage from a successful hit be reduced to less than 1 point. Also note that wading in deep water incurs a +6 penalty to initiative.

At the same time, any opponent attempting to hit a character who is immersed or partially immersed in water does so at the same penalty to its attack rolls (even if the attacker is not immersed), reflecting the fact that a smaller portion of the character's body is vulnerable to a weapon blow (and the water impedes attacks to the submerged body parts).

Of course, these penalties do not apply to a creature native to an aquatic environment, assuming that the creature can strike freely either above the water or below the surface. For a character with the swimming skill, the latter two penalties are reduced by one-half (to -1 and -2 respectively) and the first penalty (for water up to waist deep) does not apply. Free Action spells and spell-like effects can also negate the penalties, but a Helm of Underwater Action (for example) requires the wearer to be completely submerged to benefit from its powers.

Grappling in Water

One technique for dispatching an opponent in water is to pull him underwater and hold him under until he drowns. Of course, you can only do this if the water is deep enough to keep him submerged, which depends on his height and position when forced under. Such an attack can only be successful in water that is at least as deep as 1/3 of the victim's height, unless you get him face down, in which case you only need 1/6 of the victim's height.

A character attempting to grapple an opponent in the water can make the attempt without the penalties that would apply for attacking with a weapon (it's not as tough to fall into someone and pull him down in a deep puddle as it is to carefully control a swinging blade in that situation). If the grapple is successful, both creatures go under the surface of the water. The character who performed the grapple and therefore sees it coming takes a deep breath of air before going under. The grappled character must make a saving throw versus paralyzation to get such a breath of air; otherwise, the victim was dragged under before he could take a breath.

Both characters remain underwater until the hold is broken. Breaking a hold requires a successful throw or gouge attack by the victim. Not only does he need to succeed at that check, but he must succeed by more than the grappler who brought him down. (These checks occur immediately after the victim's attempt to break free, if his grappling to-hit roll succeeds.)

A character who didn't get a chance to take a breath can hold his breath for a number of melee rounds equal to twice his Constitution score, less the amount by which he failed his saving throw versus breath weapon. With a breath, he can manage a number of melee rounds equal to twice his Con. After that, he begins drowning per the GMG.

A fun tactic for dealing with a creature that is Held or paralyzed is to just push it over, into the water, and start looting the immediate area.

Fighting in Poor Visibility

Even though characters may be able to see for quite a long distance in moonlight or natural darkness, these conditions hamper their short-range vision enough so that they are not always completely aware of what is going on in the immediate vicinity.

In moonlight, a character suffers a -1 penalty on all to-hit and damage rolls and all saving throws related to dodging or evasion. In natural darkness with no moonlight, the penalty is -3; in total darkness (such as that caused by magical means, or the darkness deep inside a cave), the penalty is -4. In addition, any attack bonus related to a character's ability to see his target is reduced by one-quarter in moonlight, by one-half in starlight, and fully negated in total darkness. This category includes such abilities as a thief's backstab skill or a ranger's special prowess against his species enemy.

When a character is involved in melee combat in starlight or total darkness, there is a chance that he will hit something (or someone) other than his intended target. If the attacker's modified to-hit roll is 5 or less in total darkness, he has accidentally struck another object or creature, if some other target exists within a radius of twice the attacker's weapon length. If more than one such target is in range, the GameMaster randomly determines which object, creature or character he hits (including other members of the attacker's party). An object must save versus normal blow to avoid being broken or destroyed; a creature or character takes the appropriate amount of damage (after the damage penalty for attacking in poor visibility has been taken into account). In starlight, there is a 50% chance that a wild swing (modified to-hit roll of 5 or less) results in damage to an unintended target; otherwise, the attack fails to hit anything within range.

If a character is fighting in natural darkness while climbing, his climbing ability is reduced by 5% for the purpose of any climbing check that may be required as the result of combat. If a character is fighting in starlight while in a precarious position, any required Dexterity check is made with a -1 modifier to the character's effective Dexterity. For a character in total darkness, the adjustments are 10% and -2, respectively. If the illumination is at least equivalent to moonlight, neither of these penalties applies.

A character using infravision or ultravision, and able to benefit from the use of the ability, is not subject to any of the penalties for visual deficiency described above. Likewise, any character within the range of natural or magical illumination suffers no penalties.

Fighting in Inclement Weather

Note that all adjustments are cumulative with any other modifiers that apply; even the most accomplished fighter will have a tough time hitting anything in the dark of night during a howling rainstorm.

Fighting in Narrow Passages

Often a cave presents extremely constricted areas of movement to a character. This can affect how well one is able to fight. Also, many cave sections are choked with rubble or require excavation, so you might need information on clearing these passages as well.

A classic tactical technique for armies large and small is to make a stand at a narrow bottleneck. Legendary battles have hinged on a handful of warriors holding back imposing forces. With larger military forces, it's mostly a matter of standing your ground until reinforcements arrive or the attacking army tires itself out. For a smaller party underground, a common defensive barrier in caves is the bottleneck passage. Here only one or two characters can hold off a mob of attackers. This tactic limits the number of enemies that can attack at once and the direction from which they can attack. (Just make certain that the defenders at the bottleneck know they have to fight until their allies get away or make their preparations for some major retaliation.)

This tactic can be used by monsters and NPCs as well. It reflects the fact that a fighting individual can use such a location defensively, as protection from the enemy's attacks, or aggressively, as a means of striking the enemy at an advantage.

The side claiming this advantage must have sufficient room for all fighting individuals to use their weapons without interfering with each other. Puncturing weapons are best for this, as they tend to need the least lateral space to use. Attackers using hacking and crushing weapons, or any weapons that must be swung side to side in normal use, suffer a -1 to-hit in narrow confines, but no penalties to damage. A narrow passage for a medium sized creature is typically something about 3 feet wide or less.

The Really Tight Squeeze

Low tunnel ceilings can hinder your party's movement and combat capabilities if they are lower than the height of the characters. Since the heights of individuals within a party can vary widely, the effects of the following conditions also vary from one party member to the next.

If the ceiling is lower than a character's height, but at least two-thirds of his height, he can walk upright at two-thirds of his normal movement rate. The character suffers no adverse combat effects, though he may be embarrassed when he bumps his head.

A character must travel on his hands and knees through any tunnel less than two-thirds of his height. Of course, this means that occasionally humans grunt and crawl painfully along on all fours while their halfling, gnomeling and even dwarven companions trot along with no more precautions than an occasional ducking of their heads. It's much worse for half-ogres.

A character traveling on hands and knees through a tunnel moves at one-half his normal movement rate. If he engages in combat while in this awkward position, he suffers a -4 penalty to all of his to-hit rolls and loses any Strength benefits to damage. He also loses all Dexterity and shield bonuses to AC. Additionally, weapons such as long bows, broad swords and battleaxes cannot be employed in these close quarters. A Man-sized creature in such a situation must use a puncturing weapon of Medium or smaller size.

In a relatively cylindrical tunnel whose diameter is one-fourth or less of the character's height, the character must actually slither along in a prone position. See Table 5G: Minimum Passageway Sizes below for the minimum heights and widths of tunnel that can accommodate characters of different races.

A character who is prone because of a really tight squeeze suffers serious penalties to his chance in combat. Of course, the space required limits his choice of weapons even further. A Man-sized creature can only use Small weapons, while a Large creature must use a weapon of size category Medium or smaller. Small characters are restricted to Small puncturing weapons such as daggers. In addition, characters in this predicament suffer a -8 modifier to all to-hit rolls, gain no bonuses to damage and gain no Armor Class benefit from a shield or high Dexterity. (He still suffers AC penalties for a low Dexterity) The character can only move at one-fourth of his normal rate.

The minimum tunnel widths that can accommodate different characters are listed below. This chart reflects average-sized characters; individuals of exceptional girth or slenderness may be able to convince the GM to modify the limits appropriately.

These sizes assume that the character is not wearing any kind of bulky armor or backpack. Usually a character drags his pack behind

him, thus enabling negotiation of tighter passages (and allowing tiny skittering creatures to rip them up, take them away, or rummage through them for valuable items).

If a character wears armor, the minimum size of the tunnel he can pass through must be increased, based on the type of armor worn. The increase in tunnel size needed to accommodate armor depends on how bulky the armor is; fairly bulk armor requires an additional 1/2 foot (six inches), bulky armor requires an additional 1 foot. (Yes, even for Small creatures.) The increase in the character's width reflects not just the thickness and bulkiness of the armor, but the decreased maneuverability that the character possesses in tight confines.

THE KNIGHT'S NOBLE STEED

Several types of fighters rely on horses almost as much as they depend upon their swords and armor. The cavalier, knight errant, paladin, and almost any fighter who can afford the coin prefers to ride a war horse for both battle and travel. Thus it behooves you as a player to understand your character's steed as well as you understand his sword and plate mail (assuming you can afford it).

A true knight must master many aspects of equine knowledge besides how to properly charge with a lance. One of those areas of knowledge is the classification of horses. Most knights may believe they need only know how to select a light, medium or heavy war horse. In fact, the mounted warrior is expected to know how to classify horses of all types.

Humans categorize horses in two ways: by their physical confirmation or by their intended use. Elves are too flighty to categorize their steeds, as they prefer to run free with wild horses than breed them for maximum productivity. As a rule, dwarves and halflings deal very little with horses. Half-ogres and half-orcs have a tendency to see these creatures as food rather than transportation. Thus, human categories have become the norm.

As useful as the horse undoubtedly is, ponies, mules and donkeys also play a vital role in the day-to-day work of farms, villages and nomadic tribes. The common man's working horse is usually of no particular or recognizable breed. Any training the average horse receives depends entirely on its purpose, and may simply result from performing the same routine year in and year out. A farmer who has made regular deliveries to the same nearby town for a decade rarely needs to tell his old carthorse where to stop.

The term "destrier" refers to a well-bred stallion that has received a great deal of training as a war or tournament horse. A destrier is rarely encountered away from knights and cavalry barracks, as this is an expensive animal – the ultimate war horse. Every move that a typical destrier makes speaks of the horse's power and endurance. Much time and care have gone into the training of these horses, teaching them to react properly in the face of any threat and to respond bravely to any command given by their master. A seasoned destrier is gentle enough for a child to handle, yet will strike out with vicious accuracy the moment an enemy approaches.

The term "palfrey" refers simply to any horse or well-bred mule that is stylish in appearance and suited to general travel and light military duty. No knight or proper cavalryman would accept a palfrey as his mount in battle, as this type of horse is generally too skittish to be dependable. However, these smaller horses with their smooth coats and gentle temperament are perfectly suited to everyday riding. A great deal of attention is spent brushing a palfrey's coat so that it

shines, and braiding ribbons, flowers and other decorations into the mane and tail. Matched pairs of palfreys are much sought after for pulling noble ladies' carriages, and many serve as riding horses.

The experienced cavalry commander is always on the lookout for fine horseflesh, knowing that the next battle may leave many in his command unhorsed. This commander always recognizes a potential "courser" or steady, long-winded cavalry horse. Coursers are the most common types of horses used in warfare. Not as refined in appearance or as well trained as destriers, coursers are certainly less expensive. After all, while the average cavalry soldier needs a dependable mount, odds are that the animal will not last long enough to the extensive training necessary for a destrier!

Coursers can be trained to become light war horses, capable of performing countless important duties behind the battle front. Some larger coursers may become medium war horses, but only destriers can ever be considered heavy war horses (and many are still considered medium). Palfreys are always light riding horses. Draft horses are not categorized by the sophisticated, though some are retired war horses or riding horses. Some members of the lower classes have designations and categories for mules, donkeys and asses, but such things need not concern a true knight. The mounted warrior would rather travel on foot than ride a single league with an ass.

"Melee" Combat on a Mount

First of all, note that the lance weapon proficiency covers any type of lance. You need not take proficiency in heavy lance as opposed to jousting lance. Remember that a light lance can be used while riding a heavy war horse, but not vice versa. The weight and balance of a jousting lance requires a medium or heavy war horse.

A character astride a land-based mount engaged in melee combat with an opponent standing on the ground has an advantage of +1 to-hit if the foe is the same size as the attacker, but receives no bonus if the opponent is larger (he cannot get "higher ground"). Also, when a rider on a horse is struck with a critical hit, treat him as a Large creature for the purposes of critical hit location.

A character on foot and fighting a mounted opponent has a -1 penalty to-hit regardless of the size of the opponent. However, if the character's to-hit roll (including all other modifiers) is exactly the number he would have needed to hit his foe otherwise, his attack hits the mount instead of the rider. A character on foot can also choose to strike the mount instead of the rider, in which case the attack proceeds normally against the mount's AC rather than that of the warrior – often an effective tactic. Most cultures consider this a dishonorable act, though, so make sure it looks like an accident.

A character on a flying mount can engage in melee combat with a nearby opponent that is also airborne, or with a foe on the ground (if

Table 5G: Minimum Passageway Sizes

Character Race	Tunnel Width	Tunnel Height
Dwarf	2 feet	1 foot
Elf	1 1/2 feet	3/4 foot
Gnome	1 1/4 feet	2/3 foot
Gnomeling or halfling	1 foot	2/3 foot
Half-elf, half-orc or human	2 feet	1 foot
Half-ogre	3 1/2 feet	2 1/2 feet
Pixie Fairy (crawling)	2/3 foot	1/2 foot
Pixie Fairy (flying)	4 feet	2 feet

the character's mount is flying low enough to make this possible). If two antagonists are both airborne, the combat adjustments for relative elevation usually do not apply, since the combatants are constantly jockeying for position and neither one will voluntarily remain in a vulnerable position for any length of time.

