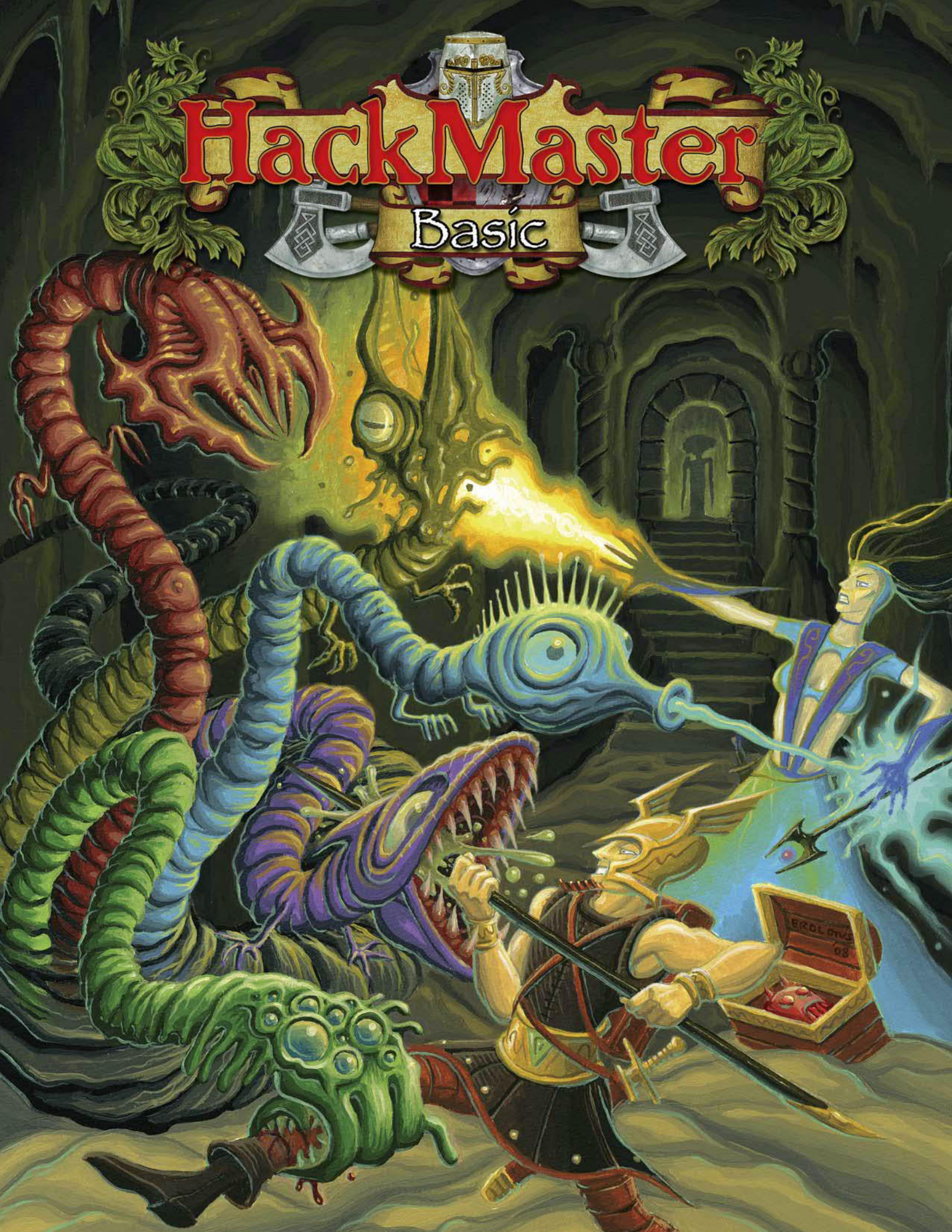

HackMaster
Basic

HackMaster Basic



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Designers' Foreword

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

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

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

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

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

First off what does "HackMaster Basic" mean…?

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

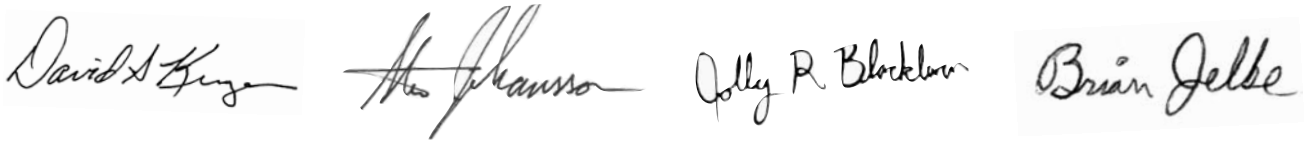
If you're new to the HackMaster experience we welcome you. The adventure is just beginning. And if you're a HackMaster 4th Edition fan coming to HMb with some concerns…? Let's just say that we feel HackMaster Basic is the rightful heir to the game(s) we all cut our teeth on. We wouldn't have put the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

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

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

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

So pick up those dice and *have fun*.



David S. Kenzer, Steve Johansson, Jolly R. Blackburn and Brian Jelke
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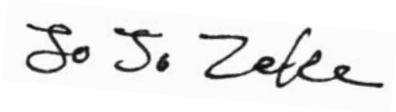
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Fame Rub Signatures





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

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

Introduction

Well met, friend. You've made it this far, so congratulations are certainly in order for you've chosen the greatest game ever developed by mankind: HACKMASTER. At this point, a fair warning is probably in order. In all likelihood you cut your teeth on another game system and have either picked this game up as a curiosity or plan to move to HackMaster as a temporary or permanent change of pace. The more you play HackMaster, the more you will come to realize that it behaves differently than other games. For most games, having some preconceived notion of what to expect or background experience makes the transition easier. This is often not so with HackMaster; in fact, complete gaming newbs sometimes command a distinct learning-curve advantage over their seasoned RPG counterparts. This is because while HackMaster plays like an old-school game, it more closely models real-life than any previous edition (old or new school), despite its fluid mechanics. So rather than spend the introduction to this exalted tome blathering on about how great the designers are or how devoted HackMaster fans are we will simply cover some fundamental differences with which you will need to become accustomed, all in the hopes of saving a few of your character's lives. In other words, this might be the first useful introduction ever penned (being as how I haven't read them all – I usually skip them – I cannot certify this as the strict truth). Here are some things you will find different about HackMaster than other games:

▶ You needn't ever wait for your turn – the whole game is based on the 'seconds' system, much like timekeeping in the real world. If your character wants to take an action or change his mind in the middle of an action, by all means, do it! No sense standing around

▶ Both shields and armor make it easier for foes to hit your character – they simply absorb damage and deflect blows, making your character less likely to be injured. Just like in real life!

▶ Characters use an active defense (and roll to defend as well as attack); a low roll isn't the end of the world. So you rolled a six against that orc? Don't whine about missing until the GM rolls for the orc's defense. You still have a chance – he may roll a five.

▶ Going first and fastest is not always best. Charging into a group of surprised foes may be great for the first strike, but it may also be a way to find yourself surrounded if your allies aren't as quick as you.

▶ Being surrounded or even outnumbered is a very bad thing. Taking on multiple foes, even if far inferior to your character, can be bad news. A large group of orcs will be a tough fight even for high-level characters, when in other games this would be a cakewalk. Well, it wasn't one in the Mines of Moria and it won't be one in HackMaster, either.

▶ Ranged weapons don't work quite as well in real-life (or for low level characters) as they do in most recent RPGs. Frankly, I'd rather be shot with an arrow from a longbow than hit with a broad sword if forced to make that choice. Think about it.

▶ Every character cannot do everything and no character is an island. HM is a game of hard choices for each character. You need a TEAM of characters with complementary skills and abilities. HackMaster really is a game where you need to know the answer to the question, "Who's Watching Your Back?"

▶ Each character class has a specific role. Fighters fight and should be in front. Mages should be kept out of melee at all costs. Thieves should be on point but ready to let the fighters take the lead in combat. Clerics are the party's all around support. Each role is important to party survival. Playing a thief (or worse, a mage) like a fighter just gets the character… and sometimes the party… killed.

▶ All the min/maxing during character creation doesn't mean a thing if you don't use your brain during the game. That spreadsheet that managed to save you 4 BPs on your thief's *Acting* skill doesn't mean much if you try to straight-up melee a troll.

▶ 3d6 in order does NOT mean you usually get an unplayable character – HackMaster drags the average 3d6 character ability back to 10-11 from 15-16.

▶ Intelligence is important in melee – it increases your chance to hit an enemy. That's why the stupid giant can be defeated by the clever warrior.

▶ There are no perfect characters, but there are many different ways to create a great character.

▶ You can never tell the outcome of a battle before it starts. Just because your fighter is at full hit points, killing that goblin with the spear is never a sure thing.

▶ Simply because you've encountered goblins, kobolds or zombies in other games doesn't mean they're just as easy to defeat in HackMaster.

▶ The GM is not out to kill you – he's out to kill you if you are foolish. A tactical withdrawal is a perfectly acceptable option because far more often than in other games, you'll wind up in over your head.

In the end, the best advice I can give you is that HackMaster is a game of difficult choices. You will never have enough building points to buy everything you want (or even need). There is no one 'no-brainer' weapon that every combatant should use, nor is there one class that bests them all. The BEST advice is to just play the game with an open mind, ready to learn. Nothing brings out the genius of HackMaster like actual play. During play you begin to see how well the system flows and works. This is a Game written by people who love to play it.

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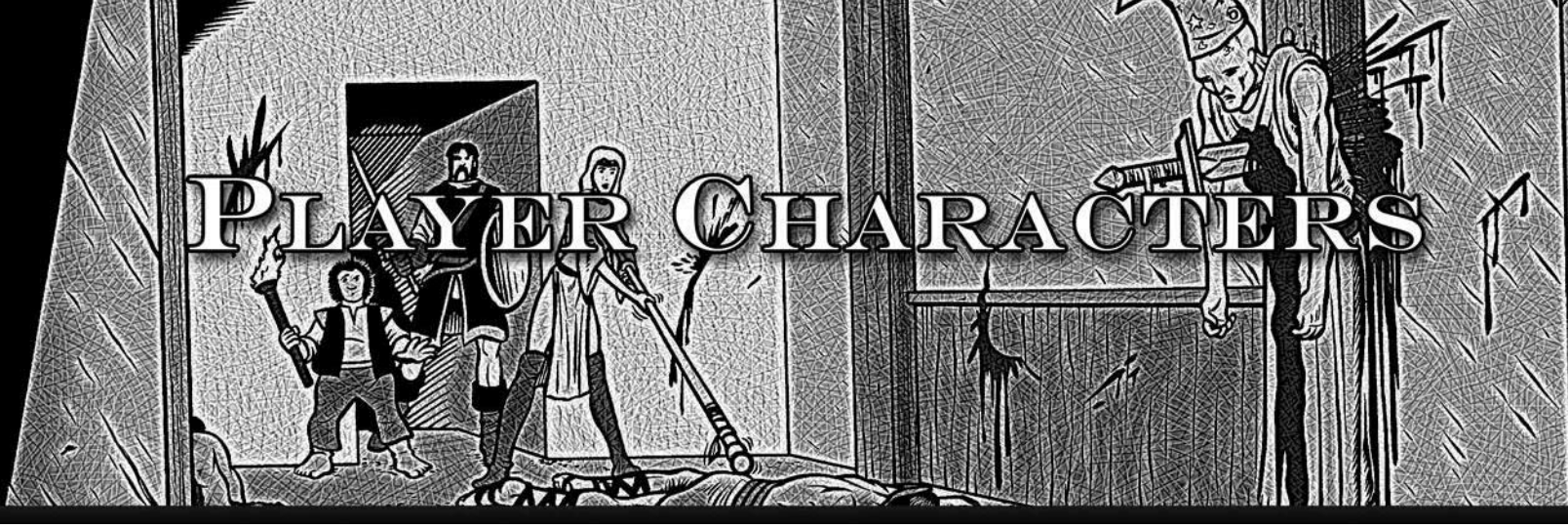
Why a New Edition?

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

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

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





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

HackMaster Basic features a selection of ready-for-play characters for you to use as Player Characters. All you need do is choose a name, alignment (if not a cleric) and gender for your character and you're ready to play. Should you wish to define your height, weight, hair or eye color just fill in a reasonable value.

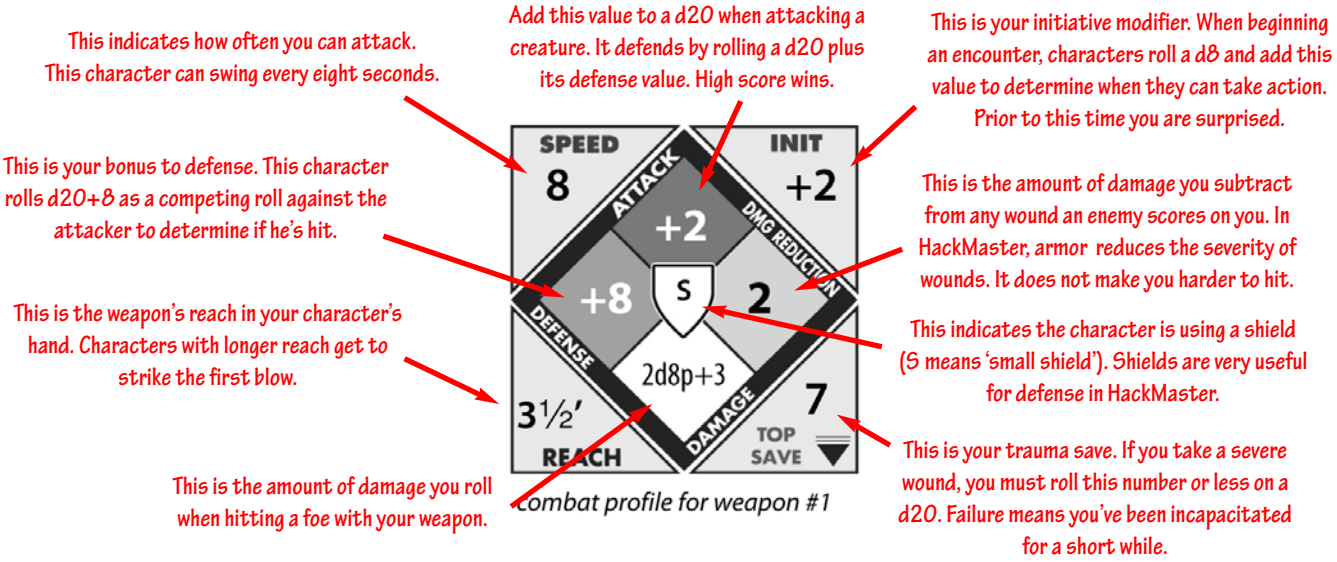
Go ahead and choose whichever one you find most appealing. Since this is a PDF, there's no need to jostle over who gets to play which character – just print out some more. If you all want to play the same guy, so be it.

Party Balance: Each of the characters has strengths and weaknesses. Some of these may not be readily apparent until you've had the opportunity to do some exploring and confront the enemies that will confound you obtaining your goals. Each character class brings different things to the table so it's wise to diversify. While a party comprised entirely of fighters may make for an awesome assault crew, they are bound to be stymied by obstacles that a mage, thief or cleric may be better equipped to handle.

The Character Sheet: The PC records sheets contain a wealth of information that will be useful once you've learned the game. However, for initial play, you can focus on the *combat rose*. This box summarizes all the vital statistics you need to know for combat. More detailed explanations are given in the illustration at the bottom of the page.

For more detailed character options, to include the rules for generating characters from scratch, you may wish to pick up either *HackMaster Basic Plus* (a very reasonably priced PDF) or the deluxe hardcover *HackMaster Player's Handbook*.

Beyond First level (Advancing Your Class): As your character overcomes challenges and defeats foes, the GM will award your PC with experience points and honor awards (should you be roleplaying him appropriately). The character should also have garnered some plunder and perhaps a special, superior or magical goody as well. Eventually your character will acquire his 400th experience point and you'll be hell bent to level him up to second level. Your GM understands this as well. For some reason even players who cannot balance their checkbook or remember to change the oil in their cars are adept at keeping their experience point totals with pinpoint accuracy and can recite exactly how many points they need to earn for the next level at any given time.



The good news is that your character has enough learning and knowledge under his belt from attaining level one to self-train and make his way directly to second level without any formal training. After all, those EPs you gained during the last HackSession are a fairly precise gauge of your PC's progress towards improved aptitude in his chosen class. ***However, level gains are never automatic.*** For one insurmountable obstacle stands between you and the next level: your GameMaster. Technically, only the GM decides if and when a PC advances. Just because Toltus the level 1 fighter has earned 401 EPs doesn't mean he suddenly becomes Toltus level 2 fighter and should send out invitations to friends to come to his kegger party to celebrate his success. Earning the requisite experience point total qualifies him for consideration for level advancement, but the actual award only comes with the GM's blessing and approval upon completion of certain actions.

Timing of Training: Once a character has gained sufficient EPs to place him into the next level, he must begin work on training to acquire that new level and forego any additional experience points until such time as he does train. If the character somehow gains enough experience points to place him two levels higher, he loses all experience points beyond those needed to place him at the maximum number of EPs for the level just above his current one. This means, essentially, that a character cannot rise more than one level at a time. Thus, a character cannot opt to forego the necessary training to advance to the next level in favor of gaining a few more points and then studying and training for two levels at once. That just ain't gonna happen.

The Leveling Process - Levels 2 through 5

After completing the two-week self-training period, your character can roll his hit die for additional hit points, increase his vital statistics, receive BPs to train for skills, talents and proficiencies (or increase stats), specialize and so-on.

Roll Hit Points: At even levels, this is a reroll -- an effort to exceed the previous level's roll and improve upon those old learnings with new insights. Any roll below the old roll is ignored, further, any roll below the mid-point roll (half maximum) is increased to half the hit die's maximum amount. At odd levels, this is a full new hit die. *Hit dice do not penetrate.*

Receive BPs: The character receives 15 Building Points that may be spent on improving skills, buying new proficiencies, specialization, increasing statistics and even new talents. Some, none or the entire 15 BPs may be spent now or banked for a later date, completely at the PC's option.

Roll New Spell (Mages): The character can now roll for a new random spell, found during research or experimentation – perhaps he had it from his previous master and never understood it fully until now, or found it recently in a long-forgotten tome in a musty library. In any case, the spell is randomly generated. Rerolls on the appropriate spell level table cost 1 BP and another week of training (research).

Receive Class-Related Skills and Abilities: At this point each character should roll mastery dice for their new skills as appropriate – thieves choose and improve new skills, mages improve arcane lore, clerics improve divine lore, etc.

Improve Skills: As long as the PC used a skill (including universal skills) at least one time during the past level, he may improve any existing skill, but not above Advanced skill level. If the character already possesses advanced mastery in a skill, he may increase the skill, but may not improve to the next mastery level. The foregoing does not apply if the character has had access to another character (including a party member) who has higher mastery in that skill and he has been able to witness use of the skill or has engaged the character in some form of discussion, use, activity, tutoring or mentoring ***in that skill specifically***. Mechanically, the skill is improved by spending the appropriate amount of BPs, rolling the appropriate mastery die and adding the relevant modifiers (based on the lowest relevant ability score, race, etc.).

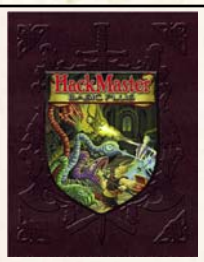
New Skills: If a PC has been exposed to a new skill and has had a chance (and has stated such) to practice it during the previous level, he may acquire the new skill at the standard price. New languages can be learned from eavesdropping on prisoners or companions, literacy can be learned by observation and practice (and even books coupled with observation or lessons), etc. Here other characters and NPCs can be a great help (e.g., volunteering to help the local carpenter), but also trial and error are possible (e.g., trying to pick locks with a needle). If the new skill to be learned is a class skill such as a previously unstudied thief skill, the character can learn this without exposure during training as the character has had rudimentary exposure to the skill while training for level 1. Mechanically, the skill is improved by spending the appropriate amount of BPs, rolling the appropriate mastery die and adding the relevant modifiers (based on the lowest relevant ability score, race, etc.).

New Talents: New talents can be chosen and purchased immediately with building points as suits the character. There are no pre-requisites here, the character has simply discovered that he had a latent talent that he hadn't realized until now. N.B. due to cost, many talents will require banking and saving of BPs for a level or more prior to purchase.

New Proficiencies: New proficiencies are more akin to skills in that a character must have access to another character to learn the proficiency. If a PC has been exposed to a new proficiency by another proficient character and has had a chance (and has stated such) to practice it during the previous level, he may acquire the new proficiency at the standard price.

Weapon Specialization: The character may freely purchase specialization in a weapon that he has used in the previous level up until and including +2 specialization level. Beyond +2 requires special training and tutoring from instructors skilled in the art of the weapon/armor. It simply cannot be learned without formal training.

HackMaster Editions: Feature Comparison

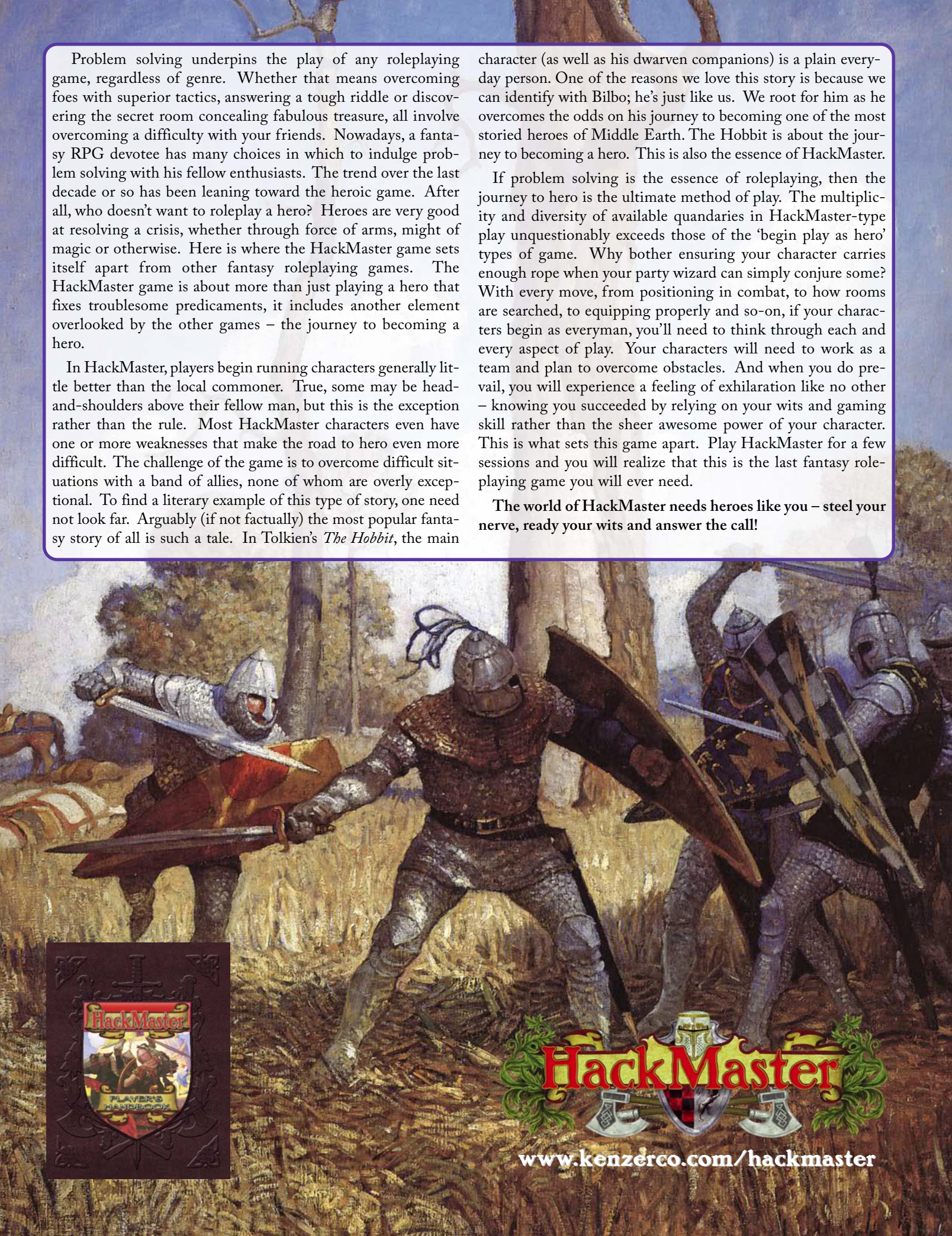
	HackMaster Basic	HackMaster Basic Plus	HackMaster Player's Handbook
			
Character advancement to 5th level	✔	✔	✔
Character advancement to 10th level		✔	✔
Character advancement to 20th level			✔
HackMaster ActionCount combat system	✔	✔	✔
Special combat moves, Enhanced Death & Dying rules		✔	✔
Fighting styles, Mounted Combat, Called Shots, Unarmed Combat			✔
Four Basic Character classes	✔	✔	✔
New classes (Knight, Paladin, Barbarian, Ranger, Rogue, Assassin), multi-class PCs and nine new and unique clerical orders			✔
Four Basic Races	✔	✔	✔
New races (Gnomes, Gnome Titans, Grel, Half-Elves, Half-Hobgoblins and Half-Orcs)			✔
Basic selection of Quirks & Flaws	✔	✔	✔
Many new Quirks & Flaws			✔
Basic Equipment selection	✔	✔	✔
Heavy Armor		✔	✔
Extensive selection of new weapons & equipment			✔
Basic Selection of Skills, Talents and Proficiencies	✔	✔	✔
Expanded Skill List		✔	✔
Many new Skills, Talents & Proficiencies			✔
Character Generation		✔	✔
Full color leathered hardcover (400 pages)			✔
Price	**free**	**$9.99**	**$59.99**

Problem solving underpins the play of any roleplaying game, regardless of genre. Whether that means overcoming foes with superior tactics, answering a tough riddle or discovering the secret room concealing fabulous treasure, all involve overcoming a difficulty with your friends. Nowadays, a fantasy RPG devotee has many choices in which to indulge problem solving with his fellow enthusiasts. The trend over the last decade or so has been leaning toward the heroic game. After all, who doesn't want to roleplay a hero? Heroes are very good at resolving a crisis, whether through force of arms, might of magic or otherwise. Here is where the HackMaster game sets itself apart from other fantasy roleplaying games. The HackMaster game is about more than just playing a hero that fixes troublesome predicaments, it includes another element overlooked by the other games – the journey to becoming a hero.

In HackMaster, players begin running characters generally little better than the local commoner. True, some may be head-and-shoulders above their fellow man, but this is the exception rather than the rule. Most HackMaster characters even have one or more weaknesses that make the road to hero even more difficult. The challenge of the game is to overcome difficult situations with a band of allies, none of whom are overly exceptional. To find a literary example of this type of story, one need not look far. Arguably (if not factually) the most popular fantasy story of all is such a tale. In Tolkien's *The Hobbit*, the main character (as well as his dwarven companions) is a plain everyday person. One of the reasons we love this story is because we can identify with Bilbo; he's just like us. We root for him as he overcomes the odds on his journey to becoming one of the most storied heroes of Middle Earth. The Hobbit is about the journey to becoming a hero. This is also the essence of HackMaster.

If problem solving is the essence of roleplaying, then the journey to hero is the ultimate method of play. The multiplicity and diversity of available quandaries in HackMaster-type play unquestionably exceeds those of the 'begin play as hero' types of game. Why bother ensuring your character carries enough rope when your party wizard can simply conjure some? With every move, from positioning in combat, to how rooms are searched, to equipping properly and so-on, if your characters begin as everyman, you'll need to think through each and every aspect of play. Your characters will need to work as a team and plan to overcome obstacles. And when you do prevail, you will experience a feeling of exhilaration like no other – knowing you succeeded by relying on your wits and gaming skill rather than the sheer awesome power of your character. This is what sets this game apart. Play HackMaster for a few sessions and you will realize that this is the last fantasy roleplaying game you will ever need.

The world of HackMaster needs heroes like you – steel your nerve, ready your wits and answer the call!



Character: _____ Class: **Fighter** Level: **1** Alignment: _____

Race: **Human** Gender: _____ Age: **20** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y ❑N ❑) Handedness: **Righty**

Character Record

ABILITIES

13 / 53%	STR
9 / 03%	INT
10 / 34%	WIS
13 / 64%	DEX
14 / 39%	CON
8 / 69%	LKS
8 / 46%	CHA
11	Honor

Dmg. Mod. +1 | Feat of Str. +4 | Lift (lbs) 230 lb | Carry (lbs) 71 lb | Drag (lbs) 575 lb

Attack Mod. -1

Init Mod. +2 | Defense Mod. 0

Init Mod. 0 | Attack Mod. +1 | Defense Mod. +2

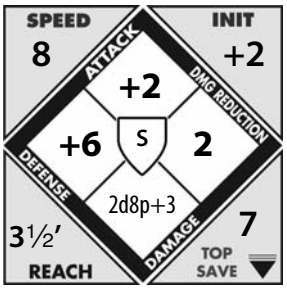
Turning Mod.

HON Window Average | HON Penalty Window ≤5

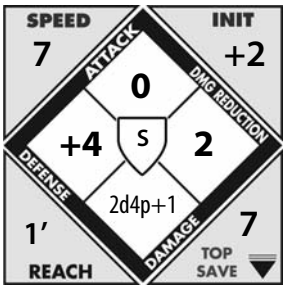
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+4
Turn/Cmd Undead:



combat profile for longsword



combat profile for dagger

Armor Worn
Body: **leather armor** (damage reduction = **2**)
Shield: **small** (+ **4** defense, absorbs **4** hp)

Accumulated Building Points

Combat Profile with Weapon #1: longsword

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
		+2						Attack Bonus	+2
		-2						Speed	-2
	+2							Initiative	+2
	+2	+2			-2	+4		Defense	+6
	+1	+2						Damage	+3

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3½'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: dagger

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
								Attack Bonus	+0
								Speed	-0
	+2							Initiative	+2
	+2				-2	+4		Defense	+4
	+1							Damage	+1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 31

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 7

Luck Points

10
Threshold of Pain

Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1							
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	4			

Proficiencies

light, medium & heavy armor, shield, longsword, dagger,
laborer

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Superstious (*has "magic" charm to protect him/herself*)
Sterile

Role-Playing Notes:

Talents & Racial Abilties | **Benefits:**

Languages	Mastery Level	Literacy Level
Kalamaran	68	

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
leather armor		2 small belt pouches	
small shield		knapsack	
longsword		wineskin (2 quart cap.)	
dagger		trail rations (3 days)	
"lucky" magic charm on string			
whetstone			
50' hemp rope			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	8 %
Animal Mimicry (Wis)	16 %
Boating (Wis)	13 %
Cartography* (Int)	0 %
Climbing/Rappelling (Str, Dex)	22 %
Current Affairs (Wis)	10 %
Disguise (Int, Cha)	8 %
Distraction (Cha)	8 %
Escape Artist (Int, Dex)	9 %
Fire-Building (Wis)	10 %
Glean Info. (Int, Wis, Cha)	8 %
Hiding (Int, Dex)	9 %
Interrogation (Wis, Cha)	8 %
Intimidation (Str, Cha)	17 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Pick Pocket (Dex)	13 %
Reading Lips (Int)	9 %
Recruiting (Cha)	8 %
Resist Persuasion (Wis)	10 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	8 %
Sneaking (Dex)	13 %
Survival (Wis, Con)	21 %
Tracking (Wis)	10 %

Other Skills	Mastery
appraisal (arms & armor)	19 %

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: **Fighter** Level: **1** Alignment: _____

Race: **Dwarf** Gender: _____ Age: **55** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y ❑N ❑) Handedness: **Righty**

Character Record

ABILITIES

14 / 18%	STR
8 / 53%	INT
9 / 02%	WIS
9 / 23%	DEX
18 / 02%	CON
7 / 50%	LKS
8 / 84%	CHA
7 Honor	

Dmg. Mod. +2 | Feat of Str. +5 | Lift (lbs) 235 lb | Carry (lbs) 77 lb | Drag (lbs) 588 lb

Attack Mod. -1

Init Mod. +3 | Defense Mod. -1

Init Mod. +3 | Attack Mod. -1 | Defense Mod. -1

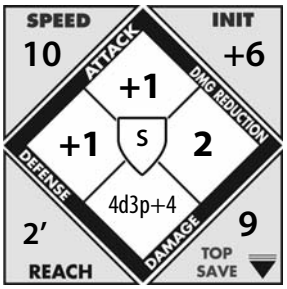
Turning Mod.

HON Window Low | HON Penalty Window ≤5

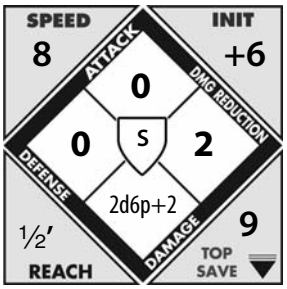
Honor Bonuses or Penalties:

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 10
Listening Check: 10
Feat of Strength: d20p+5
Turn/Cmd Undead:



combat profile for battle axe



combat profile for warhammer

Armor Worn
Body: **leather armor** (damage reduction = **2**)
Shield: **small** (+ **4** defense, absorbs **4** hp)

Accumulated Building Points

Combat Profile with Weapon #1: battle axe

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	-2	+2	+1					Attack Bonus	+1
		-2						Speed	-2
	+6							Initiative	+6
	-2	+1			-2	+4		Defense	+1
	+2	+2						Damage	+4

Base Weapon Speed: 12 Base Weapon Damage: 4d3p Reach: 3'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: warhammer

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	-2							Attack Bonus	-2
								Speed	-0
	+6							Initiative	+6
	-2				-2	+4		Defense	+0
	+2							Damage	+2

Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 1½'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 38

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 10

Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Luck Points

13
Threshold of Pain

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1							
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	5	12		

Proficiencies

light, medium & heavy armor, shield, battle axe,
warhammer, light crossbow

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Miserly
Facial Scar

Role-Playing Notes:

Talents & Racial Abilties

Attack Bonus (battle axe)
Low Light Vision
+6 saving throw bonus vs. magic & poison

Benefits:

Languages	Mastery Level	Literacy Level
Dwarven	69	
Kalamaran	19	

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
leather armor			
small shield			
battle axe			
warhammer			
whetstone			
50' hemp rope			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
wineskin (2 quart cap.)			
trail rations (3 days)			

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	7 %
Animal Mimicry (Wis)	9 %
Boating (Wis)	9 %
Cartography* (Int)	0 %
Climbing/Rappelling (Str, Dex)	9 %
Current Affairs (Wis)	9 %
Disguise (Int, Cha)	8 %
Distraction (Cha)	8 %
Escape Artist (Int, Dex)	8 %
Fire-Building (Wis)	12 %
Glean Info. (Int, Wis, Cha)	8 %
Hiding (Int, Dex)	8 %
Interrogation (Wis, Cha)	8 %
Intimidation (Str, Cha)	15 %
Listening (Wis)	10 %
Observation (Wis)	10 %
Pick Pocket (Dex)	9 %
Reading Lips (Int)	8 %
Recruiting (Cha)	8 %
Resist Persuasion (Wis)	9 %
Rope Use (Dex)	19 %
Salesmanship (Int, Wis, Cha)	8 %
Scrutiny (Wis)	15 %
Seduction, Art of (Cha, Lks)	7 %
Sneaking (Dex)	9 %
Survival (Wis, Con)	9 %
Tracking (Wis)	9 %

Other Skills	Mastery
appraisal (arms & armor)	13 %
mining	29 %

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: **Thief** Level: **1** Alignment: _____

Race: **Human** Gender: _____ Age: **17** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y ❑N ❑) Handedness: **Righty**

Character Record

ABILITIES

12 / 25%	STR
15 / 19%	INT
9 / 11%	WIS
15 / 58%	DEX
6 / 12%	CON
11 / 76%	LKS
12 / 09%	CHA
13	Honor

Dmg. Mod. +1 | Feat of Str. +1 | Lift (lbs) 215 lb | Carry (lbs) 56 lb | Drag (lbs) 538 lb

Attack Mod. +2

Init Mod. +3 | Defense Mod. -1

Init Mod. -1 | Attack Mod. +2 | Defense Mod. +3

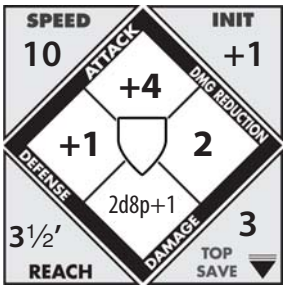
Turning Mod.

HON Window Average | HON Penalty Window ≤5

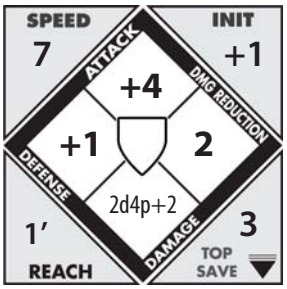
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
- 2nd = 400
- 3rd = 1200
- 4th = 2200
- 5th = 3400

Quick References
- **Observation Check: 27**
- **Listening Check: 24**
- **Feat of Strength: d20p+1**
- **Turn/Cmd Undead:**



longsword: roll d20-4 for DEF



dagger: roll d20-4 for DEF

Armor Worn

Body: **leather armor** (damage reduction = **2**)

Shield: _____ (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

Combat Profile with Weapon #1: longsword

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+4							Attack Bonus	+4
								Speed	-0
-1	+2							Initiative	+1
	+2		+1		-2			Defense	+1
	+1							Damage	+1

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3½'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: dagger

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+4							Attack Bonus	+4
								Speed	-0
-1	+2							Initiative	+1
	+2		+1		-2			Defense	+1
	+1	+1						Damage	+2

Base Weapon Speed: 7 Base Weapon Damage: d6p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 19

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 3

21 Luck Points



Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1							
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
9	7	16		

Proficiencies

light armor, dagger, longsword, knife

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Greedy

Colorblind

Role-Playing Notes:

Talents & Racial Abilties — **Benefits:**

Parry Bonus (longsword & dagger)

Superior Defense (Near Perfect Defense on natural 18-19)

Backstab (damage dice penetrate on max & max-1)

Languages	Mastery Level	Literacy Level
Kalamaran	70	25

Mundane Item	Location
leather armor	
longsword	
dagger	
knife	
thieves' tools	
50' hemp rope	
6 torches	
flint & steel	
2 large canvas sacks	
leather boots	
woolen trousers & tunic	
linen undershirt	
woolen cloak	
leather belt	

Mundane Item	Location
2 small belt pouches	
knapsack	
wineskin (2 quart cap.)	
trail rations (3 days)	
sheet of vellum	
quill	
1 oz. ink	

Magic Items or Spell Component(s)	Effects/Notes

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	19 %
Animal Mimicry (Wis)	9 %
Boating (Wis)	9 %
Cartography* (Int)	17 %
Climbing/Rappelling (Str, Dex)	18 %
Current Affairs (Wis)	9 %
Disguise (Int, Cha)	21 %
Distraction (Cha)	12 %
Escape Artist (Int, Dex)	23 %
Fire-Building (Wis)	9 %
Glean Info. (Int, Wis, Cha)	9 %
Hiding (Int, Dex)	34 %
Interrogation (Wis, Cha)	9 %
Intimidation (Str, Cha)	12 %
Listening (Wis)	24 %
Observation (Wis)	27 %
Pick Pocket (Dex)	22 %
Reading Lips (Int)	15 %
Recruiting (Cha)	12 %
Resist Persuasion (Wis)	17 %
Rope Use (Dex)	28 %
Salesmanship (Int, Wis, Cha)	18 %
Scrutiny (Wis)	16 %
Seduction, Art of (Cha, Lks)	18 %
Sneaking (Dex)	27 %
Survival (Wis, Con)	9 %
Tracking (Wis)	12 %

Other Skills	Mastery
identify trap	28 %
disarm trap	26 %
gambling	21 %
lock picking	29 %

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: Thief Level: 1 Alignment: _____

Race: Halfling Gender: _____ Age: 33 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y ❑N ❑) Handedness: Righty

HackMaster Basic — Character Record

ABILITIES

6 / 29%	STR
12 / 30%	INT
12 / 59%	WIS
14 / 28%	DEX
13 / 46%	CON
10 / 89%	LKS
10 / 41%	CHA
11	Honor

Dmg. Mod. -3 | Feat of Str. -6 | Lift (lbs) 130 lb | Carry (lbs) 32 lb | Drag (lbs) 325 lb

Attack Mod. +1

Init Mod. +1 | Defense Mod. +1

Init Mod. 0 | Attack Mod. +2 | Defense Mod. +2

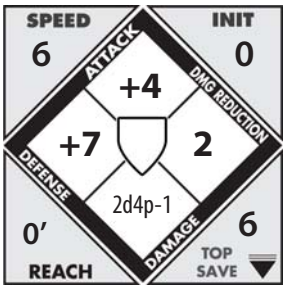
Turning Mod.

HON Window Average | HON Penalty Window ≤5

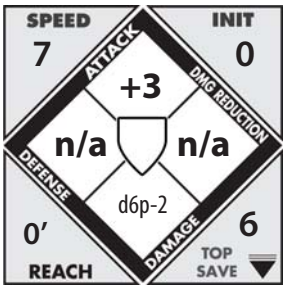
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 29
Listening Check: 24
Feat of Strength: d20p-6
Turn/Cmd Undead:



dagger: roll d20-4 for DEF



combat profile for throwing knife

Armor Worn
Body: leather armor (damage reduction = 2)
Shield: _____ (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

Combat Profile with Weapon #1: dagger

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+3	+1						Attack Bonus	+4
		-1						Speed	-1
-1	+1							Initiative	0
	+3	+1	+1	+4	-2			Defense	+7
	-3	+1	+1					Damage	-1

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: throwing knife

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+3							Attack Bonus	+3
								Speed	
-1	+1							Initiative	0
	+3			+4	-2			Defense	+5
	-3	+1						Damage	-2

Base Weapon Speed: 7 Base Weapon Damage: d6p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 22

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 4

21 Luck Points

7 Threshold of Pain

Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1							
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
9	7	16		

Proficiencies

light armor, dagger, knife (throwing & melee)

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Quick Tempered

Pocking

Role-Playing Notes:

Talents & Racial Abilties — **Benefits:**

Superior Defense (Near Perfect Defense on natural 18-19)

Backstab (damage dice penetrate on max & max-1)

Halflings gain +50 Hiding bonus in natural terrain

Damage Bonus, Parry Bonus (dagger)

Languages	Mastery Level	Literacy Level
Kalamaran	75	28

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
leather armor		2 small belt pouches	
dagger		knapsack	
3 throwing knives		wineskin (2 quart cap.)	
thieves' tools		trail rations (3 days)	
30' hemp rope			
6 candles			
flint & steel			
2 pieces of chalk			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	10 %
Animal Mimicry (Wis)	17 %
Boating (Wis)	12 %
Cartography* (Int)	12 %
Climbing/Rappelling (Str, Dex)	32 %
Current Affairs (Wis)	12 %
Disguise (Int, Cha)	10 %
Distraction (Cha)	10 %
Escape Artist (Int, Dex)	24 %
Fire-Building (Wis)	12 %
Glean Info. (Int, Wis, Cha)	10 %
Hiding (Int, Dex)	41 %
Interrogation (Wis, Cha)	10 %
Intimidation (Str, Cha)	6 %
Listening (Wis)	24 %
Observation (Wis)	29 %
Pick Pocket (Dex)	33 %
Reading Lips (Int)	12 %
Recruiting (Cha)	10 %
Resist Persuasion (Wis)	12 %
Rope Use (Dex)	14 %
Salesmanship (Int, Wis, Cha)	10 %
Scrutiny (Wis)	12 %
Seduction, Art of (Cha, Lks)	10 %
Sneaking (Dex)	38 %
Survival (Wis, Con)	12 %
Tracking (Wis)	12 %

Other Skills	Mastery
riddling	22 %
fast talking	18 %
forgery	19 %
swimming	13 %
cooking/baking	43 %
mathematics	19 %
lock picking	24 %
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: Mage Level: 1 Alignment: _____

Race: Human Gender: ____ Age: 31 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y ❑N ❑) Handedness: Righty

HackMaster Basic — Character Record

ABILITIES

5 / 78%	STR
13 / 31%	INT
9 / 28%	WIS
11 / 19%	DEX
11 / 39%	CON
11 / 13%	LKS
13 / 59%	CHA
12	Honor

Dmg. Mod. -3 | Feat of Str. -7 | Lift (lbs) 120 lb | Carry (lbs) 31 lb | Drag (lbs) 300 lb

Attack Mod. +1

Init Mod. +3 | Defense Mod. -1

Init Mod. +2 | Attack Mod. 0 | Defense Mod. 0

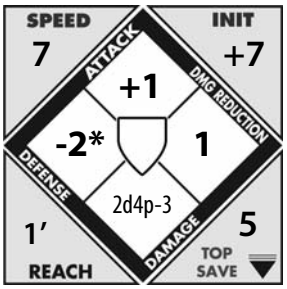
Turning Mod.

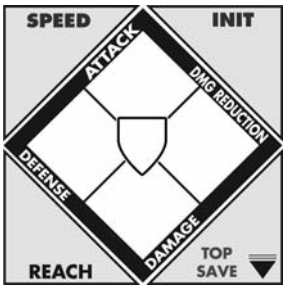
HON Window Average | HON Penalty Window ≤5

Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 20
Listening Check: 22
Feat of Strength: d20p-7
Turn/Cmd Undead:





dagger: roll d20-4 for DEF

Armor Worn
Body: thick robes (damage reduction = 1)
Shield: none (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

Combat Profile with Weapon #1: dagger

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	Total	
	+1							Attack Bonus	+1
								Speed	-0
+2	+5							Initiative	+7
	-1				-1			Defense	-2
	-3							Damage	-3

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: _____

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	Total	
								Attack Bonus	
								Speed	
								Initiative	
								Defense	
								Damage	

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 25

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 4

Luck Points

8
Threshold of Pain

Spells Available

Level	
Appr.	Amp. Illumination, Fire Finger
Jrnym.	Candlelight
1	Doze
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice	*Fire Finger*						
Journeyman	*Candlelight*						
1	*Doze*						
2							
3							
4							
5							

Total Spell Points 140

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	3	14		

Proficiencies

dagger, magical transcription

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Absent Minded

Flatulence

Role-Playing Notes:

Talents & Racial Abilties | **Benefits:**

Languages	Mastery Level	Literacy Level
Kalamaran	82	51

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
thick robes		2 small belt pouches	
dagger		knapsack	
10 candles		wineskin (2 quart cap.)	
6 torches		trail rations (3 days)	
flint & steel			
10 pages vellum			
4 quills			
6 oz. black ink			
brass signal mirror			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	11 %
Animal Mimicry (Wis)	21 %
Boating (Wis)	11 %
Cartography* (Int)	13 %
Climbing/Rappelling (Str, Dex)	5 %
Current Affairs (Wis)	9 %
Disguise (Int, Cha)	13 %
Distraction (Cha)	13 %
Escape Artist (Int, Dex)	11 %
Fire-Building (Wis)	17 %
Glean Info. (Int, Wis, Cha)	19 %
Hiding (Int, Dex)	11 %
Interrogation (Wis, Cha)	9 %
Intimidation (Str, Cha)	5 %
Listening (Wis)	22 %
Observation (Wis)	20 %
Pick Pocket (Dex)	11 %
Reading Lips (Int)	20 %
Recruiting (Cha)	13 %
Resist Persuasion (Wis)	14 %
Rope Use (Dex)	11 %
Salesmanship (Int, Wis, Cha)	19 %
Scrutiny (Wis)	19 %
Seduction, Art of (Cha, Lks)	11 %
Sneaking (Dex)	11 %
Survival (Wis, Con)	9 %
Tracking (Wis)	9 %

Other Skills	Mastery
arcane lore	39 %
cooking/baking	19 %

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: Mage Level: 1 Alignment: _____

Race: Elf Gender: ____ Age: 219 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): _____ (Anointed? Y ❑N ❑) Handedness: Righty

Character Record

ABILITIES

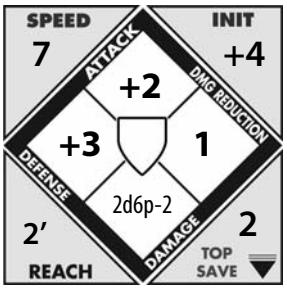
7 / 79%	STR
16 / 19%	INT
15 / 39%	WIS
11 / 07%	DEX
5 / 59%	CON
12 / 10%	LKS
9 / 25%	CHA
11	Honor

Dmg. Mod.	-2	Feat of Str.	-4	Lift (lbs)	157 lb	Carry (lbs)	38 lb	Drag (lbs)	393 lb
Attack Mod.	+2								
Init Mod.	0	Defense Mod.	+2						
Init Mod.	+2	Attack Mod.	0	Defense Mod.	0				
Turning Mod.									
HON Window	Average			HON Penalty Window	≤5				

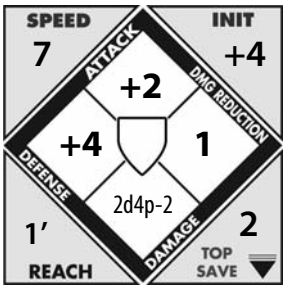
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 20
Listening Check: 27
Feat of Strength: d20p-4
Turn/Cmd Undead:



short sword: roll d20-4 for DEF



dagger: roll d20-4 for DEF

Armor Worn
Body: thick robes (damage reduction = 1)
Shield: none (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

Combat Profile with Weapon #1: short sword

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+2							Attack Bonus	+2
								Speed	-0
+2	+2							Initiative	+4
	+2			+2	-1			Defense	+3
	-2							Damage	-2

Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 2'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: dagger

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+2							Attack Bonus	+2
								Speed	-0
+2	+2							Initiative	+4
	+2			+2				Defense	+4
	-2							Damage	-2

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 13

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 3

Luck Points



Threshold of Pain

Spells Available

Level	
Appr.	Feat of Strength, Springing
Jrnym.	Sense Magic Aura
1	Scorch
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice	*Springing*						
Journeyman	*Sense Magic Aura*						
1	*Scorch*						
2							
3							
4							
5							

Total Spell Points 140

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	3	7		

Proficiencies

short sword, staff, dagger, short bow,
magical transcription

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Paranoid
Hard of Hearing

Role-Playing Notes:

Talents & Racial Abilties

Less Sleep
Elves gain +50 Hiding bonus in natural terrain

Benefits:

Languages	Mastery Level	Literacy Level
Elven	74	51
Kalamaran	42	

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
thick robes		2 small belt pouches	
short sword		knapsack	
dagger		wineskin (2 quart cap.)	
miner's lantern		trail rations (3 days)	
1 pint lamp oil		spell book	
flint & steel			
4 pages vellum			
4 quills			
2 oz. black ink			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	9 %
Animal Mimicry (Wis)	15 %
Boating (Wis)	15 %
Cartography* (Int)	24 %
Climbing/Rappelling (Str, Dex)	7 %
Current Affairs (Wis)	15 %
Disguise (Int, Cha)	9 %
Distraction (Cha)	9 %
Escape Artist (Int, Dex)	11 %
Fire-Building (Wis)	24 %
Glean Info. (Int, Wis, Cha)	9 %
Hiding (Int, Dex)	19 %
Interrogation (Wis, Cha)	9 %
Intimidation (Str, Cha)	7 %
Listening (Wis)	27 %
Observation (Wis)	20 %
Pick Pocket (Dex)	11 %
Reading Lips (Int)	16 %
Recruiting (Cha)	9 %
Resist Persuasion (Wis)	22 %
Rope Use (Dex)	11 %
Salesmanship (Int, Wis, Cha)	27 %
Scrutiny (Wis)	20 %
Seduction, Art of (Cha, Lks)	9 %
Sneaking (Dex)	16 %
Survival (Wis, Con)	5 %
Tracking (Wis)	15 %

Other Skills	Mastery
arcane lore	43 %
history, ancient	37 %

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: Cleric Level: 1 Alignment: Lawful Good

Race: Human Gender: ____ Age: 23 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): The True (Anointed? Y ■ N ❑) Handedness: Righty

HackMaster Basic — Character Record

ABILITIES		
10 / 46%	STR	
14 / 07%	INT	
18 / 19%	WIS	
9 / 05%	DEX	
8 / 41%	CON	
13 / 04%	LKS	
15 / 40%	CHA	
15	Honor	

Dmg. Mod. | Feat of Str. | Lift (lbs) 194 lb | Carry (lbs) 44 lb | Drag (lbs) 485 lb

Attack Mod. +1

Init Mod. -1 | Defense Mod. +3

Init Mod. +3 | Attack Mod. -1 | Defense Mod. -1

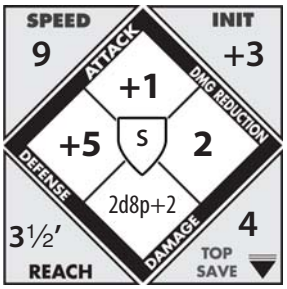
Turning Mod. +5

HON Window: Average | HON Penalty Window: ≤5

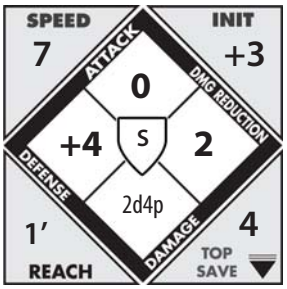
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 27
Listening Check: 34
Feat of Strength: d20p
Turn/Cmd Undead: d20p+6



combat profile for longsword



combat profile for dagger

Armor Worn
Body: leather armor (damage reduction = 2)
Shield: small (+ 4 defense, absorbs 4 hp)

Accumulated Building Points

Combat Profile with Weapon #1: longsword

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
		+1						Attack Bonus	+1
		-1						Speed	-1
+1	+2							Initiative	+3
	+2	+1			-2	+4		Defense	+5
		+2						Damage	+2

Base Weapon Speed: 10 Base Weapon Damage: 2d8p Reach: 3½′

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	● (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: dagger

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
								Attack Bonus	+0
								Speed	-0
+1	+2							Initiative	+3
	+2				-2	+4		Defense	+4
								Damage	+0

Base Weapon Speed: 7 Base Weapon Damage: 2d4p Reach: 1′

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 23

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 5

Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Luck Points



Threshold of Pain

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1	*Cure Trifling Wound, Know North*						
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	3			

Proficiencies

light, medium & heavy armor, shield, longsword

dagger

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws	Role-Playing Notes:
Fear of Heights	
Prematurely Gray	

Talents & Racial Abilties	Benefits:
Turn Undead	
Fast Healer	
Charm Resistant	
Illusion Resistant	
5% chance to detect lies	
+4 saving throw bonus vs. spells that mislead	

Languages	Mastery Level	Literacy Level
Kalamaran	81	37

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
longsword		divine icon	
dagger			
50' hemp rope			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	32 %
Animal Mimicry (Wis)	18 %
Boating (Wis)	22 %
Cartography* (Int)	14 %
Climbing/Rappelling (Str, Dex)	9 %
Current Affairs (Wis)	18 %
Disguise (Int, Cha)	14 %
Distraction (Cha)	35 %
Escape Artist (Int, Dex)	9 %
Fire-Building (Wis)	25 %
Glean Info. (Int, Wis, Cha)	14 %
Hiding (Int, Dex)	9 %
Interrogation (Wis, Cha)	15 %
Intimidation (Str, Cha)	21 %
Listening (Wis)	34 %
Observation (Wis)	27 %
Pick Pocket (Dex)	9 %
Reading Lips (Int)	14 %
Recruiting (Cha)	15 %
Resist Persuasion (Wis)	41 %
Rope Use (Dex)	9 %
Salesmanship (Int, Wis, Cha)	14 %
Scrutiny (Wis)	18 %
Seduction, Art of (Cha, Lks)	13 %
Sneaking (Dex)	9 %
Survival (Wis, Con)	8 %
Tracking (Wis)	18 %

Other Skills	Mastery
Religion (Courts of Justice)	35 %
Divine Lore	29 %
History, Ancient	31 %
Riding (horses)	25 %
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: **Cleric** Level: **1** Alignment: **Neutral Good**

Race: **Human** Gender: ____ Age: **22** Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): **Church of Everlasting Hope** (Anointed? Y ■ N ❑) Handedness: **Righty**

HackMaster Basic — Character Record

ABILITIES

12 / 11%	STR
8 / 61%	INT
13 / 35%	WIS
7 / 54%	DEX
13 / 27%	CON
7 / 67%	LKS
14 / 40%	CHA
12 — Honor	

Dmg. Mod. +1 | Feat of Str. +1 | Lift (lbs) 215 lb | Carry (lbs) 56 lb | Drag (lbs) 538 lb

Attack Mod. -1

Init Mod. +1 | Defense Mod. +1

Init Mod. +4 | Attack Mod. -1 | Defense Mod. -2

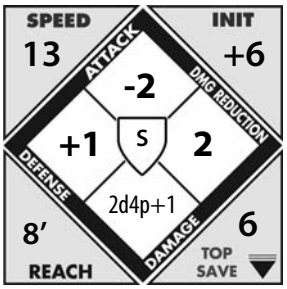
Turning Mod. +4

HON Window Average | HON Penalty Window ≤5

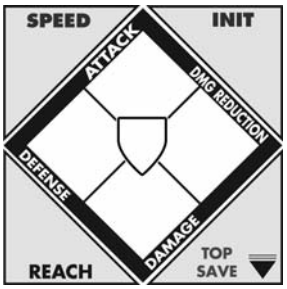
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 20
Listening Check: 16
Feat of Strength: d20p+1
Turn/Cmd Undead: d20p+5



combat profile for staff



combat profile for weapon #2

Armor Worn
Body: **leather armor** (damage reduction = **2**)
Shield: **small** (+ **4** defense, absorbs **4** hp)

Accumulated Building Points

Combat Profile with Weapon #1: staff

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	-2							Attack Bonus	-2
		+1						Speed	
+1	+5							Initiative	+6
	-1				-2	+4		Defense	+1
	+1							Damage	+1

Base Weapon Speed: 13 Base Weapon Damage: 2d4p Reach: 8'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: _____

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
								Attack Bonus	
								Speed	
								Initiative	
								Defense	
								Damage	

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 28

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 5

Luck Points

9 **Threshold of Pain**

Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
APPRENTICE							
JOURNEYMAN							
1	*Alleviate Trauma, Cure Trivial Wound*						
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	5	17		

Proficiencies

light, medium & heavy armor, shield, staff

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws	Role-Playing Notes:
Needy	
Myopia	

Talents & Racial Abilties	Benefits:
Turn Undead	
Immune to Fear	*+1 bonus to allies' fear saves*

Languages	Mastery Level	Literacy Level
Kalamaran	67	32

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
staff		divine icon	
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			
woolen blanket			
mess kit			

SKILLS

Universal Skills	Mastery†		Mastery†
Acting (Lks, Cha)	7 %	Intimidation (Str, Cha)	12 %
Animal Mimicry (Wis)	13 %	Listening (Wis)	16 %
Boating (Wis)	22 %	Observation (Wis)	20 %
Cartography* (Int)	8 %	Pick Pocket (Dex)	7 %
Climbing/Rappelling (Str, Dex)	7 %	Reading Lips (Int)	8 %
Current Affairs (Wis)	13 %	Recruiting (Cha)	27 %
Disguise (Int, Cha)	8 %	Resist Persuasion (Wis)	13 %
Distraction (Cha)	14 %	Rope Use (Dex)	7 %
Escape Artist (Int, Dex)	7 %	Salesmanship (Int, Wis, Cha)	20 %
Fire-Building (Wis)	23 %	Scrutiny (Wis)	13 %
Glean Info. (Int, Wis, Cha)	8 %	Seduction, Art of (Cha, Lks)	7 %
Hiding (Int, Dex)	8 %	Sneaking (Dex)	7 %
Interrogation (Wis, Cha)	13 %	Survival (Wis, Con)	13 %
		Tracking (Wis)	13 %

Other Skills	Mastery
Religion (Church of Everlasting Hope)	22 %
First Aid	45 %
Cooking/Baking	42 %
Divine Lore	29 %
Swimming	14 %
Carpentry/Woodworking	18 %
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: Cleric Level: 1 Alignment: Chaotic Good

Race: Human Gender: ____ Age: 23 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): The Face of the Free (Anointed? Y ■ N ❑) Handedness: Righty

HackMaster Basic — Character Record

ABILITIES		
15 / 38%	STR	
9 / 12%	INT	
13 / 13%	WIS	
8 / 08%	DEX	
8 / 36%	CON	
11 / 39%	LKS	
12 / 31%	CHA	
12	Honor	

Dmg. Mod. +2 | Feat of Str. +7 | Lift (lbs) 245 lb | Carry (lbs) 91 lb | Drag (lbs) 613 lb

Attack Mod. -1

Init Mod. +1 | Defense Mod. +1

Init Mod. +4 | Attack Mod. -1 | Defense Mod. -2

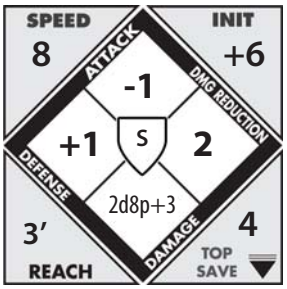
Turning Mod. n/a

HON Window Average | HON Penalty Window ≤5

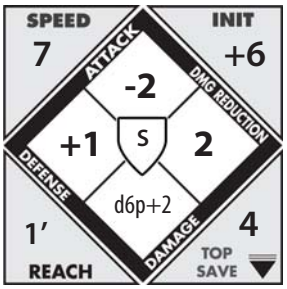
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 13
Listening Check: 13
Feat of Strength: d20p+7
Turn/Cmd Undead: no



combat profile for scimitar



combat profile for knife

Armor Worn
Body: leather armor (damage reduction = 2)
Shield: small (+ 4 defense, absorbs 4 hp)

Accumulated Building Points

Combat Profile with Weapon #1: scimitar

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	-2	+1						Attack Bonus	-1
		+1						Speed	+1
+1	+5							Initiative	+6
	-1				-2	+4		Defense	+1
	+2		+1					Damage	+3

Base Weapon Speed: 9 Base Weapon Damage: 2d8p Reach: 3'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: knife

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	-2							Attack Bonus	-2
								Speed	
+1	+5							Initiative	+6
	-1				-2	+4		Defense	+1
	+2							Damage	+2

Base Weapon Speed: 7 Base Weapon Damage: d6p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 22

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 2

Luck Points



Threshold of Pain

Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1	*Alleviate Trauma, Cure Trifling Wound*						
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	10			

Proficiencies

light, medium & heavy armor, shield, scimitar,
knife (melee only)

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Glutton
Allergies: Pollen

Role-Playing Notes:

Talents & Racial Abilties

Benefits:

Talents & Racial Abilties	Benefits:
Freedom of Action	*may slip free of any bond & immune to spells that restrict/inhibit movement*
Hit Point Bonus	
Damage Bonus (Scimitar)	

Languages	Mastery Level	Literacy Level
Kalamaran	72	24

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
scimitar		divine icon	
knife			
50' hemp rope			
knife			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS

Universal Skills	Mastery†		Mastery†
Acting (Lks, Cha)	11 %	Intimidation (Str, Cha)	12 %
Animal Mimicry (Wis)	13 %	Listening (Wis)	13 %
Boating (Wis)	13 %	Observation (Wis)	13 %
Cartography* (Int)	19 %	Pick Pocket (Dex)	8 %
Climbing/Rappelling (Str, Dex)	8 %	Reading Lips (Int)	19 %
Current Affairs (Wis)	21 %	Recruiting (Cha)	12 %
Disguise (Int, Cha)	9 %	Resist Persuasion (Wis)	19 %
Distraction (Cha)	12 %	Rope Use (Dex)	8 %
Escape Artist (Int, Dex)	9 %	Salesmanship (Int, Wis, Cha)	9 %
Fire-Building (Wis)	13 %	Scrutiny (Wis)	13 %
Glean Info. (Int, Wis, Cha)	9 %	Seduction, Art of (Cha, Lks)	11 %
Hiding (Int, Dex)	9 %	Sneaking (Dex)	8 %
Interrogation (Wis, Cha)	27 %	Survival (Wis, Con)	15 %
		Tracking (Wis)	24 %

Other Skills	Mastery
Religion (Face of the Free)	19 %
Animal Training (dogs)	18 %
First Aid	25 %
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: Cleric Level: 1 Alignment: Lawful Evil

Race: Human Gender: ____ Age: 24 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): The House of Shackles (Anointed? Y ■ N ❑) Handedness: Righty

HackMaster Basic — Character Record

ABILITIES		
10 / 35%	STR	
10 / 46%	INT	
15 / 22%	WIS	
13 / 01%	DEX	
11 / 02%	CON	
12 / 16%	LKS	
8 / 04%	CHA	
12	Honor	

Dmg. Mod. 0 | Feat of Str. +0 | Lift (lbs) 194 lb | Carry (lbs) 44 lb | Drag (lbs) 485 lb

Attack Mod. 0

Init Mod. 0 | Defense Mod. +2

Init Mod. 0 | Attack Mod. +1 | Defense Mod. +2

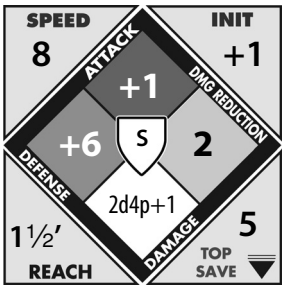
Turning Mod. -2

HON Window Average | HON Penalty Window ≤10

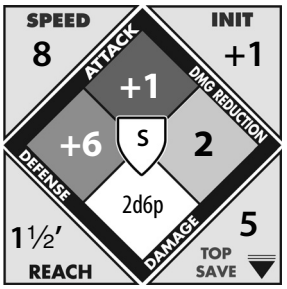
Honor Bonuses or Penalties: *add +1 to any single die roll per session*

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check: 20
Listening Check: 28
Feat of Strength: d20p+0
Turn/Cmd Undead: d20p-1



combat profile for weapon #1



combat profile for weapon #2

Armor Worn
Body: leather armor (damage reduction = 2)
Shield: small (+ 4 defense, absorbs 4 hp)

Accumulated Building Points

Combat Profile with Weapon #1: scourge

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+1							Attack Bonus	+1
		+1						Speed	+1
+1								Initiative	+1
	+4				-2	+4		Defense	+6
		+1						Damage	+1

Base Weapon Speed: 9 Base Weapon Damage: 2d4p Reach: 1½'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: warhammer

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+1							Attack Bonus	+1
								Speed	
+1								Initiative	+1
	+4				-2	+4		Defense	+6
								Damage	

Base Weapon Speed: 8 Base Weapon Damage: 2d6p Reach: 1½'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 27

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 6

Luck Points



Threshold of Pain

Spells Available

Level	
Appr.	
Jrnym.	
1	
2	
3	
4	
5	

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1	*Influence, Minor; Moderate Emotion: Cause Fear*						
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	10			

Proficiencies

light, medium & heavy armor, shield, scourge,
warhammer

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws	Role-Playing Notes:
Compulsive Liar	
Pocking	

Talents & Racial Abilties	Benefits:
Command Undead	
+2 saving throw bonus versus Charm	

Languages	Mastery Level	Literacy Level
Kalamaran	78	42

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
scourge		divine icon	
warhammer			
6 torches			
flint & steel			
50' hemp rope			
knife			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

Magic Items or Spell Component(s)	Effects/Notes

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	%
Animal Mimicry (Wis)	%
Boating (Wis)	%
Cartography* (Int)	%
Climbing/Rappelling (Str, Dex)	%
Current Affairs (Wis)	26 %
Disguise (Int, Cha)	17 %
Distraction (Cha)	27 %
Escape Artist (Int, Dex)	20 %
Fire-Building (Wis)	31 %
Glean Info. (Int, Wis, Cha)	18 %
Hiding (Int, Dex)	%
Interrogation (Wis, Cha)	%
Intimidation (Str, Cha)	24 %
Listening (Wis)	28 %
Observation (Wis)	20 %
Pick Pocket (Dex)	%
Reading Lips (Int)	%
Recruiting (Cha)	%
Resist Persuasion (Wis)	%
Rope Use (Dex)	26 %
Salesmanship (Int, Wis, Cha)	%
Scrutiny (Wis)	20 %
Seduction, Art of (Cha, Lks)	%
Sneaking (Dex)	%
Survival (Wis, Con)	%
Tracking (Wis)	%

Other Skills	Mastery
Religion (House of Shackles)	38 %
Divine Lore	27 %
First Aid	21 %
	%
	%
	%
	%
	%
	%
	%
	%
	%
	%

* Cartography is Universal for those with the Literacy skill

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

Character: _____ Class: Cleric Level: 1 Alignment: Chaotic Evil

Race: Human Gender: ____ Age: 24 Height: _____ Weight: _____ Hair: _____ Eyes: _____

Patron God(s): The Temple of Strife (Anointed? Y ■ N ❑) Handedness: Lefty

Character Record

Abilities

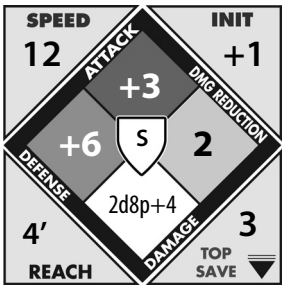
15 / 57%	STR	Dmg. Mod. +3 · Feat of Str. +8 · Lift (lbs) 267 lb · Carry (lbs) 99 lb · Drag (lbs) 668 lb
13 / 21%	INT	Attack Mod. +1
17 / 50%	WIS	Init Mod. 0 · Defense Mod. +2
12 / 76%	DEX	Init Mod. +1 · Attack Mod. +1 · Defense Mod. +1
6 / 42%	CON	
6 / 65%	LKS	
10 / 46%	CHA	Turning Mod. 0
11	Honor	HON Window Average · HON Penalty Window ≤10

Honor Bonuses or Penalties: *add +1 to any single die roll per session*

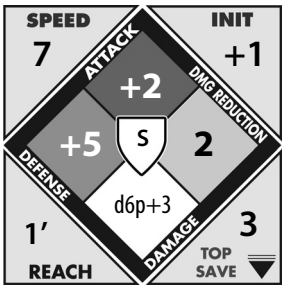
Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References

Observation Check:	**27**
Listening Check:	**29**
Feat of Strength:	**d20p+8**
Turn/Cmd Undead:	**n/a**



combat profile for weapon #1



combat profile for weapon #2

Armor Worn

Body: leather armor (damage reduction = 2)

Shield: small (+ 4 defense, absorbs 4 hp)

Accumulated Building Points

Combat Profile with Weapon #1: flail

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+2	+1						Attack Bonus	+3
		-1						Speed	-1
+1								Initiative	+1
	+3	+1			-2	+4		Defense	+6
	+3	+1						Damage	+4

Base Weapon Speed: 13 Base Weapon Damage: 2d8p Reach: 4'

Specialization	+1	+2	+3	+4	+5
Attack	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	● (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Weapon #2: knife

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic		Total
	+2							Attack Bonus	+2
								Speed	
+1								Initiative	+1
	+3				-2	+4		Defense	+5
	+3							Damage	+3

Base Weapon Speed: 7 Base Weapon Damage: d6p Reach: 1'

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: 23

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll: 7

Spells Available

Level
Appr. _____
Jrnym. _____
1 _____
2 _____
3 _____
4 _____
5 _____

Luck Points



Threshold of Pain

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1	*Inflict Trivial Wound, Moderate Emotion: Cause Fear*						
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location
	27			

Proficiencies

light, medium & heavy armor, shield, flail, knife

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

Racist

Lisp

Role-Playing Notes:

Talents & Racial Abilties

Forgetable Face

Immune to effects of Luck Points

Benefits:

Languages	Mastery Level	Literacy Level
Kalamaran	73	32

Magic Items or Spell Component(s)	Effects/Notes

Mundane Item	Location	Mundane Item	Location
leather armor		wineskin (2 quart cap.)	
small shield		trail rations (3 days)	
flail		divine icon	
knife			
6 torches			
flint & steel			
leather boots			
woolen trousers & tunic			
linen undershirt			
woolen cloak			
leather belt			
2 small belt pouches			
knapsack			

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	%
Animal Mimicry (Wis)	%
Boating (Wis)	%
Cartography* (Int)	32 %
Climbing/Rappelling (Str, Dex)	%
Current Affairs (Wis)	%
Disguise (Int, Cha)	%
Distraction (Cha)	%
Escape Artist (Int, Dex)	%
Fire-Building (Wis)	27 %
Glean Info. (Int, Wis, Cha)	%
Hiding (Int, Dex)	%
Interrogation (Wis, Cha)	%
Intimidation (Str, Cha)	%
Listening (Wis)	29 %
Observation (Wis)	27 %
Pick Pocket (Dex)	%
Reading Lips (Int)	%
Recruiting (Cha)	%
Resist Persuasion (Wis)	24 %
Rope Use (Dex)	%
Salesmanship (Int, Wis, Cha)	%
Scrutiny (Wis)	29 %
Seduction, Art of (Cha, Lks)	%
Sneaking (Dex)	%
Survival (Wis, Con)	%
Tracking (Wis)	27 %

Other Skills	Mastery
Religion (Temple of Strife)	27 %
Divine Lore	35 %
History, Ancient	31 %
Riding (equine)	25 %

* Cartography is Universal for those with the Literacy skill

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

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

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

Patron God(s): _____ (Anointed? Y ❑ N ❑) Handedness: _____

HackMaster Basic — Character Record

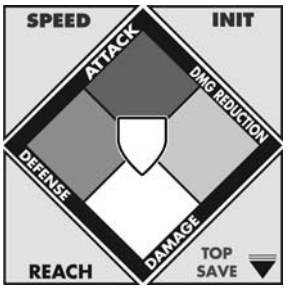
ABILITIES

/ %	STR
/ %	INT
/ %	WIS
/ %	DEX
/ %	CON
/ %	LKS
/ %	CHA
Honor	

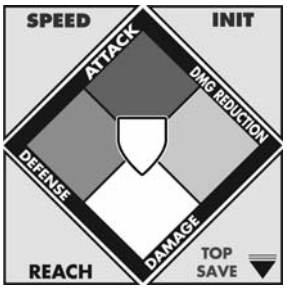
Dmg. Mod.	Feat of Str.	Lift (lbs)	Carry (lbs)	Drag (lbs)
Attack Mod.				
Init Mod.	Defense Mod.			
Init Mod.	Attack Mod.	Defense Mod.		
Turning Mod.				
HON Window		HON Penalty Window		
Honor Bonuses or Penalties:				

Experience — For Next Level:
2nd = 400
3rd = 1200
4th = 2200
5th = 3400

Quick References
Observation Check:
Listening Check:
Feat of Strength:
Turn Undead:



combat profile for:



combat profile for:

Armor Worn
Body: _____ (damage reduction = ___)
Shield: _____ (+ ___ defense, absorbs ___ hp)

Accumulated Building Points

Combat Profile with Melee Weapon: _____

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	Total
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Combat Profile with Missile Weapon: _____

Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	Total
								Attack Bonus
								Speed
								Initiative
								Defense
								Damage

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Speed	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Defense	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)
Damage	❍ (x BP)	❍ (2x BP)	❍ (3x BP)	❍ (4x BP)	❍ (5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: _____

Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6	
Wound #2			Wound #7	
Wound #3			Wound #8	
Wound #4			Wound #9	
Wound #5			Wound #10	

Previous Hit Point Roll:





Spells Available

Level	
Appr.	_____
Jrnym.	_____
1	_____
2	_____
3	_____
4	_____
5	_____

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1							
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍❍❍ ❍❍❍

Singles ❑❑❑❑❑ ❑❑❑❑

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

TREASURE STOWED (in packs, bags, etc.)

TRADE COINS	CP	SP	GP	LOCATION

PROFICIENCIES

GEMS:

JEWELRY:

OTHER VALUABLES:

QUIRKS & FLAWS

ROLE-PLAYING NOTES:

TALENTS & RACIAL ABILTIES

BENEFITS:

LANGUAGES	MASTERY LEVEL	LITERACY LEVEL

Mundane Item	Location	Mundane Item	Location

Magic Items or Spell Component(s)	Effects/Notes

SKILLS

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

Other Skills	Mastery
	____%

* Cartography is Universal for those with the Literacy skill

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



Quick Start Rules

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

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

You'll notice that the HackMaster Basic character record sheet is appended as the last two pages of this PDF. While playing off a scratch pad is definitely kewl and old school, we provide the character sheets free of charge to assist you, so why not take advantage of this tool?

Roll Ability Scores

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

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

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

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

Determine Honor

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

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

Select Character Class

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

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

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

Clerics are members of the clergy and set out into the world to spread the teachings of their god. They are adequate combatants and have the ability to use magic to heal their allies. If you decide to play a cleric, it's beneficial if you have a good Wisdom

score. You also need to pick your character's alignment now and choose a patron deity. Choices include **The True,** ***lawful good*** god of justice and truth; **Caregiver,** ***neutral good*** god of healing, hope and mercy; **The Guardian,** ***chaotic good*** god of freedom, liberty and happiness; **The Overlord,** ***lawful evil*** god of oppression and slavery; and **The Creator of Strife,** ***chaotic evil*** god of discord, misfortune and foul weather.

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

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

Fighter: *add 1 to both Strength and Constitution*

Thief: *add 2 to Dexterity*

Cleric: *add 2 to Wisdom*

Mage: *add 2 to Intelligence*

Character Race

Humans are versatile and pretty good at everything. All quick-start charcters are Human as they are the baseline race in HackMaster.

If you have a strong desire to play a dwarf, elf or halfling you must use the full character creation rules as their unique advantages and disadvantages are beyond the score of these simplified rules.

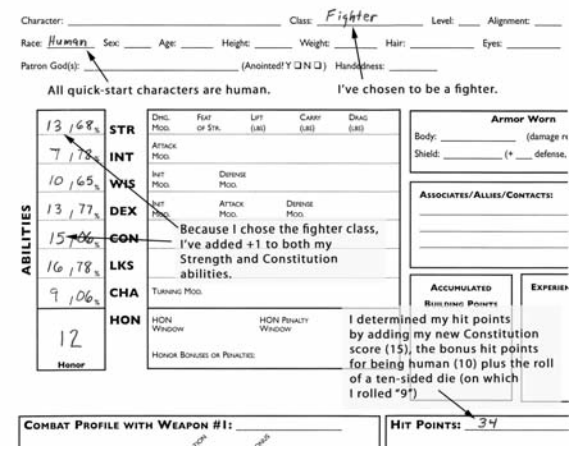
Determine Hit Points

Your Hit Points (HP) are a representation of how much damage you can sustain before dying. To determine your character's starting Hit Points, add your character's racial adjustment (10 hp for Humans), Constitution score (ignore fractionals) and Hit Points for class (shown on the chart below).

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

Character	***For HP, add CON score plus:***
Human	10 HP
Cleric	+1d8 HP
Fighter	+1d10 HP
Mage	+1d4 HP
Thief	+1d6 HP

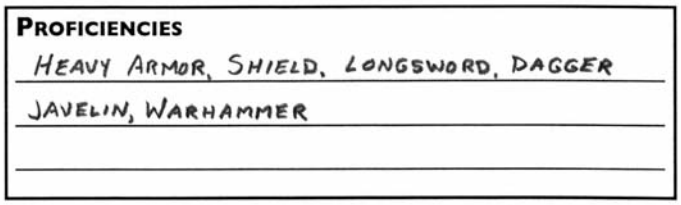




Proficiencies and Skills

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

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



The fighter records his proficiencies here.

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

Fighters roll twice (using 1d4) for additional skills

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

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

Thieves roll twice (using 1d4) for additional skills

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

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	____%
Animal Husbandry (Wis)	____%
Animal Mimicry (Wis)	____%
Boating (Wis)	____%
Cartography* (Int)	17 %
Climbing/Rappelling (Str, Dex)	____%
Current Affairs (Wis)	____%
Diplomacy (Cha)	____%
Disguise (Int, Cha)	____%
Distraction (Cha)	____%
Escape Artist (Int, Dex)	____%
Fire-Building (Wis)	____%
Glean Info. (Int, Wis, Cha)	____%
Hiding (Int, Dex)	____%
Interrogation (Wis, Cha)	____%
Intimidation (Str, Cha)	____%
Listening (Wis)	____%
Observation (Wis)	____%
Pick Pocket (Dex)	____%
Reading Lips (Int)	____%
Recruiting (Cha)	____%
Resist Persuasion (Wis)	____%
Rope Use (Dex)	____%
Salesmanship (Int, Wis, Cha)	____%
Seduction, Art of (Cha, Lks)	____%
Sneaking (Dex)	____%
Survival (Wis, Con)	18 %
Torture (Int)	____%
Tracking (Wis)	____%

Other Skills	Mastery
Divine Lore	24 %
Religion (The True)	20 %
Animal Training (Dogs)	13 %
Literacy	10 %
Lock Picking	11 %
	____%
	____%
	____%
	____%
	____%
	____%
	____%
	____%

* Cartography is Universal for those with the Literacy skill

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

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

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

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

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

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

Mages roll twice (using 1d4) for additional skills

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

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

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

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

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

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

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

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

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

Detailed information on skills and proficiencies can be found in *HackMaster Basic* beginning on page 49.

Skill Mastery

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

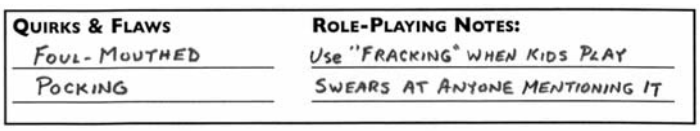
For skills that aren't universal (or if you received a universal skill as a bonus), roll one 12-sided die and add your relevant ability score [listed in the brackets after the skill] to the result. If two ability scores are listed, use the ability score in which your character is the weakest. The result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

Roll One Quirk and One Flaw

Quirks and flaws represent those aspects of your character that make him a true individual – with those little traits and imperfections that we all have. Roll once on the Quirk chart and once on the Flaw chart (presented on the following page) and annotate these on your record sheet. You can read more about these quirks and flaws in *Chapter Three (page 29)* when you get a chance.

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

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



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

Receive Supplies

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

Fighter

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

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

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

Thief

Armor & Weaponry: leather armor, short sword and dagger

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

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

Cleric

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

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

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

Mage

Armor & Weaponry: staff

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

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

Determine Spells - Mages Only

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

Detailed information on these spells can be found in *HackMaster Basic* beginning on page 84.

Apprentice Level Mage Spells

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

Journeyman Level Mage Spells

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

First Level Mage Spells

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

Cleric Spells

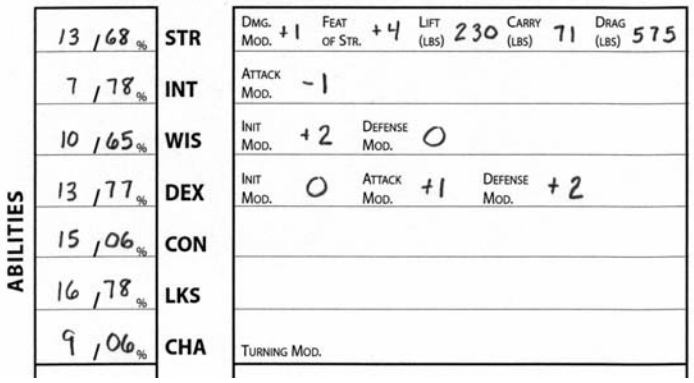
Clerics may chose one spell (or two if they have 13 or higher Wisdom) from the list of 1st level clerical spells below. Detailed information on these spells can be found in *HackMaster Basic* beginning on page 98.

First Level Cleric Spells

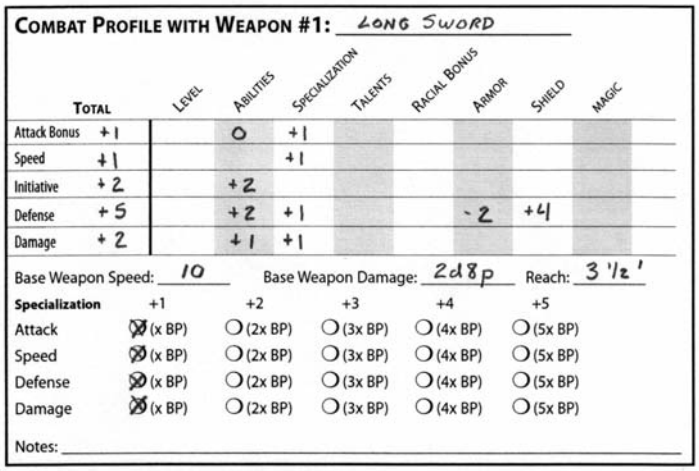
Alleviate Trauma
Ceremony: Consecrate Divine Icon
Cure Trifling Injury
Extend Fuel
Moderate Emotion: Cause Fear
Purify Water

Determine Combat Stats

At this point, you need to reference the ability charts on page 7 of this document to fill in the combat bonuses your abilities provide. As an example, we'll fill these out for the fighter we initially rolled up.



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



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

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

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

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

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

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

Combat Stats Explained

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

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

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

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

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

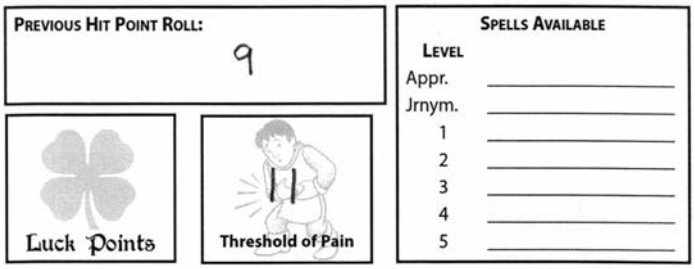
Specialization: The fighter "quick gen" character has been given +1 weapon specialization with his longsword. When you advance in level, this is an option for all characters, though you may wish to allocate the Building Points you receive to other skills, as specialization can be quite expensive for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

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

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

Final Tweaks

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



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

Luck Points: These are only for thieves. If that's you, write 21 here. You can read how to utilize these point in *Chapter Four: Classes (page 38)*.

Threshold of Pain: This value is ⅓ of your Hit Points (rounded down). If you sustain a wound *exceeding* this value, you have to make a trauma check to see if you succumb to the pain of this severe wound. Your GM can inform you of the exact mechanics.

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

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



Reference Material

The following charts contain information on the combat bonuses (or penalties) your character receives from his or her ability scores. These are used to determine your character's individual combat profile.

Strength

Ability Score	Damage Modifier
3	-5
3/51	-4
4	-4
4/51	-4
5	-3
5/51	-3
6	-3
6/51	-2
7	-2
7/51	-2
8	-1
8/51	-1
9	-1
9/51	-1
10	None
10/51	None
11	None
11/51	None
12	+1
12/51	+1
13	+1
13/51	+1
14	+2
14/51	+2
15	+2
15/51	+3
16	+3
16/51	+3
17	+4
17/51	+4
18	+4
18/51	+5

Intelligence

Intelligence	Attack Modifier
3	-3
4	-2
5	-2
6	-2
7	-1
8	-1
9	-1
10	0
11	0
12	+1
13	+1
14	+1
15	+2
16	+2
17	+2
18	+3

Wisdom

Wisdom	Initiative Modifier	Defense Modifier
3	+5	-3
4	+4	-2
5	+4	-2
6	+4	-2
7	+3	-1
8	+3	-1
9	+3	-1
10	+2	0
11	+2	0
12	+1	+1
13	+1	+1
14	+1	+1
15	0	+2
16	0	+2
17	0	+2
18	-1	+3

Dexterity

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

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

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

Patron God(s): _____ (Anointed? Y N) Handedness: _____

HACKMASTER BASIC

Character Record



ABILITIES

/ %	STR	Dmg. Mod. / Feat of Str. / Lift (lbs) / Carry (lbs) / Drag (lbs)
/ %	INT	Attack Mod.
/ %	WIS	Init Mod. / Defense Mod.
/ %	DEX	Init Mod. / Attack Mod. / Defense Mod.
/ %	CON	
/ %	LKS	
/ %	CHA	Turning Mod.
	Honor	HON Window / HON Penalty Window / Honor Bonuses or Penalties:

Armor Worn

Body: _____ (damage reduction = ___)

Shield: _____ (+ ___ defense, absorbs ___ hp)

Associates/Allies/Contacts:

_____

_____

_____

Accumulated Building Points

Experience

For Next Level:

2nd = 400

3rd = 1200

4th = 2200

5th = 3400

Combat Profile with Weapon #1: _____

Total	Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	
Attack Bonus									
Speed									
Initiative									
Defense									
Damage									

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)
Speed	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)
Defense	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)
Damage	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)

Notes: _____

Combat Profile with Weapon #2: _____

Total	Level	Abilities	Specialization	Talents	Racial Bonus	Armor	Shield	Magic	
Attack Bonus									
Speed									
Initiative									
Defense									
Damage									

Base Weapon Speed: _____ Base Weapon Damage: _____ Reach: _____

Specialization	+1	+2	+3	+4	+5
Attack	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)
Speed	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)
Defense	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)
Damage	(x BP)	(2x BP)	(3x BP)	(4x BP)	(5x BP)

Notes: _____

Specialization cost depends on class. Replace 'x' with these values based on character class: 5 Fighter, 7 Thief, 8 Cleric & 10 Mage

Hit Points: _____

	Points	Days to Heal		Points	Days to Heal
Wound #1			Wound #6		
Wound #2			Wound #7		
Wound #3			Wound #8		
Wound #4			Wound #9		
Wound #5			Wound #10		

Previous Hit Point Roll:

Luck Points



Threshold of Pain

Spells Available

Level	
Appr.	_____
Jrnym.	_____
1	_____
2	_____
3	_____
4	_____
5	_____

Spells Memorized*

Level	Spell(s)	Base BP	Range	Area	Speed	Duration	Damage
Apprentice							
Journeyman							
1							
2							
3							
4							
5							

Total Spell Points _____

Spell Point Tracker

Tens

Singles

**Clerics do not have Apprentice or Journeyman level spells nor do they employ Spell Points. Deal with it.*

Treasure Stowed (in packs, bags, etc.)

Trade Coins	CP	SP	GP	Location

Proficiencies

_____

_____

_____

Gems:

Jewelry:

Other Valuables:

Quirks & Flaws

_____

_____

Role-Playing Notes:

_____

_____

Talents & Racial Abilties | **Benefits:**

_____ | _____

_____ | _____

_____ | _____

_____ | _____

_____ | _____

_____ | _____

_____ | _____

Languages | **Mastery Level** | **Literate?**

_____ | _____

_____ | _____

_____ | _____

_____ | _____

_____ | _____

Mundane Item	Location	Mundane Item	Location

Magic Items or Spell Component(s)	Effects/Notes

SKILLS

Universal Skills	Mastery†
Acting (Lks, Cha)	_____%
Animal Husbandry (Wis)	_____%
Animal Mimicry (Wis)	_____%
Boating (Wis)	_____%
Cartography* (Int)	_____%
Climbing/Rappelling (Str, Dex)	_____%
Current Affairs (Wis)	_____%
Diplomacy (Cha)	_____%
Disguise (Int, Cha)	_____%
Distraction (Cha)	_____%
Escape Artist (Int, Dex)	_____%
Fire-Building (Wis)	_____%
Glean Info. (Int, Wis, Cha)	_____%
Hiding (Int, Dex)	_____%

* Cartography is Universal for those with the Literacy skill

Interrogation (Wis, Cha)	_____%
Intimidation (Str, Cha)	_____%
Listening (Wis)	_____%
Observation (Wis)	_____%
Pick Pocket (Dex)	_____%
Reading Lips (Int)	_____%
Recruiting (Cha)	_____%
Resist Persuasion (Wis)	_____%
Rope Use (Dex)	_____%
Salesmanship (Int, Wis, Cha)	_____%
Seduction, Art of (Cha, Lks)	_____%
Sneaking (Dex)	_____%
Survival (Wis, Con)	_____%
Torture (Int)	_____%
Tracking (Wis)	_____%

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

Other Skills	Mastery
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%
	_____%

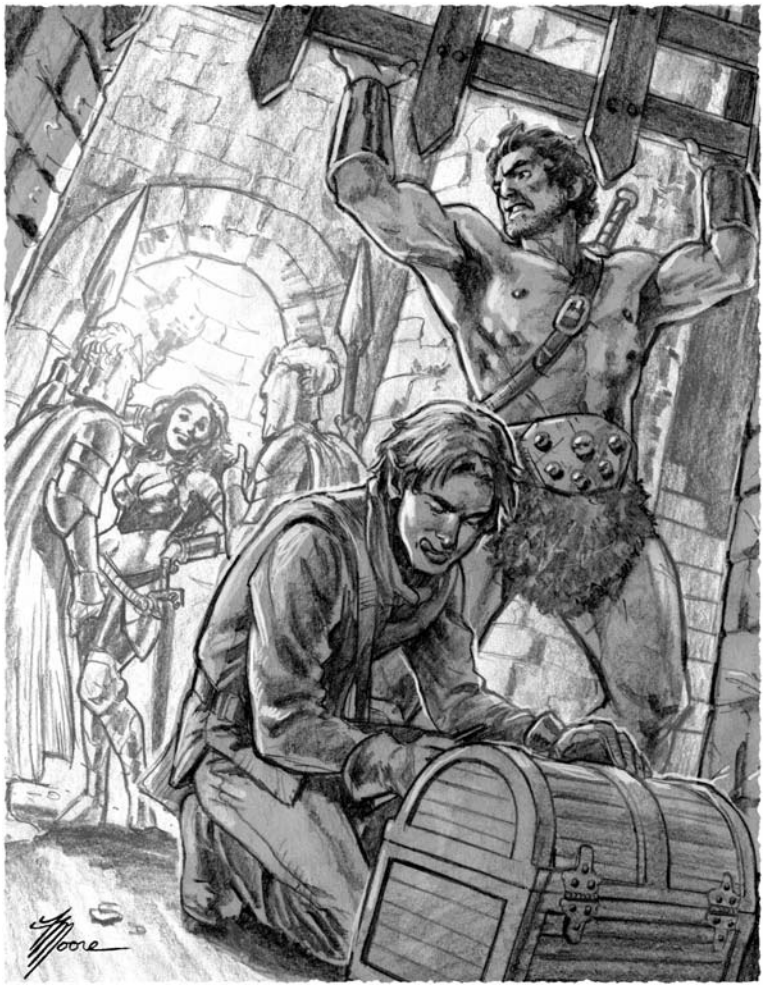


Chapter One

Character Specifics

Ability Scores

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



Strength

Strength (Str) defines your character's physical brawn. It measures your character's ability to muscle his way through life. Strength measures a character's muscle power, and determines the weight a character is able to lift and carry. Vitally important to brawling and close quarter combat, Strength increases or decreases the damage a character causes with hand-held weapons such as axes, swords, clubs and chairs. Is he as strong as an ox or weak as a lamb? Can he knock out a horse with his fist or barely lift a walking stick? Strength is also important for hauling treasure, carrying adventuring gear and similar tasks.

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

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

Lifting gates and bending bars are handled in the same fashion. Note that most gates and especially bars will have a much higher modifier to their competing d20p roll, making them generally more difficult to lift/bend than a standard door. If the attempt fails, the character can never succeed at that task (unless his strength were to increase by some means, in which case, the character will receive one more chance at the improved modifier level). His friends will make fun of him and he'll get a reputation as a wuss.

The same is true of magically locked, held or barred portals. But cheer up wuss-boy— you can try to bend the bars on a gate that you couldn't lift, and vice versa (but for magically held portals, etc., you're out of luck).

Strength

Ability Score	Damage Modifier	Feat of Strength	Lift (lbs.)	Carry (lbs.)	Drag (lbs.)
1/01	-7	-14	32	10	80
1/51	-6	-13	42	13	105
2/01	-6	-12	52	16	130
2/51	-5	-11	58	18	145
3/01	-5	-10	64	20	160
3/51	-4	-9	76	22	190
4/01	-4	-9	88	24	220
4/51	-4	-8	99	26	248
5/01	-3	-7	110	29	275
5/51	-3	-7	120	31	300
6/01	-3	-6	130	32	325
6/51	-2	-5	140	34	350
7/01	-2	-5	149	36	373
7/51	-2	-4	157	38	393
8/01	-1	-3	166	39	415
8/51	-1	-3	173	40	433
9/01	-1	-2	181	42	453
9/51	-1	-1	187	43	468
10/01	None	None	194	44	485
10/51	None	None	200	45	500
11/01	None	None	205	48	513
11/51	None	None	210	52	525
12/01	+1	+1	215	56	538
12/51	+1	+2	220	61	550
13/01	+1	+3	225	66	563
13/51	+1	+4	230	71	575
14/01	+2	+5	235	77	588
14/51	+2	+6	240	84	600
15/01	+2	+7	245	91	613
15/51	+3	+8	267	99	668
16/01	+3	+9	291	108	728
16/51	+3	+10	318	118	795
17/01	+4	+11	347	129	868
17/51	+4	+12	380	142	950
18/01	+4	+13	417	156	1043
18/51	+5	+14	458	171	1145
19/01	+5	+15	504	189	1260
19/51	+6	+16	554	209	1385
20/01	+6	+17	612	231	1530
20/51	+7	+18	675	256	1688

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

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

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

Intelligence

Intelligence (Int) defines your character's memory, reasoning and ability to think through problems and situations. It measures your character's rational thought process. Can he add up his tab at the inn, pay for it and not get cheated? Does book learning come naturally or is it a struggle? Intelligence is very important for book learning (engineering, science, history, medicine, etc.).

Intelligence

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

Intelligence is important to all characters because it also affects their Base Attack, and the ability to learn Academia-based skills. It is paramount for mage characters who need Int to learn new spells.

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

Wisdom

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

Wisdom

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

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

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

Dexterity

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

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

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

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

Dexterity

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

Ability Checks

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

Constitution

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

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

a) His or her Constitution score *plus*

b) His or her Size bonus (5 hp for elves and halflings, 10 hp for dwarves and humans) *plus*

c) A class die roll (d4, d6, d8 or d10 depending on class)

Looks

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

It is important to note here that Looks is not Charisma.

Charisma

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

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

Charisma

Charisma	Turning Modifier
1	-9
2	-8
3	-7
4	-6
5	-5
6	-4
7	-3
8	-2
9	-1
10	0
11	+1
12	+2
13	+3
14	+4
15	+5
16	+6
17	+7
18	+8
19	+9
20	+10
21	+11
22	+12



Player Character Races

When we talk about "race" in HackMaster, we're not talking about whether your character is black, white, Asian, etc., we're talking about what species your character is – dwarf, elf, halfling or human. Racial stock is one of the most important decisions you'll make in the character creation process and therefore should be made with a great deal of thought and consideration.

Each race is different and has different powers. Further, each can learn different skills and acquire different talents at different costs.

DWARVES

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

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

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



Dwarves at a Glance

Dwarven Pros

- size Large for knock backs
- low light vision
- ***Magic Resistance:*** Dwarves receive a +1 on Saving Throws versus magic for every 3 full points of Constitution
- ***Poison Resistance:*** Dwarves receive a +1 on Saving Throws versus poison for every 3 full points of Constitution
- Centuries of refusing to yield to giants, ogres and trolls has given dwarves the ability to better fight these foes; dwarves receive a +6 to Defense rolls against such creatures.
  Similarly, their collective knowledge of besting goblins, orcs and hobgoblins in tactical combat affords them a +2 Attack bonus versus these creatures.
- Purchases of the Mining skill affords a +2 bonus to the mastery die

Dwarven Cons

- Due to their stature and build, dwarves move at only half the rate of humans
- Poor reach (effective weapon reach is -1 foot)
- Character's native language is Dwarven
- They suffer a -1 penalty to the Mastery Die roll for any purchases of the Listening skill

Preferential talent access

May purchase the following Talents at 50% BP cost

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

ELVES

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

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



Elves at a Glance

Elven Pros

- +2 defense bonus
- Hiding in natural surroundings bonus (see sidebar)

Elven Cons

- Size small for knock backs
- Character's native language is Elven
  (must purchase any additional languages)

Preferential talent access

May purchase the following Talents at 50% BP cost

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

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

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

HALFLINGS

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

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



Halflings at a Glance

Halfling Pros

- Harder to hit (+4 Defense bonus)
- Hiding in natural surroundings bonus (see sidebar)
- Native Human Language

Halfling Cons

- Poor reach (effective weapon reach is -1 foot)
- Due to their stature, halflings move at only half the rate of humans
- Size small for knock backs

Preferential talent access

May purchase the following Talents at 50% BP cost

- Crack Shot or Greased Lightning (only for Slings)

HUMANS

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

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

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



Humans at a Glance

Human Pros

- Native Language is regional human language prevelant in place of origin

Human Cons

none



Hiding in Natural Surroundings

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

Alignment

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

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

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

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

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

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

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

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

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

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

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

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



Dice Penetration

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

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



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

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

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

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

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

Honor can also dictate what a character bound to such a concept does in a given situation. For example, the common English soldier, knowing no quarter would be given if he fought, nonetheless held his ground against vastly superior numbers of French knights and men-at-arms. This was a matter of Honor - there was nothing else for such men of Honor to do when placed in that situation. Leaving the field of battle in the hands of the enemy was unthinkable — so they fought. In HackMaster, a character's reputation is no small part of how he measures his self worth. On lonely nights standing guard duty by the campfire, a character might find himself asking all sorts of questions. How much silver do I have? What kind of property do I own? What kind of person do others see me as? Do they place their trust in me?

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

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

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

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

For example, suppose a character enters an inn just moments after brigands robbed the place and murdered the proprietor and his wife. The character claps the bell at the counter and, when no one is summoned forth, decides to leave and seek lodging elsewhere. It is his bad luck that a city guardsman on patrol sees him leaving the inn. Later, when the body of the murdered victim is found, the guard remembers seeing the character. The character is immediately arrested and charged with the crime. His Honor drops (due to a personal Honor variety hit) because he is perceived to be guilty – and likely convicted because of it!

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

Individual (Character) Honor

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

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

Categories of Honor

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

All characters that fall into the Dishonorable category receive a penalty of 1 on all die rolls (*e.g.*, -1 to Attack and Defense, but +1 to Speed and Initiative).

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

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

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

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

Notoriety

When a character loses Honor such that his score becomes zero (0) or negative Honor, he immediately changes alignment based on his divergent behavior and loses enough experience points to put him at the start of his current level. He further receives a 20% EP penalty until his Honor rises to the Low Honor category for his new alignment.

Character Honor Table

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

Honor Score and Its Use

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

Second, a player may choose to spend one or more Honor points to reduce or increase a die roll (capped at the value of the die, such as 4 for a d4, 8 for a d8, etc.). Dice of opponents or the character's own can be so modified. Treat these the same way as Luck Points for thieves.

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

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

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

Gaining and Losing Honor

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

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

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

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

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

Adherence to Alignment

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

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

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

Likewise, a Chaotic Evil character doesn't just walk down the street setting fire to orphanages and stabbing random passersby on a whim. You're not playing an orc, for cryin' out loud - your character's got a 'human' side and a developed knowledge of social con-

duct that's absent from your garden-variety goblin. Consider the serial killer who's been operating for years, with scores of victims buried in the cellar. Do the neighbors get suspicious? No, they're always surprised at the revelation of the true evil lurking beneath the smiling mask. "He seemed like such a nice boy - he always said 'Hello' when we passed on the street and once a week he even helped me with my shopping..."

Adherence to Class

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

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

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

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

Defense of Personal Honor

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

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

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

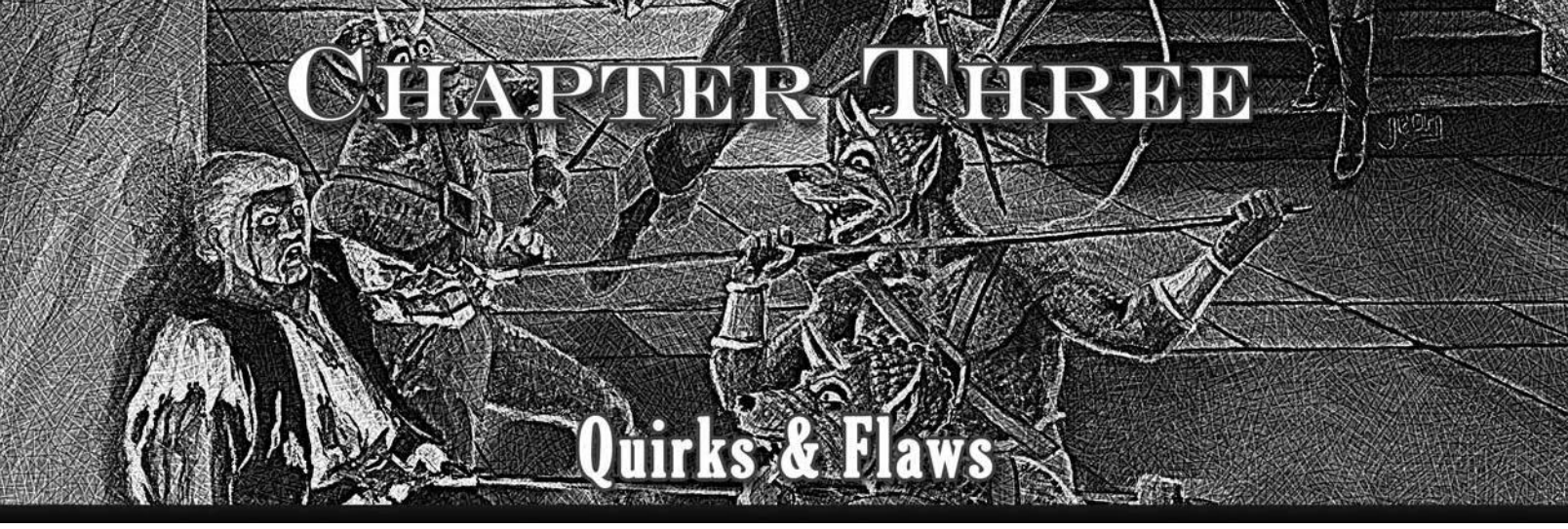
General Role-Playing

Honor is also the in-game mechanism for ensuring that players role-play well. Obviously, this includes speaking in character, non-annoying accents, only utilizing character knowledge (as opposed to player knowledge) and that sort of thing. Failure to role-play your quirks and flaws (or forgetting them in times of detriment) is a sure-fire way to see your Honor plummet.

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

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

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



Chapter Three

Quirks & Flaws

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

Don't fret that these unique traits are going to ruin your character – after all, we haven't included truly debilitating flaws or quirks like "juvenile diabetes" or "loves Avril Lavigne."

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

Quirks

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

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

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

Mages are the stereotype for absent-mindedness and for good reason. They DO have a lot of piddling details to remember and often suffer from forgetting material components and catalysts or failing to replenish their inventory until it is most inconvenient to do so. Such characters roll a d6p rather than a d4p for producing material components.

If subject to a ***Memory Wipe*** spell, these people save at a -4 penalty.

Metagaming Rule: Before setting out on an expedition, the PC's character sheet should be audited by the GameMaster. For each piece of equipment (other than major items such as body armor and primary weapon) a d20 should be rolled. On a 1, the item is forgotten at home though the character believes he brought it with him.

Close Talker. This character doesn't understand the concept of personal space. Whenever a person with this quirk engages another in conversation, he tries to be within one to two feet of his audience. Even when sitting at a table, he leans forward to be as near the listener as possible. Of course, many folk don't appreciate that, and an intrusive character seems to get

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

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

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

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

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

Climbing or rappelling down a rope or crossing a bridge requires a Wisdom check. Should he fail, he actively resists any attempt to force him into the precarious situation.

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

When learning any new language, the first mastery die roll *always* consists of expletives (with sufficient grammar to vocalize them to their intended effect).

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

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

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

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

Miserly. A miser finds it nigh impossible to justify spending even a mere trade coin on anything that isn't absolutely essential. This goes far beyond the ridiculous notion of spending money for someone else's benefit. The miser doesn't spend money on personal items unless they contribute directly to his obtaining more wealth. As such, they are usually clad in rags that some peasant has cast off and eat only the meanest gruel. When given a choice, a character with this quirk always buys the cheapest goods available. Whether or not it would save money in the long run is irrelevant. It's saving money here and now that matters

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

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

Nosy. This person is the nosiest pest you've ever encountered. A character with this quirk just has to know everybody's business – something many folks don't take kindly to. He's always asking everyone what they're up to, listening at keyholes or just plain making a nuisance of himself. Even when inappropriate to be nosy, this character can't help himself and will still ask irritating or even embarrassing questions.

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

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

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

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

Quick-Tempered individuals are subject to a -6 saving throw penalty if subject to magical taunts/anger or a situational -30% penalty when attempting to resist a skill with a similar modus operandi.

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

If the character is forced to work with someone of another race, he suffers a –10% penalty on all his skill rolls dealing with that person. Obviously, the racist will always give preference to members of his own race over others even when this may be detrimental (e.g., a dwarven racist cleric overlooking an elf party member who is bleeding out, to perform first aid on the dwarf thief's minor injury).

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

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

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

Roll (d10)	Superstitions
1	Believes a certain color is unlucky (roll on subtable). Will not wear clothing of this color or enter structures painted this color. Avoids animals and items of this color and those who wear it and so on.
2	Believes a certain color is lucky (roll on subtable). Only wears clothing of this color. Prefers animals and items of this color and those who wear this color.
	Roll (d12) / Color subtable: 1 black; 2 blue; 3 green; 4 orange; 5 purple; 6 red; 7 silver; 8 white; 9 yellow; 10 checkered/diamond patterns (any color); 11 plaid (any colors); 12 spots/polka dots (any color)
3	Thinks the world is flat. Avoids traveling in ocean-going vessels for fear of falling off the world's edge.
4	Thinks being near dead things is unlucky. Avoids anything reminding him of death: cemeteries, graves, coffins, etc. Suffers -2 Attack and Defense and +1 Speed penalties versus undead.
5	Believes haggling or price-shopping is unlucky. If this character buys something with a reduced price for any reason, he constantly worries about it breaking or being inferior quality. Eventually discards it in favor of one bought at full price or found.
6	Has a lucky number (roll d20p to determine the number). He will take insane risks on his lucky day of the month. Performs "rituals" using his number to gain luck.
7	Believes a certain animal (roll on subtable) is unlucky. Avoids contact with these animals and will go so far as to leave the room or cross the street to get away from one.
	Roll (d20) / Animal subtable: 1-2 birds; 3-8 cats; 9-11 cows; 12-13 dogs; 14 horses; 15-16 pigs; 17-20 rodents
8	Has an unlucky number (roll a d30 to determine). Will not venture forth on this day. Avoids anyone with this number of letters in their name. Avoids being with this number of people.
9	Has a magic charm that he believes helps protect him. Will not do anything until he fondles the charm for good luck. If he loses it, he cannot function until he finds a new lucky charm.
10	Believes it's bad luck not to tip a beggar. Always tips beggars in town.

Flaws

Allergies. This character has a particular allergy.

Note: Symptoms of these allergies may persist for hours after exposure but are not so acute as to warrant a penalty beyond that stated in the description.

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

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

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

Effects: However, any food that does not receive close scrutiny has a 10% chance of containing an ingredient to which the character is allergic. In this case, the character must make a Constitution check. Failure results in the PC becoming incapacitated for 24 hours with abdominal cramps, diarrhea and nausea.

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

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

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

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

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

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

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

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

Further, clues others will discern, such as musty rooms, dusty smells, potion odors, the smell of fresh blood or water and so forth remain unnoticed to anosmiacs.

Colorblind. This flaw is also known as achromatopsia. Persons with this malady have full grayscale vision; they are unable to distinguish between colors. Though often dismissed as a minor inconvenience leading to, at worst, a social faux pas by wearing garishly clashing outfits, there are times when such a condition can be limiting or even dangerous. Any character with this flaw automatically fails a skill check that requires him to identify or distinguish between colors.

Facial Scar. Something awful happened to this character that left him with a hideous and prominent scar that he cannot conceal.

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

Hard of Hearing. This flaw is milder than deafness. Such a person simply has a hard time hearing, but is able to hear some things. People are forced to repeat themselves several times when trying to communicate with a hearing impaired character. The hard of hearing character has trouble in a crowded, noisy place, being unable to pick out the conversation of a friend from the din of the crowd. In game terms, the character may not improve his Listening skill further.

Limp: A character with this flaw suffered some injury to one of his lower extremities or was born with a defect that causes him to limp to a certain degree. The limp is at best a dead give-away for a character trying to remain inconspicuous or blend in (unless in a large city crowd sprinkled with injured, gimps, sick and elderly, etc.).

Limp, slight: the character has a slight but noticeable hitch that does not hinder movement but is obvious to an observer looking for the individual (+15% to Observation checks when looking for the moving character). If the character is male (or a female dwarf) and has a Charisma of 13 or higher, the character can make such a Limp appear attractive.

Limp, moderate: the character has a moderate and very noticeable off-kilter limp that is not attractive and obvious to an observer looking for the individual (+25% to Observation checks when looking for the moving character). Further, the character may not sprint.

Lisp. A person with a lisp suffers little in the way of damage because of this flaw. Others may have a hard time understanding the speech of a person who lisps. People often make fun of those who talk funny.

In noisy or stressful situations, any character attempting to understand the lisper must make a Wisdom check. If the check equals or exceeds twice the checking character's Wisdom, he believes the lisper is telling him the opposite thing intended.

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

Nearsighted characters also have difficulty distinguishing distant objects, thus myopic characters suffer a -40% penalty to Observation but gain a +10% bonus to Scrutiny checks.

Pocking. A character with pocking bears the scars of some horrible disease. Pocking is generally unattractive.

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

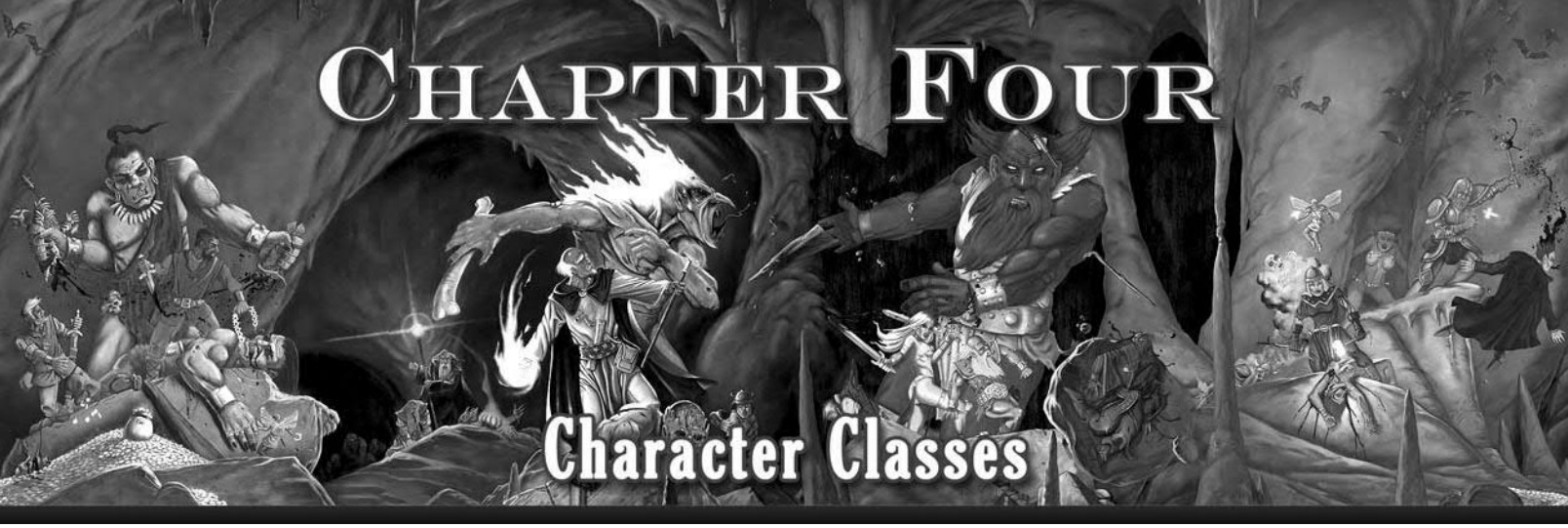
Sleepwalker. Those who walk in their sleep often find themselves in danger. This flaw can bring a completely new meaning to the phrase "he died in his sleep." This character may walk out of a high window, into the middle of a campfire or into a brigand encampment. Friends of this character may find themselves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

If a sleepwalker fails a save vs. magical sleep, he must make a second saving throw. If this is successful, he is put into a state of sleepwalking.

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

Strange Body Odor: This character has a distinctive stench about him. A strange odor emanates from his body. He is unwelcome in most social gatherings no matter how much he bathes.

Tone Deaf. A character with this flaw is completely tone deaf. He couldn't sing a proper song to save his life.



Chapter Four

Character Classes

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

This chapter details the standard four HackMaster character classes: fighter, thief, mage and cleric.

Experience

After accumulating sufficient experience points to advance to the next level, a character receives the benefits listed in each character class description, as well as 15 Building Points to use on purchasing appropriate skills, talents and proficiences.

Level	*Experience Points*
1	0
2	400
3	1,200
4	2,200
5	3,400+

The Fighter



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

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

The fighter's principal attribute is Strength. Strength gives a fighter that extra damage bonus to make sure your foes go down and stay there when you land a hit. Dexterity helps with defense and attacks, while a solid Constitution helps keep a fighter alive in case things turn out worse than you'd hoped.

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

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

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

Advancement

Fighters increase their chance of landing a hit (Attack Bonus), improve how long it takes to attack (Speed) and reduce their chance of surprise (Initiative) as they gain experience.

Fighter advancement table

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

Weapon Specialization

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

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

Specialization Benefits (Fighters)

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

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

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

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

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



What Does 1+re-roll mean?

HackMaster players do not roll for Hit Points every level. Rather, when advancing to even-numbered levels, the player instead re-rolls the Hit Die roll from the previous level and keeps the higher of the two results. However, if neither of these rolls equaled at least half the maximum Hit Points for that class' die type (*e.g.*, 3 on a d6, 4 on a d8 or 5 on a d10), the character instead receives half the maximum roll as if he rolled that Hit Point value for the level.

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

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

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

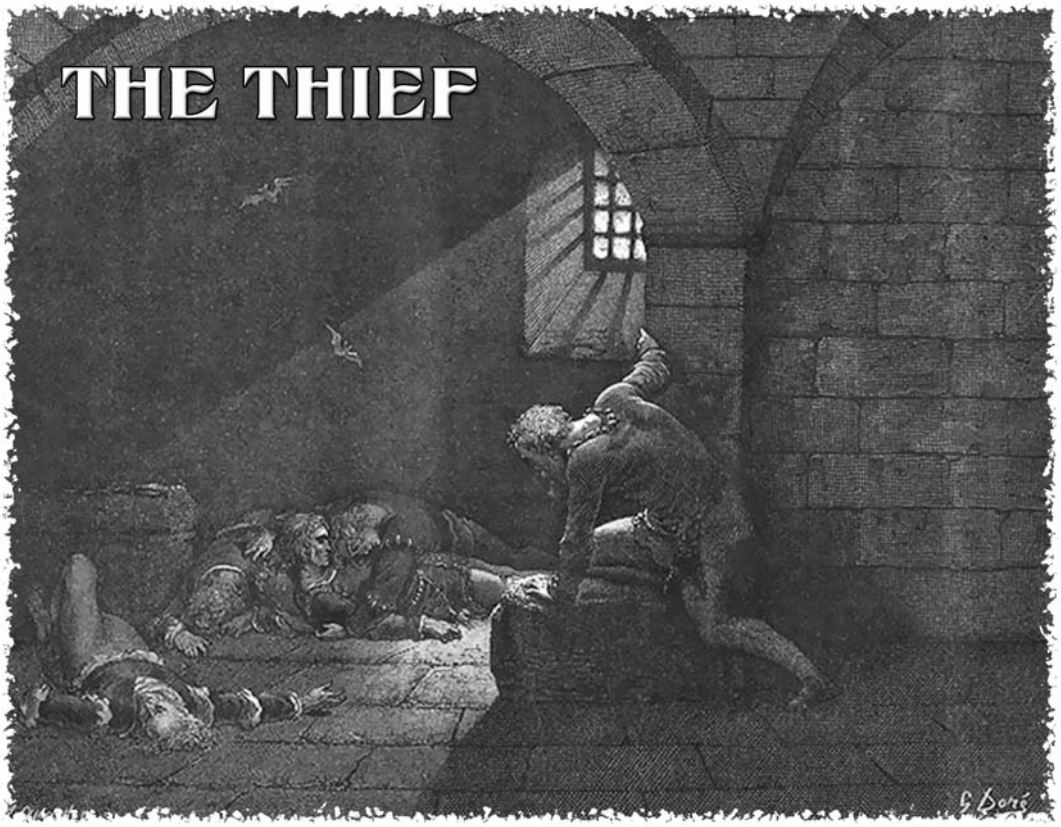
Proficiencies

Fighters receive the Shield proficiency and Light, Medium and Heavy Armor proficiencies for free. Fighters receive the Minimal Skill Weapon proficiency for free and may purchase any other weapon proficiency at half BP cost.

Bonus Skills

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





The thief character is sadly misunderstood. Far too many players see him as a mere technician, accompanying a band of treasure-seekers in order to locate and disarm mechanical traps that might otherwise impede or injure the other characters. His generally low combat prowess (in comparison to professional fighting men) and low Hit Points often relegate him to a tertiary fighter or rear-rank missile hurler, hiding behind the ring of steel provided by the fighters and clerics.

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

Thief advancement table

Level	*Hit Dice (d6)*	*Attack Bonus*	*Initiative Bonus*
1	1	0	-1
2	1 + re-roll	0	-1
3	2	0	-1
4	2 + re-roll	+1	-1
5	3	+1	-2

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

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

Stealth affords the thief with opportunities to avoid unnecessary encounters keeping him from his goal. The ability to hide from (or slink past) guards is only the most obvious application. Traps must also be tallied as adversaries, since they serve as a passive extension of the enemy's force. The ability to find and remove these obstacles eliminates hazards that might otherwise injury a party more than living adversaries.

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

Combat

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

Initiative Bonus: A special bonus of thieves is their ability to rapidly assess a dangerous situation and swiftly act thus shaping events instead of merely reacting. As such, they gain a bonus to their Initiative roll (although this can't be lowered below 1.)

Backstab: When striking an opponent unaware of his presence, the thief may use a dagger or knife to stab his foe in the back. This attack inflicts penetration damage on both the maximum die roll and said roll -1 (*e.g.*, a result of 3 or 4 on a d4).

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

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

A rearward strike bonus may only be gained when wielding the following weapons: club, dagger, knife, scimitar, short sword, long sword and throwing axe (the latter only when used as a melee implement). Other weapons may obviously be employed to strike an opponent's rear but they do not acrue this bonus.

Superior Defense: Thieves gain a Near Perfect Defense on a natural roll of 18 or 19 that exceeds their opponent's attack roll (unlike other characters who require a 19). In addition, a successful counter-blow allows the thief to roll 2d4p for damage (instead of 2(d4p-2)). See ***Chapter 9: Combat*** for further details on the *Near Perfect Defense.*

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

Proficiencies

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



Thieves get the Light Armor proficiency for free. Should they wish to utilize heavier armors or employ shields, despite the potentially severe limitations these may impose on their unscrupulous fighting abilities and larcenous skills, they must purchase these proficiencies.

Weapon Specialization

Thieves may purchase weapon specialization. However, the cost depends on the type of weapon. Their natural forte is using knives and daggers and thus need spend only 6 BP per specialization category for these melee weapons. Additionally, they may take the Attack Bonus, Damage Bonus, Parry Bonus or Swiftblade Talents specific to these weapons at half cost.

The following weapons are available to thieves at a specialization cost of 7 BP: club, light crossbow, longsword, scimitar, short bow, shortsword, sling and throwing knife.

All other weapons cost 8 BP per specialization increment.

Luck

Compared to their adventuring companions, thieves are uncannily lucky. A thief gains the benefit of having 20 **Luck Points** (+1 per level) that he may expend during the course of adventuring. Each point spent alters the die roll by a particular amount, increasing the results of the thief's saving throws and skill checks, or decreasing attack or damage rolls against the thief as described below. Luck Points represent the thief's uncanny luck in avoiding calamities.

Whenever a player uses Luck Points, he must state some improbable event that helped him out (*e.g.*, the thief suffers less damage because an attack struck right where he hid his metal flask of brandy under his cloak). If you can't come up with a suitable situation, you can't your his Luck Points, so have a few excuses prepared each game session.

With Saving Throws: A thief can spend a Luck Point to alter his saving throw result by +/-1.

For example, a thief might spend three points to increase his saving throw versus poison from 11 to 14, thus allowing him to survive the poison needle trap that he failed to discover in time.

With Skills: When using Luck Points with skills, each Luck Point expended on a skill check allows the thief to alter the result of the roll by 5%.

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

On Opponents: A thief can spend a Luck Point to alter his opponent's attack roll by -1, but cannot use Luck Points to bolster his own combat prowess (*i.e.,* his attack or damage rolls). Luck points should be used to extricate your thief from a pitched battle, not empower him to join one! Nor can Luck Points modify Hit Die rolls or help out your allies (*i.e.* you can-

Table for availability of unique thief abilities while wearing armor

	No Armor	Leather or Padded	Studded Leather	Ringmail	Chainmail	Scale Mail	shield
Backstab	yes	yes	yes	no	no	no	no
Fleeing Opponent bonus	yes	yes	yes	yes	yes	no	yes
Rearward Strike bonus	yes	yes	yes	yes	no	no	yes
Superior Defense	yes	yes	no	no	no	no	no

not use Luck Points to 'pump up' a fighter's damage roll or reduce a monster's attack roll on him).

For example, a thief might expend 2 Luck Points to reduce the attack roll from a crossbow from 11 to 9, thus saving the lucky thief from a potentially serious wound.

The player must decide immediately if he wishes to expend Luck Points to avoid the hit, not after gauging the damage of the blow. You can't wait to see if a hit deals 18 points of damage instead of 3 and **then** go back and avoid the blow... once the damage dice are rolled, the preceding attack roll is unalterable (though you can use Luck Points to reduce the damage).

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

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

SKILLS

While other classes have access to the 'traditional' set of skills normally associated with thieves (Climbing, Hiding, Listening and so on), what differentiates the thief is his mastery in employing these skills.

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

Purchasing Core Skills

Thieves may use BPs gained from their initial character creation allotment or during advancement, to make additional purchases of their core skills and so improve their mastery.

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

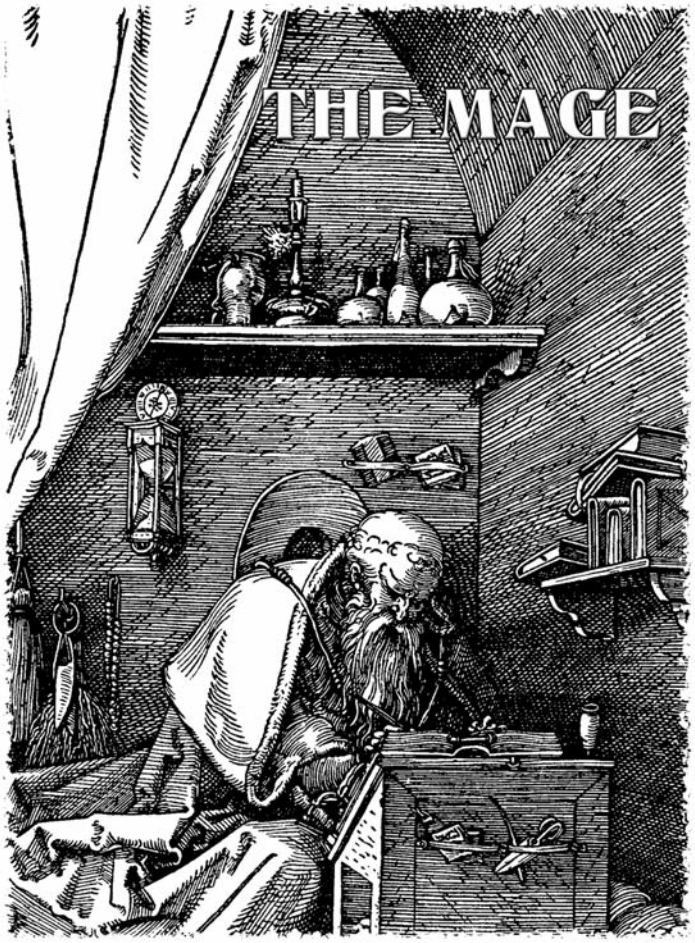
For instance, Greycloak, a 2nd level thief, decides to take his free mastery die roll for the Disarm Trap, Listening, Pick Pocket and Sneaking skills. He can spend BPs to purchase another mastery roll in Sneaking and so get another mastery die roll in the skill, but he can't choose to use two of his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

Purchasing Other Skills: The following list of skills represent some special domains of thieves: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Forgery, Gambling, Glean Information, Observation, Reading Lips, Salesmanship, Scrutiny and Seduction (Art of). If a thief purchases any of these skills, modify his mastery roll by +3 or by the relevant ability score modifier (see ***Chapter 5: Skills, Talents & Proficiencies***), whichever is greatest.

Core Thief Skills

Climbing/Rappelling
Disarm Trap
Hiding
Identify Trap
Listening
Lock Picking
Pick Pocket
Sneaking





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

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

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

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

Mage advancement table

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

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

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

Casting Spells

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

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

Memorized spells cost (spell level x 10 + 40) Spell Points to cast (*e.g.,* 1st level spells cost 50 SPs). A mage can cast spells he doesn't have memorized, but these cost twice as many (spell level x 20+ 80) Spell Points. Once used, Spell Points are gone until the mage can rest; he regains his used Spell Points after roughly 8 hours of sleep. Memorized spells, on the other hand, are not lost and remain in the mage's mind until he sleeps, after which he must re-memorize them.

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

Additionally, Spell Points can be used to power magic items and improve their spell-like effects. Spell Points are required for magic item creation.

Mage Spells

Spells are listed alphabetically by level in ***Chapter 8: Mage Spells***.

Apprentice and Journeyman Spells

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

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

Spell Books

Spellbooks come in many shapes and sizes, from large leather or metal-bound tomes to scrolls or even wooden boards. While the forthcoming *Spellslinger's Guide to World Domination* has an extensive section on such matters, for purposes of *HackMaster Basic+* and space considerations, here is a general rule-of-thumb for spellbooks. Each contains a strong, thick binding or wrap or possibly other non-written materials (such as a strong wooden spindle for a scroll) that weigh about 3 pounds. Each spell then takes pages that weigh about one ounce per level (treat Apprentice and Journeyman spells as first-level spells, i.e., one ounce). Thus a fifth-level spell requires about 5 ounces of vellum or other material.

Most spellbooks have bindings that can be removed and easily reorganized, added to or subtracted from. Thus adding a new spell to an existing book requires only 10 minutes of effort (physically – all transcription and learning rules still apply!) to remove the covers and re-bind with the new pages. Spells can also be added to scrollwork books through a simple gluing procedure, wooden carvings include stitching and so-on. The bottom line is that all spellbooks are expandable.

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

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

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

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

Mages begin with two Apprentice level spells, one Journeyman and one 1st level spell. The spells an individual character has can be determined by rolling a d6 twice on the Apprentice level chart (re-rolling duplicates) and once for Journeyman and 1st level spells.

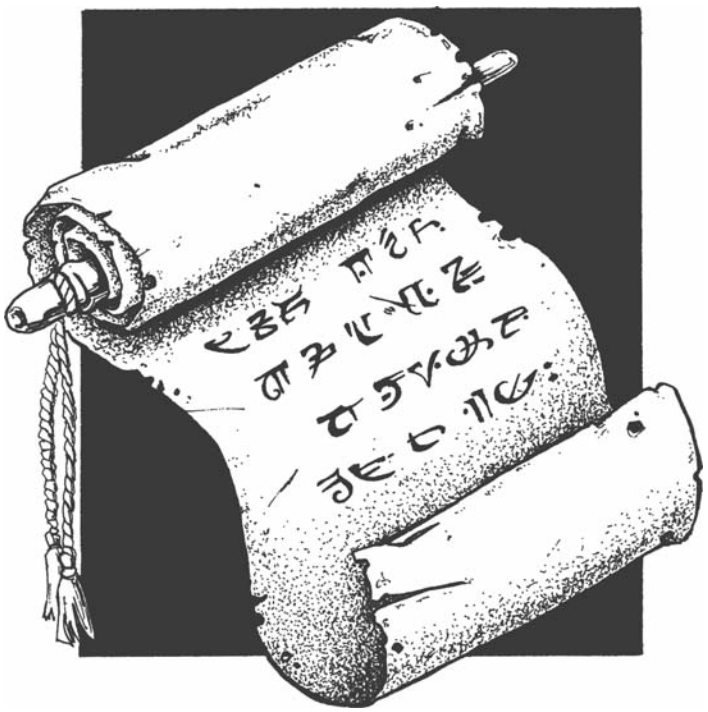
Players dissatisfied with the results may spend a BP and reroll any individual result.

Number	Apprentice Level	Journeyman Level	First Level
1	Amplify Illumination	Bar Portal	Bash Door
2	Feat of Strength	Candlelight	Doze
3	Fire Finger	Enrage	Magic Shield
4	Illusionary Mural	Perimeter Alarm	Planar Servant
5	Repair	Sense Magic Aura	Scorch
6	Springing	Yudder's Whistle of Hells Gate	Translate

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

Mage Spell Cognition table

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





Proficiencies

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

Mages do not gain proficiencies in armor or shield use though they may don thick robes that offer some protection. They may purchase armor or shield proficiencies but are subject to potential Spell Mishaps when employing any of these protective items.

Mages receive the Magical Transcription proficiency (see ***Chapter 5: Skills, Talents & Proficiencies***) for free.

Bonus Skills

Mages receive an initial purchase of the Arcane Lore skill for free at first level. They gain free mastery points in this skill equal to their Intelligence Mastery Die modifier each time they advance in level. *This is obviously a function of Intelligence and the exact quantity gained can be determined by consulting the Mastery Die Roll Modifier Table on page 154.*

Mages also gain two free purchases of the Literacy skill. This must, however, be in their native language.

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

Understanding philosophies, rooting out church enemies, knowing the intentions of nonbelievers, empathizing with the troubles of loyal followers and evangelizing potential converts all require exceptional insight. Of course, this makes Wisdom the most important ability for clerics. A high Wisdom allows priests to gain access to higher level spells, commune with their deity's minions (or even the deity himself) and gain better mastery of evangelically-related skills.

Note: *Because of alignment restrictions (see True Neutral alignment, page 22), a character must have an Intelligence score of 6/01 or better to become a cleric of any of the following deities.*

Depending on his deity, he'll probably also need a solid score in one or more other abilities.

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

Clerics advancement table

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



Divine Spells

The primary power of the cleric is his capability to cast divine spells. A 1st level cleric can cast one spell from his religion's 1st level spell list. With each additional level he can cast another spell from the new level's list, and so on. Thus, a 5th level cleric can cast one 1st, 2nd, 3rd, 4th and 5th level spell each day. Unlike mages, who channel magic from various sources, divine spells always flow from the cleric's deity (or its supernatural messengers). Each day the cleric prays for various spells (chosen by the player from each level's list of available spells) and, assuming he's in the good graces of his deity, receives the spells precisely as requested. Thus, clerics can cast each of their prayed-for spells once per day with no need of Spell Points.

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

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

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

Spell Lists

Deities have varying spheres of influences. As such, the powers they can grant to their most devout followers (i.e. clerics) should hardly be expected to be identical across religions. This is reflected in practice by each religion having a unique spell list.

Divine spells do not have a predefined level *per se*. Rather, unique spells may be accessible as a first level spell for some, a higher-level spell for others and simply unavailable to certain priests. The level at which individual spells may be granted (if at all) is dependent on the tenants of the faith. For example, the Church of Everlasting Hope espouses healing, hope and mercy. Such clerics understandably have access to a wide selection of palliative spells and obtain these earlier than their equally good peers whose religions champion other spheres. Clerics of evil faiths generally have a paltry selection of curative spells since their doctrine is inimical to caring for the sick and injured.

Conversely, the Merciful Fates aren't granted spells capable of harming opponents or creating mischief. Evil clerics suffer no such restrictions.

Some clerics may have mage spells in their spell lists since the spell effect is in line with their Deity's philosophy. These spells function at the spell's baseline efficacy and may not be enhanced as a mage might through expending additional spell points.

Special Powers

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

Note again that ***powers vis-à-vis the undead are not an automatic ability possessed by all clerics.*** Only those priesthoods which specifically list this power may turn or control the unliving.

Proficiencies

If a cleric's faith has a Preferred Weapon, he receives a free proficiency for that weapon. Clerics may wield any other weapon permitted by their faith as long as they purchase the appropriate weapon proficiency (at the standard BP cost).

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

Weapon Specialization

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

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

Skills

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

Religion (own church): Beginning clerics receive a mastery score in this skill equal to their Wisdom attribute. A cleric receives an additional +5 skill points at each subsequent level.

Religion (own or other church): These skills cost clerics only 1 BP (as opposed to 3 BP for non-clerics).

Divine Lore: Clerics receive their initial purchase of this skill for free. They gain free mastery points in this skill equal to their Wisdom Mastery Die modifier each time they advance in level. *This is obviously a function of Wisdom and the exact quantity gained can be determined by consulting the Mastery Die Roll Modifier Table on page 53.* Should they opt to purchase the skill outright, they receive a +3 mastery bonus.

Divine Icons

A cleric's divine icon is usually a small carved symbol or shape resembling some aspect of his faith. Clerics receive their first divine icon for free. If he loses his divine icon, he can't simply walk into a shop and purchase a new one; he must petition another from his church. Without a good explanation, he may have to perform a task in order to be awarded a replacement. (The replacement symbol must still be consecrated with the *Ceremony: Consecrate Divine Icon* spell.)

Alignment

A cleric's alignment *must* match that of his chosen religion. There are no exceptions.

RELIGIONS

The Courts of Justice

Alignment: Lawful Good

Spheres of Influence: Justice, Truth

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

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

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

Before admittance to the Courts of Justice as a Truthseeker, an initiate must confess all falsehoods he has told or unjust acts he has committed. Thereafter, if a Truthseeker knowingly lies he must seek out a higher-ranking Truthseeker and atone. Any cleric who knowingly tells a falsehood a second time or willingly commits an act of injustice, is defrocked. A Truthseeker prefers death before lying or providing information that another will use to cause an injustice.

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

About the Courts of Justice

Priesthood: Truthseekers

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

Colors: White and gold

Place of Worship: City temples (usually contain courtrooms)

Holy Days: Summer and winter solstice

Sacrifice: Gold once per month.

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

Revered Names for Deity: The True, The Blind One, The Magnificent Magistrate, The Exalted Judge

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

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

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

The Courts of Justice



Alignment: Lawful Good

Divine Icon: A tiny golden sword or scale

Preferred Weapon: Longsword

Other Weapons Permitted: None

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

Bonus STPs: History (ancient), Literacy, Riding (equine), Tracking, longsword proficiency, heavy armor and shield proficiencies

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

The Courts of Justice Spell List

Number	First Level	Second Level	Third Level
1	*Alleviate Trauma*	*Bless*	*Detect Poison*
2	*Ceremony: Consecrate Divine Icon*	*Bless Weapon*	*Faith Weapon*
3	*Cure Trifling Wound*	*Ceremony: Anoint*	*Illumination: Torch*
4	*Diagnose Injuries*	*Cure Trivial Wound*	*Imperceptibility to Undead*
5	*Know North*	*Detect Influence*	*Know Position*
6	*Moderate Emotion: Remove Fear*	*Unyielding*	*Therapeutic Touch*
Number	**Fourth Level**	**Fifth Level**	
1	*Alert*	*Blessing*	
2	*Command*	*Ceremony: Investiture*	
3	*Cure Small Wound*	*Cure Light Wound*	
4	*Divine Steward*	*Exalt Warrior*	
5	*Influence*	*Hallowed Weapon*	
6	*Sanctify Weapons*	*Stirring Speech*	

Church of Everlasting Hope

Alignment: Neutral Good

Spheres of Influence: Healing, Hope, Mercy

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

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

About the Church of Everlasting Hope

Priesthood: The Merciful Fates

Symbol: The divine icon set atop a rainbow.

Colors: Sky blue, rainbow, silver

Place of Worship: Open air temples

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

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

Church of Everlasting Hope



Alignment: Neutral Good

Divine Icon: a stylized person with arms upraised (in supplication) standing on a rainbow

Preferred Weapon: Staff

Other Weapons Permitted: Any crushing weapon; must take proficiency in sling (at half standard BP cost)

Armor Permitted: Any

Bonus Skills: Cooking/Baking, First Aid (additional purchases cost 2 BP), staff proficiency, heavy armor and shield proficiencies

Powers: Turn Undead; immunity to fear (*including that from a ghoul's touch*); cleric also provides a +1 bonus against fear effects to allies within a 10 foot radius

Restrictions: As ministers of mercy, priests of the caregiver may never seek to harm an incapacitated, unarmed or sleeping foe nor may they perform a coup de grâce. They are obligated to accept the surrender of any opponent desiring to do so even should they think it a ruse.

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

Revered Names for Deity: Lord of Silver Linings, Caregiver, Lord of the Blue Sky

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

Church of Everlasting Hope Spell List

Number	First Level	Second Level	Third Level
1	*Alleviate Trauma*	*Bless*	*Cure Small Wound*
2	*Celestial Prognosis*	*Ceremony: Anoint*	*Endure Heat*
3	*Ceremony: Consecrate Divine Icon*	*Cure Minor Wound*	*Illumination: Torch*
4	*Cure Trivial Wound*	*Innocuousness*	*Imperceptibility to Undead*
5	*Extend Fuel*	*Moderate Emotion: Cause Fear*	*Safe Haven*
6	*Purify Water*	*Purify Food*	*Unyielding*

Number	Fourth Level	Fifth Level
1	*Command*	*Blessing*
2	*Cure Light Wound*	*Ceremony: Investiture*
3	*Divine Steward*	*Create Water*
4	*Enchanted Vestments*	*Cure Lesser Wound*
5	*Influence*	*Indifference*
6	*Kismet*	*Stirring Speech*

topped by a massive blue sapphire.

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

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

The Face of the Free

Alignment: Chaotic Good

Spheres of Influence: Freedom, Liberty, Happiness

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

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

In areas where their cause seems hopeless, clerics emphasize the positive by focusing on individual successes in the war against oppression. Church meetings and services often result in celebration as congregants discuss grand plans and reminisce about past successes. Unfortunately, their rosy attitude and celebratory nature sometimes prevent the church from making any real progress in the liberation of bondsmen.

The Face of the Free

Alignment: Chaotic Good

Divine Icon: A carved representation of an eagle's claw



Preferred Weapon: none

Other Weapons Permitted: Any

Armor Permitted: Any

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

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

Powers: ***Freedom of Action***. This power allows Messengers of Liberty to slip free from shackles, bindings or other bonds as well as grants immunity to spells and magical effects that restrict or inhibit movement.

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

About The Face of the Free

Priesthood: Messengers of Liberty

Symbol: An eagle's claw on a black background (broken chains are also frequently depicted in religious iconography)

Colors: Black, gray and white

Place of Worship: Wilderness

Holy Days: Every full moon

Sacrifice: Broken chains from freed slaves

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

Revered Names for Deity: The Guardian, The Liberator, Free Soul, The Insurgent One, The Inducer of Independence,

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

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

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

The House of Shackles

Alignment: Lawful Evil

Spheres of Influence: Oppression, Slavery

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

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

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

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

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

The Face of the Free Spell List

Number	First Level	Second Level	Third Level
1	*Alleviate Trauma*	*Bless*	*Cure Minor Wound*
2	*Ceremony: Consecrate Divine Icon*	*Bless Weapon*	*Detect Influence*
3	*Cure Trifling Wound*	*Ceremony: Anoint*	*Illumination: Torch*
4	*Extend Fuel*	*Cure Trivial Wound*	*Know Position*
5	*Know North*	*Innocuousness*	*Safe Haven*
6	*Purify Water*	*Trackless Passage*	***Springing (M apprentice)***
Number	**Fourth Level**	**Fifth Level**	
1	*Alert*	*Blessing*	
2	*Command*	*Ceremony: Investiture*	
3	*Influence*	*Cure Light Wound*	
4	*Kismet*	*Indifference*	
5	*Speed of the Devout*	*Stirring Speech*	
6	*Therapeutic Touch*	***Unlock (M3)***	

About The House of Shackles

Priesthood: Bringers of the New Order

Symbol: Mailed fist

Colors: Red and brown

Place of Worship: Underground temples

Holy Days: Summer solstice

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

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

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

Revered Names for Deity: The Overlord, The Oppressor, Tyrant of Tellene, Enemy of the Free, Bringer of the New Order, Yielder to None, He Who Brings Gods Low, Shackles,

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

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

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

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

Sayings: *To feel the whip is to feel the burning kiss of the Overlord. - Let your scars be a reminder of who is the master and who is the slave. - My words are your thoughts, we are one. - The will of the Overlord cannot be denied. - Our enemies will be crushed in the fist of the Oppressor.*

The House of Shackles



Alignment: Lawful Evil

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

Preferred Weapon: Scourge

Other Weapons Permitted: Any crushing weapon

Armor Permitted: Any

Bonus STPs: Interrogation, Intimidation, Literacy, Recruiting, Rope Use, Seduction (art of), scourge proficiency, heavy armor and shield proficiencies

Powers: Command Undead; +2 bonus to saves vs. charm effects

House of Shackles Spell List

Number	First Level	Second Level	Third Level
1	*Ceremony: Consecrate Divine Icon*	*Bless*	*Command*
2	*Diagnose Injuries*	*Bless Weapon*	*Detect Influence*
3	*Extend Fuel*	*Ceremony: Anoint*	*Illumination: Torch*
4	*Influence, Minor*	*Cure Trifling Wound*	*Imperceptibility to Undead*
5	*Moderate Emotion: Cause Fear*	*Innocuousness*	*Know Position*
6	*Purify Water*	*Moderate Elemental Damage*	*Unholy Resolve*
Number	**Fourth Level**	**Fifth Level**	
1	***Charm (M2)***	*Blessing*	
2	*Divine Steward*	*Ceremony: Investiture*	
3	*Inflict Light Wound*	*Exalt Warrior*	
4	*Inflict Pain*	*Hallowed Weapon*	
5	*Influence*	***Panic (M5)***	
6	*Sanctify Weapons*	*Stirring Speech*	

The Temple of Strife

Alignment: Chaotic evil

Spheres of Influence: Discord, Foul Weather, Misfortune

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

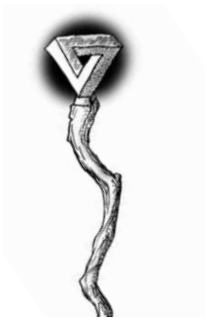
These Minions of Misfortune closely follow local weather patterns and are rarely absent during times of foul weather. They continually seek to cause misfortune by heightening poor weather conditions. For instance, during a drought they might pollute the wells, while before a windstorm they might secretly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

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

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

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

The Creator of Strife



Alignment: Chaotic Evil

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

Preferred Weapon: Flail

Other Weapons Permitted: Any

Armor Permitted: Any but painted in clashing, discordant colors

Bonuses: Cartography, Survival (skills); heavy armor and shield proficiencies

Powers: Luck Points are ineffective if used against a Minion of Misfortune.

About The Temple of Strife

Priesthood: Minions of Misfortune

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

The Temple of Strife Spell List

Number	First Level	Second Level	Third Level
1	*Breeze*	*Alter Emotion: Frighten*	*Cure Trifling Wound*
2	*Ceremony: Consecrate Divine Icon*	*Bless Weapon*	*Illumination: Torch*
3	*Extend Fuel*	*Ceremony: Anoint*	*Imperceptibility to Undead*
4	*Inflict Trivial Wound*	*Inflict Minor Wound*	*Know Position*
5	*Moderate Emotion: Cause Fear*	*Innocuousness*	*Safe Haven*
6	*Taint Water*	*Sanctify Weapon*	*Unholy Resolve*
Number	**Fourth Level**	**Fifth Level**	
1	*Command*	*Blessing*	
2	*Cure Trivial Wound*	*Ceremony: Investiture*	
3	*Divine Steward*	*Cure Minor Wound*	
4	*Influence*	*Induce Fratricide*	
5	***Smoke Screen (M2)***	*Induce Migraine*	
6	*Summon Pest*	*Stirring Speech*	

Colors: Clashing; usually red, green and orange

Place of Worship: Temple; outdoors on unholy days

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

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

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

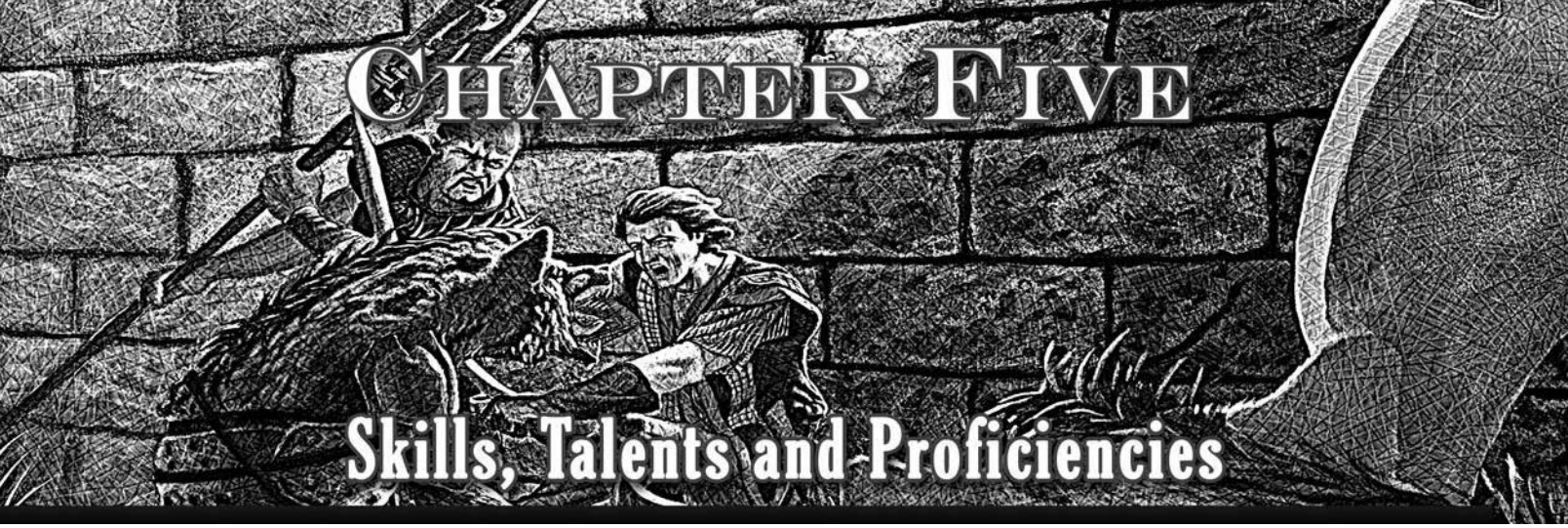
Revered Names for Deity: Creator of Strife, Bringer of the Drought (or Flood, Rain, Snow, Heat, Cold, etc. depending on what is considered bad weather regionally), King of Disharmony, Maker of Dissention, He Who Brings Misfortune, Ill-Luck, Discordant One

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

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

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





Chapter Five

Skills, Talents and Proficiencies

Skills have a wide array of uses and include such varied subjects as Botany, Forgery, Hiding, Literacy and so forth. Your character's class may provide some of these while others must be purchased. Many players focus on utilitarian skills with broad applicability while others focus on one specific skill until they're a renowned expert - even if it's only in raising beets. If it makes you feel kewl for your character to be the best at something, by all means spend the BPs and have at it.

Mastering Skills: The first purchase of a skill gains the PC a number of points equal to his relevant ability score (or the lowest relevant ability, if multiple are listed) plus one roll of the mastery die. The mastery die is based on your character's current mastery level and is the same for all skills. Skill mastery levels begin at 0 and may increase to 100.

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

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

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

Naturally, high relevant ability scores add to your character's skill mastery, while low ones hamper it. Thus, all mastery die rolls are further modified by the skill's lowest relevant ability, as seen on the following chart. (Such adjustments never reduce a mastery die roll below 1.)

Relevant Ability	Mastery Die Roll Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-22	+5

Skill Checks

To make a skill check, roll percentile dice and add any modifiers incurred by the circumstances. If the final result is less than or equal to your character's skill mastery, he succeeds.

Universal Skills. Universal skills are those that most folks have been exposed to during their life and can employ without any formal training. For universal skills the character has no mastery in, roll percentile dice against the skill's relevant ability. If two relevant ability scores are listed, use the character's weakest score. If a skill is not a universal skill, he doesn't even know where to begin and can't use the skill until he receives some training in it.

Mastery and Difficulty

Where some guidance might be needed, a skill description includes a mastery and/or a difficulty chart. Mastery charts define what a character can do with this skill (his limitations based on current level of mastery). The difficulty chart provides examples of what might make a skill more difficult (*e.g.* darkness, excessive noise, poor materials, makeshift tools, being fired at, hostile animals and so on). Note that the charts are not all-inclusive, only a guideline for skill uses and restrictions.

The GM sets the difficulty as appropriate for the situation.

How difficult a task is affects what sort of bonuses or penalties (if any) apply to the check, as summarized on this chart.

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

TIME AND FAILED CHECKS

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

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

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

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

OPPOSED CHECKS

Some skill checks only involve your character, such as when he needs to remember some Ancient History, use Blacksmithing to fabricate a metal part, attempt Survival in a wasteland and so on. These checks are pretty straightforward and only require a percentile roll (with any bonuses or penalties) equal to or less than the character's mastery of that skill.

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

Depending on the situation, the opposing characters may roll the same skill (*e.g.*, two characters attempting to race up parallel hanging ropes would both roll Climbing checks) or different skills as appropriate.

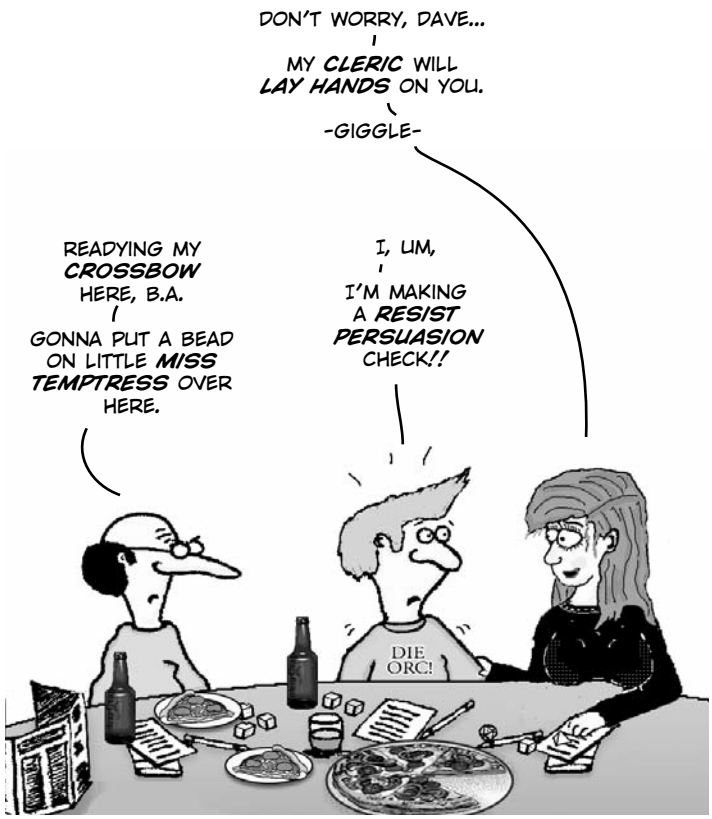
For example, Redblade the fighter wants to sneak past an open arch, on the other side of which is a burly guard. Redblade's player rolls d% and adds his Sneaking skill mastery for a total result of 36. Since the guard is an NPC, the GM rolls d% for him, adding the guard's Listening skill mastery (it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

The GM might now describe the scene and give the player a chance to take action. "The sound of metal on stone echoes through the corridor as your shield scrapes against the wall. Suddenly, you hear a gruff, manly voice shout 'Who's there?' from the other side of the arch. What do you do now?"

The previous example works well for characters whose mastery is explicitly stated or, for universal skills, can be extrapolated from relevant abilities. For NPCs and monsters without a listed score, simply roll d100+d20 any time they must make an opposed check versus some player action (typically Listening, Observation or Resist Persuasion).

Melidor, a badly wounded elf thief, wants to hide from a prowling owlbeast. When Melidor attempts his opposed check, his player rolls d% and adds Melidor's Hiding skill mastery for a total of 55. He also decides to spend four Luck points and so adds +20 to the opposed check (+5 for each Luck point spent), for a grand total of 75.

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



Skill	BP Cost	Relevant Abilities	Universal	Pre-Requisite	Typical Opposed Skills (if any)
Acting	4	Lks, Cha	Yes	-	Observation
Animal Mimicry	2	Wis	Yes	-	
Animal Training (specific)	6	Int, Wis	No	Animal Empathy 30 or better	
Appraisal (specific)	3	Int	No	-	Forgery
Arcane Lore	10	Int	No	-	
Boating	2	Wis	Yes	-	
Carpentry/Woodworking	2	Int	No	-	
Cartography	5	Int	Yes	-	
Climbing/Rappelling	6	Str, Dex	Yes	-	
Cooking/Baking	1	Int, Wis	No	-	
Current Affairs	2	Wis	Yes	-	Resist Persuasion
Disarm Trap	16	Dex, Int	No	-	
Disguise	4	Int, Cha	Yes	-	Observation
Distraction	1	Cha	Yes	-	Resist Persuasion
Divine Lore	10	Wis	No	-	
Escape Artist	4	Dex, Int	Yes	-	Use Rope (if rope is involved)
Fast Talking	2	Cha	No	-	Resist Persuasion
Fire-Building	2	Wis	Yes	-	
First Aid	4	Wis	No	-	
Forgery	8	Dex, Int	No	Literacy 35 or better	Appraisal
Gambling	1	Wis, Cha	No	-	
Glean Information	3	Int, Wis, Cha	Yes	-	Resist Persuasion
Hiding	6	Dex, Int	Yes	-	Listening or Observation
History, Ancient (specific)	1	Int	No	Literacy 20+ for Advanced mastery	
Identify Trap	16	Wis	No	-	
Interrogation	5	Wis, Cha	Yes	-	Resist Persuasion
Intimidation	2	Str, Cha	Yes	-	Resist Persuasion
Language (specific)	2	Int	No*	-	
Listening	6	Wis	Yes	-	Hiding or Sneaking
Literacy (specific)	4	Int	No	-	
Lock Picking	12	Int, Dex	No	-	
Mathematics	5	Int	No	Literacy 30 or better	
Mining	2	Str, Int	No	-	
Observation	4	Wis	Yes	-	Acting, Disguise, Hiding, Pick Pocket
Pick Pocket	10	Dex	Yes	-	Observation
Reading Lips	2	Int	Yes	-	
Recruiting	3	Cha	Yes	-	Resist Persuasion
Religion (specific)	2	Wis	No**	-	
Resist Persuasion	3	Wis	Yes	-	various

**Yes for native language. Starting native language skill mastery equals 37+(Int x2)+d20p.* ***Yes for clerics in regard to their chosen deity.*

Skill	BP Cost	Relevant Abilities	Universal	Pre-Requisite	Typical Opposed Skills (if any)
Riddling	4	Int	No	-	
Riding (specific)	4	Wis, Dex	No	-	
Rope Use	2	Dex	Yes	-	Escape Artist (if rope is involved)
Salesmanship	8	Int, Wis, Cha	Yes	-	Resist Persuasion
Scrutiny	4	Wis	Yes		
Seduction, Art of	4	Lks, Cha	Yes	-	Resist Persuasion
Sneaking	8	Dex	Yes	-	Listening or Observation
Survival	5	Wis, Con	Yes	-	
Swimming	1	Str, Con	No	-	
Tracking	7	Wis	Yes	-	

SKILL DESCRIPTIONS

Acting

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

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

The Acting skill also confers a cumulative 5% bonus (per level above Unskilled) to Disguise skill check rolls.

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

Animal Mimicry

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

This skill allows the user to imitate any animal and/or monster noises that he is familiar with. This may be for common birds and farm animals, but the howls, cries, grunts and bellows of monsters require the character to hear the noise at least twice before he can mimic it. Higher skill levels allow imitating louder and more complex sounds as well as ensuring a greater success rate.

A successful check mimics the noise precisely, but a failed check means that the sound is wrong in some way (pitch, resonance or volume). Creatures and persons familiar with the noise detect the fraud, but other creatures or characters in earshot require Wisdom checks to determine if they detect the fakery (assuming they know anything at all about the actual sounds). Those clueless to that particular beast are still duped.

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

Mastery Level	The character can mimic...
Unskilled	Noises that sound a little like the real thing
Novice	Birdcalls
Average	Animal noises (wolf, bear, dogs)
Advanced	Cries of monsters up to size L
Expert	Cries of monsters up to size G
Master	Any massive beast

Animal Training (specify animal type)

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

Characters with this skill know how to train one type of animal (horse, dog, etc.) but can purchase Animal Training multiple times to train other types. A trainer can work with only one animal at a time and teach it to follow general orders or perform specific feats. He can also eliminate vices, such as those in some horses. An animal can learn any simple order or simple trick, plus up to 2d4 general orders or specific tricks.

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

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

Appraisal (specify subtype)

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

Appraisal provides the ability to estimate the value of items in certain categories. Appraisers can estimate an item's inherent quality (compared to typical items) and current market price. An estimate's accuracy depends on skill level - the best appraisers know an item's every nuance as well as market fluctuations.

Appraisal Subtypes
Armor & Weaponry
Artwork (sculpture, paintings, etc.): *Includes the vast catch-all of gilded and bejeweled loot you might find in a dungeon.*
Books, Maps & Documents: *Cannot identify/use spell books or scrolls.*
Furs & Pelts
Gems & Jewelry
Livestock
Spices & Perfumes
Sundries: *Items common to a 'general store' (provisions, tools, etc.)*
Textiles (silks, clothing and rugs): *Tapestries or rugs with a market price bolstered by their value as a piece of art are treated as artwork.*

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

Mastery Level	The character can estimate worth within...
Novice	identify item as potentially valuable
Average	d20+20% of its true value
Advanced	d20+10% of its true value
Expert	d20% of its true value
Master	d20-10% of its true value

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

Arcane Lore

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

This discipline of study explores the theoretical constructs of magic, though it does not teach actual mechanics of spell casting. Mages gain insight in this subject when leveling up (+3 skill points each time), but training is open to any student.

Spell casting and Arcane Lore are related to each other much like engineering and pure science. That is, spell casting is all about applying basic magical principals to demonstrable uses. A junior spell caster is much like an amateur tinkerer. He knows little (if any) theory, but has some measure of practical experience – sufficient to deal with the elementary challenges

of low-level spells. As he progresses in experience, his additional theoretical training allows him to cast progressively more complex spells. As he reaches higher levels, even if he has not specifically undertaken to study Arcane Lore, he has sufficient training to comprehend and use relatively complex magical theory. However, if he wishes to ever be anything more than a spell lobber, additional training is recommended.

Some practical applications of Arcane Lore follow:

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

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

If one can observe a mage casting a spell (this requires a second of absolute focus), an Average check reveals what he's about to cast.

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

Deciphering Mage Scrolls: The rapidity with which a Mage can comprehend the contents of a particular magical formula is very dependant on his Arcane Lore mastery. As can be inferred from the table below, only the most skilled loricists are capable of rapidly assimilating such information. As such, the difficulty of the requisite skill check decreases as a function of the time spent deciphering the scroll.

Failing a skill check does not mean that the character cannot ever read the scroll, merely that he must spend additional time with the document before attempting another skill check (albeit at a cumulative 15% penalty to the roll representing cumulative frustration and misinterpretation). Those who have repeatedly failed to decipher a scroll are best advised to spend a good deal of time with said manuscript lest they reach a point where they may fail to ever adequately understand its contents.

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

Once deciphered, a character is fully aware of what spell appears on the scroll and may verbalize it to enact the magic. If a mage wishes to transfer the spell to his spell book rather than using it as a one-shot casting, he must roll on the Mage Spell Cognition Table (see the mage class in ***Chapter 4: Character Classes***) to determine if he comprehends the enchantment well enough to replicate it. If successful, and provided the new spell does not exceed his level limit of spells known, he may utilize his Magical Transcription proficiency and copy the spell into his spell book.

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



Boating

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

A character can use this skill to pilot canoes, kayaks and small boats, as well as try to prevent capsizing in rough waters. A successful check means that he guides the craft where desired, while failure indicates the craft capsizes, runs aground and so on. Note that this skill is used only for small craft such as those used on small lakes, large ponds and rivers.

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

Carpentry/Woodworking

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

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

It takes at least 4+1d4p hours to create Easy items, 8+2d4p hours for Average items, 4+1d4p days for Difficult items and at least 2+1d4p weeks of work for Very Difficult items. Only after this time does the carpenter make his skill check. Common tools are a hammer, saw, nails and measuring device, though more specialized tools may be needed depending upon the job in question.

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

Cartography

Relevant Ability: Intelligence
Cost: 5 BP
Universal: Yes* (subject to prerequisite)
Prerequisite: Literacy (Novice Mstery)
Materials/Tools: Yes

If a character has parchment, quills and ink, this skill allows him to create relatively accurate maps. If the PC fails to purchase these items, he cannot map the area. (Remember that parchment is flammable and your PC could easily lose his map if set aflame, so take precautions!)

Characters unskilled or with Novice mastery of Cartography may **not** use graph paper when mapping dungeons! Those of Average mastery will also not be allowed to pester the GM with repeated questions - they will be given the dimensions only once (if this seems unfair, you should improve your skill). Finally, if a PC can't see (*e.g.*, he's in total darkness), he can't map.

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

Climbing/Rappelling

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

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

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

Mastery Level	The character can climb...
Unskilled	A ladder or trees with many branches
Novice	A standard building with many protrusions
Average	A masonry wall
Advanced	A rough rock wall
Expert	A sheer cliff without rope or pitons
Master	A smooth wall

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

Cooking/Baking

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

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

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

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

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

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

Current Affairs

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

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

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

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

Disarm Trap

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

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

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

This skill is only effective in disarming mechanical traps. Those invoking a magical effect cannot be neutralized via this skill.

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

Disguise

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

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

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

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

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

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

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

DIfficulty	Examples
Trivial	Fooling someone ignorant of the race you are impersonating (*e.g.*, pretend to be an elf to peasants who've never seen an elf)
Easy	Fooling someone from 30 feet away
Average	Fooling someone with casual contact
Difficult	Fooling someone you interact with at length
Very Difficult	Fooling someone from the same race, social status and geographical background

Distraction

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

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

A PC may not use this skill if engaged in a fight or chase.

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

Divine Lore

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

A person versed in Divine Lore received rudimentary training in faith-based magic. As such, he can peruse religious writings, scrolls and other items to learn their contents. Clerics gain sagacity (+3 skill points) in this subject when they level up, but any student may pursue this body of knowledge.

Identifying Religious Icons: One can determine an object's sacramental affiliation (if any) to a known religion. This is a fundamental of Divine Lore and thus of Easy difficulty.

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

If one can observe a cleric casting a spell (this requires a second of absolute focus), an Average check reveals what he's about to cast.

Identifying Magic Items: Divine Lore can be used to identify the magical properties of an item restricted to clerics. This is always a Difficult skill check (Very Difficult if taking precautions to avoid exposure to and repercussions from cursed items).

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

Deciphering Clerical Scrolls: The rapidity with which a Cleric can comprehend the contents of a particular religious tract is very dependant on his Divine Lore mastery. As can be inferred from the table below, only the most skilled loricists are capable of rapidly assimilating such information. As such, the difficulty of the requisite skill check decreases as a function of the time spent deciphering the scroll.

Failing a skill check does not mean that the character cannot ever read the scroll, merely that he must spend additional time with the spiritual document before attempting another skill check (albeit at a cumulative 15% penalty to the roll representing cumulative frustration and misinterpretation). Those who have repeatedly failed to decipher a scroll are best advised to spend a good deal of time with said manuscript lest they reach a point where they may fail to ever adequately understand its contents.

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

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

Escape Artist

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

This skill enables a character to escape from shackles, ropes, nasty tentacles, man-catchers, constrictor snakes or other immobilizing confinement. This is usually accomplished by using deep inhalations or muscle tensing when confined (so that the ropes or tentacles loosen when the body is relaxed), temporarily dislocating a joint or similar action. The escape artist requires a full 10 seconds to attempt this skill.

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

Fast Talking

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

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

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

Fire-Building

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

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

With something to set alight and a few sticks of dry wood, grass, straw, moss, tinder, fungus or pages torn out of someone's spell book (plus a successful skill check), he can start a fire in 2d12p minutes (3d12p minutes for Difficult or higher checks). A failed check indicates the character is unable to start a fire.

See *Lighting Torches under Duress* in ***Chapter 10: Miscellaneous Rules*** should you need to light a torch in a time-critical situation.

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

First Aid

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

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

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

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

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

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

A Master of First Aid can reduce a 4 Hit Point wound from 10 days to only 3¾ days (3 days and 18 hours (2+1+½+¼ = 3¾ days).

Mastery Level	The character can...
Novice	Tend to injured characters such that their wounds heal at a faster rate; critical care requires 10 minutes/wound; can distinguish whether an individual is dead or merely unconscious
Average	Stabilize a character knocked unconscious from trauma; critical care requires 6 minutes/wound; with a successful Average skill check provides +1 bonus to a dying character's Con check
Advanced	Function as a midwife to deliver children; diagnose injuries; critical care requires 4 minutes/wound; with a successful Average skill check provides +2 bonus to a dying character's Con check
Expert	Properly set broken bones; amputate limbs; critical care requires 3 minutes/wound; with a successful Average skill check provides +3 bonus to a dying character's Con check
Master	Utilize herbal remedies to heal wounds at a fast rate; critical care needs 2 min. per wound; with a successful Average skill check provides +4 bonus to a dying character's Con check

Forgery

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

This skill enables a character to create or detect forgeries and duplicate documents/handwriting. On a successful check, a forgery passes as genuine except by other characters who are

intimately familiar with the genuine article or by other persons with the Forgery skill. On a failed check, the forger's work is so shoddy that it cannot pass examination by anyone.

Forging a signature demands 1d4p hours of practice, while forging a long document requires 4+4d6p hours. Forging a document with one or more stamps and seals takes 4+4d6p hours plus another 3d4p hours for each new stamp or seal that needs to be crafted. Each stamp or seal also requires its own Forgery skill check.

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

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

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

Gambling

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

This skill allows a character to win games of chance far more often than the odds should allow. When engaged in a game of chance where skill and strategy contribute to the chance of success (*i.e.*, card games), each participant should roll d% and add his Gambling skill mastery to the tally. The highest number is the winner.

Games that require some measure of physical adroitness (like darts) do not benefit from this skill.

Glean Information

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

This skill permits the character to gather information he desires. Casual intelligence (to include rumors) can be gathered by eavesdropping or by engaging in seemingly innocuous conversations with civilians. Acquiring specific knowledge (such as a guard patrol schedule or general location of a thieves' guild) requires seeking out individuals possessing this information. A skill check is required whenever the character wishes to learn anything not known to the general populace.

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

Any time a character desires to make a Glean Information skill check, he must invest a small sum of coin for drinks, bribes and so forth, or suffer an additional +15% penalty to the check. A typical effort lasts 1d4p hours and costs 1d10p silver pieces; this money must be spent whether or not the desired information is found. Ferreting out very sensitive information could take far longer and involve a far greater expenditure (your GameMaster will determine this).

If you come up dry in your investigation, you certainly can continue your search the next day, spending more money and making another check.

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

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

Hiding

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

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

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

History, Ancient (specify type)

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

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

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

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

Identify Trap

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

There's one sure way to find a trap and that's to set it off. For all but the most benign and comically oriented traps, this is a situation best to be avoided.

Identifying traps involves a minute examination of the subject article (be it a chest, door or section of floor). The thief looks for incongruities or oddities in the item, especially near hinges or moving parts. Great care must be taken lest the investigator unexpectedly discover a trap by setting it off. This can be painstakingly slow (figure d4p – d12p minutes per 5'x5' area depending on the density of possibly trapped objects in the area.

With increasing skill, the thief gains exposure to a broader variety of trap mechanisms and thus can detect their presence more easily.

Identifying traps is never a sure thing. Instead of a simple yes/no skill check, there are four potential outcomes: 1) successfully identify if a trap is present; 2) mistakenly identify a trap where there is none (***false positive***); 3) mistakenly identify that no trap is present when one exists (***false negative***); and 4) activate the trap.

Skill Check	Result
Pass	Successfully identify if a trap is present
Fail by less than 30	Either fail to identify trap if present (while not setting it off) or falsely believe that a trap exists where there is none
Fail by 30 or more	Activate a trap if one is present

Interrogation

Relevant Abilities: Wisdom and Charisma
Cost: 5 BP
Universal: Yes
Prerequisite: None

A character uses this skill to persuade uncooperative people to reveal information against their will. This generally involves the use of threats, coercion or other such methods (though not physical torture). A successful opposed skill check is necessary (the subject of the interrogation uses his Resist Persuasion skill to counter).

If the roll is successful, the person tells what the character wants to know, that is, if he actually knows. A failed check indicates that the target refuses to tell the character what he knows. Only one attempt may be made per target, per day.

Mastery Level	The character can...
Unskilled	Determine that the target knows something and refuses to tell
Novice	Convince target to tell a secret that has no consequences for himself
Average	Convince target to tell a secret with almost no consequences for himself
Advanced	Convince target to tell a secret with inconvenience for himself
Expert	Convince target to tell a secret with major inconvenience (death and torture) for self
Master	Convince target to tell a secret with major inconvenience for himself and family/friends

Intimidation

Relevant Abilities: Strength and Charisma
Cost: 2 BP
Universal: Yes
Prerequisite: None

Characters use this skill to cause others to back down in a contest of wills, to make others afraid to fight or to help with Interrogation checks. A successful opposed skill check is necessary (the subject of the intimidation uses his Resist Persuasion skill to counter). If the Intimidation skill check is successful, the character gains a 10% bonus to a subsequent Interrogation skill check against the intimidated individual.

Mastery Level	The character can...
Unskilled	Convince target to temporarily back down when there are no consequences for himself
Novice	Convince target to back down when there are no consequences for himself
Average	Convince target to back down when there are almost no consequences for himself
Advanced	Convince target to back down even though it means inconvenience for himself
Expert	Convince target to back down even though it means major inconvenience (such as death and torture) for himself
Master	Convince target to back down even though it means major inconvenience for himself and his family/friends

Language (specify language)

Relevant Ability: Intelligence
Cost: 2 BP
Universal: No (yes for native language)
Prerequisite: None

The character with this skill has learned to speak a particular language. A successful skill check indicates that the character is able to speak and understand the language, while a failed skill check means that he has forgotten the correct words – or cannot understand the words. For convenience's sake, you can use the chart below to judge the level of communication possible by the character.

This skill is universal for the character's native language (such as Dwarven or Kalamaran). All characters receive skill mastery equal to [37+(INT score x2)+d20p], in this native language. Naturally, they may improve this further.

Typical language choices include: Dwarven, Elven and racial/regional human languages (Brandobian, Dejy, Fhokki, Kalamaran, Reanaarese and Svimohzish), as well as an international trader's language known as Merchant's Tongue. Consult your GameMaster should you wish to gain proficiency in another language. Note that proficiency must be learned from a person fluent in the language. As such, it may be nigh impossible to learn certain languages.

* This skill cost is only 1 BP for any language skills purchased during character creation (the presumption being that these language skills were developed prior to adulthood when learning other tongues is much easier.)

Mastery Level	The character can...
Novice	Speak a few common words correctly and understanding what they mean, ability to communicate is limited and must be augmented by pantomime
Average	Communicate in the language, vocabulary is limited and idioms are difficult to decipher, pronunciation is frequently non-standard and may require many repetitions to comprehend
Advanced	Speak and understand most normal topics of conversation, non-native speakers retain a pronounced accent while native speakers utilize non-standard pronunciation, grammar and/or inordinate use of epithets
Expert	Speak and understand conversations, non-native speakers have only a slight accent, natives use standard pronunciation and grammar
Master	True fluency, speech pattern corresponds to that of the high, elite or noble classes

Listening

Relevant Ability: Wisdom
Cost: 6 BP
Universal: Yes
Prerequisite: None

Characters use this skill to focus their sense of hearing. Any time a character stops to carefully listen in order to "hear something," he may attempt a skill check to do so.

For example, a character might hear an approaching enemy, whispers in the darkness or the hissing of a snake locked in a chest as a guardian.

The GM may also roll this skill check any time there is some subtle noise that a character might hear (even if the character did not specifically state that he is using this skill). If the character succeeds at his skill check, he hears the noise. A failed check within 20 points of his mastery level leaves the character with the false impression that he 'heard something' (as does a successful check when there's nothing unusual for him to hear). If he fails by 20 points or more, he hears nothing.

Literacy (specify language)

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

The character can read and write a single language. There must be someone available to teach the character for him to earn his first purchase.

Mastery Level	The character can...
Novice	Read and generally comprehend documents meant for a general audience, writing is rife with spelling and grammatical errors
Average	Read and comprehend documents meant for a general audience, write documents with occasional spelling and grammatical errors
Advanced	Read and comprehend difficult technical and academic works or documents written in an ancient form of the language, write documents free of spelling and grammatical errors
Expert	Know the complete lexicography of the chosen language
Master	Have a full philological comprehension of the language with understanding of its origins, history and literary traditions

Lock Picking

Relevant Abilities: Intelligence and Dexterity
Cost: 12 BP
Universal: No
Prerequisite: None
Materials/Tools: Yes

Lock Picking is the deft use of tiny picks and levers to simulate the action of the designated key and thereby open the lock. Susceptibility to such manipulation is an inherent weakness of all locks owing to the fact that, to serve their intended purpose, they must open when the mated key is turned. Better quality locks employ more and higher precision tumblers but this comes at rapidly increasing cost. Such locks do, however, provide a greater challenge to the would-be intruder. The GameMaster determines the quality of the lock.

The time required to pick a lock varies wildly being both a function of the lockpicker's skill and the intricacy of the lock. A novice burglar may spend d4p-1 minutes fiddling with a shoddy lock while a master may open it in a second. Your GameMaster will provide details when your perform this skill. Note that on a failed check, the lock is simply too hard to open and the character can't pick this particular lock again until he improves this skill.