A character who is airborne is +1 to-hit against an opponent on the ground, or +2 if the attack is made at the end of a swooping dive.

A character on the ground may set to receive an attack at the end of a swooping dive as if it were a charge. He remains in one spot and bracing himself for the onslaught. If he does this, and he wields a weapon with a longer reach than the attacker's, he inflicts double damage on a successful hit. The attacker gains no AC bonus from Dexterity and suffers an additional -1 penalty to AC.

A character on a flying mount must be able to hover in close proximity to a land-based opponent in order to benefit from multiple attacks per round. If an attacker closes to take one swing and then veers away in an attempt to avoid being hit in return, he cannot change course in time to get in a second or third attack. Most flying creatures have very poor maneuverability when used as mounts, and as such are not capable of repeated abrupt changes in direction or other precise maneuvers.

Lances

The lance is designed to injure opponents when used on horseback and to dismount other mounted warriors. Any time a mounted character takes 20 points of damage or more from a single attack, he must succeed at a riding skill check or fall (and suffer an additional 1d4-2 points of damage). It is most definitely possible for both parties to be dismounted in the same round.

Similarly, a lance that strikes an unmounted character for 15 points of damage or more forces him to make a Dexterity check or fall on his backside. Each point of damage over 15 imposes a -1 on the target's effective Dexterity for the purposes of this check.

These rules apply to lances used in real combat, not those used in tournament jousting.

Lances also break frequently, being made of wood and wielded against shields and armor usually made of metal. This is not because they are poorly constructed, in fact it helps prevent the wielder from being forced off balance if he strikes his foe properly. A lance used for a successful strike while charging must make a saving throw versus crushing blow or break. A lance used for a successful strike otherwise must save versus normal blow.

Missile Combat from a Mount

Only a character skilled at riding his mount can successfully use a missile weapon from the back of a moving mount, whether airborne or land-based. Even if the weapon does not actually require two hands to be used, the character must be able to ride with both hands free, which is part of his training in appropriate riding skills. Unskilled riders cannot fire any missile weapon from a mount (unless the horse is standing still as stone — completely stationary).

Any missile weapon other than a long bow or a heavy crossbow (you cannot even load a heavy crossbow while mounted or moving) can be used from the back of a moving mount. However, the attacker must take a one-step reduction in his normal rate of fire on the following scale: 6/1, 5/1, 4/1, 3/1, 5/2, 2/1, 3/2, 1/1, 1/2. For instance, a 13th level fighter who is specialized in hurling the javelin can ordinarily make 5 attacks every 2 rounds. If he is fighting from the back of a moving mount, his rate of fire is reduced to 2 attacks per round.

In addition to a reduced rate of fire, a character firing a missile weapon from the back of a moving mount suffers a to-hit penalty based on the speed of the mount. The penalties are as follows: -1 if the mount is moving at less than half of its full normal rate, -3 for a speed of one-half or more but less than three-quarters of normal, and -5 for a speed of three-quarters normal or greater. These penalties apply in addition to those applicable for range, visibility, and so on.

Mount's Current Speed To-hit Modifier

Less than 1/2 normal	-1
1/2 up to 3/4 normal	-3
3/4 to maximum speed	-5

You cannot successfully use a missile weapon if your mount is performing complex maneuvers. In certain terrain conditions (broken earth, steep hillsides, muddy areas and so on), two-handed missile weapons cannot be used at all from the back of a moving land-based mount. In such circumstances even an expert rider is forced to use at least one hand to maintain a hold on his mount.

As has been noted in the GameMasters Guide on page 163, further penalties apply on any attempt to engage in missile combat from the back of a flying mount. Short range is treated as medium range and medium range is considered long range for purposes of to-hit modifiers unless the mount is hovering. In this case, the rider suffers no additional penalties to-hit, but still must abide by the reduction in rate of fire given above.



Forcing Opponents to Dismount

A mounted character should always anticipate the possibility that his opponent (whether also mounted or not) may try to attack his mount or do something else to cause him to fall or jump to the ground. And, of course, this works in the other direction as well: a character should be alert for an opportunity to separate a mounted opponent from its steed. At worst, an unseated opponent is on more or less equal terms with a character already standing on the ground; at best, a foe who has lost his steed will be at a disadvantage if the character who felled him is still in his own saddle.

If a land-based mount is killed while someone is riding it, the rider falls to the ground with the mount. A character with the riding skill can land on his feet if he makes a successful skill check, but he cannot act normally during the remainder of the round in which he falls. If the character does not have the skill or if the check fails, the rider takes a tumble, suffering 1d3 points of damage, and must spend the remainder of the current round and all of the following round getting back to his feet and regaining his bearings.

If a flying mount takes damage that brings it to less than half of its total hit points, it falls. A rider must immediately make a check to see if he falls off the mount as it plummets. Further checks are required every round until the mount is brought to a landing or until it regains enough hit points to put it out of danger. A cleric equipped with several cure spells could keep his mount flying for quite a while (so long as the flying mount is a normal creature and can be affected by such magic).

If a flying mount is killed while a character is aboard, the creature plummets to the ground and most likely also carries the rider to his death, especially if the rider is securely strapped onto the mount (in which case both rider and mount take full damage from the impact). If the creature is close to the ground when it dies, your GameMaster may allow a character with the riding skill to leap from its back and land safely on the ground. Although this feat can usually only be performed when the mount is hovering or flying horizontally along the ground, your GM could grant a character the chance to make the leap under other conditions, with a skill penalty of -5 to -80, to account for the difficulty of the feat.

A mounted character using a melee weapon of at least 3 feet in length may be able to unseat a mounted opponent. This is possible if he declares this as his intention and he succeeds at his to-hit roll by 8 or more. If the victim has the riding skill and makes a successful skill check, he retains his seat. Otherwise (if the check fails or the rider is unskilled), he falls to the ground and takes 1d3 points of damage, with other effects as described previously.

A character standing on the ground can unseat a mounted opponent if he succeeds by 13 or more on his to-hit roll, if the attacker is using a weapon with a length of 5 to 9 feet. An attacker on the ground armed with a weapon of at least 10 feet in length can unseat a mounted opponent if he succeeds on his to-hit roll by 7 or more.

In both of these cases, a skilled rider can remain in the saddle by making a successful skill check.

Certain weapons are specifically designed for unmounted combatants to use to dismount riders and need only strike a target to force a riding skill check. Such weapons include the awl pike, hook fauchard and mancatcher.

Finally, a character (mounted or on foot) can attempt to unseat a mounted opponent by pulling him down (an overbearing attack). If the attack is successful, the mounted opponent may attempt a skill

check (if applicable) to see if he remains on the mount. A successful check indicates that the rider has not been unseated, and the attacker is clinging to the either his opponent or his mount. If the check fails, both combatants fall to the ground and suffer 1d6 points of damage. If the original attempt to grapple fails, the attacker falls to the ground and suffers 1d6 points of damage.

If an attacker remains clinging to a mounted opponent, the attacker must make successful to-hit rolls in each subsequent round to remain in that position. Failure on any of these rolls indicates that the attacker falls, with effects as described previously. If the to-hit roll in any round succeeds, the rider must make a skill check to avoid falling (and taking the attacker along with him). Depending on position, a rider may attempt to use his weapon to attack a grappling opponent if he can reach the grappler. He suffers a -2 penalty on the to-hit roll. He may not be able to reach a grappler on the wrong side of the mount, if his arm is held, the grappler is behind him, etc.

An attacker could grapple a mounted character and then overbear him (assuming a successful grapple). Each of these moves is, of course, one attack. If the attacker does so, he has thrown the rider out of the saddle and taken his place on the mount.

Barding

Mounts facing combat need armor, too. You don't want your ride cut out from under you, especially during the heat of a battle, and everyone will be trying to do that. Standard types of barding are presented in revised form here. Barding for more unusual mounts is considerably more expensive (but so is feeding them, so only the wealthy are likely to have them in the first place). These costs appear on Table 5H: Barding Costs. (A note for the imbeciles among us, who infest the ranks of Hack just as they infest all things: just because different animals are listed together does not mean that barding between those creatures is interchangeable, it simply means the total cost is similar.) Barding must be custom-fitted to a specific mount, even of the same species. A creature with significantly different proportions cannot wear another creature's barding (unless it is dramatically re-worked, in which case the original creature could no longer wear it). Guess who has the final say on what "significantly different proportions" means. That's right, your GM.

Most barding that goes beyond heavy cloth or leather requires a strong, powerful mount. Heavier armor, combined with a heavily armed and armored rider, puts a tremendous strain on even a strong creature. Nonetheless, years of breeding over many generations have produced sturdy war horses capable of wearing significant armor. Horse-mounted warriors need to understand their steed's armor as much as they need to know about their own.

Full barding covers a mount as completely as possible, protecting it against attacks from any side, much as "full" plate represents a more advanced type of armor for bipeds. Full barding costs more and weighs more than other types of armor, so coin-strapped riders often choose half barding. Full barding covers the neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Half barding provides the same AC protection and damage absorption as full barding, but only to front and front flank attacks. Unprotected areas of the creature have only its natural AC. For this reason, it is necessary to know the general direction from which an attack comes before making a to-hit roll against the mount. You do not need to know the exact location of the attack, however, as the armor covers whole areas, not just specific body parts.

Table 5H: Barding Costs[§]

Mount	AC	Cost	Weight	Base Availability			Mount	AC	Cost	Weight	Base Availability		
				Hi	Med	Low					Hi	Med	Low
Bull, Ox													
Half padded	8	130 gp	35 lbs.	70	65	50	Half scale	6	1,500 gp	200 lbs.	35	25	10
Leather or padded	8	175 gp	70 lbs.	70	65	55	Full scale	6	3,000 gp	300 lbs.	40	35	20
Half brigandine	6	600 gp	55 lbs.	60	50	25	Chain	5	4,000 gp	280 lbs.	50	35	20
Half scale	6	600 gp	60 lbs.	55	40	35	Full plate	2	6,000 gp	340 lbs.	30	20	10
Full scale	6	1,120 gp	85 lbs.	55	40	35	Goat, pack, trained						
Half chain	5	900 gp	50 lbs.	75	60	45	Half padded	8	70 gp	15 lbs.	50	25	5
Chain	5	1,600 gp	80 lbs.	65	60	45	Leather or padded	8	105 gp	25 lbs.	40	20	2
Half plate	2	1,600 gp	70 lbs.	75	65	50	Griffon						
Full plate	2	2,300 gp	95 lbs.	50	40	20	Half padded	8	150 gp	30 lbs.	60	45	25
Camel or Carrion Camel*	--	--	--	--	--	--	Leather or padded	8	240 gp	40 lbs.	50	35	10
Centisteed													
Half padded	8	3,000 gp	700 lbs.	35	30	20	Hippogriff or Pegasus						
Leather or padded	8	4,500 gp	700 lbs.	40	25	10	Half padded	8	200 gp	30 lbs.	60	40	20
Half brigandine	6	15,000 gp	550 lbs.	30	25	15	Leather or padded	8	300 gp	40 lbs.	55	40	15
Half scale	6	15,000 gp	600 lbs.	25	15	5	Horse, Donkey, Mule, Ass, Pony (incl. Elven), Unicorn						
Full scale	6	30,000 gp	800 lbs.	25	15	5	Half padded	8	100 gp	25 lbs.	90	85	80
Chain	5	40,000 gp	800 lbs.	35	20	5	Leather or padded	8	150 gp	60 lbs.	95	90	85
Full plate	2	60,000 gp	1,000 lbs.	20	10	4	Half brigandine	6	500 gp	45 lbs.	85	80	75
Dawg**													
Half padded	8	35 gp	10 lbs.	70	65	60	Half scale	6	500 gp	50 lbs.	85	80	75
Leather or padded	8	60 gp	15 lbs.	80	75	60	Full scale	6	1,000 gp	75 lbs.	75	70	65
Half scale	6	85 gp	23 lbs.	55	40	25	Chain	5	1,200 gp	70 lbs.	85	80	75
Half brigandine	6	125 gp	18 lbs.	65	50	35	Full plate	2	2,000 gp	85 lbs.	70	65	60
Full scale	6	160 gp	30 lbs.	60	45	30	Killer Whale						
Chain	5	195 gp	25 lbs.	70	55	40	Leather	8	900 gp	50 lbs.	45	35	30
Dolphin													
Leather	8	500 gp	20 lbs.	45	35	30	Chain	5	1,700 gp	60 lbs.	35	25	10
Chain	5	1,000 gp	30 lbs.	35	25	10	Lizard, Red-Bellied Armored***						
Eagle, Gargantuan													
Half padded	8	500 gp	40 lbs.	30	20	5	Llama or Yak						
Leather or padded	8	900 gp	35 lbs.	20	10	5	Half padded	8	85 gp	40 lbs.	70	60	40
Eagle, Giant													
Half padded	8	350 gp	30 lbs.	40	30	15	Leather or padded	8	190 gp	50 lbs.	65	55	30
Leather or padded	8	500 gp	25 lbs.	30	20	10	Chain	5	1,500 gp	60 lbs.	55	35	15
Elephant (any) or War Oliphant													
Half padded	8	300 gp	100 lbs.	60	45	30	Moose, War						
Fort	--	400 gp	300 lbs.	55	50	45	Half padded	8	110 gp	25 lbs.	70	50	30
Leather or padded	8	450 gp	240 lbs.	55	35	15	Leather or padded	8	165 gp	60 lbs.	75	60	45
Half brigandine	6	1,500 gp	180 lbs.	35	25	15	Half brigandine	6	550 gp	45 lbs.	55	40	20
							Half scale	6	550 gp	50 lbs.	60	40	20
							Full scale	6	1,100 gp	75 lbs.	60	40	20
							Chain	5	1,550 gp	70 lbs.	65	55	40
							Full plate	2	2,200 gp	85 lbs.	50	35	10
Pack Ape													
							Leather or padded	8	125 gp	12 lbs.	60	40	20

§ This table supersedes Table 9P on page 116 of the Player's Handbook where appropriate.