Mastery Level	The character can...
Novice	Pick a Shoddy quality lock
Average	Pick a Good quality lock
Advanced	Pick a Very Good quality lock
Expert	Pick an Excellent quality lock
Master	Pick a Superior quality lock

Mathematics

Relevant Ability: Intelligence
Cost: 5 BP
Universal: No
Prerequisite: Literacy 30 or better

A character with this skill has studied mathematics. Depending on his skill mastery, the character may also be familiar with difficult mathematics such as geometry and trigonometry or integral calculus, and be able to calculate complex equations. The Mathematics skill also confers a 5% bonus per mastery level to Carpentry and Cartography skill checks.

Mastery Level	The character can perform...
Novice	General math (addition, subtraction, division, multiplication)
Average	Geometry
Advanced	Trigonometry, can perform complex geometric estimations (accurately estimate dimensions or volume of an object)
Expert	Algebra*, statistical analysis
Master	Calculus** (differential equations)

**Readers may question the positioning of algebra as a more advanced form of mathematics than geometry and trigonometry when the contemporary high school mathematics syllabus customarily places algebra first. These same readers, however, neglect to recall that this is only an introductory course and that algebra II follows courses in geometry and trigonometry. Historically, this arithmetical system was developed later than geometry and provided a means of precisely solving equations previously estimated by geometric approximation.*

***No, it's not an anachronism. Although Leibniz is credited with its discovery in the 17th century, Archimedes developed a heuristic form almost two millennia earlier. And geeze louise, if your character has an actual use for integral calculus in the game – your GM better let him do the math!*

Mining

Relevant Abilities: Strength and Intelligence
Cost: 2 BP
Universal: No
Prerequisite: None

Miners are skilled at tunneling beneath the earth. Novice miners do little more than the backbreaking job of excavation and attacking stone with picks and chisels. With greater experience, a miner can act as a foreman and direct the labor of other miners. He learns how to shore up tunnels for greater stability and to plan for drainage. Even greater mastery permits the miner to excavate increasingly larger and grander subterranean areas and ensure their integrity by proper design.

Hard rock mining is slow and grueling work. Miners can only work an eight-hour shift before becoming ineffective. During this shift, a miner can excavate 2 tons of rock (about 25 cubic feet). Soft rock mining (through loam, clay, coal or salt) allows a miner to be doubly effective.

Mastery Level	The character can...
Novice	Excavate 25 cubic feet day; Detect a grade or slope in a passage
Average	Act as foreman; Implement rudimentry structual improvements (shoring up tunnels with beams); Detect new tunnel/passage construction
Advanced	Implement drainage within mines or other subterranean works; Route tunnels and passageways through stable rock; Determine approximate depth underground
Expert	Design subterranean chambers up to 30,000 cubic feet; Detect sliding or shifting walls or rooms
Master	Design vaulted caverns and underground construction of any size; Detect stonework traps, pits and deadfalls

Observation

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

This skill focuses certain powers of observation - sight, smell and touch (hearing has its own skill). A failed check indicates that the character is oblivious until the thing is pointed out to him. This skill is important for ferreting out advancing enemies or ambushes, generally real-time events and actions occurring, versus scrutiny, which covers static objects or areas. A GM may roll an Observation skill check for the PC any time there is an NPC, monster, event or happening that a character might notice, even if he did not specifically state that he is monitoring his surroundings. Characters are capable of noticing any event within their perception; this skill will typically be used as a competing check against another's attempt to avoid detection (sneak, hide, etc). Observation reveals only facts, not motivation.

Pick Pocket

Relevant Ability: Dexterity
Cost: 10 BP
Universal: Yes
Prerequisite: None

A character can use the Pick Pocket skill to steal small and accessible items from another person. Typical scenarios include the infamous 'cutpurse' where a small pouch is shorn

from a belt or a 'bump and grab' where innocuous contact with a stranger in a crowd allows the thief to quickly filch an item while the mark is temporarily distracted. It should be noted that this skill might also be used to place an item into a pocket or pouch.

Because picking pockets involves close personal contact with the victim, it is not without potentially grave risks and is subject to limitations. First, the target must be unaware of the thief. This does not necessarily mean that he does not actually see the thief, since it could (most likely) be that he is simply not aware of the hazard posed by the cutpurse. Rather, the thief must be seen to be an innocuous "face in the crowd." It is this that allows close approach. An infamous and well-known pickpocket (surely a career-ending curse) would cause anyone he met to be on heightened alert and unwilling to allow him the close contact necessary to perform his trade. Likewise, an orc in a dungeon (or any foe with hostile intent) aware of the thief's presence is not going to allow him to approach.

Similarly, only small items carried in a pouch (to include the pouch itself) or within pockets of a garment may be lifted. The key is to prevent the 'mark' from noticing the theft. Items with considerable weight (such as a sword or a pouch concealed under several layers of clothing) are beyond even the best pickpocket's ability to surreptitiously liberate.

As alluded to earlier, there are two measures to success. The first, obviously, is to gain possession of an item. The second and perhaps more important to the thief's survival, is for the victim to remain unaware of the attempt. A Pick Pocket attempt is a competitive d100 roll with the thief adding his Pick Pocket skill mastery and the victim adding his Observation skill mastery. (Situational modifiers may also apply.)

Skill Check	Result
Pass	Successful Pickpocketing
Fail by less than 15	Failed attempt but victim is unaware of attempt
Fail by 15 or more	Failed attempt and victim is aware of attempt (response dictated by your GM)

Difficulty	Examples
Trivial	Victim is asleep
Easy	Victim is drunk
Average	Victim is awake but distracted; victim is in a large and bustling crowd
Difficult	Victim is awake; victim is in a small and open gathering; victim knows character is there
Very Difficult	Victim is alert and expecting trouble; victim can see character

Reading Lips

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

The character can tell what other characters are saying, even if he cannot hear them. Of course, he must be fluent in the language of the observed speaker. On a successful skill check, the character discerns part of the conversation (because some sounds are much like others, lip readers never understand a full 100%). The speaker must be mostly facing the lip reader (at least a three-quarter view). If the skill check fails, nothing is learned.

Mastery Level	The character can understand...
Unskilled	A word or two
Novice	About 10% of the conversation
Average	About 20% of the conversation
Advanced	About 50% of the conversation
Expert	About 70% of the conversation
Master	About 90% of the conversation

Recruiting

Relevant Ability: Charisma
Cost: 3 BP
Universal: Yes
Prerequisite: None

Characters use this skill to recruit henchmen, hirelings and mercenaries or to raise a mob to action. Of course, henchmen, hirelings and mercenaries must be paid, so it does not depend solely on the character's skill. However, if the pay is good and terms are fair, this character is able to recruit the best men for his mercenary band and convince them to swear an oath of loyalty to him. Mobs are temporary and need not swear an oath of loyalty. A skill check is required (a competing check with the recruit employing his Resist Persuasion mastery as a counter).

If successful, the character convinces a particular person to sign on with him. A failed check means that particular person refuses. This skill check may only be performed once per week on a particular target.

Religion (specify faith)

Relevant Ability: Wisdom
Cost: 3 BP
Universal: Special*
Prerequisite: None

This skill allows one to learn about a particular religious faith. Basic knowledge is the tenants of the religion. Further study provides a greater knowledge of the inner workings of the church and the ability to quote scripture and prayers. A great knowledge effectively makes the character a religious scholar with the ability to debate almost any issue of importance to the church. Of course, knowledge does not presume belief.

With regard to clerics, this is considered a universal skill in so far as their own deity is concerned. Beginning clerics receive a mastery score in this skill equal to their Wisdom attribute. In addition, clerics receive +5 skill points in this skill (for their chosen religion only) every time they advance in level.

Mastery Level	The character has...
Novice	Basic knowledge of church's teachings
Average	Full knowledge of 'open' church doctrine including ceremonies, days of observance, raiment, holy books (with the ability to quote selected passages) and local church leaders
Advanced	Partial knowledge of splinter groups and heretics and reasons for said, knowledge of regional extent of church and leadership, can quote extended doctrine
Expert	Thorough understanding of religion's teachings, knowledge of heresies and internal strife, full knowledge of church hierarchy (if possible), can quote and recognize doctrine
Master	Great knowledge of the religion to include internal politics, schisms, academic comprehension of current doctrine and historical influences/personalities, can quote and cross-reference doctrine at will

Resist Persuasion

Relevant Ability: Wisdom
Cost: 3 BP
Universal: Yes
Prerequisite: None

Mastery level in this skill is indicative of a character's ability to resist various persuasive efforts of another person. Any time such persuasion would compel the character to either perform actions or reveal information undesired by the character's player, he can attempt to resist by making a competitive skill check versus the form of persuasion being attempted.

Riddling

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

Characters with this skill are proficient at word games and verbal puzzles. When given a riddle, they receive a check to automatically solve it (even if the player cannot do so himself). The GM sets the difficulty based upon the brainteaser's complexity or on the opposing riddler's mastery of Riddling. All capabilities provided by this skill are cumulative.

Mastery Level	The character can...
Novice	Remember d3 riddles* (Trivial to solve)
Average	Recall 2-8 riddles* (Easy to solve)
Advanced	Recall 3-12 riddles* (Average to solve)
Expert	Recall 2-8 riddles* (Difficult to solve); usually solve most riddles and puzzles
Master	Proffer difficult riddles until the questioner tires of the game

** or solve same quantity*

Riding (specify mount species)

Relevant Abilities: Wisdom and Dexterity
Cost: 4 BP
Universal: No
Prerequisite: None

Characters use the Riding skill both for riding and for handling equines and other mounts. It requires greater skill to fight from the saddle - more so to shoot accurately.

Mastery Level	The character can...
Novice	Utilize a riding horse
Average	Fight mounted with -2 melee penalty; -6 penalty to mounted archery attacks
Advanced	Fight mounted with no melee penalty; -4 penalty to mounted archery attacks; may vault into saddle; attempt a special slide-stop maneuver to stop and/or turn a galloping horse faster than normal
Expert	Fight mounted with no melee penalty; -2 penalty to mounted archery attacks
Master	Fight mounted with no penalty

Rope Use

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

With this skill, the character becomes progressively more adept at the usage of rope. Initially this involves simple care and maintenance (such as identifying compromised strength and 'whipping' rope ends) as well as a broad knowledge of knots and their appropriate employment.

Mastery Level	The character can...
Novice	Tie basic knots, including hitches, bends, loop knots, and friction hitches
Average	Securely bind prisoners; evaluate quality of rope (especially with regard to compromised load bearing ability); +3% bonus to Escape Artist skill*
Advanced	Tie knots that appear to less skilled individuals to be secure but can easily be loosened; +6% bonus to Escape Artist skill*
Expert	Weave strong rope from scrounged natural plant fibers; +9% bonus to Escape Artist skill*
Master	Design and supervise the construction of a rope suspension bridge; +15% bonus to Escape Artist skill*

** applicable if character is bound by a rope*

Salesmanship

Relevant Abilities: Intelligence, Wisdom and Charisma
Cost: 8 BP
Universal: Yes
Prerequisite: None

Salesmanship is the art of the deal. While some may dismissively castigate adroit salesmen as disreputable snakes who desire nothing but the fleecing of their victim's pockets, this is a myopic assessment. While an easy mark is seldom turned away, the skilled operator is keenly aware that successfully brokering transactions is his bread and butter. The profit garnered from a series of deals, none of which on its own yields a stellar margin, can easily overwhelm a singular shady deal.

As such, the salesman's interest lies in gauging what his customer is willing to pay for an item and, provided it adequately covers his costs, closing the deal. While maximizing his profit is always the ideal result, a sale lost by alienating a customer not only results in lost revenue today, but also the loss of opportunity for repeat business.

The successful salesman can ingratiate himself, putting his customer at ease and hence lowering his defenses. He extols the virtues of his product while cleverly brushing aside or concealing any inadequacies through his superior knowledge of the item while evaluating his target's responses before beginning negotiations.

This skill covers the basics of haggling and bartering but can be extended to handle any sort of negotiations in which items or services of value are exchanged.

Mastery Level	The character can...
Unskilled	Engage in haggling at his own fiscal peril
Novice	Recognize a skilled salesman and opt to avoid negotiating with him
Average	Be relatively assured of the gross parameters of an offer (such as whether it's a complete rip-off, relatively fair offer or total steal)
Advanced	Generally obtain favorable terms from a buyer or seller
Expert	Obtain best possible terms a buyer or seller is willing to offer
Master	Obtain items at or below the seller's costs

Scrutiny

Relevant Ability: Wisdom
Cost: 4 BP
Universal: Yes
Prerequisite: None explicitly (*though supplemental knowledge of the object being scrutinized may prove very useful)*

Unlike Observation, which is more applicable to real-time situations involving movement, the scrutiny skill permits an individual to notice small details that a less careful person may not have noticed or considered relevant. This is not to be confused with Eidetic memory in that the latter involves astounding powers of recalling information not the ability to discover said. In its most common application, close scrutiny, an individual carefully and methodically examines an object. If successful, he is able to ferret out minute details – most generally inconsistencies.

This skill can be used to greatest efficacy when coupled with supplemental knowledge for, in truth, it provides no contextual data. Simply put, without knowing why and to what frequency irregularities may occur, details may simply overwhelm a master scrutinizer such that he may be unable to make sense of the information. For example, an individual without any knowledge of weaponry may examine a sword and note imperfections in surface finish, edge wear or a myriad of other perceived flaws without knowing that these are inherent to the manufacturing process and not indicative of a blade that will fail its wielder in combat. In so doing, he cannot distinguish between irrelevant flaws and those that have a true bearing on the quality of the weapon.

Of course, many situations exits where scrutiny can be used to great effect with only common knowledge. Noticing concealed and secret doors, for example, fall under the purview of this skill. A GM may roll a Scrutiny skill check for the PC any time there is something subtly askew that a character might notice, even if he did not specifically state that he is scrutinizing his surroundings. Any sleuth looking for clues will need to be well versed in scrutiny, should he hope to prove successful in the least. A failed check indicates that the character is oblivious until the thing is pointed out to him. Scrutiny reveals only facts, not deductions or conclusions.

Mastery Level	The character can...
Novice	Notice obvious details (curtain flapping in the breeze, bright contrasts, object weighing a great deal less or more than expected, an ajar door, footprints in mud, etc.)
Average	Notice details (picture frame askew, footprints in dust, loose floorboard, small temperature change, etc.)
Advanced	Notice minor details (tiny splash of mud on robes, mild smell, object weighing barely more or less than expected, absence of dust, etc.)
Expert	Notice minute details (smooth surface on expectedly rough texture, absence of dust in a particular shape, etc.)
Master	Notice miniscule or obscure details (such as objects arranged in a non-customary way but not askew or otherwise unusual)

Seduction, Art of

Relevant Abilities: Looks and Charisma
Cost: 4 BP
Universal: Yes
Prerequisite: None

Seduction is employed to influence the actions of another person. It may be innocently used to attract attention and garner more favorable reactions through flirting or brazenly utilized as a quid pro quo with the implied promise or actual exchange of sexual congress. In either case, it involves stoking another's prurient interest in the character performing the seduction.

Obtaining more than incidental advantage from this skill requires active involvement with and manipulation of the target. This may take the form of a prolonged courtship or intimate relationship with the individual being seduced.

A skilled seductress (or Courtesan) is no mere street whore. While ribald promiscuity is quite often a feature of the relationship, it alone is insufficient. The seductress must integrate herself into the victim's social sphere so as to patiently but deliberately poison his mind against his intimates and advisors leaving her alone as his confidant. Only then can she manipulate his actions so that they favor her own interests and not his own or those of his associates, partners, family or subjects as the case may be.

Mastery Level	The character can...
Unskilled	Seduce an individual with no allegiances
Novice	Seduce an individual with weak ties to either a partner or organization
Average	Seduce an individual with strong ties to either a marriage partner or an organization
Advanced	Seduce an individual with high social standing or leadership role in an organization
Expert	Seduce an individual of great wealth, prestige and social status
Master	Seduce a target into altering his will

Difficulty	Examples
Trivial	Encourage a favorable reaction
Easy	Requesting individual perform actions that result in minor inconvenience
Average	Requesting individual perform actions that result in significant inconvenience
Difficult	Goading individual into actions that have very real chance of resulting in injury or have legal or financial repercussions
Very Difficult	Inducing target into actions that have significant possibility of resulting in death, severe injury or that have significant legal repercussions or risk of great monetary loss or loss of status and prestige

Sneaking

Relevant Ability: Dexterity
Cost: 8 BP
Universal: Yes
Prerequisite: None

This skill allows a character to move without being heard. Although he can easily be seen (unless employing some form of concealment), a successful check avoids drawing the attention of observers and thus he can sneak past them if not in their line of sight.

Failure by up to 25 points means the character believes he moved silently when, in fact, he made some noise that draws attention. Failure by more than 25 points means the sound was so obvious that even the sneak is aware of his failed attempt.

Survival

Relevant Abilities: Wisdom and Constitution
Cost: 5 BP
Universal: Yes
Prerequisite: None

This skill gives a character a better chance of survival in hostile environments. He knows the dangers each environment presents, particularly the weather. He also knows the proper steps to lessen the risk of exposure and the methods to locate and gather potable water and how to find basic food (whether it is appetizing is not guaranteed). Furthermore, a character with this skill can instruct and aid others in the same situation.

When using this skill to forage for food or water, a success means that the character gathered enough to survive on. If he fails, he can make no more Survival checks that day.

Swimming

Relevant Abilities: Strength and Constitution
Cost: 1 BP
Universal: No
Prerequisite: None

This skill provides the character with knowledge of how to swim. With a successful skill check, the character succeeds in his attempt. On a failed check, the character makes a bad dive, cannot retrieve an object or otherwise must immediately stop any directional movement.

If, after a failed check, the character is unable to immediately walk out of the water, he must attempt another Swimming check to float or tread water. If the character fails this second check or had already failed a check for floating/treading, he begins to drown; suffering 1d3p points of damage for every 10 seconds he remains underwater.

Note: Drowning damage is restored fully in 5 minutes if the character survives.



Mastery Level	The character can...
Novice	Tread water (1 min); back float; use floatation device (log, etc.) to swim 25 ft on stomach
Average	Tread water (5 min); front/back crawl or breast stroke 100 ft at crawling speed; swim underwater 25 ft at crawling speed
Advanced	Tread water (20 min); front/back crawl or breaststroke 500 yds at crawling speed; breaststroke for 50 yds at walking speed; swim underwater 75 ft at crawling speed; can't drown in Average difficulty conditions
Expert	Tread water (1 hr); front/back crawl or breaststroke 1650 yds at crawling speed; breaststroke 100 yds at walking speed; underwater swimming 200 ft at crawling speed; cannot drown unless two or more Difficult/Very Difficult conditions exist
Master	Tread water (4 hrs); front/back crawl or breaststroke 6,000 yds (1 nautical mile) at crawling speed; breaststroke 250 yds at walking speed; underwater swimming 500 ft at crawling speed; cannot drown unless two or more Very Difficult conditions exist

DIfficulty	Examples
Trivial	Swim in a shallow pond
Easy	Swim in a calm lake
Average	Swim in a slow-moving river
Difficult	Swim in choppy water; in street clothing
Very Difficult	Swim in frigid water; in crashing waves; against strong current; with moderate encumbrance or wearing light armor

Tracking

Relevant Ability: Wisdom
Cost: 7 BP
Universal: Yes
Prerequisite: None

Characters use this skill to follow the trail of animals and other persons. Simply put, a successful Tracking check means the character found a trail, while failure means he did not. If the character fails this initial skill check, he can attempt another Tracking check - provided that he spends at least 30 minutes attempting to pick up the trail again. If he fails this second check, he simply can't find that particular trail.

After finding a trail, further checks may be necessary depending on the situation. Darkness, falling rain/snow, a dust storm, moving from one terrain to another (such as from sand to rock), one trail splitting into two or crossing water are examples why a character might need another Tracking check.

Mastery Level	The character can...
Novice	Determine if an area is heavily trafficked; roughly identify the number of creatures being followed or passed
Average	Determine the approximate height of the creatures leaving tracks (based on the length of their stride); determine age of tracks
Advanced	Determine certain attributes of creature(s) leaving tracks (approx. weight, recent injuries, etc.); recognize tracks or prints of a species the tracker is familiar with
Expert	Exactly identify the number of creatures being followed or passed; recognize tracks or prints of a species the tracker is unfamiliar with
Master	Recognize tracks, footprints or boot prints of a specific individual or creature

Difficulty	Examples
Trivial	Tracking a large group through snow
Easy	Tracking through thick brush, vines or reeds; tracking on soft ground
Average	Tracking occasional signs (on dust, dirt, etc.)
Difficult	Tracking on hard ground or wood floor; with poor lighting (moonlight, starlight or torch-light); over 12 hours since the trail was made
Very Difficult	Tracking a single person over rocky ground; tracked party attempts to hide trail, over 24 hrs since trail was made



TALENTS

What are Talents?



Talents are an indicator that the character possesses some extraordinary ability inherent to his makeup. Talents differ from skills in that the latter are acquired via an often slow and painstaking learning process and one's mastery of said is a direct correlation to the effort expended in doing so. Talents, on the other hand, require no such training. They are a natural gift.

No amount of study or practice will imbue a character with the capacity to function normally on a diminished sleep regimen or resist the powers of magical charms. Other talents, most notably those particular to combat, may be *emulated* through experience and training though this puissant skill at arms does not supersede any natural aptitude. An individual possessing a knack for swordplay, given comparable training, will always exceed his peers. Thus any bonuses derived from Talents are cumulative with those gained by advancement or specialization.

Talents need not be chosen exclusively during character creation. Those that are represent traits the character has been aware of for all his life, while others may lie dormant until they manifest themselves later on.

The following descriptions are arranged alphabetically by name. The header for each talent gives its name and Building Point cost, while the description provides a general outline of what a character with that particular talent can do. Some descriptions include rules to cover specific uses or situations, or exact instructions on the talent's effects if used successfully.

Advanced Sighting (35 BP)

Through a combination of keen eyesight and practical knowledge of trajectories, this character can mitigate the disparaging effects of distance on Accuracy with ranged weapons. All targets are treated as if only two-thirds their effective (i.e. size modified) distance. Thus, if shooting at an orc 60 feet away, the individual with this talent would use 40 feet as the target distance on the ranged attack charts.v

Attack Bonus (specify weapon) (10 BP)

This talent provides a +1 attack bonus with any one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Blind-Fighting (40 BP)

A character with a talent for blind-fighting is capable of fighting in conditions of poor or no light (but this talent does not allow spell use). In total darkness, the character suffers only a -4 penalty to his attack roll (compared to a -8 penalty without this skill). Under conditions of extremely dim illumi-

nation, the character incurs only a -2 penalty. The character suffers no penalties to his Defense because of darkness or inability to see.

This talent is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon.

While moving in darkness, the character may safely proceed at a walking pace much as with blind characters.

Furthermore, this talent aids the character when dealing with invisible creatures, reducing the attack penalty to -4. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

Blind-Shooting (40 BP)

With this talent, a character can fire at opponents he cannot actually see. These may be targets beyond his effective range of vision (such as goblins dimly backlit by a torch beyond the PC's torch or lamp light) or merely voices and/or noises in the dark.

Shots made at dimly lit targets suffer -2 accuracy while completely blind shots are made at -6. (The target may employ a shield for cover if held at the ready). The GM should secretly determine if the shot hits by comparing the archer's attack roll versus the true distance to the target (known only to the GM) and applying cover if applicable.

Charm Resistant (16 BP)

This talent provides exceptional resistance to magical charms (+12 bonus to saving throws).

Crack Shot (specify weapon) (10 BP)

A crack shot has a good eye and intuitive feel for precisely targeting opponents with ranged weapons (such as bows, crossbows, javelins, etc.) and receives +1 to attack when firing or hurling said weapon. This talent may be taken multiple times but only once with regard to a particular missile weapon.

Damage Bonus (specify weapon) (10 BP)

Characters with this talent get a +1 bonus to damage with one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Talent Limitations



If yer like me, yer slaverin' over the chance to take about eight instances of Damage Bonus to really knock them owlbeasts fer a loop. Hold yer horses right there. Unless specifically stated otherwise, these are single serving portions. You can't take but one of each – though you can spread your natural gifts over several different weapons if'n ya have a mind fer that.

These talents also won't allow you to circumvent the natural laws of the universe such as minimum weapon speed.

Dodge (25)

This talent is a boon for lightly armored combatants, such as scouts or thieves. Other individuals whose delicate skin is laid bare to the depredations of blades, claws and teeth without a protective layer of bulky steel may also benefit.

In frontal melee combat (i.e., one in which the defender can see his opponent), an individual with this talent gains +1 to his Defense roll. The alternate (and perhaps more valuable) benefit occurs against missiles. Ordinarily, an active defender rolls an unmodified d20p versus the ranged attacker's die. Possessing this talent permits the defender to add the Defense modifier provided by his Dexterity (assuming he can see the approaching missile; e.g., someone isn't shooting at his back). Note that if a defender with the dodge talent and a shield opts to use the latter to deflect missiles, he has chosen not to employ his dodge talent and thus any benefits do not apply.

For instance, let's say that Relf, an elven thief, is accompanied by a group of fellow treasure seekers. While breaking and entering into the home of a band of goblins, the creatures naturally seek to drive the intruders off by firing crossbows at them. The fighters and cleric crouch behind their medium shields and advance under fire. Should the goblins score a hit (by exceeding the defender's d20 roll with a d20+3 roll of their own), the shielded party member may deflect the bolt by rolling 11+ on a d20. Relf is not so fortunate. However, he has the Dodge talent and, due to the +4 defense modifier granted by his 16/10 Dexterity, he rolls d20+4 versus the goblins' d20+3 to avoid being hit. The party mage has neither of these advantages and so rolls an unmodified d20 versus the goblins' d20+3 and if struck immediately suffers full damage.

Fast Healer (10 BP)

The fast healing individual is blessed with a physiology capable of enhanced recuperation. He thus regains Hit Points at a quicker pace than normal men. Each wound point heals, except the final point, one day faster than normal. The final point is restored in 12 hours instead of one day.

For example, a 3 hp wound normally takes six (3+2+1=6) days to heal: three days for the first point healed, two days for the next and one day for the last point. A character with Fast Healer would recover in just three and a half days (2+1+½ = 3½).

Forgettable Face (20 BP)

Something about this character's appearance simply prevents him from sticking in people's minds. Unless he engages in meaningful conversation with someone, NPCs only have a 10% chance to recall specific details about the character and/or positively identify him at a later date. If a character did have a meaningful conversation, his base chance to remember specific details about that forgettable face is 85%.

This chance can be modified by circumstances, as noted:

- Each previous encounter: +5%
- Each week since last encountering character: -1%

Greased Lightning (specify weapon) (10 BP)

This character is unnaturally quick at reloading missile weapons and bringing them to bear for a subsequent shot or readying another hurled weapon. This talent gives him a -1 Speed bonus for ranged weapons (subject to the weapon's minimum speed). This talent may be taken multiple times but only once with regard to a particular missile weapon.

Hit Point Bonus (20 BP)

A character with this talent receives +1d4 to his Hit Points. This talent may be taken repeatedly.

Illusion Resistant (10 BP)

The character with this talent will gain a +6 bonus on any Saving Throws versus illusion-type magic (see saving throws in the combat chapter).

Less Sleep (24 BP)

Characters with this Talent require only minimal sleep. Three hours is sufficient to allow normal mental functioning. These individuals are also highly resistant to spells that induce drowsiness or sleep and gain a +12 saving throw bonus against them.

Parry Bonus (specify weapon) (10 BP)

A character with this talent gets a +1 defense bonus with any one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Swiftblade (specify weapon) (10 BP)

A character with this talent gets a -1 Speed bonus with any one melee weapon of the player's choice. This talent may be taken multiple times but only once for a particular weapon.

Tough Hide (40 BP)

A few rare characters are unusually stoic and can shake off wounds far easier than the norm. Such characters receive a +1 Damage Reduction bonus to any wound suffered (i.e. each wound is reduced in severity by 1 hit point). This bonus is cumulative with the damage reduction of any armor he may be wearing.

PROFICIENCIES

Proficiencies differ from skills in that there are no appreciably enhanced capabilities that accrue from additional mastery of the proficiency. Taking a proficiency ensures that you can capably perform the task to standard whereas untrained characters either cannot do so or suffer some (egregious) penalty.

Many of these proficiencies are available without allocating Building Points as part of a particular class' de facto skill set. This is noted in the entry for that class. Characters not possessing these proficiencies as part of their class proficiencies will have to purchase them should they desire to have access to the benefits they provide.

Weapon Proficiencies

This proficiency ensures that the character is trained in employing the particular weapon in its intended manner. He is capable of utilizing it in melee combat (or firing/hurling it in the case of missile weapons) to its full effect. A proficiency must be taken for each and every weapon the character wishes to properly use.

Weapons vary in the amount of training required to properly use them to their intended effect in melee or as missile weapons. Some such as simple bludgeoning weapons are relatively easy to learn, whereas proper use of a longbow is a skill requiring years to master. Every wonder why every unruly mob uses clubs? Read on…

Note: Proficiency with a particular weapon is a prerequisite prior to investing any Building Points to specialize in it.

Fighters and thieves have proficiency in all Minimal Skill Weapons as a benefit of their training and background. Fighters may also purchase any other weapon proficiencies at half the listed BP cost. Mages may train on any of these weapons, but their BP costs are double the listed value (except for staff and dagger) due to their poor martial background.

Minimal Skill Weapon (1 BP): These weapons can be used by anyone without any formal training and very little practice. These weapons are so easy to use that characters receive a mere -1 to attack, defense, speed and damage when using this weapon untrained.

Minimal Skill Weapons: club

Low Skill Weapon (2 BP): Proper use of these weapons is not intuitive but the proper techniques are relatively easy to learn if instructed by a knowledgeable trainer. These weapons are relatively easy to use; characters receive a penalty of -2 to attack, defense, speed and damage when using these weapons untrained (attack and speed only for ranged weapons).

Low Skill Weapons: battle axe, crossbows, dagger, flail, hand axe (melee), javelin, knife (melee), mace, morning star, scourge, short sword, spears, staff, warhammer

Medium Skill Weapon (4 BP): These weapons require a good deal more training to master. Proper use requires lengthy practice and familiarization with the weapon in actual sparring or extended practice to master the technique (in the case of thrown weapons). Using these weapons untrained imposes a -4 penalty to attack, defense and damage (and +4 penalty to speed) because they are more difficult to master. For ranged weapons, only attack and speed are penalized.

Medium Skill Weapons: great sword, halberd, longsword, scimitar, short bow, sling, throwing axe, throwing knife, two-handed sword

High Skill Weapon (6 BP): These finesse weapons require years of practice to master. Characters receive a -6 penalty to attack and speed when using these untrained.

High Skill Weapons: long bow

Armor Proficiencies

The knowledge of how to properly wear and fight in armor, its care and maintenance, and the physical training to become accustomed to bearing its load is not intuitive. Certain classes receive varying levels of training in this art as part of their curriculum. Proficiency is cumulative in that the basics must first be learned before moving on to more complex armor.

Light Armor (3 BP): While this proficiency is second nature to the fighter, cleric and thief, the mage must learn how to don and remove even light armor, maintain it, and fight and perform class functions while restricted.

Medium Armor (3 BP): Fighters learn this proficiency early on, but the knowledge of how to don and remove armor bulkier armor, its care and maintenance and the physical training to bear this load is not intuitive for others.

Prerequisite: Light Armor Proficiency

Heavy Armor (4 BP): Like the other armor types, this proficiency is second nature to the average fighter and many clerics, but for others the knowledge of how to fight in such armor, its care and maintenance and the rigorous physical training to become acclimated to this heavy and cumbersome load must be learned.

Prerequisite: Medium Armor Proficiency

Shield (6 BP): Effectively employing a shield is a proficiency that must be learned through rigorous practice. Through frequent sparring, the character learns the best methods of deflecting an opponent's blows and strengthens his wrist, forearm and shoulder.



Other Proficiencies

Laborer (1 BP): Persons with this proficiency are able to meaningfully contribute to some labor-intensive group task such as constructing a castle wall, harvesting a crop or mining ore. They need not be familiar with the task as long as they are supervised by someone who is.

Note: Persons without this skill cannot add their labor to group tasks (they simply get in the way, ask too many questions and distract those actually doing something useful) although they think they're helping – usually more than anyone else!

For example, the party captured a vessel laden with valuable goods and brought it into port. They wish to offload their cargo to sell it. The GM rules that it's a 40-man-hour job. One PC has the Boating skill at Average mastery and the GM rules he can act as a supervisor since he's familiar with stowing goods aboard watercraft. However, of the four other party members, only one has the Laborer proficiency. Consequently, instead of being able to unload the ship in eight hours (as a group, with all 40 hours divided equally), it ends up taking two full 10-hour days (with all 40 hours divided among only two persons - the one with the Boating skill and the one with the Laborer proficiency - making 20 hours per person).

Magical Transcription [Mages only]: This character has trained as a scribe with special emphasis in copying magical formulae from one medium to another. Such work is both tedious and slow, requiring 30 minutes of time per spell level to transcribe the dweomer in meticulous detail.

It is presumed the mage has a spellbook within which to inscribe the enchantment he wishes to add to his repertoire. Recording the spell will incur additional expenses for quills, ink and possible supplemental consumables. These costs are summarized below. (Note that spells gained when advancing do not require this expense as the trainee can avail himself of these materials from his instructor's supply.)

This proficiency does not include the ability to create magical scrolls.

Spell Level	*Transcription Cost*	*Spell Level (cont.)*	*Transcription Cost (cont.)*
Apprentice	2 cp	5	6 sp
Journeyman	5 cp	6	8 sp
1	1 sp	7	10 sp
2	2 sp	8	12 sp
3	3 sp	9	14 sp
4	4 sp	10	17 sp

Maintenance/Upkeep (5 BP): A person with this proficiency is generally handy with tools. He is a general all-around fix-it man. He can keep dwellings in good repair, as well as most equipment needed for adventuring. He can also make minor repairs to wagons and carts. This is all dependent, of course, on whether he has the proper tools or not. So long as the character has the equipment, time and money, he is able to successfully complete these tasks.



Chapter Six

Armor, Weapons and Equipment

No matter how tough you think your character is, you still need to outfit him for the adventure ahead. No character ever survived (long) running bare-assed through a dungeon, armed with only his fists and a will (though obviously not the brain-power) to survive.

The following charts list items common to most marketplaces. Few of these need explanation, as their appearances and functions should be obvious even to beginning role-players. Specific game effects are detailed in the charts.

The cost listed (cp = copper pieces, sp = silver pieces) is the average price. If your total purchase ends up as a fraction of a copper coin, you'll likely receive change in a few small brass trade coins (10 brass (tc) = 1 cp, and 10 cp = 1 sp). See page 166 for more information on money and the economy.

Clothing & Gear

These are basic garments and load bearing equipment.

Clothing	Cost
Belt, leather	½ cp
Belt, rope	⅒ cp
Boots, leather	3 cp
Cap, Hat (common - utilitarian)	1 cp
Cloak, woolen	4 cp
Eyepatch	1 cp
Gloves, leather work	1 cp
Robe, heavy woolen	5 cp
Sandals	1 cp
Shirt, wool	5 tc
Shoes, commoner's	2 cp
Trousers, wool	3 cp
Tunic, wool	2 cp
Undershirt, linen	4 cp
Vest, linen	6 cp

Load Bearing Equipment

Backpack	18 cp
Belt pouch (leather)	
Large	3 cp
Small	1 cp
Knapsack	7½ cp
Quarrel case, hunting (cap. 20)	5 cp
Quarrel case, war (cap. 32)	8 cp
Quiver	
Arrows, hunting (cap. 12)	3 cp
Arrows, war (cap. 20)	6 cp
Javelins (cap. 4)	6 cp
Sack (canvas)	
Large	1 cp
Small	5 tc
Map or scroll case	
Bone (cap. 2 docs)	15 cp
Leather (cap. 5 docs)	8 cp
Metal (cap. 3 docs)	20 cp

Tools & Equipment

These items are handy when you're out exploring the wilderness or delving into some subterranean dungeon.

Tools	Cost
Anvil	25 cp
Ax-hammer	7 cp
Bellows	3 sp
Block and tackle	5 sp
Carpentry Tools	62 cp
Chisel	3 cp

Tools *(continued)*	**Cost**
Crampons	4 cp
Crowbar/Pry bar	6 cp
Flint and steel	2 cp
Grappling hook	15 cp
Hacksaw (hardened)	5 cp
Hoe	6 cp
Miner's Tools	55 cp
Pick, Miner's	25 cp
Pitchfork	8 cp
Plow, iron	72 cp
Shovel	7 cp
Sickle	4 cp
Sledgehammer	18 cp
Thieves' Picks	6 sp
Wheelbarrow	3 sp
Whetstone	5 tc

Expedition Gear	**Cost**
Chalk	1 tc
Fishhook	1 cp
Fishing net, hand, 10 ft. sq.	4 sp
Ladder, wooden, 10 ft.	6 cp
Mess Kit	1 sp
Mirror, brass signal	1 sp
Pole, 10 foot, wooden	1 cp
Rope, Hemp (per 50 ft.)	4 cp
Signal whistle	8 cp
Spike, Iron (set of 3)	1 cp
Soap (per lb.)	5 cp
Tent	
Large (sleeps 4)	25 sp
Small (sleeps 1)	5 sp
Wool blanket	2 cp

Ax-hammer: This utility tool has a small hatchet blade on one side and a carpenter's hammerhead on the other. It's a useful implement for sundry tasks you don't wish to risk notching your combat weapons on.

Carpenter's Tools: This kit provides the basic tools required to perform carpentry work (iron hammer, mallet, auger, crosscut saw, chisel, plane and broad hatchet).

Hacksaw: This is more accurately a coarse file. It can be used to [slowly] saw through metal bars and padlocks.

Miner's Tools: These iron tools are necessary for any excavation work and include a gad, pick, sledgehammer and several chisels and wedges.

Mess Kit: A mess kit contains a small pot, skillet, plate, mug and utensils. It is an essential tool for preparation of standard rations or for preparing wild game or foraged plant matter.

Illumination

Lamp Oil: This is a relatively inexpensive vegetable oil (typically olive), not kerosene. It does not burn at room temperature and is only (mildly) flammable when heated as occurs when drawn up a wick toward an open flame. Dousing an opponent with lamp oil will not subsequently allow them to be set aflame, nor is it possible to use lamp oil as a "Molotov cocktail" or "petrol bomb".

Lantern, Miner's: This lantern provides a spherical globe of illumination similar to that of a candle. In addition, it emits a 45 foot long cone of light in a 45° arc from the lantern's face.

This particular design is so well suited to a variety of conditions such as eponymous subterranean usage or as a camping light that it has essentially displaced all others from the market.

Torch: Torches are a readily available and inexpensive means of providing illumination. The wide sphere of light they shed is unfortunately balanced by their short lifespan. However, if you don't plan on extensive subterranean exploring, they are more than adequate. In extremis, they may be used as makeshift weapons capable of keeping enemies at bay. More detail is provided in ***Chapter 10: Miscellaneous Rules***.

Illumination	**Light shed**	**Cost**
Candle	15 foot-radius	1/10 cp (per dozen)
Lantern, miner's	15 foot-radius + 50 foot beam	10 sp
Lamp oil (1 pint)	-	4 cp
Torch	30 foot-radius	1 cp (per half-dozen)

Provisions

If you're not a good hunter, you'd better stock up on provisions before leaving town.

Rations, Standard: This peasant gruel consists of a roasted and/or dried mix of cereals and pulses. Though extremely bland, they provide adequate nutrition and travel well. This food must be prepared (an Easy difficulty Cooking/Baking skill check) in order to be edible.

Rations, Trail: This is a relatively compact source of nourishment favored by travelers. They have the advantage of remaining wholesome for weeks or months, can be eaten directly with no preparation and aren't ruined by exposure to dampness. Trail rations typically consist of jerked meat, dried and salted fish, tree nuts, hard cheeses and dried fruits.

Provisions	Cost
Rations, standard (1 week supply)	5 cp
Rations, trail (1 week supply)	5 sp

Outfitting Bundles

For travelers that do not enjoy spending hours shopping around and haggling with numerous vendors simply to obtain a basic accoutrement of gear sufficient to equip them for their journey, some enterprising merchants offer "outfitting bundles". These kits provide essential clothing and equipment all conveniently backed in a canvas sack or backpack. One-stop shopping at its finest!

Outfitting Bundles	Cost
Pauper/Pilgrim	1 sp
Sandals (1 pair) Tunic, wool (patched) Belt, rope Sack, large canvas Wineskin (2 quart capacity) Rations, standard (3 day supply)	
Merchant/Traveler	6 sp
Boots, leather (1 pair) Trousers and tunic, wool Undershirt, linen Cloak, wool Belt, leather Belt pouches, small leather (2) Knapsack Wineskin (2 quart capacity) Rations, trail (3 day supply)	

Miscellaneous

Miscellaneous	Cost
Divine Icon, silver	10 sp
Ink, black	5 cp (per ounce)
Quill Pen	½ cp
Spell book (blank, 24 spell capacity)	300 sp
Vellum	2 sp (per sheet)

Spell Book: This replacement spell book is not merely a simple blank book (such as those used by scribes), but has been specially crafted to hold the arcane magic natural to spells.

Used spell books are difficult to sell because potential buyers are both fussy (each spellbook is typically custom made to each mage's particular specifications) and very suspicious of purchasing vital accoutrement from graymarket dealers. As such, resale prices are typically 10% of new.

Shields

All shields improve a character's Defense against a specified number of attackers. A shield is useful only to protect the front and flanks of the user. Attacks from the rear or rear flanks cannot be blocked by a shield.

One might conjecture that the most suitable material for shield construction would be steel given its great tensile strength. This notion was disproven long ago as it was observed that the sheer mass of a bronze shield (its weight equivalent to that of steel) precludes its effective use. Common shields are made of boiled leather stretched over a wickerwork lattice. The surface is dipped in hot wax becoming remarkably tough once solidified and affording an excellent balance of weight and resiliency.

Shield Type	Cost	Defense Bonus	Damage Reduction	Cover Value
Small	15 sp	+4	4 HP	19
Medium	30 sp	+6	6 HP	16 (11 if actively crouching behind it)
Large	60 sp	+6	6 HP	11 (6 if actively crouching behind it)

A **small shield** is carried on the forearm and gripped with the hand. Its lightweight nature permits the user to carry other items in that hand (although he cannot use weapons). It can be used to protect against two frontal attackers of the user's choice.

The **medium shield** is carried in the same manner as the small shield. Its weight prevents the character from using his shield hand for other purposes. With a medium shield, a character can protect against any frontal or flank attacks.

A **large shield** offers increased surface area compared to a medium one. In its most common circular form factor, it is three feet in diameter. It offers no tangible benefit in hand-to-hand combat versus a medium shield, the latter design already having the achieved the maximal defensive value such equipment can provide. The value of these shields is in the greatly enhanced cover value they provide versus missile fire – twice that of a medium shield for passive defense and half again as much when actively seeking cover.

Shield Destruction

Shields, while resilient, may be splintered and destroyed by a heavy blow. The likelihood of this occurring is directly a function of the damage dealt by the blow.

Shield Damage		Required Save
Small	M/L	(failure results in shield's destruction)
8 pts	12 pts	Competing d20 roll, defender gains +6 bonus
12 pts	18 pts	Competing d20 roll
16 pts	24 pts	Competing d20 roll, defender suffers -6 penalty
20 pts	30 pts	None; shield automatically destroyed

Armor

You are probably going to want your character to buy armor, as this is the easiest and cheapest way to increase his chance of surviving the more violent dangers of the mercenary life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. Armor protection is measured by damage reduction (DR), a number rating measuring how many hit points per attack the armor absorbs; the higher the DR number, the better the protection. Certain classes have restrictions on the type of armor they can wear. For other classes, armor reduces the effectiveness or success chance of their skills (e.g., try moving silently in a suit of Chain Mail).

Chain Mail: This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time.

Leather Armor: This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

Padded: This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after

Armor	Cost	Damage Reduction	Defense Adjustment	Initiative Modifier	Speed Modifier	Movement Class Penalty	Type
None	-	0	0	-1	0	none	none
Thick Robes	5 cp	1	-1	0	0	none	none
Leather	6 sp	2	-2	0	0	none	Light
Padded	4 sp	2	-3	+1	0	none	Light
Studded Leather	40 sp	3	-3	+1	0	none	Medium
Ringmail	65 sp	4	-4	+1	+1	75% of max for jog, run & sprint	Medium
Chainmail	200 sp	5	-5	+2	+2	75% of max for jog, run & sprint	Heavy
Scalemail	120 sp	5	-6	+3	+2	50% of max for jog, run & sprint	Heavy

Armor's effects on "stealthy" skills (applies to anyone, regardless of class, attempting these skills)

	No Armor	Leather or Padded	Studded Leather	Ringmail	Chainmail	Scale Mail	shield
Initiative Die bonus[2]	one better	yes	forfeit 1 die	forfeit 2 dice	forfeit 3 dice	forfeit 4 dice	forfeit 1 die
Climbing/Rappeling	+10%	std	-15%	-25%	-35%	-50%	1
Disarm Trap	std	std	-15%	-20%	-25%	-30%	1
Hiding	+5%	std	-10%	-20%	-25%	-25%	-40%
Identify Trap	std	std	-10%	-15%	-25%	-25%	1
Listening	std	std	-5%	-5%	-10%	-15%	std
Lock Picking	std	std	-10%	-20%	-25%	-25%	1
Pick Pocket	+5%	std	-15%	-30%	-50%	-60%	-60%
Sneaking	+10%	std	-20%	-35%	-50%	-65%	-40%

Armor's effects on "stealthy" skills

When clad in heavier armors, a character's proficiency in the above skills is compromised.

On a cheery note, the penalties for armor AND shield are not cumulative - only the most restrictive one applies.

[1] *The presumption is that a character will spend the few seconds necessary to remove his shield before performing these tasks.*

[2] *A character will never be forced to operate at an initiative die* ***penalty****. If the restriction imposed by heavy armor indicates this (as may be the case with an inexperienced footpad), he merely uses the same initiative die as everyone else.*

a time becomes foul with sweat, grime, lice and fleas.

Ring Mail: This armor is a design precursor to chain mail in which metal rings are sewn directly to a leather backing instead of being interlaced. While not as effective as the latter in mitigating blows, the protection it affords is accomplished with less restriction on the wearer's flexibility.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. While providing protection on par with Chain Mail, it does so with a greater mass of metal and reduced flexibility – particularly in the joints.

Studded Leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets.

Armor Sizes

The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. The cost of armor is a reflection of the labor hours required to produce it, the raw cost of materials being only small portion of the whole. Thus, the armor for all races is as expensive as that for a human.

Nonstandard sizes and shapes of armor are going to cost significantly more and must be custom-made. This is not the kind of thing one can pick up at the local store! When armor is found during the course of an adventure, the players should note the characteristics of the creature that wore the armor previously. While a human-sized character might be able to wear the armor of a gnole, it will do little good for a dwarf. Likewise, the armor of a giant is of little use to anyone (other than another giant).

Even armors of the same size/race as a PC will need to be fitted, tailored and modified for the character before it can be effectively worn. Of course, this carries an expense, typically 20% of the item's value and requiring time, sometimes weeks, to remake.

Damage Reduction. When the character is hit, his armor 'absorbs' a number of points of damage. Damage in excess of the armor's Damage Reduction value is suffered as a loss of hit points (i.e. a wound). The same thing occurs when a character uses his shield to successfully defend against an attack - any excess damage not absorbed by the shield's Damage Reduction is further reduced by the armor's Damage Reduction value, with any remaining damage causing a wound.

Defense Adjustment. While some suits of armor do provide better protection than others, they also tend to become heavier and more cumbersome. This is shown by the armor's Defense Adjustment (and Movement Class Penalty).



Weaponry

Scabbards: If a weapon would normally be carried in a scabbard (such as a sword), the scabbard is included in the cost.

Max. Weapon Speed: Depending on weapon size, weapons have a max speed attainable: Small 2, Medium 3 and Large 4.

Size: Large weapons, two-handed weapons and bows require two hands to use (forcing the user to forego a shield).

Crushing Weapons: These deal half damage to shields (when a weapon has different damage dice, use the **highest** die; *e.g.*, for a mace's (d6+d8)p, roll only the d8p).

Hacking Weapons: These deal half damage to shields (when a weapon has different damage dice, use the **lesser** die; *e.g.*, for a throwing axe's (d4+d6)p, roll only the d4p).

Piercing Weapons: Against shields, piercing weapons deal 1 point of damage (plus bonuses). No damage die is rolled.

Melee Weapons	Cost	Damage	Speed (jab speed)	Size	Reach	Type
Axe, battle	5 sp	4d3p	12	M	3 feet	Hacking
Axe, great (Bardiche)	7 sp	4d4p	14	L	4 feet	Hacking
Axe, hand	3 sp	d4p+d6p	8	S	1½ feet	Hacking
Bare-handed (fists)	-	(d4p-2)+(d4p-2)	10*	S	1 foot	Crushing
Club	1 cp	d6p+d4p	10	M	2½ feet	Crushing
Dagger	2 sp	2d4p	7 (5)	S	1 foot	Piercing
Flail	15 sp	2d8p	13	M	4 feet	Crushing
Knife	5 cp	1d6p	7	S	1 foot	Piercing
Mace	8 sp	d6p+d8p	11	M	2 feet	Crushing
Morning Star	10 sp	2d8p	11	M	3 feet	Crushing
Pole Arms						
Spear	1 sp	2d6p	12 (8)	L	13 feet	Piercing
Halberd	10 sp	2d10p	14 (12)	L	8 feet	Hacking
Scimitar	15 sp	2d8p	9	M	3 feet	Hacking
Scourge	1 sp	2d4p	9	S	1½ feet	Hacking
Staff	2 cp	2d4p	13	L	8 feet	Crushing
Swords						
Short sword	10 sp	2d6p	8 (7)	S	2 feet	Piercing
Longsword	20 sp	2d8p	10 (8)	M	3½ feet	Hacking
Great sword [bastard]	30 sp	d8p+d10p	12 (9)	L	4½ feet	Hacking
Two-Handed sword	50 sp	2d12p	16	L	6 feet	Hacking
Warhammer	2 sp	2d6p	8	S	1½ feet	Crushing

**4 if opponent is unarmed or unaware*

Ranged Weapons	Cost	Damage	Base Rate of Fire	Size	Ranges	Type
Axe, throwing	3 sp	d4p+d6p	7	S	*see Chapter 9*	Hacking
Bows						
Short bow	30 sp	2d6p	12	S	*see Chapter 9*	Piercing
Longbow	75 sp	2d8p	12	M	*see Chapter 9*	Piercing
Crossbow, light	35 sp	2d6p	20	S	*see Chapter 9*	Piercing
Crossbow, heavy	50 sp	2d10p	60	M	*see Chapter 9*	Piercing
Javelin	6 cp	1d12p	7	M	*see Chapter 9*	Piercing
Knife, throwing*	1 sp	1d6p	6	S	*see Chapter 9*	Piercing
Sling	0.5 cp	d4p+d6p	10	S	*see Chapter 9*	Piercing

**treat as knife if used as a melee weapon*

Ammunition

Ammunition	Cost (per dozen)
Arrow	8 cp
Arrow, great (required for longbow)	2 sp
Bolt	1 sp
Bolt, heavy	2 sp
Sling bullet	2 cp



Chapter Seven

Cleric Spells

Each of the following spells is listed alphabetically. Following the spell's name are its attributes: Components, Casting Time, Range, Volume/Area of Effect, Duration and Saving Throws (if any). See *Chapter 9: Combat* for information about casting clerical spells in combat.

Components: Clerics use a variety of components to cast their spells: verbal (V) sounds and speech, somatic (S) gestures and material (M) components such as damp ash, a drop of red wine, willow bark and so on.

Material components are consumed (vanish) when a spell is cast. Note that there is a subcategory of material components, designated (C) for catalyst, that are not expended upon completion of the spell. These special material components (generally fabricated items of greater cost) facilitate the spellcasting. A cleric's divine icon is one such item.

Since many divine spells utilize the cleric's divine icon as a catalyst, this requirement is annotated as DI rather than C in order to avoid needless repetition.

Unless materials are readied (generally out of their container and in-hand) prior to casting, the spell cannot be initiated for d4p seconds while the divine spellcaster produces them. Costs of materials (if any) will be determined by the GM.

Casting Time: Once a priest starts to cast a spell, it requires a certain amount of time to complete the beseechment of the miracle before it is granted and discharges.

Clerical spells are not disrupted if the priest is struck by an enemy in combat. The injured cleric simply needs to begin his prayer again from the initial verse (*i.e. begin casting all over again and repeat casting time*).

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

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

Duration: All spells last for a certain amount of time, be it seconds, minutes, hours or longer. Some spell durations may even pass so quickly that they seem to take almost no time at all.

Saving Throws: Creatures subject to a spell may attempt a saving throw by rolling a d20p and adding their bonus listed under "Saves" in the monster's Combat Data Block to the roll. Each spell for which a save is allowed lists whether the Physical, Mental or Dodge bonus should be used. (Player Characters and NPCs add their level*).

The cleric rolls a d20p and adds his level. If the target's score equals or exceeds the cleric's score, he succeeds at the saving throw and the spell has no effect on him (unless otherwise specified in the description).

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

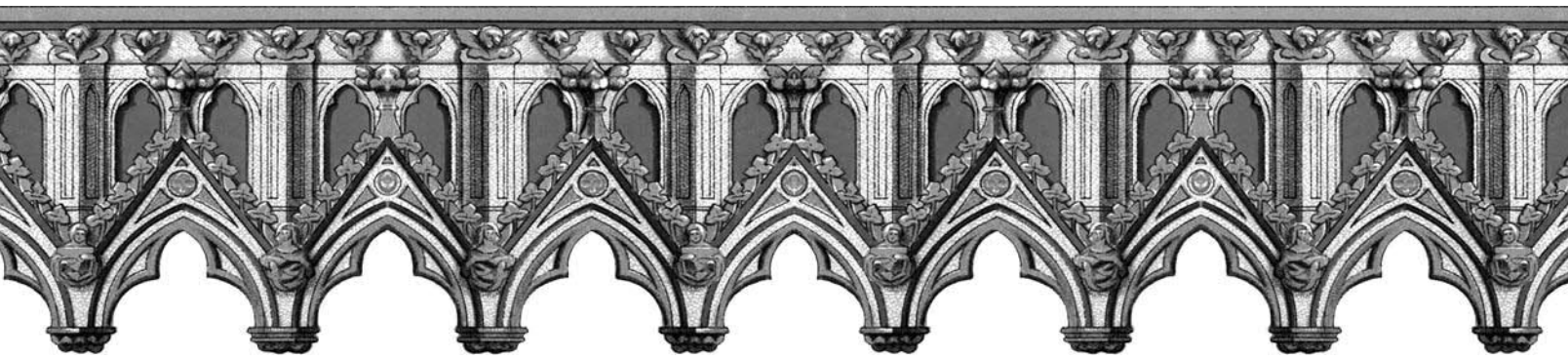
*Ability scores may modify this.

Damage: Unless otherwise stated, all damaging spells ignore Damage Reduction (*e.g.,* from shields and armor).

Spell Fatigue: Clerical spell powers derives from otherwordly agents of the gods and does not tax the stamina of the caster. Accordingly, divine magic does not cause Spell Fatigue.

Mage Spells: Certain clerics have access to spells from the Mage spell list. When casting these spells, they do so at the spell's baseline efficacy and casting time is increased by 3 seconds. The ability to enhance these dweomers with spell points is purely a function of arcane spellcasters.

Mage spells included in any particular religion's spell list are denoted in bold followed by the mage spell's level.



Complete Clerical Spell List

A
Alert
Alleviate Trauma
Alter Emotion: Frighten

B
Bless
Blessing
Bless Weapon
Breeze

C
Celestial Prognosis
Ceremony: Anoint
Ceremony: Consecrate Divine Icon
Ceremony: Investiture
Command
Create Water
Cure Wound
- *Cure Trifling Wound*
- *Cure Trivial Wound*
- *Cure Minor Wound*
- *Cure Small Wound*
- *Cure Light Wound*
- *Cure Lesser Wound*

D
Detect Influence
Detect Poison
Diagnose Injuries
Divine Steward

E
Enchanted Vestments
Endure Heat
Exalt Warrior
Extend Fuel

F
Faith Weapon

H
Hallowed Weapon

I
Illumination: Torch
Imperceptibility to Undead
Indifference
Induce Fratricide
Induce Migraine
Indulgence, Minor
Inflict Pain
Inflict Wound
- *Inflict Trivial Wound*
- *Inflict Minor Wound*
- *Inflict Light Wound*

Influence
Influence (Minor)
Innocuousness

K
Kismet
Know North
Know Position

M
Moderate Elemental Damage
Moderate Emotion: Cause Fear
Moderate Emotion: Remove Fear

P
Purify Food
Purify Water

S
Safe Haven
Sanctify Weapon
Sanctify Weapons
Speed of the Devout
Stirring Speech
Summon Pest

T
Taint Water
Therapeutic Touch
Trackless Passage

U
Unholy Resolve
Unyielding

Alert

Components:	*V, S*
Casting Time:	*1 second*
Range:	*Touch*
Volume of Effect:	*Creature touched*
Duration:	*Instantaneous*
Saving Throw:	*not applicable*

By alerting another character, the cleric allows the recipient to react immediately to a situation, regardless of his Initiative roll. In game terms, after casting, the beneficiary's Initiative number is the same as the seconds number at the end of the spell.

For example, a cleric on combat second 4 spots a warg bearing down on his party. He opts to cast Alert on the bumbling fighter who is completely surprised, as usual. The fighter may act on second 5.

The cleric must physically strike the recipient while shouting 'pay attention' or a similar colloquialism.

Alleviate Trauma

Components:	*V, S*
Casting Time:	*3 seconds*
Range:	*Touch*
Volume of Effect:	*Creature touched*
Duration:	*Instantaneous*
Saving Throw:	*not applicable*

With this spell, a priest relieves the incapacitating agony caused by a particularly grievous wound (*e.g. a failed Threshold of Pain check*). The recipient of this spell immediately recovers from his debilitating condition and may take any action he desires (after taking a second to get on his feet). This spell does not restore any lost Hit Points nor does it provide protection against subsequent traumatic injury(ies).

Alter Emotion: Frighten

Components:	*V, S. M*
Casting Time:	*3 seconds*
Range:	*30 feet*
Volume of Effect:	*1 living creature*
Duration:	*1d4p+2 minutes*
Saving Throw:	*Negates*

When this spell is cast, the target creature must make a saving throw or be gripped with an irrational fear of the caster Those stricken with fear flee from the evangelist's presence for the duration of the spell. However, if prevented from such flight and engaged in combat, their trembling fits impart a -2 penalty to attack and defense rolls.

Creatures without emotions are unaffected by this spell.

The material component for this spell is a piece of bone or flesh from an undead creature.

Bless

Components:	*V, S*
Casting Time:	*5 seconds*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*5 minutes*
Saving Throw:	*not applicable*

This spell imparts a small measure of divine favor upon the recipient. If engaged in combat, he may add +1 to all attack and defense rolls while blessed. He may also add +1 to saving throws and improves his chance of succeeding at a skill check by 5%. Anointed followers of the priest's deity are *Blessed* for 10 minutes.

Blessing

Components:	*V, S*
Casting Time:	*7 seconds*
Range:	*10 feet*
Volume of Effect:	*1 living creature per level of the cleric (maximum of 7)*
Duration:	*5 minutes*
Saving Throw:	*not applicable*

The recipients of a *Blessing* receive a small measure of divine favor. If engaged in combat, they may add +1 to all attack and defense rolls. They also receive a +1 bonus to any saving throw. In other circumstances, their chances of succeeding at a skill check are improved by 5%.

Anointed followers of the priest's deity receive a *Blessing* that lasts 10 minutes.

Bless Weapon

Components:	*V, S, DI, C*
Casting Time:	*5 minutes*
Range:	*Touch*
Volume of Effect:	*weapon touched*
Duration:	*4 hours or 1-2 Attacks*
Saving Throw:	*not applicable*

This blessing confers a +1 Attack bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus lasts for two attacks.

The weapon serves as a spell catalyst temporarily storing the blessing until discharged. The wielder of a blessed weapon may chose when to expend the Attack bonus (so long as they're still within the 4 hour duration) but must do so *before* rolling his Attack die.

Breeze

Components:	*V, S, DI*
Casting Time:	*4 seconds*
Range:	*50 feet*
Volume of Effect:	*40 foot cone with 20 foot diameter at terminus*
Duration:	*d6p seconds*
Saving Throw:	*not applicable*

This spell permits the cleric to direct a breeze of air in a conical volume. Beginning as a point source no more than 50 feet from the priest, the breeze is effective to forty linear feet and affects a 20 foot diameter wide area at this distance.

The breeze is a mere 10 mph – sufficient to ruffle light cloaks and tousle hair. However, uncovered light sources have a 25% of extinguishing. Clouds or gasses (be they merely obscuring fog or lethal nerve gas) in the area of effect have a 50% chance of being dispersed. Obviously this overrides the descriptions in other spells.

Celestial Prognosis

Components:	*V, S, DI*
Casting Time:	*4 seconds*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*Instantaneous*
Saving Throw:	*not applicable*

By simply touching an individual and chanting this hymn a cleric can discern precisely all wounds on an individual, what their effects are and the target's remaining Hit Points.

Unlike the similar spell *Diagnose Injuries*, this divine insight provide specific metagaming information such as numerical hit points.

Ceremony: Anoint

Components:	*V, S, DI*
Casting Time:	*10 minutes*
Range:	*Touch*
Volume of Effect:	*Creature Touched*
Duration:	*Permanent unless Deity disavowed*
Saving Throw:	*not applicable*

When a character expresses an interest in allying himself to a particular religion, he seeks out a priest of that faith. If the priest believes that the character is sincere in his claims, he performs a special ceremony (with several more allied followers present to participate and bear witness, if possible).

Once the ceremony is complete, the character is allied to the faith and its deity, receiving all the appropriate benefits from membership. Common benefits include bonuses from certain spells cast by priests of his faith, while other benefits may vary depending on the GM and his campaign.

The character may still sacrifice, pray and pay tribute to other deities when he believes their influence would be helpful. However, if he disavows his beliefs in this faith or is anointed by a different priest of a different faith, he loses all the benefits of the previous faith.

The catalyst for this spell is the cleric's divine icon.

Ceremony: Consecrate Divine Icon

Components:	*V, S, DI*
Casting Time:	*5 minutes*
Range:	*Touch*
Volume of Effect:	*Icon Touched*
Duration:	*Permanent*
Saving Throw:	*not applicable*

This spell allows the priest to turn a mundane symbol of his faith into a divine icon. Naturally, the priest can only consecrate an icon of his own faith. For example, a priest of The Courts of Justice must cast this spell on a tiny golden sword, while a priest of The House of Shackles would cast it on a mailed gauntlet.

Once a divine icon is consecrated, it may function as a spell catalyst and as a focal point enabling a cleric's Turning or Commanding undead powers.

The catalyst for this spell is the symbol *to be consecrated*.

Ceremony: Investiture

Components:	*V, S, M, DI*
Casting Time:	*1 hour*
Range:	*Touch*
Volume of Effect:	*1 anointed follower*
Duration:	*Permanent unless Deity disavowed*
Saving Throw:	*not applicable*

When a novice priest has completed his training and is prepared to take on the mantle of responsibility of being an ordained priest, his superior performs a Ceremony of Investiture. This ceremony is also performed to induct lay officials and others that have already been anointed (i.e., had the *Ceremony: Anoint* spell cast upon them) and have a strong tie to the church.

Once the investiture is complete, the character becomes a sworn and true servant of his deity, receiving all appropriate benefits according to his station. These benefits vary depending on church, as well as the GM and his campaign.

An invested character may not sacrifice, pray or pay tribute to other deities in any way. If he does so, the GM should remove all the benefits of this faith for a period of time appropriate to the infraction. If an invested character goes so far as to disavow his beliefs in this faith or is anointed by a priest of a different faith, he is excommunicated by the previ-

ous faith and loses any and all benefits. The catalyst for this spell is the priest's divine icon and various incense, food, drink and possibly other items depending on the customs particular to said religion form the material components.

Command

Components: V
Casting Time: 1 second
Range: 30 feet
Volume of Effect: 1 living creature
Duration: 10 seconds
Saving Throw: negates

With this spell, a priest can force another sentient creature to perform a single action. The desired action is stated as a command and is limited to a single verb spoken in a language comprehensible to the target.

This command cannot make a creature take an action of which he is incapable, such as commanding a man to fly. Further, a character commanded to 'die' will not drop dead, but will rather drop into a comatose state for 10 seconds.

The somatic component of this spell is the caster pointing at the subject. When a command requires the subject to act on another object, the caster must use two hands to point both at the subject and the object, such as pointing at a person and at a nearby door and commanding 'Open.' Both the subject and the object to be affected must be within the spell's range limit as well as line of sight.

Create Water

Components: V, S
Casting Time: 1 minute
Range: 0
Volume of Effect: 1 gallon per level of cleric
Duration: Permanent
Saving Throw: not applicable

Upon completing the spell, the priest's cupped and outstretched hands fill with cool, distilled water and remain full until the final volume of water has poured out. Thus it's useful to have a bowl ready into which to decant the liquid. The created water is safe to drink provided the cleric's hands are sanitary. It doesn't contain a disinfectant and can be fouled after creation.

Cure Wound

Components: V, S
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: none

Cure Wound is a family of spells that have similar but increasingly beneficial effects. Casting any of these spells enables a cleric to heal a damaged individual's wound(s), restoring a varying amount of hit points in so doing. Anointed followers of the cleric's deity always receive more potent healing. These spells do not function on nonliving creatures or non-corporeal creatures and actually harm undead should the priest dare to risk physical contact with these beings.

The table lists the individual spells that comprise the curing suite and each one's unique properties.

Cure Wound Spell specifics

Spell Name	Casting Time (s)	HP restored	HP restored (anointed followers)
Cure Trifling Wound	3	d3p	d4p
Cure Trivial Wound	3	d4p	d6p
Cure Minor Wound	4	d6p	d6p+1
Cure Small Wound	4	d6p+1	d8p+1
Cure Light Wound	5	d8p+1	2d4p+2
Cure Lesser Wound	5	2d4p+2	2d6p+1

Detect Influence

Components: V, S
Casting Time: 1 minute
Range: 5 feet
Volume of Effect: 1 creature
Duration: Instantaneous
Saving Throw: not applicable

This spell enables the caster to determine whether a creature is under the magical influence of another, such as through some form of charm or enchantment. The spell does not reveal the specific type of magic used, nor does it provide any information as to the identity or location of the individual exercising the control.

Detect Poison

Components: V, S, DI
Casting Time: 1 minute
Range: 1 foot
Area of Effect: target concentrated upon
Duration: 20 seconds per level of cleric
Saving Throw: not applicable

By means of this spell, a cleric may concentrate on a particular object or being within one foot of his outstretched palm and determine whether it contains poison. Determination requires a definite target (a bottle, dagger, incapacitated per-

son, plant, insect, etc.) and twenty seconds of concentration to make the determination. The test is a binary litmus test that provides no other information as to the strength, antidote or nature of the poison.

Alcohol and tobacco (despite the admonitions of the Surgeon General) are not considered poisons.

Diagnose Injuries

C*omponents:*	*V, S*
C*asting Time:*	*1 minute*
R*ange:*	*Touch*
V*olume of Effect:*	*1 creature*
D*uration:*	*Instantaneous*
S*aving Throw:*	*not applicable*

This spell allows the cleric to qualitatively determine the current health of a creature. The cleric does not understand this insight as precise numerical game mechanics.

For example, if a creature with 30 Hit Points has lost 14 Hit Points, the spell could reveal that the creature "has lost about half his fighting spirit."

Divine Steward

C*omponents:*	*V, S, DI*
C*asting Time:*	*5 minutes*
R*ange:*	*Special*
A*rea of Effect:*	*Special*
D*uration:*	*4 hours + 1 hour per level of the cleric*
S*aving Throw:*	*not applicable*

This spell summons a (very) minor being from the priest's deity's plane of existence. This divine steward follows the priest's verbal direction just like a normal, obedient servant would, but does not speak or display any signs of emotion. It responds only to the priest that summoned it.

The steward can only perform minor tasks such as opening doors, fetching, carrying, holding or cleaning and has an effective strength of 3/01 for purposes of determining how much it can carry, lift or drag. It appears as a translucent humanoid with no distinguishable facial features; its true body exists primarily on another plane.

The divine steward disappears when the spell duration ends, if the caster prematurely ends the spell or if the steward suffers 1 or more points of damage (it uses a d20p-4 for Defense if physically attacked). If the caster abuses the steward (e.g. employing it as a 'trap detector'), it disappears immediately and the priest loses the ability to cast spells or use his priestly powers for 24 hours. Repeat offenders are subject to harsher discipline at the discretion of the GameMaster.

Enchanted Vestments

C*omponents:*	*V, S, C*
C*asting Time:*	*1 minute*
R*ange:*	*Touch*
V*olume of Effect:*	*Personal*
D*uration:*	*30 minutes*
S*aving Throw:*	*not applicable*

Casting this spell imbues a cleric's raiment with Damage Reduction 1. This ceremonial clothing is appropriate to his religion but generally consist of lightweight robes that do not hinder movement. As such, they incur no negative Defense Adjustment or Speed Modifier and provide a -1 bonus to Initiative.

If the vestments are worn over body armor, only the better DR of the two applies (either the enchanted vestments or the armor). Defensive, Initiative and Speed penalties for wearing armor continue to apply in this situation.

The catalyst for this spell is a set of clerical vestments (e.g., the robes or tunics of that cleric's faith) worth at least 40 silver pieces. Enchanted vestments are not damaged if stuck by a weapon for damage greater than their DR capability. They are also flame retardant.

Endure Heat

C*omponents:*	*V, S*
C*asting Time:*	*1 minute*
R*ange:*	*Touch*
V*olume of Effect:*	*1 creature*
D*uration:*	*1 hour per level of the cleric*
S*aving Throw:*	*not applicable*

Upon casting this spell, the recipient can easily endure unusually high temperatures (up to 135° Fahrenheit) without even breaking a sweat. If the temperate rises beyond the spell's efficacy, its protection immediately ceases.

If the character is attacked by magical heat (e.g. spells or breath weapons), this spell ends prematurely but in so doing reduces the amount of damage dealt by 1 point per two cleric levels (up to a maximum of 6 hp of damage).

Exalt Warrior

C*omponents:*	*V, S, C*
C*asting Time:*	*6 seconds*
R*ange:*	*Touch*
V*olume of Effect:*	*1 creature*
D*uration:*	*20+5d6p seconds*
S*aving Throw:*	*not applicable*

After receiving this blessing and kissing the ring of the casting cleric, the recipient receives an additional 2d8p Hit Points that are added to his current total. The new sum may even

exceed the maximum total Hit Points of the character. Any injuries the character would normally sustain (after DR or other reductions) are first removed from these Hit Points. Any remaining bonus Hit Points at the end of the duration simply expire.

The cleric must possess a properly consecrated (*e.g. prepared with a Ceremony: Consecrate Divine Icon*) ring embossed with the symbol of his deity in order to cast this spell. Such a ring costs no less than 10 silver pieces.

Extend Fuel

C*omponents:*	*V, S, M*
C*asting Time:*	*10 seconds*
R*ange:*	*1 foot*
V*olume of Effect:*	*one light source*
D*uration:*	*see text*
S*aving Throw:*	*not applicable*

This spell permits a light source to consume its fuel more efficiently, thereby doubling the length of time it can provide illumination. This spell does not affect the intensity or the damage caused by the light source if employed as an improvised weapon. Only torches and lanterns may be enchanted, broad interpretation of "light source" as bonfires or illumination not stemming from combustion is disallowed.

The material component for this spell is the flame to be affected.

Faith Weapon

C*omponents:*	*V, S, DI, C*
C*asting Time:*	*5 minutes*
R*ange:*	*Touch*
V*olume of Effect:*	*weapon touched*
D*uration:*	*4 hours or 1-2 successful Attacks*
S*aving Throw:*	*not applicable*

This blessing confers a +1 Damage bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

The weapon serves as a spell catalyst temporarily storing divine power until discharged. This additional damage is applied to the wielder's next successful attack and cannot be held in reserve for a spectacularly opportune moment.

Hallowed Weapon

C*omponents:*	*V, S, C*
C*asting Time:*	*1 second*
R*ange:*	*Touch*
V*olume of Effect:*	*1 weapon*
D*uration:*	*1 hour*
S*aving Throw:*	*not applicable*

This spell allows the priest to temporarily enchant a non-magical weapon, giving it the ability to hit creatures that normally can only be struck by silver weapons. This spell also provides the weapon a +1 attack and +1 damage bonus. A priest may only cast this spell on a weapon his deity favors, though he need not personally wield it. The material component is the weapon to be enhanced. It is not expended in the casting.

Illumination: Torch

C*omponents:*	*V, S*
C*asting Time:*	*10 seconds*
R*ange:*	*Touch*
V*olume of Effect:*	*equivalent to torchlight*
D*uration:*	*20 minutes per cleric level*
S*aving Throw:*	*not applicable*

This spell enables the caster to summon luminous energy in the likeness of a torch flame. When cast, the flame must be anchored to some physical item, be it a pole, weapon or even the priest's open palm. The flame casts light equivalent to a torch but produces no heat. As such, it cannot be used as an ignition source.

Imperceptibility to Undead

C*omponents:*	*V, S*
C*asting Time:*	*4 seconds*
R*ange:*	*Touch*
V*olume of Effect:*	*1 creature*
D*uration:*	*5 minutes per cleric level*
S*aving Throw:*	*not applicable*

This spell blinds undead creatures to the recipient's presence. However, it is only effective on creatures with a Will Factor less than the priest's level. More powerful undead will immediately see through this veil of secrecy. The spell is broken if the recipient takes any aggressive action.

Indifference

C*omponents:*	*V, S*
C*asting Time:*	*5 seconds*
R*ange:*	*5 feet per level of cleric*
V*olume of Effect:*	*1 living creature*
D*uration:*	*1d4p minutes plus 1 minute per level of cleric*
S*aving Throw:*	*negates*

Indifference causes a creature to reassess its aggressive posture towards the caster and his associates. If a save is failed, the creature adopts a neutral stance, regarding the priest as neither friend nor foe. The creature doesn't initiate violence unless

attacked and will end combat peaceably if allowed to do so. *Indifference* won't cause the creature to be neglect its duties.

For example, a guard charged with barring a passage won't permit the cleric to traipse in unchallenged (a guard dog, on the other hand, lacking higher intelligence would let the priest pass). It will, however, discourage him from sounding an alarm but not permit the priest or his associates to openly loot or steal his property.

The enchantment ends immediately if the subject of an *Indifference* spell is attacked. The creature reverts to his normal mindset when the spell wears off.

Induce Fratricide

C*omponents:*	*V, S*
C*asting Time:*	*3 seconds*
R*ange:*	*30 feet*
V*olume of Effect:*	*1 creature*
D*uration:*	*1d20p + 10 seconds*
S*aving Throw:*	*negates*

Victims of this spell attack the nearest living creature, whether friend, foe or brief acquaintance. The spell affects a single creature with up to 50 hit points. Targets use their best available melee weapons regardless of class and they attack to kill.

Upon completing the spell, the cleric directs a bright amber ray at his intended victim. If it fails a saving throw, the subject of the spell is lit by a pale amber glow that dissipates only when the spell effect wears off.

Induce Migraine

C*omponents:*	*V, S*
C*asting Time:*	*3 seconds*
R*ange:*	*60 feet*
V*olume of Effect:*	*1 creature*
D*uration:*	*Until Target succeeds at a Saving Throw*
S*aving Throw:*	*negates*

This spell causes a severe and painful migraine headache in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms. He will become grumpy and unpleasant to be around. While under the effect of the spell, all Attack, Sefense and Saving Throw rolls are penalized by 2. In addition, skill checks become more difficult (10% so). The victim of the spell is allowed a new saving throw each day the spell is in effect. The effect persists until the character makes a successful saving throw. If the character has not made a successful saving throw in an amount of days equal to his Constitution score, he will begin to permanently lose one point of Intelligence per day.

Inflict Pain

C*omponents:*	*V, S*
C*asting Time:*	*5 seconds*
R*ange:*	*Touch*
V*olume of Effect:*	*1 creature*
D*uration:*	*5-95 seconds*
S*aving Throw:*	*special (Constitution check required)*

With this spell, the priest causes traumatic wracking pain to course through the target's body. The creature must immediately attempt a Constitution check (d20p vs. CON score). Rolling under his CON score permits the target to shrug off the pain. Rolling equal or above causes the creature to collapse from the agony, incapacitated for 5 seconds times the difference between his CON check and his CON score. For creatures whose Constitution score is undefined, use twice their required ToP Save as the basis of this d20 check.

Creatures listed as having n/a for their ToP Save are immune to this spell.

A priest has up to 30 seconds from completing the spell to attempt to inflict pain on a victim. If the target is an active combatant, the cleric must land an unarmed attack. Only one such attempt is permitted - if the attack fails the spell is ineffective.

Inflict Wound

C*omponents:*	*V, S*
C*asting Time:*	*varies*
R*ange:*	*Touch*
V*olume of Effect:*	*1 creature*
D*uration:*	*Instantaneous*
S*aving Throw:*	*none*

By calling upon the wrath of his deity, a cleric inflicts bodily injury to anyone whom he touches by acting as a conduit for this divine fury. A priest has up to 30 seconds from completion of the spell to attempt to inflict a supernatural wound. If the target is an active combatant, the cleric must land an unarmed attack. Only one such attempt is permitted - if the attack fails the spell is ineffective.

Inflict Wound Spell specifics

Spell Name	***Casting Time** (s)*	***HP damage inflicted***
Inflict Trivial Wound	2	d6p
Inflict Minor Wound	3	d6p+1
Inflict Light Wound	3	2d4p+2

Influence

Components:	*V, S*
Casting Time:	*4 seconds*
Range:	*5 feet per level of cleric*
Volume of Effect:	*1 living creature*
Duration:	*1d4p minutes plus 1 minutes per level of cleric*
Saving Throw:	*negates*

Upon a successful casting of this spell, the priest causes an indifferent creature to enter into a particular emotional state. For example, the priest might cast this spell to make a uninterested guard turn helpful, make an apathetic bar wench become flirtatious, an uncaring merchant become generous or so on. Bear in mind the limited duration of the spell's effect when contemplating excessively complicated applications.

Characters influenced by this spell will interpret the new emotional state according to their personality not the caster's idea of what a person in said emotional state should do.

For example, an unsympathetic merchant made to feel compassionate by this spell will probably give out a few silver pieces but would never, even in this unusual mood, contemplate selling his business and giving the proceeds to the poor. The GM determines precisely what emotions can be caused and how the creature reacts.

Anger, anxiousness, compassion, delight, depression, disgust, envy, greed, happiness, laziness, lust, pride, sadness, shame and even smugness are examples of potential mental states the caster can command. This spell does not affect biological needs, such as hunger, pain, thirst or an animal's natural mating instinct.

When the spell wears off, the creature realizes that he has been magically influenced.

Influence (Minor)

Components:	*V, S*
Casting Time:	*5 seconds*
Range:	*5 feet per level of cleric*
Volume of Effect:	*1 living creature*
Duration:	*1d4p minutes plus 1 minutes per level of cleric*
Saving Throw:	*negates*

Upon casting this spell, the target's current mental state becomes more or less exaggerated, depending on the caster's preference. For example, the cleric might cast this spell to push an angry merchant over the edge into starting a fight, or make him calm down and resume negotiations over the price of an item. An officious guard might become more or less stringent about following the rules, or so on. The creature must not be actively combative when the spell is cast or it will be ineffective.

Should the successfully influenced individual face severe consequences for his action, he receives an additional saving throw to resist potentially disastrous actions. A merchant grumbling about taxes in front of a royal parade, who knows he faces death for yelling insults at the king, will be loath to do so even if magically influenced. Instead, he may redirect his anger and punch someone else in the crowd. The GM determines whether a particular emotion can be influenced, and exactly how the creature reacts.

Anger, anxiousness, compassion, delight, depression, disgust, envy, greed, happiness, laziness, lust, pride, sadness, shame, and even smugness are examples of potential mental states the caster can goad. This spell does not affect biological urges, such as hunger, pain or thirst.

When the spell wears off, the target creature becomes aware that it has been magically influenced.

Innocuousness

Components:	*V, S*
Casting Time:	*5 seconds*
Range:	*Touch*
Volume of Effect:	*1 living creature*
Duration:	*10 minutes per level of cleric*
Saving Throw:	*negates - viewer save permitted only under unusual circumstances*

The target of this spell becomes cloaked in a form of mental camouflage. While he can clearly be seen, a viewer's perception is subtly altered to interpret the character as just some schmuck in the crowd unworthy of close scrutiny. For example, an armored warrior may simply be assumed to be a city guardsman of whom passers-by take no special note.

Likewise, a lone traveler might pass by a group of ruffians without drawing their attention as a potential victim.

The spell has its limits – it's not going to allow an obvious elf to wander freely around a goblin lair. Additionally, if the person cloaked by innocuousness takes a hostile or threatening action, the spell is immediately broken.

Kismet

Components:	*V, S, DI*
Casting Time:	*5 minutes*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*30 minutes*
Saving Throw:	*not applicable*

By means of this blessing, the recipient may choose to take a mulligan (a 'do-over') on a single die roll of his choice within 30 minutes of game time after receiving this beneficence.

Know North

Components:	*S*
Casting Time:	*1 minute*
Range:	*Personal*
Volume of Effect:	*1 creature*
Duration:	*Instantaneous*
Saving Throw:	*not applicable*

This spell enables the caster to determine which direction is true north. He stretches out his arm, points forward and slowly circles in place. When aligned to the proper direction, he receives a distinct sensation. The efficacy of this spell enables it to function even in areas designed to disorient the caster's sense of direction.

Know Position

Components:	*V*
Casting Time:	*1 minute*
Range:	*Personal*
Volume of Effect:	*Personal*
Duration:	*Instantaneous*
Saving Throw:	*not applicable*

This spell enables a cleric to instantly know his position in relation to a single landmark or population center, or in absolute terms (latitude, longitude and elevation).

The priest receives the former information in situational-appropriate X (east-west) and Y (north-south) axis units, such as '20 miles east and 16 miles south of Bet Rogala', or '30 feet east and 44 feet north of that old tree that looks like it got hit by lightning.' If desired, the priest can also determine his location on the Z (height-depth) axis, such as '5 feet west and 90 feet south of the dungeon entrance and 65 feet below ground level.' The priest may substitute 'ground level' for 'sea level' as a reference point for convenience.

This spell provides one data point only.

Moderate Elemental Damage

Components:	*V, S*
Casting Time:	*10 seconds*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*5 minutes per level of the cleric*
Saving Throw:	*not applicable*

This beatitude provides the spell recipient with greater resistance to damage from natural or magical cold, fire and lightning attacks. The subject gains a +2 bonus on all saving throws v. such effects (if applicable) and all damage dealt to the individual so protected is reduced by 1 point per two cleric levels (up to a maximum reduction of 4 hp of damage *or 7 points for anointed followers*).

Moderate Emotion: Cause Fear

Components:	*V, S*
Casting Time:	*4 seconds*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*1d4p minutes plus 1 minute per cleric level*
Saving Throw:	*negates*

By touching an individual, the priest is able to implant the fear of his god in their psyche. The creature touched must immediately make a saving throw or flee in terror from the cleric until the spell's duration wanes.

Moderate Emotion: Remove Fear

Components:	*V, S*
Casting Time:	*3 seconds*
Range:	*5 feet per level of the cleric*
Volume of Effect:	*1 living creature*
Duration:	*5 minutes per cleric level*
Saving Throw:	*not applicable*

This spell causes courage to well up in the breast of a living creature, giving him a +6 bonus on saving throws against fear spells and effects. If the creature is already under a fear effect when this spell is cast, he may immediately attempt a saving throw (with a +3 bonus) to end the effect.

Purify Food

Components:	*V, S*
Casting Time:	*1 minute*
Range:	*Touch*
Volume of Effect:	*1 cubic food of food per cleric level*
Duration:	*Permanent*
Saving Throw:	*not applicable*

This spell eliminates harmful bacteria, micro-organisms and other pestilences such as maggots from food thus making it suitable for consumption. It does not improve the food's original appearance, smell, or taste but will remove the rancid taste and odor of putrification. It does not remove toxins from food (other than the by-products of decay such as botulism).

Purify Water

Components:	*V, S, M*
Casting Time:	*1 minute*
Range:	*Touch*
Volume of Effect:	*1 gallon per cleric level*
Duration:	*Permanent*
Saving Throw:	*not applicable*

This spell eliminates all harmful bacteria and microorganisms as well as foul tasting sulfides, iron and suspended solids from water. The result is water suitable for drinking. Casting it on beverages such as milk, beer or wine is deleterious as they will be reduced to plain water. The spell does not affect toxins (alcohol is here considered a narcotic not a toxin) or magical potions.

A Potion of Poison would, for example, be transformed into a crystal clear liquid every bit as lethal as it was prior to purifying it. Desalinization requires a caster of no less than 5th level to accomplish.

The material component for this spell is the water to be purified. Naturally, the water is not consumed in the casting.

Safe Haven

Components:	V, S
Casting Time:	3 seconds
Range:	Touch
Volume of Effect:	Personal
Duration:	2 minutes plus 1 minute per cleric's level
Saving Throw:	negates

Once the priest casts this spell, any creature intending to attack him must attempt a saving throw. On a successful save, the creature is unaffected by the spell and may act freely. If the saving throw fails, the attacker ignores the cleric's presence for the rest of the spell's duration.

If the priest makes an attack, the spell is broken (i.e. anyone may attack him). This spell does not protect the priest from the collateral damage of an area effect spell.

Sanctify Weapon

Components:	V, S, DI, C
Casting Time:	5 minutes
Range:	Touch
Volume of Effect:	1 weapon
Duration:	up to 4 hours
Saving Throw:	not applicable

This blessing confers a +1 Defense bonus to a weapon against one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus is doubled.

Sanctify Weapons

Components:	V, S, DI, C
Casting Time:	5 minutes
Range:	Touch
Volume of Effect:	3 weapons
Duration:	up to 4 hours
Saving Throw:	not applicable

This blessing confers a +3 Defense bonus to up to three individual weapons sufficient to defend against three attacks each. If the blessed weapons are the preferred weapon of the clergy, the bonus is doubled.

Speed of the Devout

Components:	V, S, C
Casting Time:	5 minutes
Range:	Touch
Volume of Effect:	1 weapon
Duration:	up to 4 hours
Saving Throw:	not applicable

This blessing confers a -1 Speed bonus to a weapon for one attack. If the blessed weapon is the preferred weapon of the clergy, the bonus works for two attacks.

Stirring Speech

Components:	V
Casting Time:	20 seconds
Range:	Personal
Volume of Effect:	30 ft. radius centered on caster
Duration:	30 minutes or special
Saving Throw:	negates (none for anointed followers)

With this spell, the cleric delivers a brief discourse that touches the hearts and minds of all non-enemies who hear it – all within the volume of effect must make a Saving Throw on the first second of casting. Those that fail their save must stand still and listen attentively during the entire casting time. Anointed followers receive no saving throw. Anointed followers and those that fail their saving throw gain the following benefits and are subject to the following effects.

Creatures with Intelligence of 6/01 or higher who can understand the priest may re-roll any failed saving throws vs. fear and treat the caster as if he has a Charisma score of +4 points higher than his actual score.

Further, the cleric can compel the group to perform one of the following acts (as chosen by the caster):

▶ Attack a known or described foe (effective until one side is defeated or a failed moral check by those affected – bear in mind the higher morale obtained by this spell!)

▶ Destroy or obtain a particular item or property (effective until destroyed or obtained)

▶ Capture a particular person or group of persons (effective until one side is defeated or a failed moral check by those affected)

▶ Perform a manual labor or similar task -- here recipients gain laborer general proficiency until duration ends or task is complete (effective until task completion)

▶ Make a minor offering or donation to the cleric's church (not the cleric! – ends when donation received by the church)

▶ Stop performing a particular action or abstain from an activity (generally a sin in the eyes of the cleric's church – lasts for full duration)

▶ Act in accord with the strict tenants of the religion (lasts for full duration)

The spell ends after the duration expires or one of the above trigger events occurs.

Summon Pest

C*omponents:*	*V, S, M*
C*asting Time:*	*2 hours*
R*ange:*	*Touch*
A*rea of Effect:*	*100 square feet of vegetation*
D*uration:*	*2 weeks*
S*aving Throw:*	*none*

With this ritual the cleric transforms his spell component into a pest of an appropriate species to damage and eat a chosen plant. Within one day, the pest will burrow into and began destroying the vegetation. By the end of the first week, the pest will have multiplied and will have burrowed through any fruit, leaves, branches and roots. In the second week, the invasive pests spread to encompass a 100 square foot area, destroying all vegetation. The material component is a lifeless worm of any species.

Taint Water

C*omponents:*	*V, S, M*
C*asting Time:*	*5 minutes*
R*ange:*	*Touch*
V*olume of Effect:*	*1 gallon per cleric's level*
D*uration:*	*1 week*
S*aving Throw:*	*special (see description)*

This spell allows a priest to contaminate drinking water with a harmful microorganism. The effect of drinking the contaminated water is incapacitating diarrhea for 10d4p hours beginning 3 hours after ingestion.

No saving throw is permitted if and only if the tainted water is undiluted. If diluted at all, a save is permitted, and a bonus is applied according to the amount of dilution. If the tainted water is mixed 1:2 with clean water, a save of +2 is permitted, if mixed 1:10, a +10 save is permitted. If the tainted water comprises less than 5% of the total amount, the spell is wholly ineffective. Thus, it is generally impossible to contaminate a well with this spell.

The water to be tainted is this spell's material component.

Therapeutic Touch

C*omponents:*	*V, S, DI*
C*asting Time:*	*30 minutes*
R*ange:*	*Touch*
V*olume of Effect:*	*1 creature*
D*uration:*	*Special*
S*aving Throw:*	*not applicable*

By means of this ceremony, the cleric confers a recuperative ability beyond that of the natural. Recumbence in bed permits an anointed follower's wounds (those existing at the time of casting) to heal at a rate as if the character was being treated by a master practitioner of First Aid (see the First Aid skill for details). Should the character engage in strenuous physical activity, he may nonetheless recuperate as if resting (see Healing time in Chaper 10).

Other deleterious conditions (e.g., the ability sapping effects of energy drain attacks and the combat penalties assessed by poison) are restored at twice the normal rate.

This spell does not function on the non-anointed.

Trackless Passage

Components:	*S*
Casting Time:	*10 seconds*
Range:	*Personal*
Volume of Effect:	*Personal*
Duration:	*1 hour*
Saving Throw:	*none*

After casting this spell, the cleric is able to travel leaving barely a tell-tale sign (visually or olfactory) of his passage. Any tracking checks are made with an additional -100 penalty to the skill check.

Unholy Resolve

Components:	*V, S, M*
Casting Time:	*13 minutes*
Range:	*Touch*
Volume of Effect:	*Undead Creature Tattooed*
Duration:	*13 hours*
Saving Throw:	*none*

A cleric performing this unholy ritual on an undead creature increases its Will Factor by d6p. The monster need not be under control of the cleric and, indeed, if it is, it receives another chance to break control once the spell is complete (but cannot during the ritual itself). The cleric of course, may attempt to command them once again – against the original Will Factor.

The material components are a tattooing needle and inks, which are used in the ritual to tattoo a symbol of the cleric's deity on the body of the undead. Note, if the tattoo is somehow removed or destroyed, the spell is broken.

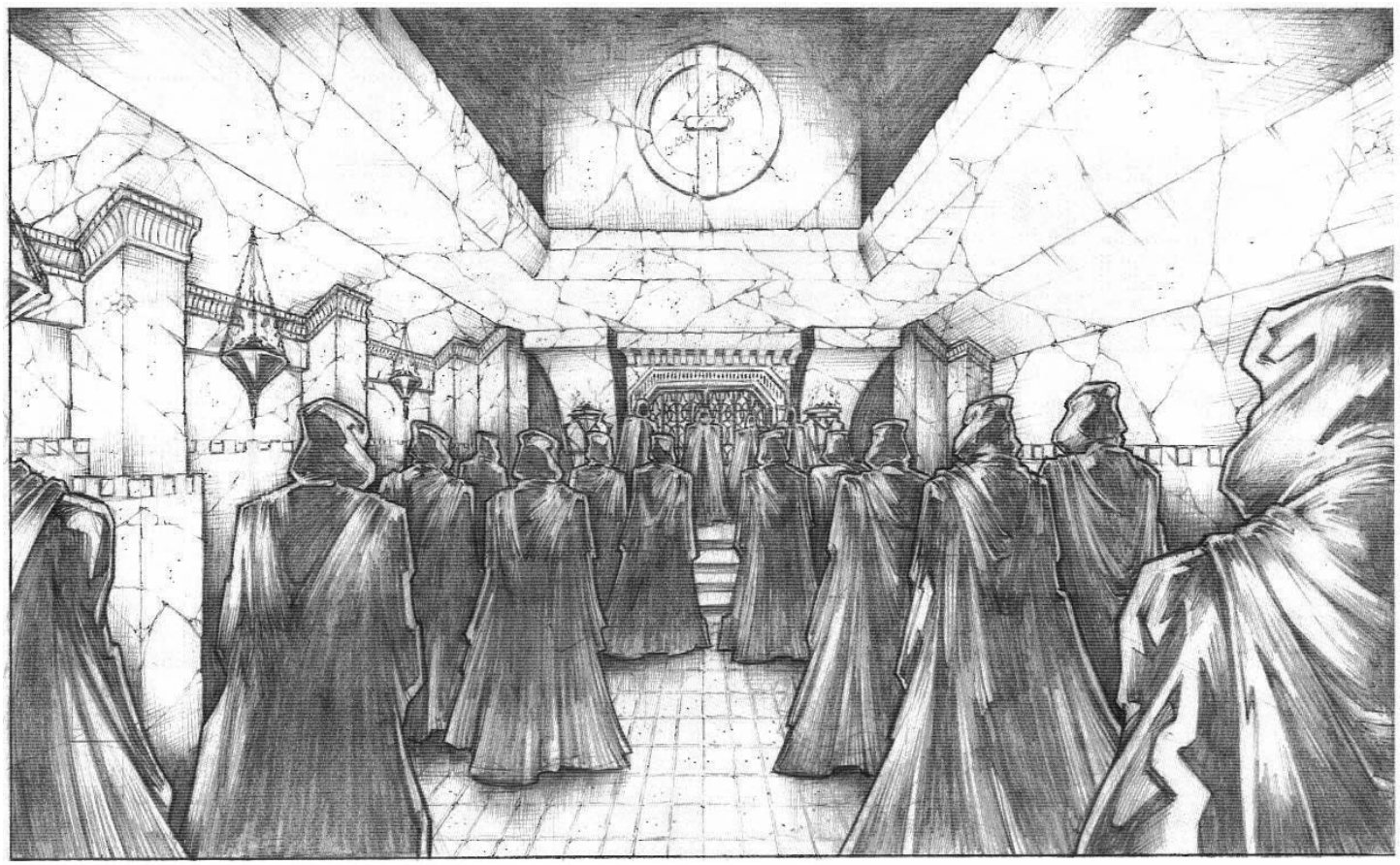
Unyielding

Components:	*V, S, DI*
Casting Time:	*6 seconds*
Range:	*Touch*
Volume of Effect:	*1 creature*
Duration:	*90 seconds*
Saving Throw:	*not applicable*

By placing his hands on the recipient's shoulders and chanting this blessing, the cleric etches a steadfast will on the character's spirit. For the next 90 seconds, the character counts as one size larger with respect to knock-backs.

For instance, a human character must suffer 20 damage before succumbing to a knock-back, while a dwarf must be struck for 25 and an elf or halfling 15.

Further, the character cannot suffer a double knock-back.





Mage Spells

Each of the following spells is listed by level and alphabetically. Following the spell's name are its attributes: Base Spell Point Cost, Components, Casting Time, Range, Volume/Area of Effect, Duration and Saving Throws (if any). See ***Chapter 13: Combat*** for information about spells in combat.

Base SP Cost: Each spell costs a minimum number of Spell Points (SPs) to cast, as detailed in the mage class section.

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

Material components are consumed (vanish) when a spell is cast. Note that there is a subcategory of material components, designated (C) for catalyst, that are not expended upon completion of the spell. These special material components (generally fabricated items of greater cost) facilitate the spellcasting.

Spells with verbal components must be spoken aloud at a normal volume (i.e. they cannot be whispered so as to maintain secrecy. Somatic gestures, unless stated otherwise, involve the use of both hands and preclude holding a weapon or torch while casting the spell.

Casting Time: Once a mage starts to cast, it takes a certain amount of time before it discharges. A mage in the process of casting is limited to a d8p roll against attacks. If he opts for a more proactive defense or is struck, the spell is ruined.

Spell Fatigue: After casting an arcane spell, your character will suffer the debilitating effects of exhaustion due to summoning forth and channeling magic. This weariness is known in the business as *Spell Fatigue*. Spell Fatigue causes the following ill effects:

- A reduction in ability to defend (-6 to defense rolls)
- Attacking is not possible
- A 30% penalty to all skill checks
- All movement is at half speed while sprinting and running are impossible
- All other actions require twice as long to complete

Spell fatigue lasts for 5 seconds plus the casting time of the spell that caused it. Should the spellcaster have a weapon in hand, it is consider freshly drawn for purposes of determining his next attack opportunity (i.e., once fatigue ends, the spellcaster must wait his weapon speed to attack with his melee weapon)

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

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

Duration: All spells last for a certain amount of time, be it seconds, minutes, hours or longer. Some spell durations may even pass so quickly that they seem to take almost no time at all.

Saving Throws: Creatures subject to a spell may attempt a saving throw by rolling a d20p and adding their bonus listed under "Saves" in the monster's Combat Data Block to the roll. (Player Characters and NPCs add their level*).

The mage rolls a d20p and adds his level. If the target's score equals or exceeds the mage's score, he succeeds at the saving throw and the spell has no effect on him (unless otherwise specified in the description).

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

Additional Spell Point Schedule: Most spells allow the caster to spend additional Spell Points at the time of casting, in order to increase range, duration and other effects. For example, the *Illusionary Mural* spell (30 SP base cost; 100 sq. feet area of effect) allows the spellslinger to spend 1 more SP to increase the spell's area of effect by 5 sq. feet A mage that spends an additional 6 SP improves the spell's area of effect by 30 sq. feet (for a total of 130 sq. feet, the base 100 sq. feet plus

Mage Spells

Number	Apprentice Level	Journeyman Level	First Level
1	Amplify Illumination	Bar Portal	Bash Door
2	Feat of Strength	Candlelight	Doze
3	Fire Finger	Enrage	Magic Shield
4	Illusionary Mural	Perimeter Alarm	Planar Servant
5	Repair	Sense Magic Aura	Scorch
6	Springing	Yudder's Whistle of Hells Gate	Translate

Number	Second Level	Third Level	Fourth Level
1	Charm	Cheetah Speed	Bottomless Pouch
2	Disguise	Rope Charm	Enfeeble
3	Magic Projectile	Unlock	Memory Wipe (Lesser)
4	Slippery Surface	Veil of Darkness	Motion Blur
5	Smoke Screen	White Hot Metal	Skipping Betty Fireball
6	Torchlight	Wizard's Lock	Transmogrify

Number	Fifth Level
1	Copycat
2	Disembodied Floating Hand
3	Heat Seeking Fist of Thunder
4	Levitation
5	Panic
6	Sense Invisible Beings

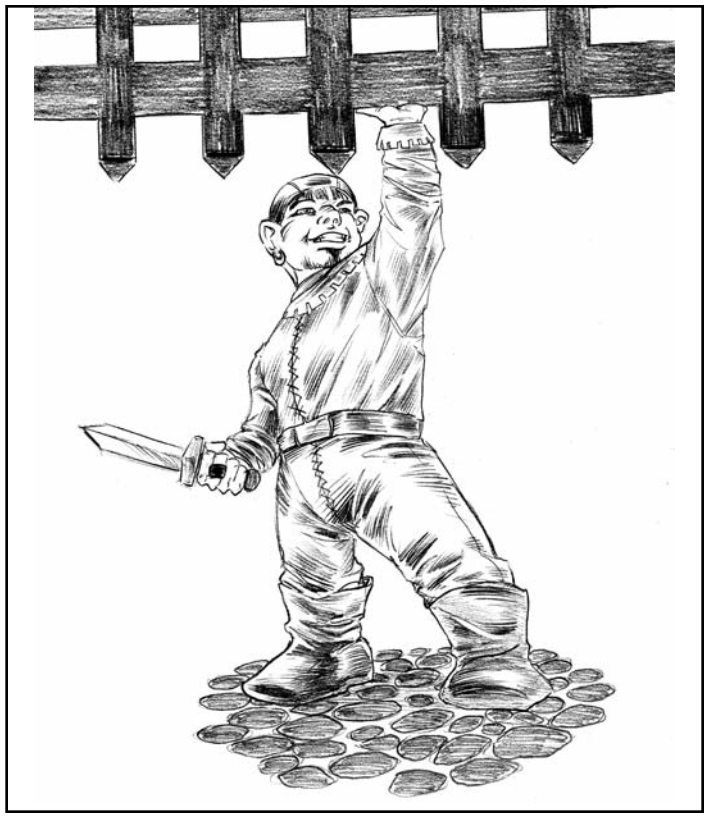
the additional 30 sq. feet), while a mage that spends an extra 15 SP improves the Area of Effect by 75 sq. feet (for a total of 175 sq. feet). The mage cannot cast the spell, realize that his Area of Effect would have been more effective if it had been larger, and then pump extra SPs into the spell; additional SPs must be allocated during the casting. If this causes a mage to waste some SPs, he should treat it as a lesson to make more effective calculations next time.

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

Damage: Unless otherwise stated, all damaging spells ignore Damage Reduction (*e.g.*, from shields and armor).

Touch Attacks and Shields: If a mage is required to touch a victim to discharge a spell and his target employs a shield, a shield hit is sufficient contact to deliver the spell.

Terminating Spells Prematurely: A mage may voluntarily terminate any spell he has cast by snapping his fingers and expending 2 SP per level of the spell.



Apprentice Level Spells

Amplify Illumination

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	1 foot
Volume of Effect:	1 light source
Duration:	10 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Extend Duration:** 1 SP/minute (no limit), **Extend Radius:** 15 SP/additional 50% radius (maximum 300% of original)

By casting *Amplify Illumination* on a light source, a mage increases its brightness. The default application increases a torch or lantern's radius of illumination by 50%. This spell does not affect the fuel consumption rate nor does it increase damage caused by the fire. The additional brightness ceases if the fuel supply exhausts or when the duration ends (or earlier if the caster ends the spell prematurely).

Note that this spell is only effective on relatively small illumination sources stemming from combustion (i.e., it cannot amplify magically derived light, light from a fire larger than a campfire or bioluminescence).

Feat of Strength

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	Touch
Volume of Effect:	Special
Duration:	Special
Saving Throw:	None

The *Feat of Strength* spell allows the recipient to attempt one (and only one) action requiring great physical strength. He performs this action as if he possessed 18/00 Strength. While success is not guaranteed, it is certainly more likely.

The action must be attempted within 1 minute of receiving this spell. Typical feats of strength include attempting to lift a portcullis or break down a door, though it may also be used in combat but is effective for one attack roll only.

For example, let's theorize that a group of explorers has encountered a portcullis that bars their further passage. The girly men have all failed to circumvent the obstacle unable to lift it or bend its bars.

Jolndar the Meek casts Feat of Strength on his ally Kalum (a fighter with 13/33 Strength). Now magically empowered, Kalum may again attempt to either lift the gate or bend its bars (but not both as only a single Feat of Strength is permitted). Whereas he formerly rolled a d20p+3 versus the portcullis' d20p+19, he now rolls d20p+14 versus the same d20p+19. Should he fail, Jolndar may cast the spell on him again (at a cost of an additional 30 spell points) giving Kalum a second try.

Fire Finger

Base SP Cost:	30
Components:	V, S
Casting Time:	1 second
Range:	5 feet
Volume of Effect:	Cylindrical volume of flame 5' long with 2" diameter
Duration:	Instantaneous
Saving Throw:	Half damage
Additional Spell Point schedule:	**Increase Damage:** 10 SP/HP (maximum damage bonus +6), **Increase Range:** 5 SP/foot

The *Fire Finger* spell conjures forth a 5-foot rod of flame from the caster's finger. It may only be aimed at a single creature. The victim is automatically struck by the flame (no attack roll necessary) and suffers 1d3p+2 points of damage though a successful saving throw permits them to suffer only half damage. Readily flammable items (such as parchment, cloth or wood) ignite, but a creature may take a 1d6p second delay to extinguish the flames from a single item before they suffer any meaningful damage.

If the victim is otherwise occupied and opts not to spend 1d6p seconds patting out his burning clothes, he suffers 1d3p points of damage every 10 seconds as his garments burn. A maximum of six points of damage may be sustained from this ancillary burning before the victim's clothes are consumed.

Damage from this spell ignores damage reduction.

Illusionary Mural

Base SP Cost:	30
Components:	V, S
Casting Time:	10 seconds
Range:	30 feet
Area of Effect:	100 square feet
Duration:	Special
Saving Throw:	Negates
Additional Spell Point schedule:	**Increase Area of Effect:** 1 SP/ 5 square feet

The Illusionary Mural spell conjures up a visual-only illusion that lacks depth. When viewed straight on, it can often fool a viewer because depth can be faked by visual trickery and perspective. However, when viewed from an angle of 30 degrees or more, the colors wash out and the illusionary nature of the depiction is immediately obvious.

Proper execution of this illusion is highly dependant on the artistic skill of the caster. A highly skilled painter can employ his knowledge of visual cues, perspective and similar techniques to create a complex illusion capable of deceiving all but the most astute viewer. Those without such training are advised to keep it simple.

The spell persists for as long as the caster maintains concentration (preventing movement or casting another spell and the like) or until someone touches the illusion.



Repair

Base SP Cost:	30
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Volume of Effect:	1 cubic foot
Duration:	Permanent
Saving Throw:	None
Additional Spell Point schedule:	**Increase Volume of Effect:** 15 SP/additional cubic foot

The *Repair* spell mends fractures in a metal object or rips and tears in woven cloth, leather or similar items. Shattered pottery or glass vessels can be entirely repaired, provided there are no pieces missing. This spell can also stitch together two similar objects, such as two pieces of rope. In all cases, the amount of material to be mended or joined must be less than one cubic foot. Repairing armor or weapons is highly skilled work and cannot be effected by this crude patch without a successful skill check in the requisite craftsmanship skill (your GameMaster has further details). Superior quality or Magical items cannot be repaired at all with this spell.

The material component for this spell is a needle with its tip covered in dried glue.

Springing

Base SP Cost:	30
Components:	V, S, M
Casting Time:	1 second
Range:	Touch
Volume of Effect:	One individual
Duration:	2 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Increase Distance:** 2 SP/additional 10% distance (max 200% increase) **Increase Duration:** 10 SP/minute

The *Springing* spell endows an individual with gravity-defying jumping ability. For vertical jumps, the character can ascend up to 10 feet (i.e., he can plant his feet on the rim not merely 'dunk'). He can also spring up to 10 feet backward or bound up to 20 feet forward from a standstill. If the character gets a jogging or running start of at least 10 feet, he can leap up to 30 feet.

The material component for this spell is the leg of a frog or a toad.

Journeyman Level Spells

Bar Portal

Base SP Cost:	40
Components:	V, S
Casting Time:	1 second
Range:	60 feet
Area of Effect:	20 sq. feet
Duration:	1 minute
Saving Throw:	None
Additional Spell Point schedule:	**Increase Range:** 1 SP/5 ft (max 200 ft) **Increase Area of Effect:** 15 SP/20 sq. ft **Increase Duration:** 20 SP/minute

By means of the *Bar Portal* spell, the caster can temporarily secure a door, window or similar device (such as a trapdoor) from opening. The base spell only functions on portals up to 20 square feet (i.e., a standard 34" x 7' entry door) so additional SPs are needed to bar larger doors, gates or portcullises.

If the device is open, the spell automatically closes it unless there is an obstruction in the way. Creatures can still burst through the barred portal using a Feat of Strength rolled against d20p+18 though only one attempt is allowed.

Candlelight

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 second
Range:	10 feet
Volume of Effect:	15 foot radius
Duration:	10 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Increase Duration:** 2 SP/minute (no maximum duration)

The *Candlelight* spell creates a small point of light similar to a candle's flame. Though it produces no heat, it does provide a fifteen foot radius of light. See Chapter 10: Miscellaneous Rules (p. 163) for a visual display of the intensity of light a candle emits.

The caster may position the light source at a static point in the air or to affix it to an object such as a pole. If this spell contacts magical darkness, it is instantly negated.

The material component for this spell is a candle nub.

Enrage

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 second
Range:	60 feet
Volume of Effect:	One individual
Duration:	1 minute
Saving Throw:	Negates
Additional Spell Point schedule:	**Increase Range:** 2 SP/5 feet **Increase Volume of Effect:** 30 SP per individual (maximum 4 individuals)

The *Enrage* spell causes the target to become incredibly angry with the caster. The target rushes towards the mage as quickly as possible, then begins to attack him (or, hopefully, the mage's front line of fighters) with melee weapons or fists (if the target is unarmed). If stymied by an obstacle or hazard, the target uses ranged weapons instead. Creatures with an Intelligence score of less than 3/01 or those who succeed at a saving throw are unaffected by this spell.

Rude words form the verbal component for this spell, while any rude gestures work for the somatic, and the caster uses a bit of his own snot or phlegm as the material component.

Perimeter Alarm

Base SP Cost:	40
Components:	V, S, M
Casting Time:	1 minute
Range:	30 feet
Volume of Effect:	Hemisphere with 10 foot radius
Duration:	4 hours
Saving Throw:	None
Additional Spell Point schedule:	**Increase Volume of Effect:** 5 SP/1 ft radius (maximum 30 ft radius) **Increase Duration:** 1 SP/10 minutes

Casting this spell creates an invisible, intangible hemisphere whose outer perimeter is sensitized to contact. Should any creature contact this shell, a loud warbling sound pierces the air. The blare is loud enough to wake all but the soundest sleepers within the security perimeter (and incidentally audible to everyone within a 300-foot radius, though stone walls and intervening doors will serve to dampen the effective radius). This alarm lasts as long as someone is in contact with the shell and for one minute afterward.

Creatures less than three inches in height or length or weighing less than one pound will not trip the alarm. To avoid the signal sounding every time a friendly character enters the boundary, the caster may choose a password that must be spoken aloud before entering the area. Of course, these can be overheard and subsequently used by the eavesdropper…

The material component for this spell is a small bell.

Sense Magical Aura

Base SP Cost:	40
Components:	V, S
Casting Time:	10 seconds
Range:	Personal
Volume of Effect:	10 feet sphere
Duration:	2 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Extend Volume of Effect:** 10 SP/foot **Extend Duration:** 20 SP/minute **Determine Type of Magic:** 100 SP per 10% chance (cumulative, *i.e.* 200 SP provides a 20% chance).

This spell enables the caster to discern magical auras, such as those emitted by magical objects. By spreading his arms and uttering a short phrase, the caster becomes sensitive to magical energy in a 10-foot radius around himself.

The caster can then 'feel' the power of the magical radiations, which may be faint, weak, moderate, strong or powerful. By expending additional SPs, the caster has a chance to determine whether the magic is of a particular type (such as illusion). These may be allocated once an effect is noticed

Wood (3' thick), stone (1' thick) or metal (1" thick) blocks this spell.

The spellcaster may move at Crawling speed whilst sensing. It is mandatory to maintain concentration thus disallowing other actions.

Yudder's Whistle of Hells Gate

Base SP Cost:	40
Components:	V, S, C
Casting Time:	1 second
Range:	Centered on caster
Volume of Effect:	15 foot radius
Duration:	10 seconds
Saving Throw:	None
Additional Spell Point schedule:	**Increase Volume of Effect:** 4 SP/1 foot radius (maximum 30 feet) **Increase Duration:** 30 SP/10 seconds (maximum duration one minute)

This spell creates a high-pitched, shrill whistling that only non-sapient mammals can hear. The whistle irritates normal animals while it lasts and actually makes them run away in fear if they fail a saving throw. Dire animals, Sturm Wolves and Wargs are also subject to the effect of this spell. Note that the spell is not selective – all eligible victims in the area are affected!

The spell catalyst is a dog whistle.

First Level Spells

Bash Door

Base SP Cost:	50
Components:	V, S
Casting Time:	1 second
Range:	30 feet
Volume of Effect:	One door
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	**Extend Range:** 1 SP/2 feet (max 100 feet)

This spell allows the caster to hurl a tremendous force against a door. A closed (and even locked and barred) door is automatically forced open, accompanied by the noise one would expect from a battering ram. Note that no additional Strength is actually granted to the caster's physical body. The force of a *Bash Door* spell may only be used on a door. It has no effect on walls, windows or creatures.

This spell counters a *Bar Portal* spell but if used against a *Wizard's Lock* the caster must succeed at a contested d20p check (d20p + caster level vs. d20p + level of Mage that placed the *Wizard's Lock*).

Doze

Base SP Cost:	50
Components:	V, S, M
Casting Time:	1 second
Range:	40 feet
Volume of Effect:	Selected creatures in 10-foot radius
Duration:	1 minute
Saving Throw:	Negates
Additional Spell Point schedule:	**Increase Hit Points Affected:** 1 SP/1 HP **Increase # Creatures Affected:** 25 SP/creature **Increase Duration:** 10 SP/minute

This spell causes a single targeted creature (and possibly additional creatures, all of which must be within a ten-foot radius of the primary target), to fall into a light slumber if it fails a saving throw. Slumbering creatures will receive another saving throw if a moderately loud noise (such as speaking in a normal voice) occurs within earshot. Note that if the creature is not sitting, prone or in some other resting position such that it would teeter or fall, it will automatically wake but be disoriented for d4p seconds. Certainly collapsing to the ground rouses the victim immediately. Similarly, allies slapping, kicking or applying even more stringent methods will awake the victim.

When casting, the mage identifies the particular creature(s) he wishes to affect. The spell effect is limited to a number of creatures whose combined maximum Hit Points are less than or equal to 45 Hit Points. Should the mage's targets exceed this total, the creatures with the fewest HP are affected first. A mage may allocate more Spell Points to increase this HP total, but he must do so at the time of casting, not after learning the combined HP total of his opponents (assuming his GM is so inept as to reveal this information). Creatures that do not sleep (e.g., undead) are unaffected by this spell.

The material component is rheum gathered from from the caster's eyes.

Magic Shield

Base SP Cost:	50
Components:	V, S
Casting Time:	1 second
Range:	Personal
Area of Effect:	Special
Duration:	1 minute
Saving Throw:	None
Additional Spell Point schedule:	**Extend Duration:** 40 SP/1 minute **Increase Damage Capacity:** 5 SP/1 HP (max 30 HP)

This spell conjures a translucent force field with 18 HP in the shape of a medium shield. It behaves just as a 'real' shield* except that it does not encumber the spellcaster or contribute to the chance of a spell mishap. The spell dissipates immedi-

ately if the magic shield accumulates 18 HP of damage. The caster need not possess the shield proficiency to take advantage of this spell.

**This means that;*

1) it eliminates the -4 penalty to Defense for not using a shield
2) it grants the +6 Defense bonus that a regular shield does
3) it grants the DR of a medium shield (e.g. 6)
4) damage in excess of 6 hp from a shield hit goes to the mage (though armor/robes may mitigate this)
5) the shield grants cover equivalent to a medium shield

The force shield does not have mass and is not subject to the shield destruction rules.

Planar Servant

Base SP Cost:	50
Components:	V, S, M
Casting Time:	5 minutes
Range:	30 feet
Volume of Effect:	30-foot radius
Duration:	6 hours
Saving Throw:	None
Additional Spell Point schedule:	**Extend Duration:** 1 SP/5 minutes **Increase HP Capacity:** 12 SP/HP

This spell conjures a ghostly creature from another plane. The link created by the spell forces the creature to follow the caster's verbal directions just like a normal, obedient servant would. The creature may not speak, though it may provide feedback using gestures. The servant can only perform minor tasks such as opening doors, fetching, carrying, holding or cleaning. It has an effective strength of 3/01 for purposes of determining how much it can carry, lift or drag. It responds only to verbal commands of the spellcaster that summoned it.

The *Planar Servant* disappears when the spell duration ends, if the caster prematurely ends the spell or if the steward suffers 1 or more points of damage (it uses a d20p-4 for Defense if physically attacked).

The material component for this spell is a single copper piece.



Scorch

Base SP Cost:	50
Components:	V, S
Casting Time:	1 second
Range:	Personal
Area of Effect:	10'x 10' area adjacent to Mage
Duration:	Instantaneous
Saving Throw:	Half damage
Additional Spell Point schedule:	**Increase Damage:** 10 SP/1 HP of damage

This spell allows the caster to direct a 10-foot long arc of fire from his palm that engulfs all creatures within an adjacent 10' x 10' area. Anyone struck by the fire (automatic, no attack roll needed) suffers 1d3p+6 points of damage. Flammable items (such as parchment, cloth or wood) catch fire, but a creature may spend a few seconds (1d6p second delay) to extinguish the flames from a single item.

If someone is dumb enough not to spend d6p seconds patting out their burning clothes, they suffer 1d3p points of damage every ten seconds they remain on fire. A maximum of six points of damage may be sustained from this ancillary burning before the victim's clothes are consumed.

The somatic gesture for this spell is the caster's hand thrust forward, with fingers spread.

Translate

Base SP Cost:	50
Components:	V, S, M
Casting Time:	10 seconds
Range:	Personal
Volume of Effect:	Personal
Duration:	5 minutes
Saving Throw:	not applicable
Additional Spell Point schedule:	**Extend Duration:** 10 SP/minute **Extend Comprehension to Written Text:** 25 SP

This spell lets the caster comprehend unintelligible speech as easily as if it had been spoken in his native tongue. The caster can also extend his comprehension to written text in an unfamiliar language (at an additional Spell Point cost). In both cases, however, the caster must first touch the creature or text that he wishes to understand (which may prove to be a cultural or situational difficulty). Magical writing is immune to this spell's effect, nor does the spell translate secret codes or reveal writing hidden by magic.

The material component for this spell is a songbird's tongue.

Second Level Spells

Charm

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	30 feet
Volume of Effect:	One individual
Duration:	Special
Saving Throw:	Negates

This spell causes a person to view the caster as a close friend and ally. The term 'person' applies only to sapient, bipedal humans, demi-humans and humanoids sized Small or Medium. If the caster or his allies have injured the target creature within one minute of the spell being cast, it receives a saving throw bonus equal to +1 per point of damage suffered.

Although the charmed individual believes the caster to be a dear friend, he is not his bitch and won't blindly follow orders. Commands to the target should be phrased as genial suggestions in order to be heeded. Of course, even the most delicately worded language won't convince the target to take an obviously suicidal or completely unnatural action, unless he can be convinced otherwise. The GM should determine the persuasiveness of the argument and the NPC's reaction to it. Strong Charisma or Looks, as well as skills such as Art of Seduction, may prove especially useful to the would-be charmer. A mage may have multiple persons under his charm.

The spell's effects end at the caster's command, if the caster attacks the target or if the target succeeds at a periodic saving throw. The time period between saving throw attempts is 21 days, modified by -1 day per point of Intelligence of the charmed person. Regardless of Intelligence, the minimum time between saving throws is 24 hours.

Disguise

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	Personal
Volume of Effect:	Personal
Duration:	2d6p minutes
Saving Throw:	None
Additional Spell Point schedule:	**Extend Duration:** 10 SP/minute **Increase Height Range:** 10 SP/inch **Increase Weight Range:** 3 SP/pound

When the caster completes this spell, he alters his physical appearance (including his clothing and gear) via illusion. This might be taking on a different face, altering his hair color, adding a beard, changing sex and so on. He may even opt to disguise himself as a member of a different race (subject to limitations below). The spell cannot, however, duplicate the appearance of a specific individual.

The caster's weight cannot seem to change more than 50 pounds, nor can the spell make him appear more than 1 foot taller or shorter. As such, impersonating someone of another size category (such as a 6-foot tall human to a 3¾ foot tall Halfling) may be beyond the spell's ability without the expenditure of additional spell points. Even if these restrictions are overcome, ability scores, special powers, racial abilities and so on, are unaffected as the disguise is only an illusion.

Magic Projectile

Base SP Cost:	60
Components:	V, S
Casting Time:	1 second
Range:	180 feet
Volume of Effect:	1-5 targets in 20 feet square
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	**Increase Range:** 1 SP/foot **Add Additional Missiles:** 30 SP/projectile (maximum 4 additional projectiles)

This spell enables the caster to shoot an unerringly accurate virtual projectile vaguely resembling an arrow at an opponent. Provided any portion of the target can be seen (and is within range) the missile will jink around obstacles to strike its target. The missile inflicts 1d4p+1 points of damage.

With additional Spell Point allocation, multiple projectiles may be fired with all launching at the end of the spell's casting time. The caster can choose to direct these 'arrows' at several targets or volley fire them on a single target. Multiple missiles impacting a creature strike simultaneously but count as individual wounds.

Magic Projectiles ignore any damage reduction the target possesses (gained either naturally or by armor).



Slippery Surface

Base SP Cost:	60
Components:	V, S, M
Casting Time:	1 second
Range:	30 feet
Area of Effect:	10′ x 10′ square
Duration:	1 minute
Saving Throw:	Special
Additional Spell Point schedule:	**Increase Range:** 1 SP/foot **Increase Volume of Effect:** 1 SP/2 sq. feet **Increase Duration:** 5 SP/10 seconds

This spell transforms an area such that it becomes incredibly slippery. Any non-flying creature within the Area of Effect (or that steps into it before the spell ends) must immediately succeed at a saving throw with a -4 penalty or slip and fall.

Even if the saving throw succeeds, an individual must still make a subsequent saving throw (at no penalty) once for every 5 feet of movement through the frictionless area. If he stops moving before he travels 5 feet, he must still make another save when he moves again. Note that intelligent creatures can use walls, ceiling ropes, fallen comrades or any other item resting outside of the surface (including the ground if reachable) to pull themselves out of the *Slippery Surface*.

A caster may choose to target a single item rather than an area, provided it is smaller than 10 cubic feet. If a creature is holding the item, he must succeed at a saving throw or drop it. Another save is required each time he attempts to pick it up and each time he endeavors to use it (assuming he finally manages to pick it up) for as long as the spell duration remains in effect. The caster can end this spell with a gesture.

The material component for this spell is a greased rag.

Smoke Screen

Base SP Cost:	60
Components:	V, S, M
Casting Time:	5 seconds
Range:	90 feet
Volume of Effect:	2000 cubic feet
Duration:	5 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Increase Volume:** 1 SP/50 cubic feet **Increase Duration:** 10 SP/minute

As the spellcaster chants the verbal component of this spell, a dense cloud of smoke churns from his mouth and moves rapidly along the ground to the final range and location desired by the caster. The end result is a cloud of dense gray smoke that blocks all vision beyond two feet. The caster may shape the fog's dimensions as desired, as long as the cloud's narrowest dimension is no less than 10 feet. Wind speeds of eight to eighteen miles per hour cut the spell's duration by half. Greater wind speeds end the spell's duration in one minute.

The somatic and material component for this spell is a lit cigar from which the caster must inhale.

Torchlight

Base SP Cost:	60
Components:	V, M
Casting Time:	1 second
Range:	100 feet
Volume of Effect:	30 foot radius
Duration:	10 minutes
Saving Throw:	not applicable
Additional Spell Point schedule:	**Increase Range:** 1 SP/feet **Increase Duration:** 3 SP/minute

Torchlight creates a softly glowing ball of light with luminance equivalent to that of a torch. The spell does not radiate heat and thus cannot be used as an ignition source.

The luminous ball may be positioned at a static point in the air or affixed to an object such as a pole or weapon. It cannot be placed upon a living creature.

If *Torchlight* comes into contact with magical darkness, the higher leveled spell predominates and cancels the lower leveled spell. If of identical levels, both spells are negated.

The material component for this spell is a cloth patch impregnated with oil or grease.

Third Level Spells

Cheetah Speed

Base SP Cost:	70
Components:	V, S, C
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	One individual
Duration:	30 seconds
Saving Throw:	None
Additional Spell Point schedule:	**Increase Duration:** 2 SP/second

This spell improves a creature's movement to three times faster than normal. He also may subtract 2 from his Initiative (though no benefit to Weapon Speed applies). The spell only allows faster movement – no other actions may be performed at a faster than normal pace.

The catalyst for this spell is a palm-sized portion of a cheetah's pelt.

Rope Charm

Base SP Cost:	70
Components:	V, S, C
Casting Time:	2 seconds
Range:	60 feet
Volume of Effect:	50 feet of rope*
Duration:	10 seconds after finished playing
Saving Throw:	Negates
Additional Spell Point schedule:	**Increase Duration:** 35 SP/10 seconds

This spell enables a mage to animate a rope with which he has some passing familiarity (he must personally have handled the rope to gauge its unique properties). This spell cannot be cast on a coil of rope an adversary is carrying. He can enable it to perform basic functions (coil, loop, tie, knot, coil and knot, loop and knot, tie and knot, uncoil, unloop, etc.) or to create a 'rope ladder'. The mage commands the rope by playing a tune on a small wind instrument such as a flute or recorder. While playing, the mage cannot perform any other action save walking and concentrating on the spell.

The rope may also be used against an opponent. It does not inflict damage, but can entangle a creature or object within 1 foot of the cord that fails a saving throw. The rope may need to be hurled at an opponent prior to enchantment in order to facilitate this action, as the rope is incapable of locomotion.

The spell catalyst is the rope the mage animates. An average 1" thick rope uses a d10 for its defense roll and can take 6 points of damage from an edged weapon before it severs.

**This spell also affects string, yarn, cord or similar nonliving ropelike objects up to 2" thick. The standard efficacy animates a 50' span of rope no more than 1" in strand diameter. If the rope is ½" thick or less, the Volume of Effect becomes 100' of cord. For every ½" greater than 1", reduce the variable Volume of Effect by half. For example, if a rope is 1½" thick, the caster can only command a 25' length, or for a 2" thick rope, the controllable length would be only 12½ feet.*



Unlock

Base SP Cost:	70
Components:	S, C
Casting Time:	2 seconds
Range:	15 feet
Volume of Effect:	10 cubic feet
Duration:	Instantaneous
Saving Throw:	None
Additional Spell Point schedule:	**Increase Range:** 1 SP/foot (max 50') **Increase Volume:** 2 SP/cubic foot

This spell allows the caster to circumvent locked doors, boxes, chests and even shackles or chains. Of course, there are some limitations.

For instance, the item to be unlocked must be smaller than the Volume of Effect. Each casting only opens one lock (so if a door has two locks, the spell must be cast twice). The item must also be within the caster's line of sight.

The spell does not destroy the lock, leaving open the possibility of the item being subsequently relocked. *Unlock* does not affect knots or items without locking mechanisms and does not physically push open the door (or lid, et cetera).

If an item is secured with a *Wizard's Lock*, this spell is ineffective.

To cast this spell, the Mage must commission a special skeleton key fabricated in brass or bronze with the bow decorated in ivory or bone. Minimal outlay for this spell catalyst is 30 sp.

Veil of Darkness

Base SP Cost:	70
Components:	V, S, M
Casting Time:	2 seconds
Range:	30 feet
Volume of Effect:	15 foot radius
Duration:	10 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Increase Range:** 1 SP/foot **Increase Duration:** 3 SP/minute **Increase Radius of Effect:** 3 SP/foot

With a *Veil of Darkness* spell, the caster banishes all light from an area. A natural light source is extinguished if taken into a Veil of Darkness. If this spell contacts magical light produced by *Candlelight* or *Torchlight*, it will extinguish those light sources as well. *Veil of Darkness* may only be cast on a fixed location.

The somatic component for this spell is to blow the material component (a pinch of soot) in the direction the darkness is to be situated.

White Hot Metal

Base SP Cost:	70
Components:	V, M
Casting Time:	2 seconds
Range:	10 feet
Volume of Effect:	10 lbs. of metal
Duration:	10 seconds
Saving Throw:	None
Additional Spell Point schedule:	**Increase Duration:** 50 SP/10 seconds **Increase Range:** 10 SP/ 5' range increment

By means of the *White Hot Metal* spell, the caster instantaneously causes metal to become searingly hot (2000° F). Certain metals and alloys (such as bronze, copper, silver, gold, tin, lead and pewter) will melt; while objects composed of ferrous alloys (i.e., iron and steel) and platinum retain their shape but are malleable if force is applied.

Creatures suffer 2d6p points of damage every 10 seconds they are in contact with the affected metal – this may be unavoidable in the case of body armor, but a weapon may be dropped to avoid damage. When the duration ends, the metal instantly cools, remaining in whatever shape its molten form took.

The material component for this spell is a mixture of alum and powdered iron.

Wizard's Lock

Base SP Cost:	70
Components:	V, S, M
Casting Time:	1 minute
Range:	Touch
Volume of Effect:	30 cubic feet
Duration:	Permanent
Saving Throw:	None
Additional Spell Point schedule:	**Add Verbal Passkey:** 100 SP **Increase Maximum Object Size:** 2 SP per additional cubic foot

The *Wizard's Lock* spell allows the caster to magically lock a door, box, chest, window or similar object so that only he can open it. For additional Spell Points, a password may be placed on the *Wizard's Lock* allowing access by presumably trusted associates given the verbal key.

While a *Wizard's Lock* is a formidable security measure, it can potentially be physically broken by very strong creatures (using a Feat of Strength rolled against d20p+21 though only one attempt is allowed) or bypassed by destruction of the locked object. The material component of this spell is a pair of magnets costing no less than 10 sp.

Fourth Level Spells

Bottomless Pouch

Base SP Cost:	80
Components:	V, S, C
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	One pouch
Duration:	12 hours
Saving Throw:	Not Applicable
Additional Spell Point schedule:	**Increase Volume of Effect:** 10 SP/cu. ft. **Increase Duration:** 10 SP/hour

The *Bottomless Pouch* spell allows the caster to enchant an ordinary pouch such that it can hold an astonishing volume of objects placed into it. While enchanted, the pouch has a capacity of five cubic feet ('bottomless' being an inaccurate wizarding hyperbole) and objects therein only weigh one-tenth their normal weight.

Note that objects must still be able to be placed into the pouch thereby limiting the type of object that can be stored within.

If the spell duration expires while there is material within the bottomless pouch, the pouch becomes normal, rips open at the seams (or otherwise tears to shreds) and all the material stored spills out at the feet of the wearer. The caster can also cause the pouch to empty with a single command.

The spell catalyst is the pouch to be enchanted. It may not be reused if torn as a result of the enchantment's duration being exceeded.

Enfeeble

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	60 feet
Volume of Effect:	One creature
Duration:	30 seconds
Saving Throw:	Negates
Additional Spell Point schedule:	**Increase Duration:** 20 SP/10 seconds

Enfeeble allows a magic-user to direct a beam of dark energy at a single opponent, reducing its Strength and thereby gravely weakening the force of its blows. Creatures are reduced to an effective Strength of 5/01 (a -3 damage adjustment replaces any bonuses they may have had). If the target creature makes its saving throw, the beam missed and spell has no effect.

This spell does not affect combat bonuses due to magical items nor creatures with a natural Strength of 5/01 or lower.

Memory Wipe (Lesser)

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	90 feet
Volume of Effect:	1-4 creatures in a 20-feet cube
Duration:	Permanent
Saving Throw:	Negates
Additional Spell Point schedule:	**Increase Length of Memories Erased:** 50 SP/minute **Increase Volume of Effect:** 40 SP/creature or 1 SP/cubic foot

With the *Lesser Memory Wipe* spell, the spellcaster wipes the preceding one minute of memory from creatures within the cube. This does not negate any spells that may have been cast during that time. However, it is possible that the caster of said magic could forget he did so and consequently fail to act upon it. Up to four individuals may be the subject of a particular memory wipe. Each target selected beyond the first provides a cumulative +1 to saving throws to all subjects of the spell.

Motion Blur

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	One individual
Duration:	1 minute
Saving Throw:	None
Additional Spell Point schedule:	**Increase Duration:** 20 SP/ 30 seconds

Motion Blur alters a viewer's perceptions. The subject of the spell appears blurred or smeared along the direction of relative motion. Thus a person actively feinting and dodging in combat is more difficult to hit. This distortion gives +4 to his Defense in melee combat. Note that a static defender gains no benefit from *Motion Blur*.

Anyone launching a missile at a blurred target is treated as if he were 20 feet further from the target.

A *Sense Invisible Beings* spell will not counter this effect.

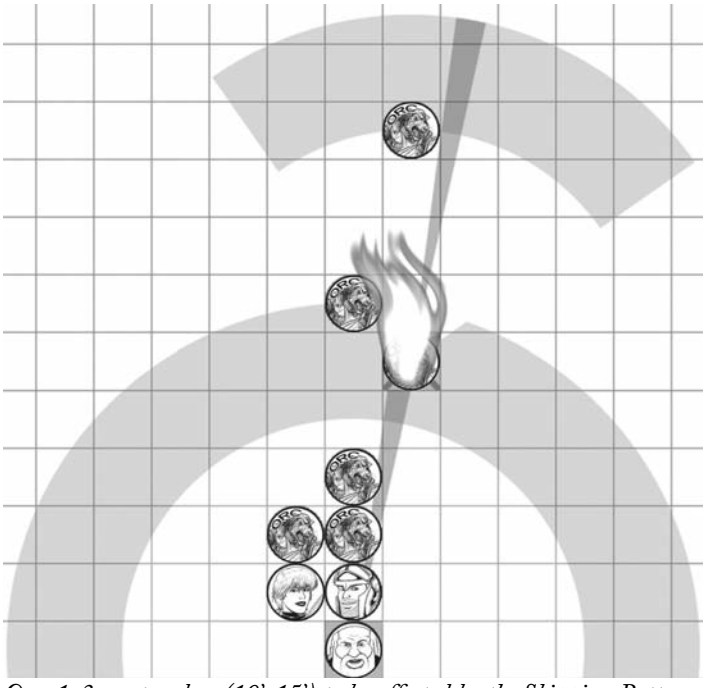
Skipping Betty Fireball

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	Special
Volume of Effect:	Individual(s)
Duration:	10 skips
Saving Throw:	Negates (evades with no damage)
Additional Spell Point schedule:	**Increase Potency of Fireball:** 20 SP/d4p (maximum 10d4p) **Increase Duration:** 10 SP/skip

A *Skipping Betty Fireball* conjures a blazing spheroid projectile approximately 2 feet in diameter that the caster may direct at an opponent. Unlike many other line-of-sight spells, the fireball travels in an arc making it ideal for leapfrogging nearby allies that might be interposed between the Mage and his intended target.

The initial target must be between 20 and 30 feet from the caster. Targets closer than this cannot be targeted because the Skipping Betty must travel a minimum of 20 feet in each hop. The flaming ball completes its initial arc (and any subsequent ones) in a lone second. Thus 1 second after casting, the fireball impacts at a point 20-30 feet away. The variability exists for the Mage can direct the missile on its trajectory and thus has some leeway as to its exact landing point.

If a target exists in this impact zone (only a single individual may be affected), it is permitted a saving throw. Those failing suffer 5d4p damage (or more if the spell was "amped up").



Orcs 1-3 are too close (10'-15') to be affected by the Skipping Betty Fireball as it will coast over their heads. The fireball lands 20-30 feet from the caster (the exact value being at his discretion). The area in pink depicts possible impact areas for the initial strike and second hop.

A successful save results in no damage.

Regardless if a target was struck or not, the fireball then skips off the ground continuing its forward momentum along a path from the Mage to its initial impact point. The Mage has some control over the fireball and may direct it to veer up to 45 degrees left or right as well as choosing to have it land again anywhere from 20-30 feet from its last contact with the earth.

A second after the first impact (2s total), the fireball will again strike ground. If a target lies within its potential impact zone, it is permitted a magic saving throw. It then skips again and the process repeats until the fireball reaches its maximum duration.

Contact with a solid horizontal surface (e.g. a brick wall) will cause the fireball to skip off that surface (the angle of incidence equaling the angle of deflection). Such contact will, unfortunately, induce uncontrollable instability in the yaw axis of the missile effectively severing the Mage's control. The missile will then follow its default trajectory governed by the laws of classical mechanics if additional horizontal obstacles lie in its path.

The Mage must continue to concentrate on the skipping betty in order to control it and direct it to its target(s). Barring the mage's direction, it continues on a straight line bouncing every 25 feet until it runs its course. Naturally the caster may relinquish control once any likely targets are beyond range. Spell fatigue sets in only after control of the fireball is relinquished or the maximum range is reached.

Transmogrify

Base SP Cost:	80
Components:	V, S
Casting Time:	2 seconds
Range:	Personal
Volume of Effect:	Personal
Duration:	3d4p +6 minutes
Saving Throw:	Not Applicable
Additional Spell Point schedule:	**Increase Duration:** 20 SP/d4p minutes **Duplicate Exact Individual:** 350 SP plus material component

Transmogrify allows a mage to physically alter his appearance to match that of another creature. The change cannot be radical as the desired form must be within +/- 50% of the magic user's mass. The change is no mere illusion for the caster's body actually morphs into the new shape for the duration of the spell. His clothing and gear may be similarly enchanted (though not transformed into either armor or a shield).

While the transmogrified spellcaster is virtually indistinguishable from an ordinary specimen of the type he has opted to change into, there are limitations. First, no native speech capabilities are granted. Second, the mage retains his pre-existing Strength and Hit Points. If the new form has natural weaponry, the mage may employ these attack routines subject to his own physical prowess.

If the mage wishes to transform into an exact duplicate of a particular individual, he must add a small part of that being (i.e., hair, nails, etc.) as a material component and expend an additional 350 Spell Points during casting.

The mage cannot end the spell prematurely; further, the GM rolls the duration in secret so the mage does not know or control the exact duration. If slain, he resumes his native form immediately.

Fifth Level Spells

Copycat

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	Special
Volume of Effect:	6 foot radius
Duration:	90 seconds
Saving Throw:	None
Additional Spell Point schedule:	**Increase Duration:** 10 SP/10 seconds **Increase Number of Duplicate Images:** 40 SP/image (max. 8 total duplicate images); for every 40 SP add +1 to the d4p roll with the caveat that 8 is the greatest number attainable

This spell creates d4p perfect visual copies of the spellcaster that mirror his every move. These images cluster around the mage, making it impossible for an opponent to discern which is the spellcaster and which is a mirage.

When subject to an attack, the true target must be randomly determined. If a duplicate is successfully attacked, it dissipates. Striking the actual mage, while inflicting damage, does not provide the attacker with his true location. Further attacks are subject to the same random determination of the target.

Disembodied Floating Hand

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	Personal
Volume of Effect:	120 foot radius from caster
Duration:	5 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Increase Volume of Effect:** 1 SP/foot **Increase Duration:** 5 SP/10 seconds

Upon completing this incantation, the mage's hand separates from his or her forearm leaving a fleshy stump. The disembodied

hand may be psychically controlled by the mage to perform actions as desired, as long as it remains within 120 feet of him. Visual contact is unnecessary. It is capable of flight (at 20 feet/second).

Controlling one's own disembodied hand requires remarkably little concentration. As such, the spellcaster is fully capable of conjuring additional spells. Ranges for said spells should be computed from the hand's position, not the caster's body. The disembodied hand can also deliver touch attacks as if the caster were in close proximity to the target and can easily strike the rear of an opponent unaware of its presence. The hand cannot wield a weapon but may employ a magic wand. The magic-user's disembodied hand makes any attack as if the caster were physically present. The disembodied hand may perform other actions such as retrieving objects or opening doors. (The disembodied floating hand is considered to have a Strength score 8 points less than the mage for purposes of determining Feats of Strength or how much weight it can lift, carry or drag.)

The hand is vulnerable to attack but difficult to hit (rolling a d20p+10 for defense — bonuses the mage may possess are irrelevant). Any damage to the hand is applied directly to the caster. Once the spell ends, the caster may simply reattach his hand. If not in a position to do so, it must be retrieved and reattached within five minutes or the hand dies, leaving the mage with the nickname "Stumpy."

Heat Seeking Fist of Thunder

Base SP Cost:	90
Components:	V, S, M
Casting Time:	2 seconds
Range:	100 feet
Volume of Effect:	20-foot radius sphere
Duration:	Special
Saving Throw:	Half damage
Additional Spell Point schedule:	**Increase Range:** 10 SP/5 feet **Increase Volume of Effect:** 20 SP/foot **Increase Blast:** 20 SP/d4p (max 9d4p)



The *Heat Seeking Fist of Thunder* spell creates a disembodied hand that rushes toward a heat source and explodes with magical energy when it hits. The spell requires a heat source at least as large as a torch to home in on. When the spell is successfully cast all those within 20 feet of the target heat source suffer 3d4p damage, or half that with a successful saving throw. The damage done is sonic in nature and sounds like an extremely loud thunderclap. The target heat source is extinguished when the spell is cast.

The material component for this spell is a piece of coal at least one inch in diameter.

Levitation

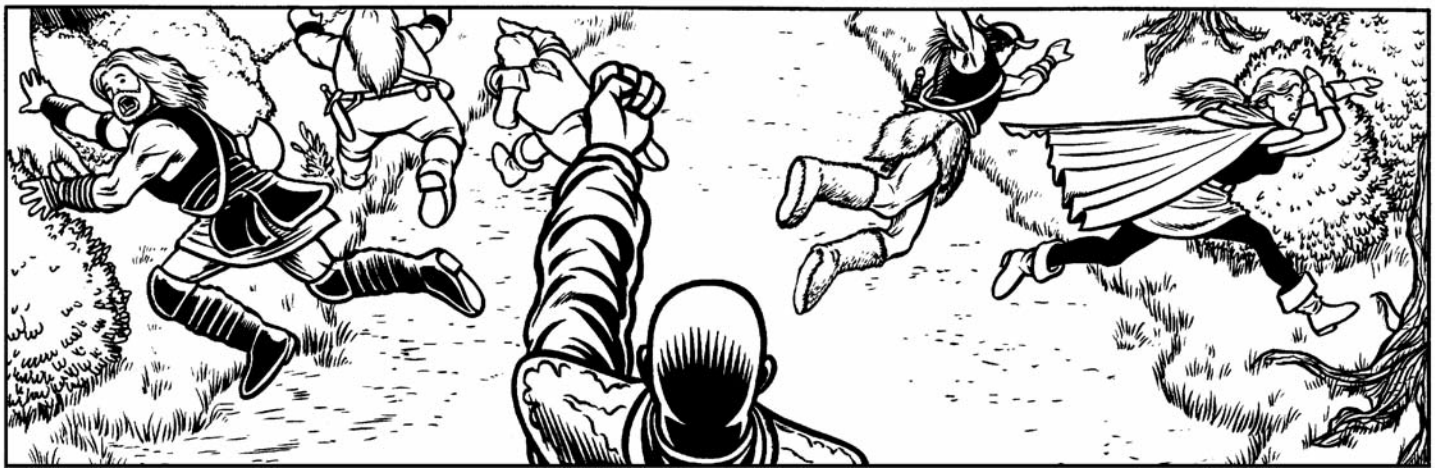
Base SP Cost:	90
Components:	V, S, M
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	One creature
Duration:	30 minutes
Saving Throw:	Not Applicable
Additional Spell Point schedule:	**Increase Duration:** 1 SP/minute **Increase Weight Able to be Levitated:** 10 SP/10 pounds **Cast on person other than mage:** 50 SP

Levitation permits the mage to overcome the effects of gravity and hover freely in the air. This entails little mental effort once the spell is cast and permits the mage to engage in other spellcasting or even the use of ranged weapons (though he will likely be a primary target for any enemy ranged weapons himself!) With a bit of concentration (precluding other spellcasting), the Mage may raise or lower himself at a rate of 10 feet per second (or slower). Although the spell does not provide for lateral motion, the only inhibitor to such movement is either physical objects or air resistance. As such, springing off a wall can propel the levitator scores of feet.

By expending additional SPs, the mage may grant the power of *Levitation* to an individual other than himself. This person needn't be willing but since the recipient is in control of the rate of ascent or descent (not the mage), it is worthless as an offensive spell.

The spell is restricted to a 300 pound weight limit. Should the levitator's body mass plus all gear and carried items exceed this weight, he cannot ascend but can slow his rate of descent to avoid falling damage.

The material component for this spell is a feather.



Panic

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	180 feet
Volume of Effect:	15 foot radius
Duration:	(1d4p+3) x10 seconds
Saving Throw:	Negates
Additional Spell Point schedule:	**Increase Duration:** 15 SP/10 seconds

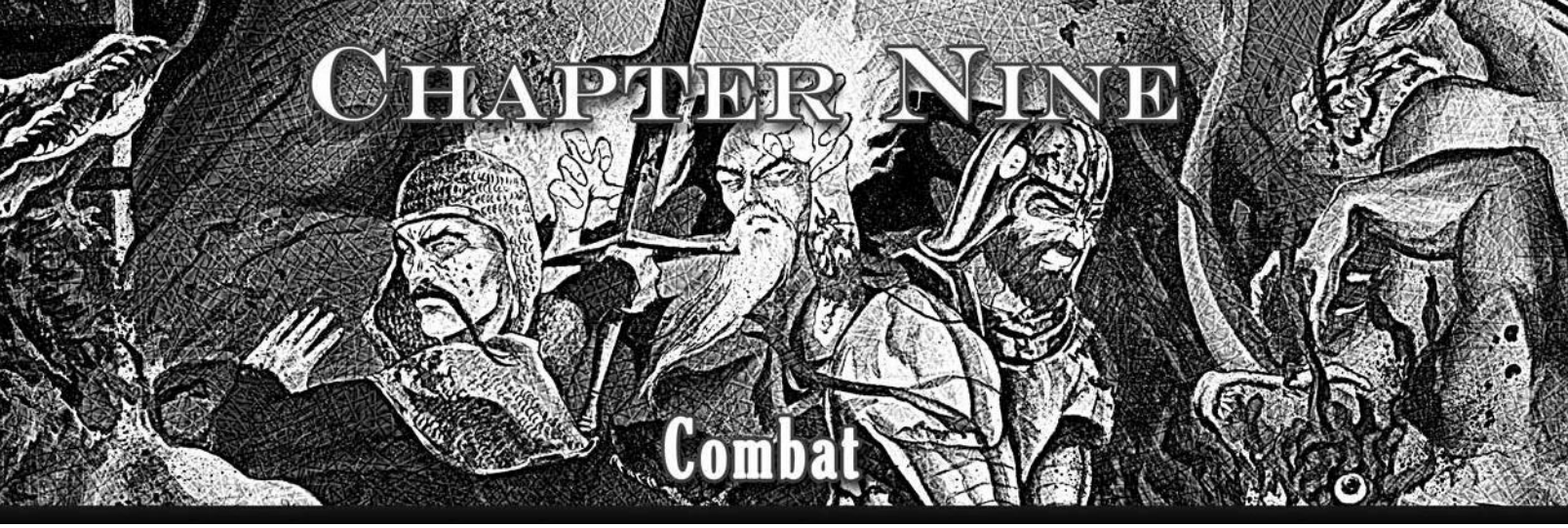
This spell causes all creatures within the volume of effect that are hostile to the spellcaster and possess less than 50 Hit Points to immediately flee his presence as fast as possible. If cornered and faced with an unyielding foe, they will defend themselves but suffer a -2 penalty to all rolls.

The undead are immune to panicking.

Sense Invisible Beings

Base SP Cost:	90
Components:	V, S
Casting Time:	2 seconds
Range:	Touch
Volume of Effect:	20 foot radius
Duration:	3 minutes
Saving Throw:	None
Additional Spell Point schedule:	**Increase Duration:** 20 SP/minute

By means of this spell, the caster imbues the recipient with the ability to distinguish invisible or concealed creatures. Sight is not enabled; rather the individual gains a sixth sense that perfectly compensates for the lack of vision. Intuitively useful when combating an opponent cloaked by invisibility, the spell also allows for the discovery of individuals hiding in shadows or underbrush or when in conditions of utter darkness (when everyone is *de facto* invisible).



Combat is the ultimate and usually very final method of dispute resolution in HackMaster. Because HackMaster battles are so lethal, characters typically only engage after other (less dangerous) methods of solving differences fail or been dismissed as unlikely to succeed. Of course, experienced players perform such dismissal in the wink of an eye, sometimes cleverly getting the drop on their foes, other times accidentally butchering someone for an important bit of information that could have been gleaned peacefully. However, this chapter's not about advising you on how to avoid such pitfalls; it's about helping you learn enough about the combat rules to avoid getting your hide flayed by goblins or skull staved in by passing ruffians five minutes after rolling up your shiny new character.

Some folks say that battles aren't all that central to HackMaster. Indeed, it's a multifaceted game with many other fascinating elements such as engaging NPCs in meaningful discourse, gaining knowledge of exciting new peoples, locations and things, discovering and mapping new lands and so on. This author won't waste the space in these exalted pages to ponder such a rhetorical topic. After all, it doesn't take a bloody genius to notice that most of those other topics don't have an entire freakin' chapter devoted to them, do they? On the other hand, there are those who'd tell you that battle is the be-all and end-all, melee is glory and combat is the most important thing in HackMaster. I'm here to tell you that the players trying to sell you such nonsense are nothing but inexperienced rubes. Engaging in combat is not the most important thing in HackMaster; it's a weak third behind surviving and, most importantly, winning combat!

Your careful study of this chapter will help you survive and ultimately win most violent HackMaster situations. By learning the nuances herein, you'll dramatically improve your character's chances of survival as well as keep the GM on his toes (and avoid being taken advantage of because your GM happens to be ornery or forgetful). While the GM is always right - and darn near infallible - it always pays to know the rules, just in case you find yourself at the table of a junior GM or one that's not yet HMGMA certified. Yes, this chapter shows you how to take advantage of surprised foes, shoot enemies from a distance, set them on fire, hack or club them to submission and more. Sounds great, doesn't it?

Encounters

An "encounter" in HackMaster is defined as any situation in which a character(s) comes across another character, monster, trap or obstacle. This chapter deals with encounters that include monsters and/or characters, probably hostile ones (at least by the end of the encounter, anyway). Whenever an encounter occurs, the first thing the GM needs to do is determine the proximity of the opponents (or soon-to-be-opponents, as the case may be).

Sometimes it's easy to tell when an encounter starts; the GM looking menacingly over his screen and shouting "Roll for Initiative!" is a pretty solid clue for ya, Sherlock. Other times, it's not so clear. For instance, when that comely elf standing by the wagon with the obvious broken wheel hikes up her dress and thumbs for a lift, who can tell if she's a buxom maiden looking for rescue or some syphilitic forest banshee looking to eat your liver? In cases like this, it's best to let either caution or heroic action rule the day.

Encounter Distance

Encounters only occur when two or more groups come upon one another and one or both sides recognize this fact. Therefore, sensory range followed by awareness are the determining factors. Once one group moves within visual, auditory, olfactory, tactile or other sensory range of any individual on either side, that individual (or individuals) can make a Listening or Observation check, as appropriate. Success indicates that the character is now aware of his opponents.

Absent any changes to the situation, characters may attempt additional checks every 5 seconds. Once an individual becomes aware of another creature or group in the area, he (or they) may take action. Such an action may be to flee, hide, charge, fire a ranged weapon, observe, raise a hew and cry, cast a spell or any other act.

Taking Action

If you're an avid game player, chances are you're used to choosing an action or actions on your "turn" - probably from a

list of allowable actions or categories of actions. This method works great for outdated games with boards and certain inferior (I hate to even credit them with the term "role-playing") games that have to hem in players because they either prefer simple games or plainly lack the genius to play the Greatest Game Known to Man.

In contrast, much like in real life, your HackMaster character can attempt any action he wants at any time. For instance, in real life, to walk across the room you think about doing so, start moving and after a certain number of seconds you accomplish the task. Likewise, in HackMaster, if your character wants to take an action (such as crossing the tavern floor), you simply declare his intent and after a certain amount of time (if there are no unexpected obstacles) he completes his action.

Thus, HackMaster has no artificial time segmentation such as "turns," "rounds," "segments" or "phases." In HackMaster, your character's actions are measured in seconds, by time and time alone. I know this concept can seem difficult after a life of being restrained by unnecessary rules, but I promise that after a session or two, keeping track of actions (using actual time like your ancestors intended) will come naturally for you.

Initiative

Before discussing just what actions are possible in an encounter (and how long they take to perform), it's important that we cover just who goes first. Several factors affect how fast a character can take action, most notably the character's Base Initiative. The other important factor is a random d8 roll to represent the variation of one character getting the drop on another. This die roll is called the Initiative Roll.



Base Initiative

Base Initiative is Wisdom Initiative bonus + Dexterity Initiative bonus + Class level adjustment.

For example, let's say that Kabor is a 4th level fighter with Wisdom 11/23 and Dexterity 15/66. He has a +2 Initiative modifier from Wisdom and a -1 modifier from his high Dexterity (but no adjustment from his fighter class level). This gives him a total Base Initiative modifier of +1. In a standard encounter, Kabor would roll a d12 and add +1 to the result. For instance, if he rolled a 7, he'd add +1 to get a Starting Initiative of 8.

As another example, let's look at the 1st level mage, Fedigar the Firebrand. Fedigar receives no Initiative modifer from his Wisdom 17/88, but he suffers a +1 modifier from his Dexterity 12/24. As a 1st level mage, he also suffers from a +2 adjustment from his class level. In a standard encounter, Fedigar rolls a d8 and adds his Base Initiative +3 to the result.

At the onset of the action, each character that's aware of an opponent rolls a d8 for Initiative and adds it to his Base Initiative. The result is the character's Starting Initiative. During an encounter, each character begins declaring actions and moving based on his Starting Initiative. Since actions occur based on time and the Count Up (described below), it's best to have a low Starting Initiative. Note that negative numbers are possible (for example, a Base Initiative of –3 plus a "1" on the Initiative roll equals -2), however, these are rare and are counted as zero (0).

The Count Up

Once a character or monster rolls Starting Initiative, the GM begins counting from '1' and up (each unit represents a second in time ticking away), as "1... 2... 3... 4..." and so on. When the Count Up reaches a character's Starting Initiative number, the controlling player may announce an action. (The GM needn't announce actions taken by NPCs or monsters, but he should note them mentally or physically).

Any character that has a Starting Initiative number higher than the current Count Up number is in a state of surprise or otherwise caught unaware and flatfooted.

A Note on the Count Up



The Count Up makes using miniatures much easier, as each party member can move his miniature as each second ticks away (giving him something to do and not sitting around waiting for his "turn" like a Monopoly® game). The Count Up can also be used as a tool to help make games played sans miniatures more exciting. While the GM describes the action, he can create a sense of suspense as the Count Up leads to the action.

*For example, a group of orcs leaps from cover and is going to charge down on the party, 60 feet distant. The GM declares Initiative rolls and begins the count up as the players anxiously await their "number". It could sound like this: "**One!** The orcs leap from their cover position. **Two**, they're now starting to jog in your direction. **Three**, with a snarl, they break into a run, covering 15 feet. **Four**, 30 feet! **Five**, the leader shouts a war cry and they break into a charge… they've closed 50 feet and are nearly on you!" For a player waiting for "7", each count makes him even more anxious.*

Surprise

Surprised characters continue to do whatever they were doing before the surprise roll (such as walking along, dozing, whistling a tune, daydreaming about that cute girl next door or whatever) and can take no other action - and we mean **no other action**, not even such cowardly acts as running away or cowering in a corner, let alone more manly pursuits like defending themselves.

Further, surprise negates things like Defense adjustments, the ability to employ a shield and so on (surprised characters roll only a d8p for defense; defense rolls are explained later in this chapter). Essentially, the character is confused, hesitating or otherwise unable to react at all to his surroundings.

Once the Count Up reaches a character's Starting Initiative number, that character is no longer surprised.

Note that getting hit in the face with a club or shot with a crossbow bolt typically makes any conscious character realize something is up! If the character is attacked in melee or struck by a ranged weapon, he will only be surprised for 2 more seconds (unless his Starting Initiative number would end surprise earlier, in which case he can act on his Starting Initiative number). Of course, if he had been attacked while surprised he might be stunned, knocked prone, incapacitated or slain at that time (the latter event, in particular, making the Starting Initiative number somewhat moot).

Movement

Characters may move at any time. Like all actions, a player declares his intention first. Then, when the Count Up reaches the time indicated on the "Per Second Movement Rates" chart, the character moves (and the player should make a further declaration of what his next action will be).

From a standing position, a character can begin to walk or jog immediately, but not run or sprint. A walking or jogging character can then move to a run or sprint.

Per Second Movement Rates

	Humans, Elves, size M and L creatures	Dwarves, Halflings, size S and T creatures
Walk	5 ft	2½ ft*
Jog	10 ft	5 ft
Run	15 ft	7½ ft**
Sprint	20 ft	10 ft

** move 5 ft every other second.*
*** move 5 ft on the first second, 10 ft the next, alternating each second.*

Movement Action rates

Action	Time
Halt run/sprint	10 feet over 1 Second
Change Facing to Side	1 Second*
Change Facing to rear	1 Second*
Sit/kneel/stand from prone or reverse	1 Second*
Pick up dropped weapon at feet	1 Second
Draw/ready weapon	1 Second

**free when combined with another movement or action*

Ranged Attacks

I'm sure if you stop and think about it long enough, you'll come to the conclusion that it's a whole lot safer to shoot your opponent at range than to stand within his weapon's reach and go at it toe-to-toe. Now, of course, you're probably wondering how to execute such a smart move so you can start cutting down your would-be foes with arrows, axes, bolts and other projectiles long before they see the end of your sword.

Missile weapons come in two basic forms: those that require an individual to personally hurl the projectile (as in the case of a javelin, throwing axe or throwing knife) and those that use a tool to shoot a projectile. The latter most commonly takes the form of a bow or, its mechanized variant, the crossbow.

Ranged attacks work as follows. The attacker rolls a die type as indicated on the range chart for his weapon and adds any applicable bonuses, such as his Attack adjustment for the weapon, any Attack Bonus based on level and any other accrued bonuses. A moving defender rolls a d20p (but adds no modifiers), a stationary defender rolls a d12p (but adds no modifiers) and the results are compared. Being aware of the attack affords no bonus to the defender in the basic game (but can in the advanced game, given enough distance and warning).

A cursory glance at the weapon charts reveals that scoring a hit is by no means assured, even at presumably undemanding ranges. Those with some perfunctory exposure to archery may balk at the seeming difficulty at hitting a target. Let it be said that these naysayers might do well to remember that the bow that they used bears as much resemblance to period bows as my iPod does to a Victrola and they should go back to relaxing in the blind comfort a millennium of scientific achievement has provided them.

Delivering a hit in combat entails landing a solid blow that does meaningful damage to an active opponent while in fear for your mortal life. Any sod with a full belly and adequate rest can peacefully travel via motorized comfort to a well-lit range and employ a bow benefiting from space-age polymers to score a hit on an immobile and unthreatening paper target, in excess of those presented in the official combat charts. That he can do so does not invalidate the legitimacy of these charts, it only proves that the individual in question is an argumentative fool unaware of the care taken to derate the superfluous complexity of glancing or superficial shots, the difficulty of judging distances under pressure and on the fly and the stress of combat. Indeed, one might venture a guess as to said individual's capability for action back when he was receiving yet another atomic wedgie in the locker room of his junior high school.

Shortbow

Distance (ft)	Attack DIe
5 - 50	d20p
51 - 80	d20p-4
81 - 120	d20p-6
121 - 150	d20p-8

Sling

Distance (ft)	Attack Die
5 - 40	d20p
41 - 80	d20p-4
81 - 120	d20p-6
121 - 160	d20p-8

Light Crossbow

Distance (ft)	Attack DIe
5 - 60	d20p
61 - 100	d20p-4
101 - 140	d20p-6
141 - 180	d20p-8

Longbow

Distance (ft)	Attack Die
5 - 60	d20p
61 - 120	d20p-4
121 - 160	d20p-6
161 - 210	d20p-8

Javelin*

Distance (ft)	Attack Die
5 - 30	d20p
31 - 50	d20p-4
51 - 70	d20p-6
71 - 100	d20p-8

Heavy Crossbow

Distance (ft)	Attack Die
5 - 80	d20p
81 - 140	d20p-4
141 - 190	d20p-6
191 - 250	d20p-8

Throwing Knife*

Distance (ft)	Attack Die
5 - 20	d20p
21 - 30	d20p-4
31 - 40	d20p-6
41 - 50	d20p-8

Throwing Axe*

Distance (ft)	Attack Die
5 - 20	d20p
21 - 30	d20p-4
31 - 40	d20p-6
41 - 60	d20p-8

** Strength bonus to damage only applies if the weapon is thrown from a jog (i.e. a character must jog at least 15 feet towards the target before releasing the projectile).*

So When Can I Shoot?

Just like in melee, a shooter cannot attack until his weapon is readied. But unlike hand-to-hand combat where merely brandishing a blade makes a character "ready" for a fight, ranged weapons have to be loaded, cranked/drawn and aimed prior to attacking a foe. In the basic game, we assume that all bows and crossbows are carried strung. Longbows are very large and must be carried, while crossbows, slings and the smaller hurled weapons (e.g., axes) may be sheathed or hung from the belt as the case may be. Larger hurled weapons (e.g., the javelin) and shortbows can either be carried or affixed to the back.

A readied, aimed and pointed ranged weapon may be shot/hurled in just one second! After the initial attack, weapons may be fired again according to the rates of fire listed below. The Rate of Fire information includes all times for all actions associated with attacking with such a weapon, including loading, preparing, aiming, recovery and so on.

Ranged-related actions

Ready a carried weapon	1 second
Draw a hurled weapon (from back) *(knife may combine with throwing)*	1 second
Ready a stowed weapon	5 seconds
Take Aim	4 seconds

Base Rates of Fire (RoF)

Weapon	*RoF (seconds) **
Short Bow	12
Long Bow	12
Crossbow, Light	20
Crossbow, Heavy	60
Sling	10
Javelin	7
Throwing Axe	7
Throwing Knife	6

** With the exception of crossbows, characters may move at walking speed during the interim between firing.*

Target Size

The official combat charts are calibrated to human-sized targets as they were in abundance in our accelerated testing facility. Should your target be of a different size, as will frequently be the case when your character sets forth into the dungeon to hide behind more valiant players and snipe from a distance, you must calculate an "effective distance" based upon the target's size.

Effective range is determined by multiplying the actual range by a weighting factor. These are listed on the 'Determining Effective Range' chart.

Determining Effective Range

Target SIze	Effective Range
T	x 2
S	x 1½ (1.5)
M	x 1
L	x ⅔ (0.67)
H	x ½ (0.50)
G	x ¼ (0.25)



For example, Relf the Elf shoots his shortbow at some goblins 40 feet away. Because goblins are size S, their effective distance is 1½ times their actual distance (effectively 60'). Relf can only use a d12p on his attack roll because the effective range falls within the 51'–80' range interval for his shortbow. Later on he shoots at an Ogre 90 feet away. The Ogre is size H making it's effective distance ½ its actual distance. Relf can roll a d20p for his attack die since the Ogre's size brings its effective range (45') within the 5'–50' range interval for a shortbow.

Some explanation of size categories is in order:

T (tiny): creatures 1'-2' in height or length *(examples: giant rat, weasel)*

S (small) creatures 3'-4' in height/length *(examples: halfling, kobold)*

M (medium) 5'-7' in height/length and without significant girth or shorter if bulky *(examples: dwarf, human)*

L (large) 7'-10' in height or shorter with appropriate bulk or girth *(examples: bugbear, gnole)*

H (huge) 10'-16' in height *(examples: griffyn, ogre)*

G (gigantic) 16'-25' in height *(example: hill giant)*

Damage

After a successful hit, the attacker rolls the appropriate damage dice (as indicated by the weapon charts and circumstances of the attack). The defender subtracts any damage absorbed by his armor and applies the remainder as a single wound that reduces his Hit Point total by that amount. He also suffers any other listed effects (such as knock-back and trauma). Note that each wound heals separately (see page 128), so it's important to keep track of individual wounds.

Some rules, such as hitting a shield or using a jab attack, may require you to roll half damage dice (*e.g.*, 4d4p+2 becomes 2d4p+2, or d6 becomes d3). When rolling half damage for a weapon with two different damage dice (*e.g.*, d4p+d6p), hacking weapons use the smaller (*e.g.*, d4p) while crushing weapons use the larger (*e.g.*, d6p).

Penalties (such as a negative Strength modifier) cannot reduce a damage roll below 1 point, unless a particular rule states otherwise (*e.g.*, a hand-to-hand counterattack with a Near Perfect Defense). However, a character's damage reduction (*i.e.* armor and/or shield) or a thief's Luck Points may reduce the amount of damage suffered to 0 (zero) points.

Death and Dying

Player characters and creatures are killed when their hit point reaches zero.

Melee Attacks

Characters can move about and shoot at will until they get within reach of an opponent. (A character's effective reach is based primarily on his weapon. Weaponless monsters use the reach of their natural attack - typically claws or sharp, pointy teeth.) Once within reach, the first melee attack may occur. The character with the best reach gains the first swing. If neither has a reach advantage, both characters attack at the same time and results are tallied simultaneously.

To land a hit on an opponent, an attacker must make a successful attack roll by rolling a d20p and adding his Attack Bonus, while a defender rolls a d20p-4 and adds his Defense Bonus. The numbers are compared and the higher total wins. A tied result goes to the defender.

The character with lesser reach may move and attack on the following second (if not held at bay; see Reach and the jab Special Combat Move).

For example, Kerak the dwarf fighter encounters a goblin, and the two foes enter melee. Kerak's battle axe gives him an effective reach of 3 feet, and the goblin's short sword gives it 2 feet, so Kerak attacks first. Kerak's player rolls d20p to attack and adds his Attack Bonus for a total result of 13, while the GM rolls d20p–4 for the goblin's defense and adds its Defense Bonus to get 15. Since the goblin's total result was higher, Kerak's attack missed. On the next second, the goblin attacks with d20p plus its Attack Bonus, and Kerak defends with d20p–4 plus his Defense Bonus.

For succeeding attacks while adjacent to, engaged with or within threatening distance of a melee opponent, simply add each character's Weapon Speed plus any other Speed modifier (such as from talents or weapon specialization) to their previous attack's Initiative and continue in such a way until one or the other falls or someone otherwise breaks off the attack.

For instance, let's say Kerak the dwarf fighter attacks on Initiative 4 with his battle axe (Weapon Speed 12). He and the defender make their attack and defense rolls to determine how successful the attack was. Kerak can again attack with his battle axe when the GM's Count Up reaches 16 (4+12=16).

Once the combat ends (meaning there are no more foes engaged with one side), the survivor may declare a move or take any other action on the next second. When he engages a new opponent, he makes an initial attack on this new opponent on the second in which he engages (as described at the beginning of this section).

Note that the combat must be over for a character to take the initial reach attack as described earlier. He can't simply step away from his opponent and then step back - by definition, he is still engaged and the prior combat has not ended. On the other hand, if all his melee opponents are dead, unconscious or fled, he is no longer engaged and may move to a new battle and take a swing.

Dice and die rolls may be further modified by circumstances (such as ability scores, using a shield, fighting multiple opponents and so on).

Shields and Armor

When defending against a typical attack, an unshielded defender rolls a d20p-4 and adds his Defense Bonus (any Wisdom, Dexterity or additional defense modifiers), comparing the result against the attacker's d20p plus Attack Bonus. Using a shield, however, eliminates the "-4" penalty and improves the defender's roll to d20p plus Defense Bonus (as noted above and including the shield's own defense bonus).

On a failed defense roll when using a shield, the attacker successfully bypasses the shield and rolls the appropriate damage directly against the defender. Any damage in excess of the armor's Damage Reduction value is taken as a loss of Hit Points (*i.e.*, a wound).

For example, let's postulate that Brynhildr the fighter (who wears leather armor and carries a small shield) has just been attacked by an orc. If her total defense (d20p roll plus Defense Bonus) is less than her opponent's total attack (d20p roll plus Attack Bonus), she fails to successfully defend herself, and the GM rolls the orc's damage dice. From this total he subtracts 2 points (to account for the damage reduction of Brynhildr's leather armor). She takes the balance as a wound.

If a defender with a shield succeeds in his defense roll, regardless of the numbers rolled (other than a "1" by the attacker or "20" by the defender, these special numbers are explained later), the attacker rolls half damage dice plus any damage modifiers (*e.g.*, 2d6+1 becomes d6+1) and the defender applies it to his shield. In regards to half damage for a weapon with two different damage dice (*e.g.*, (d4+d6)p), take either the smaller (for hacking weapons, *e.g.*, d4p) for the larger (for crushing weapons, *e.g.*, d6p). Piercing weapons deal only 1 point of damage plus any damage bonuses (no die is rolled).

Damage in excess of the shield's Damage Reduction value is blunt trauma absorbed by the character's armor (if any, according to its type). Any remaining damage is suffered as a loss of Hit Points (*i.e.*, a wound).

If Brynhildr is again attacked by the orc and this time her total defense (d20p roll plus Defense Bonus) is greater than the orc's attack value (d20p roll plus Attack Bonus), the GM rolls half the orc's normal damage plus bonuses (so 2d8p+2 becomes 1d8p+2). If the GM rolls total damage of six points, Brynhildr's small shield reduces this damage by 4 points and her leather armor reduces it further (by 2 points) so she loses no hit points (6–4–2=0).

Yes, a character may suffer damage even if he successfully defends (*i.e.,* blocks a blow) with his shield, but he's got a much better chance of avoiding damage with it than without it.

Shield Type	Defense Bonus	Damage Reduction	Cover Value
Small	+4	4 hp	19
Medium	+6	6 hp	16 (11 if actively crouching behind it)
Large	+6	6 hp	11 (6 if actively crouching behind it)

Projectiles. Shields provide cover against projectiles. The defender simply rolls a d20 and, if he equals or exceeds the shield's Cover Value, the shield catches/deflects the projectile. Note that Cover Value improves if your character actively hides behind his shield *but a character must state that they are actively hiding behind their cover before the shot is announced!*

Shield Destruction. Shields, while resilient, may be splintered and destroyed by a heavy blow. The likelihood of this occurring is directly a function of the damage dealt by the blow.

Shield Damage		Required Save
Small	M/L	(failure results in shield's destruction)
8 pts	12 pts	Competing d20 roll, defender gains +6 bonus
12 pts	18 pts	Competing d20 roll
16 pts	24 pts	Competing d20 roll, defender suffers -6 penalty
20 pts	30 pts	None; shield automatically destroyed

For instance, if an orc deals a single blow of 8 or more points of damage against a fighter's small shield, the GM rolls d20 for the orc while the fighter's player rolls d20+6. If the fighter's roll is greater than or equal to the orc's roll, the shield remains intact. If the orc's roll is higher, the shield splinters into several pieces as the orc's blow hits home. Note that, even as it splinters into uselessness, the small shield still applies its Damage Reduction value to lower the orc's damage to the fighter by 4 points.



Knock-Backs

Damage rolls of five points per size category automatically knock the defender back 5 feet. The attacker can, on the next second, choose to step forward and advance those 5 feet. If the attacker chooses not to advance, the defender may regain that ground or break off combat freely (unless the attacker has a weapon with enough reach to get him).

Knock-back is based on the damage rolled and is independent of damage reduction from armor or natural defenses.

Defender's Size	Damage Required for Knock-Back
T	5
S	10
M	15
L	20
H	25
G	30

For example, let's say that a fighter deals a single blow of 10 points of damage against a goblin (a Small sized creature). Even if the goblin's shield and/or armor reduces this damage below 10 points, the fighter still knocks the creature back 5 feet.

If the damage roll exceeds the damage required for a knock-back by double, triple, or more, the distance also increases incrementally. This is known as a "double knock-back" or "triple knock-back" and so on.

If the attacker scores a double, triple or greater knock-back, the defender is knocked prone and has his next attack's Initiative reset to the appropriate Weapon Speed value (assuming, of course, that so much damage doesn't kill him outright). In this case, the defender can regain his feet in 1 second, while the attacker can advance over the lost ground if he so chooses.

If a fighter deals 20 to 29 points of damage to a goblin, the foul creature gets knocked back 10 feet and falls prone. Furthermore, if the goblin had been readying for a succeeding attack that was to occur on its next Initiative, its next Initiative number is reset (to the current second plus Weapon Speed plus other Speed modifiers).

Trauma

A characters that suffers massive damage in one blow might drop, incapacitated by the agony. To know how much of an injury your character can withstand before the pain becomes too much to bear, you determine his Threshold of Pain (ToP).

Threshold of Pain Formula. A character's Threshold of Pain is equal to 30% of his Hit Points + another 1% of his hit points per level (or 2% per level for fighters).

When a character suffers damage greater than his Threshold of Pain score, he must make a trauma check (d20 vs. ½ Con score). A roll less than or equal to half the character's Constitution score (round down) means the character shrugged off the pain. A roll in excess of half his Con score

indicates that the character falls to the ground, unable to take action until his suffering subsides. Recovery time 5 seconds times the difference between the ½ Con check roll and the ½ Con score.

Kerak, a third level dwarf fighter with a Constitution score of 16, has 29 Hit Points. Kerak's base ToP is calculated as 30% (base) plus 6% for his level (2% x 3rd level) for 36%. So Kerak's ToP is 36% of 29 hit points or 10.44. Whenever he loses 11 or more Hit Points in a single blow, his player must roll a d20 in hopes of getting a result equal or less than 8 (half of Kerak's Con 16). Now, if he should roll a 12, then Kerak falls to the ground, writhing in pain for 20 seconds (5 x (roll of 12 – half Con score of 8) = 20).

A monster's Threshold of Pain is simply calculated as 40% of the creature's total Hit Points. Instead of a trauma check, monsters have a ToP Save listed as part of their statistics.

Coup de Grace

A character can automatically slay an incapacitated, unconscious or otherwise helpless foe (includes those that have fallen from a failed Threshold of Pain check) if he spends 10 seconds carefully dispatching the foe. To do this, a character cannot be engaged by an opponent, must be physically on top of, kneeling next to or otherwise up close and personal with his victim. The 10 seconds represents the time to get in position (assuming the character began next to his foe), remove headgear, steady grip, smirk, taunt or whatever else is required to finish the helpless foe.

Note that a coup de grace may only be performed by sapient creatures – those that can reason intelligently and eliminate foes systematically. A hobgoblin or orc could perform a coup de grace, though a dog or wolf could not – they'd simply attack the helpless opponent.

Attacking a Helpless Opponent

A sapient character can choose to attack a helpless foe instead of executing a *coup de grace*. (Animals and other non-sapient creatures always attack, since they lack the intelligence to perform a *coup de grace*.) In this case, the defender receives only a d8p defense die and the attacker may attack at intervals of half weapon speed (round fractions up).

Automatic Hits & Defenses

If an attacker rolls a natural '20' on his attack roll, even if the defender's modified defense total is greater, the attack hits. Likewise, when a defender rolls a 'nat 20' on his defense, he automatically defends even if the attacker's total is greater.

If both attacker and defender roll 'nat 20s', the character with the greatest modified total (including any bonuses and penetration dice) succeeds as normal.

Critical Hits & Defenses

Critical Hit. If a character rolls a natural 20 on his attack roll die **and** his modified total exceeds the defender's total defense, he scores a critical hit. Critical hits deal one extra damage die for that weapon/attack in the basic game - use the larger die if your weapon has differing die sizes.

For example, let's say that an orc is in melee with a human fighter. The orc's attack roll is a natural 20 on a d20p, and he's got a +3 Attack Bonus. The fighter rolls a 17 on his defense roll and he too has an additional +3 Defense Bonus. Since the orc got both a natural 20 roll ***and*** *his total attack of 23 beat the fighter's total 20 defense, the orc scores a critical hit. Instead of his normal 2d8p+2, the orc's damage roll becomes 3d8p+2.*

The ***Hackmaster GameMaster's Guide*** game has a more complex critical hit system detailing all sorts of interesting and gory effects associated with critical hits, but that's beyond the scope of this work...

Near-Perfect Defense. If the defender rolls a natural 19 on his defense roll **and** his modified total exceeds the attacker's total **and** he is within 5 feet of his opponent, he receives an immediate free hand-to-hand counter-attack.

This attack consists of a knee, punch, elbow, kick, or other hand-to-hand attack, unless the character wields a dirk, dagger, knife or similar small weapon, in which case he can choose to use his weapon attack instead. This attack is independent of where the defender might be in the Count Up (*i.e.*, his later attack still occurs as normal on his number in the Count Up).

A successful attack roll for a physical attack indicates a damage roll of two d4p-2 (that's one d4p-2 and a second d4p-2) that ignores shield and/or armor Damage Reduction but not natural defenses like scales or tough hide. Add Strength modifiers to this roll, but no other bonuses. Damage of zero is possible for this attack (normally there's a minimum threshold of 1 point of damage for a successful attack). For successful attacks using a weapon, roll normal damage for that weapon, including any modifiers as normal.

Perfect Defense. If the defender rolls a natural 20 for his defense roll **and** his modified total exceeds the attacker's total, he receives an immediate free riposte/counter-attack with his weapon. Like the Near-Perfect Defense, this attack is independent of where he might be in the Count Up *(i.e.*, his later attack occurs as normal on his number in the Count Up).

Misses & Fumbles

If an attacker rolls a natural '1' on his attack roll, even if his modified attack total exceeds his opponent's defense total, his attack misses. Furthermore, if an attacker rolls a '1' on his attack roll **and** his modified total does not exceed the defender's, this is not just a mere miss, but a fumble. When the attacker fumbles, the defender receives a free counter-attack as if he had rolled a Perfect Defense (see above).

When a defender rolls a 'nat 1' on his defense, the attacker receives an automatic free second attack on the next second (assuming the defender survives the current attack...).

The ***Hackmaster GameMaster's Guide*** game has a more elaborate fumble system.

Spell Casting in Combat

The casting time for each spell is indicated in the spell description. Unless material components have been readied prior to casting, the spell cannot be initiated for d4p seconds (while the spellcaster produces the required components).

"Readied" generally means that the specific components are out of their relevant container and in-hand, but they could also be on a table or shelf immediately in front of (or beside) the caster or even offered up by a scroll caddy or other handy servant type. During casting time and while searching for components, the spell caster may undertake no other action.

For instance, let's say that a mage decides to cast the Pepper Spray spell against an orc. He has no components readied, so he drops his dagger and spends 3 seconds (rolled '3' on d4p) preparing them. Casting time is 1 second, so when the Count Up moves to the next second, the spray shoots from his index finger at the orc.