* Camels refuse to wear armor, and spit in the face of their handlers if they try such a thing.

** A dawg must be specifically trained to accept armor; its natural instinct is to escape such confines. This training is a standard part of war and guard dawg training.

*** The hide of the Red-Bellied Armored Lizard is far too tough to benefit from any normal type of barding.

Barded animals also require special attention. Its owner must take care to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Removing a horse's (or similar animal's) barding takes 15 minutes for leather and 30 minutes for metal armors. Fitting it takes twice as long. These times are doubled for larger and winged mounts.

The weight of barding is carefully distributed to account for the weight of the armor and the rider. No matter how well distributed this load is, however, it is still weight that must be figured into the carrying capacity of the animal (see Table 9Z on p. 121 of the PHB). A medium warhorse loaded down with full plate barding and a knight

in heavy armor along with his sundry gear may easily find itself limited to one-third of its normal movement rate!

Pack animals may also be barded by overly cautious players. This certainly enhances the survivability of the animal but is costly and limits the amount of gear the beast may carry (the whole point of dragging a mule along in the first place).

When barding is fitted over a mount with a natural Armor Class equal to or better than the barding's AC, some protection is still gained. Such barding adds one to the creature's natural armor class, and it still absorbs damage from each hit until its hit points are gone. Note that the armor class will not change as the armor degrades. This

applies to barding that has degraded to an AC less than the creature's natural AC as well.

For example, if Talek the dwarf buys leather barding for his War Moose Branford, Branford's AC is now 7, even though leather barding normally provides an AC of 8. This is because the War Moose has a natural AC of 8, so the barding adds 1 to his natural AC. Later, after going through several War Moose, Talek decides to open his coin pouch and buys half brigandine barding for Branford IV. Branford IV's AC is now 6, the AC of half brigandine barding. Because the AC of the barding is greater than the natural AC of a War Moose, the standard barding AC is used. However, as Branford IV takes damage (and with Talek as his owner, he will take damage), his AC will not degrade past 7. This is because once the half brigandine has an AC of 8 and worse, its AC is no longer better than the natural AC of Branford IV. In this case, it is treated as barding with an AC equal to or inferior to the creature's natural AC, and it adds 1 to the natural AC of the creature. A small consolation for Branford IV.

An elephant fort is essentially a small wooden tower attached to a secure "saddle", from which archers can fire bows (or crossbows or slings, etc.) or a commander can safely guide his troops without subjecting himself to too much damage. One or two Man-sized characters can fit within the fort, or three Small creatures. A single Large creature, such as a half-ogre, could squeeze in such a fort. The occupant(s) of an elephant fort have 90% cover.

Flying mounts cannot bear the weight of heavy barding if they are going to retain the ability to fly, nor can the armor cover or hinder the flying mount's wings unless you don't intend to fly at all. If you insist upon being so well-armored that you cannot fly, then why bother with a flying mount at all?

Assuming a normal rider (a Small or Man-sized character), a flying mount must be able to move at its full, flying base speed (refer to, or rather have your GM refer to, the GMG Table 16C). The reduced movement rates for the listed weights apply to land (or water, for aquatic mounts) speed. Still, a mount with barding has its maneuverability class reduced by one category. (Mounts that are already at maneuverability class E remain at E, but they appear even clumsier and more ridiculous to opponents.) Practical experimentation should allow you to figure out the weight limits of any flying mount. If the flying mount is overloaded, it just makes odd hops.

Note that these rules only apply to mounts using some sort of physical means to fly, even if their flight is enhanced magically (as it is for most). A creature that flies via purely magical means, such as a Fly spell, is not restricted with regards to armor or barding, except for the maximum weight limits allowed by the magic.

Giant flying insects can be ridden, but this is not wise. Only druids can control such unusual creatures, and unless you're the druid that means you're putting your life in someone else's hands. They cannot wear any sort of barding and are either not intelligent enough to follow verbal commands or smart enough to have their own agenda. Which might just include dropping you from 500 feet and slurping up your remains.

THE TOURNEY

Tourneys are social events where fighters get together to compete...for prizes, to show off their abilities, to impress the ladies, just for fun, etc. Fighters aren't the only ones in attendance, nor are their competitions the only events. A tourney serves as a community-building event where everyone gathers to watch, compete, gossip, trade, bet and sport.

THE BASIC TOURNAMENT

The basic tournament centers around a jousting competition. The joust developed from early cavalry warfare and training techniques, but has become a popular sport in its own right. Ideally the tournament takes place on a colorful and entertaining joust list, or level grassy field free of rocks, marshy areas and trees. Bright flags snapping in a strong breeze and the elaborate tents of the various nobles' lend an air of grandeur, but the joust can take place in any ordinary field (for tourneys struggling to keep expenses down).

The Joust List

This field consists of a long strip of ground with a low fence installed along the middle of its length. Jousters ride toward one another at top speed, each rider keeping the fence to his left, and each attempts to strike his opponent's shield. The riders continue past one another to the end of the list and turn their mounts swiftly for another pass, continuing to tilt, or charge toward their opponent until one rider is forcibly thrown from his mount.

Along one or both long sides of the list, wooden benches are set up for onlookers. Often the local ruler and his upper-class retinue have a special seating area constructed, somewhat apart from the crowd, for themselves and guests.

At both ends of the list, where the horses turn around, are racks for spare lances, ready for the riders' use and attended by their squires. At one end of the list is an exit to a nearby field where knights and other competitors have set up their tents. Around this area is a constant buzz of activity, as squires tend horses and armor, pages deliver messages and royal men-at-arms patrol. It is considered very bad form to allow thieves access to your important guests. Only the boldest and/or most foolish would attempt to make unauthorized visits to this area. Still, you might be wise to post your own guards while away from your tent.

The Jousting Competition

The jousting competition is the most popular event in a tournament, the center around which the entire tournament revolves. Generally, there is no fee for admission as a spectator, though the more prestigious and entertaining jousts charge spectators a silver piece or even a gold piece. Each competitor must supply his own equipment: mount, armor and lances. He also employs a squire or page (at least for the duration of the tourney, though any true knight has a devoted squire or three) to maintain his armor, care for his horse and wait by his lance rack to hand him a new lance when one breaks.

In this competition, the event begins with all participating fighters announcing themselves to the seneschal, knights' marshal, or other minor dignitary who does the actual work of running the tournament. In some areas, all entrants must be members of the nobility, but most keep a few slots open for famous heroes, adventurers, crowd favorites and other special guests.

See the "Lances" section for details of running a joust. A jouster without the riding skill, should he find his way into the lists, makes an untrained riding skill check. For dramatic purposes, a jouster who barely fails his riding check slowly lists to one side before losing his balance and falling (some say this is the origin of the term "tilt").

In theory each only aims for his opponent's shield or body. Generally, both sides charge, though this is not strictly necessary. Aiming for or even striking a mount inadvertently is tremendously dishonorable (-25% Honor). It is also automatic disqualification and a loss.

The jousting competition proceeds with single elimination. The field of entrants is broken down into randomly chosen pairs (though these may be fixed, if organizers want to pit especially interesting fighters against one another or to rig the tournament results. Such things are dishonorable, of course, and could never happen — unless they do.). Each pair makes a number of jousting passes until one is dismounted (or yields the field, surrendering in order to avoid further damage). If both combatants are dismounted in the same pass, they get up, remount, and start over.

The winner of the pair advances to the next round of matches; the loser is consoled, ridiculed or simply ignored.

When the number of entrants is an odd number, one fighter has no opponent. He fights "the bye." The seneschal or marshal chooses an opponent for this jouster: someone who lost an earlier match, a warrior not entered in the competition, etc. Regardless of who wins the match, the jouster is advanced to the next round, but he's just as tired and injured as any other fighter. He will of course also be mercilessly booed if he lost the bye.

No fighter may fight the bye more than once in any tournament; the organizers rearrange things if the same fighter ends up without an opponent in another match (even if it was truly random to begin with). This is not dishonorable. By the last matches of the competition, the tournament numbers will have evened out and byes become unnecessary.

With each subsequent round, the number of entrants is halved, until at the end only two are left; the winner of that match wins the jousting tournament. He gains temporal Honor depending on the prestige of his victory. Your GM assigns this, but a typical award for a minor tourney would be 5 points. Winning a major joust in front of the king could be worth as much as 50!

Blunted Lances

Tourneys are generally fought with jousting lances, because it would be inconvenient to simply kill the best warriors in the realm. Nonetheless, while not common, it is hardly unknown for jousts and other fighters to die at tourney. This is considered honorable so long as the individual is raised quietly and out of sight of the spectators, if at all.

Such blunted lances are described in the PHB. Blunted lances have flat wooden heads as opposed to pointed or metal tips. Though they are heavier than normal heavy horse lances, they break just as easily. Note that using a jousting lance requires a proper military saddle as well, or else the jouster is really setting himself up to lose. All the statistics for jousting assume that both combatants use military saddles. Any other type of saddle inflicts a -40% penalty on all riding skill checks during jousting. No saddle results in a -95% penalty.

Queen of Love and Beauty

The winner of the jousting competition chooses the tournament's "Queen of Love and Beauty." The local ruler or tournament organizer provides the winner a crown or coronet, which the fighter may bestow upon any lady (at the tournament) of his choosing. Typically, the fighter places the crown over the end of his lance, so that he can present the crown at lance-point to the lady of his choice. The Queen of Love and Beauty sits with the fighter and local ruler at the night's feast, and the award is a sign of status and respect, but has no other inherent meaning and confers no lasting benefit.

In a tourney where women also fight, the female fighter could present a crown to designate the "King of Grace."

Either of these awards must go to spectators. Attempting to present the crown to a fallen participant disgraces the victor (-50% Honor). It does humiliate the recipient, but he or she suffers no special penalties. He may even find some new allies against a new (or old, perhaps...) blood enemy.

Prizes

The winner of the joust receives real prizes, too, of course. These are not generally coin or magic, though some nobles will award magic weapons. Most often, the prize is a jeweled or ornamental sign of favor, serving as a trophy for the victor. While typically a bauble of minor value to a knight, these can be very valuable pieces of art or ostentatiously bejeweled items.

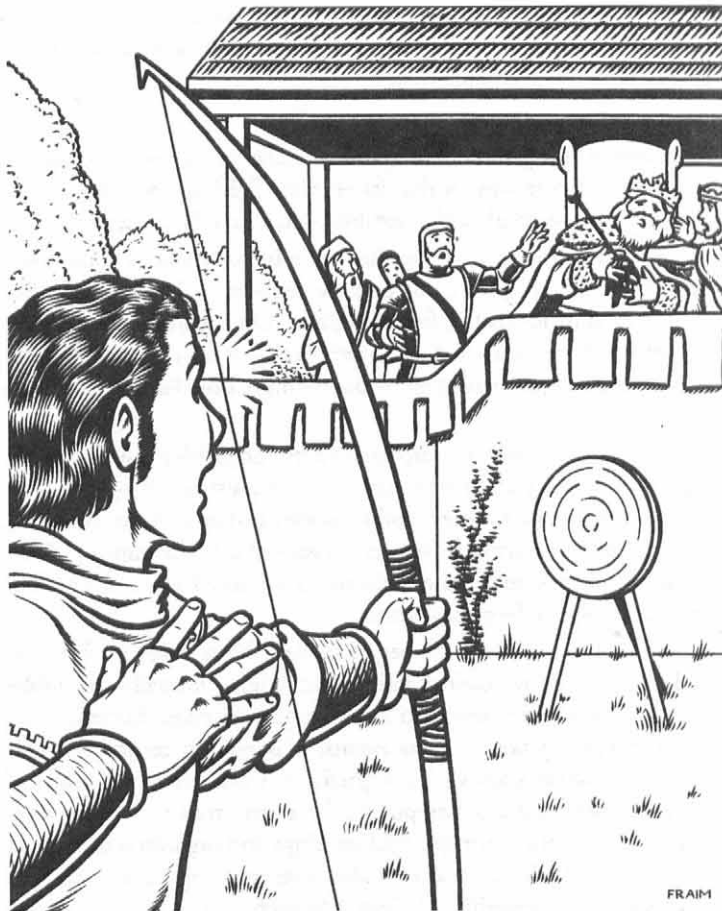
OTHER EVENTS

Other events that take place at some tourneys include:

Archery Competitions

An archery competition is usually for long bows or light crossbows. If archery is a respected tradition in that land, it may have separate competitions for both.

In the archery competition, the targets are set up at the weapon's long range, giving all competitors a -5 to-hit with each shot. Targets are considered AC 10. Each shooter takes his turn, the order sometimes determined at random and sometimes set by the organizers. An officially appointed scoring judge tallies totals and makes any decisions regarding scores, should questions arise. This position is largely an honorary one, often given to winners of the tournament from



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earlier years. The only real impact the judge could have is if he's corrupt and applies penalties too liberally. Such a scheme hardly ever works more than once. Scoring rules and penalties are standardized across Garweeze World.

In each tournament round, each participant fires five arrows or quarrels at his target. A miss counts as 0 points. A normal hit counts as 3 points. If a character rolls 5 or more over what he needed to hit, it counts as 5 points. If he scores a critical hit, it's a bull's eye! He gets 10 points.

Using magical bows or arrows is always a penalty of some kind, usually minus the plus total of the magic weapons for each shot. The scoring judge has the right to disqualify someone using unauthorized magic outright. For this reason, an apprentice magic-user or young cleric is often assigned to assist the judge (with Detect Magic spells, as well as to scribe notes since not all judges are literate).

At the end of each round (5 shots per participant), the organizers tally points and eliminate half the field, the ones with the lowest scores. This continues until there are only two or three competitors left. At that point, the competition has reached its final round.

In the final round, the same rules apply, but smaller targets are used. They have AC 4.

Archer's and bowman's prizes often consist of new bows, quivers, sheaves of arrows, and jewelry. Even where archery is considered respectable, it does not command the sort of status or prizes the joust does, but in most lands it is somewhat better regarded than the lowly foot-list. Nobles and peasants alike may participate in these mass fights sometimes barely recognizable as sport, though they often do so separately.

In some traditionally minded kingdoms, the crossbow is thought of as a vulgar weapon; in such cultures, most tournaments have no crossbow competition. The few such competitions they do have are not attended by noble competitors.

Foot-Lists

A foot-list is organized in a manner similar to the more prestigious joust. It differs mostly in that its entrants fight on foot and in that they are not restricted to the nobility even when the joust is.

Since melee weapons are deadlier than blunted lances, some tournament organizers prefer not to have foot-lists. There is a higher chance (and incidence) of fighters dying. On the other hand, many of them ARE peasants, and organizers need not have a powerful cleric on hand to heal or raise some badly injured or slain peasant warrior.

Prizes often consist of weapons and minor jewelry, usually not as expensive or fancy as those awarded to the jousters. Foot-lists are a part of many grand tourneys and even attended by a subset of nobles, but they are considered to be events mostly for the commons. Even the participants would rather fight in a gladiatorial arena, the highest strata for the elite foot combatant.

Some tourneys have even begun to have horse races for breeders and trainers to prove their superior techniques. Normally, the nobles and those who are expected to know something about horseflesh are the only ones to bet on these events; it is not yet terribly popular among the lower classes. They prefer to watch demonstrations of tricks and unusual abilities put on by expert trainers. Some very large, very wealthy tourneys, held by kings and organized to impress neighbors (both friend and foe) also involve flying mounts such as Griffons and Hippogriffs. At least one such tourney in the last few

years was known to include Sky Jousting between knights mounted on Griffons.

Honor Matches and Duels

Challenges between famous (or infamous) characters are sometimes made and resolved at tourneys. Such an important duel is called an honor match, or honor contest. These matches can draw huge audiences, some of whom travel hundreds of leagues for the event. Great heroes and villains have been made (and slain) in these matches. The Honor rewards and penalties for dueling are further doubled.

In these matches, knights have special considerations. The honor match between knights involves several stages. The first is a traditional joust. The first to be dismounted is not automatically the loser (unless he dies). After the tilt there is a test of arms on foot. However, the knight who unhorsed his opponent may take one free pass against his fallen foe. There is no Honor consequence to this, but if he does NOT take the free pass he gains 4 points of temporal Honor. Thus, a knight only takes the free pass when he feels threatened even by a dismounted foe or if he really doesn't like the way that guy is looking at him.

The test of arms proceeds with swords, the weapon of honor. The goal is to disarm the opponent, but some fighters have been known to deliberately kill their opponents at this stage. After the contest of swordsmanship the knights fight with twin maces or mace and shield.

At any point during the contest, one of the combatants can yield to the other. The ideal victory is one that proceeds through all three stages, with one fighter winning each one, and ending with a cry of "I yield!" from his opponent. In practice, the last fight often degenerates into a vicious slugfest in which both combatants fight until no longer able to move. Death is not uncommon.

Technically, the victor has the right to slay his defeated enemy even if both survived the match easily. NOT doing so is worth a measly 4 points of temporal Honor. It is hardly unknown for the fallen combatant to crawl or have arrangements with outsiders to pull him away so that he does not need to face death, the dishonorable cur.

Most large tourneys have at least one such match. Given nobles' penchant for insulting each other and many knights' tendencies to take virtually any comment as insult, there are usually enough participants to fill out any card. If not, prisoners or accused characters can have a match as trial by combat. Only those of significant station would have such a trial, and they would generally hire a knight (or one would volunteer) to stand for them. In rare cases, the accused is a knight and takes the field himself.

Merchants' Stalls

Merchant stalls stand arrayed all around a tourney, both within and outside the official grounds. Exotic goods from distant lands are displayed amongst row upon row of traditional favorites. Shoppers, traders and thieves alike thrive at large tourneys. It is also a good place to find experts in all sorts of craft-making, weapon repair, weapon making, armor repair and armor making.

Socializing

Finally, the tournament is a grand social event. Musicians play, people gossip, dances are conducted for all social classes. New rumors abound, being recycled as news or started anew, people can make contacts, stumble across mysteries and fall into all sorts of adventures.

Chapter 6

Tools of the Trade

What is a combatant without the equipment that defines his trade? Armor, weapons and shields are the most obvious tools of the warrior's trade, but the well-rounded fighter type also needs to know about his mount, various adventuring equipment, and understand how magical versions of his basic tools work. While a true warrior relies mostly on his own skill, a fine or magical weapon makes it easier to use those skills. Some creatures cannot even be hit at all with a mundane weapon! So sit back and relax as we make sure you know enough to avoid getting yourself killed out there.

WEAPONS

First things first: if you can't hurt people you can't fight. Oh sure, there are advocates of unarmed styles, monks and martial artists, expert punchers and wrestlers – you may even be one – but every good warrior at least knows how a good weapon works. The PHB lists over 60 different types of weapons. Why so many? Each weapon is designed for a specific purpose, some can be used by stronger warriors to deal dreadful damage with a single blow, some are better at getting through certain types of armor, etc. These developments have led to the myriad of standard Hack weapons we know and love.

Nevertheless, we present several new types of weapons to further amuse and entice you. Weapon makers and warriors are constantly experimenting with new modifications and entirely new weapons. Every so often, one of them develops an exciting new idea, something to strike fear into the hearts of our enemies. Some of the new weapons belong largely to certain classes, but any fighting man can learn how to use these weapons, provided he can find the training (and the physical weapon, of course). The combined table (found at the end of this chapter) Table PHB 9T (pg 118-119) and CG 6i: Weapons features both classic and new Hackweapons combined into a single table for easy comparison.

New weapons that need further description are described below.

Bola: A weapon of ancient origins, certain savage tribes still use the bola, and it remains popular among some stubborn-minded folk in certain areas. For some reason, many halflings remain fond of this weapon.

A bola is a length of leather or tough rope weighted at the ends with heavy metal or stone balls that vaguely resemble sling stones. Some tribes make them of bone and some carve the weights into certain animal shapes. The bola can have anywhere from 2 to 10 of these strips, all tied together to form a kind of handle. Each strand measures about two feet long and each weight can be as much as two inches in diameter.

The thrower whirls this contraption above his head and releases them in the direction of the target. If he hits, the weapon entangles the victim, who must use an attack to make a Strength check if he wishes to break free. If he fails, the bola holds firm and he must wait

until his first attack in the next round to attempt to break free once more.

A successful called shot to the arms forces a –2 penalty to the target's Strength check. With a called shot to the legs, the victim cannot move. If moving before he is hit that round, he must also make a Dexterity check with a –3 penalty or fall down. A called shot to a character's neck may strangle the target. In that case, the bola inflicts 2d4 points of strangulation damage each round it remains wrapped around a character's neck. Note that this strangulation does not occur if the victim wears a closed-face or great helm. Removing an entangled bola takes an entire round of effort for another character. The victim of the bola must have his hands free and be able to reach the rope to untangle himself if he wishes to spend a full round disengaging. Otherwise, he needs to use the attack to make a Strength check.

Flare Arrow: These items are designed so that someone can make himself easier to find or to distract enemies. The arrow creates a bright light in the sky, arcing along the projectile's path.

The tip of such an arrow is a special cone with holes designed to slow the arrow on descent so that it remains visible as long as possible. The shaft is made of a special type of wood that burns brightly but not too quickly. Before firing, the shooter must light the arrow from some other source of fire. Most burn out 20-40 feet above the ground, though once in a while one will reach the ground while still burning and ignite a conflagration. Though a light can be seen for some distance, the falling flame arrow does not provide useful illumination (for reading or seeing foes) beyond a five-foot radius.

The arrow only inflicts 1d6-3 points of damage if used against an enemy. It also automatically breaks. If subjected to fire, even while in a quiver or not being used, it makes its saving throws at –6.

Hurled rock: Not all rocks are appropriate as weapons.

Smaller rocks or gravel do no damage, though they may be useful as a distraction. If you make a successful to-hit roll with a handful of pebbles (or sand or dirt, for that matter), your opponent suffers –2 on his very next attack, –1 on the attack following, and then no penalties. Hopefully that will buy you enough time to get away or think of something better.

Sling bullet, war: Experience has shown that in most battles slingers stand less than 100 yards away from their targets, often considerably less. Thus, the range of the sling is less important than the damaging capacity. For this reason, some armies have begun using "war sling bullets", larger bullets designed for use with the sling but capable of delivering more significant blows. The range of these bullets is 30/60/100. Though individually they only add a point or two of damage (on average), with multiple slingers in ranks that edge can make a telling difference.

Sword-breaker: A sword-breaker is an odd-looking weapon with a hilt much like that of a sword. In place of a blade is a pole with many

"teeth" arranged in a horizontal fashion. The wielder of the sword-breaker attempts to catch an enemy's weapon in these teeth and break it. In some lands, sword-breakers are relatively common. They may be legal even if swords and other weapons are illegal or restricted. Usually they are employed by forces of the law (in neutral or good societies) that are not equally willing to kill or capture lawbreakers as to capture criminals and put them on trial. Some lawful evil societies use them to capture those they don't like for torture.

Sword-breakers are often wielded in the off-hand (with appropriate penalties). Most authorities do not wield an especially deadly weapon in their other hands; typically using clubs or maces largely for intimidation. Some cultures consider it dishonorable to give an opponent no chance to surrender and be spared after using sword-breaker to disarm him.

The listed damage applies when using the sword-breaker against creatures. However, it is designed for use against weapons. To do so, the wielder must win initiative and then wait for his opponent to attack with a melee weapon. The wielder must have a remaining attack available to him in order to attempt to break the incoming weapon (so it is possible to attack first and then try to break the weapon). When the opponent attacks, the wielder of the sword-breaker makes an attack roll against the AC the attacker hit. If he succeeds, he has caught the weapon and takes no damage from that attack. Additionally, if the wielder of the sword breaker can move and twist his weapon properly, the attacker's weapon must make a saving throw versus crushing blow according to the GMG. (Most swords and metal weapons save as "hard metal", but a spear would save as "wood or rope, thin", for example.) This saving throw is adjusted by how much the sword-breaker's wielder exceeded the AC he needed to hit. Thus, if he just barely hit, it's a straight, unmodified saving throw. If he succeeded by 3, the attacker's weapon gets a -3 to the save. If he misses, he cannot block the weapon and takes damage normally.

If the wielder of the sword-breaker scores a critical hit, determine the severity level normally (consider the other weapon's AC to be 0). Multiply this number times the amount by which the sword-breaker's wielder hit. Thus, if he only hits on a crit, there is no modifier to the saving throw versus crushing blow. If he blocks an attack with a crit of severity level 3, and he only needed a 17 on the to-hit roll to block the weapon, he imposes a -9 to the weapon's save.

There are a few caveats, of course. Unless the sword-breaker itself has a magical plus equal to or exceeding that of the weapon it catches, it cannot actually break a magical weapon. Also, a magical weapon adds its bonus to the saving throw roll versus crushing blow, in addition to any other bonuses. If an attacker's magical weapon fails a save, the attacker must succeed at a Strength check to continue holding on to the weapon. He gets a +4 bonus to his check if he has two hands on the weapon at the time. The GM will also adjust the item's save for its construction. Breaking a footman's mace is tougher than breaking a long sword. For example, a mace gets +4 on its save, a club gets +3.

Each attempt to block an attack counts against the wielder's total number of attacks per round. The wielder of a sword-breaker can block (at most) as many attacks as the number of attacks he normally has for his class and level, according to Table 3E in the HackMaster Player's Handbook.

Only a proficient wielder can use this device to actually break a weapon, though non-proficient users could use it against creatures normally (meaning, with all appropriate adjustments and so on).

Unconscious halfling: This includes any Small-sized humanoid creature (dead or alive). Both bodies suffer damage. Wielders suffer non-proficiency penalties on to-hit rolls. Unless of course they have trained in the use of halflings as weapons.

Unconscious human: This includes any Man-sized humanoid creature (dead or alive). Both bodies suffer damage. Wielders suffer non-proficiency penalties on to-hit rolls. Unless of course they have trained in the use of such weapons.

Unconscious half-ogre: These are too ungainly and too heavy for most to lift, much less use as weapons. Even those who've tried report that a half-ogre's body flops around too much to be very effective. But the item is included in this list for completeness, as certain giants have been known to choose half-ogres as the weapon of choice when dueling. However, unconscious half-ogres do have a nasty habit of waking up when used in combat and we suggest those minded to try further experiments use slain half-ogres for their own safety.