A mage cannot move while casting a spell, nor can he concentrate on self-defense while casting a spell and thus is limited to a d20p-6 roll against possible attacks. If he opts for a more proactive defense (such as opting for the shieldless d20p-4 or egregiously attempting to use a shield) or if he is actually struck for damage during the actual casting, the spell is ruined and dissipates without effect. Any Spell Points utilized in the casting of the disrupted spell are lost.

As with the mage, a cleric cannot move while casting a spell, nor can he concentrate on self-defense while casting a spell and thus a cleric in the process of casting is limited to a d20p-6 roll against attacks. If he chooses a more proactive defense (such as opting for the shieldless d20p-4 or egregiously attempting to use his shield) or if he is actually struck for damage during the actual casting, the spell must be completely restarted. Note that the spell is not ruined as with a mage since no Spell Points are needed or spent. The casting simply must be restarted from the beginning with no advantage afforded by prior time spent in the ritual (i.e., casting).

Saving Throws versus Spells

Not all spells automatically affect other people, especially those that would be acutely unhappy with the potential results (such as having their skin melted off, or becoming your charmed slave). Anyone choosing to resist the power of your character's awesome spell usually gets a chance to save himself (or at least mitigate the spell's effects). Whether or not this is permitted is part of the spell's description.

To save himself, a character can make an aptly named "Saving Throw". He rolls a d20p and adds his level. In addition, each spell indicates what type of Saving Throw is permitted (Physical, Mental or Dodge). Depending on the character's attribute scores, he may gain a bonus (or penalty). Monsters simply roll a d20p and add the bonus or penalty for the spell type as listed in their entry in the *Hacklopedia of Beasts*.

The spellcaster also rolls a d20p, adding his level and any other bonuses or penalties (such as from expending additional or fewer SPs during casting).

If the target's total equals or exceeds the spellcaster's total, he's made his save. The specific benefit gained by making a saving throw is detailed in each spell. A natural "1" result on any saving throw indicates failure, unless the mage himself rolls a "1" on the opposed die check.

For example, a first level Mage casts a Scorch spell on a kobold. The spell description reveals that a Dodge save is permitted with a successful save resulting in half damage. The GM rolls d20p (getting 12) and adds the kobold's Dodge Save bonus (+2) for a total 14.

The mage also rolls d20p (getting 10) and adds +1 for his level, for a total of 11. The kobold made its saving throw (14 beats 11). The mage's player rolls 1d3p+6 points of damage, getting 1+6=7. Since the kobold saved, it sustains half of this value taking a 3 point wound (3½ rounded down).

Spell Fatigue

Casting a spell is taxing both mentally and physically. Accordingly, spells have a certain recovery time associated with them, during which the spellcaster can manage only very limited activity. Specific rules are given in ***Chapter 7: Mage Spells***.

Turning/Commanding Undead

In HackMaster, the gods have a special connection to all topics related to the soul, death and the afterlife. Accordingly, soulless, unnatural beings (like undead creatures) are of interest to many priesthoods. Those gods that choose to take an interest in such matters grant their priests the tools to battle these monsters. Chief among these is the power to turn away, destroy, command or control undead.

Generally speaking, clerics of good forcefully present their holy symbol and channel the power and fury of their deity to turn away undead creatures, while a dark priest aggressively presents his unholy symbol and channels his god's will, temporarily compelling the undead to obey his commands. However, the higher the Will Factor of the undead creature in question, the harder it is to Turn/Command it into service.

To Turn one of these unnatural beasts, the cleric must be within sight of the creature or otherwise have its attention, boldly present his holy symbol and speak (in any language) a prayer or command of his religion. The player then rolls a d20p and adds both his character's level and his Turning Modifier (based on Charisma) to the roll. The GM also rolls a d20p, adding the monster's Will Factor to the result. If the priest's roll exceeds the monster's, it is turned back and must immediately flee from the cleric at its maximum rate for 3d4p minutes. If the results indicate a tie, the monster is held at bay for 5 seconds and then may re-engage.

Turning requires 5 seconds to complete and may be performed any number of times, as long as the priest is successful or ties. If the undead attempt to attack the cleric before the 5 seconds have passed, the Turning attempt activates immediately.

Once a priest fails, he may try again, but the undead receives a +4 bonus to its roll. Each successive failure results in a further cumulative +4 bonus. Attacking in melee or otherwise forcing oneself or allies onto the creature negates the repelling effects (though missile attacks do not), but does not otherwise affect future attempts or provide a bonus to the undead's Will check.

Large groups of undead are easy to handle. The GM simply has each undead make a Will check (d20p plus Will Factor). If some monsters are turned, but others are not, the cleric may continue trying to Turn any monsters that have not yet made a Will check normally. For instance, perhaps they were otherwise occupied during the Turn attempt (maybe feasting on the remains of the halfling torch bearer your party sent up ahead as an inexpensive trap sweeper). Any undead that resisted his earlier Turn attempts receive the +4 bonus.

For example, Valamir, a 1st level cleric of The True, wants to Turn a ghoul that he sees approaching from a nearby crypt. He presents his holy icon and utters a pithy though liturgically appropriate divine admonition (incidentally earning his player some Honor for great roleplay…). He then rolls a d20p with a result of 11, adding +1 (Valamir's level) and another -3 for his Turning Modifier gained from his 7 Charisma score for a total result of 9. The GM also rolls d20p, getting 11 and adding the ghoul's Will Factor (6) for a total of 17. Since the GM's roll was higher, the ghoul continues to advance. Assuming that Valamir has time, he tries to Turn the ghoul again.

This time, his player rolls a d20p and gets 15, adding +1 for his level and -3 for Charisma for a total of 13. The GM only rolls a 6, but since this is the cleric's second attempt on the same creature, he gets to add not only the ghoul's Will Factor (6) but also an additional +4 bonus, for a grand total of 16.

Valamir fails again and readies his longsword as the ghoul bears down upon him…

Commanding undead follows nearly the same procedure. Forcing unwilling servitude is harder than simply forcing a creature to flee, accordingly, the undead's Will Factor increases by two against the Command Undead check. A failed check is self-explanatory. A check that succeeds by less than five points results only in turning the undead. A success by 5 or greater indicates that the undead is compelled into service for 3d4p minutes. Afterwards, the term of service expires and the monsters flee the area. If commanded to melee an opponent (or each other), the term of service will end immediately after the enemy is defeated and the undead will flee the area (50%) or attack the cleric (50%).

Counter-Turning

A cleric can attempt to counter a successful Turning by making a Command attempt on the fleeing undead (and vice versa; in fact, evil priests may even try to Command or enthrall undead controlled by another unholy rival). Counter-Turned undead mill about confused for 5 seconds before resuming their attack (or getting the heck out of there if they are intelligent and so disposed).

The original repelling cleric can re-turn the counter-Turned undead by making another successful Turn attempt. This process can go on indefinitely until one priest fails his check, or becomes bored with it and goes for some other tactic.

When turning undead, the cleric can move at a walk, but no faster. He uses his standard defense dice and adjustments, just like melee. Further, turn attempts cannot be interrupted or disrupted by an intervening successful attack by an enemy.



Detailed Example of Combat

So let's take what we've learned and see how an actual combat encounter plays out. For this example we're going to have a little fun and see how the ***Knights of the Dinner Table*** *handle the new rules.*

B.A. is the Gamemaster and he's read the rules for ***HackMaster Basic*** *and has had his players roll up new characters.*

After being caught cheating at darts back at the Inn and getting into a drunken brawl the group has fled into a nearby forest hoping to shake their pursuers. Unfortunately they've become hopelessly lost in the tangle of overgrowth. As the sun begins to set and darkness is threatening to engulf them, B.A. is about to throw a little hurt their way....

The party consists of the following Player Characters:



El Ravager the Fifth

Player: Dave

N human fighter 1; HP 30; Init +1; Speed 11; Reach 3'; Attack +4; Damage 4d4p+3; Defense +7; DR 2; ToP 9, Trauma Save 7

Equipment: leather armor, med. shield, battle axe, javelin

Note: El Ravager has specialization of +1 Attack, +1 Speed & +1 Damage with his battle axe



Knuckles the Ninth

Player: Bob

CN dwarf thief 1; HP 25; Init 0; Speed 7 (5 jab); Reach 0'; Attack +3; Damage 2d4p; Defense +6; DR 2; Luck Points 21; ToP 6, Trauma Save 6

Equipment: leather armor, small shield, dagger

Note: Knuckles purchased the shield proficiency



Justinia VII

Player: Sara

LG human cleric 1 (*The True*); HP 29; Init +3; Speed 10; Reach 3½'; Attack +1; Damage 2d8p-3; Defense +1; DR 2; ToP 8, Trauma Save 7

Spells: (1st) Moderate Emotion (cause fear), Extend Fuel [bonus spell]

Equipment: leather armor, long sword



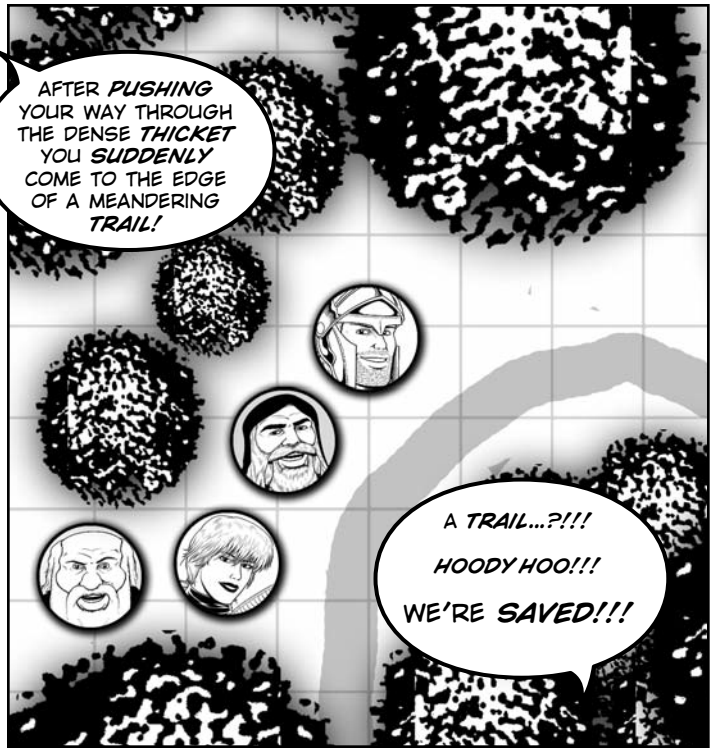
Noir Lotus

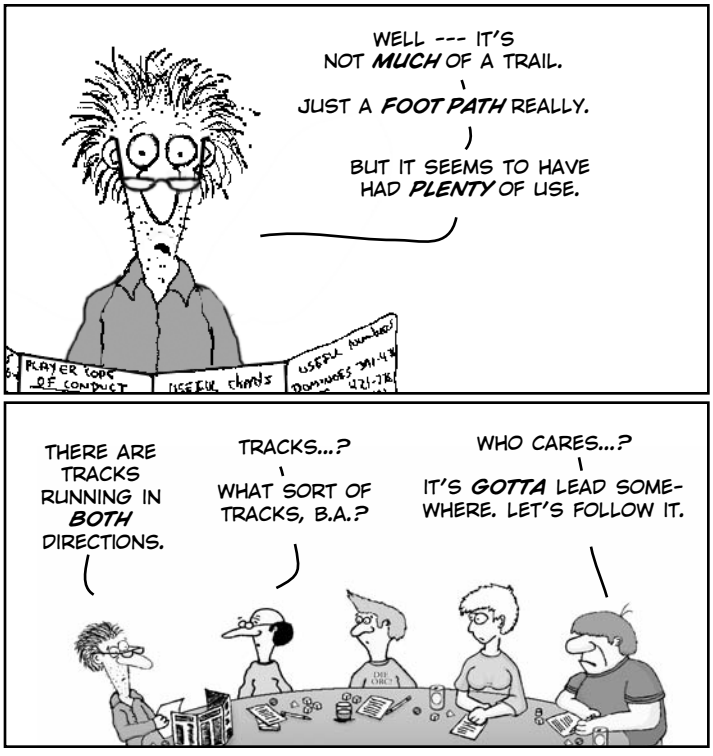
Player: Brian

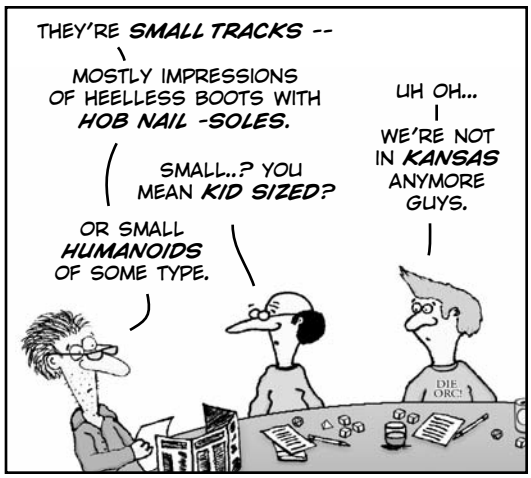
LN dwarf mage 1; HP 26; Init +2; Speed 13; Reach 7'; Attack +3; Damage 2d4p-2; Defense +3; DR 1; ToP 8, Trauma Save 7

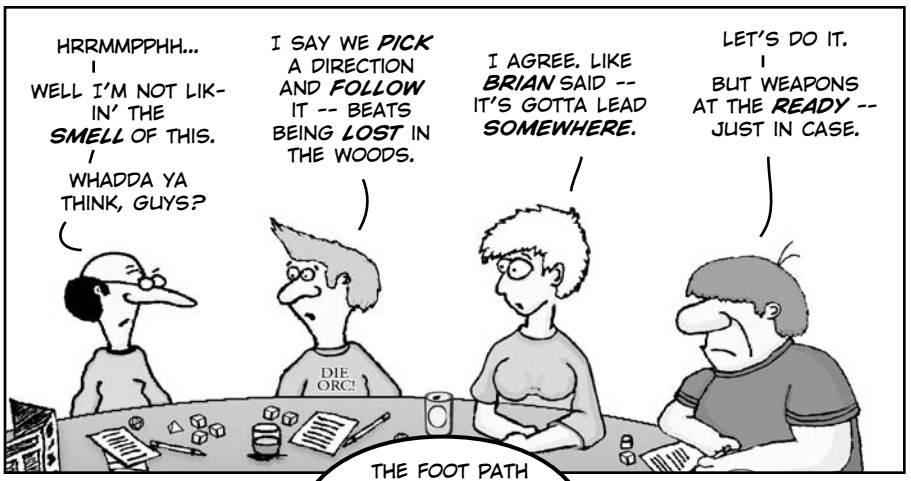
Spells: (A) Repair, (J) Bar Portal, (1st) Scorch

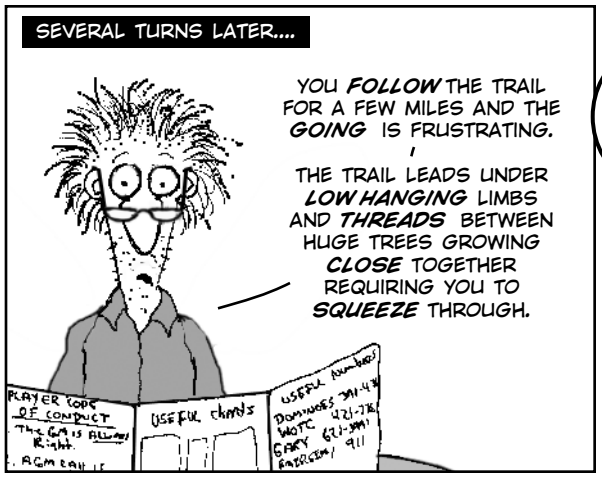
Equipment: thick robes, staff

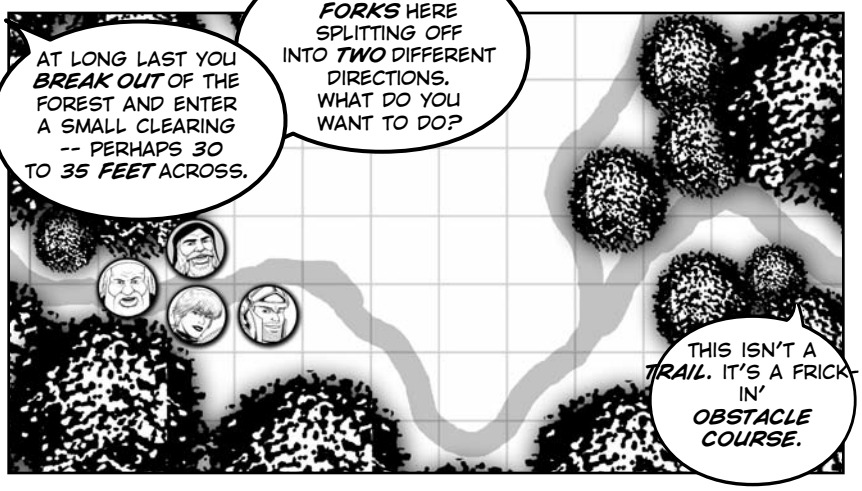


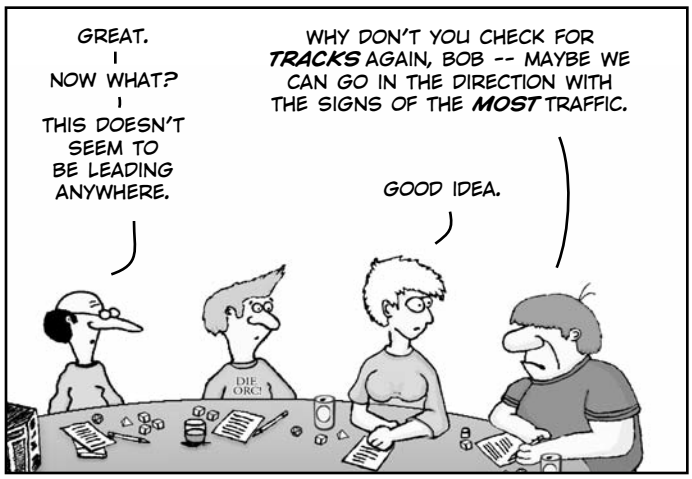


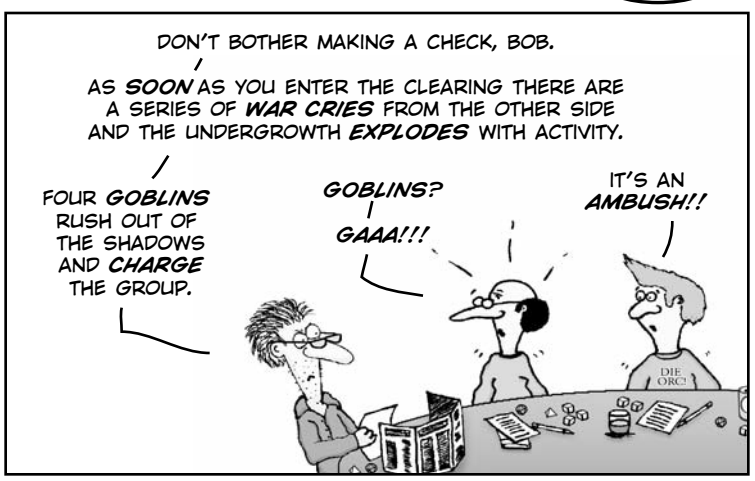

THEY'RE SMALL TRACKS --
MOSTLY IMPRESSIONS OF HEELLESS BOOTS WITH HOB NAIL -SOLES.
SMALL...? YOU MEAN KID SIZED?
OR SMALL HUMANOIDS OF SOME TYPE.
UH OH...
WE'RE NOT IN KANSAS ANYMORE GUYS.
DIE ORC!

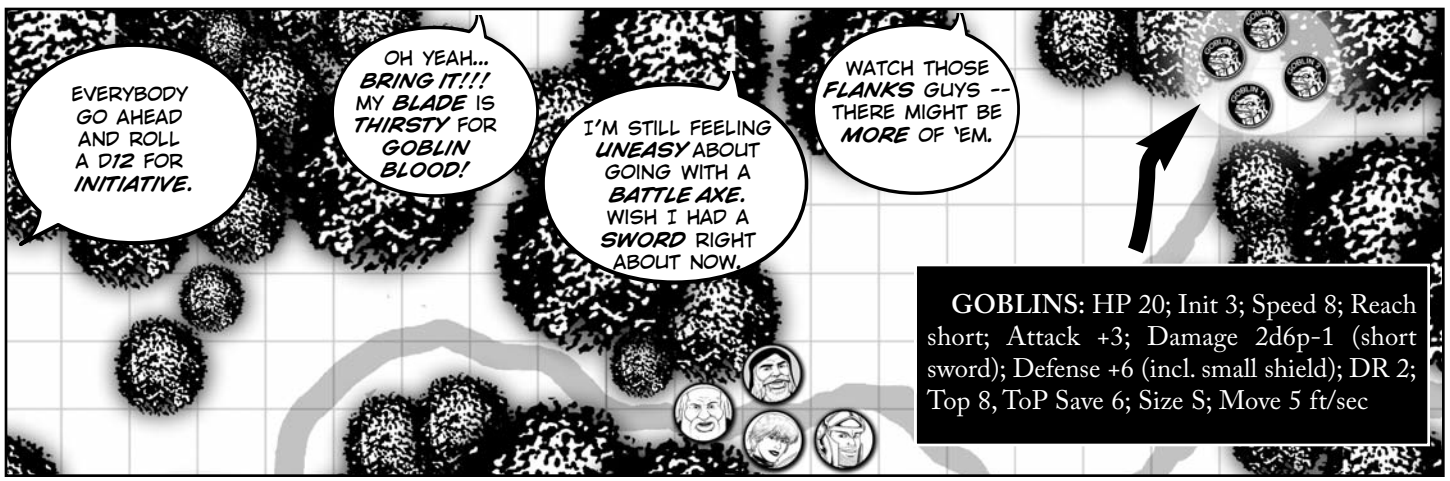

HRRMMPPHH...
WELL I'M NOT LIK-IN' THE SMELL OF THIS.
WHADDA YA THINK, GUYS?
I SAY WE PICK A DIRECTION AND FOLLOW IT -- BEATS BEING LOST IN THE WOODS.
I AGREE. LIKE BRIAN SAID -- IT'S GOTTA LEAD SOMEWHERE.
LET'S DO IT.
BUT WEAPONS AT THE READY -- JUST IN CASE.
DIE ORC!

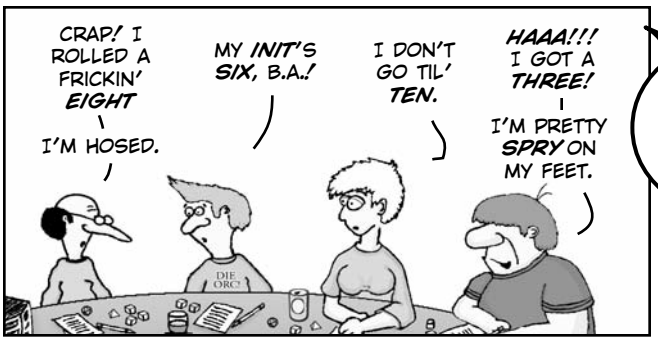

SEVERAL TURNS LATER....
YOU FOLLOW THE TRAIL FOR A FEW MILES AND THE GOING IS FRUSTRATING.
THE TRAIL LEADS UNDER LOW HANGING LIMBS AND THREADS BETWEEN HUGE TREES GROWING CLOSE TOGETHER REQUIRING YOU TO SQUEEZE THROUGH.
PLAYER CODE OF CONDUCT
USEFUL CHANTS
USEFUL NUMBERS


AT LONG LAST YOU BREAK OUT OF THE FOREST AND ENTER A SMALL CLEARING -- PERHAPS 30 TO 35 FEET ACROSS.
THE FOOT PATH FORKS HERE SPLITTING OFF INTO TWO DIFFERENT DIRECTIONS. WHAT DO YOU WANT TO DO?
THIS ISN'T A TRAIL. IT'S A FRICK-IN' OBSTACLE COURSE.

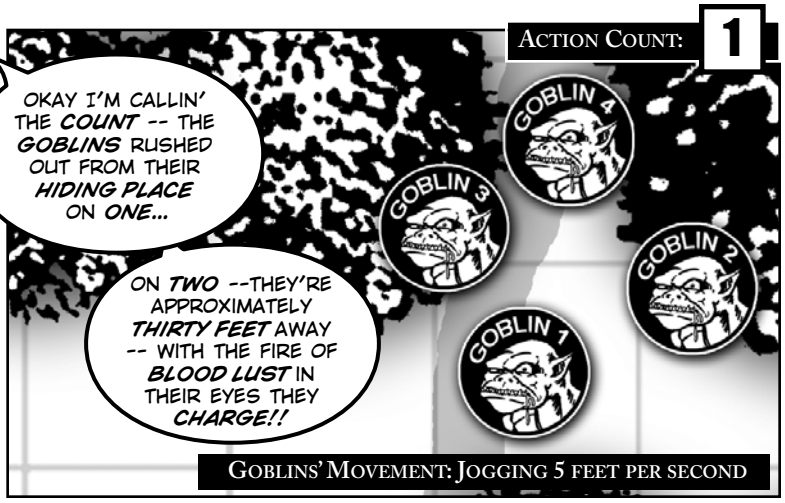

GREAT.
NOW WHAT?
THIS DOESN'T SEEM TO BE LEADING ANYWHERE.
WHY DON'T YOU CHECK FOR TRACKS AGAIN, BOB -- MAYBE WE CAN GO IN THE DIRECTION WITH THE SIGNS OF THE MOST TRAFFIC.
GOOD IDEA.
DIE ORC!

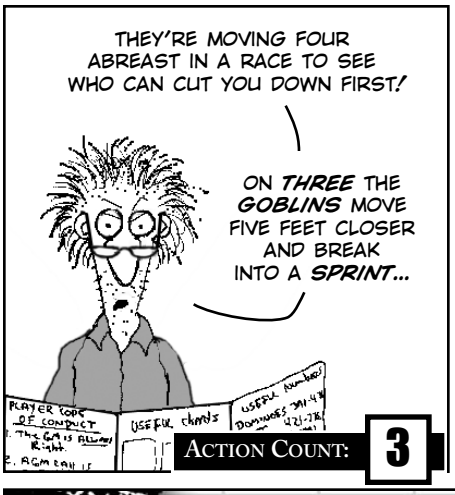

DON'T BOTHER MAKING A CHECK, BOB.
AS SOON AS YOU ENTER THE CLEARING THERE ARE A SERIES OF WAR CRIES FROM THE OTHER SIDE AND THE UNDERGROWTH EXPLODES WITH ACTIVITY.
FOUR GOBLINS RUSH OUT OF THE SHADOWS AND CHARGE THE GROUP.
GOBLINS?
GAAA!!!
IT'S AN AMBUSH!!
DIE ORC!

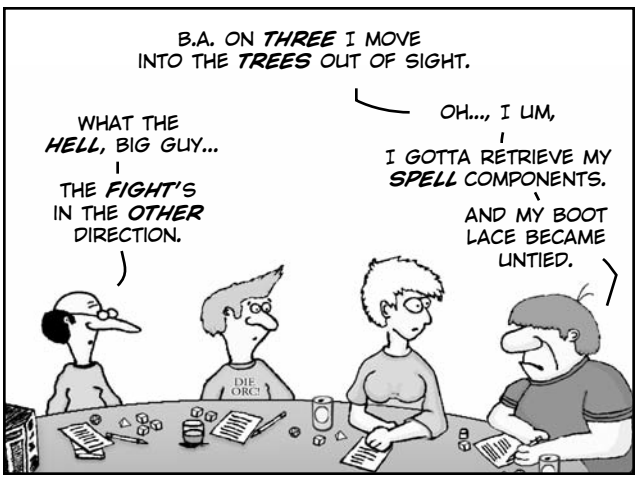

EVERYBODY GO AHEAD AND ROLL A D12 FOR INITIATIVE.
OH YEAH... BRING IT!!! MY BLADE IS THIRSTY FOR GOBLIN BLOOD!
I'M STILL FEELING UNEASY ABOUT GOING WITH A BATTLE AXE. WISH I HAD A SWORD RIGHT ABOUT NOW.
WATCH THOSE FLANKS GUYS -- THERE MIGHT BE MORE OF 'EM.
GOBLINS: HP 20; Init 3; Speed 8; Reach short; Attack +3; Damage 2d6p-1 (short sword); Defense +6 (incl. small shield); DR 2; Top 8, ToP Save 6; Size S; Move 5 ft/sec



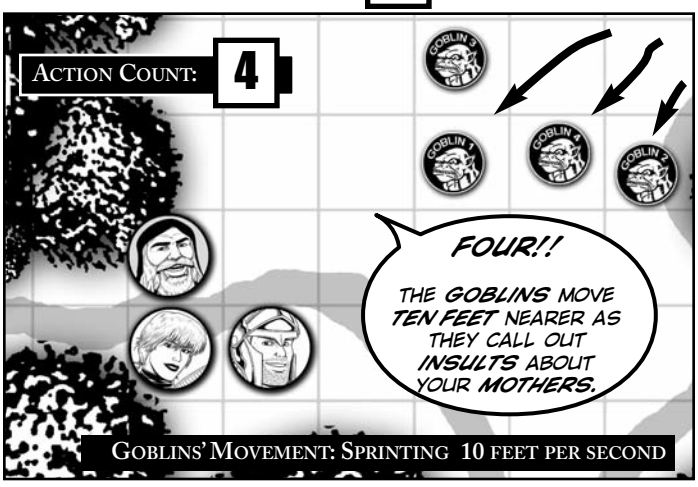
EL RAVAGER 6 (rolled 5, +1 Base Initiative)
KNUCKLES 8 (rolled 8, with no Base Initiative modifier)
JUSTINIA 10 (rolled 7, +3 Base Initiative)
NOIR LOTUS 3 (rolled 1, +2 Base Initiative)

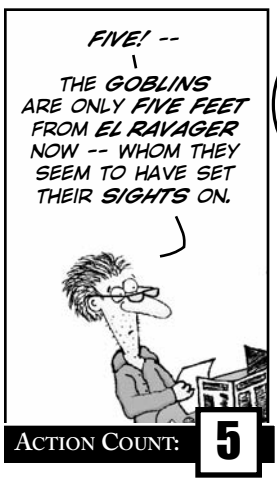


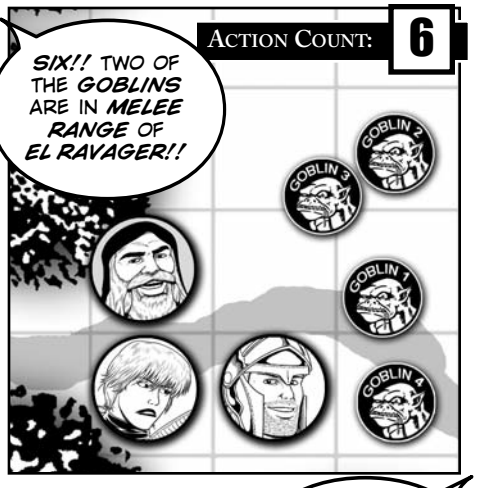


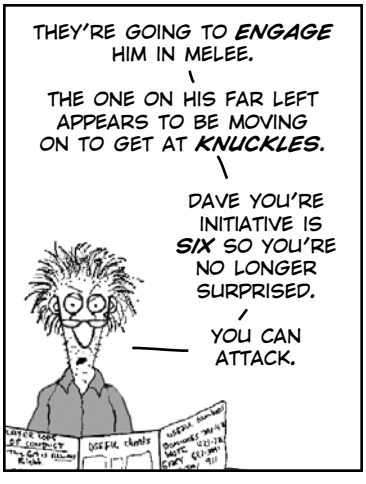


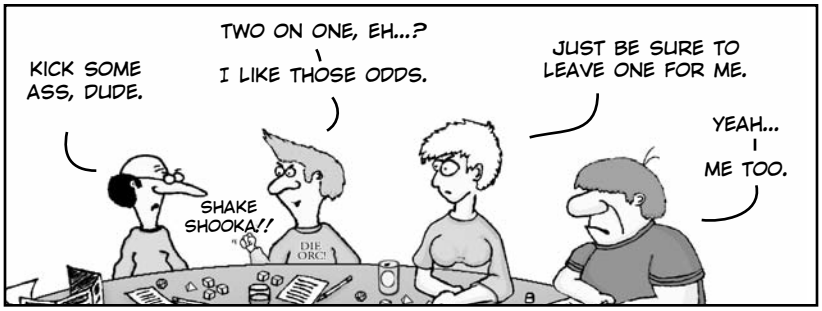






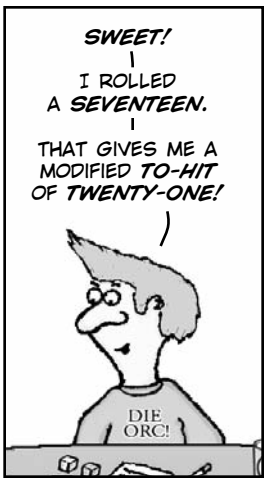






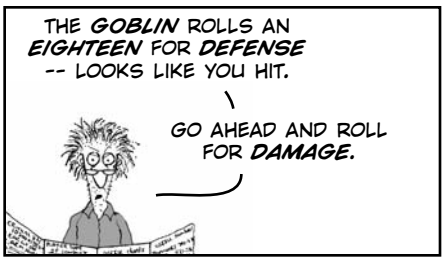
Goblins, when using defined weapons, have a reach modifier of -1 foot. With short swords, their efffective reach is therefore 1 foot.
El Ravager, on the other hand, has a 3 foot reach with his battle axe so he gets the first swing against one goblin.





Dave rolls d20p (with a die result of 17) and adds his Attack Bonus (+4) for a total of 21 (17+4=21).

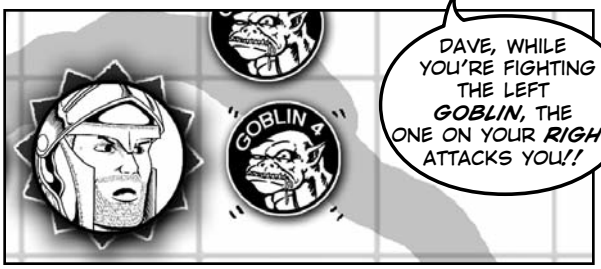
The goblin thus needs a total defense of 21 or higher to successfully defend against El Ravager's attack.

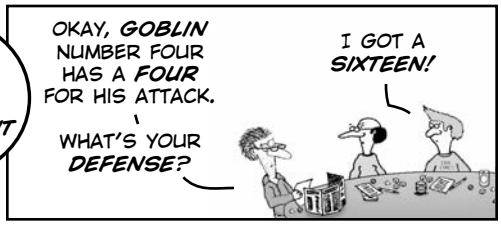


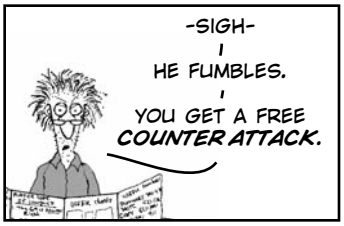


The GM rolls a d20p (getting a 12) and adds the goblin's +6 Defense Bonus, for a total of 18 (12+6=18). Since the goblin's net defense of 18 is still less than El Ravager's 21 attack, he is hit.

Dave rolls 4d4p+3 for damage resulting in a total of 9 (no dice penetrated). The creature's armor absorbs 2 points of damage, so it sustains 7 hit points of damage (insufficient to necessitate a trauma check).







NOTE: Since this is the combatants' first exchange of blows, this Goblin #1 will return El Ravager's attack when the Count Up moves to the next second ('7'), while El Ravager can ready his battle axe and attack the goblin again when the Count Up reaches 17 (the current second, 6, plus El Ravager's 11 Weapon Speed).

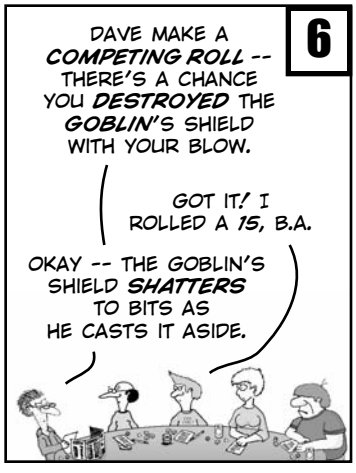
For the goblin on El Ravager's right, the GM rolls a 1 on his attack roll, and adds the goblin's Attack Bonus for a total of 4 (the '1' indicates a miss, and also a fumble unless El Ravager's total defense doesn't exceed 4). Dave rolls 9 and adds his Defense Bonus of +7 for a total of 16.

The goblin has fumbled giving El Ravager a free counter-attack. This free attack does not impinge on his normal sequence of attacks.



Dave rolled a d20p with a result of 13 and adds his +4 Attack Bonus for a total of 17. The GM also rolls d20p getting 15, then adds goblin #4's +6 Defense Bonus resulting in a total defense of 21. Since the goblin's 21 defense is greater than El Ravager's 17 attack, the goblin successfully defended with its shield. Since the goblin blocked El Ravager's blow with his shield, El Ravager's attack deals half damage dice (2d4p+3 instead of 4d4p+3) against the shield.

Dave rolls damage and gets 4 and 4. Since Dave rolled the maximum on these dice (i.e., a penetration roll), he gets to roll each die again, subtracting -1 from the result. The rolls this time are 3 and 4, so he subtracts -1 from each for results of 2 and 3. However, since the actual roll penetrated again on one of those dice, he rolls that die again. This time, it's a 3 and applying the -1 makes it a 2. El Ravager's total damage is 18 points of damage (die roll 4+(3-1) + die roll 4+(4-1)+(3-1) +3 Damage Bonus = 18).

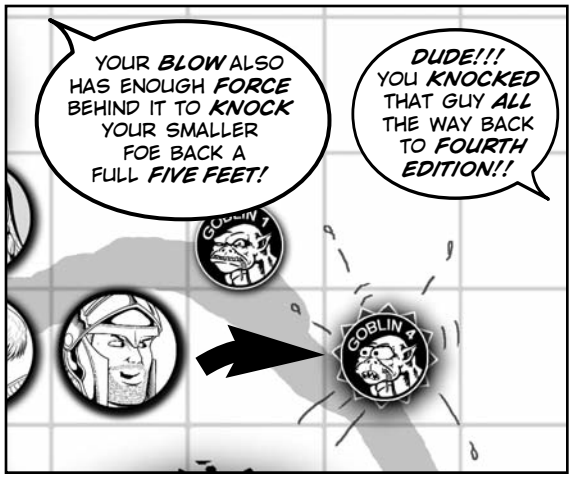


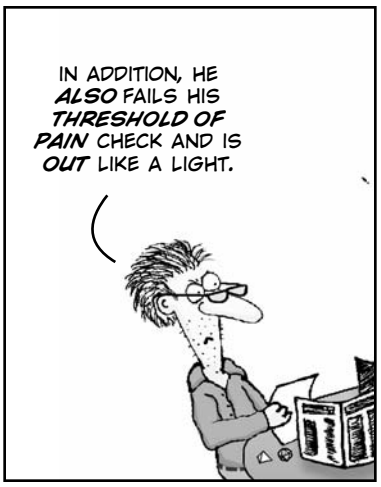


A small shield sustaining more than 8 points of damage in a single blow may be destroyed. Thus B.A. performed a competing roll to see if the Goblin's shield was splintered. He checks the Shield Damage chart, then rolls d20-6 for the goblin and gets 12. Dave rolls d20 and gets 15. The shield splinters into several pieces under the weight of El Ravager's massive blow. (Had Dave done 20 points to the small shield, it would have been automatically broken).

The small shield still applies its Damage Reduction value, however, lowering El Ravager's damage to the goblin by 4 points.

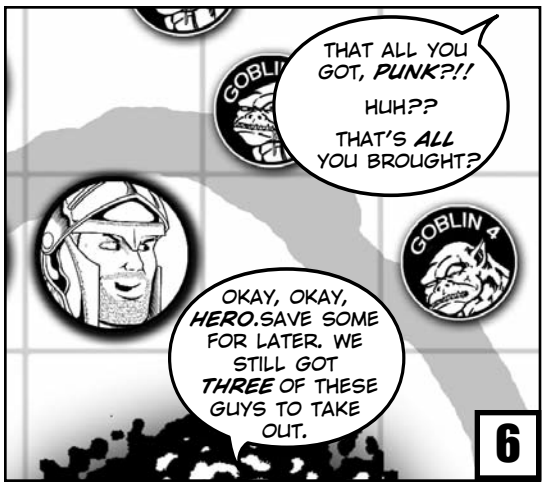
Its armor further reduces the remaining damage by 2, so El Ravager's blow causes the goblin to lose 12 hit points (18-4-2=12). That's a painful blow, but there's worse to come...

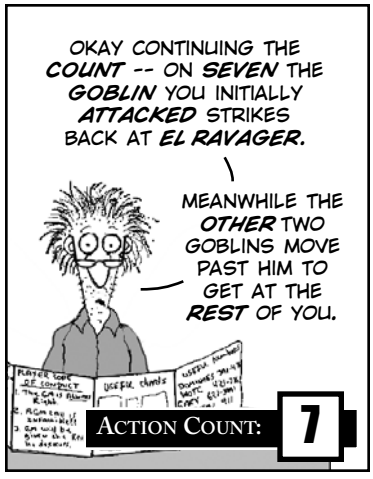


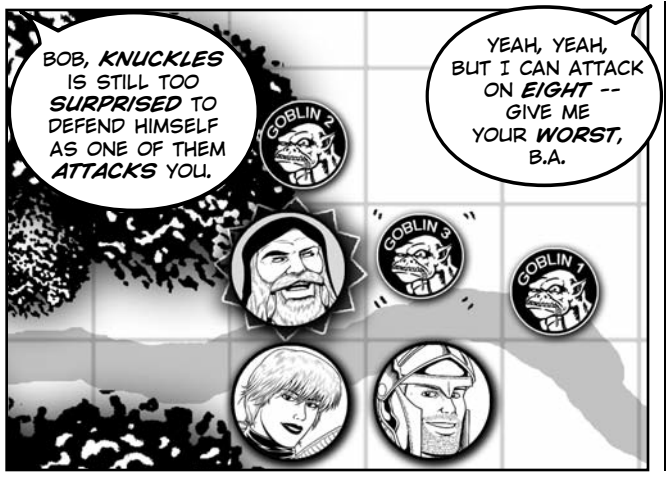


Dave's 18 *gross* points of damage is a **knock-back** (since a 10 point hit knocks back Small creatures) that forces the goblin 5 feet rearward.

Furthermore, a goblin's **Threshold of Pain** is 8 hit points. It sustained a 12 hit point wound from El Ravager's battle axe so the GM has to make a trauma check for it. The goblin has a **ToP** Save of 6 thus the GM needs to roll a 6 or less on a d20 for it to shrug off the pain. He rolls an 11, so the goblin is not only knocked-back 5 feet, but DOWN and writhing in pain for 25 seconds (5 seconds x (11-6) = 25). Assuming it's not killed in the interim, it can act again when the Count Up reaches 31.



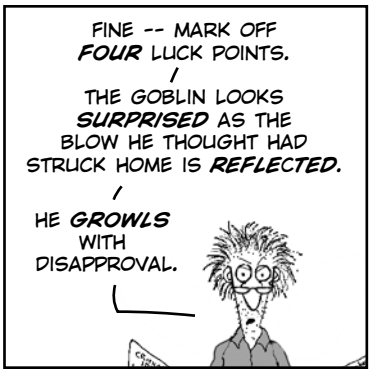




Since Knuckles is still surprised, he can only use a d8p for defense. B.A. rolls the goblin's d20p plus +3 Attack Bonus for a total of 12, while Bob rolls only a d8p and gets a result of 3.

Knuckles failed to successfully defend, so B.A. then rolls the goblin's 2d6p-1 damage for a total 6 points. Even though Knuckles is surprised and can't use his shield to defend, his armor still reduces the damage by 2. Knuckles thus sustains a 4 hit point wound.



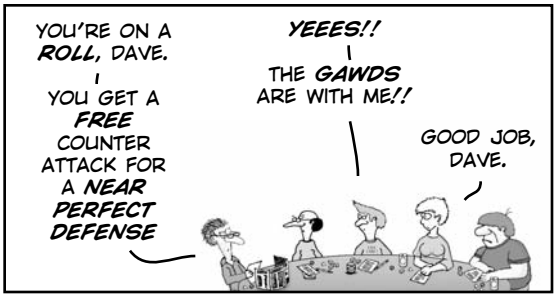


The goblin will attack Knuckles again at 15 seconds (7 + Speed of 8).



B.A. rolls the goblin's d20p+3 attack and gets a total 15 while Dave rolls a 19 and adds his +7 Defense Bonus for a total 26.

Since El Ravager used his shield to successfully defend against the goblin's attack, it can roll damage on his shield. However, since the goblin is wielding a piercing weapon, it only deals 1 point of damage (1 point for the piercing weapon along with the goblin's -1 damage modifier totals a minimum 1 point of damage) against the shield. Dave's medium shield has a DR value of 6 so he takes no damage.



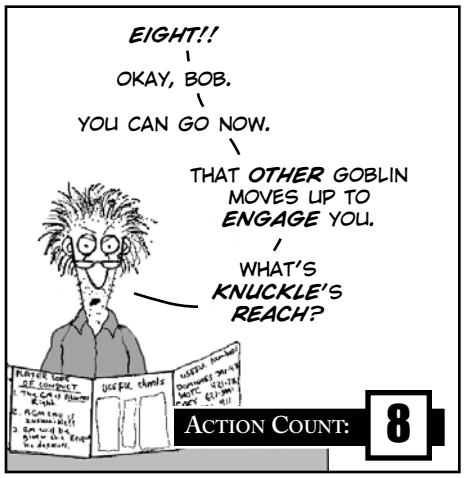
El Ravager's 'nat 19' defense roll (along with a successful defense and being within 5 feet of his foe) is a **Near-Perfect Defense.**

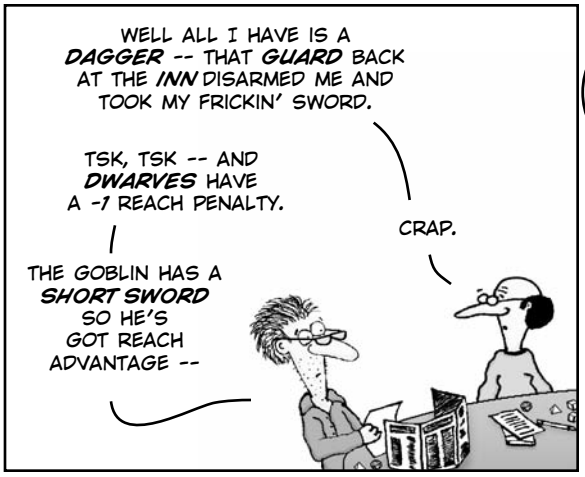
El Ravager gets a free hand-to-hand counter-attack!!



Dave rolls his d20p with +3 Attack Bonus (instead of his usual +4, since he's punching and so doesn't use his +1 weapon specialization bonus) for a total 18.

The GM rolls the goblin's d20p and +6 Defense Bonus and gets 12. El Ravager's special counter-attack deals two d4p-2 plus his +1 Strength modifier, for a total of 2 points of damage that ignore shield and armor Damage Reduction. Thus, the goblin loses 2 Hit Points. It can attack El Ravager again at 15 seconds (the current time is 7 seconds + its Speed of 8).

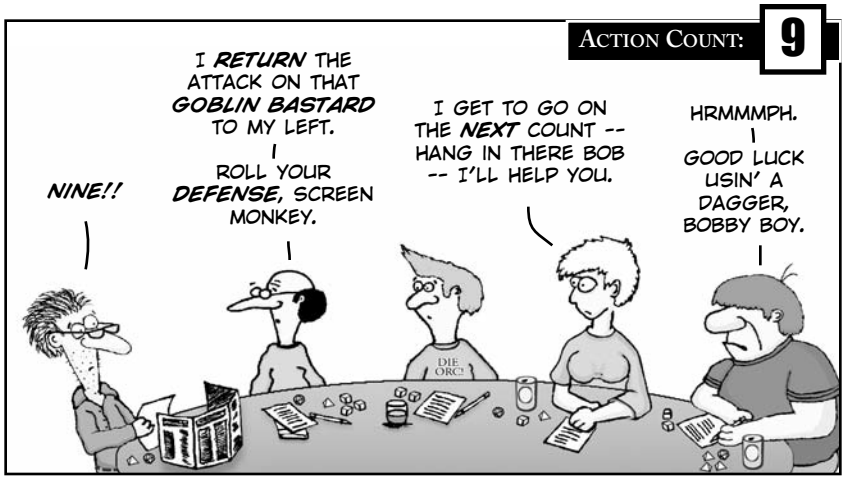






B.A. decides that for this attack the goblin is going to Fight Defensively (with a -4 penalty to attacks but a +2 bonus to defense). He rolls the goblin's d20p+3 attack and subtracts -4 to get a total 12 while Bob rolls a 13 and adds his +6 Defense Bonus for a total 19.

He successfully defends against the goblin's attack with his shield. Since the goblin is wielding a piercing weapon, it strikes the shield for 1 point of damage (1 point for the piercing weapon along with the goblin's -1 damage modifier equals a minimum 1 point of damage), which the shield reduces to zero. The goblin can attack again at 16 seconds (determined by adding its Speed 8 to the current time).

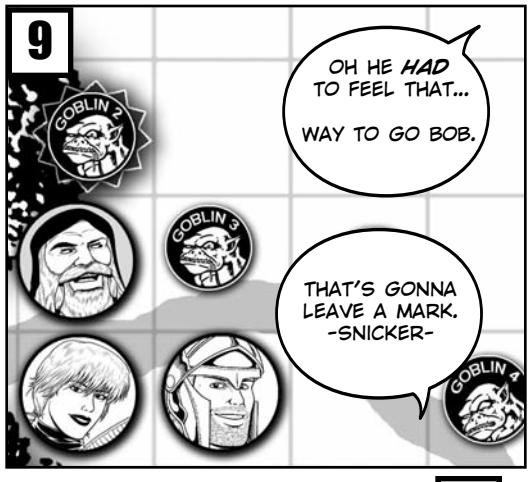




Bob rolls a d20p and gets a 20! Unless B.A. also rolls a natural 20 for the goblin, this is an automatic hit!

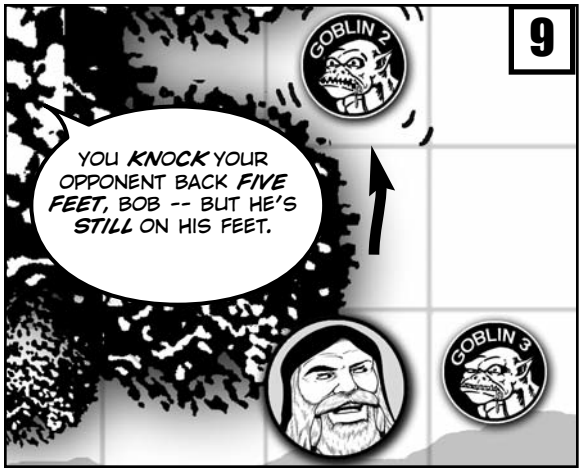
B.A. rolls d20p for the goblin getting 15 on the die plus the goblin's +8 Defense Bonus for a total defense of 23. Since Knuckles' attack was a 'nat 20', he hits even though the goblin's total defense was higher. It is not a 'critical hit' though.

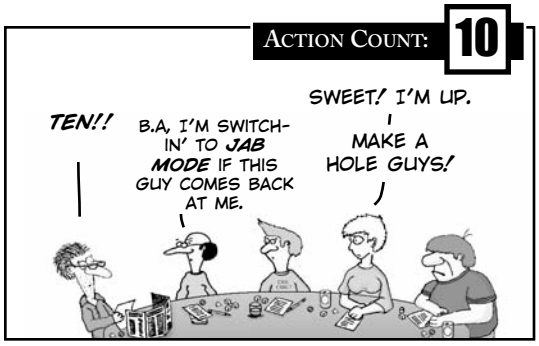
Bob now rolls normal damage dice (2d4p) getting rolls of 3 and 4. Bob re-rolls the penetrating die and gets another result of 4, then re-rolls again for a result of 2. This makes Bob's final damage total 11 points (3+4+(4-1)+(2-1)=11).



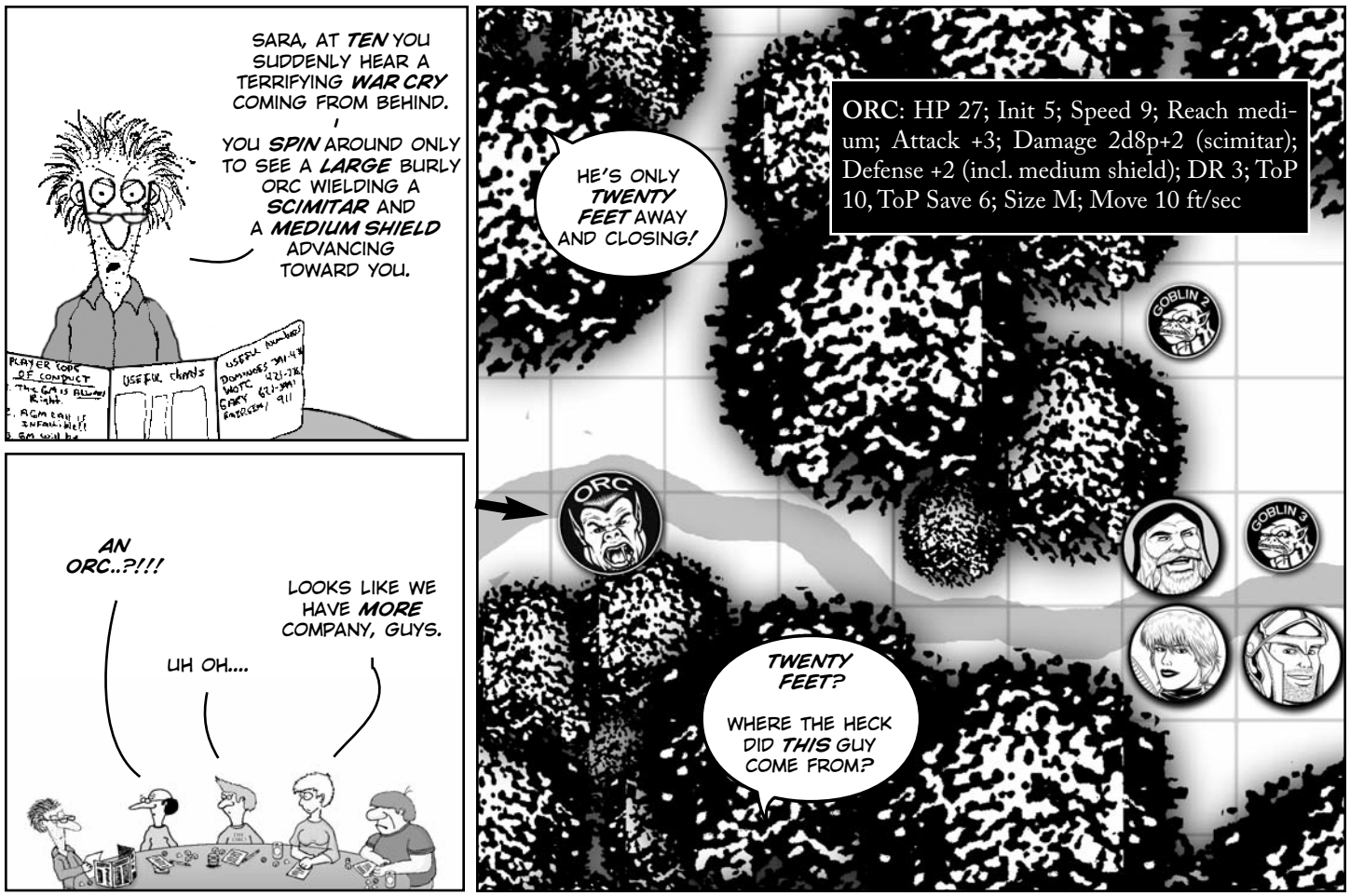
The goblin's armor reduces the damage by 2 points making it a 9 point wound. However, since Knuckles dished out 11 *gross* points of damage, it's still a **Knock-Back** that forces the goblin 5 feet rearward.

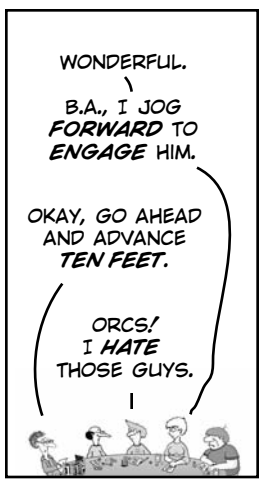
In addition, a goblin's Threshold of Pain is 8 hit points and it just took more than that so it must attempt a trauma check. It has a ToP Save of 6, so the GM needs to roll an 6 or less on a d20. He rolls a 5, so the goblin remains on its feet.

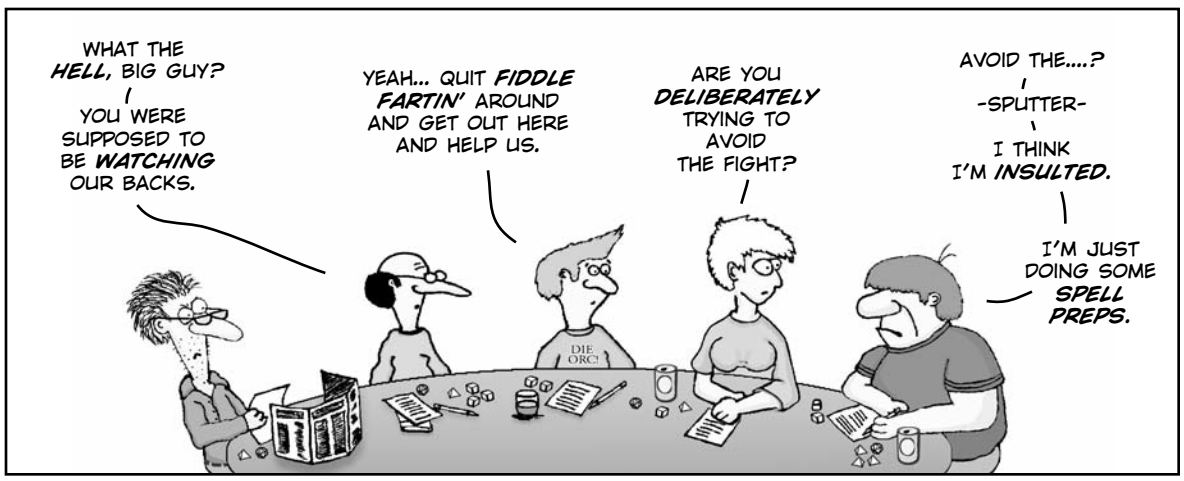


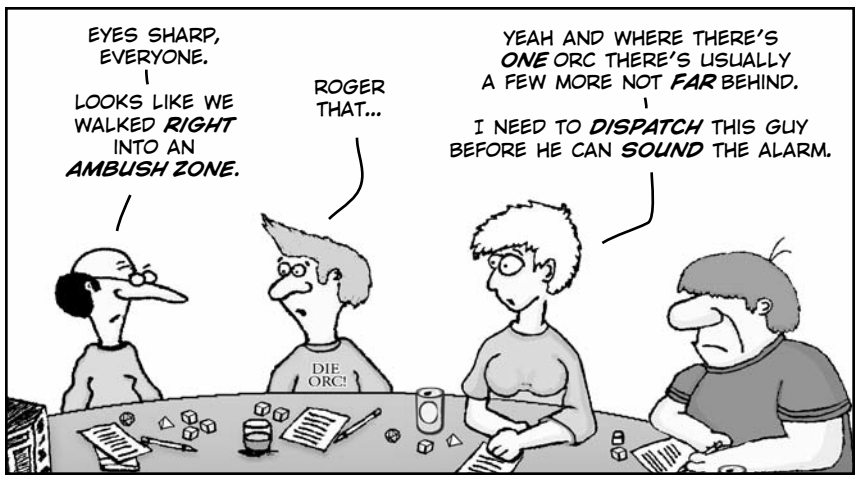


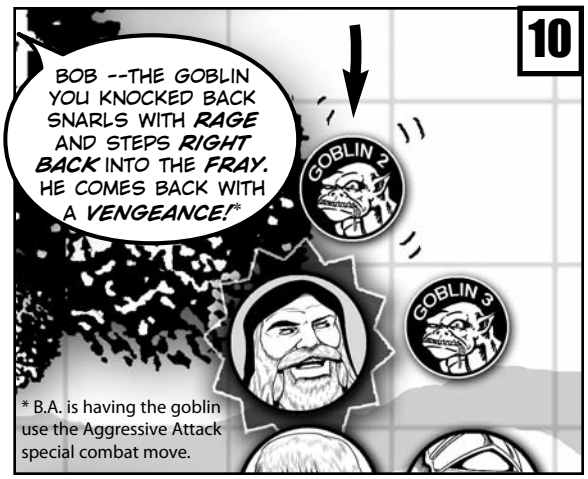
Knuckles' dagger has a jab Weapon Speed of 5 (normal Speed 7), so he can attack this goblin again at 14 seconds (Speed 5 + current time 9) instead of waiting until 16 (Speed 7 + current time 9).

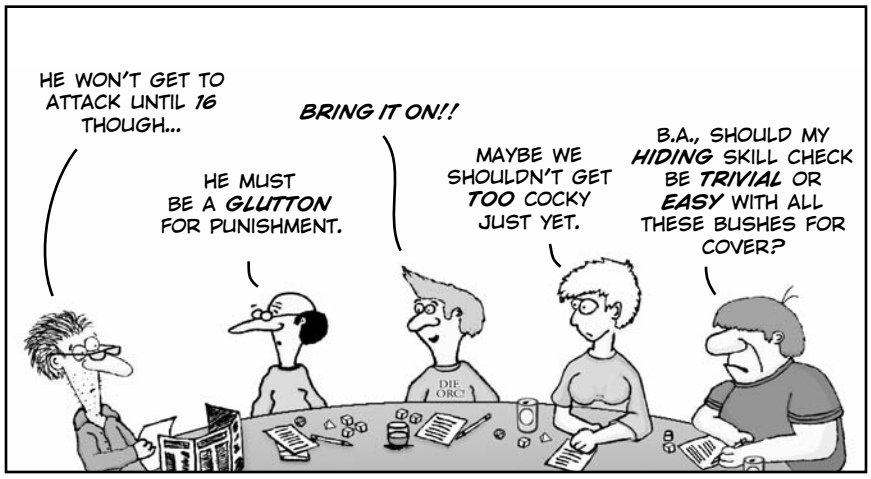

SARA, AT TEN YOU SUDDENLY HEAR A TERRIFYING WAR CRY COMING FROM BEHIND.
YOU SPIN AROUND ONLY TO SEE A LARGE BURLY ORC WIELDING A SCIMITAR AND A MEDIUM SHIELD ADVANCING TOWARD YOU.
PLAYER CODE OF CONDUCT
USEFUL CHANTS
USEFUL NUMBERS
AN ORC..?!!!
LOOKS LIKE WE HAVE MORE COMPANY, GUYS.
UH OH....
ORC: HP 27; Init 5; Speed 9; Reach medium; Attack +3; Damage 2d8p+2 (scimitar); Defense +2 (incl. medium shield); DR 3; ToP 10, ToP Save 6; Size M; Move 10 ft/sec
HE'S ONLY TWENTY FEET AWAY AND CLOSING!
GOBLIN 2
GOBLIN 3
ORC
TWENTY FEET?
WHERE THE HECK DID THIS GUY COME FROM?


WONDERFUL.
B.A., I JOG FORWARD TO ENGAGE HIM.
OKAY, GO AHEAD AND ADVANCE TEN FEET.
ORCS! I HATE THOSE GUYS.

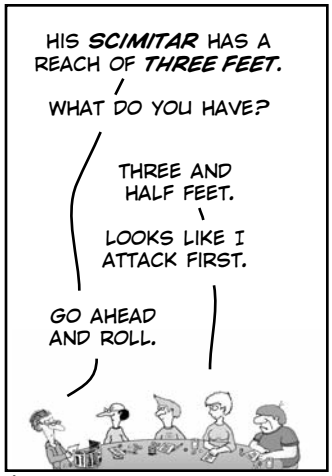

WHAT THE HELL, BIG GUY?
YOU WERE SUPPOSED TO BE WATCHING OUR BACKS.
YEAH... QUIT FIDDLE FARTIN' AROUND AND GET OUT HERE AND HELP US.
ARE YOU DELIBERATELY TRYING TO AVOID THE FIGHT?
AVOID THE....?
-SPUTTER-
I THINK I'M INSULTED.
I'M JUST DOING SOME SPELL PREPS.
DIE ORC!


EYES SHARP, EVERYONE.
LOOKS LIKE WE WALKED RIGHT INTO AN AMBUSH ZONE.
ROGER THAT...
YEAH AND WHERE THERE'S ONE ORC THERE'S USUALLY A FEW MORE NOT FAR BEHIND.
I NEED TO DISPATCH THIS GUY BEFORE HE CAN SOUND THE ALARM.
DIE ORC!


10
BOB --THE GOBLIN YOU KNOCKED BACK SNARLS WITH RAGE AND STEPS RIGHT BACK INTO THE FRAY. HE COMES BACK WITH A VENGEANCE!*
GOBLIN 2
GOBLIN 3
* B.A. is having the goblin use the Aggressive Attack special combat move.







Sara rolls a d20p for a 10 result, adds her +1 Attack Bonus for a total 11.

B.A. rolls d20p and gets 12, adds the orc's +2 Defense Bonus for a total result of 14. Since the orc's 14 defense is greater than Justinia's 11 attack, it defended with its shield. Sara thus rolls half damage (1d8p-3 instead of 2d8p-3) on the orc's shield and gets a result of 8 (penetration!).

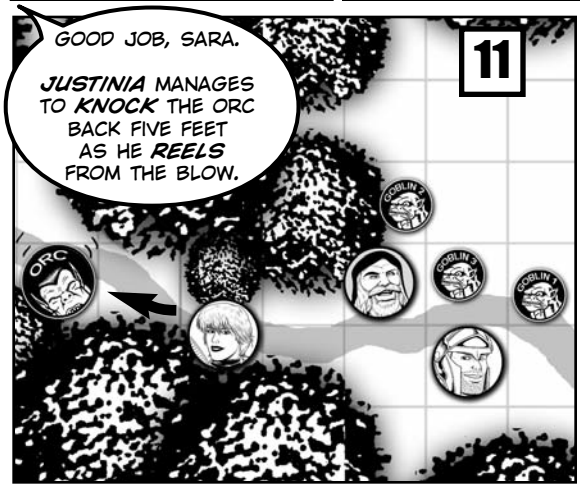
She rolls the die again and gets another 8, and again for another 8! Amazed whoops of joy come from everyone else at the table (except for B.A., of course...). Her next roll is a 5 which yields a grand total of 23 points of damage (8+(8-1)+(8-1)+(5-1) -3 =23)!

Since a medium shield can only sustain a limited amount of damage in a single blow, it's time for competing rolls to see if the shield is destroyed. (A check is necessary if a medium shield takes ≥12 hp).

B.A. checks the Shield Damage chart, then rolls d20 for the orc and gets 10.

Sara rolls d20 and gets 12. The shield splinters into several pieces as Justinia's blow hits home.

The medium shield still applies its Damage Reduction value, however, lowering Justinia's damage to the orc by 6 points. The orc's armor further reduces the damage by another 3 points, so the orc takes a 14 hit point wound.



Sara's 23 *gross* points deals a knock-back that forces the orc 5 feet back (as a size medium creature, the orc is knocked-back 5 feet for every 15 points of damage).

Furthermore, the orc's Threshold of Pain is 10 and it just took 14 so it has to make a trauma check.

The orc has a ToP Save of 6, so B.A. needs to roll an 6 or less on a d20.

He rolls a 14 with the result that the orc falls to the ground in pain for 40 seconds (5 seconds x (14-6)=40) five feet back from where it met Sara.





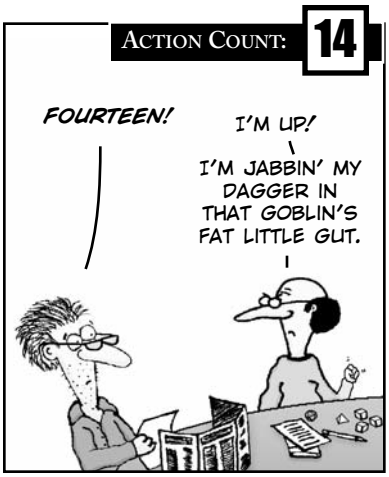


The goblin can defend against up to 3 opponents to his front and sides with its shield. He turns to meet Sara head-on as this places it in the best position to defend its flanks.

Sara rolls d20p with a result of 16 and with her +1 Attack Bonus nets 17. B.A. rolls d20p and gets 13. He then adds the goblin's +6 Defense Bonus for a total 19. Since the goblin's 19 defense is greater than Justinia's 13 attack, it defended with its shield.

Sara rolls half damage dice (1d8p-3 instead of 2d8p-3) for a total 2 points, which the goblin's shield reduces to zero.

Justinia can attack this goblin again at 23 seconds (13 + 10 Weapon Speed).



Bob rolls a d20p getting an 8 and adds his +3 Attack Bonus for a total 11.

B.A. rolls d20p and gets 2, adding the goblin's +6 Defense Bonus, and -2 from the *Aggressive Attack* maneuver for a total 6.

Since the goblin's 6 defense is less than Knuckles' 12 attack, it failed to defend with its shield.

Bob rolls half damage for his weapon (since he's jabbing) and gets a 3.

The goblin's armor reduces the damage by 2, so it only loses 1 Hit Point.

Knuckles can attack it again at 21 (14 + Weapon Speed 7).



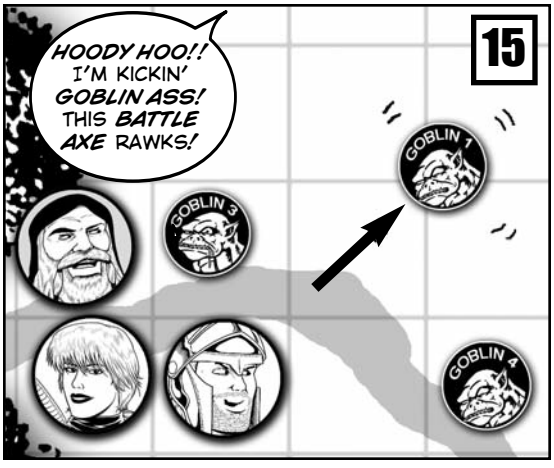
B.A. rolls d20p, getting 18 and adding the goblin's +3 Attack Bonus for a total 21. Dave then rolls d20p getting a 'nat 20' and adds his +7 Defense Bonus for a total of 27. El Ravager successfully defended with his shield so the goblin's piercing weapon deals only 1 point of damage against it. Since it does not exceed the shield's DR of 6, El Ravager is unaffected.

Furthermore, since El Ravager rolled a natural 20 (and his modified defense 27 beat the goblin's 21) it's considered a Perfect Defense. El Ravager gets an immediate free counter-attack with his weapon. This doesn't impinge upon his next scheduled attack (at 17 seconds).

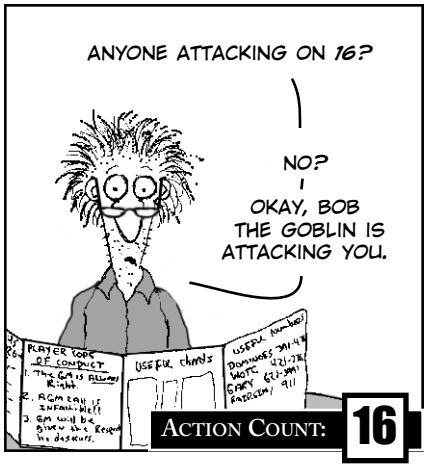
Dave rolls his d20p plus +4 Attack Bonus for a total 13 while B.A.'s defense for the goblin totals only 10. Dave then rolls his 4d4p+3 damage dice and gets results of 3, 1, 2 and 4. He rolls the penetrating die again for a 1, and applies -1 to the result. Thus, El Ravager's total damage is 13 points (3+1+2+4+(1-1)+3=13).



The 13 point blow is enough to deal a knock-back and, although the goblin's armor reduces the damage by 2, the net 11 point wound still triggers a trauma check (since the goblin's Threshold of Pain is 8). B.A. then rolls d20, hoping to get a 6 or less, but ends up with a 10. The goblin falls to the ground, writhing in pain for 20 seconds (5 seconds x (10-6)).



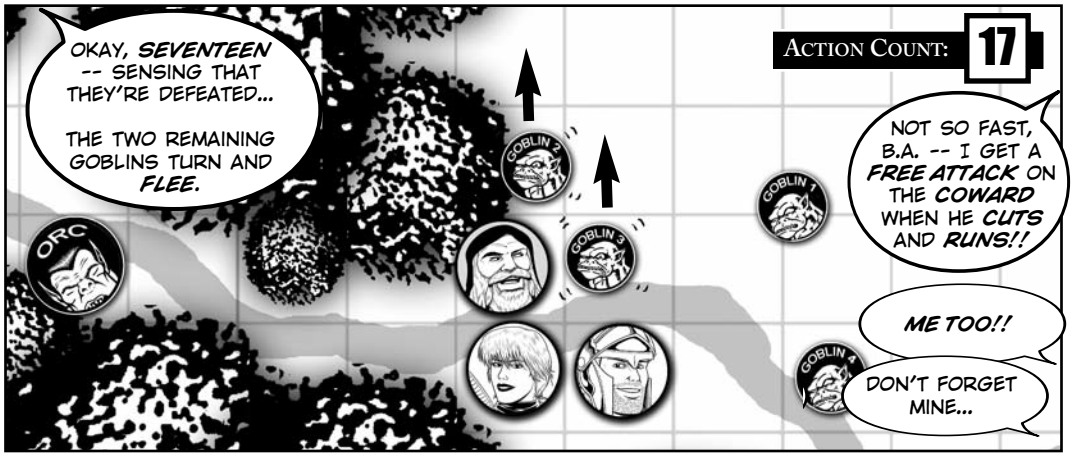




B.A. rolls d20p with a result of 3, then adds the goblin's +3 Attack Bonus and the +5 additional bonus for making an *Aggressive Attack* for a total 11.

Bob simultaneously rolls a d20p getting 13 and adds his +6 Defense Bonus for a total of 19.

Knuckles successfully defended with his shield. Since the goblin's piercing weapon deals only 1 point of damage to his shield (readily absorbed), Bob laughs in the goblin's face.





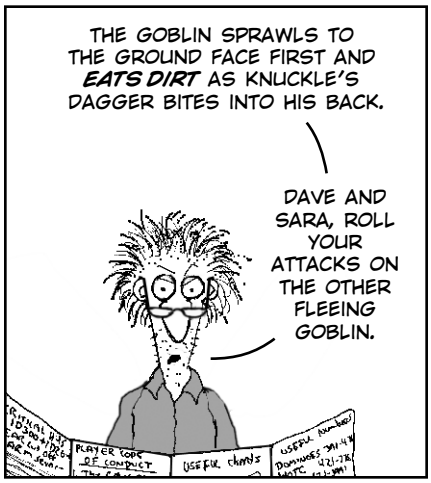
Fleeing combat from a thief is particularly dangerous since it permits the thief to backstab.

Bob rolls a d20p getting a 9 and adds his +3 Attack Bonus for a total of 13. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and gets 2. He ignores the goblin's shield's defensive bonus (+4) since its shield can't be employed when fleeing.

Bob hit and since it's a backstab he penetrates on both the maximum die roll and the maximum die roll -1. He rolls his 2d4p and gets a 2 and a 3.

Ordinarily this would be it for Bob's damage roll but because of the backstab the "3" is treated as a penetrating die. He rolls this die again and gets another 3. He adds 2 to the sum damage total (currently 7) and rolls again getting a 4. He adds 3 to the sum damage total (now 9) and rolls again. His lucky streak ends as the die comes up 2. Bob's backstab on the fleeing goblin netted 11 points of damage (2+3+(3-1)+(4-1)+(2-1)=11). The goblin's armor reduces the damage by 2, causing it to suffer 9 points of damage.

This is sufficient to trigger a ToP check. B.A. rolls d20 for the goblin's ToP Save (target 6) getting a result of 12. The goblin is thus downed for 30 seconds (5 seconds x (12-6)).



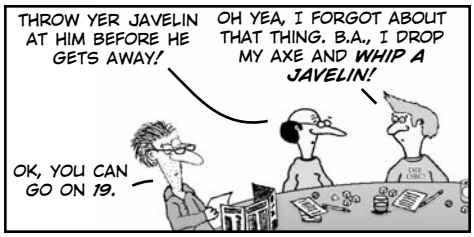
Sara rolls a d20p with a result of 9 and with her +1 Attack Bonus nets 10. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and adds +2 (a goblin's shieldless defensive bonus) for a total of 7. He ignores the goblin's shield's additional defensive bonus (+4) since its shield can't be employed when fleeing.

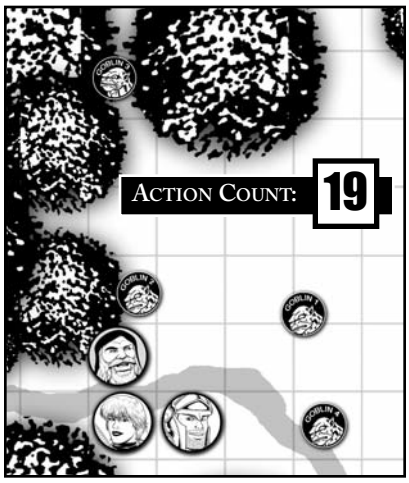
Sara hit and rolls 2d8p for damage. The dice come up "1" and "2". She has a -3 damage adjustment but since this can't reduce a successful hit to less than one point of damage she ends up doing a lone hp. The goblin's armor reduces this to zero.

Dave rolls a d20p for a result of 4 and with his +4 Attack Bonus nets 8. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and adds +2 (a goblin's shieldless defensive bonus) for a total of 9.

Dave misses. Since the goblin was not using a shield for defense, it is an out-and-out wiff.







This is the first instance of using missile weapons. Unlike melee combat, Dave must first determine the effective range to his target. The actual distance between El Ravager and the remaining goblin is 21 feet (after the goblin sprinted for 2 seconds). However, since goblins are size small, this distance is multiplied by 1.5 to determine the effective range (31½ feet). Since this is more than 30 feet, it falls within a javelin's second range increment. Dave is therefore only permitted to use a d12p as his attack die.

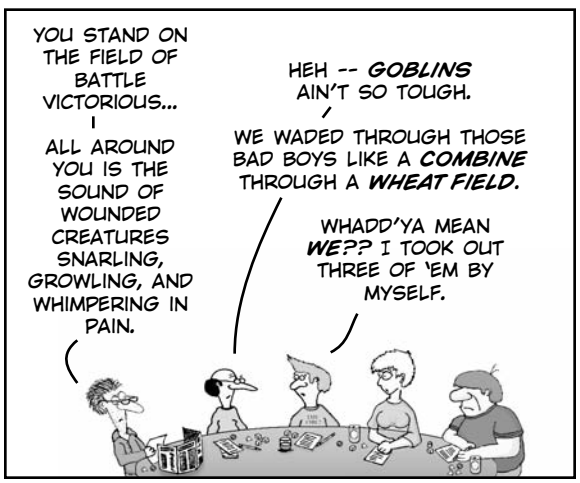
Dave opts to forgo aiming thereby permitting him to hurl his javelin on 19 rather than 23. Doing so imposes a -6 attack penalty.

Since El Ravager has only sunk BPs into specializing with the battle axe, his attack bonus with the javelin is +3 not +4. He rolls a d12p getting 9 and adds 3 (but also subtracts 6 for not aiming) yielding 6.

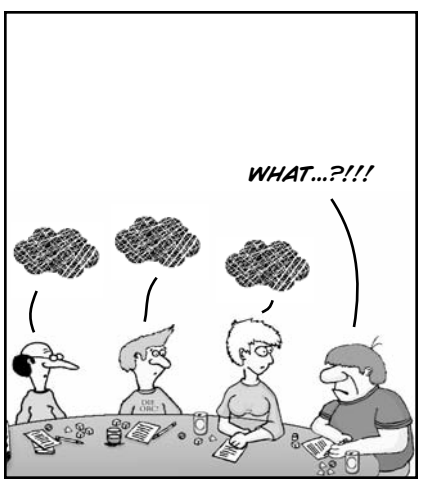
When determining if a missile hits, the GM always rolls a d20p for defense. B.A. rolls a 5 – less than Dave's 6 meaning the javelin strikes true. Because the goblin is running away, it cannot use its shield to block the missile.

Dave rolls a d12p damage and gets an 11. He cannot add his strength bonus because he was standing still when hurling the javelin. This is a knock-back and after accounting for the goblin's armor, it still suffers an 9 point wound necessitating a ToP check.

B.A. rolls d20 for its ToP Save hoping to get a 6 or less but rolls a 19. The goblin pitches forward five feet and is immobilized for 65 seconds (5 seconds x (19-6) by the trauma of being *shish kebobed*.







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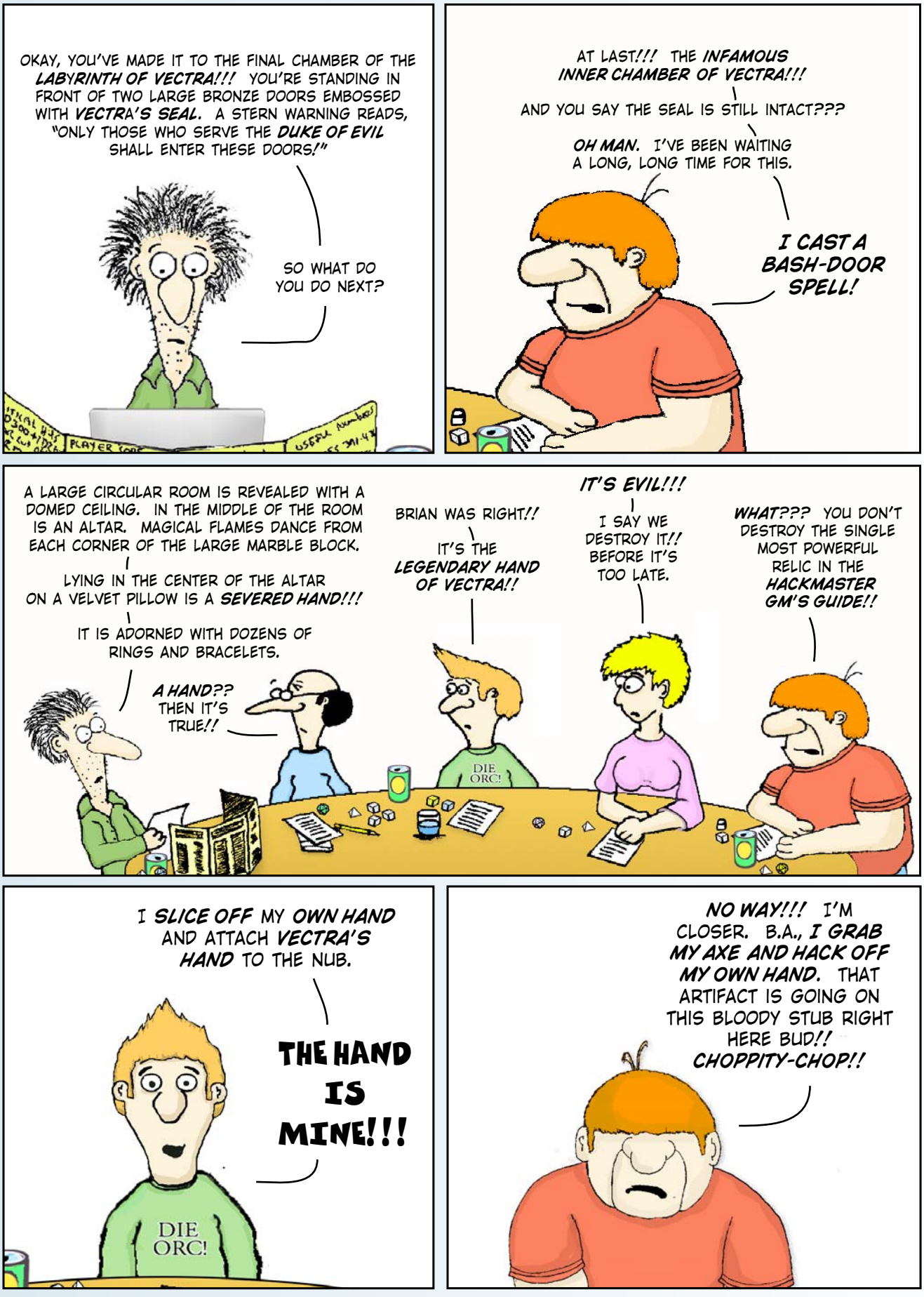
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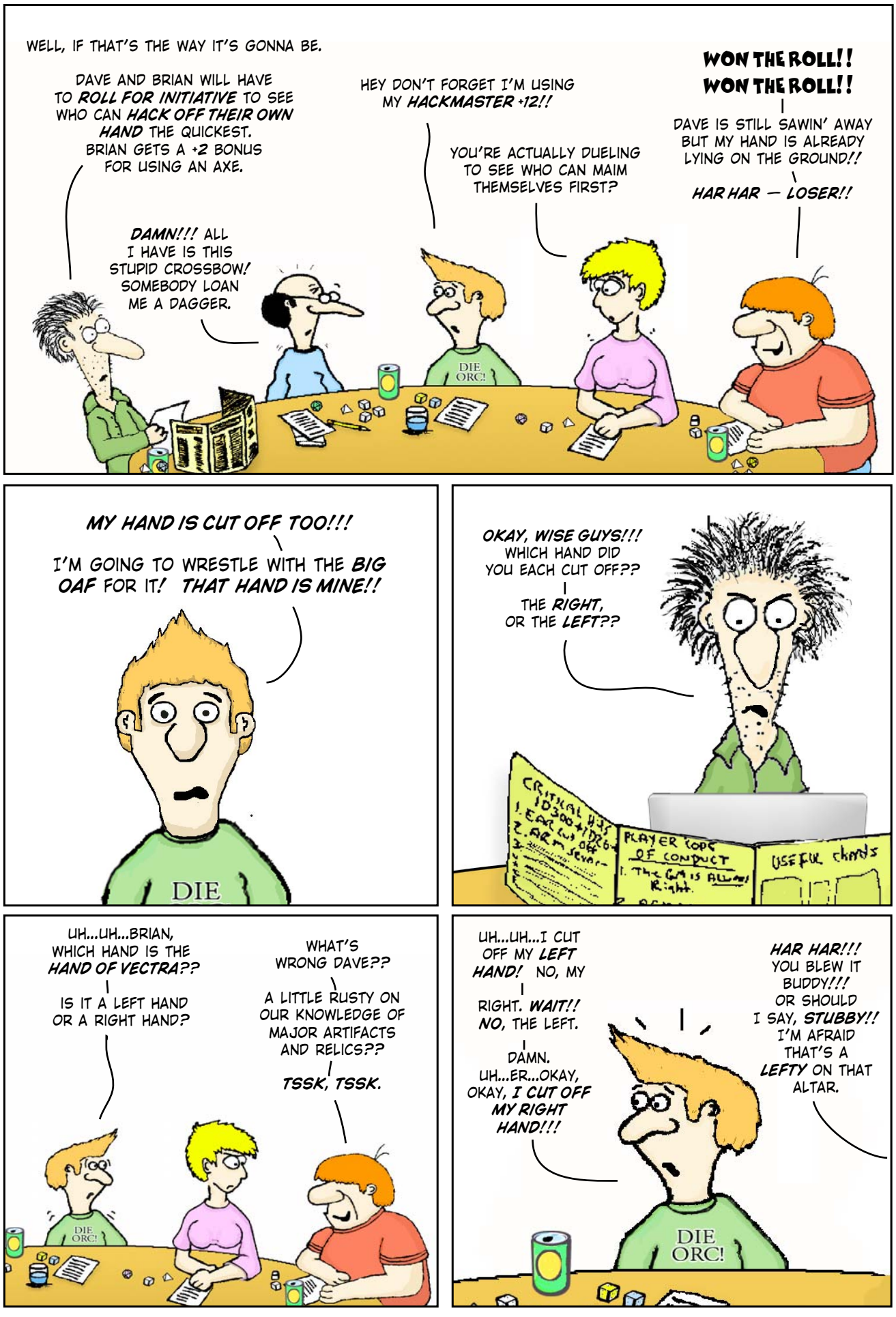
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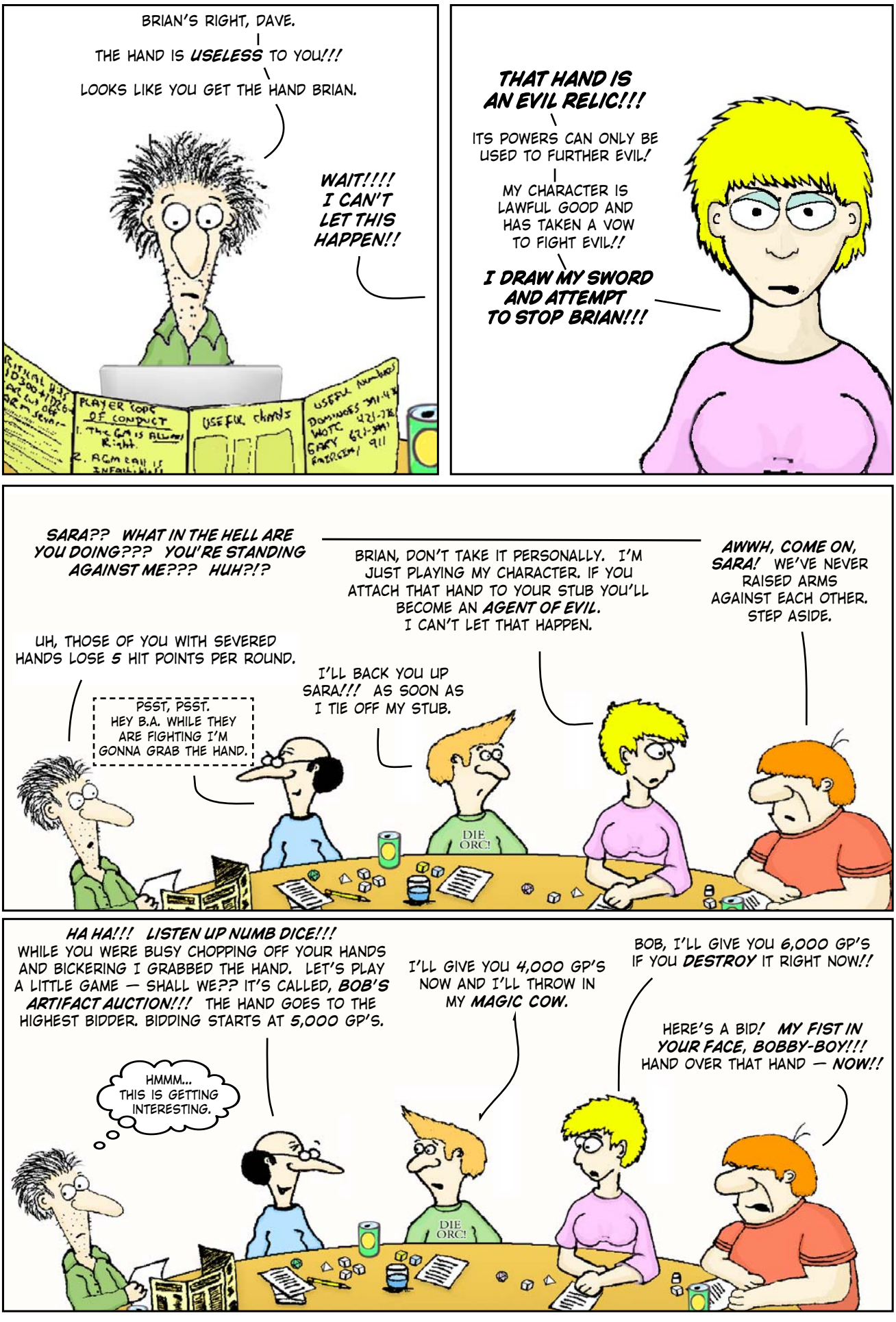
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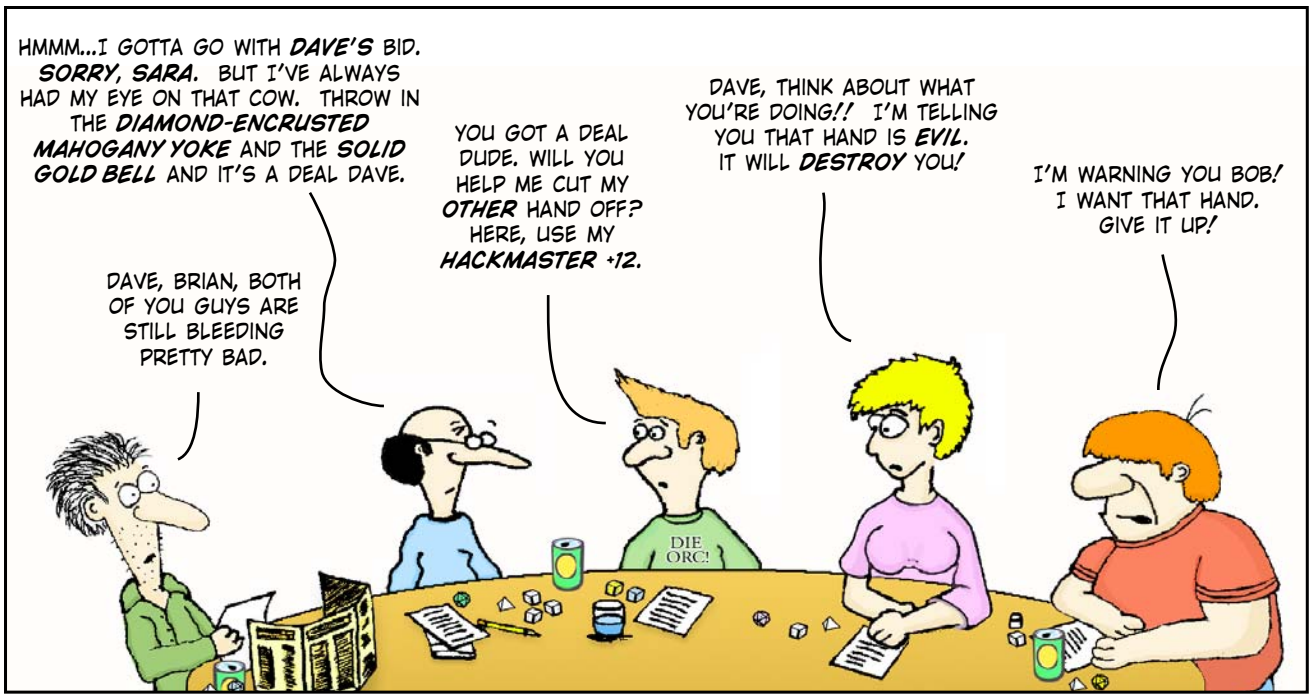
Check out the free strip "Agent of Evil!" on the following pages!