Unconscious pixie fairy: These do not make effective weapons as they tend to have the consistency of rags or kerchiefs, though they can at least be useful in challenging people to duels or as bribes for grel.

WEAPON CONSTRUCTION

Not all weapons are created equal. Some are sharper, some are weighted better (though this obviously varies from wielder to wielder) so you can adjust more quickly, and some do more damage. The upshot is that you need to make sure you're using a proper weapon and if you can get one of superior construction, you may even get some bonuses (a speed factor 1 better than normal, +1 to hit, +1 to damage, +1 to critical base severity level, or any combination thereof). Such quality weapons can tip the balance in your favor at a crucial moment in battle.

Of course, there are also inferior weapons out there. In fact, GMs delight in getting players to pay prime coin for shoddy goods. Make sure you test a weapon before buying it – if that merchant won't let you swing the sword a few times, walk on! On the other hand, sometimes you have no choice but to use lesser weapons. Anything may be better than nothing in extreme situations.

The standard material for weapons (and armor) in HackMaster is steel. All of the rules for equipment quality assume that it is made of normal steel, which is iron with some degree of carbonization. There are better types of steel than the current standard, and using those types is one way to get higher than average quality weapons. Still, a smith must be able to properly handle these above-average quality materials to fully realize the advantages of that substance. Poor workmanship can ruin even the finest basic material. Thus, standard steel weapons run the gamut of quality, as do those made of even finer materials.

Lesser materials, however, cannot be improved beyond a certain level, even with the most skilled crafting. This can make fumbles even more dangerous. Low grade iron can be made into "decent" weapons, at best, and then only by master craftsmen. Most are considered "average", "shoddy" or "poor". Bronze and copper weapons can never be considered better than "shoddy" and need maintenance twice as often as standard weapons. Bone weapons cannot be fashioned into all the weapons listed (there is no such thing as two-handed sword made of bone). A weapon made entirely of bone, such as a dagger, cannot be better than "shoddy". A weapon that only has partial bone construction, such as a bone tip on a spear, can be as high as "average" quality.

Aside from certain special rules for fumbling (according to the GMG), this quality rating affects the maximum potential bonuses a weapon can have. For example, a “decent” weapon can have one type of non-magical bonus (say, a +1 to hit). A superior weapon can have two types of bonuses (say, +1 to-hit and +1 to damage, or an improvement on speed factor and +1 on crit base severity level). An “extraordinary” weapon can have three such bonuses (+1 to-hit, +1 on damage, +1 crit BSL, for example).

Note that the GM may not allow you to simply buy a weapon of better than “average” quality. Even if he does, he’s sure to charge you through the nose. Rules for appraising weapons of various quality levels are included on page 142 of the GMG. Your GM will fill you in as necessary. But really all you need to know, in practical terms, is that you as a PC shouldn’t bother trying to become a master weapon-smith. You’re better off looting your enemies.

Magic Weapons

Ah, magic. You don’t need to understand all its deep, boring, mystical inner workings to use it. It’s best when enhancing your equipment, and of course any wise combatant knows how best to use magic-user types in a battle or a war. But the trick is to find (or get those pesky bookworms to make) weapons enhanced with magical abilities. Magical weapons are better at hitting and at damaging opponents, which can end a fight more quickly. Many weapons also have other powers, some are just a minor added bonus, some are the primary value of the weapon. We can’t go into detail on the powers of every type of magical weapon you might find in Garweeze Wurld, but remember that they’re out there. Even a Dart +1 is worth holding onto.

Now, there are those who believe that magical weapons should improve the speed factor of the device. Balderdash! Players may not realize this, unless they’ve been begging for an HMA injunction, but the GMG clearly states that magical weapons apply their bonuses to to-hit and damage rolls. Thus, any weapon without a description that specifically and explicitly states otherwise adds its plus only to the wielder’s to-hit roll and to each damage roll (for the range, not each damage die). It does not improve speed factor, critical hit severity rolls, or anything else. If it did, I said so!

Magical weapons can only be made from weapons of the finest quality (extraordinary). Only these exquisitely crafted items can withstand and maintain the arcane energies necessary for a weapon to be permanently magical. Nevertheless, not all magical weapons are equal: make sure to fully explore the powers before selling or passing it on to someone else. And some weapons carry curses. If you suspect a weapon may be cursed, that’s a good time to test a follower’s loyalty. Let him try it as a treat, but make certain he knows that it’s not a gift. (On the other hand, if you do have a Short Sword +4 Defender and you come across a second Short Sword +1, letting a follower have it can reap disproportionate rewards in terms of loyalty.)

Guns and Gunpowder

Gunpowder does not function in Garweeze Wurld, though it may work in other planes of the TeraVerse. The physical laws are such that explosions cannot be controlled or predicted well enough to construct any sort of useful weapon. Thus, there are neither guns nor cannons in Garweeze Wurld. Most of the time, powder just doesn’t burn at all. Sometimes it burns slowly and sparkly, often harming the users and observers as much or more than any intended target. Some sage types think that the same physical laws that allow magic to function prevent certain mundane processes from taking place. In any case,

magic spells and weapons are much more useful than these bizarre contraptions in battle. (And if those contraptions were as effective, they would remove the honor and personal glory possible in righteous combat, not to mention allowing untrained poltroons to destroy noble heroes, or for that matter take out great villains in an inappropriately anti-climactic manner.)

Because of these conditions, characters in Garweeze Wurld do not even think about gunpowder as “gunpowder”. They don’t think about it at all. Trying to BS your way past the GM to make it guaranteed to earn you a player-knowledge Honor slap down and worse.

ARMOR

Sometimes it takes more than a few blows to end a conflict. That’s why you need to make sure you’re harder to hit. That’s what armor is all about. Actually, it’s not so much that you’re harder to hit, but it’s harder to get a telling hit, the one that matters. Thankfully, as a fighter type, you should be able to use any type of armor you come across. Don’t underestimate the value of that perk! Clerics might argue that they fight too, but you’re on the front line all the time. Let them have their staves and scrolls. Get the best armor you can and keep it. Maintenance and repair may seem troublesome and expensive (and it can be), but this is a basic part of your life as a fighter.

Aside from improving your Armor Class, armor can be intimidating. Keep it in good repair, keep it polished, and keep upgrading as often as possible.



Clarifications

When you use magical weapons or armor, you can get EP. You've gotta use the stuff and not sell it, and it takes time to learn anything. Thus, you get 10% of the EP value listed in the GMG or herein (so don't try to look it up yourself!) each week you use the item. You need to use the item for the whole week, keep it nearby when you sleep, get to know it. Only one person can get this EP and there's no trading it around to milk more experience points out of it.

The PHB states that pixie fairy armor can only be produced at great expense and that a pixie fairy cannot fly in armor. While the first part is undeniably true (some armorers won't even try to fashion pixie fairy armor!), the second is incomplete. A pixie fairy can fly if its armor is made to allow room for its wings and the armor is non-bulky. Thus, dedicated pixie fairy fighters (who will wear bulky or fairly bulky armor, anyway) do often have their wings removed. Others, who may prefer not to fight but have a lot of money lying around, use special leather armor (or elven chain mail, if they can get it). This often results in enemies targeting the pixie fairy's wings.

Maintenance

The maintenance rules in the GMG for weapons and armor clearly apply to items that are being used on a regular basis, i.e. in war, in a dungeon, while adventuring, etc. This is the equivalent of that El Camino you drive every day — if you don't tend to the machine regularly it will fall apart around you. Compare this to your granddad's Thunderbird, which he only drives every other Saturday. The rest of the time it sits protected in a garage, covered with a tarp and away from your grubby hands. Obviously it does not need the same degree of attention as your everyday clunker.

Likewise, armor and weapons that have been properly prepared for long-term storage (by greasing it down with oil and perhaps even covering it with a tarp or cloth) can last for up to 10 years. For example, according to some historians the masters of Quasquetin expected to be gone for an extended time and thus had their lackeys perform this service. This long-term storage maintenance is a special process involving effort beyond normal maintenance, though many of the basics are similar. Every year thereafter armor treated in this manner loses one hit point if it's never been tended. Weapons incur a -1 penalty to attack and damage rolls for each year of neglect.

These numbers apply to items stored properly and not used. However, even after the material begins to degrade, it can be repaired. For each year of neglect, an hour of care can restore a hit point (for armor) or eliminate attack and damage penalties (for weapons). However, after the armor has lost all its hit points or the weapon has a penalty that would reduce its damage to 0, it begins to degrade to the point that it cannot be salvaged. If another 10 years pass (assuming it had been specially prepared and stored) then the hit points and penalties cannot be eliminated; there's just too much rust and rot. Thus, you might be able to polish up your grandfather's plate mail armor and restore it to something like new, but after seven decades some of those rust spots cannot be fully repaired. Normal armor and weapons left in tombs centuries ago are not going to be useful. Magical armor and weapons do not lose their "restorability" unless they first lose their enchantments.

There are situational adjustments. Equipment degradation is not like clockwork. Climate variation can dramatically affect how long armor and weapons last. Armor and weapons left in a swamp will not last as long as if it were left in a desert. The GM must rule on adjusting the rate at which equipment deteriorates. In a marshland, even

special preparation will only gain 3-5 years before the armor loses a hit point every 4-6 months. In a desert, it may be 20 or even 25 years, and the armor might lose only one hit point every 2-3 years.

Magical armor and weapons do not degrade (except, perhaps, through usage!).

Helmets

While it's not easy for an opponent to strike you on the head, it is certainly even more difficult when you have a good helmet. In fact, you might want to consider upgrading your helmet before the rest of your armor. Even though they restrict vision and hearing somewhat, that's nothing compared to a sword blade through your skull. The extra protection is well worth the penalties.

Still, you need to know exactly how much awareness you give up for a certain amount of head protection. We present several types of helmets here, but first you must understand that a helmet alone does not change your overall AC. A warrior in full plate with no helmet and a warrior in full plate with a helmet both have Armor Class 1. Enemies can target the idiot warrior's head, of course, as that would be AC 10 alone (-6 on the to-hit for a called shot). Even if someone does not target the head, a critical hit that happens to strike this warrior's coconut is going to have a severity level 9 higher than, say, one on his chest. That's bad (for him). Any suit of armor includes an appropriate helmet of the same AC value, unless otherwise stated. If you get a helmet that's actually better than your overall armor, make sure to note it properly because it will matter.

If a character with a helmet that has AC different (or none) from his overall AC, calculate the results of a critical hit normally. Only after determining the location of the hit do you consider where the



character was hit. If he was hit on the head, alter the severity level accordingly and use the crit result from the new severity level.

Any time vision or hearing checks must be made, a character with a helmet has a reduced chance of noticing what's happening. He has obstructed senses. Consult Table 6A: Helmet Types for details. The AC value applies to critical hits and indicates the type of armor with which the cap would normally be worn (in terms of its protection capacity, i.e. Armor Class). The exact AC depends on the particular design and craftsmanship, and must be assigned to any specific example of that type of helmet (default AC values that apply to the vast majority of that type of helmet are listed). Vision penalties apply to ability checks made against Intelligence or Wisdom (whichever is higher) to spot something unusual or make out details. With a helmet, a character is easier to surprise. The penalty applies to the helmet wearer's roll to see if he is surprised. Base cost applies only if the helmet is purchased separately; as stated above, normal suits of armor include appropriate helmets.

Caps. Caps are essentially close-fitted hats made of different materials. They partially cover the ears, and to provide any value as armor must be thick enough to cause some minor hearing difficulty. A padded cap is just a thick hat. Come on, you can do better! Leather caps are made of shaped boiled leather and may have some metal rivets to hold layers together. Steel caps cover the top of the head. Caps alone are considered non-bulky. They do not protect the jaw or face.

Coif. Not really a true helmet on its own, the coif covers most of the head except the face. It can be gathered at the chin or swing from a band around the forehead. Leather coifs are not as common as chain mail coifs, which are considered standard. These coifs can be made of meshed chain of varying fineness and thickness, from tiny rings to large circles, and thus a chain mail coif might have an AC of 4, 5 or 6. Knights often wear their great helms over coifs – it does not improve AC further, but it does allow you to remove the great helm to see better and still have some head protection. Plus, it looks cool, very imposing and dignified.

Open-Faced Helmet. Made of reinforced leather or metal, the open-faced helmet covers most of the head, including the top and sides of the face and sometimes the chin. They usually have small holes or gratings over the ears to allow the wearer to hear much of anything. AThe most common type of open-face helm is the basinet.

Closed-Faced Helmet. Also called the visored helmet, this device consists of armor plates over leather or pads for some degree of comfort. The visor is a hinged plate that the wearer can raise and lower to allow a quick breath, a drink or a snack.

If you wear a closed-face helm with plate mail, field plate or full plate armor, you get +1 to saving throws against the following spells and any similar effects: Burning Hands, Pyrotechnics, Fireball (any), Flaming Sphere, Wall of Fire, Incendiary Cloud, Meteor Swarm and

Table 6A: Helmet Types

	Base	Head	Default				Weight
Helmet Type	Cost	AC	AC	Vision	Hearing	Surprise	(lbs.)
Cap, padded	7 sp	9	9	-0	-5%	-1	2
Cap, leather	1 gp	8-9	8	-0	-5%	-1	2
Cap, steel	2 gp	7-8	7	-0	-5%	-1	2
Coif, leather	26 sp	5-7	6	-0	-5%	-1	2
Coif, chain	3 gp	4-6	5	-0	-5%	-1	3
Open-Faced Helm*	4 gp	3-5	4	-1	-10%	-2	5
Close-Faced Helm	5 gp	2-3	3	-2	-15%	-2	5
Great Helm	30 gp	1	1	-4	-20%	-3	10

* or Basinet

Table 6B: Helmet Armor Points

Helmet Type	Armor Class								
	1	2	3	4	5	6	7	8	9
Cap, padded	-	-	-	-	-	-	-	-	2
Cap, leather	-	-	-	-	-	-	-	2	1
Cap, steel	-	-	-	-	-	-	4	2	1
Coif, leather	-	-	-	-	-	5	4	2	1
Coif, chain	-	-	-	-	8	6	4	2	1
Open-Faced Helm	-	-	-	10	8	6	4	2	1
Close-Faced Helm	-	23	12	10	8	6	4	2	1
Great Helm	36	24	12	10	9	7	4	2	1

* or Basinet

other various types of magical fire (such as breath weapons). (A word to the successful HackPlayer: don't argue too long over "similar effects". The GM is always right!)