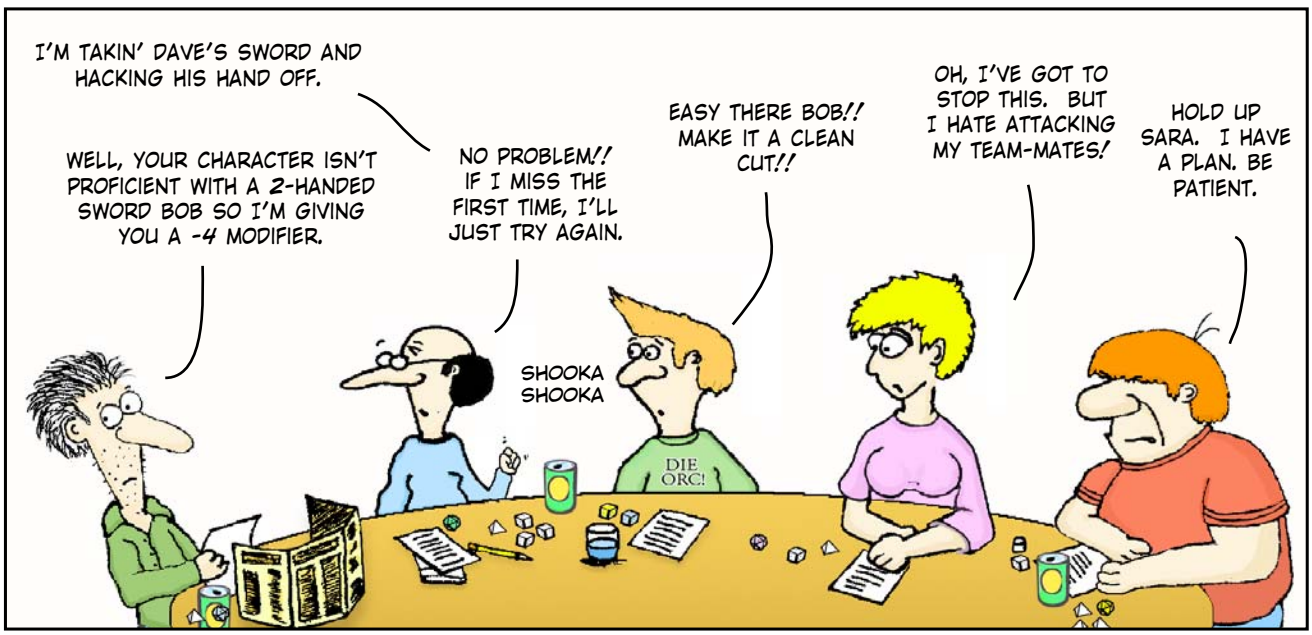
Agent of Evil!!

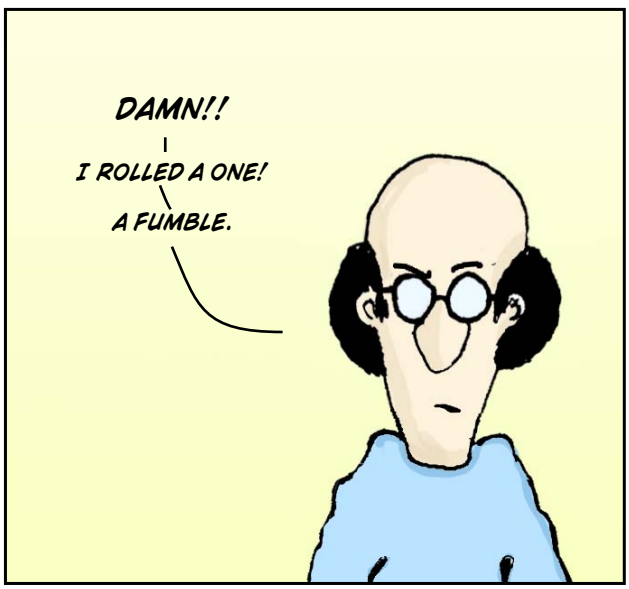


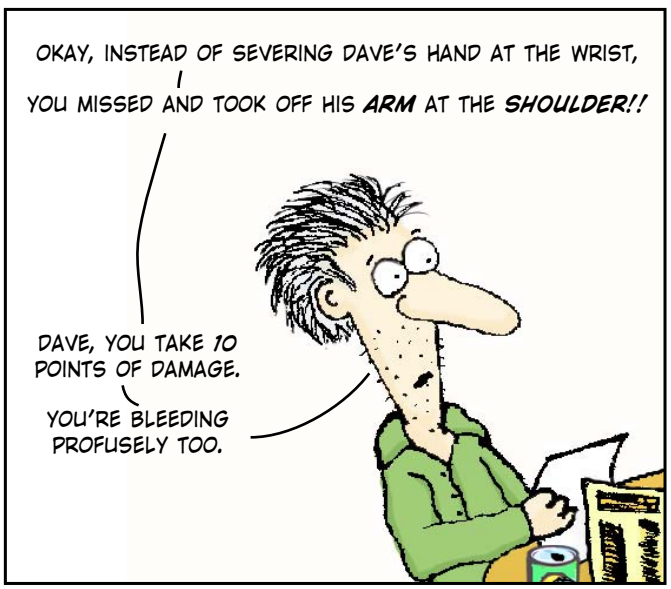

WELL, IF THAT'S THE WAY IT'S GONNA BE.
DAVE AND BRIAN WILL HAVE TO ROLL FOR INITIATIVE TO SEE WHO CAN HACK OFF THEIR OWN HAND THE QUICKEST. BRIAN GETS A +2 BONUS FOR USING AN AXE.
DAMN!!! ALL I HAVE IS THIS STUPID CROSSBOW! SOMEBODY LOAN ME A DAGGER.
HEY DON'T FORGET I'M USING MY HACKMASTER +12!!
YOU'RE ACTUALLY DUELING TO SEE WHO CAN MAIM THEMSELVES FIRST?
WON THE ROLL!! WON THE ROLL!!
DAVE IS STILL SAWIN' AWAY BUT MY HAND IS ALREADY LYING ON THE GROUND!!
HAR HAR — LOSER!!
DIE ORC!
MY HAND IS CUT OFF TOO!!!
I'M GOING TO WRESTLE WITH THE BIG OAF FOR IT! THAT HAND IS MINE!!
DIE
OKAY, WISE GUYS!!! WHICH HAND DID YOU EACH CUT OFF??
THE RIGHT, OR THE LEFT??
CRITICAL HITS
PLAYER CODE OF CONDUCT
USEFUL charts
UH...UH...BRIAN, WHICH HAND IS THE HAND OF VECTRA??
IS IT A LEFT HAND OR A RIGHT HAND?
WHAT'S WRONG DAVE??
A LITTLE RUSTY ON OUR KNOWLEDGE OF MAJOR ARTIFACTS AND RELICS??
TSSK, TSSK.
DIE ORC!
UH...UH...I CUT OFF MY LEFT HAND! NO, MY RIGHT. WAIT!! NO, THE LEFT.
DAMN. UH...ER...OKAY, OKAY, I CUT OFF MY RIGHT HAND!!!
HAR HAR!!! YOU BLEW IT BUDDY!!! OR SHOULD I SAY, STUBBY!! I'M AFRAID THAT'S A LEFTY ON THAT ALTAR.
DIE ORC!

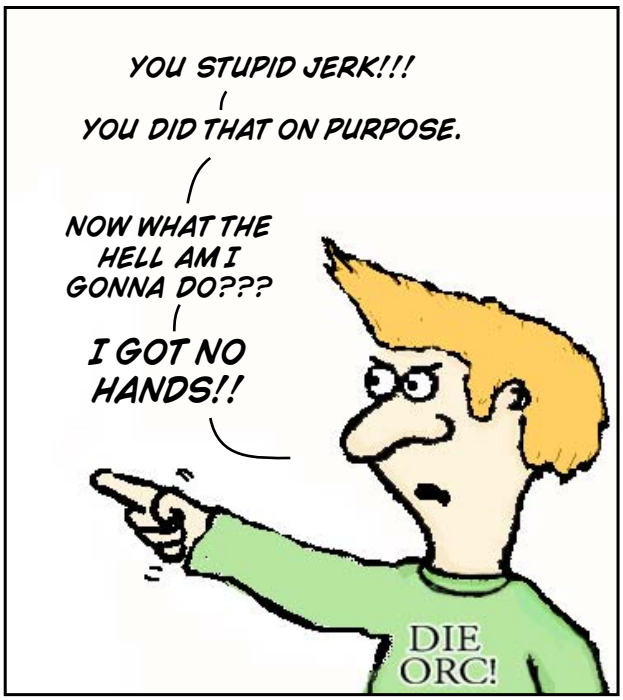

BRIAN'S RIGHT, DAVE.
THE HAND IS USELESS TO YOU!!!
LOOKS LIKE YOU GET THE HAND BRIAN.
WAIT!!!! I CAN'T LET THIS HAPPEN!!
PLAYER CODE OF CONDUCT
USEFUL charts
THAT HAND IS AN EVIL RELIC!!!
ITS POWERS CAN ONLY BE USED TO FURTHER EVIL!
MY CHARACTER IS LAWFUL GOOD AND HAS TAKEN A VOW TO FIGHT EVIL!!
I DRAW MY SWORD AND ATTEMPT TO STOP BRIAN!!!
SARA?? WHAT IN THE HELL ARE YOU DOING??? YOU'RE STANDING AGAINST ME??? HUH?!?
BRIAN, DON'T TAKE IT PERSONALLY. I'M JUST PLAYING MY CHARACTER. IF YOU ATTACH THAT HAND TO YOUR STUB YOU'LL BECOME AN AGENT OF EVIL. I CAN'T LET THAT HAPPEN.
AWWH, COME ON, SARA! WE'VE NEVER RAISED ARMS AGAINST EACH OTHER. STEP ASIDE.
UH, THOSE OF YOU WITH SEVERED HANDS LOSE 5 HIT POINTS PER ROUND.
PSST, PSST. HEY B.A. WHILE THEY ARE FIGHTING I'M GONNA GRAB THE HAND.
I'LL BACK YOU UP SARA!!! AS SOON AS I TIE OFF MY STUB.
DIE ORC!
HA HA!!! LISTEN UP NUMB DICE!!! WHILE YOU WERE BUSY CHOPPING OFF YOUR HANDS AND BICKERING I GRABBED THE HAND. LET'S PLAY A LITTLE GAME — SHALL WE?? IT'S CALLED, BOB'S ARTIFACT AUCTION!!! THE HAND GOES TO THE HIGHEST BIDDER. BIDDING STARTS AT 5,000 GP'S.
I'LL GIVE YOU 4,000 GP'S NOW AND I'LL THROW IN MY MAGIC COW.
BOB, I'LL GIVE YOU 6,000 GP'S IF YOU DESTROY IT RIGHT NOW!!
HERE'S A BID! MY FIST IN YOUR FACE, BOBBY-BOY!!! HAND OVER THAT HAND — NOW!!
HMMM... THIS IS GETTING INTERESTING.
DIE ORC!


HMMM...I GOTTA GO WITH ***DAVE'S*** BID. ***SORRY, SARA.*** BUT I'VE ALWAYS HAD MY EYE ON THAT COW. THROW IN THE ***DIAMOND-ENCRUSTED MAHOGANY YOKE*** AND THE ***SOLID GOLD BELL*** AND IT'S A DEAL DAVE.
YOU GOT A DEAL DUDE. WILL YOU HELP ME CUT MY ***OTHER*** HAND OFF? HERE, USE MY ***HACKMASTER*** +12.
DAVE, THINK ABOUT WHAT YOU'RE DOING!! I'M TELLING YOU THAT HAND IS ***EVIL.*** IT WILL ***DESTROY*** YOU!
I'M WARNING YOU BOB! I WANT THAT HAND. GIVE IT UP!
DAVE, BRIAN, BOTH OF YOU GUYS ARE STILL BLEEDING PRETTY BAD.
DIE ORC!

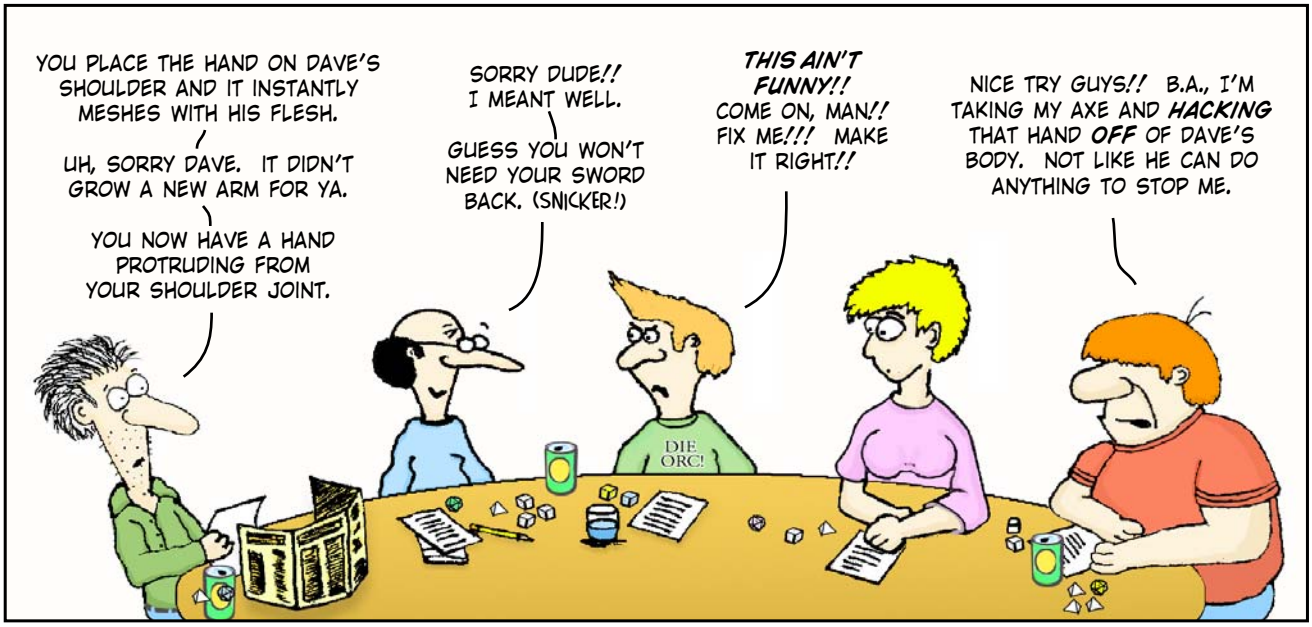

I'M TAKIN' DAVE'S SWORD AND HACKING HIS HAND OFF.
WELL, YOUR CHARACTER ISN'T PROFICIENT WITH A 2-HANDED SWORD BOB SO I'M GIVING YOU A -4 MODIFIER.
NO PROBLEM!! IF I MISS THE FIRST TIME, I'LL JUST TRY AGAIN.
EASY THERE BOB!! MAKE IT A CLEAN CUT!!
OH, I'VE GOT TO STOP THIS. BUT I HATE ATTACKING MY TEAM-MATES!
HOLD UP SARA. I HAVE A PLAN. BE PATIENT.
SHOOKA SHOOKA
DIE ORC!

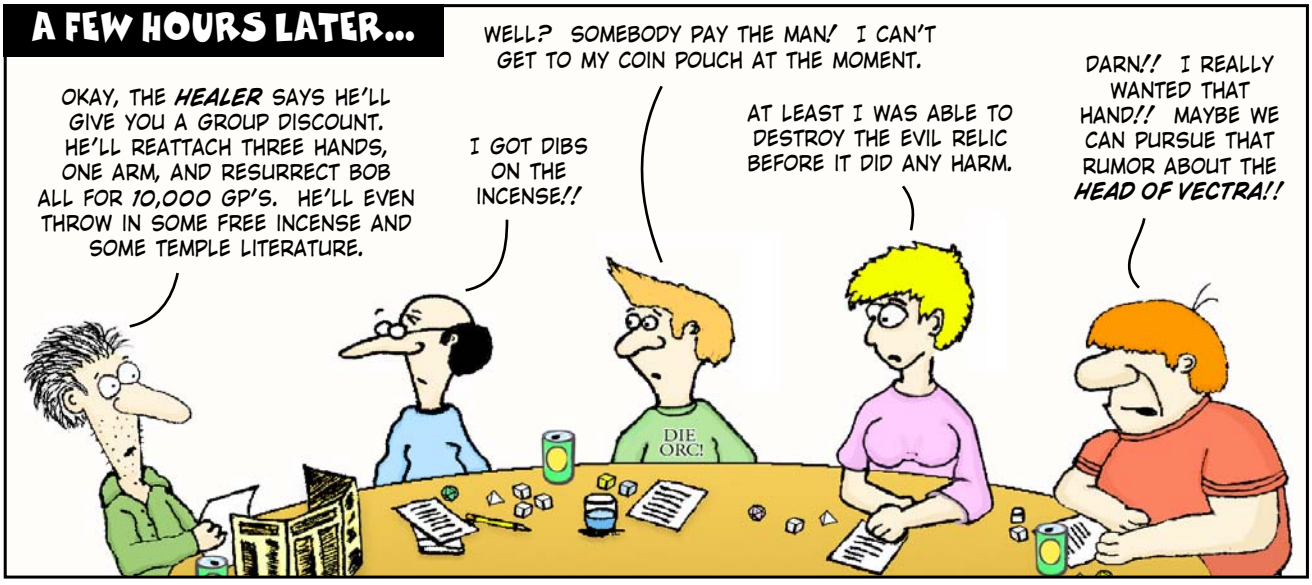

DAMN!!
I ROLLED A ONE!
A FUMBLE.


OKAY, INSTEAD OF SEVERING DAVE'S HAND AT THE WRIST,
YOU MISSED AND TOOK OFF HIS ***ARM*** AT THE ***SHOULDER!!***
DAVE, YOU TAKE *10* POINTS OF DAMAGE.
YOU'RE BLEEDING PROFUSELY TOO.


YOU STUPID JERK!!!
YOU DID THAT ON PURPOSE.
NOW WHAT THE HELL AM I GONNA DO???
I GOT NO HANDS!!
DIE ORC!


DUDE, RELAX!! I'M PICKING UP VECTRA'S HAND AND ATTACHING IT TO YOUR SHOULDER.
IT'S MAGICAL, AIN'T IT??
MAYBE IT WILL GROW A NEW ARM FOR YA!
WELL DO SOMETHING!!!
I FEEL EXPOSED HERE.
I CAN'T EVEN WIELD MY HACKMASTER +12.
(SIGH) ANOTHER POLAROID MOMENT COMING UP.
DIE ORC!


YOU PLACE THE HAND ON DAVE'S SHOULDER AND IT INSTANTLY MESHES WITH HIS FLESH.
UH, SORRY DAVE. IT DIDN'T GROW A NEW ARM FOR YA.
YOU NOW HAVE A HAND PROTRUDING FROM YOUR SHOULDER JOINT.
SORRY DUDE!! I MEANT WELL.
GUESS YOU WON'T NEED YOUR SWORD BACK. (SNICKER!)
THIS AIN'T FUNNY!! COME ON, MAN!! FIX ME!!! MAKE IT RIGHT!!
NICE TRY GUYS!! B.A., I'M TAKING MY AXE AND HACKING THAT HAND OFF OF DAVE'S BODY. NOT LIKE HE CAN DO ANYTHING TO STOP ME.
DIE ORC!


A FEW HOURS LATER...
OKAY, THE HEALER SAYS HE'LL GIVE YOU A GROUP DISCOUNT. HE'LL REATTACH THREE HANDS, ONE ARM, AND RESURRECT BOB ALL FOR 10,000 GP'S. HE'LL EVEN THROW IN SOME FREE INCENSE AND SOME TEMPLE LITERATURE.
I GOT DIBS ON THE INCENSE!!
WELL? SOMEBODY PAY THE MAN! I CAN'T GET TO MY COIN POUCH AT THE MOMENT.
AT LEAST I WAS ABLE TO DESTROY THE EVIL RELIC BEFORE IT DID ANY HARM.
DARN!! I REALLY WANTED THAT HAND!! MAYBE WE CAN PURSUE THAT RUMOR ABOUT THE HEAD OF VECTRA!!
DIE ORC!



Chapter Ten

Miscellaneous Rules

From time to time, you may need to make use of rules that don't apply directly to combat, character creation and so on. These 'miscellaneous' rules are compiled here.

Illumination

Adequate light is imperative in order to accurately target an opponent with missiles or to engage in melee. Ordinarily, this limits an attacker to choose a target within the illumination radius of a friend's or foe's torch, lantern or other light source.

The given illumination radii are a convenient approximation of "good light" that is adequate to read by and to perform other tasks dependant upon visual acuity.

Stepping beyond a candle's feeble 15-foot lumination radius does not, however, plunge one into absolute darkness. For all light sources, a shadowy region of dim light exists beyond the normal radius of illumination.

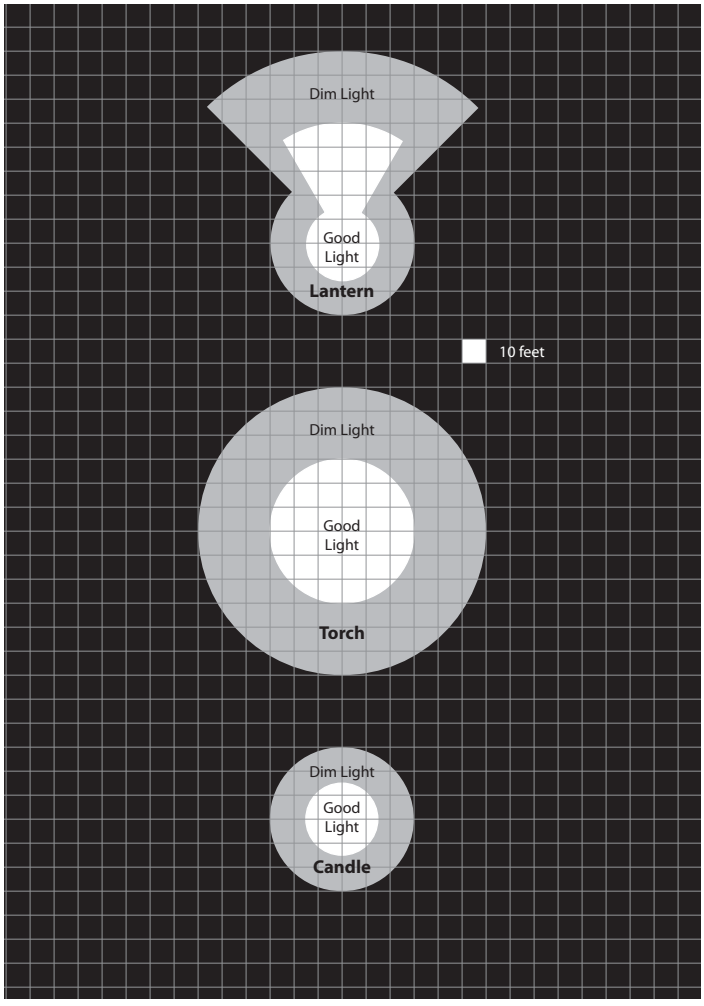
Within this region of dim light, all combatants suffer both -4 attack and -2 defense penalties.

Beyond this sphere of dim light, it is effectively pitch black. Fighting in such circumstances is extremely difficult and subject to both -8 attack and -4 defense penalties.

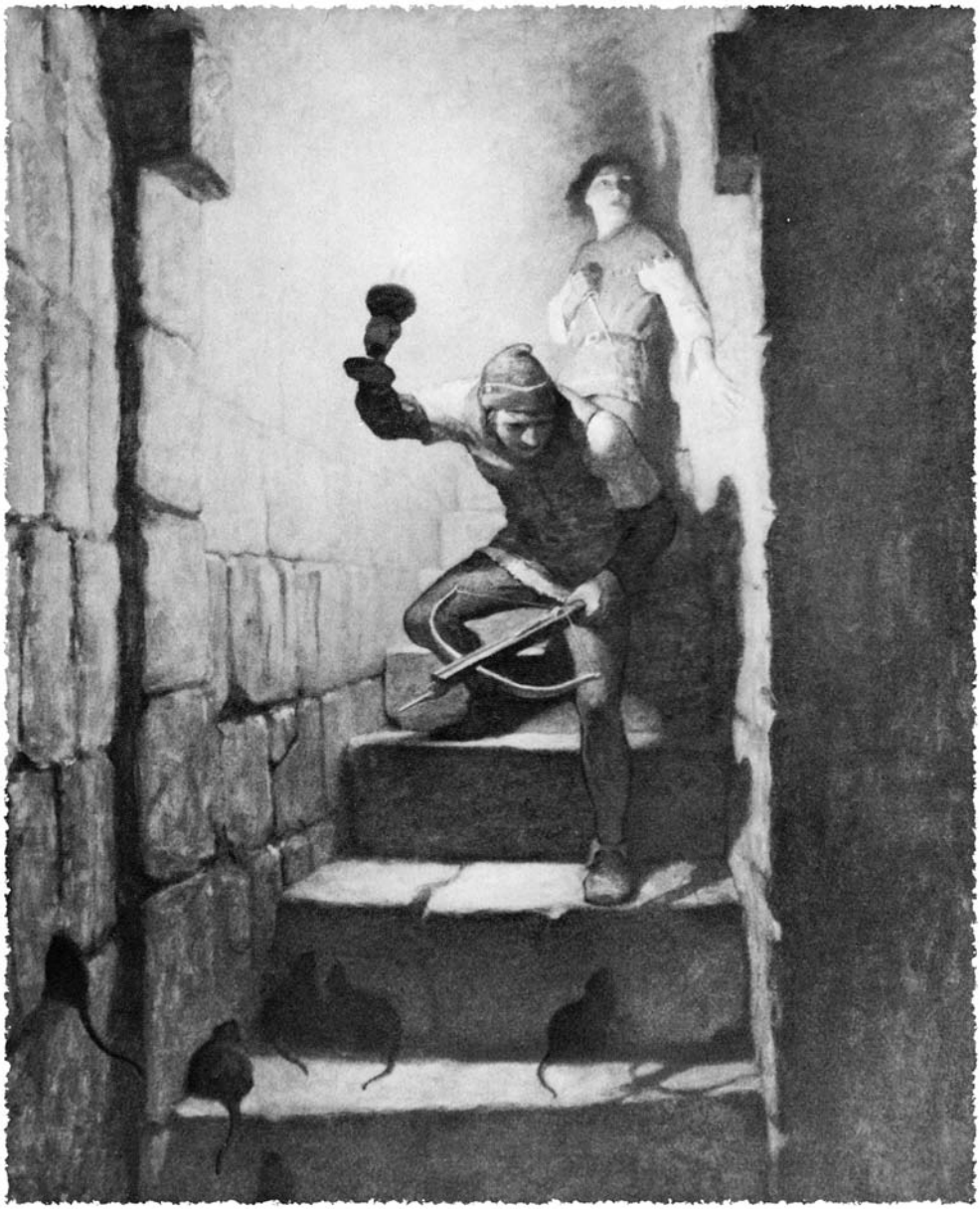
Low-Light Vision

Characters (and monsters) with low-light vision may operate without penalty in the region of dim, shadowy light created by any light source.

Such is the visual acuity of these individuals that they can still make out objects if within 120 feet of a torch or lantern. They are, however, subject to both -4 attack and -2 defense penalties in this extended range.



Light Source	Light shed	Dim (-4/-2)	Dark (-8/-4)	Burn Time	notes
Candle	15-ft-radius	15'1" to 30 ft	30'1" and up	6 hours	very easy to blow out
Lantern, miner's	15-ft-radius + 50 foot beam	*see illustration*	*see illustration*	9 hours *(per half pint of oil)*	
Torch	30-ft-radius	30'1" to 60 ft	60'1" and up	30 minutes	auxillary weapon use



Movement in Complete Darkness

While it is physically possible to sprint in complete darkness, this is an exceeding foolish maneuver. Those attempting such idiocy will likely run face first into a wall if not spared from such ignominy by simply disappearing into a pit and letting Darwinism take its natural course. Your GameMaster, of course, is in possession of rules to handle such situations.

The only safe movement rate in these circumstances is to proceed at a rate commensurate with crawling. However, if continuous contact is maintained with a wall, one may safely proceed at a walking pace.

Lighting Torches under Duress

Normally lighting a torch isn't a major concern. However, there may be instances wherein this becomes a critical concern such as when the party's lighting has been compromised as a prelude to or during a melee encounter.

In this case, flint & tinder must be found (d4p seconds) and the torch must then be ignited. Given the stress of the situation, this is not a given. This task requires d6p seconds and a successful Fire Building skill check (average difficulty). In the case of failure, subsequent checks may be made without additional penalties but each one requires an additional d6p seconds.

Once lit, the torch does not immediately provide good light. There is a delay of 2d6p seconds before illumination can be considered "good light". Until such time, the torch provides only "dim light" in a 30 foot radius.

Torches as Weapons

Torches are essentially a stick with a flammable rag wrapped around one end. They may be used in combat as an improvised weapon (in this case having a speed of 10) by thrusting it at an opponent.

The character wielding a torch must make a successful attack. At this point, the opponent must Give Ground or suffer 1d4p points of fire damage. Armor does not mitigate this wound.

Falling Damage

Falling characters suffer damage (when they hit the ground) as indicated on the chart.

Distance Fallen	Damage
1 -5 feet	d6p-3 (min. 1 point of damage)
up to 10 feet	d6p-1 (min. 1 point of damage)
up to 15 feet	2d6p
up to 20 feet	3d6p
up to 25 feet	2d12p
up to 30 feet	3d12p
up to 35 feet	4d12p
up to 40 feet	5d12p
up to 45 feet	6d12p
up to 50 feet	7d12p
up to 55 feet	8d12p
55'1" or more	9d12p

Note that these are unexpected falls onto hard stone. Any goof can safely lower himself into a 10 foot deep pit. Well, a human-sized goof anyway…

Falling Adjustments

Adjust the effective distance fallen as noted below (modifications from Character Actions and Surface Conditions are cumulative).

Character Actions:

Expected Fall: This involves such actions as consciously jumping into a pit. Reduce distance fallen by 10 feet.

Lowering First: If a character lowers himself over the edge, reduce the chart's distance fallen by 11 feet plus the character's height.

Surface Conditions:

Dirt Landing: If the character falls onto earth, topsoil or sand, reduce the chart's distance fallen by 5 feet.

Water Landing: Reduce the distance fallen by 15 feet.

Soft Landing: If falling onto piled hay or a similar cushioned surface, reduce distance fallen by 20 feet.

For example, Sir Dealaan the Hasty could purposely jump off a 30 foot tower (an Expected Fall, -10 feet) onto a large pile of hay (a Soft Landing, -20 feet) and suffer no damage. If he were pushed, he only receives the Soft Landing modifier (-20 feet) and suffers d6p-1 points of damage for a 10 foot fall.

If he is pushed off the tower onto open ground without any hay piles (a Dirt Landing, -5 feet), he suffers 2d12p damage. If, in a worst case scenario, the ground were covered in cobblestones, he would suffer the full 3d12p points of damage.

Armor: Armor absorption of damage vis-à-vis falling is an exclusive property of padded armor. Any other armor type does not permit damage reduction in this case.



Doors & Portcullises

As mentioned in ***Chapter 1: Character Creation***, opening doors or bending bars requires a Feat of Strength check. This is a competing d20p roll in which the character rolls a d20p and adds his Feat of Strength modifier while the GM rolls a d20p and adds the value for the object being acted upon.

Your GM is in possession of information with regards to typical values for obstructions.

Secret Doors

During the course of your character's adventures, he will undoubtedly come across entrances that others wish to remain hidden. These are known as concealed and secret doors, respectively.

Concealed doors are access points (they need not be actual doors, but can be windows, doorways, or other portals or openings) that have been covered. Examples include curtains covering an entrance, a rug over a trap door and so on. Discovering concealed doors generally involves searching behind the covering. If your character suspects that a wall hides a concealed door, either because you informed your GM that you plan to search an area or because something may seem askew and your character might have a chance to notice, your GM will call for a competing scrutiny check against the door (set by the quality of the concealment).

Secret doors, while similar in purpose, differ from concealed doors in that the portal or covering itself is designed such that it blends in with the surrounds. The classic spinning bookcase or stone door sealed tightly with a stone wall are examples of secret doors. Generally these doors will require your character to use close examination of a suspected area – again, your GM will call for a competing scrutiny check against the door (set by the quality of the secreting). Depending on the nature of the

door, your character may also need to discover an activation mechanism such as removing a loose stone or turning a wall sconce.

Healing Time

Without the intervention of divine aid or first aid, each wound heals in a number of rest days based on the amount of damage suffered. Thus, a 4 point wound takes 4 days of rest to regain a Hit Point and become a 3 point wound. After 3 more days of rest, another Hit Point returns and the injury becomes a 2 point wound. Note however that individual wounds heal in parallel. Thus a character with four individual 5 hit point wounds recovers in the same time as a character with a single wound of the same severity!

For example, let's postulate that Urgaz the dwarf survives a brigand attack. He takes three wounds in that scrape, one that causes 3 points of damage, one that causes 5 points and another trifling injury of just 1 HP.

Without access to first aid or curative magic, Urgaz needs to recuperate for six days on account of the 3 point wound (3+2+1=6), fifteen days for the 5 point wound (5+4+3+2+1=15) and one day for the 1 point wound. Of course, since all the wounds heal simultaneously, Urgaz should be completely healed in fifteen days.

While this may entail an extended period of downtime for characters suffering grievous injuries, you can take comfort in the fact that your wounds heal simultaneously.



Speeding Up Healing Time

Injured characters under the care of a first aid provider heal their wounds faster. This takes two forms: Critical Care and Nursing.

Critical Care provides the opportunity to immediately treat individual wounds and lessen their severity. If successful, it restores 1 hit point per wound. This can be particularly beneficial when an injured party has suffered a fair number of individually minor injuries.

Nursing allows natural healing to proceed at a quicker pace. *For example, a 4 Hit Point wound ordinarily takes 10 days (4+3+2+1 = 10) to heal. A first aid provider (of at least Novice mastery) can reduce this to 7 days (3+2+1+1=7). A Master of First Aid can even reduce a 4 Hit Point wound from 10 days to only 3¾ days (2+1+½+¼ = 3¾ days; i.e., 3 days and 18 hours).*

If your character's lucky enough to know a cleric, stay on his good side! Clerics have access to certain divine spells that allow them to heal wounds instantly. Hit Points restored from clerical healing apply to one wound at a time (cleric's choice). Any extra healing gets applied to another wound (again, cleric's choice). Certain magical potions also provide immediate or improved healing.

Money

All characters start off with some measure of a stake. Don't get attached to it — it's going to slip through your fingers like water through a sieve as you begin the expensive task of equipping yourself (see ***Chapter 6: Armor, Weapons & Equipment***). Without some type of income or support coming in to replenish your ever-shrinking coin purse your wanna-be hero isn't going to get too far.

More importantly you're going to have to fill your belly with food or risk starving (unless you're a ranger or possess the skills needed to live off the land). As you can already see, all this takes money — but how to get some?

Depending on your chosen profession (character class) you're going to have several options open to you. If you're a thief you can use your years of experience in the streets and carefully honed skills to lift some fat coin off of some unsuspecting NPC (or a fellow PC — nudge nudge) unfortunate enough to cross your path. If you're a cleric you might be able to say a few blessings for your supper for a wealthy noble family or a tavern full of locals. The charity of others can provide a decent living

for a talented individual. A fighter? Most bars and taverns hold pit-fights where you can take on any comers in hopes of winning the miserly purse awarded to the last man standing. But is this the life of a hero? – scratching for every copper coin he can get his hands on? Baaaah!

The real money is in treasure-hunting — also known affectionately by veteran players as dungeon crawling, lair-looting, treasure-trawling, occupied residence exploration, spoils-siphoning, etc. It is the process of using right and might to finance your adventuring career. But you can't do that very effectively without being properly outfitted – which of course requires funding.

It's a dilemma to be sure, but it is one you must quickly overcome. Use your creativity and make your hard-earned skills work for you. As a first level character you'll find it's going to be tough to survive all by your lonesome.

The sooner you can manage to hook up with some fellow dungeoneers (other player characters) and form a party, the better it will be for everyone's financial situation.

Coins, Money and the Economy

Silver is a metal found in sufficient abundance to permit widespread coinage, yet not so common as to be supplanted in common usage by gold. This means that the silver coin is the "trade standard" of commerce. Other coins in routine circulation are the copper piece (cp; worth 1/10 silver) and the gold piece (gp; worth 10 silver). One rarely sees the platinum piece (pp; worth 100 silver) in the hands of any but the wealthy.

Silver and copper coins approximate the size of a US quarter. Although physically somewhat larger than more valuable coins, their weight is identical (gold and platinum are far denser). Gold and platinum coins are approximately the size of a US nickel, but heavier (numismatists may equate them to the British gold sovereign).

In addition, small coins of brass or other trade metals (worth 1/10 copper) are minted in numerous principalities to facilitate everyday transactions. These coins are roughly the size of a US dime.

These are all approximations as each kingdom, or even sometimes each municipality, mint their own coins. This is important for you to understand as your GM will certainly use this as a lever to screw with you. Merchants will feign fear of authorities, pointing to the illegality of dealing in foreign currency. Their solution? Double the price to cover their risk and trouble, of course! Moneychangers and to a lesser extent, bankers and jewelers, might be the answer you need.

Moneychangers: Foreign coins can be exchanged for local denominations and higher or lesser value coins may be traded for a fee - typically 5% of the transaction. This is done through the aid of a moneychanger, of which there is certainly no shortage. Wherever money changes hands, be it the small roadside bazaar or a large city, the moneychangers are going to be found nearby. Most cities will require that local moneychangers purchase permits in order to legally do business (thus getting a piece of the action themselves). The implication is that those moneychangers with permits are somehow regulated or deemed to be trustworthy by the city. To make such an assumption would be a mistake. Most government officials (at all levels) are corrupt and not above taking bribes and payoffs. So care must be taken when dealing with the moneychanger. Short-changing and counterfeit or underweight coins are just a few of the many possible risks.

Jewelers: Jewelers and gem brokers are traditional venues for monetizing gems and jewelry. Again, they are businessmen and their aim is to make a healthy profit for themselves. If they can take advantage of a customer, they will. They typically offer 50% to 75% of the appraised value of the piece or stone. Some jewelers may appear to be more generous and offer 90%. However, it is almost certain they are intentionally under-appraising the gems/stones. Characters should carefully shop around whenever possible to determine which establishment offers them the best value.

Haggling and Bartering

There are no fixed price tags in HackMaster when it comes to merchants and their wares. Haggling and bartering is expected and even welcomed — especially on high value items. Haggling is a tricky dance and there are more than a few unspoken rules. Knowing just when you need to come down by a few silvers, go up or just walk away is an art form all in itself. Making a common beginner's misstep such as stubbornly refusing to yield on your offer can quickly offend the average merchant (who is more than likely to wave you away and refuse to do business with you at all).

Inflation in adventuring areas

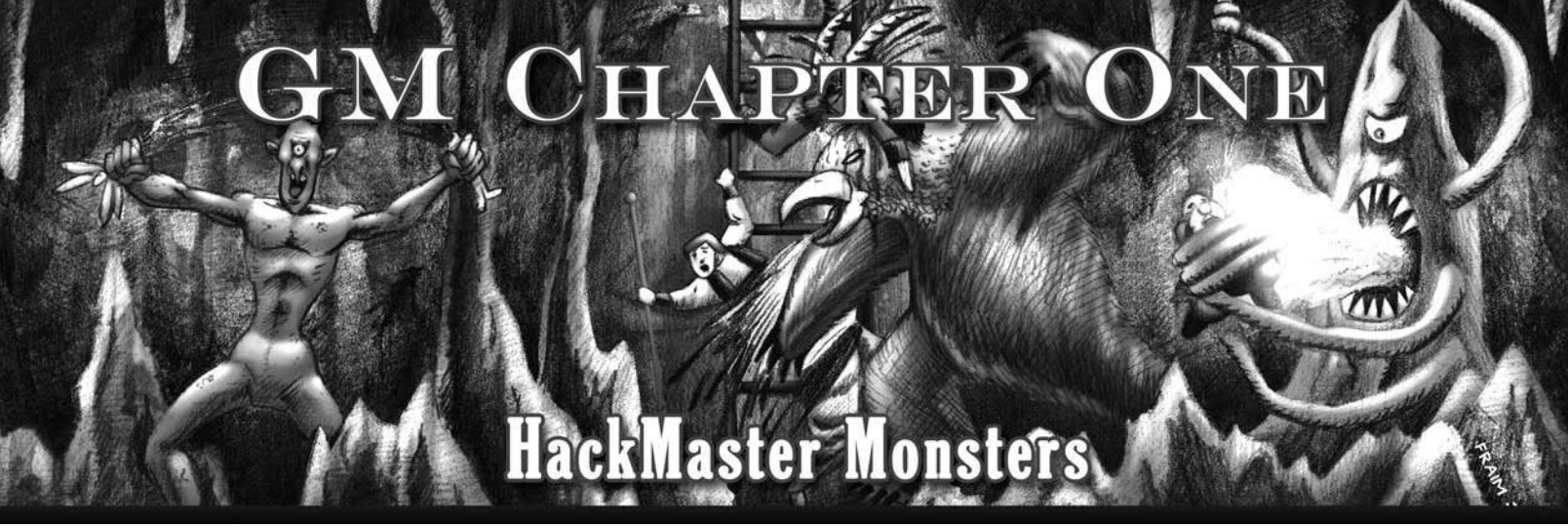
Inflation is defined as an increase in the volume of money relative to available goods. Thus when you strike it rich and bring your haul of thousands of silver pieces back to town, you are altering the balance between the supply of money and the supply of goods and services. You don't need Milton Friedman to tell you that this will cause the *relative value* of each unit of money to fall.

While big cities have a sufficiently large economy capable of absorbing this influx of currency, small frontier towns do not. Essentially, there is only a limited pool of manpower and goods available to employ or purchase regardless of how much treasure you possess. True, given time, people will migrate to the area thereby restoring the economic balance but that is a process that can take months or likely years. In the meantime you will simply have to accept higher prices.

A secondary and often unconsidered effect is that any large influx of treasure will serve to impoverish any formerly wealthy residents of the area. They must now compete with your hoard for limited resources. Do not be surprised if draconian taxes and levies are suddenly imposed or if your presence is no longer welcome despite good behavior and generous acts of charity.



GAMEMASTERS ONLY BEYOND THIS POINT



Every creature detailed here has been fully researched by our crack team of dedicated field scholars, and none are to be taken lightly. Even the most (seemingly) innocuous creature can be an effective challenge for the players, if utilized by a GM of clever and cunning mind - as I'm sure you are or you wouldn't be reading this book. The following introduction explains how to interpret the monster listings contained herein.

Explanatory Notes

Alignment: This is the typical alignment for the creature. Treat unintelligent monsters and animals as having Neutral alignment, if needed, since they behave purely on instinct.

Initiative: This number is added to any Initiative die roll. Quick and nimble monsters receive a bonus (negative numbers reduce their reaction time) while slow-witted or ponderous creatures are usually saddled with a penalty.

Speed: This statistic reveals how much time (in seconds) must pass before the creature can attack again after its last strike. For creatures with varied attack routines (e.g. the griffyn has a Speed 3 and lists 2@ 2d4p; 4d8p as damage), the attacks occur in sequence.

For instance, a griffyn makes its first attack for 2d4p potential damage on its Initiative die result. Three seconds later it again attacks for 2d4p potential damage and three more seconds later it attacks again, this time for 4d8p potential damage.

Reach: This lets you know at what distance the creature can strike. Reach is important because the unsurprised individual or monster with superior reach gets the opportunity to strike first.

As a GM, if you need to quickly calculate reach in feet, you can generally treat short as 2 feet, medium as 3 feet and long as 5 feet or if the monster carries a weapon, use its reach instead. If the latter is applicable, this information is annotated in the monster's statistics.

Attack: Monsters add this value to their d20p attack roll when striking an opponent. They also add this number to their d20p roll when making saving throws (*e.g.*, when attempting to resist the effects of a magical spell).

Damage: This value lists the damage a creature inflicts when it successfully lands a blow. For humanoid creatures wielding a weapon, the figure corresponds to the most likely weapon they are likely to employ. The creature's Strength score has been incorporated into this value.

Special Attack: Certain creatures have attacks that have ancillary effects other than Hit Point damage. These are listed here.

Weaknesses: Some creatures have unique or situational weaknesses that may affect an encounter. These are summarized in this block.

Defense: Monsters add this value to their d20p defense roll when defending against an opponent. Note that monsters listed with "Shield Use" as a special defense only receive a d20p-4 defense die when not employing a shield.

Special Defense: Certain creatures have defenses that have ancillary benefits other than a defense bonus. These are listed here.

Damage Reduction: Whether gained through body armor, an exoskeleton, bulk, the supernatural or sheer orneriness, this is the number by which the GM should reduce the damage of any successful hit inflicted upon the monster (a hit may be reduced to zero effective damage). Humanoids are listed with their most commonly worn armor incorporated into this figure.

Hit Points: Each creature possesses a range of Hit Points.

Threshold of Pain (ToP) Save: When struck by a single blow exceeding 40% of its maximum Hit Points, a creature must roll this figure or below on a d20 to avoid the debilitating effects of a grievous wound. Creatures with a value of "n/a" need never make a Threshold of Pain save.

For example, an orc with 28 Hit Points needs to make a Threshold of Pain save whenever it suffers 12 points of damage from a single hit (28 x 40% = 11.2, round up because 11 is insufficient to force a ToP save). Because orcs have a Damage Reduction value of 3, the actual blow must be for 15 or more points of damage. Thus if this orc is struck by a longsword for 15 points of damage (suffering 12 points of damage), it must then attempt a ToP save. The orc must roll 6 or below on a d20 or be rendered temporarily incapacitated. Refer to Chapter Nine: Combat for full rule mechanics in the context of melee.

Will Factor: This statistic is only listed for undead creatures. It is a both a measure of their ability to resist the will of clerics and an indication of the fortitude of their special attacks.

Size: This category summarizes the creature's physical mass and height (or length). Smaller creatures are far more susceptible to knock-backs resulting from massive blows (regardless of whether or not the blow bypasses the monster's 'damage reduction' statistic to cause damage).

Size Category	*Description*
T (tiny)	1'-2' in height or length (examples: giant rat, weasel)
S (small)	3'-4' in height/length (examples: halfling, kobold)
M (medium)	5'-7' in height/length and without significant girth (example: human)
L (large)	7'-10' in height [or shorter with appropriate bulk or girth] (examples: bugbear, gnole)
H (huge)	10'-16' in height (examples: griffyn, ogre)
G (gigantic)	16'-25' in height (example: hill giant)

Move: This is the creature's jogging speed (as a point of comparison, a human's move is 10 feet/second). Monsters can run or sprint with a proportional speed increase just as humans.

EPV: This is the number of Experience Points that should be awarded for defeating the monster.

Monster Descriptions

Ant, Giant

These foraging insects grow up to 2 feet long, but otherwise bear a remarkable similarity to their tiny kin. Unfortunately for mankind, giant ants have a proportionally larger appetite and they may scavenge food crops or tunnel into buildings in search of it. When foraging, giant ants may travel many miles from their nest, using scent trails to find their way back.

Fortunately, giant ant colonies usually contain only a few dozen individuals, instead of the thousands comprising a colony of normal ants. While not intelligent, they are sufficiently intuitive to solve simple problems (such as forming chains of individuals to bridge gaps over water and the like).

Ant, Giant Warrior

Ant warriors (all sterile females) can be distinguished from workers by their larger heads and mandibles. They are usually only encountered within an anthill (there being one Giant Warrior Ant for every five workers) or when their nest attacks a rival nest.

Should intruders threaten the queen, they swarm the attacking force and fight to the death. If they score a hit with their powerful mandibles, they receive a free secondary attack with their venomous stinger. If successful, their adversary must save versus virulence 10 poison or suffer 3d4p damage (a successful saving throw reduces damage to a mere d4p).

Barrow-wight

A dreadful creature, the barrow-wight is an animated corpse whose spirit was so evil in life that it continues its existence to wreak vengeance on the living. Many barrow-wights sullenly haunt their burial mound, deriving grim pleasure by killing despoilers of their tomb.

Other wights, with a more restless or purposeful spirit, dwell in a variety of dark and desolate abodes, at times serving an evil master even more powerful than themselves.

A barrow-wight sustains unlife by tapping dark energy. This permits a barrow-wight's chilling touch to drain Constitution equal to damage rolled (armor or other damage reduction notwithstanding).

Barrow-wights have tremendous ramage reduction, though thier DR is significantly reduced against silvered weapons.

Barrow-wights cannot tolerate the direct light of the sun for it

Ants, Giant	**Giant**	**Giant Warrior**
Initiative:	0	0
Speed:	8	5
Reach:	Short	Short
Attack:	+3	+5
Damage:	2d6p	2d8p
Special Attack:	None	Poison sting: 3d4p or d4p if save (Virulence Factor 10)
Defense:	+2	+2
Damage Reduction:	3	4
Hit Points:	5+2d8	10+3d8
ToP Save:	n/a	n/a
Size:	Tiny	Tiny
Move:	5 feet/second	5 feet/second
EPV:	40	100

incapacitates them, forcing them to immediately withdraw to a dark or shadowed locale. Even dim and shadowy sunlight (such as occurs at dusk, dawn or possibly even extremely overcast or stormy days) confers a -4 penalty to attack and defense rolls.



Barrow-Wight

Alignment:	Neutral Evil
Initiative:	-1
Speed:	10
Reach:	Medium
Attack:	+11
Damage:	2d4p
Special Attack:	Con drain equal to damage (save for half)
Weakness:	Sunlight
Defense:	+3
Special Defense:	can only be fully damaged by silvered weapons
Damage Reduction:	19 (10 vs. silvered weapons)
Hit Points:	27+4d8
ToP Save:	n/a
Will Factor:	12
Size:	Medium
Move:	10 feet/second
EPV:	792

Undead Energy Draining



Many varieties of the undead sap the life energy of mortals with their touch. This process, colloquially known as "energy draining", is reflected by ability score reductions commensurate with the damage inflicted. Characters may attempt a saving throw to mitigate this effect by rolling an opposed check (a d20p plus their *current* Constitution score) versus a d20p plus the undead creature's Will factor. A successful save reduces ability score reduction by half (rounded up).

Any creature whose ability score is reduced to zero from an energy draining attack perishes. Such a victim will rise from the grave the next day, a half-strength undead of the same type and under complete control of the undead that slew him. Lost ability points (for survivors) can be regained with rest; for each hour of complete rest, the victim may attempt a Con check (using his original, undrained Con score) against the undead's will factor. Success indicates one point returns. A critical failure (roll of one) indicates that the loss of that point is permanent. The process continues until all points have been returned (save any losses due to critical failures – these points are lost permanently).

Prior to complete rest, lost Dexterity points reduce Attack, Defense and penalize Initiative on a one-for-one basis. While it's true that this penalty is far greater than recalculating those scores based on the new Dexterity score, the added penalty reflects the victim's reliance on Dexterity he no longer possesses. Attempting moves of which he's no longer capable and so forth makes him even less effective than a character of like Dexterity reacting within his normal competence. Damage reduction due to Strength loss should be recalculated from the charts based on the new Strength score (a simple adjustment that can be made on the fly). Note that drained Constitution results in a loss of hit points on a one-for-one basis because the character's Constitution score has dropped (until rest returns some or all of the lost Constitution).

Bears

These sturdy quadrupeds have long shaggy hair, powerful forearms and hooked claws that can rip through flesh. They prefer forested and shrubby lands, but may also be found in fields and swamps. They are usually not aggressive unless threatened, though some bears may consider a character's mere presence to be a threat...

Bear, Black

The smallest species of the bear family, these black-furred omnivores stand about 2½ to 3 feet tall at the shoulder and typically weigh around 400 pounds. When rearing up on its hind legs, a black bear stands around 5 feet in height.

Bears	Black	Brown	Grizzly
Initiative:	-1	0	0
Speed:	4	4	4
Reach:	Short	Medium	Medium
Attack:	+8	+12	+16
Damage:	2d6p +4	2d6p +7	2d8p +9
Special Attack:	None	Hug (2d6p +7)	Hug (2d8p +9)
Defense:	-1	+3	+6
Damage Reduction:	9	11	13
Hit Points:	29+4d8	36+6d8	41+8d8
ToP Save:	11	12	12
Size:	Large	Large	Huge
Move:	20 feet/second	20 feet/second	20 feet/second
EPV:	417	792	1,425

This most common bear species feeds principally on plants, nuts, berries, tree bark and insects, but may become aggressive if a cub or their food supply is threatened. Only a fool believes he faces no danger where a bear is concerned.

Bear, Brown

A typical brown bear weighs in the vicinity of 600 pounds, is 3½ feet at the shoulder when on all fours and stands roughly 6½ feet tall on its hind legs. Like the black bear, it mostly eats vegetation, but supplements its diet with fish, caribou, bison and similar prey. It is much more temperamental than its smaller cousins and often stands and confronts opponents rather than fleeing.

If the brown bear attacks successfully with two consecutive claw attacks, it traps its opponent in a crushing hug, inflicting automatic damage thereafter every 4 seconds. The hug can be broken with a successful knock-back or Feat of Strength (*vs. d20p+16*). The latter can be attempted every 4 seconds after a victim has been enveloped in a hug attack. While trapped in a crushing hug, a victim can only attack with a dagger or knife.

Bear, Grizzly

The grizzly bear resembles a brown bear, only much larger and with elongated canine teeth. It stands over 5 feet tall at the shoulder (or more than 10 feet tall when standing upright) and easily weighs half a ton or more.

Although the grizzly bear can subsist on vegetation and insects, it has a distinct taste for meat (especially marrow). Young grizzlies can be mistaken at a distance for adult brown bears, but when viewing the maw up close and personal there can be no doubt what species it is.

If the grizzly bear successfully attacks with two consecutive claw attacks, the bear has trapped its opponent in a crushing hug, inflicting automatic damage thereafter every 4 seconds. The hug can be broken with a successful knock-back or Feat of Strength (*vs. d20p+18*). The latter can be attempted every 4 seconds after a victim has been enveloped in a hug attack. While trapped in a crushing hug, a victim can only attack with a dagger or knife.

Beetle, Giant

This roughly 3-foot-long insect has large mandibles that it uses to cut, crush and grasp food or enemies. Their antennae give them a strong olfactory sense. Although not carnivorous (they subsist on leaves, dung or carrion), it is territorial and fiercely defends its tiny dominion against intruders.

Most giant beetles are solitary, though anecdotal evidence hints at the existence of sizeable nests or colonies.

Beetle, Giant Fire

This beetle looks and acts much like the standard giant beetle, but with larger mandibles. Unlike its kin, however, giant fire beetles exhibit bioluminescence that emanates from two steadily glowing orange-yellow glands on their back and an

Beetles, Giant	Giant	Giant Fire
Initiative:	0	2
Speed:	10	12
Reach:	Short	Short
Attack:	+1	+1
Damage:	2d4p	4d4p
Special Attack:	none	none
Defense:	-1	-2
Damage Reduction:	3	3
Hit Points:	10+1d8	17+1d8
ToP Save:	n/a	n/a
Size:	Small	Small
Move:	5 feet/second	5 feet/second
EPV:	11	25

additional one on the abdomen. The light is sufficient to illuminate a 10-foot-radius and, even if the beetle dies, its organs continue to glow for 2d4p days. This makes the beetles highly sought-after for use in mining operations or for lighting the tunnels and cavern homes of various subterranean dwellers.

The giant fire beetle also has the ability to flex its body segments. If trapped on its back, this flexing propels it off the ground with an audible click, enabling it to right itself.

Boar

This wild pig has a thick, bristled coat ranging in color from gray to brown to black. A prominent ridge of hair runs down its back, earning it the nickname of razorback. Some people also call it a tusker, due to the two sharp tusks (3 to 12 inches long) that extend from its lower jaw. It has longer legs and a longer, straighter snout than domesticated pigs. An adult boar usually stands about 3 feet tall at the shoulder and weighs roughly 275 pounds.

Boars can be found in almost any region except for deserts and high mountain ranges. They guard their hunting territory with a savage ferocity. Though omnivores, they are aggressive feeders and may destroy crops, kill livestock and even unearth the dead in their search for food.

Boar

Initiative:	2
Speed:	10
Reach:	Short
Attack:	+6
Damage:	4d4p +4
Special Attack:	none
Defense:	0
Damage Reduction:	4
Hit Points:	25+3d8
ToP Save:	12
Size:	Medium
Move:	15 feet/second
EPV:	242

Bugbear

Members of this evil goblinoid race resemble their smaller goblin cousins, only with massive shoulders, thick fur, a nose with a prominent bridge and accompanying features vaguely reminiscent of a black bear. Despite their prodigious size and lumbering gait, they are stealthy hunters (possessing a mastery of 50 in both Hiding and Sneaking) and superb combatants who take pride in collecting trophies (usually skulls and treasure) from their victims.

Although reasonably intelligent, bugbears are not industrious like their smaller kin and are content to live in caves and ruins bullying weaker races. Females enter heat only after consuming an infant or small child (of any race), causing males to enter villages or farmhouses and whisk away children. In human lands, bugbears are sometimes known as bogeymen.

Bugbear

Alignment:	Chaotic Evil
Initiative:	-1
Speed:	10
Reach:	Long *or by weapon +1 foot*
Attack:	+7
Damage:	2d8p +4 (morning star)
Special Attack:	none
Defense:	0 (+6 with medium shield)
Special Defense:	Shield use
Damage Reduction:	6 (armor & hide)
Hit Points:	32+3d8
ToP Save:	8
Size:	Large
Move:	10 feet/second
EPV:	175

Centaur

The centaurs are a race of woodland creatures with the lower body of a horse and the upper body of a man or woman (females are called centaurides). While generally loyal and brave, centaurs can be very aggressive if intruders venture into their territory. They are keen astronomers and many of them claim to have the gift of prophecy.

Centaur

Alignment:	Chaotic Good
Initiative:	-1
Speed:	10 (or by weapon)
Reach:	Medium *or by weapon +1 foot*
Attack:	+8
Damage:	+3 (weapon), 4d4p (hooves)
Special Attack:	hoof attacks (may either attack with both hooves or one weapon)
Defense:	5 (+11 with medium shield)
Special Defense:	Shield use
Damage Reduction:	7
Hit Points:	28+4d8
ToP Save:	7
Size:	Large
Move:	30 feet/second
EPV:	325

Centipede, Giant

This predatory arthropod uses its venomous bite to hunt small reptiles, rodents and amphibians. It is nocturnal, preferring to spend its days hidden in moist soil and leaf litter, under stones and deadwood, and inside rotting logs. When disturbed or hungry, it aggressively attacks creatures far larger than itself.

Centipede, Giant

Initiative:	-1
Speed:	5
Reach:	Short
Attack:	0
Damage:	none
Special Attack:	Poison (virulence factor 5)
Defense:	+1
Damage Reduction:	0
Hit Points:	1d4
ToP Save:	n/a
Size:	Tiny
Move:	5 feet/second
EPV:	14

Dog

Domesticated dogs are valued primarily for their keen sense of smell, speed and consequent ability to aid in hunting. Wild dogs can be distinguished by their curled tails and relatively shorter and stouter legs and snouts.

Dog, Guard

Guard dogs have been bred and trained for aggression. The average guard dog is solidly built, with a short coat and forelegs set wide apart. They stand over 3 feet tall at the withers and weigh between 100 to 200 pounds.

Dogs	**Standard**	**Guard**
Initiative:	-2	-2
Speed:	10	10
Reach:	Short	Short
Attack:	+2	+3
Damage:	1d4p +1	2d4p +2
Special Attack:	none	none
Defense:	+4	+3
Damage Reduction:	2	2
Hit Points:	16+1d8	21+2d8
ToP Save:	7	9
Size:	Medium	Medium
Move:	20 feet/second	20 feet/second
EPV:	22	84

Gargoyle

Gargoyles resemble statuary, thanks to a gray stony hide and penchant for remaining motionless until attacking. They have four arms, wings and a tail, and their features (specifically the hideous face, horns and clawed talons) evoke a nefarian visage. Only silvered weapons are truly effective vs. gargoyles.

Gargoyle

Alignment:	Chaotic Evil
Initiative:	-2
Speed:	2
Reach:	Short
Attack:	+8
Damage:	2d4p +4
Special Attack:	none
Defense:	+1
Special Defense:	flying
Damage Reduction:	15 (5 vs. silvered weapons)
Hit Points:	24+4d8
ToP Save:	n/a
Size:	Medium
Move:	10 feet/second (both flying & walking)
EPV:	417



Ghast

These fearsome undead creatures are powerfully built humanoids with only two small slits where a nose would be, and skin that is pale, hairless, rough and knotty. Their legs are large and powerful, causing them to run with a slight hopping motion.

Ghasts prefer to dwell in darkness, shunning daylight. Ghasts exist to devour flesh, feasting on putrid corpses when no fresh prey is available. They strongly reek of a charnel house and their touch causes violent illness. Their stench is so putrid that all within 20 feet of them must make an opposed Constitution check (Con plus d20p) versus a d20p plus the ghast's Will Factor or lose 2d4p Strength for a like number of minutes (reduction to zero indicates the victim is immobilized with weakness).

Further, their touch causes vomiting to those who fail an opposed Constitution check, lasting 2d4p minutes; treat the illness like a Threshold of Pain check failure for the duration (character can take no action).

Ghast

Alignment:	Neutral Evil
Initiative:	1
Speed:	3
Reach:	Short
Attack:	+7
Damage:	2 @2d4p+2 each; 2d8p
Special Attack:	stench, cause illness
Defense:	+1
Damage Reduction:	3
Hit Points:	25+4d8
ToP Save:	n/a
Will Factor:	9
Size:	Medium
Move:	15 feet/second
EPV:	425

Ghoul

This voracious monster is a human or demi-human corpse that hungers for the raw flesh of living creatures. Ghouls are both speedy and intelligent, but possess no knowledge of their former life.

Any creature touched by a ghoul must make an opposed Wisdom check versus the ghoul's Will Factor or be paralyzed with fear for 2d4p minutes. While chasing prey, a ghoul may emit a guttural growling sound to frighten its quarry. It is, however, capable of intelligible speech.

Ghoul

Alignment:	Nuetral Evil
Initiative:	-1
Speed:	3
Reach:	Short
Attack:	+6
Damage:	2 @ 2d4p each; 2d6p
Special Attack:	cause paralysis
Defense:	+1
Damage Reduction:	3
Hit Points:	24+2d8
ToP Save:	n/a
Will Factor:	6
Size:	Medium
Move:	15 feet/second
EPV:	290

Giant, Hill

Members of this brutish race dwell in the foothills of mountain ranges and resemble humans of prodigious size. They are relatively unintelligent and rustic, dressing only in loincloths of animal skin and fur, and bearing clubs and rocks as weapons. Hill giants may also attack with fist or foot for 2d4p+6 points of damage, or hurl rocks (with a +5 bonus to hit) for 3d4p+8 points of damage.

Giant, Hill

Alignment:	Chaotic Evil
Initiative:	3
Speed:	10
Reach:	Long
Attack:	+16
Damage:	4d6p +8
Special Attack:	hurl rocks
Defense:	+7
Special Defense:	none
Damage Reduction:	6
Hit Points:	47+8d8
ToP Save:	10
Size:	Giant
Move:	15 feet/second
EPV:	1,425

Gnole

These carnivorous hunters and scavengers possess canine-like heads, feet and bodies, though they walk upright on two legs. They are nocturnal by nature, but are unimpaired by bright light. The average adult gnole stands 6½ to 7 feet tall.

Gnoles are both extremely lazy and quite stupid in comparison to other sapient races. They dwell in marauding gangs that prefer to steal and plunder from targets of opportunity, rather than toil in honest labor.

Their emotional responses tend to be raw and unchecked, much like an animal, leading to impulsive and counterproductive actions - such as slaughtering otherwise useful slaves in a fit of rage and so on.

Gnole

Alignment:	Chaotic Evil
Initiative:	4
Speed:	11
Reach:	Long *or by weapon +1 foot*
Attack:	+5
Damage:	2d8p +3 (flail)
Special Attack:	none
Defense:	-4 (+2 with medium shield)
Special Defense:	Shield use
Damage Reduction:	6 (armor & hide)
Hit Points:	30+2d8
ToP Save:	7
Size:	Large
Move:	15 feet/second
EPV:	122

Goblin

These small, savage humanoids have narrow snouts, brownish skin and sharp teeth for tearing into meat. They typically stand about 3½ to 4 feet tall. Goblins prefer to dwell underground, which frequently brings them into conflict with the dwarves with whom they compete for territory.

They loathe all other creatures, though they have been known to ally with kobolds and hobgoblins (the former as servants and the latter as masters).



Goblin

Alignment:	Lawful Evil
Initiative:	3
Speed:	8
Reach:	Short *or by weapon -1 foot*
Attack:	+3
Damage:	2d6p -1 (short sword)
Special Attack:	none
Defense:	+2 (+6 with small shield)
Special Defense:	Shield use
Damage Reduction:	2 (armor)
Hit Points:	17+1d6
ToP Save:	6
Size:	Small
Move:	5 feet/second
EPV:	22

Griffyn

This majestic creature combines the hindquarters of a lion with the wings, head and powerful beak of an eagle. Both the males and females of the species have eagle-like forelegs, but only the female has elongated cat-like ears on her otherwise aquiline head. A typical griffyn stands about 4 feet tall at the shoulder, with a body length of around 8 feet (not counting its long tail). A griffyn can fly even when grasping a creature in its talons. It is a scavenger by nature and eats carrion as readily as live prey.

Griffyn

Initiative:	-2
Speed:	3
Reach:	Short
Attack:	+14
Damage:	2@ 2d4p; 4d8p
Special Attack:	none
Defense:	+6
Special Defense:	flying
Damage Reduction:	7
Hit Points:	25+7d8
ToP Save:	6
Size:	Large
Move:	fly 35 ft/sec., ground 10 ft./sec.
EPV:	1,075

Harpy

The harpy appears to be a human female with the lower body of an eagle, possessing wings and (usually) arms. A harpy's features may be beautiful, hideous or even rather plain looking, but malice and cruelty lurk beneath them all. They are quite sharp-tongued, both physically and figuratively, and enjoy both taunting and torturing equally. Harpies are also skilled singers, whose songs have the power to charm all who hear them. This song works as the Charm spell, but its effect is not broken by damage inflicted. The victim should attempt an opposed save immediately upon hearing a harpy sing, with the harpy rolling d20p+10. Only one save is needed per encounter.

Harpy

Alignment:	Chaotic Evil
Initiative:	-2
Speed:	5
Reach:	Medium
Attack:	+8
Damage:	2@ 2d6p (talons); d6p+d4p+4 (club)
Special Attack:	Charm song (+10)
Defense:	+3
Special Defense:	flying
Damage Reduction:	2
Hit Points:	18+3d8
ToP Save:	4
Size:	Medium
Move:	fly 25 ft/sec., ground 5 ft/sec
EPV:	575

Hippogriff

This offspring of a griffyn and a mare has the feathered body of a horse, taloned forefeet and the head of an eagle. A muscular pair of wings stretches back from its shoulders. An omnivore, the hippogriff attacks with sharp claws and hooked beak.

Hippogriff

Initiative:	-1
Speed:	3
Reach:	Short
Attack:	+9
Damage:	2@ 2d6p (talons); 2d10p (bite)
Special Attack:	none
Defense:	+2
Special Defense:	flying
Damage Reduction:	3
Hit Points:	30+3d8
ToP Save:	7
Size:	Large
Move:	fly 40 ft/sec.; ground 10 ft/sec.
EPV:	492



Hobgoblin

Larger, stronger and more menacing than their smaller goblin cousins, hobgoblins are the bane of many human and demi-human kingdoms. They have leathery skin of a deep red, brown or ebony, with pointed teeth and ears, flat noses, prominent brows, long black hair and penetrating yellow-irised eyes. An average male stands about 6½ feet tall.

Unlike more simple-minded monsters that dwell in their own filth, hobgoblins have well-organized, militaristic kingdoms that hold firm to their core values of strength and honor. A hobgoblin considers violence to be an acceptable solution to every problem, providing that such an action does not break an oath or tarnish his honor in some way.

Hobgoblin

Alignment:	Lawful Evil
Initiative:	2
Speed:	10
Reach:	Medium *or by weapon*
Attack:	+5
Damage:	2d8p +1 (longsword)
Special Attack:	none
Defense:	-2 (+4 with medium shield)
Special Defense:	Shield use
Damage Reduction:	4 (armor)
Hit Points:	22+1d10
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	67



Hydra

With a body like a huge lizard and sprouting four to twelve heads atop snake-like necks, the hydra is a fearsome sight to behold. When hunting, the hydra simply waits in hiding for prey to pass by, and then attacks. If the prey manages to flee, the hydra follows, using its forked tongues to smell the air and track its meal. Hydras can be found in all sorts of climes, with most making their homes in mountain or woodland caves.

Hydra, Aquatic Worm

This bizarre creature has a stony, snake-like body with four to twelve fleshy heads budding from long, worm-like necks. Each of the protruding heads and necks is of a different color and are so dissimilar that they seem to be from separate creatures. Roughly 1 to 2 feet below each head appear two vestigial limbs or tentacles. Each head has a different method of attack, although the creature can only attack with three heads simultaneously. Roll a d6 on the table to the right to determine head and attack type or devise your own.



Hydra, Aquatic Worm Body Style Chart

Head Type	
1	Standard hydra
2	Crustacean-like
3	Lizard-like
4	Spiny-crested
5	Sharp-toothed
6	Multi-eyed with d6 tentacles

Attack type	
1-2	Bite (as standard hydra)
3	Grab (reroll for secondary attack mode). Grab does no damage but facilitates automatic hit with secondary attack mode every 10 seconds. Can only break hold with knock-back to the head or Feat of Strength value (*vs. d20p+12*).
4	Breathes fire at one target for 2d8p damage. Dex save versus d20p + hydra attack value results in ½ damage.
5	Paralyzing sting; Con save required versus d20 + hydra attack value to avoid paralysis for for 2d8p hours.
6	Acidic spittle directed at one target for 2d8p damage. Dex save versus d20p + hydra attack value results in no damage.

Color	
1	Golden
2	Red
3	Yellow
4	Blue
5	Purple
6	Green

Hydras	**Hydra**	**Aquatic Worm**
Alignment:	Non	Non
Initiative:	8 (-1 per head)	8 (-1 per head)
Speed:	10 ÷ # heads (spread attacks evenly)	10 ÷ # heads (spread attacks evenly)
Reach:	Long	Long
Attack:	+2 per head	+2 per head
Damage:	2d8p+x per head (x=# of heads)	2d8p+x per head (x=# heads) or special
Special Attack:	may attack multiple opponents	may attack multiple opponents
Defense:	+2 (body), +10 (head)	+7 (body), +12 (head)
Damage Reduction:	10 (body), 5 (head)	7 (body), 4 (head)
Hit Points:	45 + 4d8 per head	40 +3d8 per head
ToP Save:	8 (body), n/a for head	8 (body), n/a for head
Size:	Enormous	Giant
Move:	10 feet/second	10 feet/second; 20 feet/second (swim)
EPV:	*varies by no. of heads*: (4)=492, (5)=675, (6)=925, (7)=1242, (8)=1625, (9)=2075, (10)=2592, (11)=3175, (12)=3825	*varies by no. of heads*: (4)=492, (5)=675, (6)=925, (7)=1242, (8)=1625, (9)=2075, (10)=2592, (11)=3175, (12)=3825

Imp

This nefarious being resembles a small human child albeit it with reddish skin, goat-like legs, a long barbed tail, two tiny horns, small pointed fangs and bat-like wings. Imps are not native to this world. Evil priests and wizards can summon them to aid in their quests, for magical experiments or for use as familiars.

Imps are quite clever and enjoy spreading mischief and causing trouble for everyone, even those who summoned them. Imps prefer to avoid fights, but if cornered, they bite and scratch with their claws or attack with a barbed tail that injects a painful paralysis inducing poison (requiring a successful Constitution save versus d20p+5 to avoid paralysis for 2d12p hours).

Imp

Alignment:	Lawful Evil
Initiative:	-4
Speed:	2
Reach:	Short
Attack:	+5
Damage:	2@ 2d3p-3 (claw, claw) or d4p (bite) or 1 (tail)
Special Attack:	poison
Defense:	+6
Special Defense:	flying
Damage Reduction:	13 (4 vs. silvered weapons)
Hit Points:	8+2d4
ToP Save:	n/a
Size:	Tiny
Move:	5 feet/second; 20 feet/second (fly)
EPV:	242



Kobold

These hairless, bipedal canines have small pointy tails and imp-like horns. They prefer to live in caves, gloomy woodlands and other dank places. Kobolds hate halflings intensely and attack them first if possible. Most stand about 3 feet tall.

Kobold

Alignment:	Lawful Evil
Initiative:	3
Speed:	6
Reach:	Short *or by weapon -1 foot*
Attack:	+2
Damage:	2d4p -3 (dagger)
Special Attack:	none
Defense:	+4 (+8 with small shield)
Special Defense:	Shield use
Damage Reduction:	2 (armor, hide)
Hit Points:	13+1d4
ToP Save:	4
Size:	Small
Move:	5 feet/second
EPV:	17

Lion

Lions attack with their claws followed by biting once they've grasped their prey. Once it has successfully attacked with both claws, it has grabbed its quarry and automatically inflicts a bite attack for 2d6p+6 damage every 5 seconds thereafter.

A lion's grip can be broken with a successful knock-back or Feat of Strength (*vs. d20p+14*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a dagger or knife. Lions fight to take down prey, defend their territory or protect themselves.

Lion

Initiative:	-3
Speed:	5
Reach:	Medium
Attack:	+9
Damage:	2@ 2d4p +4 (claw attacks)
Special Attack:	2d6p +6 (bite)
Defense:	+4
Damage Reduction:	4
Hit Points:	25+4d8
ToP Save:	6
Size:	Large
Move:	20 feet/second
EPV:	492

Lizard Man

These bipedal, man-sized reptiles have hides ranging from dark green to yellow and stand about 5 to 6 feet tall, not counting a 3 to 4 foot long tail.

Lizard man tribes vary in sophistication, with the more advanced living in communities where they dwell in simple huts of wood, bamboo and other materials native to the area. Less sophisticated tribes often opt to live in caves. All lizardmen prefer to inhabit wetlands.

Members of a particular tribe show similar coloration, plumes, frills and so on. Though they sometimes learn to speak a local human language for trade purposes, lizard men communicate with each other in their own strange tongue consisting of a wide variety of hisses, barks, chirps and whistles.

They subsist mainly on small mammals and other reptiles, but those few who have tasted man-flesh have been known to develop a taste for it, kidnapping travelers and dragging them into the swamps to be eaten.

Lizard Man

Alignment:	Neutral (with CE tendencies)
Initiative:	0
Speed:	9
Reach:	Medium *or by weapon*
Attack:	+3
Damage:	2d8p +2 (morning star)
Special Attack:	none
Defense:	0 (+6 with medium shield)
Special Defense:	Shield use
Damage Reduction:	2
Hit Points:	21+2d8
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	45

Medusa

This monstrous creature appears to be a human female whose 'hair' consists of a nest of tiny, writhing, poisonous asps. Every living creature that meets her gaze turns to inanimate stone (save against d20 +12). Whether a medusa's appearance is beautiful, hideous or merely plain, she cannot dwell safely among other creatures and so is forced to live in isolated caves or ruins. The forced solitude reinforces a self-pitying madness, and so she delights in the death or petrifaction of all who approach her. A medusa's snake hair alerts her to danger, meaning she cannot be backstabbed or flanked. Medusa's roll one lower die for initiative.

Medusa

Alignment:	Neutral Evil
Initiative:	-4
Speed:	7
Reach:	Short *or by weapon*
Attack:	+9
Damage:	2d4p (dagger) or 1 (bite from asp hair)
Special Attack:	gaze turns to stone; poisonous asp hair (virulence factor 8)
Defense:	0
Special Defense:	cannot be backstabbed or flanked
Damage Reduction:	0
Hit Points:	18+6d8
ToP Save:	3
Size:	Medium
Move:	10 feet/second
EPV:	1200

Minotaur

These intelligent, carnivorous man-eaters usually have the body of an extremely muscular man and the head of a horned bull, though some may have hooves instead of feet, and short, sleek fur instead of skin. The average minotaur stands about 8 feet tall. Their age can be determined by the color of the horns, as they grow darker with age.

Minotaurs live in caves or abandoned ruins. If they opt to reside permanently in a given location, minotaurs are seemingly compelled to transform their dwelling into a maze – its complexity being a good indication of the length of occupation.

Minotaur

Alignment:	Chaotic Evil
Initiative:	-1
Speed:	7
Reach:	Long *or by weapon +1 foot*
Attack:	+11
Damage:	4d3p+6 (battle axe), 4d4p (horns)
Special Attack:	none
Defense:	+3
Special Defense:	Listening maser 85%
Damage Reduction:	6
Hit Points:	32+6d8
ToP Save:	9
Size:	Large
Move:	15 feet/second
EPV:	675

Mountain Lion

Mountain lions fight only to take down prey, defend their territory or defend themselves. They attack with their claws followed by biting once they've grasped their prey. Once it has successfully attacked with both claws, it has grabbed its quarry and automatically inflicts a bite attack for 2d6p+6 damage every 5 seconds thereafter. Their grip can be broken with a successful knock-back or Feat of Strength (*vs. d20p+12*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a dagger or knife.

Mountain Lion

Initiative:	-3
Speed:	5
Reach:	Medium
Attack:	+7
Damage:	2@ 2d4p+2 (claw attacks)
Special Attack:	2d6p +6 (bite)
Defense:	+4
Damage Reduction:	3
Hit Points:	20+2d8
ToP Save:	5
Size:	Medium
Move:	25 feet/second
EPV:	350

Mummy

These undead corpses rise from their sarcophagi to enact vengeance on those who violated their place of rest. Mummies are easily distinguishable from other undead, since their bodies were preserved with various spices and chemicals, with their head, body and limbs wrapped from head to toe in strips of white cloth. The natural decay of the cloth, along with the movement of an active mummy, causes the strips to fall away in several places, revealing withered flesh beneath.

The mere touch of a mummy is enough to inflict a rotting disease on its foe; the victim must make an opposed Con check (Con plus d20p) versus a d20p plus the mummy's Will Factor or contract a rotting disease. Once contracted, Mummy Rot forces the victim to make another opposed Con check each day. Failure indicates the loss of one point of Constitution; the next failure causes a loss of Looks, then back to Constitution and so forth.

Once a character's Constitution drops to zero, he dies. Mummy Rot can only be cured magically by a cleric's Cure Disease spell where the cleric makes a successful turn check against the mummy's Will Factor. Lost ability points (for survivors) can be regained with rest; for each day of complete rest, the victim may attempt a Con check (using his original, undrained Con score) against the mummy's Will Factor. Success indicates one point returns. A critical failure (roll of one) indicates that the loss of that point is permanent.

The process continues until all points have been returned (save any losses due to critical failures – these points are lost permanently).

Mummy

Alignment:	Lawful Evil
Initiative:	5
Speed:	7
Reach:	Short
Attack:	+16
Damage:	2d8p +9
Special Attack:	mummy rot disease
Defense:	+7
Damage Reduction:	24 (14 vs. silvered weapons)
Hit Points:	28+6d8
ToP Save:	n/a
Will Factor:	16
Size:	Medium
Move:	5 feet/second
EPV:	1,425

Ogre

Ogres are fierce, brutish fighters possessing immense strength, but little intelligence. The average male ogre stands at or near 9 feet tall or more. They employ large, oversized weapons, but have also been known to fight barehanded, pummeling their victims with their large fists (1d6p+6 damage, Speed 5). Ogre skin color varies, though most ogres are brownish-grey in color.

Ogre

Alignment:	Chaotic Evil
Initiative:	4
Speed:	8
Reach:	Long *or by weapon +1 feet*
Attack:	+5
Damage:	2d10p +6 (large club or two-handed sword)
Special Attack:	none
Defense:	-1 (+5 with medium shield)
Special Defense:	Shield use
Damage Reduction:	4 (thick hide)
Hit Points:	34+4d8
ToP Save:	9
Size:	Huge
Move:	15 feet/second
EPV:	242

Ogres are known mercenary fighters, and for a price, are often found as guards for other evil humanoids or humans. They often work cooperatively with orcs (whom they share some kinship with, but may bully or work for treasure) or subserviently to giants (as little better than or actually as slaves).

Orc

These evil humanoids are bred and trained for warfare. They vary in height, but average roughly 6 feet tall, although their stooped nature makes it hard to tell. Their skin ranges in color and shades, depending on geographical location, but is often a dark brown/black mixture with a long, coarse black head of hair.

Orcs never bathe or groom, and take pride in ritualistic tattoos and self-mutilation. Their faces are marked by a pig-like snout, and stained, chipped tusks that jut from their lower jaw. Orcs seem to exist only to destroy anything they encounter. Even their own lair is eventually ruined, as orcs are filthy, destructive dwellers.

Their insatiable hunger and resentment toward all other living things drives them into a constant conflict with mankind. Orcs despise elves above all others and attack them on sight.

Orc

Alignment:	Neutral Evil
Initiative:	5
Speed:	9
Reach:	Medium *or by weapon*
Attack:	+3
Damage:	2d8p +2 (scimitar)
Special Attack:	none
Defense:	-4 (+2 with medium shield)
Special Defense:	Shield use
Damage Reduction:	3 (armor)
Hit Points:	23+1d8
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	34



Orkin Wardawg

These merciless creatures resemble a large dog with the front claws of a cat and the head of a boar, though they have a dog's teeth instead of a boar's tusks. They are also meaner and uglier than the most vicious boar.

Orkin wardawgs are native to the deepest forests and prized heavily by orcs who employ them to hunt game, as well as humans and demi-humans. In the wild, orkin wardawgs usually live and hunt in packs of 2-8 individuals, with the strongest or most aggressive male (usually a greater orkin wardawg) serving as leader.

Orkin Wardawg, lesser: Adults usually stand about 3 feet tall at the shoulder, with a body length averaging between 4 to 5 feet and weigh between 144 to 200 pounds. Unlike their greater kin, they retain their youthful stripes through adulthood, causing outsiders to sometimes mistake them for adolescent greater orkin wardawgs.

Orkin Wardawg, greater: The adult of the species stands roughly 4 feet tall at the shoulder, with a body length of about 7 feet and weight of around 700 pounds. When born, they have light brown hair with longitudinal darker stripes. The

stripes fade when the creature is about half-grown, when it takes on an adult's grizzled brown coat.

Orkin Wardawgs	Lesser	Greater
Initiative:	0	1
Speed:	9	7
Reach:	Short	Short
Attack:	+7	+9
Damage:	4d4p +1	4d4p +5
Special Attack:	none	none
Defense:	+3	+5
Damage Reduction:	4	5
Hit Points:	30+3d8	38+4d8
ToP Save:	8	9
Size:	Medium	Large
Move:	20 feet/second	20 feet/second
EPV:	122	350

Owlbeast

This frightening quadruped resembles a bear with an owl's head and a sharp, pointed, hawk-like beak. They live in deep forests and caves, and are usually nocturnal, actively hunting for prey under cover of darkness. Most owlbeasts have brown fur, though there have been reports of owlbeasts with different coloration, as well as feathered manes, tufts and crests. The average owlbeast stands about 5 feet tall at the shoulder, has a body of up to 9 feet tall and weighs around 1,500 pounds. When rearing up on its hind legs, an owlbeast stands over 10 feet tall.

If the owlbeast successfully attacks with two consecutive claw attacks, it traps its opponent in a crushing hug, inflicting automatic claw damage (2d8p+7) thereafter every 3 seconds. The hug can be broken with a successful knock-back or Feat of Strength (*vs. d20p+16*). The latter can be attempted every 3 seconds after a victim has been trapped in a hug attack. While trapped, a victim can only attack with a dagger or knife.

Owlbeast

Initiative:	0
Speed:	3
Reach:	Short
Attack:	+12
Damage:	2@ 2d8p +7 (claws); 2d4p +7 (bite)
Special Attack:	hug
Defense:	+2
Damage Reduction:	11
Hit Points:	34+6d8
ToP Save:	13
Size:	Huge
Move:	15 feet/second
EPV:	810

Pegasus

These magnificent, wild, winged horses appear to be mere animals, but are actually quite intelligent. Unlike horses, the pegasus chooses its rider, and not the other way around. Some religious cults claim that the sacrifice of a pegasus (especially a white one) brings great favor from one or more of the evil gods. Although there is no way of proving this, it does provide new insight into why pegasi so rarely approach strangers.

Pegasus

Alignment:	Lawful Good
Initiative:	-2
Speed:	5
Reach:	Short
Attack:	+9
Damage:	4d4p +2 (hooves), d4p+1 (bite)
Special Attack:	none
Defense:	+5
Special Defense:	fly
Damage Reduction:	6
Hit Points:	27+6d8
ToP Save:	7
Size:	Huge
Move:	20 ft./sec. (ground), 40 ft./sec. (fly)
EPV:	675

Rat, Giant

These oversized rodents are nocturnal and omnivorous, eating anything vaguely nourishing and attacking live prey when the opportunity arises. The epitome of unclean, they serve as carriers for disease. Giant rats tend to live in social groups of up to 30 individuals and can be found in almost all temperate or warmer regions. Most giant rats have a roughly 3-foot-long body with a further 3 feet of tail and weigh about 20 pounds.

Rat, Giant

Initiative:	0
Speed:	10
Reach:	Short
Attack:	0
Damage:	1d4p +1
Special Attack:	none
Defense:	-1
Damage Reduction:	1
Hit Points:	6+1d4
ToP Save:	10
Size:	Small
Move:	5 feet/second
EPV:	12

Satyr

These roguish folk have the lower body and hind legs of a goat and the naked upper body of a human man or woman. They have flat faces, large pointed ears and long curly hair. Mature males sport full beards and elder males tend to be chubby and balding. Most male satyrs roam the woodlands and mountains alone, seeking pleasure (wine, human women and song), while female satyrs serve as hunters and gatherers for their herd. On their foreheads, at the hairline, are two goat-like horns that grow from nubs as the satyr ages.

Satyr

Alignment:	Chaotic Neutral
Initiative:	0
Speed:	10
Reach:	*By weapon*
Attack:	+3
Damage:	2d4p -1 (dagger)
Special Attack:	pan pipes charm
Defense:	0
Special Defense:	none
Damage Reduction:	2
Hit Points:	13+2d8
ToP Save:	3
Size:	Small
Move:	10 feet/second
EPV:	242

Satyrs carry panpipes, which they play to produce enchanting music. Those hearing this music must make a saving throw (with the pipe player rolling d20p+5) or fall under the effects of a Charm spell.



Screecher

'Screechers' are a variety of organisms collectively belonging to the screecher genus, so named because they emit a loud screech if approached by flame or when sensing the movement of nearby creatures. Because its genus is so physically varied, screechers may look just like roughly 4-foot-tall (or long) versions of almost any fungus or lichen.

Persons desiring privacy may plant screechers to warn them of intruders, even though a screecher's cry tends to bring other monsters attracted by loud noise (such as zombies).

Screecher

Initiative:	0
Speed:	0
Reach:	none
Attack:	0
Damage:	0
Special Attack:	none
Defense:	-6
Damage Reduction:	4
Hit Points:	10+3d8
ToP Save:	n/a
Size:	Small
Move:	0
EPV:	5

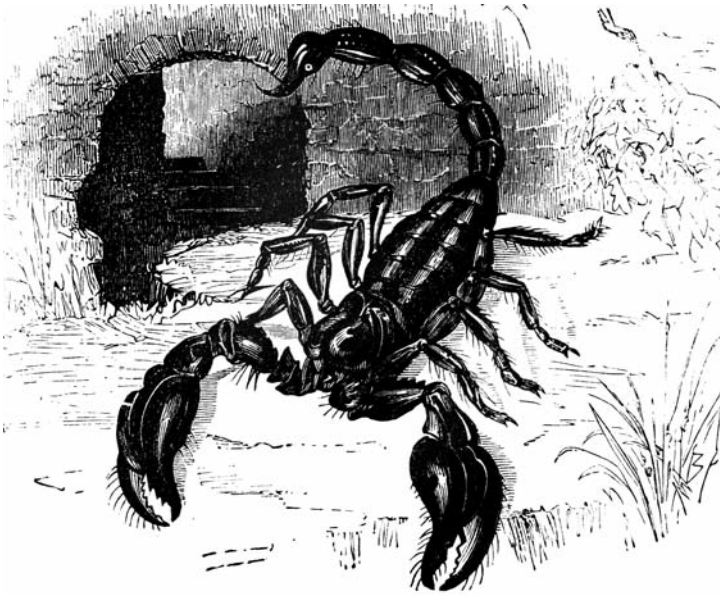
Scorpion, Giant

These eight-legged carnivorous arthropods appear identical to ordinary scorpions, only much larger. A giant scorpion usually has a light or dark brown, yellow or reddish body about 3 feet long. Giant scorpions use their pincers to catch and crush prey, and then inject it with venom from their tail stinger.

Scorpion, Giant

Initiative:	0
Speed:	5
Reach:	Medium
Attack:	+5
Damage:	2@ 2d4p +3 (pinchers) or 1 (stinger)
Special Attack:	poison (virulence factor 12)
Defense:	0
Damage Reduction:	2
Hit Points:	14+1d8
ToP Save:	n/a
Size:	Small
Move:	5 feet/second
EPV:	242

If prey is grasped (indicated by any successful pincher attack), a scorpion continues to inflict damage every 5 seconds and alters its attack routine by attempting to sting it.



Shadow

Shadows are wicked, undead beings whose physical manifestation is the source of their eponymous name. In poor lighting, they are virtually indistinguishable from the ambient gloom.

A shadow's chilling touch drains its victim's strength (reducing its strength score commensurate to the damage inflicted). Creatures sapped of all strength (*i.e.*, their Strength score is reduced to zero) become shadows themselves. Silvered weapons greatly reduce a shadow's Damage Reduction.

Bright light (*e.g.*, sunlight) has a deleterious effect on shadows. Not only can they be readily seen but also their powers are significantly diminished. They may be struck by ordinary weaponry, their defense is significantly compromised and their attacks are far easier to resist.

Shadow

Alignment:	Neutral Evil
Initiative:	-4
Speed:	10
Reach:	Medium
Attack:	+7
Damage:	1d4p +1
Special Attack:	Str drain equal to damage (save for half)
Weakness:	Sunlight
Defense:	+2 (-4 in bright light)
Special Defense:	fly, near invisible in low lighting. Resistant to non-silvered weapons*
Damage Reduction:	16 (8 vs. silvered weapons/bright light)
Hit Points:	26+3d8
ToP Save:	n/a
Will Factor:	9 (0 in bright light)
Size:	Medium
Move:	40 feet/second
EPV:	417

** unless in bright light*

Siren

Members of this immortal race are few in number and live mostly on small islands distant from active shipping lanes. Although their race does not age or require food, they can still die by violent means like any mortal. All known sirens are female. They wear little to no garments and appear as beautiful human women, with their lower legs covered in scales.

Furthermore, their voices are incredibly bewitching and charm all non-sirens who hear them (opposed save immediately upon hearing, d20 +10 difficulty, only one save needed per encounter). Sirens often use their songs to lure lost sailors to their islands. Whether this is to cruelly wreck the ship upon the rocks or because the sirens want to try and repopulate their race depends on the nature of the sirens involved.

Even if the sirens are extremely friendly, the sailors may still be in great danger. If the island has no food, the men will be too enraptured to leave and so die of starvation. In addition to their song, all sirens have mage abilities of at least 5th level.

Siren

Alignment:	Chaotic Good to Chaotic Evil
Initiative:	-2
Speed:	7
Reach:	Short
Attack:	-1
Damage:	d6p-4 (knife)
Special Attack:	charm song (+10), magic
Defense:	-2
Special Defense:	none
Damage Reduction:	0
Hit Points:	16+1d8
ToP Save:	2
Size:	Medium
Move:	10 feet/second
EPV:	575

Skeleton

Most of these fleshless corpses perform their actions under the magical command of some evil being. A skeleton buried in clothes or armor, or with weapons, may still utilize them, unless those items succumbed to the decay of the grave.

Skeleton	
Initiative:	0
Speed:	9
Reach:	Medium *or by weapon*
Attack:	+1
Damage:	2d8p -1 (scimitar)
Special Attack:	none
Defense:	+1 (+7 with medium shield)
Special Defense:	DR altered by weapon type. +0 DR vs. crushing, +6 DR vs. hacking, +10 DR vs. piercing
Damage Reduction:	3 (armor remnants)
Hit Points:	27+1d8
ToP Save:	n/a
Will Factor:	1
Size:	Medium
Move:	10 feet/second
EPV:	67



SNAKES

These elongated reptiles are scaled, legless and lack eyelids or external ears, but use their forked tongue to give a directional, simultaneous sense of smell and taste. Most can even dislocate their lower jaw in order to swallow prey much larger than their own head!

Snake, Boa Constrictor

These frighteningly large snakes can grow up to 13 feet long and weigh over 100 pounds, but larger specimens have certainly been rumored to exist. A boa attacks with a mouth full of small, hooked teeth, which it uses to hold its prey until its can wrap its body around the prey and squeeze it to death.

If the boa attacks successfully, it has coiled around its prey, inflicting automatic constriction damage thereafter every 10 seconds. Constriction can be broken with a successful knockback or Feat of Strength (can be attempted every 10 seconds against a value of 18). While trapped, a victim can only attack with a dagger or smaller weapon.

Snakes	**Boa Constrictor**	**Venomous, Asp**	**Venomous, Rattlesnake**
Initiative:	3	-2	-2
Speed:	10	10	10
Reach:	Short	Short	Short
Attack:	+4	+6	+3
Damage:	2d4p+3	1	1
Special Attack:	constriction (2d4p +3)	poison (virulence factor 9)	poison (virulence factor 8)
Defense:	-4	+4	+2
Damage Reduction:	1	0	0
Hit Points:	19+2d8	2+1d4	2+1d4
ToP Save:	4	4	4
Size:	Medium	Tiny	Tiny
Move:	5 feet/second	5 feet/second	5 feet/second
EPV:	100	133	84

Snake, Venomous

Most snakes prefer warm or temperate climates (particularly woodlands) and prey on rodents and other small animals. These reptiles exhibit a variety of coloration and other characteristics, but all can deliver a potentially fatal dose of venom.

Asp: The asp, or cobra, is a long, slender snake able to raise the front quarter of its body off the ground to display a flattened neck that sticks out on the sides like a hood. The typical asp is dark or light brown, 3 to 5 feet in length and weighs between 6 and 10 pounds. It may attack with its venomous fangs or by spitting venom at an enemy's eyes up to 5 feet away. The latter results in great pain and temporary blindness (permanent if the venom is not washed out immediately).

Rattlesnake: Rattlesnakes vary widely in coloration depending on region, but the most common is a series of dark brown or black bands over a background color of yellow or brown. They have an average length of 3 to 6 feet and weigh about 6 to 12 pounds. When threatened, the snake shakes its tail tip, rattling a ring of loosely attached bead-like scales to create a very rapid, crisp vibration that resembles a loudly buzzing insect or the rustle of dry leaves.

Spectre

A spectre appears as a translucent replicate of the being it was in life. While not immaterial, they can pass through the smallest of openings. Spectres are hateful undead creatures possessed of high intelligence, making them dread opponents. They are frequently engaged in some evil scheme carried over from their wicked life as a mortal.

A spectre's chilling touch drains both Constitution and Dexterity from its victims in equal measure (randomly determine odd results, a 3 point hit will reduce one of either Con or Dex and two of the other stat). Should it completely devour the life essence, the slain individual rises as a spectre himself and seeks out its undead master for service.

Spectre

Alignment:	Lawful Evil
Initiative:	-4
Speed:	10
Reach:	Medium
Attack:	+13
Damage:	1d6p
Special Attack:	Dexterity & Constitution drain (total drain equal to damage) (save for half)
Defense:	+6
Special Defense:	resistant to non-silvered weapons
Damage Reduction:	21 (11 vs. silvered weapons)
Hit Points:	25+5d8
ToP Save:	n/a
Will Factor:	14
Size:	Medium
Move:	10 feet/second
EPV:	1,075

Spiders, Giant

These oversized arachnids outwardly resemble normal spiders except with respect to sheer size. Giant spiders range from about 1 to 25 feet in length (including their leg spans). Most spin webs, feeding on whatever prey is hapless enough to become stuck in them, though they also have two sharp fangs for injecting venom. To eat, the spider grinds its victim into pulp or pumps in digestive juices before sucking out the liquefied tissues – a grisly death in either case.

Spider, Big: This unpleasant spider is one of the few giant spiders that are still small enough to dwell unnoticed in urban areas, where it prefers dark, seldom used attics and cellars. It resembles a brown recluse spider with a foot-long body.

Spider, Large: This frightful spider inhabits abandoned buildings and subterranean tunnels preferring to avoid well-trafficked areas. Outdoors, it prefers densely wooded areas. A large spider resembles a black widow spider with a body about 2 feet long.

Spider, Very Large: Although some of these giant spiders live underground and in forests, where they spin their webs to catch prey, many others prefer to quietly hide, then leap out in ambush. They resemble 3-foot-long crab spiders.

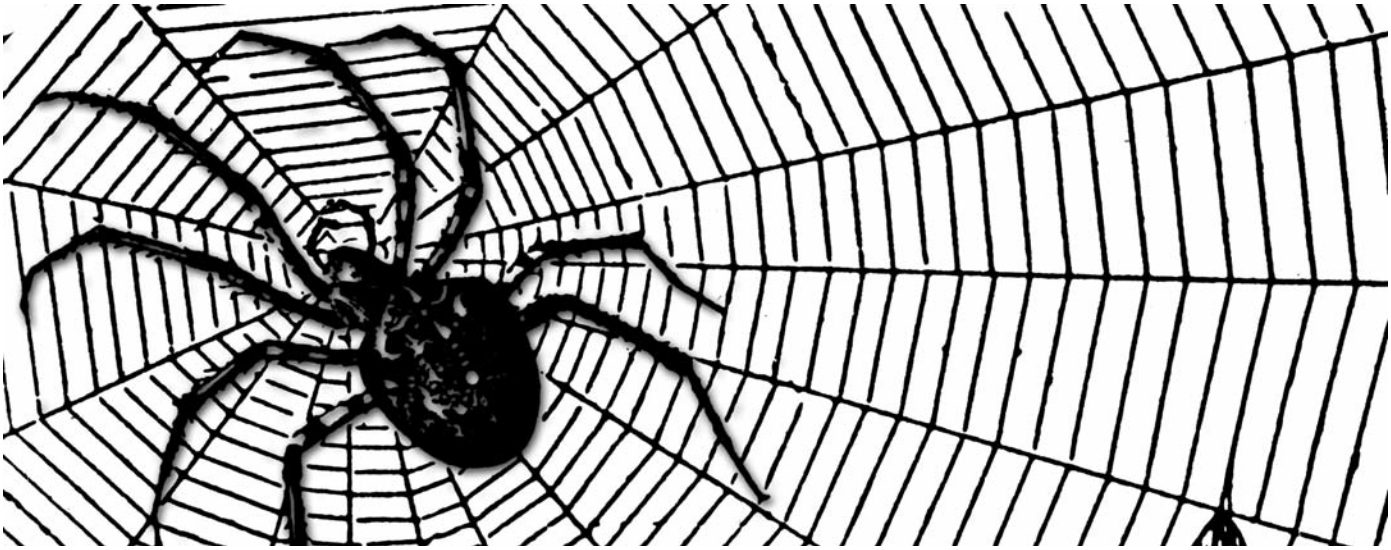
Spider, Huge: Most of these fearsome spiders are solitary wanderers without permanent homes, pouncing on prey as they find it or chasing it short distances. Others may construct subterranean burrows that have a trapdoor of densely woven silk, where they lie in wait for a victim to approach. The typical adult resembles a wolf spider with a nearly 4-foot-long body.

Spider, Gigantic: This terrible spider hunts its prey in trees, as well as on and under the ground. Most adults of this type look like tangleweb spiders roughly 6 feet in length.

Spider, Massive: This intelligent, horrifying spider attacks any creature it thinks it can overcome. Giant spiders of this ilk are usually solitary creatures, often residing in caves within forested mountain foothills. If no caves are available, it can construct its own burrow. Some line their homes with silk, while others extend a silken 'welcoming mat' that vibrates when potential prey touch it, alerting the creature deep inside its burrow. The average adult resembles a tarantula with a body about 10 feet long.

Spider, Gargantuan: This hideous, intelligent spider dwells primarily in dark mountain tunnel complexes near underground rivers or other sources of water. It is unrepentantly cruel and evil, preying on creatures that venture inside its lair, though it can subsist for extremely long periods of time without feeding. Unlike its lesser kin who can only ingest liquid, it has a gaping mouth that can swallow small prey whole. The typical adult resembles a tunnelweb spider with a body length of about 20 feet.

Spiders, Giant	**Big**	**Large**	**Very Large**	**Huge**
Initiative:	-4	-4	-4	-4
Speed:	10	10	10	9
Reach:	Short	Short	Short	Short
Attack:	-2	-1	+1	+4
Damage:	0	1	1d3p	2d4p
Special Attack:	poison (virulence factor 5)	poison (virulence factor 6)	poison (virulence factor 7)	poison (virulence factor 10)
Defense:	+4	+3	+2	+2
Damage Reduction:	2	2	2	2
Hit Points:	d3+1	5+1d6	10+1d8	15+3d8
ToP Save:	n/a	n/a	n/a	n/a
Size:	Tiny	Tiny	Small	Small
Move:	5 feet/second	5 feet/second	5 feet/second	10 feet/second
EPV:	25	45	100	200



Spiders, Giant (cont.)	**Gigantic**	**Massive**	**Gargantuan**
Initiative:	-4	-4	-4
Speed:	8	7	6
Reach:	Short	Short	Short
Attack:	+8	+13	+19
Damage:	2d6p	2d6p +7	2d6p +10
Special Attack:	poison (virulence factor 14)	poison (virulence factor 19)	poison (virulence factor 25)
Defense:	+4 (body), +2 (legs)	+6 (body), +2 (legs)	+10 (body), +2 (legs)
Special Defense:	legs immune to piercing & crushing weapons, one better initiative die	legs immune to piercing & crushing weapons, one better initiative die	legs immune to piercing & crushing weapons, one better initiative die
Damage Reduction:	2 (body), 6 (legs)	3 (body), 8 (legs)	3 (body), 8 (legs)
Hit Points:	25+4d8	30+6d8	40+10d8
ToP Save:	n/a	n/a	n/a
Size:	Medium	Large	Huge
Move:	15 feet/second	15 feet/second	20 feet/second
EPV:	417	925	2,075

Strix

Thought to originate from the Nine Hells, this bizarre winged creature, also known as a strige, looks somewhat like a mangy owl with bat wings and undercarriage (feathers on its back, but fur on its chest and stomach). It has a long beak that it uses to feed on its victims and four to six batlike claws (depending on breed).

A successful attack indicates it latches onto its victim and automatically sucks blood (ignore all damage reduction) at a rate of d4p Hit Points per every 10 seconds it is attached. A strix can be removed by a successful knock-back attack, a Feat of Strength check (*vs. d20p+12*) or death.

A victim may attack an attached strix with a dagger or smaller weapon at a -2 penalty (with care) or at +6 (without care). Attacks without care or by allies wielding weapons have a 50% chance of injuring the victim (any damage to a strige beyond its remaining HP total goes to the victim as well). Allies attempting to remove a strix by Feat of Strength must first make a successful attack (with bare hand).

A strix that has sucked its Hit Points in blood is engorged and will detach and (happily) waddle away, sated. These frightful creatures live in caves, tree cavities and abandoned buildings. Adult striges average about 14 inches long with a wingspan of around 3 feet.

Strix

Initiative:	-1
Speed:	10
Reach:	Short
Attack:	+7
Damage:	1d4p+4 + (1d4p/10 seconds)
Special Attack:	blood sucking
Defense:	+1
Special Defense:	fly
Damage Reduction:	0
Hit Points:	10+1d8
ToP Save:	5
Size:	Tiny
Move:	20 ft./sec. (fly); 1 ft./sec. (ground)
EPV:	67

Sturm-Wolf

This highly aggressive carnivore resembles a black-furred wolf with the sturdy frame and powerful claws of a bear. Most sturm-wolves stand about 4 to 5 feet tall at the shoulder, with a body length of just over 8 feet and weighing around half a ton. A sturm-wolf is rarely found alone or far from its pack (3-8 individuals plus 50% cubs).

Sturm-wolves are notorious for not only killing to feed, but also killing just for the sake of a kill. Should a pack deplete its territory of game, it may encroach upon human or demi-human lands and attack livestock as well as people.

Sturm-Wolf

Initiative:	-1
Speed:	4
Reach:	Short
Attack:	+13
Damage:	4d8p +8
Special Attack:	none
Defense:	+9
Damage Reduction:	6
Hit Points:	43+5d8
ToP Save:	12
Size:	Huge
Move:	20 feet/second
EPV:	925

Tick, Giant

This blood-sucking, eight-legged parasite averages 30 inches in length. A successful attack indicates the tick has buried its head into its victim and automatically sucks blood (ignore all damage reduction) at a rate of d4p Hit Points for every 10 seconds so-attached. A tick can be removed by a successful knock-back attack, a Feat of Strength (*vs. d20p+18*) or death. A victim may attack an attached tick with a dagger or knife at a -2 penalty (with care) or at +6 (without care).

Attacks without care or by allies wielding weapons have a 25% chance of injuring the victim (any damage to a tick beyond its remaining Hit Point total goes to the victim as well). Allies attempting to remove a tick by Feat of Strength must first make a successful barehanded attack.

Tick, Giant

Initiative:	3
Speed:	16
Reach:	Short
Attack:	+5
Damage:	2d4p + subsequent 1d4p/10 second blood drain
Special Attack:	blood drain
Defense:	0
Damage Reduction:	4
Hit Points:	12+3d8
ToP Save:	n/a
Size:	Small
Move:	5 feet/second
EPV:	67

A tick that has sucked its Hit Points in blood is engorged and so will detach and waddle away, sated. Most giant ticks wait in shrubs and trees to drop from their perch and fall onto their prey, though some use the cover of tall grass to actively stalk a potential host on foot.

Tiger

Tigers attack their prey with a claw/claw/bite routine. If a tiger lands two successive claw attacks, it has grabbed its opponent and automatically inflicts a bite attack for 2d8p+7 damage every 5 seconds thereafter. A tiger's grip can be broken with a successful knock-back or Feat of Strength (*vs. d20p+16*). The latter can be attempted after each bite attack. While caught, a victim can only attack with a dagger or knife. They fight to take down prey, defend their territory or themselves.

Tiger

Initiative:	-2
Speed:	5
Reach:	Medium
Attack:	+13
Damage:	2@ 2d4p+5 (claw attacks)
Special Attack:	2d8p +7 (bite)
Defense:	+8
Damage Reduction:	3
Hit Points:	30+6d8
ToP Save:	6
Size:	Large
Move:	20 feet/second
EPV:	925

Toad, Giant

A giant toad's favorite meal is giant insects, but when hungry it can swallow almost any creature smaller than itself. Most giant toads are roughly 5 feet tall and weigh nearly 500 pounds.

Toad, Giant

Initiative:	-2
Speed:	8
Reach:	Short
Attack:	+6
Damage:	2d4p +4
Special Attack:	none
Defense:	0
Damage Reduction:	4
Hit Points:	20+4d8
ToP Save:	4
Size:	Medium
Move:	5 feet/second or 15' hop
EPV:	275

Giant toads can hop up to 10 feet forward (or 5 feet vertically) from a standstill.

If a giant toad bites a size small or tiny creature and its attack roll exceeds the defender's by 7 or more, it has swallowed the creature whole. The trapped creature automatically takes asphyxiation damage (1d4p) every 10 seconds thereafter. While caught, a victim cannot attack and must be rescued by others.

Troglodyte

Always encountered underground, these primitive subterranean relatives of lizard men are albinos with scaly skin and a frill atop their reptilian heads. Their hides are colored in varying shades of mustard, green and olive due to pigments in their special algae and fungal diet, which they supplement with fish and meat when they can find it. When excited or filled with adrenaline, they excrete a moist perspiration that, also due to their diet, reeks.

After 20 seconds of intense excitement (such as mating, fear or combat), trogs have emitted sufficient musk that all non-troglodytes within 30 feet must make a Constitution check (vs. d20p+7) or suffer nausea (-1d4p to Constitution). Once a character's Constitution reaches zero he immediately falls prone, vomitting uncontrollably. If a character opts to remain within the stench area, new saves must be attempted every 10 seconds. Vomiting incapacitates the character as he is unable to take action until his regurgitation abates. Recovery time is 1 point of Constitution per minute.

Troglodytes wield stone-tipped spears, clubs and axes. They can employ shields and sometimes hurl throwing axes or javelins prior to engaging foes.

Troglodyte

Alignment:	Neutral Evil
Initiative:	0
Speed:	10
Reach:	Medium *or by weapon*
Attack:	+3
Damage:	d6p + d4p +2 (club)
Special Attack:	stench
Defense:	0 (+6 with medium shield)
Special Defense:	Shield use
Damage Reduction:	2
Hit Points:	20+2d8
ToP Save:	6
Size:	Medium
Move:	10 feet/second
EPV:	60

Troll

This subterranean creature is a walking nightmare that resembles a tall, anorexic human with an unusually long nose, black soul-less eyes, a toothy maw, long arms ending in clawed hands and (except for a head topped with long black hair) hairless green skin covered in fungal warts that seem to quiver of their own accord.

An average troll stands about 8 feet tall, though it walks with a stoop and appears much shorter; its hands nearly brush the floor. Trolls prefer to dwell in deep caverns and tunnel systems where they feed on insects, molds and slime, though the taste of flesh is far more to their liking.

A troll is difficult to kill - to put it mildly. When smashed, pierced, slashed or otherwise damaged, its body knits back together with amazing speed (one Hit Point returns with each attack or every 3 seconds if not attacking); even severed limbs crawl or wriggle their way back to the main body and reattach themselves and may even attack on their own!

Only fire seems able to obliterate this threat (burn damage does not regenerate).

Troll

Alignment:	Chaotic Evil
Initiative:	-2
Speed:	3
Reach:	Long
Attack:	+13
Damage:	2@ 2d4p +8 (claw attacks), 4d6p (bite)
Special Attack:	none
Defense:	+5
Special Defense:	regeneration (1 hp/attack)
Damage Reduction:	6
Hit Points:	36+6d8
ToP Save:	n/a
Size:	Large
Move:	15 ft/sec., 1 ft/sec. for severed limbs
EPV:	925

Vampire

This highly intelligent evil creature is a human corpse risen from the grave to feed on the blood of the living. Most vampires remain clad in their burial shroud or other funereal clothing, though some prefer to dress in more dapper finery. A vampire's countenance is normally pale, though it gains a more human countenance for several hours after consuming blood.

Unlike many other varieties of the undead, a vampire has the ability to speak, and his flesh smells only slightly of the grave. A vampire also has the power to charm its victims and to shift its shape into that of a bat, rat, dog, wolf or spider. If unable to charm its foe or if angered, the vampire tries to claw his victim.

After two successful claw attacks, the vampire has grabbed its opponent and can bite automatically with its next attack (no armor protection). A vampire's mighty hold can be broken with a successful Feat of Sttrenght check (vs. d20p+16). While held, a victim is powerless to attack. The fearsome bite of a vampire drains stamina and vigor from the living; charmed persons allow the bite, which does not break the charm.

A vampire can only be killed by plunging a wooden stake through his heart or exposing him to direct sunlight. Damage reducing a vampire to zero Hit Points merely forces it into a gaseous form until it recovers to half or more of its original Hit Points. They fear holy water (which burns them for 2d6p damage) and holy symbols. Strongly presenting the latter can keep them at bay or from a victim. A vampire can only be harmed by silver weapons and regenerates 1 Hit Point every time it attacks (one per 5 seconds). Vampires must sleep in a coffin and on dirt from their original burial plot.

Vampire

Alignment:	Lawful Evil
Initiative:	-6
Speed:	5
Reach:	Short
Attack:	+19
Damage:	2@ 1d4p +4 (touch) or 1d6p +4 (bite)
Special Attack:	Con drain (total drain equal to damage - save for half), charm
Defense:	+10
Special Defense:	can only be fully damaged by silvered weapons, fly, shapeshift, gaseous form, regenerate
Damage Reduction:	25 (13 vs. silvered weapons)
Hit Points:	26+8d8
ToP Save:	n/a
Will Factor:	20
Size:	Medium
Move:	10 feet/second, 25 feet/second (fly)
EPV:	2,275

Warg

These large, carnivorous canines resemble massive wolves in appearance, with cruel, intelligent eyes and snarling, salivating mouths. They thrive in many areas, including forests, grasslands, deserts and mountains, living alone or in small packs of 2-4 individuals. Packs may ally with other evil creatures. Wargs are intelligent and capable of a guttural barking speech.

Warg

Alignment:	Neutral Evil
Initiative:	-1
Speed:	6
Reach:	Short
Attack:	+7
Damage:	4d4p +4
Special Attack:	none
Defense:	+7
Damage Reduction:	4
Hit Points:	35+4d8
ToP Save:	10
Size:	Large
Move:	20 feet/second
EPV:	350

Wasp, Giant

These flying, stinging insects have a black body with brown, black, red or yellow stripes or patterns, and a poisonous tail stinger, just like their smaller kin. They feed primarily on fruit and other insects, but don't readily distinguish humans and their ilk from the latter. Giant wasps are very aggressive and easily provoked into stinging repeatedly. They may nest in a variety of areas, including subterranean holes, abandoned structures or nests constructed of wood pulp and hanging from strong tree branches.

Wasp, Giant

Initiative:	0
Speed:	10
Reach:	Short
Attack:	+4
Damage:	1d4p
Special Attack:	poison (virulence factor 9)
Defense:	+4
Special Defense:	fly
Damage Reduction:	1
Hit Points:	8+1d4
ToP Save:	n/a
Size:	Tiny
Move:	5 feet/second; 30 ft/second (fly)
EPV:	20

Weasel

These aggressive predators feast mostly on small mammals like mice and rabbits, but may attack larger creatures when cornered or when their territory is threatened.

Weasel, Giant

This large predator resembles a common weasel with thick legs, though it has a body roughly 3 feet long (plus an 18-inch-long tail). It feeds primarily on mammals the same size or smaller than itself, but those who intrude upon its territory should well beware of its sharp, flesh-ripping teeth.

Weasels	***Common***	***Giant***
Initiative:	-2	-2
Speed:	10	7
Reach:	Short	Short
Attack:	+1	+3
Damage:	1d3p	2d4p +2
Special Attack:	none	none
Defense:	0	+3
Damage Reduction:	1	2
Hit Points:	6+1d4	21+2d8
ToP Save:	5	7
Size:	Small	Medium
Move:	5 feet/second	15 feet/second
EPV:	10	84

Wererat

A wererat resembles a normal human, only with a short coat of gray or black fur, a rat-like face, hands and feet ending in short claws, and a long, hairless tail. The creature may keep this appearance, change into the form of a giant rat or even change to its original human form. A wererat can only be harmed with silvered weapons. They generally employ short swords and can use shields if they so choose.

Wererat

Alignment:	Neutral Evil
Initiative:	-2
Speed:	7
Reach:	Short *or by weapon*
Attack:	+7
Damage:	2d6p (short sword), 2d6p (bite)
Special Attack:	lycanthropy (virulence factor 8)
Defense:	+2
Special Defense:	Shapechange, can only be fully damaged by silvered weapons, Shield use
Damage Reduction:	13 (3 vs. silvered weapons)
Hit Points:	21+3d8
ToP Save:	8
Size:	Medium
Move:	15 feet/second
EPV:	350

Any human bitten by a wererat must make a Con check against the Virulence Factor of the disease (lycanthropy) or permanently turn into a monster (wererat) on the next full moon. Any demi-human bitten by a wererat must make a Con check against the Virulence Factor of the disease (lycanthropy) or die an agonizing death on the next full moon.

Werewolf

Each night a full moon rises, these humans transform into bipedal creatures with a wolflike head, a fur-covered body and long limbs ending in clawed hands and feet. (Any clothes or gear worn are either shredded or fall away from the body as if removed by hand.) This werewolf form retains the intelligence and cunning of the original being, but little to none of the personality, recognizing friends and family only as prey.

After the shift into werewolf form, a werewolf may remain in this shape or shift again into the shape of a common wolf. On the day after its escapade, the human form awakes (completely naked) with no memory of the previous night. A werewolf can only be killed with silver or silver-coated weapons.

Any human bitten by a werewolf must make a Con check against the Virulence Factor of the disease (lycanthropy) or permanently turn into a monster (werewolf) on the next full moon. Any demi-human bitten by a werewolf must make a Con check against the Virulence Factor of the disease (lycanthropy) or die an agonizing death on the next full moon.

Werewolf

Alignment:	Chaotic Evil
Initiative:	-2
Speed:	5
Reach:	Short
Attack:	+10
Damage:	4d4p +6
Special Attack:	lycanthropy (virulence factor 12)
Defense:	+7
Special Defense:	Shapechange, can only be fully damaged by silvered weapons
Damage Reduction:	14 (4 vs. silvered weapons)
Hit Points:	26+5d8
ToP Save:	10
Size:	Medium
Move:	20 feet/second
EPV:	575

Wolf

Most wolves live and hunt in packs of 2-12 individuals, led by a dominant pair. They feed primarily on animals about the same size or larger than themselves, including sheep, goats, pigs, moose and deer. Wolves generally hunt by stalking their prey and then attacking when it is distracted, using their teeth to tear at the hips and legs. Once the prey is down, they tear open its guts and begin to feed.

Wolf, Dire

A dire wolf resembles a large wolf, though its legs are proportionally shorter and sturdier. It hunts and feeds in much the same manner as a normal wolf.

Wolves	**Common**	**Dire**
Initiative:	-2	-2
Speed:	10	8
Reach:	Short	Short
Attack:	+3	+5
Damage:	2d4p +2	4d4p
Special Attack:	none	none
Defense:	+3	+5
Damage Reduction:	2	3
Hit Points:	21+2d8	27+3d8
ToP Save:	10	10
Size:	Medium	Medium
Move:	20 feet/second	20 feet/second
EPV:	84	122

Wraith

A wraith is a fearsome undead creature inhabited by the spirit of an incredibly wicked mortal. It draws strongly on dark energy such that its physical manifestation is nearly invisible. Wraiths clothe themselves in garments they once wore in life in order to present an intimidating appearance when interacting with the living.

Wraith

Alignment:	Lawful Evil
Initiative:	-4
Speed:	10
Reach:	Medium
Attack:	+17
Damage:	1d8p or by weapon
Special Attack:	Con drain (total drain equal to damage) (save for half)
Defense:	+8
Special Defense:	Reistant to non-silvered weapons
Damage Reduction:	25 (13 vs. silvered weapons)
Hit Points:	27+9d8
ToP Save:	n/a
Will Factor:	18
Size:	Medium
Move:	10 feet/second
EPV:	1,842

Most wraiths were powerful and capable men in life. These traits carry over to undeath, making them extremely dogged and resourceful servants or commanders to an overlord, or even leaders in their own right.

The touch of a wraith drains life energy in the form of lost Constitution (one point for every point of damage inflicted). Those slain are forever dead.

Yeti

This mysterious beast lives a mostly solitary life in cold mountainous regions, keeping its ravenous hunger at bay by feeding on small mammals and plants.

A yeti resembles a tall, muscular human with an ape-like face and limbs, and a body covered in long white fur. Its long limbs end in clawed hands and feet, and its mouth is full of sharp teeth. The typical adult stands about 8 feet tall and weighs around 450 pounds.

Despite their size, however, yetis are experts in the Hiding skill [mastery=80]. Should the chance for larger game approach, the yeti leaps out of hiding, using strong arms to crush its surprised victim in a nigh unbreakable hug.

They attack with their bear-like claws (2d4p+5 each) and with two successful attacks in a row, grab their opponents and hug them for automatic 2d4p+5 damage every 5 seconds. A successful knock-back or Feat of Strength (*vs. d20p+15*) breaks the yeti's hug. The latter can be attempted every 5 seconds after a victim has been enveloped in a hug attack.

Yeti

Alignment:	Non
Initiative:	-2
Speed:	5
Reach:	Medium
Attack:	+8
Damage:	2@ 2d4p+5 (2 claw attacks staggered every 5 seconds)
Special Attack:	hug
Defense:	+6
Special Defense:	camouflage (master)
Damage Reduction:	10
Hit Points:	30+5d8
ToP Save:	9
Size:	Large
Move:	10 feet/second
EPV:	417

Zombie

The zombie is a mindless human or near-human (humanoid, demi-human) corpse risen from its grave, driven by a monstrous urge to feed on the flesh of the living. It walks with a slow, shambling gait, moving its stinking corpse onward like the grim inevitability of approaching death.



As well as being drawn towards any living creature it can sense, it is also attracted by loud noises and bright lights, so a noisy battle with a zombie is bound to attract the attention of any other zombies nearby. Many zombies make a soft groaning sound when following their intended victim, but they cannot speak and have no memory of their former lives.

A zombie attacks by grabbing its foe. Immediately after the second successful grab attack, any adjacent zombie (including, but not limited to any zombies grabbing on) begins to bite the victim for an automatic d4p, ignoring any armor (but not natural defenses such as a thick hide, etc.). Every 10 seconds thereafter, each such zombie does an automatic d4p bite attack and grabs hold as well!

Note that multiple zombies can feed on a grabbed foe and only two grab attacks are necessary from any combination of zombies attacking. A zombie that has grabbed a character can be removed with a successful knock-back or Feat of Strength (*vs. d20p+12*). A grabbed character does half damage with any weapon larger than a short sword.

Zombie

Initiative:	6
Speed:	10
Reach:	Short
Attack:	+4
Damage:	0 (grab); 1d4p (bite)
Special Attack:	none
Defense:	0
Special Defense:	none
Damage Reduction:	8
Hit Points:	24+2d8
ToP Save:	n/a
Will Factor:	3
Size:	Medium
Move:	5 feet/second
EPV:	100

Monster Poison

Poisonous creatures inflict their toxin or venom with a successful hit, whether or not the victim suffers any actual Hit Point loss. If the victim uses a shield to successfully defend against the attack, no poison is inflicted (unless the shield is destroyed in the attack).

The victim of poisoning is allowed a contested die check versus the toxin. He rolls a d20p and adds his Constitution score while the GM rolls a d20p and adds the venom's Virulence Factor. If the GM rolls above the PC's score, the victim suffers the full effect of the poison. In some cases, there is an ancillary toxic effect that occurs even if the resistance check is successful.

See the charts below for more information.

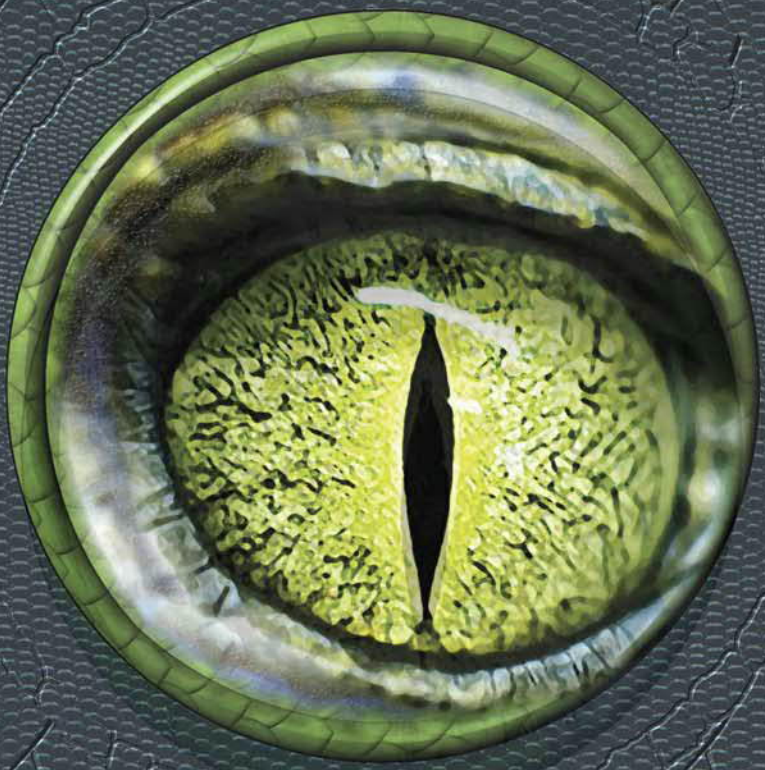
Monster	*Virulence Factor*	*Effect if save failed*	*Effect if save made*
Centipede, Giant	5	See #1	none
Medusa	8	See #3	none
Scorpion	12	death	See #3
Snake, venomous, asp	8	See #3	none
Snake, venomous, rattlesnake	8	See #3	none
Giant Spider, big	5	See #2 (size Huge and larger unaffected) and half duration	none
Giant Spider, large	6	See #2	none
Giant Spider, very large	7	See #3	none
Giant Spider, huge	10	See #4	See #2
Giant Spider, gigantic	14	See #5	Per #5 but only d4p
Giant Spider, massive	19	death	Paralyzed d4 hours
Giant Spider, gargantuan	25	death	Paralyzed d12 hours
Wasp, Giant	9	See #3	none
Wererat (lycanthropy)	8	acquire wererat lycanthropy	none
Werewolf (lycanthropy)	12	acquire werewolf lycanthropy	none

Effect Type	*Consequences*
1)	Inflammation that results in d6 hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached. *Size H and larger creatures are unaffected.*
2)	Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -1 penalty to Attack, Defense & Damage for 2d12 hours.)
3)	Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -2 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on the victim's saving throw indicates death.

Effect Type	*Consequences*
4)	Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -3 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on the victim's saving throw indicates death.
5)	Tissue damage results in 2d6p hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached. *All poison effects are cumulative.*

HackMaster

HACKLOPEDIA of BEASTS



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Check out the entries for Goblins and Owlbeasts on the following pages...

Owlbeast



The horns of a great horned owlbeast are highly prized as trophies.

A mature owlbeast sow in an attack stance.

Also Known As: Alucrel, Feranoc, Strovia, Thelkk

Bound as I was with no hope of release, I could only watch in horror. Yet, I saw that hope remained; if the brigand could but reach his dagger, even with his arms pinioned to his sides, he might still be able to plunge it into the creature's side. Even so slight a wound could force the great bird-thing to loosen its hold. If it did not drop the man to the ground, it might at least give an opportunity for him to wrench himself away and strike a second time.

The man wriggled in the creature's grip, his fingers finally grasping the dagger hilt, but each movement brought blood-curdling shrieks from the glistening beak and an obvious tightening of its powerful arms. Amidst the sounds of cracking ribs and screams, the dagger fell to earth, but bounced lightly off a tree root to land within my grasp.

It was yet another of those strange happenings that further emphasized the absurdity of the situation, and I silently cursed the whims of Queen Destiny that led this cursed highwayman to my person and, mere minutes later, the owlbeast to us both.

Although I tried to focus on maneuvering the blade to cut my hands free, I could not help but hear the pitiful gasps and sobs as the crushing arms tightened. A quick glance upwards showed me the protruding tongue, bulging eyes and the drops of blood that trickled from the brigand's nostrils.

He seemed to be working up to his final spasm, but he never finished it, as the creature opened its pointy beak and with a single bite severed the limp neck.

The blood poured out in streams, splashing onto the ground and spattering my feet even as I cut the last strand of rope that bound me. Dropping on all fours, I scuttled backwards behind the nearest tree before standing and fleeing into the gloom, leaving the horrific sounds of savage dining to fade behind me. - ☙

This frightening quadruped has a strigiform head with a hawk's sharp, pointed beak. Its ursine body is covered with downy plumage that closely resembles fur and is well adapted for cold climates. Owlbeasts also have a hump of muscle on the upper back; this gives their forelegs incredible clawing and digging power. It also has vestigial wing flaps under the armpits, though these down-covered leathery membranes are noticeable only when the owlbeast stretches out a foreleg at a certain angle. These membranes are perhaps the most delicate part of an owlbeast's anatomy, but the tissue is able to regrow and tears in them heal quickly.

They have exceptional eyesight, particularly in low light and darkness. With one exception, owlbeasts have a poor sense of smell; a female owlbeast can easily follow the pheromones given off by her eggs. In fact, so potent is the drive to track that she can follow an egg's trail for over 130 miles.

Most owlbeasts have predominantly drab brown plumage that aids them in camouflaging their massive bodies against the earth, though certain individuals or subspecies may range from white to black and all shades in between; reddish-brown, sandy or gray are most common. Some also have stiff-feathered manes, tufts and crests.

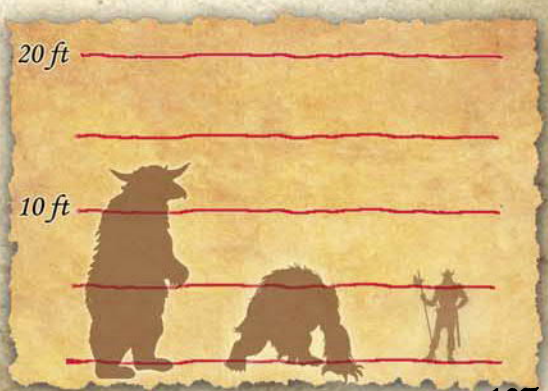
Sign/Tracks



Range on Tellene



Size Comparison



OWLBEAST

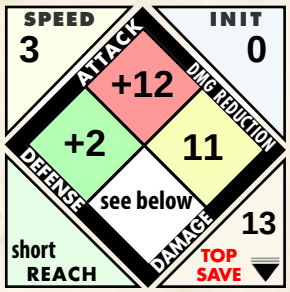
Hit Points:	34+6d8
Size/Weight:	H/1,500 lbs.
Tenacity:	Brave
Intelligence:	Animal, Low
Fatigue Factor:	-5

MOVEMENT

Crawl:	5
Walk:	10
Jog:	15
Run:	20
Sprint:	25

SAVES

Physical:	+14
Mental:	+8
Dodge:	+11



Attack: Owlbeasts initially attack with their claws attempting to grab prey. Two consecutive claw hits (2d8p+7 each) indicates it has grabbed a foe and will attempt to crush it to death in its embrace. This hug automatically deals 2d8p+7 points of damage every 5 seconds thereafter. Escape is possible via a knock-back of the Owlbeast or a Feat of Strength (vs d20p+16). The squeeze of death supercedes all other attacks.
If it fails to grab an opponent, it will peck at it (inflicting 2d4p+7 points) before attempting another round of grabbing.

GREAT HORNED OWLBEAST

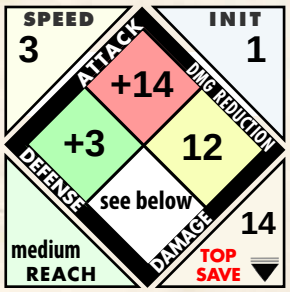
Hit Points:	39+8d8
Size/Weight:	G/2,000 lbs.
Tenacity:	Fearless
Intelligence:	Animal, High
Fatigue Factor:	-5

MOVEMENT

Crawl:	5
Walk:	10
Jog:	15
Run:	20
Sprint:	25

SAVES

Physical:	+16
Mental:	+8
Dodge:	+11



Attack:
It initially charges a foe if space permits. Horns deal 2d10p+8 damage (it uses this attack mode as a substitute for pecking; thus: butt, claw, claw, butt, etc.). Its two claws deal 2d8p+8 points each.
Does not hug and crush foes.

GENERAL INFO

Activity Cycle:	Nocturnal
No. Appearing:	1-2
% Chance in Lair:	35%
Frequency:	Infrequent
Alignment:	Non
Vision Type:	Extreme low light vision
Awareness/Senses:	Listening 60%
Habitat:	Forest caves
Diet:	Carnivorous
Organization:	Individuals or small groups
Climate/Terrain:	Sub-arctic to Temperate woodlands

GENERAL INFO

Activity Cycle:	Nocturnal
No. Appearing:	1-2
% Chance in Lair:	35%
Frequency:	Sporadic
Alignment:	Non
Vision Type:	Extreme low light vision
Awareness/Senses:	Listening 60%
Habitat:	Groves and caves
Diet:	Carnivorous
Organization:	Individuals or small groups
Climate/Terrain:	Sub-arctic to Temperate woodlands

YIELD

Medicinal:	boiled eyes are said to cure cataracts
Spell Components:	unknown[1]
Hide/Trophy:	a stuffed owlbear is an impressive prize; claws may be worth 10 silver or more to interested parties
Treasure:	incidental
Edible:	yes
Other:	eggs or young[2]
Experience Point Value:	810

YIELD

Medicinal:	ground horn is said to increase man's fertility
Spell Components:	unknown[1]
Hide/Trophy:	a mounted head is a tribute to the hunter's skill; claws may be worth 10 silver or more to interested parties
Treasure:	incidental
Edible:	yes
Other:	eggs or young[2]
Experience Point Value:	925

Females can be easily differentiated from males by their stiff back feathers. Though the male's entire back is covered in the beast's natural hair-like plumage, the female's upper back sprouts a stiff feathery growth in a roughly triangular shape, tapering from immediately behind the feathered head to the upper back where the feathers start to lose their stiffness, blending rapidly into the downy plumage.

One subspecies of owlbeast, known colloquially as the great horned owlbeast, is morphologically similar to the standard owlbeast but bears a distinctive pair of bovine horns. Great horned owlbeasts cannot interbreed with other owlbeasts.

Most adult owlbeasts stand about 5 feet tall at the shoulder when on all fours, with a body of up to 9 feet long and weighing around 1,500 pounds. When rearing up on its hind legs, an owlbeast stands roughly 12 feet tall.

Combat/Tactics:

These temperamental monsters attack at the slightest provocation. Owlbeast sows are particularly aggressive when their nest or eggs are threatened.

Owlbeasts utilize two claw attacks of 2d8p+7 each, typically followed by a bite of 2d4p+7 points. However, if an owlbeast successfully attacks with two consecutive claw attacks, it traps its opponent in a crushing hug, inflicting 2d8p+7 points every 5 seconds thereafter (DR applies). The owlbeast uses no other attacks until the victim stops wriggling. The hug can be broken with a successful knockback or Feat of Strength (vs. d20p+16). A Feat of Strength can be attempted every 5 seconds after the victim is enveloped in the hug attack. While trapped in a crushing hug, a victim can only attack with a dagger or knife.

The great horned owlbeast charges opponents, lowering its head slightly in order to gore with its horns. It prefers to gore rather than peck, and does not attempt to hug and crush its foes.

Like their parents, owlbeast chicks use claw/claw/bite tactics, but are too small and inexperienced to effectively hug. Great horned owlbeast chicks attack in a similar manner, for their horns are not sufficiently grown to be used as weapons.

If outnumbered and facing death from a tenacious enemy, an owlbeast may feign a mortal wound and collapse in seeming death throes. It will lie unstirring - patiently waiting for an opportunity to renew the attack when the foes have turned their backs.

Habitat/Society:

Most owlbeasts live in cold to temperate zones where the summers are mildest, preferring coniferous, deciduous or mixed forests from sea level to 8,000 feet in elevation. These deep forests are usually notable for an abundance of dense undergrowth. Some owlbeasts prefer caves, particularly those with access to a subterranean pool or other water source. Great horned owlbeasts prefer open ground, but breed in caves above the tree line in the mountains and the far north.

OWLBEAST CHICK

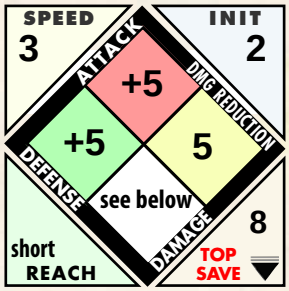
Hit Points:	24+2d8
Size/Weight:	M/275 lbs.
Tenacity:	Nervous
Intelligence:	Animal, Low
Fatigue Factor:	-1

MOVEMENT

Crawl:	2½
Walk:	5
Jog:	10
Run:	15
Sprint:	20

SAVES

Physical:	+7
Mental:	+2
Dodge:	+6



Attack:
Owlbeast chicks use two consecutive claw attacks of 2d4p+4 damage each, followed by a bite attack of d6p+4.

GENERAL INFO

Activity Cycle:	Nocturnal
No. Appearing:	1-6
% Chance in Lair:	80%
Frequency:	Sporadic
Alignment:	Non
Vision Type:	Extreme low light vision
Awareness/Senses:	Listening 60%
Habitat:	Nest
Diet:	Carnivorous
Organization:	Solitary or Brood
Climate/Terrain:	Sub-arctic to Temperate woodlands

YIELD

Medicinal:	as appropriate for parental owlbeast
Spell Components:	unknown[1]
Hide/Trophy:	only novice fighting men stuff and mount these
Treasure:	none
Edible:	yes
Other:	nil
Experience Point Value:	225

Most owlbeasts live in mated pairs with a home range of roughly 15 square miles, though the actual range size varies depending upon the location, season, age and sex of the owlbeast, and the availability of food, water and shelter. In areas where the local food and resources are abundant, two to four mated pairs may live together. These groups have a typical home range of 25 to 40 square miles; should their territory become so depleted that 100 or more square miles are required to support their dietary needs, the group disbands and the mated pairs go their own way. Owlbeast territories are clearly distinguishable by the many claw marks on trees, rocky outcroppings and soil.

Gestation lasts nearly four months, with a clutch size of one to six leathery eggs laid in a hollow of earth or vegetation followed by an incubation period of another two months. The mated pair shares the nesting duties between them, with the male incubating the eggs during the day and the female at night.

Owlbeast chicks are born with feathers and within the first few hours are up and walking. Afterwards, chicks mature slowly, not reaching sexual maturity for at least the first 20 years of their life. There is a 25% chance that between one and six eggs are incubating in a nest or a 25% chance that one to six immature owlbeast chicks are present in and around the nest. These immature chicks stand about 4½ to 5 feet tall and weigh between 250 to 300 lbs.

The average lifespan of an owlbeast is 150 to 200 years.

Ecology:

Owlbeasts are nocturnal creatures, hunting at night and rarely venturing away from their nests during the day. An owlbeast's diet consists mainly of smaller mammals and giant insects, though owlbeasts that live near pools or lakes also supplement their meals with fish. Owlbeasts are also attracted by the sounds of livestock and may raid isolated camps or farms in the middle of the night.

When feeding, the owlbeast uses its sharp claws and beak to rip apart its prey, swallowing great chunks of it whole. Any indigestible bits (bone, teeth, hair, feathers and so forth) are later regurgitated as wet, slimy pellets.

An owlbeast's most common natural foes are the wolf pack and grizzly bear, though it may come into conflict with any creature that shares its habitat.

On Tellene:

Owlbeasts range primarily throughout the northern portions of the Sovereign Lands, particularly the woodlands and mountain ranges in Cosdol, Ek'Gakel, Shynabyth, Torakk and Drhokker.

Some Dejy and Fhokki tribes or clans consider the procuring of an owlbeast egg to be a rite of manhood through which all warriors must pass to be considered truly worthy.

[1] *No mage has yet determined the possible uses of its fur, feathers, bone, horn, blood or eggs, though they suspect it to be a very magical creature indeed.*

[2] *Owlbeast eggs may be worth several hundred silver pieces, depending on the buyer, though it is assuredly a top end price in that most eggs sell for around 200 sp or so. Live young may fetch a price double that of an egg.*

The Beast in the Rocks

I gave the small stack of silver coins in my palm a quick toss to produce a satisfying jingle but could only frown with disappointment. Not much to show for two weeks work in the wilds. I hoped the half-dozen rotting kobold heads I had hauled back to Frandor's Keep would fetch a more sizeable bounty. This meager sum was hardly enough to tie on a good drink — let alone bed down a whore.

I stepped out of the paymaster's shop into a drizzling rain and began negotiating the narrow streets of the lower bailey. My feet knew the way to go, so I focused on shoving aside the human vermin I so despise. It didn't take long before I reached my destination, the Broken Hilt.

As I entered the tavern shaking the wet from my coat, I was annoyed to see that a red-bearded dwarf was busy finishing off a platter of roast pheasant and a bottle of waxberry wine at my regular corner table.

Deciding not to make an issue of it, I turned and stepped up to the bar. I laid my trappings across the oaken planks and settled down on a stool throwing down the three coins I had just received in payment and gave them a soft pat.

A toothless grin flashed across Vikira the barkeep's face as he noticed the glint of silver in the flickering light.

"Larz! Been a spell," he commented. "You've been busy by the looks of it."

"I've been thirsty," I snapped. I then looked over my shoulder



Owlbeast Markings

at the dwarf in the corner unable to shake my annoyance.

"I see the fresh air hasn't tempered your tongue any," replied the barkeep. "So, what was it this time? Orcs? Gnoles…? Any sign of that hill giant you were…?"

"Why don't you just pour me some mead," I again snapped, turning my attention back to the barkeep. "And keep pouring 'til the coin runs out."

"That I can do," Vikira muttered picking up the coins, "'Course, two of these will go toward settling that little debt you promised to repay. A month ago…."

I fumed. I really should have gone to the Prancing Pegasus.

"Just pour, old man. Preferably with yer mouth shut. And make sure it's the good stuff. Not the gutter-swill you serve the guards."

Vikira quickly produced a full tankard and placed it before me. I grabbed it, threw my head back and quickly emptied it, the suds filling my beard and running down the front of my tunic.

As I lowered the stein back to the table, my eyes paused on something peculiar hanging on the wall behind Vikira's head.

It was the skin of an enormous animal, hanging heavy from three iron spikes driven into the plank wall. I immediately recognized the orange-brown fur peppered with feathers to be that of a great horned owlbeast. But it was the jagged scar across the beak and left side of the head that drew my attention and held it fast.

Noticing my reaction the barkeep smiled proudly. "Aaahh… I see you've noticed my latest trophy. She's a beaut isn't she?"

"W-where didya get that…?", I asked without looking away from the skin.

"You're not the only one who's been busy, my friend." Vikira smiled proudly as he slung the dirty rag in his hand over his shoulder. "I felled that beast on my trip down to Vew last week. Was quite the battle."

I grabbed him by the collar and pulled him across the bar growling, "I asked you a question…"

"I-I told ya — I had to make a trip down trail to fetch some new girls. It tried takin' our horses when we were camping at…"

I drew a dagger with my free hand and pressed its finely honed edge to the sweating barkeep's neck. "The truth… or by the gods I WILL cut you."

Fear welled up in Vikira's eyes as he strained to pull away from the blade, but my hold on him was fast and he only increased the pressure. Finally he blurted out, "All right… ALL RIGHT… I — gasp — I bartered for it. I got it from a merchant laying over at Kar Mardri."

I released my grip and sat back, still feeling the veins on my forehead throb. This damned temper — it will be the ruin of me one day. "S-sorry," he stammered after a few moments of gathering his thoughts.

Losing my temper with a no-account merchant was one thing, but as a former soldier, Vikira was popular with the Keep guards. He could make a lot of trouble for me.

Vikira swiped at the trickle of blood running down his neck with the dirty rag and stared hard at me. "W-What in the nine Hells has gotten into you…? You could've killed me!!"

"You can steal a man's kill," I yelled pointing to the skin on the wall. "But I'll be damned if anyone's goin' to steal my braggin' rights."

Vikira looked at the skin, then back to me and finally to the skin again. "Y-you….?" he asked, his face flush with astonishment. YOU killed THAT…?!""

"I did," I replied. "Three seasons ago. After it nearly killed me. Unfortunately, I weren't able to take the skin."



Vikira poured another tankard of ale and set it before me. Placing his elbows on the bar and leaning in he motioned toward trophy with his head. "How can you be so sure…? One looks about the same as the rest. Wouldn't you say?"

"You see that scar…? Just across the beak?"

"Aye, that I do."

"Well, I'm the fella who put it there."

"Fine. You want the bragging rights? You can have 'em. But it'll take more than that silver you have there if plan on taking the skin from me. I paid good money for…"

"Keep yer rotten skin," I barked. "Leave me in peace".

The barkeep knew when to shut up, and moved down the bar to another customer.

I cradled the tankard of mead in my hands and bowed my head. After a long while I turned my gaze back to the trophy hanging on the wall and stared at the empty slits where menacing eyes had once stared through. A flood of painful memories began to resurface. Memories I'd been runnin' from for years.

Suddenly my thoughts were interrupted by a voice thick with a dwarvish accent.

"Well? How 'bout it then…?"

I turned to face the bearded dwarf in the corner. "How 'bout what?"

The dwarf raised his hands, "How 'bout finishing the story?"

Again my temper began to flare but this time I forced myself to relax and decided to take a different tack.

"Friend dwarf," I said raising his tankard and turning in my stool. "Fer THAT to happen I would need several more of these."

A grin broke across the dwarf's face as he fished behind his broad leather belt and produced a coin pouch. Dropping it on the table he motioned to Vikira. "Til he's had his fill!!"

Feeling pleased with myself, I picked up my drink and moved over to the corner table and sat across from the dwarf. A half dozen other patrons crowded around us as I ran my hand across my beard and gathered the words.

Finally….

"Thirteen seasons ago, a group of us were trekkin' up a goat trail 'bout a week's journey west of here. We'd been drawing coin from the Earl scoutin' out the whereabouts of a group of bugbears that had been harassin' patrols. Two weeks up in the heights scouring the limits of the tree line and not a sign of 'em.

Well, we were fixin' to head back down the mountain and return to the Keep when the weather turned and all signs pointed to a heavy snow a-comin'.

We pitched our tent on a shelf of rock on the forest's edge where a rock pile formed a natural windbreak. We built up a good fire, broke out a bottle of ale and then retreated into our tents fer the night.

I thought dawn would never come. It was bitter cold and a wind whipped up that I thought would surely blow us off that shelf.

In the morning when I threw back the flap of my tent it crackled like dry leaves underfoot. A deep snow had settled over the camp during the night. As I stepped outside, the poor man's ale

from the jug passed around the night before was havin' its revenge — my head was throbbin' and my stomach was threatenin' to purge itself right then and there.

As I cupped my hands and breathed into 'em to warm my fingers, the first thing I noticed was that the fire had long gone out. The first business of the day had been decided — namely to gather more wood and get it goin' again.

I thought about wakin' the others to set them about preparin' for the day but decided to let 'em grab a few more minutes of sleep. No doubt they were feelin' no better than I.

So, slingin' my bow and grabbin' my axe I set off down the slope a short distance toward a fallen tree that looked to have an abundance of deadfall about it fer easy gathering.

I'd barely taken a dozen steps when I noticed deep tracks cuttin' across our campsite from north to south.

Stooping to examine 'em, I took them to be bear tracks though it was hard to be sure since they weren't real well defined. But they were fresh – made after the snow that fell early in the night — and that worried me.

I tensed, realizing that some dangerous creature had paid us a visit. Readyin' my axe, I turned my attention back toward the tents and froze.

Nurvarii's tent, which was pitched just behind my own, was torn and spread about like a soiled handkerchief. A big ol' crimson trail of blood stained the snow leadin' from his tent into the forest's edge — and the tracks at my feet led in that direction. By the gods!!

Runnin' back toward the tent I shouted out an alarm to rouse the others. Drunken sods, all of us. How could we not have heard the commotion?

Reaching Nurvarii's tent, my heart sank. To my eye the bloody trail looked to be a kill-drag. The dwarf was most likely taken in his sleep and his body dragged into the trees.

By this time Hurn and Fargus had been roused and were scramblin' out of their tents and pullin' on their clothing.

"What's the matter?" one of them shouted out. There was then a gasp, and I knew I needn't bother answerin'.

Both were at my side as fast as their shaky legs could take 'em.

"Poor bastard…" Fargus finally muttered under his breath. "He'd have wanted to go out with a fight. Not…. Not like this."

That's when I spotted the dwarf's axe propped up in the snow as though it'd been tossed or knocked aside. Takin' a few steps forward, I retrieved it. After pattin' off the accumulated snow I saw that its broad blade was coated with the poor fella's congealed blood.

"I'd say he got his wish" I said as I held it up for them to see. "He got at least one good bite on the beast."

Hurn turned his attention to the blood trail and then let his gaze follow it to the dark wall of mountain pine and the veil of their low hanging branches.

"Then let's finish it."

Without a word, the three of us headed toward the forest, our eyes dartin' back and forth taking in every detail around us. A dozen yards and we were in murky shadow. A dozen yards more and it was like night again, the snow-laden branches of the pines chokin' out the sunlight.

Following the blood trail a bit further, we came upon a gruesome scene.

'Twas the body of our comrade — or at least what was left of it. Naught but a rib cage stained pink with laid back shreds of skin and muscle surroundin' it, a bloodied head with the skull-top exposed nearby, a leg cast aside in one direction and a half eaten arm in the other.

Again we found ourselves standin' in silence. Any glimmer of hope in finding our friend alive, albeit wounded, had sure enough been dashed.

I turned my attention to Hurn, who was pointin' to the area 'round us. It was jumbled up with tracks, splattered blood and bits o f broken branches. Clearly a life-and-death battle took place here.

"Looks like he gave the beast a good fight!"

I weren't so sure for not a single boot print was visible. Nurvarii had surely been dragged to the spot, and it didn't look to me that he had ever regained his footing.

As my eyes danced about and took in the details, somethin' caused them to lock and focus. A shadow loomed nearby darker than the rest.

I then realized it wasn't a shadow at all but a heap of black fur, perhaps five yards away lyin' at the base of a large tree but largely obscured by a fallen limb.

"There!" I pointed.

With weapons raised, the three of us spread out as we approached the figure from different directions.

As we closed on it, I soon realized it was a large black bear. A black bear? They're pesky creatures to be sure but I was nonetheless surprised. They typically don't have much fight in 'em, particularly when confronted by a combative foe.

Assumin' it had just fed and was slumbering with a full belly, I raised my axe and braced myself. To my left I saw Fargus notching an arrow.

Yet, somethin' didn't feel right.

The bear was motionless, showin' neither sign of its sides rising as it inhaled nor the foggy exhalation of breath the frigid morning air would surely compel.

As I studied the critter's form a moment longer I saw the reason for these peculiarities. It was lyin' in a pool of its own blood with four exposed ribs visible through a gapin' wound in its side.

"I don't get it…." Fargus muttered. "What the hell happened to…?"

These would be the last words he ever spoke.

Out of the corner of my eye I saw a blur of motion followed by a "Tha-rummp!!" and a clickin' hiss that seemed louder and more frightenin' in the confines of them tightly grouped trees than anythin' I've ever heard before or since.

Fargus was thrown quite literally a dozen feet like he'd been catapulted. With a sickenin' thud his body impacted a tree trunk where he hung fer a moment as though suspended, afore droppin' in a heap to the ground.

Where he had just stood was a wall of fur, feather, beak and claw — an enormous great horned owlbeast! Nine feet o' terror filled the small clearing like a mountain.

Its soulless golden yellow eyes flashed in the shadows like two burning embers. Shoulders thrown back, it roared again nearly bucklin' my knees with fear.

I call it a roar but the cry of an owlbeast ain't like that of any other animal. It's not the low guttural snarl of the bear but a reverberation of pure intimidation you can feel against the chest and that makes yer knees quake and yer bladder evacuate.

Both Hurn and I were frozen with inaction fer several seconds as we contemplated our certain deaths. Fortunately, the owlbeast threat-postured just long enough fer me to regain my senses. I knew we could never outrun the beast and we most certainly couldn't outfight it. Our only chance was to buy some time, if only a few seconds.

Mutterin' a prayer to the Great Huntress and beseechin' her to aid my weapon in striking its mark, I hurled my axe directly at the owlbeast's head.

Not waitin' to see if my plea was answered, I turned and bolted intending to yell, "Run!!" to Hurn as I passed. I never got the chance fer Hurn was already running.

As we ran through the trees takin' a beating from the low hanging branches, I could hear the owlbeast behind me shrieking in pain. I'd hit the damn thing!

I panted fer breath as I followed closely on Hurn's heels.

Any feelin' of hope fostered by the owlbeast's cries were suddenly replaced with dread as the cracklin' of branches and heavy footfalls told of an ominous pursuit.

We'd just broken into the clearing at the edge of our camp when Hurn pointed toward the broken rocks nearby. Usin' them as a windbreak was one of the reasons we'd chosen to camp on the site.

Well, we ran fer the stones and I swear we'd barely gotten half way when the owlbeast broke through the brush behind us. Glancin' over my shoulder I could see it was on all fours. With blood pourin' down its face, the enraged beast let loose another bone-chillin' howl as it spotted us and continued the chase.

Hurn made the rocks first. I was envious of him as he leapt up on top of the largest boulder and quickly dropped down into a gap, disappearing from sight. I weren't far behind. I'd just made it up onto the rocks and was about to follow suit when my right foot took a bone crushing claw-swipe that sent me spinnin' around on my back. I hit the rocks hard, my head reelin' and the wind knocked out of me.

The owlbeast was towerin' over me with the remnants of my right boot caught on his claw. It shook its wing furiously to dislodge the boot and was startin' to raise its other claw to finish me off when I felt a pair of hands on my shoulders.

My head struck a sharp outcropping as I was roughly pulled in among the rocks, and I found myself leanin' against Harn in the dark with a trickle of warm blood running down my cheek. Mere feet away, the owlbeast was roarin' with anger at being robbed of revenge. It began savagely tearin' at the rocks as the two of us retreated into our rocky prison. It was at that moment I realized that my right foot was damn well shattered and useless.

To our miscontent, the void in the rocks where we'd sought refuge barely extended seven or eight feet. The owlbeast alternated from shovin' its one good eye up to the opening to peer in at us to tearin' at the rocks with its powerful claws. We feared it would be successful if it kept goin', so massive were its forearms. As if intent on confirmin' our anxiety, it managed to displace a great deal of loose stone and widen the hole.

Praise be to Kalenadil that them large stones buttressin' our fortress proved immovable!

And so there we sat imprisoned, sentenced to do nothin' but watch our would-be executioner tear at our cell, tryin' its utmost to carry out Fate's verdict.

The critter was relentless and threw itself at this task for most of the day, breakin' off its assault only occasionally to either rest or continue feeding on our poor comrades before renewin' its efforts.

Finally, just after dusk, it retreated and didn't return.

So terrified were we of the monster that we decided not to emerge from our hidey-hole until noon the next day, and then only long enough fer a spy-peep, fearin' to venture more than a few feet from the rocks.

Since I couldn't rightly walk, Hurn gathered sufficient food and water fer me to survive for a week among the rocks. He then left me so he could go fetch help from a clan of itinerant miners about two day's walk down slope. I tell you rightly, it was the longest five days I've ever endured. Though the owlbeast never showed its head again, every noise from the forest or glimpse of a foragin' rat or squirrel gave me a jolt.

When Hurn finally returned in the company of a half dozen sturdy men to pull me out of the rocks, I felt reborn. We gathered what was left of Nurvii and Fargus and placed them among the broken rocks, pilin' loose stones high atop their remains. Hurn and I were both silently grateful we weren't entombed with them and had lived to see another day."

I paused for dramatic effect and then stated, "But the story doesn't end there."

"Three years later, on a narrow mountain cliffside trail 'bout thirty miles further south, I'd just rounded a blind spot on a bend in the trail and was huggin' the rock face with my back when I caught glimpse of some movement barely 30 feet up ahead. It was an owlbeast!

It had been negotiatin' the narrow trail on all fours, but when it caught sight of me it immediately reared up on two legs and let out a roar that made me quake at the knees. I can't say it recognized me then and there, but I certainly recognized it. The jagged scar, slashin' across one pale lifeless eye and cuttin' across its beak made its identity a sure thing.

I barely had time to react and draw my axe before it had closed on me. Its great girth forced it to cling to the rock face with one great claw as it swung with the other. And swing it did, catchin' me across my shoulder and nearly dislodgin' me, intent, it seemed, upon sendin' me tumblin' over to my death.

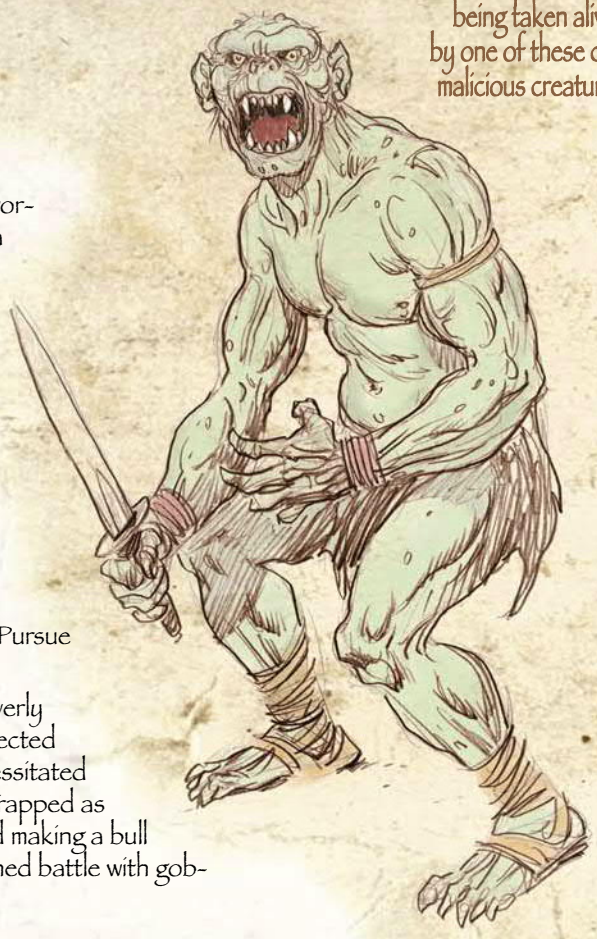
Somehow I managed to regain my footing, but my axe was gone. Desperate, I fumbled around and found a sharp-edged rock to use as a makeshift weapon. I doubted it would do much good but still, it was better than nothin'. The beast swung awkwardly at me several more times but I avoided the blows, narrowly so as one came close enough to my eye that I it blinded me fer a moment. Lashin' out in an emotional wave of fear and fury driven by the bloodied corpses of my friends flashing in my brain, I let loose a cry, the very same battle cry I had yelled so long time ago on a distant field. I hurled that stone with all my might. Again, the Merry Marksman must have been looking out fer me 'cause the rock flew true, strikin' the owlbeast in its one good eye. The beast flailed in pain, forgettin' that it was clingin' to a cliff face hundreds of feet up. It let go of the wall and in its writhing became unbalanced, so it took to tumblin' and screamin' over the edge. I reckon it was still only focused on its pain as it hit the jagged rocks below. I weren't about to go down there to get the skin, though it woulda been a great trophy. I was just happy to be alive at that point and scrambled back to safety — and a bottle of good, stout ale to drown the fear."

I've always despised weakness and particularly the admission of such, but I will confess that to this day I have a morbid fear of owlbeasts. It is a fear so palpable that fer years it's caused me to seize up every time I even catch the scent of one in an abandoned lair or stumble across an occasional nesting area.

I know, deep in my heart, that it was only through blind dumb luck or divine providence that I'm alive to tell you the story and drink this mead. I sure ain't about to push that luck any further.

Goblin

Also Known As: Ga'uk (in Orcish), Goter, Ashugg



Death is preferable to being taken alive by one of these cruel malicious creatures.

As individuals, goblins are weak foes easily bested by the most junior of swordsmen. While this may engender disdain for the race as less than worthy opponents, one must always bear in mind that goblins function as a collective. As Master Hukek so eloquently wrote, "A lone twig may snap easily but a bundle resists the axe more effectively than the stoutest oak."

In battle these little fiends can quickly overwhelm a theoretically superior opponent. Unless careful tactics are employed, they will surround you. So many will simultaneously attack that you cannot employ your shields against all of them. And when one falls, two are ready to stick their blades into your exposed flank. Their archers will also fire directly into combat caring little for the welfare of their comrades.

Should you survive the onslaught and drive them back, do not believe for a moment you have succeeded. It is then that goblins become most dangerous. Their miserable holes are filled with traps. Some are quite ingenious for the creatures have a cunning aptitude for crude but effective mechanical devices. Pursue with great care and a watchful eye.

One important word of advice is this – always ensure your escape route. Overly zealous crusaders have penetrated a goblin warren only to suffer some unexpected critical injury (most often at the hands of the aforementioned traps) that necessitated evacuation of the injured party only to learn that the exit had been blocked. Trapped as they were, they faced the unenviable choice between leaving a man behind and making a bull rush for the door or dragging along an injured companion while fighting a pitched battle with goblins emboldened by the scent of blood.

If you face this dilemma, Honor demands a mercy killing. Better your friend die swiftly by your hand than fall into goblin clutches. Trust me on this. - T

These small, savage humanoids have narrow snouts, largish ears and sharp, jagged teeth, ideal for tearing flesh, cooked or not. Their skin ranges form a deep brownish color to various greens, purples and even jet black. They have knotty, greasy unkempt black and dark brown hair growing on their scalps, although receding hairlines and male-pattern baldness is very common in adult males. Their bodies are generally not hirsute, except for their backs and arms (both sexes). Open sores, boils and skin lesions are plentiful under their armor and sometimes on their faces. Scars from past grievous wounds and torture stints are quite common. These wretched creatures stand about 3½ to 4½ feet tall, but they stoop and often appear shorter. They walk erect, but have poor posture, older ones hunching so low as to bend at the waist and drag their elbows. They weigh anywhere from 70 to 100 pounds.

Goblins hate life and beauty of all types. They gleefully destroy flowers, fell trees and set alight bush and grass simply for sport. They hate hunting, but love the kill, reveling in the suffering of a wounded fawn or, better yet, pixie-fairy. Even fine, delicate and valuable jewelry will be smashed then melted down to gain the base metals and gems.

Conversely, goblins approach the prospect of torture and

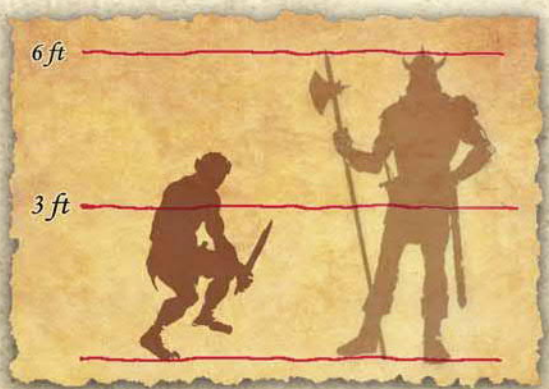
Sign/Tracks



Range on Tellene



Size Comparison



suffering with such enthusiastic giddiness, one would think they had discovered buried treasure. They are actually quite creative, but use their energies to invent new weapons, siege engines, torture equipment, horrific traps and other items of destruction. They like to build and create new things and make arms and armor prolifically. The shoddy quality of their manufactured items is evident in the high failure rate; their arms and armors only survive a battle or two before becoming damaged, outright broken or visibly inferior, dull or marred (-1 penalty cumulative for all purposes after each d4p-1 uses). If a goblin owns a broken or inferior item, he simply tosses it aside as new ones become available, which is often. Damaged goods are collected and the materials re-used or burned for fuel.

Goblins are sneaky little scum, as well as naturally lazy, and like to steal and backstab their way to the easy life. Rarely successful, they generally find themselves working as a cog in the machine, toiling away for the faceless goblin king. Cowards to the core, a goblin will certainly work hard enough if he believes the punishment for slacking off is both severe and forthcoming. Consequently, most goblin work groups have overly-zealous, whip- and scourge-wielding taskmasters.

Goblins love battle when they have numbers on their side or a clear advantage. A goblin's weapons of choice tend to be short sword and shield, but they also like to use hammers, morning stars, clubs, daggers, spears, crossbows and slings. They use shields whenever possible since goblins prefer to avoid injury and hope their peers can maim the foe (but are quick to provide the killing thrust if the opponent is wounded or helpless). They typically wear leather armor, which they construct from cured animal hides, although leaders are often much better armored.

They are not particularly strong in battle (-1 to Damage for weapons) and have weak Hit Points and a low tolerance for pain, although they make up for the latter with decent resistance, no doubt from practicing the art of torture on one another throughout their formative years. Their small stature causes a reach suffrage of -1 foot, and further, makes it tough for them to stand their ground in the face of strong opposing blows. What they lack in combat prowess, however, they make up for with numbers and enthusiasm.

Goblins fight well in the darkness, having twice the range of low light vision than other races, but have great difficulty fighting in very bright light. Sunlight causes them to suffer a 2-point penalty to Attack and Defense rolls, while dark, cloudy conditions or sunlight just after dawn or before dusk force a 1-point penalty on Attack rolls (but no penalty for defense). Goblins suffer no penalties under storm clouds and see perfectly well in starlight, even if all moons are new and the sky is overcast.

For every 20 goblins encountered, one will be a sergeant with 23 Hit Points and a 1-point improvement to Attack, Defense and Damage over the others. He wears studded leather armor.

If 40 are encountered, there will be four sergeants and one captain who has combat statistics similar to a hobgoblin and wears ringmail.

If 100 or more, one will be a chainmail clad sub-chief with hobgoblin-like statistics, but with an additional hit die and a further +1 point improvement to Attack, Defense and Damage. He has 2d4p bodyguards with captain statistics. The goblin chieftain, or king, lives in their lair. The king has combat sta-

GOBLIN

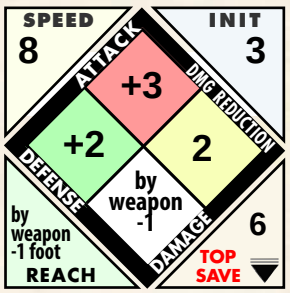
Hit Points:	17+1d6
Size/Weight:	S/85 lbs.
Tenacity:	Nervous
Intelligence:	Slow
Fatigue Factor:	-2/-1

MOVEMENT

Crawl:	1¼
Walk:	2½
Jog:	5
Run:	10
Sprint:	15

SAVES

Physical:	+3
Mental:	+2
Dodge:	+4



Attack: Typical goblin armament consists of a crude short sword (2d6p-1), leather armor and small shield.

Defenses: None explicitly, but most goblins are ingenious trap makers. *Shield use (*e.g.*, small shields increases Defense from +2 to +6).
These creatures possess no natural DR but often wear leather armor (improving DR from 0 to 2).

GENERAL INFO

Activity Cycle:	Nocturnal
No. Appearing:	varies[1]
% Chance in Lair:	50%
Frequency:	Frequent
Alignment:	Lawful Evil
Vision Type:	Extreme Low Light Vision
Awareness/Senses:	+10% Listening and Observation[2]
Habitat:	Caves and other[3]
Diet:	Omnivorous[4]
Organization:	Solitary to tribal[5]
Climate/Terrain:	Any[6]

YIELD

Medicinal:	nil
Spell Components:	nil
Hide/Trophy:	none worth boasting about
Treasure:	2d12p cp each[7]
Edible:	yes, but may be diseased[8]
Other:	nil

Experience Point Value: 22

tistics similiar to a bugbear and somewhat resembles these fearsome creaturess - particularly in his girth. He wears platemail if heading to war. Another 2d4p sub-chiefs protect him.

Clerics and shamans are far more common among goblins than other humanoids, serving an active role in the community and often participating on raids. Typically, there is one cleric for every three captains and bodyguards and one witch doctor for every three sub-chiefs. Their levels of spellcasting ability are 2d6p for the highest level cleric and 2d4p-1 for the greatest mage. The others are dispersed evenly in decreasing levels below each respective highest-level caster.

Aside from spellcasters, sometimes dire wolves and/or wargs accompany goblin warbands. There is a 30% (1-5% wargs, 6-10% 50-50 mix of both and 11-30% dire wolves) chance that 10% of the goblin troops are mounted on such beasts and another 3d12p riderless dire wolves and/or wargs will accompany them.

Together with orcs, goblins are without question the most numerous humanoids. Their resourcefulness, tenacity and ability to breed in numbers allows them to recover from any heavy losses sustained at the hands of their many enemies – and they have many enemies. Goblins war with every known race.

Goblins' preferred underground habitation frequently brings them into conflict with the dwarves with whom they compete for territory. Goblin contingents assigned hunting duties or mining closer to the surface can run afoul of gnomish clans, so war with that race is not uncommon, either. Over the millennia, goblins developed a deep-seated jealousy and hatred for these two races and attack them on sight (their hatred for dwarves runs a bit deeper, so given the choice, they attack dwarves first and foremost).

They loathe all other creatures and seek to conquer and enslave them, especially fairy-kin, demi-humans and humans. They avoid fighting with hobgoblins and bugbears because they generally suffer losses in such battles; they also feel a bit of a kindship to their cousin races. Consequently, they may join forces with their cousins in order to battle a common foe or to raid a larger target. Goblins have been known to ally with kobolds, sometimes forcing the small dog-men to serve them. Goblins also share a symbiotic relationship with wolves, dire wolves and wargs, hunting and warring in teams. Their lupine partners gain fire and food in winter and other lean times, while the goblins gain mounts and spies.

Combat/Tactics:

These spineless little twerps only like to fight when they have the upper hand, such as when their foe is unarmed, asleep, unaware, vastly outnumbered or outclassed. They love to fire ranged weapons from hidden locations and then cut and run, hoping to lead pursuers through dangerous traps while they hide and shoot again from cover. They engage in hand-to-hand combat only when they have superior numbers or some clear advantage. If forced into combat, they use delaying tactics in order to increase their odds for survival and to hang on until reinforcements can arrive to overpower their enemies. Failing that, they scatter, hoping to escape by running in different directions, a method of overcoming their slow movement rate. They are not above hamstringing an ally to slow him down, while making good on an escape.

Habitat/Society:

Goblins prefer to live deep within the earth, mining and carving great halls from the living rock. Blessed with magnificent low-light vision and less affected by uncomfortable heat or cold than other races (much like dwarves), goblins are well-suited to the subterranean environment, whether working deep within the mines or at a blistering foundry. While adept miners and smiths, goblins cannot compete with their natural enemies, the dwarves in these areas. Generally lazy, goblins prefer to force dwarves from their homes and live in expertly built dwarven cities, chock full of plunder that's just the right size. Each goblin lair has several ingenious and deadly traps designed to injure, maim, fool, delay and outright slay intruders.

Goblins organize themselves into work groups and warbands, each led by a taskmaster or sergeant, as the case may be, who pays fealty to a higher authority (usually a captain or other leader-type). When groups meet, they do not fight like orcs, Instead, the leaders engage in ritualistic combat (sometimes fatal, but more often simply resulting in a maiming). After a winner is determined, the entire group supports the new leader. Ultimately, the whole tribe pays homage to a single leader or chieftain. When no other leader is present but one, that chieftain is known as the king. It is rumored that all of the goblin kings pay homage to one Great Goblin King.

Goblins speak their own language, which is closely related to Hobgoblin and Dwarven (allowing them to effectively communicate with either race). Goblins sometimes learn the languages of their neighbors, especially if involved in trade or spying. Any goblin has a 10% chance of knowing one of the following languages: Orcish, Kobold, Gnomish, or a local human tongue if located near the surface. Clerics have a 50% (and mages 80%) chance of knowing an additional language with a further 10% for every other language listed.

Goblins have an average lifespan of only 40 to 50 years, but those living outside of goblin kingdoms (for example, a well-cared-for slave or a captive in human lands) have lived up to nearly 70 years. Females comprise a full 50% of the population. They appear very similar to males, but have mammaries and wider hips. Little more than a slave class, females enjoy no rights or privileges. They wear rags or nothing at all, huddling together for warmth in completely unlit caverns. The she-goblin bitches are kept in restricted areas and relegated to producing food supplies (and preparing the same), breeding programs and rearing the pups. If food supplies run low, elderly females are butchered and consumed by the warriors and workers.

The goblin gestation is 6 months, with bitches capable of conception just four weeks after giving birth. Consequently, there are an equal number of young as there are adults. Infant mortality and violent ends keep the numbers from becoming even higher. Goblins reach sexual maturity at the age of eight, but by the age of four, males are already separated out to work in the mines; thus, each has at least Novice mastery in the Mining skill. By adolescence, the most promising and largest join the warrior class. Those showing initiative or unusual intelligence are trained in a trade or to become spies or scouts. The remaining youths are left to toil in the mines. If the population becomes too much to sustain, goblins aggressively expand their territories or make war on their neighbors.

Most goblin lairs have wolf dens near the surface. There is a 50% chance that a goblin warren contains 3d12p wolves, a 40%

chance of 2d12p dire wolves and a 20% chance of wargs (roll for each independently). These companions, even those used as mounts, are on a more-or-less equal footing to the goblins and rank as equals working for the same ends rather than as any type of servant.