Great Helm. A great helm is a massive structure of metal that covers the entire head, with slits to see through and breathing holes. It is designed to maximize protection and doesn't allow much vision, hearing or fresh air. The helmet actually extends beyond the neck to cover part of the shoulders, necessary to balance its weight.

Wearing a great helm provides some benefits against certain effects. It provides a +2 bonus to saving throws against spells and similar effects that must affect the eyes to work, such as Hypnotism, Light (if cast on the eyes), Blindness, Color Spray, Hypnotic Pattern, Fire Charm and Rainbow Pattern. This does not apply to Charm Person, Charm Monster, Sleep, Domination, or other effects that do not work primarily through the eyes.

If the great helm wearer also wears plate mail or field plate, he gains +2 on saving throws against breath weapons and spell effects such as Burning Hands, Pyrotechnics, Fireballs, Flaming Sphere, Wall of Fire, Incendiary Cloud, Meteor Swarm and other fire-based effects. In full plate, this bonus increases to +3.

Wearing a great helm prevents strangulation (unless of course a creature can crush metal or gets inside the helm).

If your helmet type does not match your armor type, you must track the helmet's armor points separately for blows to the head (e.g. called head shots or critical hits). For a called shot, make sure to calculate AC using your helmet's Armor Class value. If you are hit on the head, subtract the armor points from the helmet and not the main body of your armor. See Table 6B: Helmet Armor Points.

For critical hits to the head, be sure your GM knows your head's AC to calculate the proper severity level. After that it degrades as a standard leather coif (5/4/2/1).

If your helmet's AC value is worse than the default value indicated on Table 6A: Helmet Types, begin the degradation of armor points at the appropriate AC (it's simply not made as well). If your helmet has a better AC than the default value, use the highest armor points indicated on Table 6B: Helmet Armor Points for each of the better AC levels. For example, a superior leather coif has 5 armor points at AC 5. When it degrades, it has 5 armor points at AC 6 and then follows Table 6B: Helmet Armor Points normally.

Armorer

With the armorer skill, a character knows how to build all varieties of armor. Being an armorer requires a couple of other skills. The armorer knows metalworking so he can forge metal armor and craft scale and chain mail, skills he honed forging horseshoes, wrought iron gates, hardened metal tools and so on). The armorer must also know leatherworking to cut and shape the under-layers of scale mail and banded mail (skills also useful for making dress jerkins, saddles, elaborate pouches or rucksacks, or other useful leather items). The armorer can repair existing armor that has taken damage and can also craft barding with this proficiency.

The Workshop

To craft armor, the character must first have a workshop (a place to work and tools with which to do work).

Metal Armor

If he intends to make any sort of all-metal armor (chain mail, heavy chain, banded mail, field plate, full plate, plate mail and helmets), the workshop is a smithy, complete with tools, bellows, a furnace, an anvil, tongs, cauldrons, casting molds, and all the other materials necessary to process unrefined metal into armor. Such a workshop costs 310-400 gp, plus the cost of the shelter where it is set up: an additional 100 gp for a pavilion tent, an additional 200 gp for a well-crafted hut or workshop, or more as part of a larger dwelling, such as a mansion, villa or castle (these sorts of dwellings are priced at whatever sort of price scheme the GameMaster prefers). The cost of the tools necessary to make leather hilt-wrappings, padded armor, armor linings and padding, and the simple leather straps used to hold all-metal armors together, is included in the price of the smithy.

A standard workshop is large enough to accommodate the character and up to twelve apprentices working full-time. The apprentices, too, must have some skill in armorer, armor maintenance, blacksmithing, armor repair, leatherworking or metalworking to be of use.

Leather Armor

If the crafter intends to make any sort of all-leather armor (hide armor, leather armor and armored leather caps), the workshop is a leatherworker's shop, including apparatuses for leather soaking, scraping, tanning, boiling, boiling in wax, shaping, hole-punching, sewing, and all the other processes by which leather is transformed into armor.

Such a workshop costs 25 gp, plus the cost of the shelter where it is set up: an additional 25 gp for a large tent, an additional 100 gp for a well-crafted hut or workshop, or more as part of a larger dwelling (at whatever price scheme the GameMaster sticks you with). The cost of the tools necessary to make padded armor, and linings and padding for other types of armor is included in the price of the leatherworker's shop. As with the smithy above, this price presumes one principal

leatherworker and up to twelve apprentices working together at the same time.

Metal and Leather Armor

If he intends to make both sorts of armor, or armor which combines both metal and leather elements (banded mail, brigandine, ring mail, scale mail, shields, splint mail, and studded leather), the armorer needs a combined workshop.

Such a workshop costs 450 gp, plus the cost of the shelter where it is set up: an additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut or workshop, or more as part of a larger dwelling (again, at whatever pricing the GameMaster invents). The costs of the tools necessary to make all of the items previously mentioned, in addition to shield blanks and shield frames, is included in the cost this combined type of workshop. As with the smithy above, this price presumes one principal armorer and up to twelve apprentices.

Apprentices and Overseers

The cost of the workshop constitutes only the set-up cost for the armoring operation. Maintenance of the workshop, pay for the workers, and cost of materials also come into play. Of course, so do the profits from the sale of manufactured goods. Shop maintenance costs 2 gp per week for general upkeep.

Once an apprentice has reached young adulthood (usually age 16) and has achieved an armorer skill rating of 51 or better, he demands (or begs, if he knows better) to be promoted to overseer status (described below). If he really is good enough, he will leave and find better pickings elsewhere if denied this promotion.

Apprentices cannot run a workshop unsupervised. Supervision comes in the form of an overseer, an adult or journeyman with an armorer skill rating of 51 (advanced) or better. Each overseer costs at least 75 gp per month. The cost relates to the overseer's armorer rating: 75 gp per month at a check of 51, +5 gp/month per full +5% to his rating. Thus, with an armorer skill rating of 76%, he costs 100 gp/month as indicated for an expert armorer on page 140 of the GMG.

Time to Craft Armor

To determine the time it takes to make a piece of armor, take the armor's AC, subtract that number from 10 and multiplied by two weeks to find the time it takes an armorer (supported by his team of apprentices) to craft the item.

Thus, a set of chain mail (AC 5) takes: $10 - 5 = 5$; $5 \times$ two weeks = ten weeks. It normally takes ten weeks to make a suit of chain mail (from raw materials).

For helmets, figure the time at 1 day per 3 gp value. Thus, a great helm would take 10 days to make (it costs 30 gp); a basinet, just under three days (it costs 8 gp).

Cost to Craft Armor

It does cost money to craft armor and some of the costs are irreducible. Costs include about one quarter the "retail value" of the armor for materials, plus the cost of maintaining the crafter during the time it takes to make the piece. Additionally, as some guilds such as the armorers and leatherworkers have negotiated enhanced payments for their members, a commission of up to 10% of the retail price applies to many of these goods. Table 6C: Standard Costs to Manufacture Armor indicates the details. Note that some items such as leather or padded are virtually break even propositions (though the crafter still gets his commission and the shop workers remain

Table 6C: Standard Costs to Manufacture Armor

Armor Piece	Retail Price (gp)	Materials Cost (gp)	Item commission (gp)	Time Taken (wks)	Time Taken (months)	Total Cost (gp)
Banded mail	900	225.00	90.00	12.00	3.00	615
Brigandine	120	30.00	0.00	8.00	2.00	105
Bronze plate	1000	250.00	100.00	12.00	3.00	650
Chain mail	350	87.50	12.00	10.00	2.50	175
Field plate	4000	1000.00	400.00	16.00	4.00	2100
Full plate	6000	1500.00	600.00	18.00	4.50	3250
Hide armor	75	18.75	7.50	8.00	2.00	32
Leather armor	5	1.25	0.50	4.00	1.00	4.5
Padded armor	4	1.00	0.40	4.00	1.00	3.6
Plate mail	2000	500.00	200.00	14.00	3.50	1050
Ring mail	65	16.25	6.50	6.00	1.50	32
Scale mail	120	30.00	0.00	8.00	2.00	111
Shield, body	100	25.00	0.00	1.14	0.29	26
Shield, buckler	5	1.25	0.00	0.29	0.07	1
Shield, medium	30	7.50	0.00	0.86	0.21	8
Shield, small	20	5.00	0.00	0.57	0.14	5
Splint mail	600	150.00	60.00	12.00	3.00	309
Studded leather	40	10.00	4.00	6.00	1.50	23
Cap, padded	0.7	0.18	0.07	0.14	0.04	0.4
Cap, leather	1	0.25	0.10	0.14	0.04	0.5
Cap, steel	2	0.50	0.00	0.14	0.04	1.6
Coif, leather	2.6	0.65	0.26	0.29	0.07	1.1
Coif, chain	3	0.75	0.00	0.29	0.07	2.5
Open-Faced Helm	4	1.00	0.00	0.29	0.07	3.1
Great helm	30	7.50	0.00	1.43	0.36	18.2
Basinet	8	2.00	0.00	0.29	0.07	4.1
Heavy chain	600	150.00	60.00	3.00	0.75	285

employed). Even worse, both brigandine and scale mail would result in a loss based on current market prices for these items (assuming they were crafted by an overseer or expert armorer). As such, they are only crafted by beginner or apprentice armorers to save on labor costs and no commission is awarded for these items.

Note that hide, leather, ring mail, splint, studded leather and leather caps and coifs are made by leather workers. No armorer is necessary though ring mail, studded leather, scale mail do require the services of a tailor in addition to the primary crafter. A tailor can serve as the primary crafter for padded armor and caps. A carpenter is required for the crafting of shields and a blacksmith is capable of crafting splint mail and all types of metal helmets.

The difference between the Total Cost indicated in Table 6C: Standard Costs to Manufacture Armor and the final cost to the customer is the shop's profit when it sells a piece of armor.

Assumed standard wages

Overseer	75	gp/month	commission applies
Armorer Cost	100	gp/month	commission applies
Leather worker	3	gp/month	commission applies
Tailor	3	gp/month	commission applies
Carpenter	2	gp/month	
Blacksmith	30	gp/month	

Playing With These Numbers

Now, the costs given above are not the final word on how much it costs to make armor. The GameMaster will skew these numbers (both up and down) through the following means.

First, you can put extra men on a job. For every extra apprentice in the shop beyond the maximum assumed number of 12, you can reduce the crafting time by 10% to a maximum of 50%. Furthermore in an emergency situation, you could put an extra expert armorer on the job (either have two working on it at once, or have one on the "day shift" and the other on the "night shift"). With twice the skilled manpower, it would only take half the time, or five weeks, to create the chain mail. Mind you, you'll pay dearly for that sort of service.

Second, if one of the crafters is a player character, he doesn't have to pay himself as much. This is usually the case with armorers when they first go into business for themselves: they pay the costs for materials and the costs for their apprentices, and whatever they have left over is their own salary, even if it is much less than the 100 gp/ month standard mentioned above. Note however, that if the armorer guild gets wind that there is an armorer out there getting substandard wages, they may step in to close the shop as it would unfairly compete with them.

Chance of Failure

It would seem that the thing to do would be to set up an armorer's shop and just build field plate and full plate, which are the most profitable items of armor. However, that isn't necessarily so.

Not only do you need to find wealthy buyers for such items, you must make an armorer skill check to craft armor better than plate mail. At the end of the armor-making period, the most experienced (highest rated) character who worked continuously on the project makes the crucial armorer check. If he passes the check, the armor is of average or better quality. If he fails, it's flawed and potentially worthless. Your GM has details on the quality of workmanship of armor. Note that to make armor of better than "average" quality, you must spend more on materials and labor before making this check. The extra investment required is equivalent to the base percentage increase indicated in the GMG, so you'll just have to wait and see how things turn out.

Obviously, most reputable armorers would never sell a piece of flawed armor. They have their reputations to protect, so they throw it away. They take a loss in money equal to the total cost of the armor from the chart above. Alas, many armorers are treacherous bastards out to screw you with bad armor so you can be slaughtered by Orcs and never return to pay for repairs or more armor.

Finally, not all armor requires the same level of skill to manufacture. Some armor is simple enough that apprentices can work on it alone. Some is so complicated that only master armorers should oversee this work. And hiring a master armorer costs more than just hiring a normal overseer or expert armorer.

Table 6D: Armor Type Modifier to Crafter Skill Check indicates the relative difficulty of manufacturing these different types of armor. These penalties or bonuses apply to the maker's effective skill rating.

Table 6D: Armor Type Modifier to Crafter Skill Check

Armor Type	Skill Check modifier
Banded mail	+5
Brigandine	+5
Bronze plate	0
Cap	0
Chain mail	+15
Coif	+5
Field plate	-15
Full plate	-15
Great helm	+15
Heavy chain	0
Helm, basinet	+15
Hide armor	+15
Leather armor	+15
Padded armor	+15
Plate mail	0
Ring mail	+5
Scale mail	+5
Shield, body	+15
Shield, buckler	+15
Shield, medium	+15
Shield, small	+15
Splint mail	+15
Studded leather	+15

Added Expenses

The GameMaster is out to get you. Whenever he wishes, he will add to the grief of a player character armorer by confronting him with a lot of the hidden expenses of any such operation. (The key to avoiding this, as with most GM grudges, is to push the GM to his limit of patience, but not beyond.) All in all, it may be financially safer for a player character to be a full-time adventurer and only a part-time armorer.

Bribery: In many places, local officials expect a little graft in order to process the necessary permits efficiently and regularly. If the PC doesn't pay up, those permits take a long, long time (months) to be processed, or else you never hear about them in the first place, and during that time the PC can't operate a retail armorer's shop without the risk of being fined and possibly arrested.

Theft: Armorer's shops can be burglarized just like any other operation. Thieves are quite willing to steal some high quality armor goods and fence them elsewhere in the city. Depending on the quality of the merchandise lying around in the shop, this can be a serious financial blow for the shop.

Unclaimed Goods: Sometimes a patron who custom-orders a piece of armor never shows up to buy it. Maybe he was killed in the meantime, maybe he ran low on funds and decided not to tell the armorer of his misfortune. And if the custom piece of armor was decorated or fine-tuned to that specific customer (for example, if it bears his coat of arms or unusual decoration), it could be that no one else is willing to buy it... except at heavily discounted prices.

Unsold Stock: Armorers don't only work up pieces of armor to order. The armorer fabricates numerous examples of the most common sorts of armor for the casual customer and as practice for the apprentices. Not all of this gets sold, and a piece that is never sold is a few gold pieces out of the shop's coffers.

Guild Fees: Most experts such as armorers are required to join a guild. The guilds help maintain laws on safe working conditions and average wages. Guild fees can vary widely depending on how much your GM is trying to stick it to you.

Player Character Workshops

Often, a PC armorer who is also an adventurer sets up an armorer's shop and crews it with a single overseer and two apprentices. This shop's duty will be to keep the PC supplied in armor. Also, whenever the PC returns home, he can, if he wishes, operate the shop, especially in the "off-shift" (whichever shift the regular crew is not operating it).

If he does hire an overseer, he'll have to pay the rates according to the overseer's ability, as described previously.

Note that a PC armorer can make armor for his friends. He can't avoid paying the minimum cost for the materials, of course. The character can carry a tent and leatherworker's shop on the back of a horse, so he can work on any sort of all-leather or padding armor while on the road. But on the road, he can only get in a couple of hours' work per day, so multiply all armor-making times by four to determine how long they take.

The character who does all this extra work will be a little more tired than his fellows. This reduces his ability to spot upcoming dangers and makes him more likely to be surprised (an additional 1 in 10).

Repairing Armor

When you finally complete your dungeon crawl and head back to town, where's the first place you're gonna go?

If you're a fighter or cleric type, it's probably gonna be straight to the local armorer. Undoubtedly that spiffy suit of plate mail you set off in is now in worse condition than the 1988 Escort you drove to the game.

Sure, if you have the proper skills you could attempt to repair the armor yourself. But sometimes you just don't have the time. Who wants to be riveting a new cod piece while their buddies are down at the bar slamming shots of bitter corn whiskey and claiming bragging rights for YOUR kill? Menial labor — that's what NPCs are for. You've got better things to do with your time.

So how much can you expect to shell out to the hammer-monkeys in order to restore your armor to adventuring condition?

Table 6E: Armor Repair Costs lists the standard costs (including parts, labor & a limited warranty) for repair service to the Armor types listed in the HackMaster Player's Handbook. (Elven chain mail is not listed since it can only be repaired by a factory trained elven armorer, most of whom only live in upscale communities. Should you make a point of seeking one out, they will charge triple the rate listed for standard chain mail.)

Also listed is the time required to perform the repairs. Note that there are only 6 work days in a week. If you demand that the Armorer work straight through to the completion of the job, you will be charged time and a half or double time for working on Sa'mar!

An annoying habit possessed by all Armorers is their desire to restore your armor to showroom condition. It will require firmness on

Table 6E: Armor Repair Costs

Armor Type	Cost per HP damage repaired	Days to Repair each HP
Leather	2 gp	2 1/2
Padded	1 gp 7 sp	2
Ring mail	9 gp	1
Studded leather	7 gp	1 1/2
Scale mail	11 gp	1 1/2
Hide	8 gp	1
Brigandine	12 gp	1
Chain mail	21 gp	1 1/2
Heavy Chain	25 gp	1 1/2
Bronze plate mail	38 gp	1/2
Banded mail	38 gp	3/4
Splint mail	26 gp	1/2
Plate mail	58 gp	1 1/2
Field plate	75 gp	1 1/3
Full plate	100 gp	1

your part to ensure that they only repair the damage you authorize. It probably wouldn't hurt to show up at the agreed upon completion date to pick up your armor. It is common knowledge that many shady armorers tend to "lose" job tickets and will milk an assignment for all it's worth. When you show up weeks later, you'll be presented with an unexpectedly high bill. Of course, your armor will not be released until the bill is paid in full.

No amount of bitching on your part will elicit anything other than a contemptuous, "Would you like to see the Manager?" from the desk clerk. Armor shop managers, notoriously hard of hearing from years spent banging away on metal sheets, will play this to the hilt. A common tactic is to produce a scrap of paper listing the amount owed and feign deafness when the customer complains. He will then reiterate the charges in a louder voice while continuing to feign deafness. Unclaimed armor will, of course, be quickly put up for sale.

Armor Repair Kits

Armor repair kits are an analytically chosen set of spare parts designed to replace those most commonly damaged when the armor is subjected to extreme wear (i.e. combat). These parts are greased against rust and carefully packed into a waterproof sack along with specialized tools and extra links and rivets so as to provide a portable field service kit. Each kit is designed for a specific type of armor and cannot be used to perform field maintenance on any other variety. Table 6F: Armor Repair Kits lists the cost of each such kit, its weight and the maximum amount of damage that may be restored to a suit of armor before its inventory of spare parts is expended. Robes/garments must be repaired by a tailor.

NEW EQUIPMENT

Heavy Chain Armor

No lord can afford to outfit all his soldiers with plate mail, but some have the resources to provide a significant number with more than leather, studded leather or even standard chain mail. These martial traditions have led to the fairly recent development of heavy chain mail. Heavy chain mail armor protects the wearer somewhat better than chain. It is generally worn by experienced heavy infantry. Sometimes it is given to a soldier as a reward for good service, so it is

Table 6G: Heavy Chain Armor

Armor	Cost	AC	HP	Weight	Bulk	Base Availability		
						Hi	Med	Low
Heavy Chain	400 gp	4	9	50 lbs.	bulky	60	40	10

	Armor Class								
	1	2	3	4	5	6	7	8	9
Heavy Chain	--	--	--	9	8	6	4	2	1

Table 6H: New Equipment

Item	Cost	Weight	Base Availability		
			Hi	Med	Low
Locking Gauntlet	50 gp	2 lbs.	45	25	5

possible for a unit to have only a small number of warriors in heavy chain. It is also popular with some dwarven warriors (many of whom call it "dwarven chain" to keep the elves from having all the fun of confusing everyone).

This type of armor has many more links than normal chain mail, making it much heavier. It also restricts movement more. The individual links are not much thicker than standard chain mail links, thus normal armorers can make heavy chain. However, there are more links per ring, so don't expect someone who hasn't made it before to get the idea.

Locking Gauntlet.

These metal gauntlets can be fitted with any type of armor. They have a special device that locks the hilt of a weapon into place. This can be made for a mace or sword, but not for a club. When a character wearing a locking gauntlet in his weapon hand fumbles, he cannot drop his weapon. He may still damage himself, strike opponents and so on, but he need not worry about accidentally throwing his weapon. It takes one full round to unlock the gauntlet so that the weapon can be removed.

Table 6F: Armor Repair Kits

Armor Type	Kit Cost	Kit Weight	Max. Damage Restored
Banded mail	150 gp	12 lbs.	10 hp worth
Brigandine	25 gp	12 lbs.	5 hp worth
Bronze Plate mail	165 gp	15 lbs.	11 hp worth
Chain mail	60 gp	13 lbs.	7 hp worth
Field plate	500 gp	15 lbs.	17 hp worth
Full Plate	975 gp	17 lbs.	25 hp worth
Hide	12 gp	10 lbs.	4 hp worth
Leather	3 gp	8 lbs.	3 hp worth
Padded	2 gp	7 lbs.	3 hp worth
Plate mail	250 gp	15 lbs.	11 hp worth
Ring mail	10 gp	9 lbs.	3 hp worth
Scale mail	20 gp	14 lbs.	5 hp worth
Splint	100 gp	14 lbs.	10 hp worth
Studded Leather	12 gp	14 lbs.	4 hp worth

Table PHB 9T (pg 118-119) and CG 6i: Weapons

Item	Cost	Weight		Dmg Type	Speed Factor	Damage vs.						Base Availability		
		(lbs.)	Size			T	S	M	L	H	G	Hi	Med	Low
Battle axe	5 gp	7	M	H	2	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80
Blowgun	5 gp	2	L	-	-	-	-	-	-	-	-	90	85	80
Barbed dart	1 sp	*	S	P	-	1d6-1	1d6-1	1d6-2	1d6-4	1	1	95	90	85
needle	2 cp	*	S	P	-	1	1	1	1	1	1	95	90	85
Bola	2 gp	0.5-3	M	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	45	24	1
Bow	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Composite long bow	100 gp	3	L	-	-	-	-	-	-	-	-	85	80	75
Composite short bow	75 gp	2	M	-	-	-	-	-	-	-	-	70	75	70
Daikyu	125 gp	3	L	-	4	-	-	-	-	-	-	15	9	2
Daikyu arrow	1 sp	1/6	M	P	-	1d10	2d4	1d8	1d6	1d6-1	1d4	18	12	3
Great long bow (elven)	800 gp	4	L	-	-	-	-	-	-	-	-	20	10	5
Long bow	75 gp	3	L	-	-	-	-	-	-	-	-	90	85	80
Short bow	30 gp	2	M	-	-	-	-	-	-	-	-	90	85	80
Arrow, flight	3 sp/12	*	S	P	-	1d6	1d6	1d6	1d6	1d6	1d6	90	85	80
Arrow, sheaf	3 sp/6	*	S	P	-	1d8	1d8	1d8	1d8	1d8	1d8	85	80	75
Flare arrow	3 sp	**	S	P	--	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	50	30	10
Club	-	3	M	C	-1	1d10	1d8	1d6	1d6-2	1d6-4	1	95	90	85
Crossbow	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hand crossbow	300 gp	3	S	-	-	-	-	-	-	-	-	75	70	65
Quarrel, hand	1 gp	*	S	P	-	1d6	1d6-1	1d6-3	1d6-4	1	1	90	85	80
Quarrel, hard silver jack**	50 gp	*	S	P	-	+1	+1	+1	+1	+1	+1	50	30	15
Heavy crossbow	50 gp	14	M	-	-	-	-	-	-	-	-	85	80	75
Quarrel, heavy	2 sp	*	S	P	-	1d6	1d8	2d4+1	3d4	3d4+1	4d4	90	85	80
Light crossbow	35 gp	7	M	-	-	-	-	-	-	-	-	80	75	70
Quarrel, light	1 sp	*	S	P	-	1d4	1d6	1d8	2d4+1	3d4	3d4+1	90	85	80
Peashooter crossbow	350 gp	1/2	S	-	-	-	-	-	-	-	-	55	40	25
Quarrel, peashooter	10 sp	*	S	P	-	1d6-2	1d6-3	1d6-4	1	1	1	90	85	80
Quarrel, silver jacketed	25 gp	*	S	P	-	-	-	-	-	-	-	60	40	30
Dagger or dirk	2 gp	1	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Dart	5 sp	1/2	S	P	-	1d6	1d6-1	1d6-2	1d6-4	1	1	90	85	80
Footman's flail	15 gp	15	M	C	2	1d4+1	1d6	1d6+1	2d4	2d4+1	1d10	90	85	80
Footman's mace	8 gp	10	M	C	2	1d8+1	1d8	1d6+1	1d6	1d4+1	1d4	90	85	80
Footman's pick	8 gp	6	M	P	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	95	90	85
Hand or throwing axe	1 gp	5	M	H	-1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	95	90	85
Harpoon	20 gp	6	L	P	2	1d4	1d6	2d4	2d6	2d6	2d6	95	90	85
Horseman's flail	8 gp	5	M	C	1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	90	85	80
Horseman's mace	5 gp	6	M	C	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	90	85	80
Horseman's pick	7 gp	4	M	P	0	1d6	1d6	1d6-1	1d6-2	1d6-3	1d6-4	90	85	80
Hurled rock	--	0.1	T/S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5	1d8-7	95	85	75
Hurled tankard, full	-	3	S	C	-	1d6+1	1d6	1d6-1	1d6-2	1d6-2	1d6-3	90	85	80
Hurled tankard, empty	-	2	S	C	-	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-4	90	85	80
Javelin	5 sp	2	M	P	-	1d6	1d6	1d6	1d6	1d6	1d6	95	90	85
Knife	5 sp	1/2	S	P/H	-3	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Lance	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy horse lance	15 gp	15	L	P	3	1d6-1	1d6	1d8+1	3d6	2d10	2d12	85	80	75
Light horse lance	6 gp	5	L	P	1	1d6-2	1d6-1	1d6	1d8	1d10	1d12	85	80	75
Jousting lance	20 gp	20	L	P	5	1d6-2	1d6-3	1d6-2	1d6-4	1d6-4	1d6-5	85	80	75
Medium horse lance	10 gp	10	L	P	2	1d4	1d4+1	1d6+1	2d6	2d8	2d10	85	80	75
Main-gauche***	4 gp	2	S	H	-1	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	60	30	15
Mancatcher	30 gp	8	L	-	2	-	-	-	-	-	-	95	90	85
Metal gauntlet†	2 gp	2	S	C	0	1d6	1d6-1	1d6-2	1d4-1	1d6-3	1d6-4	75	60	45
Morning star	10 gp	12	M	C	2	3d4	2d4+1	2d4	1d6+1	1d6	1d4	85	80	75
Polearm	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Awl pike	5 gp	12	L	P	8	1d3	1d4	1d6	1d12	1d12	1d12	90	85	80
Bardiche	7 gp	12	L	H	4	1d4	1d6	2d4	2d6	3d4	2d8	95	90	85
Bec de corbin	8 gp	10	L	P/C	4	1d12	1d10	1d8	1d6	1d4	1d3	95	90	85
Bill-guisarme	7 gp	15	L	P/H	5	1d8	1d8	2d4	1d10	1d10	1d8	95	90	85
Fauchard	5 gp	7	L	P/H	3	1d3	1d4	1d6	1d8	1d8	1d10	90	85	80
Fauchard-fork	8 gp	9	L	P/H	3	1d6-1	1d6	1d8	1d10	1d12	2d6	95	90	85

Item	Cost	Weight		Dmg Type	Speed Factor	Damage vs.						Base Availability		
		(lbs.)	Size			T	S	M	L	H	G	Hi	Med	Low
Polearm	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Glaive	6 gp	8	L	H	3	1d4-1	1d4	1d6	1d10	2d6	2d8	95	90	85
Glaive-guisarme	10 gp	10	L	P/H	4	1d6	1d6	2d4	2d6	2d6	1d10	85	80	75
Guisarme	5 gp	8	L	H	3	1d10	1d10	2d4	1d8	1d8	1d8	90	85	80
Guisarme-voulge	8 gp	15	L	P/H	5	2d4	2d4	2d4	2d4	2d4	2d4	95	90	85
Halberd	10 gp	15	L	P/H	4	1d8	1d8	1d10	2d6	2d6	2d6	85	80	75
Hook fauchard	10 gp	8	L	P/H	4	1d4	1d4	1d4	1d4	1d4	1d4	85	80	75
Lucern hammer	7 gp	15	L	P/C	4	2d6	2d6	2d4	1d6	1d6	1d6	90	85	80
Military fork	5 gp	7	L	P	2	1d6	1d6	1d8	2d4	2d4	2d4	95	90	85
Partisan	10 gp	8	L	P	4	1d4	1d4	1d6	1d6+1	1d6+1	1d6	85	80	75
Ranseur	6 gp	7	L	P	3	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80
Spetum	5 gp	7	L	P	3	1d4	1d4+1	1d6+1	2d6	2d6	2d4	95	90	85
Voulge	5 gp	12	L	H	5	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80
Quarterstaff	-	4	L	C	-1	1d6	1d6	1d6	1d6	1d4	1d3	95	90	85
Rapier ***	16 gp	4	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	50	25
Sabre ***	20 gp	5	L	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	45	20
Sewing needle	5 sp	**	S	P	-4	.25 pts	.25 pts	.25 pts	.25 pts	.125 pts.0	.125 pts	95	90	85
Scourge	1 gp	2	S	-	0	1d6+1	1d6	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Sickle	6 sp	3	S	H	-1	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Sling	5 cp	*	S	-	-	-	-	-	-	-	-	95	90	85
sling bullet	1 cp	0.5	S	C	-	1d6-1	1d6-1	1d6	1d6+1	1d6+1	1d6	95	95	95
sling stone	-	0.5	S	C	-	1d6-1	1d6-1	1d6-1	1d6-1	1d6-2	1d6-3	95	95	95
sling bullet, war	3 cp	.75	S	C	--	1d6	1d6+1	1d6+2	1d8+1	1d8	1d6+1	75	50	20
Spear	8 sp	5	M	P	1	1d6-1	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Spear, Great	1 gp	8	L	P	3	1d6	1d6	1d8	1d10	1d10	1d8	90	85	80
Staff sling	2 sp	2	M	-	-	-	-	-	-	-	-	85	80	75
Stiletto ***	5 sp	1/2	S	P	-1	1d4	1d4	1d4-1	1d4-2	1d4-2	1d4-3	80	55	25
Stilleto, Bloodthorn	12 gp	1/2	S	P	-4	1d6-1	1d6-2	1d6-2	1d6-2	1d6-2	1d6-3	75	70	65
Sword	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bastard sword	25 gp	10	10	H	-	-	-	-	-	-	-	-	-	-
One-handed	-	-	-	-	1	1d6-1	1d6	1d8	1d12	2d6	2d8	85	80	75
Two-handed	-	-	-	-	3	1d4-1	1d4	2d4	2d8	3d6	2d10	85	80	75
Broad sword	10 gp	4	M	H	0	1d10	1d10	2d4	1d6+1	1d6	1d4	90	85	80
Katana (1-H)	120 gp	5	M	H/P	1	1d6	1d8	1d10	1d12	1d12	1d10	12	6	1
Katana (2-H)	120 gp	5	M	H/P	1	2d6	2d6	2d6	2d6	2d6	2d6	12	6	1
Khopesh	10 gp	7	M	H	4	1d10	1d10+1	2d4	1d6	1d6	1d4	95	90	85
Long sword	15 gp	4	M	H	0	1d6	1d6	1d8	1d12	2d6	2d8	90	85	80
Rapier, Petite	15 gp	1/2	S	P	-4	1d6-3	1d6-2	1d6-1	1d6	1d6-1	1d6-2	80	75	70
Scimitar	15 gp	4	M	H	0	1d8	1d8	1d8	1d8	1d8	1d8	95	90	85
Short sword	10 gp	3	S	P	-2	1d6-2	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Two-handed sword	50 gp	15	L	H	5	1d4	1d6-1	1d10	3d6	2d10	2d12	85	80	75
Sword-breaker (1-H)	36 gp	4	M	P	4	1d6-2	1d6-2	1d6-3	1d6-4	1d6-4	1d6-5	65	45	15
Sword-breaker (2-H)	36 gp	4	M	P	3	1d6-2	1d6-2	1d6-3	1d6-4	1d6-4	1d6-5	65	45	15
Taichi/no-daichi	140 gp	6	L	H	4	1d8	1d8	1d12	3d6	2d8	2d6	10	4	1
Tanto	5 gp	1/2	S	H/P	-3	1d6	1d6	1d6	1d6-1	1d6-2	1d6-3	20	10	2
Trident	15 gp	5	L	P	2	1d4	1d4	1d6+1	3d4	3d4	2d4+1	90	85	80
Unconscious pixie fairy	--	varies	M	C	3	1d12-11	1d20-19	1	0	0	0	Varies	Varies	Varies
Unconscious halfling	--	varies	L	C	5	1d6	1d6-1	1d6-2	1d6-3	1d6-4	1d8-6	Varies	Varies	Varies
Unconscious human	--	varies	H	C	7	1d8	1d6	1d6-1	1d6-2	1d6-3	1d6-4	Varies	Varies	Varies
Unconscious half-ogre	--	varies	G	C	9	1d12	1d10	1d8	1d6	1d5	1d5-1	Varies	Varies	Varies
Wakizashi	65 gp	3	M	H/P	0	1d8	1d8	1d8	1d8	1d8	1d6	9	3	1
Warhammer	2 gp	6	M	C	-1	1d8	1d8	1d6	1d4	1d4	1d3	95	90	85
Whip	1 sp	2	M	-	3	1d6-3	1d6-2	1d6-4	1	1	1	95	90	85

* These items weigh little individually. Ten weigh one pound.

** Hard silver jack adds +1 damage to the standard missile weapon damage

*** These weapons can only be used one handed.

§ Cestus, brass knuckles, etc.



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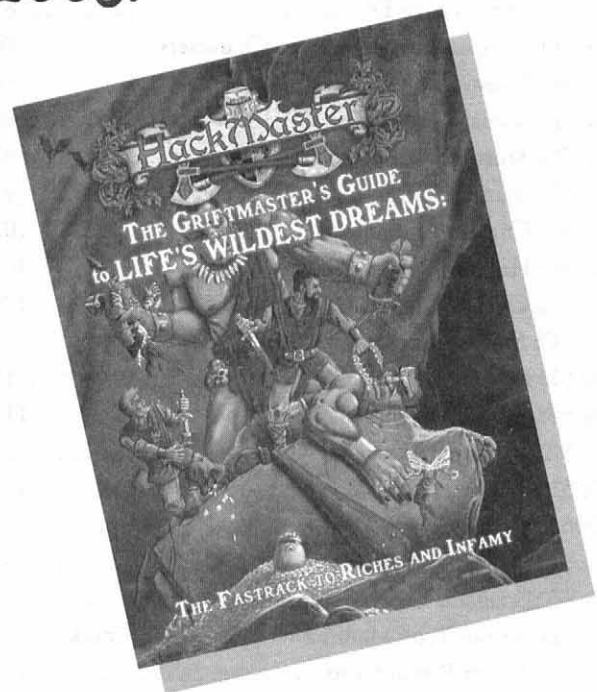
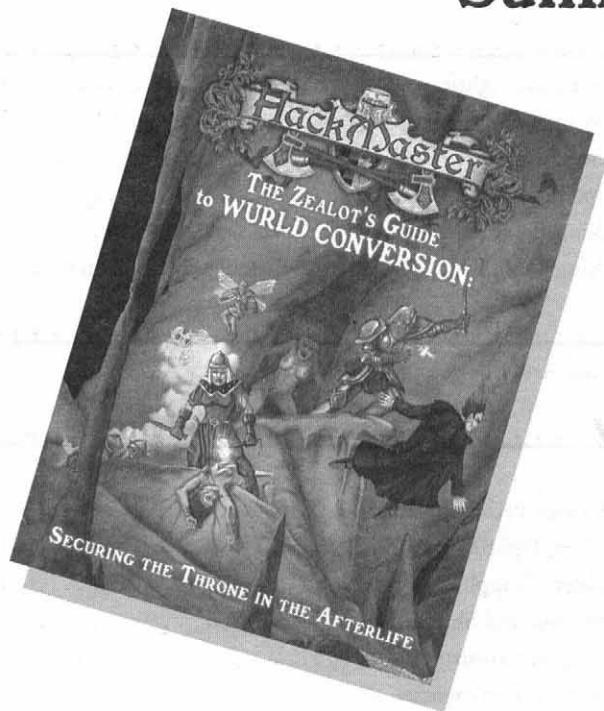
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HACKMASTER COUPON

LIFE IS PLEASANT. DEATH IS PEACEFUL. IT'S THE TRANSITION THAT'S TROUBLESOME.

You are cured 3-12 hp but only if you're at ≤ 25% of your full HP total

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IT'S KIND OF FUN TO DO THE IMPOSSIBLE

Gain the ability to strike creatures hit only by magic weapons for a day

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Automatically succeed at a skill check

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HE IS ONE OF THOSE PEOPLE WHO WOULD BE ENORMOUSLY IMPROVED BY DEATH

Gain +2 'to-hit' for 10 melee rounds

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HACKMASTER COUPON

IF YOU ARE GOING THROUGH HELL, KEEP GOING

Eliminate all fatigue

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HACKMASTER COUPON

THE REPORT OF MY DEATH WAS AN EXAGGERATION

You are brought back to life via a Minor Raise Dead. May only be played on your PC, protégé, sidekick or henchman.

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HACKMASTER COUPON

THE MAN THAT RUNS AWAY LIVES TO DIE ANOTHER DAY

You may disengage from melee and your opponent forfeits his free attack.

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HACKMASTER COUPON

WHO BRAVELY DARES MUST SOMETIMES RISK A FALL

One (1) free mulligan

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HACKMASTER COUPON

OPPORTUNITIES MULTIPLY AS THEY ARE SEIZED

You may attack with two weapons at no penalty for 3 turns

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You've been appointed leader.
You aren't as smart as your fellow adventurers.
You begin play with no spells and don't really understand magic anyway.
You're always setting off traps.
Your expensive armor gets chewed up faster than you can say, "roll for init."
You suck down more crits than the practice dummies back at hack school.
Sure you're big and strong.
But the monsters are nasty. Really nasty.
You need all the help you can get! Finally, help arriveth:

The Combatant's Guide to Slaughtering Foes: Driving Your Enemies Before You and Hearing the Lamentations of their Women

Whether you profess to be the greatest warlord in the Wurld, or need to gird yourself for battle with one of these incredible fighters, this is the book for you! What you hold in your hands is a codex that will guide your quest for glory like a brilliant beacon amidst a coastal storm. This tome will assist your rise above the petty rabble of thieves, quacks and bookworms otherwise known as everyone you've ever met. This thoroughly researched and finely detailed reference work includes everything you ever wanted to know about the masters of the art of hack. Here's just a sampling of the inventory of secrets revealed herein:

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- 19 new fighter quirks and flaws including armor snobbery, corrosive sweat and flashbacks
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- 15 new talents including called shot expert, pain resistance and thick headed
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