Some (25%) goblin lairs have 2d4p bugbears as guests. Such bugbears will work cooperatively with their smaller cousins, sharing in raids and spoils. However, if given the opportunity, the bugbears subjugate the little runts and establish themselves as rulers.

Ecology:

Since they live in mines, caves and in the Netherdeep and have an aversion to work not related to butchery, maiming, torture or mass-destruction, goblins are not much interested in farming or animal husbandry. Instead, they hunt animals (and will hunt any available food from rodent to deer or larger to extinction), other humanoids and demi-humans, and raid farms and villages. Occasionally, by order of a leader-type, they force their bitches to grow mushrooms, fungus and the like to support their deeper mines.

Goblins have been known to trade metals, ores, gems and finished and manufactured goods to other races, even humans (typically through an intermediary) for foodstuffs and other goods. The goblin choice of underground settlement inevitably places them in direct conflict with other races that choose to live in the Netherdeep, especially dwarves and dark elves. Among the myriad of natural foes, goblins hate dwarves and gnomes the most and attack them on sight, capturing and enslaving them if at all possible.

Subraces:

Goblins come in all shapes and sizes. At one time there may have been subraces, but they have clearly interbred. It is certain that there are differing racial features between the various tribes that live far from one another, perhaps even enough to create a different species for the goblins inhabiting deep, dark rain forests versus those deep within arctic mountains, but, frankly, no sage cares enough to classify their variances.

Religion:

Goblins are an unexpectedly religious lot, likely arising from their extremely superstitious nature, blaming everything from catastrophe to minor gambling victory on unseen supernatural forces and luck (or ill-luck). They fear magic of all types and consequently their priests and shamans wield great power amongst the masses and even the leaders. Because goblins worship a wide array of deities, their clergies can never really manage to usurp control (although it has happened at various points in the past) as competing religious orders always find a way to weaken the power base of the greater ones.

The most popular religions are the House of Shackles, Order of Agony, the Church of Endless Night, the House of Scorn, the House of Knives and the Fraternal Order of Aptitude. Lesser followings are held by the Founder's Creation, the Courts of Inequity, the Temple of Strife, the Temple of Armed Conflict, and the Congregation of the Dead.

On Tellene:

Goblins can be found in numbers near any dwarven or gnomish mine as they follow the same ores and have similar interests in mining. Thus, goblins can be found on the outskirts of the kingdoms of Karasta and Draska as well as in the Dashahn and Tanehz ranges. Goblins fight a war of attrition, willing to suffer heavy losses at the hands of the dwarves, knowing that over the centuries or even millennia if need be, they will eventually overrun the dwarves and take control of their massive underground kingdoms and mines. The largest goblin kingdom lies deep under the Krond Heights (believed to be the first and greatest of the dwarven kingdoms). It is there that most sages believe the Great Goblin King holds court, plotting the demise of the demi-human (and eventually the humanoid) races. Goblins from this kingdom played a key role in helping Kruk-ma-Kali rise to power and enjoyed a place in his terrestrial kingdom. Goblins, unhappy with their share of the spoils and place in the new order, are also believed to be his assassins.

Savage goblins in large numbers can also be found in the dark reaches of the Vohven jungle and in the Obakasek jungle, de facto ruling the latter with their massive population and ability to tame certain of the beasts therein. Goblins frequently raid outside of the deep forests and jungles into the surrounding human lands.

[1] ***No. Appearing:*** *1-8 (traveling, hunting); 3d4p+8 (warband); 20d20p (tribe)*

[2] ***Awareness/Senses:*** *Goblins see extremely well in the near-dark, even in very dimly lit conditions. Their low light vision has twice the range of normal low-light vision, but they cannot see in complete darkness. Closer to their animalistic roots than most demi-human races, they have a +10% to Listening and another +10% to Observation, the latter due to a heightened sense of smell and only affecting Observation checks where smell is relevant. Like dwarves, they have sensitive hands able to detect tiny fractures in stone, ceramic and metal, but also making them susceptible to torture techniques that take advantage of the heightened nerves.*

[3] ***Habitat:*** *Goblins prefer underground lairs cut from solid rock. They may come to the surface at night to raid, but greatly prefer life in the Netherdeep. That said, some live and thrive above ground in dismal forests, ruins and other places.*

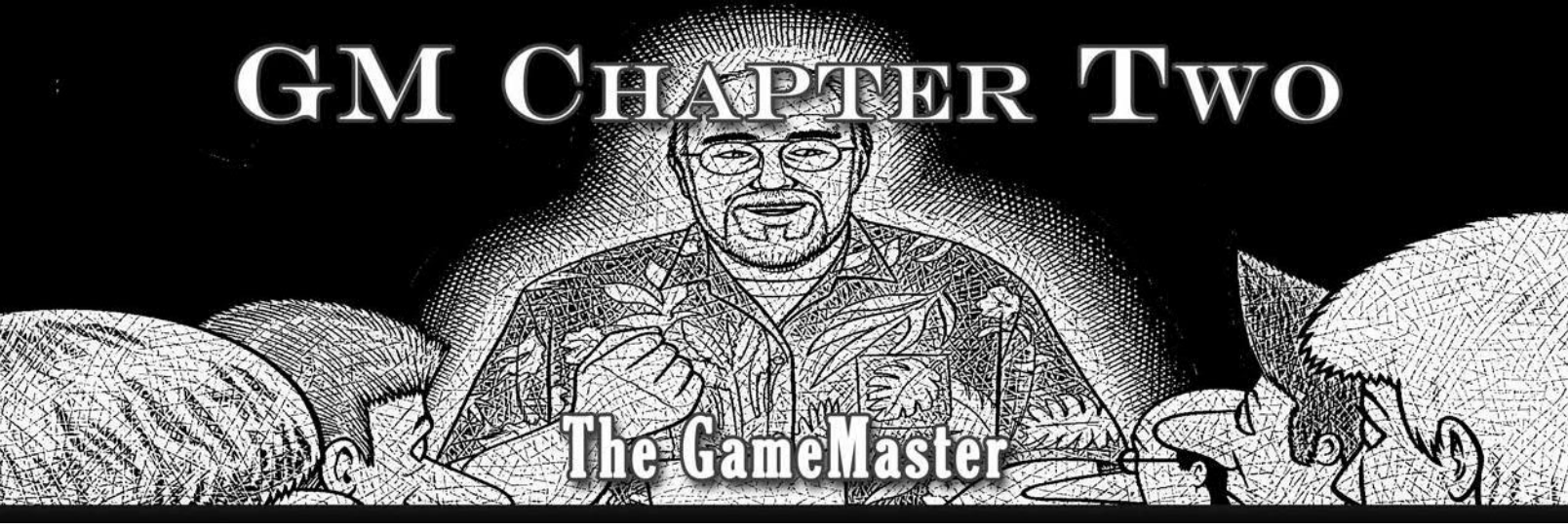
[4] ***Diet:*** *Although technically omnivorous, some wealthier goblins live their whole lives eating only flesh, while others may eat nothing but mushrooms from first solid food to last. They are prone to cannibalism in times of famine.*

[5] ***Organization:*** *Goblins are organized into tribes, each with a chieftain. In their massive underground complexes, one chieftain rules as king with all of the tribes swearing loyalty. Goblins are rumored to have one massive, powerful ruler known only as the Great Goblin King.*

[6] ***Climate/Terrain:*** *Goblins prefer dank, dark subterranean mines, but their ingenuity allows them to survive in any climate and any terrain.*

[7] ***Treasure:*** *Goblins carry 2d12p cp each. Goblin lairs can contain wealth in the form of uncut gems, ores, worked precious metals, jewels, finished and worked goods of poor quality and manufacture (especially arms and armor, torture implements and horrible inventions for inflicting pain or annoyance). A lair that has been successful in raids will contain all types of items, even of human or demi-human manufacture as well as superior quality arms and armors (surely in use by the leaders). Goblins keep many animal pelts, especially those of wolves.*

[8] ***Edible:*** *Goblin blood or meat has a 75% chance of transmitting disease (usually 'The Shakes'). Most people are wise enough to avoid it. Orcs and ogres are immune to these effects and are reputed to enjoy the taste well enough, partaking when no better food is available.*



Designing the Adventure

Your principal duty as GameMaster is to act as the OPFOR (military jargon for "opposing forces"). This is no trivial task.

Presenting a proper challenge is far more of an art form than a science but you can definitely benefit from some quantitative assistance.

A HackMaster scenario should entail a series of individual encounters that as a whole constitute the adventure. None of these encounters should be so formidable as to risk eliminating a player character party replete with a full stock of magic spells and uninjured characters. That is, resist the urge to place a single encounter of comparable (or greater) strength than the players. Such battles, if the players survive, will almost certainly compel the party to retreat and lick their wounds if not bury their dead. Adventures are not singular "fight to the death" struggles but rather a gradual wearing away of the player's resources (hit points and combat prowess, spells, magic and equipment) as they seek to achieve some greater goal.

The chart below provides some guidance as to developing a balanced adventure. Ideally, the adventure should consist of 16 separate encounters each of which comprise monsters with an aggregate experience value appropriate for the mean character level and party size. For example, an adventure for a party of four 5th level characters would comprise 16 encounters each being 181 EPs.

Suggested Encounter Strength in EPs

Party Level	*Number of Player Characters*					
	3	*4*	*5*	*6*	*7*	*8*
1	38	50	63	75	88	100
2	75	100	125	150	175	200
3	94	125	156	188	219	250
4	113	150	188	225	263	300
5	136	181	227	272	317	363

Obviously not every encounter can or should match the EP guidance precisely. Some should be more and some less. You may want to have a climatic battle that constitutes twice or thrice the recommended EPs balanced with a few encounters that have few if any EPs. These latter encounters should nonetheless present a challenge for the players that offers the possibility of draining resources. Examples may be traversing an obstacle that may require a spell or use and abandonment of pitons and rope or a harmless creature or person that could be perceived as dangerous by the nature of the circumstance or paranoid mistakes by the players.

You might be tempted to look at the suggestions and think, "That's too weak. My players could walk through that without a scratch. I need to beef up these encounters." Here are two things to consider. First of all, lone monsters should be derated to half the EPs listed in GM Chapter One. A singular creature can be readily surrounded by a group and be more easily defeated – thus it presents roughly half the challenge it would if it had allies to guard its flanks. Second, any individual encounter is just a piece of the puzzle. The PCs will have to face several such battles before reaching their final objective and each one has the potential to weaken them. Moreover, it is presumed that the players will not have the opportunity to rest and recover all their spells and cure all their wounds between each encounter.

The players should expect to have roughly four such encounters before bivouacking to rest and replenish. Depending on the specifics of the adventure, the actual number may vary from as little as two to as many as six or seven. Either way, this represents a typical four to six hour gaming session.

Story Awards: These 16 encounters should form half of the experience available to the PCs. The other half comes through 'story awards'. This is the part of the reward that comes from meeting objectives set forth in the setup of the adventure. After all, there is some overarching purpose behind the adventure – right?

Story awards form a pool equivalent to the monster EPs (181x16=2896 for the previous example of an adventure for four 5th level PCs). These should be allocated for achieving major milestones in the adventure. It is suggested that half be awarded when satisfying the final objective while the rest be awarded as you see fit (rewarding clever play or meeting interim objectives).

The use of story awards alters the dynamic of the adventure transforming it from a mere exercise to rack up the biggest bodycount (the unfortunate consequence of only awarding EPs for monsters slain) to an exercise focused on mission accomplishment.

Story awards are far and away the most useful tool in your arsenal. Judicious use will break your players of many of their bad habits. For example, by inserting a time element into the final award (e.g. 100% only if the mission is accomplished within a set time and proportional decreases thereafter), players pay a very real penalty for tactics such as dumping their full magic arsenal on every monster and then retreating to relearn spells. Similarly, PCs gain story awards for accomplishing tasks *whether or not they killed the monsters*. Avoiding a pointless fight (and its inherent drain on resources) when there are other means to accomplish the goal is now the far wiser choice.

Leveled Opponents

Doubtlessly you will want to include leveled NPCs are opponents for your players. You should award experience for these enemies per the chart below.

Character Level	*EP value*
1	67
2	133
3	167
4	200
5	242

Traps

Defeating traps (i.e. detecting their presence and avoiding or disarming them) should be incorporated into your "story awards" pool. It is recommended as a baseline that they be considered equivalent to an encounter commensurate with the party's level for purposes of allocating experience points.

Obviously not all traps are equally lethal. For those of you who wish to differentiate between the run of the mill 10 foot pit and a far more deadly trap, you may wish to utilize the scale below.

Note: The average damage per die type is as flows:d4p=3, d6p=4, d8p=5, d10p=6, d12p=7.

Trap Level	*Average Damage*	*EP value*
1	up to 6	67
2	8	133
3	10	167
4	12	200
5	14	242

Treasure Placement

This topic is covered in the following chapter.

Tailoring Adventurers to your players

Let's face facts. The human element of a group of players is as important as the relative strengths of their characters. This indefinable element makes it difficult to simply provide you with cookie-cutter rules such as "challenge rating".

Truly top-notch HackMaster players are bold and assertive, though not rash. They always work as a symbiotic team employing tactics that play to the group's strengths while minimizing their weaknesses.

What gets players killed is indecisiveness, passivity, timidity and failure to work as a team. I've seen plenty of groups plagued by these weaknesses. There are players who either can't decide what to do or who won't take risks and get chewed up by enemy archers. There are players who wander off and put themselves in an easily avoidable but lethal situation. It runs the gamut.

It comes down to a judgment call on your part. The guides presented here are well reasoned and field tested but must be tailored for your specific situation.

Sample Encounters

What follows is a sample encounter for beginning players. After this, we present two progressively longer adventure opportunities for you to use with HackMaster Basic.

Assault on Vespin Tower

A ring of watch towers circle the Keep on the highest peaks, keeping watch over the surrounding passes. Manned by rotating guard crews and equipped with signal fires, the towers serve as an early warning system to sound the alarm and alert the garrison of Frandor's Keep.

Being posted to duty on a watch tower, however, is generally regarded as one of the worst duties any soldier can pull. Not only is it boring and lonely, but the towers themselves lack any sort of amenities. They are cold, drafty and lack any means of heating. Guards must sleep on the stone floor and subsist on rye crackers and water during their two-week posting.

Discipline is an ongoing problem. Since it is impossible to maintain oversight without conducting spot inspections of individual towers (a task beyond the means of the Keep's officers), it is not uncommon for guards to abandon their post and sneak off to Vew or even Sabden for some unauthorized leave. For those not so brazen, conveniently 'miscounting' the days and returning to the Keep early is also a ploy. (Note that soldiers are given a five-day leave upon returning from tower duty – such is the extent of the problem that it is now standard practice to deny this to anyone returning early).

It is these preconditions that led to the current problem. The guards of Vespin Tower were attacked by goblins a day into their posting. Their relief crew, rather than heading to the tower, instead trekked directly to Vew for a holiday. When they returned to the Keep prior to the completion of their posting (completely penniless after sleeping in the gutter their last night in Vew), they were questioned as to the whereabouts of the previous tower crew (who until then had been assumed to be on a drunken bender in Vew or Sabden – the absent-minded records clerk facilitating this mistake). Subsequent interrogation succeeded in wringing out the truth about their dereliction of duty.

With nearly a month passed and the state of Vespin Tower unknown, the civil authorities are fed up with the military's bungling and have offered a reward to any independent agent that can verify exactly what's going on at Vespin Tower.

Vespin Tower

Like all of the watchtowers, Vespin employs rudimentary design features to aid in its defense. First of all, there are no doors! Rather, all access is via a harness attached to a rope lowered from a roof-mounted winch. A spool of wire is connected to a gearing mechanism and allows the soldiers to feed rope over a 5-foot cantilever beam protruding over the roof's edge. The contraption can lift up to 500 pounds.

Goblins!

On their first night at the tower, the guards broke out a bottle of bitter-korn whiskey. In their drunken state, they forgot to raise the rope line. To their great misfortune, five goblins had been scouting out the tower and chose that night to attack. Two of them successfully climbed to the rope line (another failed and fell to its death discouraging the remaining two from attempting this). They slew the disoriented guard at the tower's roof but in so doing roused his two companions. While one goblin held off the guards (leading to its death), his fellow managed to winch up the remaining two goblins. These three dispatched the remaining guards. Having secured the tower, the goblins proceeded to butcher and eat the human guardsmen.

Approaching the Tower

The goblins dislike sunlight and so do not post a guard during daylight hours. Thus, if the PCs approach during the day, they can reconnoiter the tower and formulate an assault plan at their leisure. At night, a goblin armed with a light crossbow stands guard. Though not particularly observant, his mere presence affords the opportunity that the PCs will be seen and fired upon – and consequently face a more vigorous defense against three armed and alert goblins upon the roof.

Entering the Tower

The goblins, despite their stupidity, have not left the rope line dangling for someone else to mimic their means of egress. The tower can be climbed but it is not easy to do so (a Climbing/Rappelling (Difficult) check). Climbing the tower in this fashion will not alert the guards if done during the day.

Tossing grappling hooks up to the tower roof facilitates easier access. Climbing up a rope is done with an Average (+40) skill check (or Difficult (no modifier) if the rope is knotted). The downside is that this surely alerts the goblins, at which point they climb to the rooftop and attempt to sever any such lines. The only way to prevent this is to shoot at them with missile weapons. The goblins cannot effectively employ their shields while attempting to sever rope.

Tower Roof

On one side of the roof is the winch used for tower access. On the other side is a large blackened brass basin mounted atop four iron legs to a 3 foot height. This signal fire basin contains some charred logs.

A trap door is set in the center of the roof. Opening it reveals a rickety ladder permitting access to the living quarters below.

The height of the tower is 30' (for range determination). The roof is not crenellated, but does have a 2-foot high lip to which grappling hooks can be secured.

Goblin (22 EP): 21 HP; Init 3; Spd 12 (spear); RoF 20s (lt crossbow); Rch 9' (spear); Atk +3; Dmg 2d6p (lt crossbow) or 2d6p-1 (spear); Def +2; DR 2; ToP 8/ 6, Size S; Move 5 ft./sec

Notable Skills: climbing/rappelling 28%, observation 8%

Equipment: light crossbow and spear (both human-made); resale value is 9 sp (light crossbow) and 2 cp (spear)

Living Quarters

The guards' living quarters are merely a bare stone chamber in which a cord of split logs (for the signal flame) is stacked. A dozen torches (used to light the flame) are stacked atop the wood.

Two (or three, if daytime) goblins are occupying this room. They are resting in the dead guards' sleeping mats after a meal consisting of one of the aforementioned guards' left leg. The butchered corpses of the guards are lying in a corner – now putrid and covered in flies. Their leather armor has been slit open, rendering it useless.

The goblins fight to the death as retreat is impossible.

Goblins (2) (22 EP ea): 21 HP ea; Init 3; Spd 8; Rch 1'; Atk +3; Dmg 2d6p-1; Def +6; DR 2; ToP 8/ 6, Size S; Move 5 ft./sec

Notable Skills: climbing/rappelling 28%, observation 8%

Equipment: short swords, small shields, leather armor (all goblin-made)

Treasure: 12 torches, 13 cp, 2 spears (human-made)

Story Awards: Recapturing the tower is worth 30 EP. Relating this (with evidence) to the civilian authorities at the Keep is worth an addition 35 EP and garners a reward of 10 sp.

The Mysterious Shrine

A HackMaster Basic Scenario for 1st level characters

This adventure opportunity is an addition to Frandor's Keep, a setting for use with Kenzer and Company's HackMaster Basic fantasy roleplaying game. If you enjoy the material presented here, you are heartily encourage to explore the fun waiting for you in the full product.



GM's Background

The winding switchback trail leading to Falcon's Eye Tower is broken up by two relatively flat clearings – one about 1¾ miles up the trail (at 6200' elevation) and the second nearly another mile further up the trail (at 6500'). The lower clearing encompasses approximately 1¼ acres while the upper one occupies about three and a half acres.

The two clearings are substantively different in appearance. The lower and smaller one is bisected by the trail and relatively free of bushes and dense undergrowth. Such is not the case with the upper clearing. The trail skirts its northern edge while the balance is choked with briars.

A couple of months ago, a group of soldiers hacked through the thicket in a vain search for 'lost dwarven silver' (this being the rumor *du jour* propagated by some scurrilous wag at the Broken Hilt Tavern). While they understandably came up empty-handed, they did make a remarkable discovery. At the far southeastern edge of the rocky shelf there was a 10-foot-tall unhewn stone erected in a naturally formed notch. More eerily, a collection of antlers, hooves, teeth and other presumed animal parts were scattered around its base.

This shrine became a local curiosity attracting many to the site. Strange markings, purportedly Orkin religious script, were observed on the stone's surface. Word of the site soon reached Keep Prefect Ganitak and the incensed commander ordered his personal retinue to level the spot. This they did by toppling the stone over the cliff edge and hurling the gruesome artifacts after it. Guards assigned to Falcon's Eye Tower were flogged and pilloried for dereliction of duty in permitting this abomination to escape unnoticed for so long.

Chastened by their punishment, the Falcon's Eye Tower crew has been more vigilant of late. To their great consternation, they discovered that a replacement obelisk was erected at the shrine site – now secured in place by large wooden stakes around its base. Subsequent reconnoitering of the site revealed that the pagan offerings – for certainly this is what the bones must be – were also present and in greater abundance every time they visited.

Only the guards of Falcon's Eye tower know the current state of the site. Fearing more severe punishment, they took it upon themselves to apprehend whoever was utilizing the site for these unholy rituals. Alas, several all-night vigils failed to discover the idolaters.

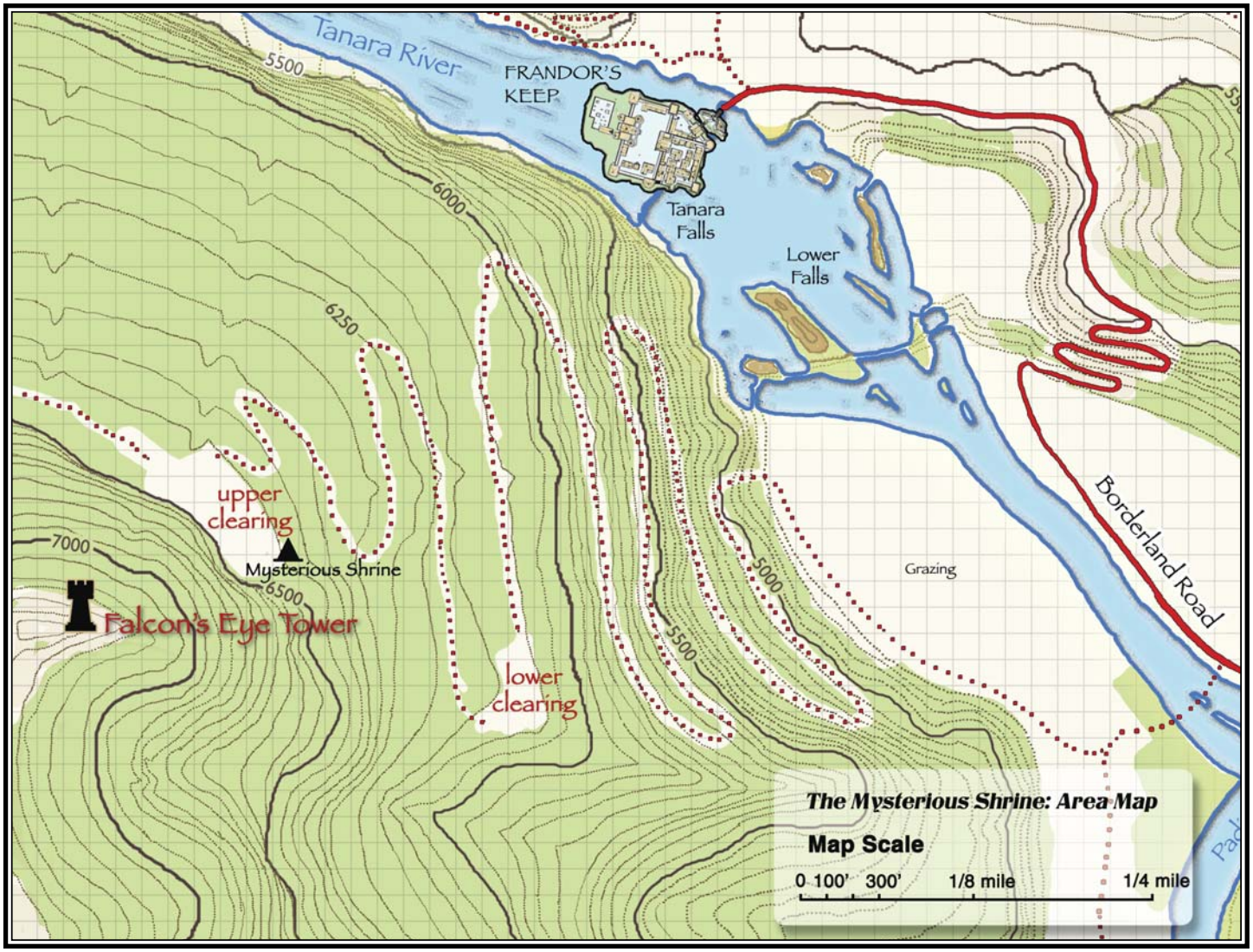
Getting the Players Involved

The following rumors may be used to pique the players' interest.

There's an old silver mine in the cliffs on the south side of the Tanara River not too far off the path that leads up to Falcon's Eye Tower. Dwarves used to mine it but they abandoned it when it began to get played out. Too much work getting what little remained they said. An enterprising young feller with a strong back might find himself a bit a loot though if'n he was willin' to scratch around a bit. (False; Dasas Zhenshi [the proprietor of Dasas' Goods detailed in area M10 on page 65 of *Frandor's Keep*] periodically scatters around a few trade coins to the local drunks to keep this rumor (and other variants) alive in hopes of selling mining tools to rubes foolish enough to believe it.)

A demon totem in our own back yard! Don't that just beat all. The Prefect had a hissy fit when he heard about that. Had the entire crew of Falcon's Eye Tower flogged for lettin' it sit there right under their noses. Good thing he had it torn down – who knows what kind of evil something like that might attract… we got enough problems with these goblin scum. (True)

These rumors may goad the players into exploring the trail to Falcon's Eye Tower and the clearings along said path. Alternatively, they may wish to travel to Falcon's Eye Tower itself to interview the soldiers there.



If they choose the latter course, they will be greeted with stone-faced grimaces from the guards on duty. These troopers do their best to dissuade the explorers from rummaging around the site, even threatening to arrest them for trespassing. However, use of Diplomacy or Art of Seduction skills (an Average check in either case) will compel the sergeant [Relemir Tesipo] to pursue a different tactic – especially if the PCs relate the rumors they've heard and seem intent on investigating the site.

Under these circumstances, he takes the players into his confidence and reveals the true nature of the site (that is, what the soldiers believe to be true). He also states that guardsmen have camped at the site on three separate occasions encountering neither hide nor hair of evil cultists. If the players were to discover who is responsible for the shrine and its apparent upkeep, he would appreciate the effort.

Of primary importance though is for the PCs to keep quiet about anything they discover and report back to him personally. He lets slip that the guardsmen have already been punished by the Keep Prefect and that Ganitek is unaware that the obelisk has been restored. Were he to find out the true situation, heads would roll. While he won't offer a cash reward, he hints at some alternative remuneration implying that having soldiers as trusted confederates might prove to be a valuable asset.

If this offer is insufficient, he will agree to any terms that can be reached. However, he will scheme to undermine the players. See **Aftermath** for further details.

Additional details that may be learned through this discussion include the following:

a) On each occasion, four troopers kept watch on the site and they maintained a campfire.

b) No unusual tracks have ever been found on the path up to Falcon's Eye Tower.

c) There is writing on the obelisk but in an unknown script.

If the players decide to go it on their own, a shift change occurs at Falcon's Eye Tower a day after they set out. The outgoing patrol searches the upper clearing on their way back to Frandor's Keep. If they encounter foreigners (e.g. the players) near the site, they will presume that they are the 'evil cultists' and attempt to apprehend or kill them. The Fast Talking skill may prove very useful in preventing an escalation of violence and permit the PCs time to provide a plausible excuse for

being there. If they are quick-witted enough, they may be able to take the soldiers into their confidence (with similar results as detailed above).

Sergeant Relemir Tesipo: N Baparan human fighter 1; HP 28; Init +4; Spd 9 (8); Rch 3½'; Atk +1; Dmg 2d8p+1 (longsword); Def +4; DR 3; ToP 9/ 6; Hon 9; *Quirk:* Paranoid; *Notable Skills:* language (Baparan 71), observation (12), resist persuasion (12); *Gear:* longsword, medium shield, studded leather armor, 2d3 sp, 3d4 cp

4 Men-at-Arms: N Baparan human; HP 26; Init +5; Spd 8 (7); Rch 2'; Atk 0; Dmg 2d6p (short sword); Def +3 (medium shield); DR 3; ToP 8/ 6; *Notable Skills:* language (Baparan 71), observation (10); *Gear:* short sword, med. shield, studded leather armor, 1d3 sp, 2d4 cp

The Enemy

In truth, the shrine was erected by an Orkin shaman and his apprentices as part of a ritual calling upon the Creator of Strife for a day of reckoning and eventual defeat of the humans encroaching on Hell's Throat. These are high aspirations for the diminutive band of orcs but they are true believers and fanatical in their devotion to the Discordant One.

Their unholy days, which they dutifully observe, are periods of foul weather. Ironically, this has served better than any stealth on their part to aid them in remaining undiscovered for they visit the shine only on miserable stormy nights – precisely the type of weather that discourages the castle's soldiery from camping out and ambushing them.

Orc Shaman (67 EP): CE orc cleric 1; HP 30; Init 3; Spd 13; Reach 4'; Atk +3; Dmg 2d8p+1; Def +2 (medium shield); DR 3; ToP 12/6; Size M; Move 10 ft./s; Spell: (1) *Moderate Emotion: Cause Fear*; *Notable Skills:* survival (40), literacy [Orkin] (31), observation (12); *Gear:* orkin body armor, medium human-made shield, flail, 5



pounds of rock salt (8½ sp value), 12 sp, **Potion of Orcish Steadfastness**, traveler's outfitting bundle, ink (1 oz), quill, notebook*

3 Orc Minions (34 EP each): HP 29, 27, 25; Init 5; Spd 9; Rch 3'; Atk +3; Dmg 2d8p+2; Def -4; DR 3; ToP 12, 11, 10/6; Size M; Move 10 ft./s; *Notable Skills/Proficiencies:* laborer, observation (7); *Gear:* orkin body armor, orkin scimitar, pilgrim's outfitting bundle

**This notebook is filled with rambling orkin script detailing the sacrilige wrought by the accursed humans building a fortress on an orkin burial ground. Feel free to reveal as much of the history of Frandor's Keep from Chapter Two as you wish should an enterprising character translate the book. (For those not literate in Orkin, translation services are offered by the Adept Scribes located in Frandor's Keep and detailed in entry M2).*

Exploring the Upper Clearing

This three and one-half acre flat area was cleared some years ago in an attempt to create an additional food plot for the Keep's residents. It proved highly susceptible to flash flooding and was abandoned after a couple of seasons. Since then it has lain fallow and become overgrown with thorny bushes.

If players enter the thicket, they will be able to make out several paths through the brush as indicated on the map. Several of these paths end in dead ends necessitating either backtracking or a slow and laborious effort of hacking through the dense undergrowth with swords (the latter weapon the only suitable stand-in for a machete).

At the far end of the clearing overlooking the valley below stands a rough unhewn stone.

> After trekking through the thicket, you discover a ten-foot high rough block of stone wedged into a natural depression and secured with large wooden stakes. All about it lie scattered antlers, hooves and bones.

Closer examination reveals script carved into the stone. Should any of the players be literate in orkin, it reads, "Sometimes misfortune has nothing to do with chance." An Easy Divine Lore check will reveal that this is a shrine to the Creator of Strife while a Difficult Observation check of the offerings will identify some of the bones as human (the remains of a lost traveler captured by the orcs and sacrificed a month ago). Tracking checks easily reveal that a number of booted man-sized creatures have tromped around the site but they are too old to follow away from the site.

Confronting the Minions

If the players lay an ambush in order to waylay anyone coming to visit the site, they will spend a fruitless day and night encamped in the clearing. The following day soldiers from Falcon's Eye Tower will reconnoiter the clearing possibly confronting the PCs as 'evil cultists'. Note that the men-at-arms will not make any attempt at stealth and can be detected some ways off by an observant group (though it will necessitate an Average listening check to overhear their conversation in the Baparan dialect – a sure clue that they are not humanoid raiders). Should the players attempt to hide, make a contested check versus the soldiers' observation skills.

Later that afternoon, dark storm clouds blow over the Krond Heights portending a storm. That evening, a severe thunderstorm hits the region. If players are camping out, describe in detail just how dreadful it is to be out in the wilderness completely soaked and chilled to the bone. To heighten tensions, a lightning bolt strikes a tall tree a mere 100 yards away, causing it to collapse.

In the midst of this storm, the orkin minions emerge to worship at their shrine. They approach cautiously knowing that the abominable human scum have taken to violating their unholy shrine. Should they encounter interlopers, they attack with maddening fury seeking to cleanse the site of this desecration and perhaps to take a living captive to sacrifice.

If the players abandon their stakeout due to the inclement weather, they will not encounter the orkin worshippers. However, later investigation of the site will (with a Trivial observation check) reveals additional bones arrayed as sacrifices and a myriad of fresh tracks covering the site. These tracks exit the clearing to the south and a novice tracker can ascertain that this group comprised four individuals. Unfortunately, following the tracks requires a Very Difficult skill check due to the hours of hard rain obscuring the orcs' trail. If the orcs' tracks are found and the creatures pursued, what will follow is an aimless chase down the Padiras river valley. These orcs are nomads with no lair.

Players may alternatively choose to lie in wait and not reveal themselves to the orcs when they appear opting rather to track them to their lair. Tracking the orcs in the rainstorm requires a Difficult tracking check with success resulting in an identically fruitless chase through the valley.

The orcs will return to the site during the next storm (a new storm front will appear in d8+2 days). This is the next opportunity the PCs have to confront the orc cultists. If they are not dealt with at this point, the shaman will begin to attract followers at the rate of d4-2 per month (with statistics identical to the current orc minions). The emboldened band will also inaugurate the practice of capturing individuals from the immediate region for their monthly sacrifice. Roll a d6 to determine this individual's identity: 1-2 is a random traveler, 3-5 is a named resident of Quarrytown (see Chapter Five of Frandor's Keep) and 6 indicates a named resident of the Keep itself. Obviously the orcs aren't going to boldly march into the fortress and kidnap this individual, rather he (or she) is waylaid sometime during the month and kept prisioner until sacrificed to the Creator of Strife. The Keep's military garrison won't take notice until such time as its residents begin disappearing.

Aftermath

Should the players kill the Orkin shaman and his minions, they put an end to this little coven and have solved the mystery of the shrine. There are a number of alternative conclusions to the story based upon player actions.

Scenario One: If the characters made a gentleman's arrangement with the soldiers of Falcon's Eye Tower, the troops will completely cleanse the site. They insist that the PCs take no bounty heads (though anything else is theirs by right of combat). They proceed to pull down the obelisk, bury the orc corpses and scatter the grisly offerings. None will ever speak of the incident.

These soldiers will be indebted to the PCs and subsequently use their influence within Frandor's Keep to make life a little bit easier for the characters. This will essentially give them the benefit of the doubt when dealing with the Keep's common soldiery and preclude the suspicion normally given to freelance mercenaries. Party fighters may even be invited to join the Secret Society of the Black Fists (see description on page 68 of *Frandor's Keep*).

Scenario Two: If the players drive a hard bargain with Relemir taking advantage of his precarious position or if they insist on taking heads or ears to cash in with Kip the Bounty Master (see area M9a in Chapter Seven of *Frandor's Keep*), he will honor the terms of their arrangement and offer to buy any trophies directly. However, he insists that any cash reward will have to be issued from a slush fund he has squirreled away back at Falcon's Eye Tower. While escorting the players to the tower, he sends his troopers back to the Keep to falsely report that the guardsmen of Falcon's Eye Tower killed the orcs responsible for erecting the evil shrine.

When the players return to Frandor's Keep, a huge public gathering is held in which Prefect Ganitek lauds praise on the brave soldiers of Falcon's Eye Tower. These soldiers are treated as heroes and treated to free drinks and hearty congratulations from everyone they encounter. Players who feel slighted and try to contradict the tale will not be believed whatever evidence they present.

Scenario Three: Should the players bypass the Falcon's Eye Tower crew and wish to exercise their bragging rights first hand, word soon reaches Prefect Ganitak. He summons the PCs for a full debriefing and expresses his appreciation for their initiative in ridding the valley of this menace. He then invites them to a ceremony to be held two days hence to publicly herald their accomplishment.

The ceremony is only a pretense. Its true purpose is to punish the guards of Falcon's Eye Tower for continued sloth and incompetence and to serve as a warning to the rest of the garrison.

When the characters arrive at the ceremony held on Frandor's Field in the middle of the upper bailey, nearly all of the keep's soldiers are arrayed in rank and file before the Lynx rotunda. The PCs are ushered up to the rotunda where the Prefect will give some them some perfunctory praise and then presents them with 30 silver coins. Following that, the guardsmen of Falcon's Eye Tower are marched in bound in chains. Ganitek then lets loose a tirade about the virtues of honor and duty and how these men have failed to honor their oath. One man, Sergeant Relemir Tesipo, is then led forward and stripped of his rank before being before being beheaded. The remaining Falcon's Eye troops are then marched off to the pillory.

The player characters responsible for bringing this shame upon the soldiery will subsequently marked for every kind of harassment possible short of open attack. Complaining to the Prefect will elicit nothing more than a brusque "I'll look into it" as he has no interest whatsoever in the matter.

Adventure Synopsis

Treasure Yield:
- ❑ Potion of Orcish Steadfastness
- ❑ human-made medium shield (15 sp resale value)
- ❑ flail (7½ sp resale value)
- ❑ 5 pounds of salt (8½ sp value)
- ❑ ink and quill (5¼ cp)
- ❑ 12 sp
- ❑ bounty on orc heads (4 sp)
- ❑ Reward from Prefect Ganitek (30 sp)

Experience Yield:
- ❑ Discovering which deity the Orcs are worshipping (15 EP)
- ❑ Figuring out that the Orcs only appear on stormy nights (10 EP)
- ❑ Learning the identity of the worshippers at the mysterious shrine (20 EP)
- ❑ Killing Orc cultists (169 EP)
- ❑ Destroying the coven before it can grow in size and influence (15 EP)
- ❑ Discovering details of Frandor's Keep's history by translating the shaman's notebook (60 EP)
- ❑ Forming trusted alliance with Falcon's Eye Tower crew (50 EP)

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White Palette, Ivory Horns

A HackMaster Basic Adventure for 1st level characters

This adventure is designed for first level HackMaster Basic characters and features a variety of challenges. A group that includes both a fighter and a cleric is optimal but any combination of character classes can succeed if the players are clever. It should take only about 4 to 5 hours of play to complete, making it ideal for introducing new players to the game.

The story occurs in and around Vew, a village in the northern borderlands of the city-state of P'Bapar, a realm within the *Kingdoms of Kalamar* campaign setting. *White Palette, Ivory Horns* also serves as an introduction to the larger ***Frandor's Keep*** scenario (available separately). This mini-campaign is situated in the untamed country to the west of Vew (the latter being the nearest village and the edge of civilization).

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GM's Background

Humanoid attacks in and around the Earldom of Reyifor (which includes both Frandor's Keep and the village of Vew) have become problematic as of late. Caravans and travelers traversing the road network connecting these lonesome settlements are routinely targeted. The promise of material gain (and perhaps an easy meal) is enticing for these brigands.

The garrisons of each of the local villages are stretched thin. Threats of attacks are taken very seriously, especially in instances of confirmed sightings. As of late, it's become problematic for the soldiers of Vew to follow up on all the reported sightings of goblin activity in the region.

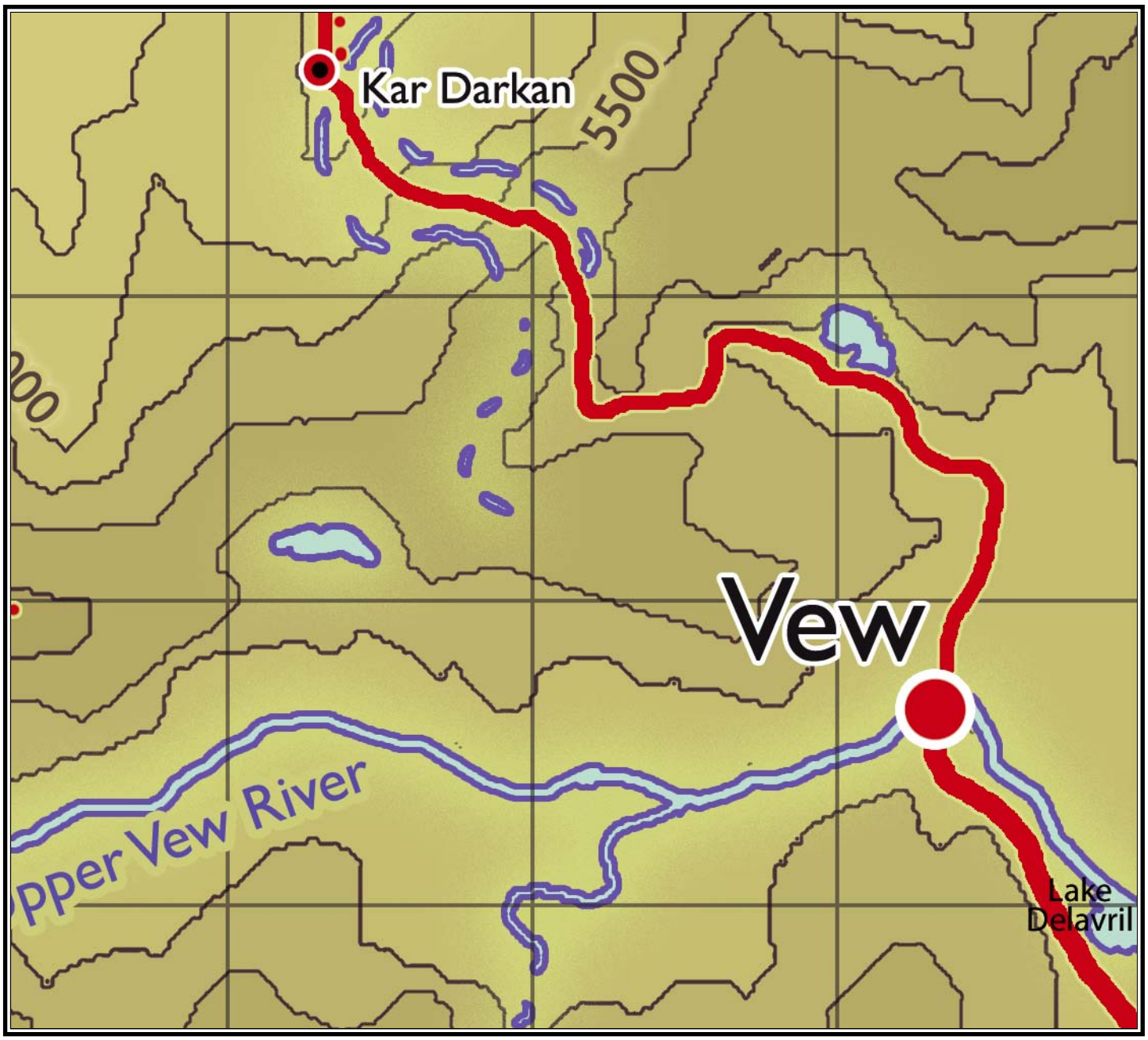
This has complicated matters for a group of local citizens. Recently, a shipment of trade goods arriving via wagon was stolen, and the men accompanying it killed, while en route from the south. While this information isn't yet common knowledge, the village's men-at-arms have not had the time to tend to the matter for a confirmed goblin sighting just a mile north of the village has preoccupied their attention.

A delayed (or waylaid) wagonload of goods might seem like a modest inconvenience to most, but the locals of Vew live in a remote locale short on trade goods and luxuries. These infrequent shipments provide the local craftsmen with tools and raw materials whose availability might be taken for granted in more populous regions. Any delay can be most inconvenient and cost the local merchants and craftsmen significant business.

Unbeknownst to the locals, the wagonload of trade goods was attacked by a band of enterprising kobolds residing near the road south of Vew. The despicable little beats killed the merchant and his guards and made off with the contents of the wagon. Much like the humans of the region, the kobolds prize uncommon trade goods for their utility and the opportunity they offer the kobolds to trade with other humanoid races for potential favors.

Amongst the items lost in the raid was 20 pounds of lead ordered by Belipar, a local painter. The Earl's wife Lady Rayifor commissioned him to paint an immense landscape of the snow capped Krond Heights. This commission is due in just over six months – sufficient time for even the most procrastinating of artists. However, the artist faces another constraint in that he requires a good deal of white pigment to create such a masterpiece. He thus placed an order with a local merchant to acquire the material in the distant town of Fuwido. In eager anticipation of its arrival, he accompanied the weekly caravan from Frandor's Keep to take immediate possession of the lead on the date the merchant was due to arrive in Vew. Since it takes approximately six months for the lead to oxidize into a white powder with which to formulate pigment, Belipar must have it back by week's end or he won't be able to paint his grand landscape and fulfill his patron's commission.

The kobolds have taken the lead out of its glass jars (believing it to be silver) and carried the 'silver' as well as other goods deemed valuable to their cave lair. The kobolds are quite pleased with themselves, thinking they've struck it rich and unaware that their treasure is a metal considered nearly worthless by most people.



Setting Note: The Earldom of Reyifor

This Earldom is the outermost territory of the Archduchy of P'Bapar. As such, it is the last bastion of "civilization". Beyond its fluid borders, humanity claims no soverignity and both humanoids and beasts roam freely.

Vew is the last settled community along the long road from the great city of P'Bapar. Beyond it, further up the borderland road, lies on the garrison of Franor's Keep. This fortress is the last bastion of mankind's hold on the wild lands of the Krond Heights. Within these rugged mountains many despicable creatures plot against the intrusion of men into their realm. Of late, they have become more active. Only the stoutest of heroes dare visit these lands for danger is afoot. Many daring souls now lie buried in shallow graves for their temerity to venture forth into these dangerous lands.

All is not as dark is at seems. Those hearty few who've tempered their brashness with wisdom have succeeded in their ventures. Rumors abound of brave souls overcoming goblinoid brigands and returing with pockets full of silver. Perchance it is these stories that continue to compel those with wanderlust in their hearts to make the journey north to these lands. For it is not only men that come but also sturdy dwarves, inquisitive elves and the occasional halfling. These odd travelers have transformed Frandor's Keep and the whole of the northlands into a lively area wholeheartedly different from the staid regions to the south.

If it is adventure, challenge and danger you seek – you have chanced upon the optimal locale.

Note: Each gridline in the map is spaced 5 miles apart.

Creature statistics are presented in an abbreviated format designed for easy combat resolution. GameMasters familiar with the rule system should easily understand the entries. The ToP listing (x/y) merges the opponent's Threshold of Pain (x) and Trauma check (y).

Introductions

Potential Yield: promised reward (max. 50 sp)

This adventure assumes the player characters are familiar with one another and have decided to throw-in together in order to seek their fame and fortune. More importantly, the locals of Vew are aware of the PCs, believing them to be mercenaries, hired swords, treasure seekers, or adventurers. This adventure works particularly well if the PCs grew up in Vew (or in the vicinity). Regardless, it's assumed the PCs are known as swords for hire and are somewhat familiar with the lay of the land in Vew.

To get your party in the right mindset for the adventure, read or paraphrase the following text.

The last few days have passed slowly – too slowly. Sweat drips down your brow as you pray for another gentle breeze to pass through the open window of the Green Griffyn Inn. It's hot and the still humid air makes any physical activity uncomfortable.

For days past, a heavy shower drenched the roads and forced you and your companions to seek shelter in the village of Vew. Furthermore, the wet weather has curtailed your efforts to learn more about the humanoid attacks in the region. Rumors have persisted that the soldiers of Vew have been investigating some humanoid activity, but thus far they have been persistent in keeping the matter to themselves. Eager for a chance to wet your blades and make a name for yourself, you have pursued alternate avenues of adventure before being thwarted by the heavy rainstorms.

Now that the weather has turned for the better you find yourselves in a familiar setting, drinking familiar ale, and discussing possible future endeavors. Your hopes of a life of high adventure look somewhat stagnant, until your conversation is interrupted by a bevy of local faces.

The faces before you are known to you, yet sullen and grim. Some of you spent your youth running from B'sarel the blacksmith and his fiery temper, stealing apples from Elmin the greengrocer, and begging kisses from Bravril's three daughters. In addition there's a local carpenter you've never met, the new baker, and the cobbler. Before you can ask what the men want Elmin speaks.

"My friends we're gladdened to see you remain in town, though I fear it is with dark tidings that bring us to you. We've known many of you since your youth and we know you desire fame and fortune, so perhaps we can provide you an opportunity to become heroes!"

B'Sarel suddenly speaks up.

"Aye, the guards ain't got any time for us and our 'petty' concerns but we're in need of some help. A shipment of goods was to arrive in town four days past. It's gone missing. The soldiers, what few the earl lets us have, are preoccupied with some humanoid sightings to the north. They said they would look into our missing wagon, but it's been two days and nothing yet."

Elmin puts his hand on the blacksmith's shoulder, calming B'Sarel.

"What my friend says is true. The soldiers have not the manpower, nor the time to look into it, but perhaps you do? The wagonload of goods contains items precious to all of us. I myself am missing a bag of beets and a sack of turnips. Who knows if the vegetables are even good anymore? Transen the carpenter is unable to finish his current job without his box of nails and the new hacksaw he ordered, and Bravil is missing a bolt of wool and a spool of red thread.

"Our friend Belipar, of Frandor's Keep, was most hurt. He is missing a shipment of lead he needs for his newest painting. Worse, if he doesn't get the lead in time he will miss his window to finish the painting on time! These items might seem meager to you and the soldiers, but our livelihood is at stake here. Will you help us recover our missing items?"

No doubt the PCs will be interested in learning what form of reward they stand to earn for their efforts. The merchants will huddle together and agree that they can cobble together 50 sp (total) as a reward for the PCs efforts. What the PCs don't know if that the entirety of the reward is being offered up by Belipar. The other merchants are taking advantage of Belipar's desperation and are basically 'going along for the ride' in regards to the reward. They will present the reward as if it's coming from the group. Once the deal is struck Elmin will present the group with a hastily scrawled list of the missing items.

- Elmin the Greengrocer: 5 pound sack of turnips, 5 pound sack of beets, 1 pound bag of rock salt
- B'Sarel the Blacksmith: Bellows, blacksmith hammer
- Transen the Carpenter: Box of nails, 4 chisels, hacksaw, crowbar
- Bravril the Tailor: Bolt of wool, spool of red thread, bag of 10 brass buttons
- Sarfy the Baker: 3 pounds of walnuts, 3 pounds of dried apricots
- Gyrjen the Cobbler: Small bag of tacks, 10 pounds of cured leather (for soles), tack hammer
- Belipar the Painter: 20 pounds of Lead

Belipar will claim that in a fit of bravery he ventured out in search of the caravan two nights past. He wandered down the road about five miles when he stumbled upon an eerie scene, a corpse, near Lake Delavril. Fearing for his life Belipar returned to the village without further investigation. Belipar will claim he saw what could have been an abandoned wagon but the sight of a dead body was enough to scare him off.

Belipar: N h lvl 0; HP 19; Init +3; Spd n/a; Rch n/a; Att 0; Dmg 0; Def +1; DR 0; ToP 6/ 4

Relevant Skills: Appraisal (artwork) 47, Cartography 53, Language (Brandobian 24, Merchant's Tongue 62, Kalamaran 82- literate); *Profs:* none

On the Road

Potential Yield: finely rendered map (2 cp)

In order to facilitate their quest, Belipar offers to supply the party with a map. Taking a piece of crumpled vellum from a pocket, he searches for a table near a window and then begins sketching. Mention to the players that it takes some time as he "Must make sure that everything is right."

You may want to let the players wait for a few seconds in silence before telling them he's sketching a map for them, then repeat the process one or two more times ("Yes, he's still sketching...") Belipar adds more detail and shading rendering it far more elaborately than what is absolutely necessary, but like most artists the man is a bit of a perfectionist. Even if the players get fed up and snatch the map away before he's finished, the map contains all the information they need. However, if they wait until he's finished (a process lasting no less than two hours), the map is worth 2 cp as a piece of art. [*This map is reproduced on page 10*].

When the players leave the village, read or paraphrase the following text aloud.

> The road is a mess — mud only now starting to harden in the cool breeze. Footprints and animal tracks cross its surface bearing witness to the travels of many creatures. As your company travels onward, a few intermittent raindrops pelt your skin. The wind picks up speed, blowing a chill across your body…

If the players follow the map directly to the spot where Belipar indicated the ambush occured, proceed to *Wrecked Caravan*.

Wrecked Caravan

Encounter: none

Potential Yield: 3d4 arrows, 2 short swords

Potential Story Awards:

❑ Finding raiders' trail (2 EPs)

❑ Returning corpses of slain merchants and guards to Vew for proper burial (5 EPs)

As the PCs approach this area, read or paraphrase the following text aloud.

> After an hour of plodding travel, you finally reach the forest. A few birds chatter in the trees, the latter thankfully offering some protection against the chill wind. After another 30 minutes of slogging through the mud, you spy several stationary objects on the road ahead.
>
> The wreckage of several carts, along with smashed crates, barrels and boxes litters the ground. Among the debris are the bloated, arrow-riddled bodies of several dead men, presumably merchants and their guards. More arrows protrude from, or lie on, the ground. There is no doubt in your mind that this is the missing caravan Belipar spoke of.
>
> As you approach the bloody scene, you notice a strange smell on the breeze.

Most of the wreckage is well beyond repair. However, if the PCs gather the arrows, they find 3d4 that are still intact and able to be used again. Searching the area also locates two short swords (weapons too large and unwieldy for most of the kobolds and thus abandoned as useless).

At this point, clever players (and even the not-so-clever ones) will probably attempt some skill checks.

- A successful Observation check (Easy) or Tracking check (Trivial) reveals small shoeless, padded footprints leading from the forest and a pair of wagon wheel ruts and hoof prints leading into it. It appears that whatever creatures attacked the caravan came from the forest and returned the same way. Remember that although the Observation check can find the tracks, actually following the trail requires a Tracking check.

Due to the omnipresent mud, there should be little trouble figuring out which direction the raiders headed. In addition, the forest is a bit sparse this close to the lake and what little vegetation blocked the stolen wagon has been tamped down, leaving an easy path to follow.



Remember that a character with the Tracking skill can also attempt a check to reveal other facts such as the number of creatures, the creatures' height, the age of the trail and more, depending on the character's mastery level of the skill (see the HackMaster Basic rulebook p. 80). Just don't give everything away because the character succeeds at one check! The player should have to decide what information he wishes to learn and attempt a Tracking check for each item.

- A successful Listening check (Trivial) reveals that the nearby woods are eerily quiet and the birds have stopped chirping.

- A successful Observation check (Average) identifies the strange smell as reminiscent of algae on water, a common odor around lakes and ponds.

Into the Woods

Encounter: 5 wolves (70 EPs for driving them off - any wolf actually slain is worth 84 EPs per creature)
Potential Yield: wagon (max. value 50 sp)

This location is a mere twenty yards from the wrecked caravan. If the PCs followed the wheel ruts from the latter site, you may present this encounter immediately after they leave the path and enter the woods.

Read or paraphrase the following text aloud.

> The woods are eerily quiet here. Each step forward seems to make too much noise as dead branches on the forest floor crunch loudly underfoot. Despite the coolness of the day, beads of sweat still drip from your brow, born of anticipation rather than heat.
>
> You suddenly come across the remains of an abandoned two-wheeled wagon. It has been left uncovered in front of a large outcropping of rocks, apparently impossible to navigate in such terrain. It is empty and uncovered, but seems to be in good shape.

If the players search about, they find no trace of cargo around the abandoned wagon. This wooden vehicle is mobile and may be resold. It weighs some 650 pounds, so characters wishing to pull it must have a combined drag value exceeding that value (determined via Strength score). Two characters pulling the wagon through the forest and then over the deeply mudded road will need three hours to get the cart back to town.

If the PCs take the cart back to town, one of the local merchants offers to pay 20 silver pieces for it.

- A successful Intimidation or Seduction check versus the merchant's Resist Persuasion check [assume he has 25% skill mastery] raises the offer to 40 sp. If they additionally tell him it took them three hours to drag it all the way through the mud, he bursts out laughing. When he recovers, he increases the offer to 50 sp (his final offer).

Anyone examining the site soon learns that the area lies within the range of a pack of wolves. They are on the prowl having finished off the last of the horses that the kobolds cut free after ambushing the caravan. (The wolves haven't touched the dead corpses as they are putrid after rotting in the sun for the past three days.)

While the players are distracted with the wagon, the wolves circle the group preparing to attack. Unless someone has stated that they are keeping watch, the wolves will surprise their quarry (roll a d6 for initiative while the PCs roll a d12) as they approach from the west.

- GM's note: While dangerous foes, the wolves are looking for a quick uncontested kill. Any wolf struck for 4 or more points of damage automatically flees as it does not want to risk serious injury. If three wolves are driven off, the remainder also run away.

Wolves: HP 23, 28, 31, 26, 34; Init -2; Spd 10; Rch short; Att +3; Dmg 2d4+2; Def +3; DR 2; ToP 10, 12, 13, 11, 14/ 10

Hit Point Tracker:

#1) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑
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Lake Shore Path

Once the party has driven off the wolves and trekked down to the lake they'll discover there are two possible paths to take.

> You've reached the lake's edge. The water glistens in the sunlight and small waves lap against the shore. It seems peaceful and calm despite all the violence that took place here so recently. A few birds caw in the distance accompanied by the sound of the wind.
>
> In the distance to the north you can see a rocky outcropping stretching into the lake. To the south sits a small cottage with a column of smoke rising up from its chimney. Both are roughly a mile away from where you stand. A footpath leads to both locations.

Snakes in a Tree

Encounter: 2 poisonous snakes (40 EPs if slain)
Potential Yield: none
Potential Story Award:
❑ Spotting basket in apple tree (5 EPs)
❑ Disarming trap and avoiding battle with snakes (20 EPs)

Should the PCs follow the southerly path, they'll spring a kobold trap set next to an apple tree. A basket full of snakes drops down upon them (the kobolds stop by once a week to check their trap and drop a couple of mice in if it hasn't been sprung - it'll be another three days before they check again).

> After taking a dozen steps or so you see an apple tree along the shore's edge. Quite a few apples have fallen about and many more hang from the branches on the tree. A few flies buzz around the fruit that has lain on the ground for some time.

▸ The trap is further back in the tree so anyone stating that they're looking out for anything suspicious will be hard pressed to see it; characters utilizing the Observation skill face an Difficult (no modifier) check to locate the basket.

▸ Should a thief or other player character type use the Find Traps skill they'll have an Easy check to make (-80% modifier) in order to locate the rudimentary tripwire set across the path. But that sort of character is very paranoid to be looking for traps in the middle of a forest. Even if he is right...

Once the PCs have made it past the trap, proceed to *To Grandmother's House We Go*.

Snakes, Poisonous: HP 4,5; Init -2; Spd 10; Rch short; Att +2; Dmg 1 (+ virulence 5 poison); Def -2; DR 1; ToP 2/ 4

Hit Point Tracker:

#1) ❑❑❑❑ #2) ❑❑❑❑❑

▸ GM's note: These snakes are less venomous than those presented in GM Chapter One. Treat the poison as identical to that of giant centipedes. In other respects, they are similar to rattlesnakes excepting a lesser attack bonus. Their experience point value is 20.

To Grandmother's House We Go

Encounter: the Widow Parikin
Potential Yield: First Aid, use of rowboats
Potential Story Award:
❑ Using rowboats to reach the rocky outcropping (5 EPs)

An elderly woman lives in a small cottage off the lake's shore to the southeast of the caravan attack. She is the Widow Parikin and has been living alone for the past few years after her husband died. The only visit she gets is a weekly delivery of goodies from her granddaughter who lives in Vew.

Should the party venture east and come across the cabin, the Widow Parikin is knitting in her rocking chair on the front porch. If they are injured, she gladly tends to their wounds as best she can. She has the skills First Aid (29) and Botany (16). Not receiving much news from the outside world beyond her front porch, she hangs on every word about what has been going on with the recent caravan attack. During the conversation, she mentions that back when her darling husband was alive he heard rumors of monsters living out by the peninsula but wisely avoided the area.

There are a couple of old rowboats tied up on the property left by the Widow Parikin's late husband. (The oars are stored in a shed out back behind the cottage.) If the party asks if they could use them, she happily says yes. She then prattles on about how her late husband would go out on the lake for hours at a time catching fish for that evening's supper.

▸ The lake is placid and those skilled in Boating can ferry themselves across to the peninsula with little trouble (Easy check; -80% modifier) and avoid the quicksand trap.

Quicksand!

Encounter: quicksand
Potential Yield: none
Potential Story Award:
❑ Spotting quicksand before anyone becomes trapped (10 EPs)

If the players head west down the path, they will encounter quicksand along the lake edge. Only characters with the Survival skill should be able to detect this, and only if they are in the lead.

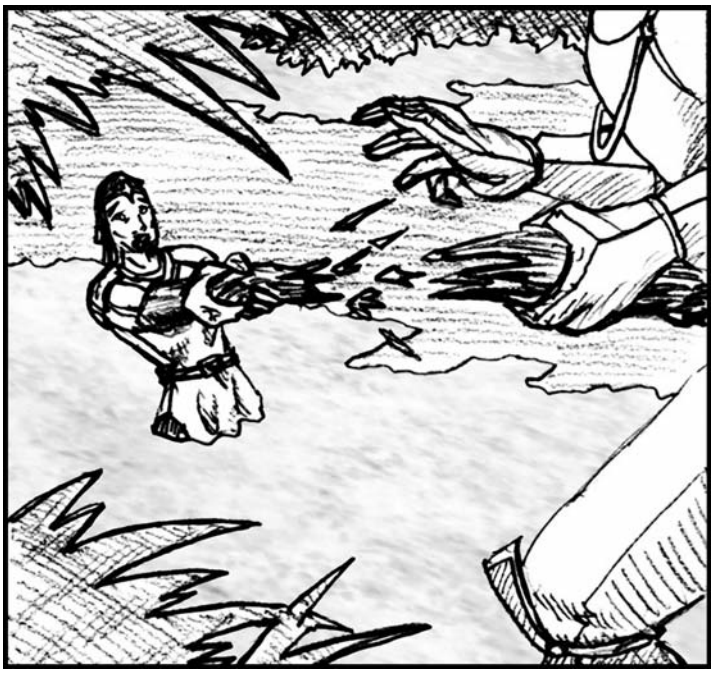
▸ Since there is a lot of sand along the shoreline of a lake, it is hard to ascertain by mere visual inspection what might be quicksand. Characters must make a Difficult Survival skill check (no modifier) if they state they are using the skill—otherwise it is a Very Difficult check (+10% modifier) unless they also have at least Average mastery in the Observation skill as well.

Read the following as the party reaches the quicksand area.

> Walking along the path is a fine jaunt, save for the sand starting to get inside your boots. It slows down the group, causing some suction as you trip to free your foot for your next step. Suddenly [insert lead Player Character's name here]'s foot sinks into the sand knee deep! In an attempt to right himself mid-step, the other foot hits the ground and sinks likewise.
>
> You've come across a patch of quicksand and [PC's name] is standing in it!

The players need to think fast to retrieve their doomed colleague. The group can risk using a fallen limb that is rotten from exposure to the rain and sun (50% chance of breakage occurring).

▸ If someone in the group has the Survival skill, they can make an Average check (-40% modifier) to find a stout branch that is strong enough to support the PC's weight.



If anyone has a pole arm or staff, they can use it to pull the character out of the muck in the same manner as a tree limb. A coil of rope works as well. Pulling a character out of the muck requires a drag score of at least 500 pounds. A single character must possess 10/51 Strength if using a tree limb or weapon while rope use permits multiple characters to combine their scores.

Heavier characters sink faster. It takes four minutes for a halfling to sink, three for an elf, and two for a human or dwarf. Reduce time by one minute for characters wearing heavy armors; thus a human wearing scalemail sinks in only one minute (better act fast!).

If players state that they walk cautiously along the tree line using the roots of the trees as support, they can avoid any risk of sinking at all.

Once the quicksand has been dealt with, go to *The Rocky Outcropping.*

The Rocky Outcropping

Potential Story Award:

❑ Locating and disarming security alarm (20 EPs)

This is where the kobold bandits have taken their stolen goods. The creatures have struck it rich (or so they believe) and are now recovering from their three-day celebration. Debates have sprung up about what to do with the loot, but the diminutive brigands are generally content to just sit back and enjoy their success. They are not expecting visitors in what they believe to be an impregnable fortress.

You've finally reached the rocky outcropping you first saw on the distant shore. It looks menacing and foreboding with jagged rocks pointing towards you. The sand is crisscrossed with the same small footprints you saw back by the caravan massacre.

The tracks converge at a dark cave opening set into the rock formation.

- If anyone attempts a Listening skill check, it's easy (-80%) to hear some weird noises emanating from the cave. They sound like a strange language foreign to the listener's ears (unless, of course, he is fluent in the kobold language).

The kobolds have used the natural surroundings to their advantage. They moved all the loose stones around their lair and pointed them outward like thousands of tiny caltrops to slow and impede would-be intruders. Unfortunately for them, the large storm knocked flat most of the stones, so the PCs won't be slowed by them any more than they would walking on a normal beach.

If players simply blunder into the cave thinking (correctly) that is where the lead has been taken, they will trip a primitive alarm system the kobolds rigged up while they celebrated their spoils (they are not wholly unintelligent).

- The simple trip rope trap is similar to that which was connected to the snake trap by the apple tree. If the party triggered that trap, anyone trying to Identify Traps has an Easy time (-80% modifier) locating this one. Otherwise it will be an Average check (-40% modifier). Disarming the 'trap' is a Trivial affair (whopping -90% modifier).

Should the trap be sprung, it pulls on a cord connected to some cowbells further in the tunnel. The kobolds have been trained to spring to alertness in order to surprise anyone entering their domain. This affords them a d6 Initiative die while party members must use the standard d12. If the trap is not sprung, the kobolds are completely surprised by the intruders and have to roll a d20 for their Initiative, while the PCs gain the benefit of a d10.

Lighting inside the cavern is nonexistent and an external light source is required. If either torches or lanterns are used, the kobolds inside have a chance to notice the party approaching, sprung trap or not. The monsters have an effective Observation skill of 18%. Players approaching with a light source make it Easy (-80% chance) for the kobolds to notice them coming in.

Once the players have come across the main living quarters of the kobolds, read one of the following: **Foes Surprised** (for unwary kobolds) or **Foes Alert** (if they heard the cowbells).



Foes Surprised

The cavern is dark and chattering noises echo from all around. The deeper in you go, the louder it becomes, like a dozen tiny dogs barking madly away at one another. As you round a bend, you can barely make out six small dog-like creatures standing no taller than a halfling. They are eating and drinking in the large cavern, surrounded by broken goods and crates.

In the middle of the room lies a large pile of metal shards that have a slight sliver hue to them. A pile of intact but empty glass jars lies off to one side in a heap. A strong and utterly noxious odor of urine permeates the air.

Without a lit torch, more details cannot be gathered. Most of the stolen wares have been used up or destroyed in the kobolds' celebration. The smell of urine actually comes from the solution that the lead was being carried in. The kobolds just thought it was something to deter would-be thieves from stealing the silver. Furthermore, the urine used comes from the poor rather than the rich so it is more acidic (the poor cannot afford to drink as much so their urine is not diluted by an alkaline substance). *Yes, this is how just about every painting that has a lot of white in it was created through the middle of our own nineteenth century. Just remember that.*

The kobolds were smart enough to rinse the lead off before handling it; they do live next to a lake y'know.

Move on to Dramatic Speech after the kobolds recover from their surprise. The chieftain wants a few choice words with the party to make himself look good in front of his men.

Foes Alert

Use section if the kobolds gained a heads up on the party's approach. If the group has alerted the kobolds only by means of the tripwire trap, go to In the Dark below before going on to the main section. If they have being using a torch, go to the Well Lit section regardless of whether or not they sprung the trap.

In the Dark

Again, since the kobolds know that the party is coming they get to use a d6 for their initiative. They have staged themselves behind the crates to get maximum cover, effectively using the crates as shields (any missile weapons will be blocked on 11-20 on a d20). Since the kobolds are Small sized, any and all ranged attacks against them are treated as 1.5 times the actual distance. Their short bows are drawn, almost guaranteeing that they will be able to fire upon opponents before they can ready shields. They did manage to take out an entire caravan after all. These little buggers are mean!

The whole of the room is dark and the air stale with the smell of urine making it hard for you to breathe. As you round a bend, a flurry of arrows flies at your group followed by a chorus of barking sounds. You suspect they knew you were here as you ready yourselves for combat.

Move on to *Dramatic Speech* before players announce what they are doing.

Well Lit

As your light source illuminates the cavern you can see a bunch of crates lying about, some of them broken and turned over. The light shimmers upon a mirror-like metal heaped in the middle of the room. You think you've finally found what you're after! Taking in a deep breath of satisfaction your nostrils are met with the foul odor of stale urine hanging in the air.

Suddenly, from behind the crates, up pops a bunch of small dog-faced humaoids! They are adorned with tiny ivory horns upon their heads that stand out in contrast to their reddish-brown fur. Being no taller than a halfling they are well protected by the crates and let loose with a flurry of arrows at your group, catching you unaware!

Move on to *Dramatic Speech* as the battle continues. The kobold leader wants to seem very important in front of his men.

Dramatic Speech

Encounter: 5 kobolds + leader (107 EPs)
Potential Yield: Assorted goods & coins valued at 26 ‰ sp
Potential Story Awards:

- ❑ Recover the looted items from the caravan (100 EPs)
- ❑ Eliminating the White Horns Gang (50 EPs)

The largest of the small dog-faced humanoids glares up at you with a snarl and speaks in heavily accented Merchant's Tongue, "How dare you enter home. You no think we protect us? We dread White Horns Gang! No one gets us! Human think they sooo smart, hide silver in jars of piss? We no fooled. We wash in lake now silver ours. Now we kill you dumb guys!"

And with that the speaker raises a tiny fist and his fellow brigands cheer him on.

▸ GM's note: His fellow kobolds have no idea what their leader told the invaders but it nonetheless seemed forceful and impressive!

Once the battle changes from ranged combat (assuming it starts that way) to melee, the kobolds switch tactics and go on the defensive. They Give Ground to gain a +5 to defense and a -1 to their attack rolls. Unfortunately, the cavern is not big enough for them to do this for more than one round before their backs are against the wall. They then switch to Aggressive Attacks gaining +5 to hit and -2 to defense, hoping to whittle down the party's hit points. If there are more kobolds than PCs, the ones not engaged move to attack opponents from the rear. They are smart enough to know that they do not stand a chance against strong adventurers in regular toe-to-toe combat.

Kobolds: HP 14, 15 (x2), 16 (x2); Init +3; RoF 12 (Spd 7); Rch short; Att +2; Dmg 2d6p (arrows) or 2d4p-3 (daggers); Def +4; DR 2; ToP 6/ 4

Hit Point Tracker:

#1) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
#2) ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
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Kobold Leader: HP 21; Init +3; RoF 12 (Spd 8); Rch short; Att +3; Dmg 2d6p (arrows) or 2d6p-1 (short sword); Def +4; DR 2; ToP 9/ 6; *Relevant Skill:* Language (Merchant's Tongue 28)

Hit Point Tracker: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

For every 10 seconds of combat - once it has switched to melee - there is a cumulative 5% chance that the glass jars are smashed. The kobolds did not want to reuse them for anything (they were filled with urine after all) so they just left them in a pile until they came up with a better idea. Should the jars break, the party doesn't qualify for the reward of 50 sp if they had haggled Belipar up that high.

Once the battle is said and done, the party is free to search the cave. Five of the kobolds had daggers (the leader wielding a short sword) and each had a short bow along with 10 arrows that were fired into the fray. The kobolds each have 2d6p copper pieces.

The lead weighs 20 pounds and can be easily transported simply by throwing it all in a backpack or large sack. Note that whatever is used to transport the lead will be permanently fouled with the odor of urine.

Searching the boxes and crates uncovers several items of value the kobolds looted. Players may lay legal claim to the goods (except for Belipar's lead and glass jars and the items the merchants of Vew are waiting for) as the former owners lie dead on the road.

❍ Belipar's lead (20 pounds)
❍ Glass jars
❍ Sack of turnips (2 pounds left – the kobolds have been eating them) - *property of Elmin the Greengrocer*
❍ Sack of beets (⅓ pound left) - *property of Elmin the Greengrocer*
❍ Bag of rock salt - *property of Elmin the Greengrocer*
❍ Bellows - *property of B'Sarel the Blacksmith*
❍ Blacksmith hammer - *property of B'Sarel the Blacksmith*
❍ Box of nails - *property of Transen the Carpenter*
❍ 4 chisels - *property of Transen the Carpenter*
❍ Hacksaw - *property of Transen the Carpenter*
❍ Crowbar - *property of Transen the Carpenter*
❍ Bolt of wool (filthy but intact) - *property of Bravril the Tailor*
❍ Spool of red thread - *property of Bravril the Tailor*
❍ Bag of 10 brass buttons - *property of Bravril the Tailor*
❍ Bag of walnuts (¼ pound left) - *property of Sarfy the Baker*
❍ Dried apricots (½ pound left) - *property of Sarfy the Baker*
❍ Small bag of tacks - *property of Gyrjen the Cobbler*
❍ 10 pounds of cured leather - *property of Gyrjen the Cobbler*
❍ Tack hammer - *property of Gyrjen the Cobbler*

❑ Barrel of ale (empty)
❑ Fancy brass candleholder (3 sp)
❑ Silk dress (6 sp)
❑ Mining pick (25 cp)
❑ 10 pewter dinner plates (2 cp each)
❑ 20 pound sack of hard red winter wheat seed (6 sp)

Players may confiscate all of the items and attempt to liquidate them at some other local should they choose. *One would presume they would not be so foolish as to attempt to sell them in the tiny community of Vew.* Choosing this route unfortunately nullifies any hope of a reward for their services as well as any Honor awards for accomplishing the mission they agreed to undertake.

▸ Characters with the appropriate Appraisal skills may attempt a skill check to learn to approximate value of an item. Without these skills, players will simply have to accept whatever is offered should they attempt to sell the items (merchants will typically offer 50% of an item's true worth). Those with Appraisal: Armor & Weaponry (*e.g.* all fighters) will know that kobold-made weapons are poorly made with no resale value.

Conclusion

The villagers greet the party as heroes and are quite pleased with their accomplishments (this being demonstrable expression of the Honor award the players should receive). Unfortunately, when the PCs attempt to claim their reward the merchants will shrug and tell the party to take it up with Belipar – as it was he who offered the 50 sp.

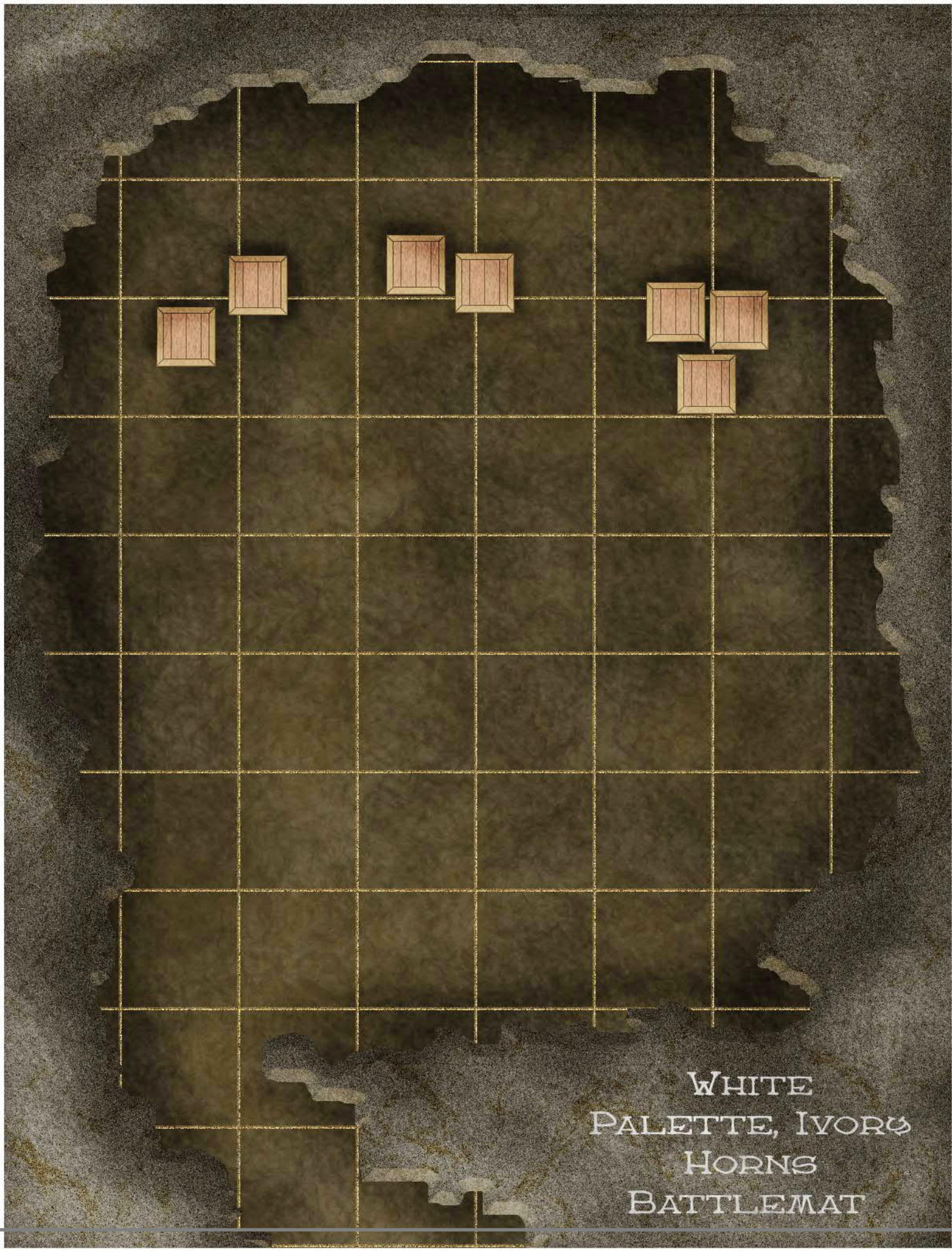
Surely the party will cry foul at this turn of events, but Belipar is is an honest man.

When Belipar is confronted about payment, he pauses for a moment before speaking, "Yes, well about that. You see… I don't have it *with me*. Bandits on the roads and all. One cannot be too careful you know. I do have the money, however it is hidden within my apartment at Frandor's Keep. Perhaps you will accompany me there on the next supply train which leaves… immediately."

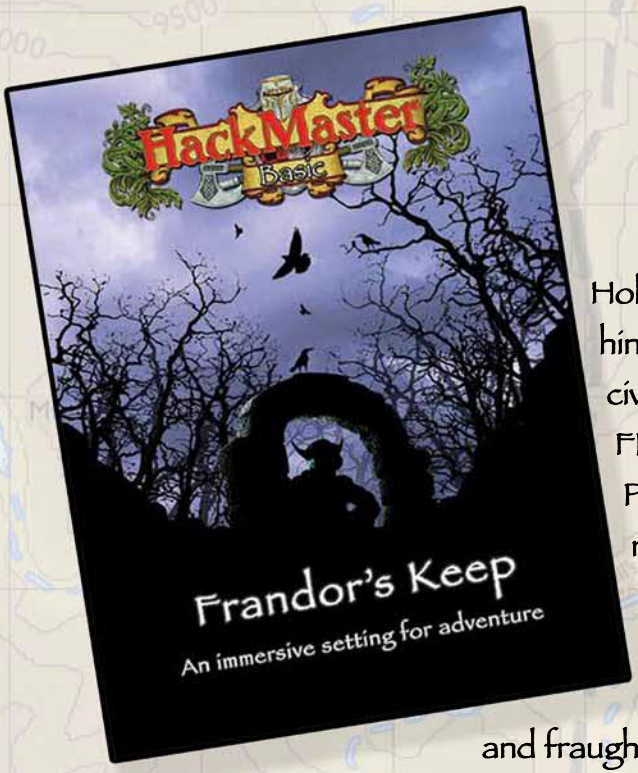
Incidentally, Elmin the Greengrocer and Sarfy the Baker both have interest in the Winter Wheat Seed, should the party mention it. They will gladly pay its full value with little hesitation (though with 60 copper pieces rather than silver).


Lake
Delavril
location of
caravan wreckage
to Sabden
to Vew


Widow Parikin's cottage
The Rocky Outcropping
Lake Delavril
Quicksand!
Snakes in a Tree
Lake Shore Path
E
N
S
W
location of caravan wreckage
to Sabden
to Vew


White
Palette, Ivory
Horns
Battlemat

WIMPS NEED NOT APPLY!!



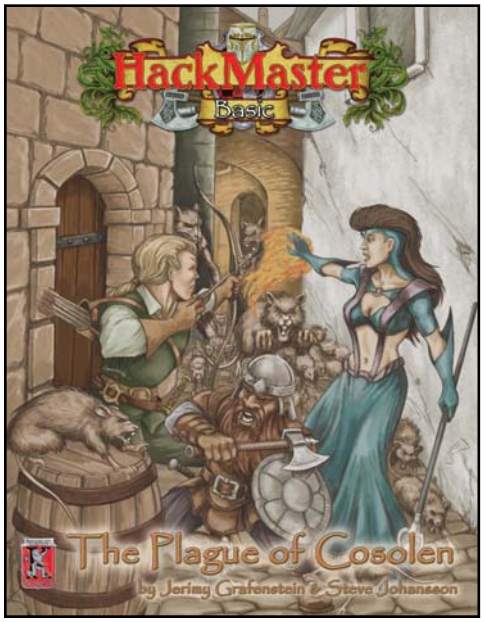
Holding its lonely vigil high in the rocky hinterlands, on the furthest reaches of civilization, sits the military outpost known as FRANDOR'S KEEP.

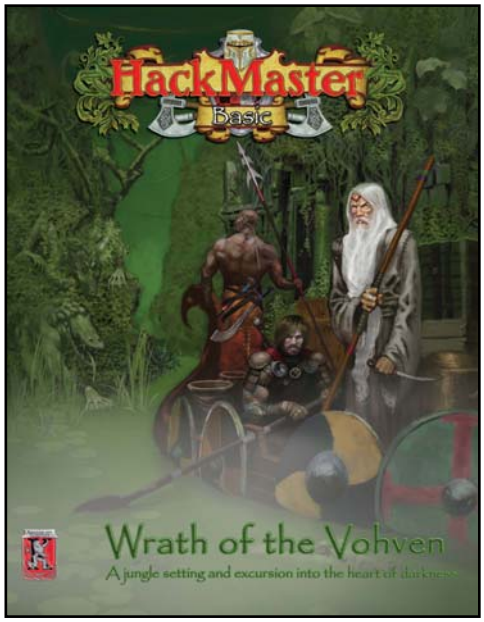
Perhaps you come to the Keep as soldier, merchant, bounty hunter or wanderer, or merely seek payment for a debt owed. No matter, for you are here now, in a wilderness teeming with strange creatures and fraught with danger

— the perfect forge for you to hammer your career upon...

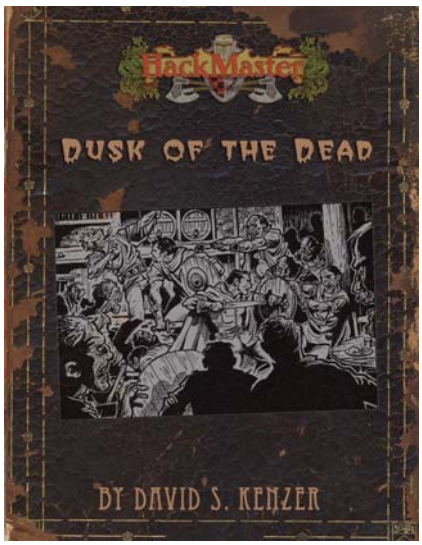
Click here for more information







Two new HackMaster adventures available now! Good old print or fancy-schmancy PDF (or choose a specially priced bundle with both). **The Plague of Cosolen** is an urban adventure for levels 3-4 while **Wrath of the Vohven** is an epic quest designed for novice PCs to advance to 4th-5th level by the conclusion. Surf on over to kenzerco.com for more information.



"The long hours on the road have left you yearning for a good night's rest at your favorite way station. Decent food, a clean bed and live entertainment have never sounded so good – especially so with those storm clouds looming on the horizon, mounting winds and periodic raindrops heralding some fouler weather to come. The warm glow of a fire and a hot meal will be welcome, but where is the wait staff?"

Dusk of the Dead is a new HackMaster adventure featuring a variety of challenges designed for four to six 5th to 7th level player characters.

Detailing a haunted location off the beaten path, Dusk of the Dead may be used by itself as a stand-alone one-shot adventure or easily placed anywhere in the wilderness of an ongoing campaign. Located in the wilderness near Frandor's Keep, just off the Borderland Road, Dusk of the Dead may also be employed as a follow-on for characters completing the Frandor's Keep mini-campaign and/or as an add-on or segue into the Mines of Chaos series of adventures. The adventure contains a myriad of hooks and ideas for introducing players to the scenario as well as follow-on integration for on-going play with Frandor's Keep, the local towns of Vew and Sabden, as well as direct connections to the City-State of P'Bapar.

Like all Kenzer and Company products, Dusk of the Dead was designed with you in mind. The PDF is designed both for traditional use on a PC or to print out on your own as well as being ***optimized for tablet use*** with internal hyperlinks that allow you to tap on a map and jump right to the description or to follow other internal references direct to the relevant page! We prepare all the details so you can spend less time flipping pages (real or virtually) and more time gaming. Gamemastering has never been so easy or so much fun!

Dusk of the Dead also features maps and illustrations by Knights of the Dinner Table's favorite cartographer Craig Zipse!



Awarding Treasure

One of your most important duties as GM is the awarding of treasure. Award wealth, both monetary and magical, judiciously or your players will quickly possess über-powerful characters laden with magical goodies and financial resources like those of royalty. Boredom will ensue as they easily overcome challenges whilst you become mired in an ever-escalating arms race, straining to provide encounters and the lure of even more powerful treasures to retain their interest in adventuring.

Generally, the characters' opponents dictate the rate at which they accumulate wealth and special (magical and superior grade) items, with weaker foes having proportionately smaller assets than more powerful ones.

As an addendum to the previous chapter's discussion on adventure design, the chart at the bottom of the page provides a guideline for the quantity of monetary treasure you should place in your adventure. Again, this is premised on a 16 encounter adventure appropriate to the number of characters and their average level.

Note that in both the instance of wealth and in the case of special item distribution, you may withhold some or even most of the booty and place it in hidden treasure chambers or out-of-the-way caches, locked and/or trapped appropriately. Ideally, a third or more of the treasure should be hidden or disguised such that oblivious players will never locate it.

For instance, if populating an orcish lair with treasure, the common orcs might each carry a few copper pieces (say 4d4p each). The leader and his lieutenants hoard the remainder, with special emphasis paid to any extraordinary weapons and armor (which they certainly seek to employ to the detriment of the adventurers).

Treasure needn't be all in cash format; in fact, it is unlikely. Creatures, particularly intelligent ones, have valuable items of many types including gems, jewelry, ore, art (sculptures, paintings, pottery, etc.), engraved weapons and armor, fine textiles, expensive furniture, rare woods, trade goods, armor, weapons, relics and historical items, slaves, tools, books/paper, animal pelts and so on.

Special Treasures:

It is recommended to place one extraordinary item per player into the adventure. These should be chosen from the appropriate level tables on the following two pages.

Roughly half the magical and superior grade prizes won should be of an expendable or non-permanent nature (e.g., potions, scrolls, charged items, arrows, bolts, etc.). These items are generally easiest to create and are thus most plentiful. They provide the additional benefit of forcing a player to choose between expending a precious item or facing greater difficulty in the adventure (or even potential death in the case of healing items). These choices make the game fun and memorable for everyone, especially the GameMaster.

If you follow these guidelines and sufficiently challenge your players, by 10th level each character should have had an opportunity to find about ten superior and/or magical items.

We recommend that you choose and place special and magical items based on the lists on the following page. Potions and standard arms and armors will likely be about 60% of the find, with superior quality arms being about 10%, superior quality armors 5%, scrolls 20% and wands the remaining 5%.

Choose special treasures based on the average party member level to ensure that they receive items appropriate to their current toughness and expected strength of opponents. Giving away inordinately powerful items compounds your job since you must then beef up the players' opponents in order to present a challenge.

Suggested Adventure Treasure Awards (sp)

Party Level	*Number of Player Characters*					
	3	*4*	*5*	*6*	*7*	*8*
1	90	120	150	180	210	240
2	180	240	300	360	420	480
3	270	360	450	540	630	720
4	360	480	600	720	840	960
5	450	600	750	900	1050	1200

d100	Level 1 Special Treasures
01-05	Medium Shield (Human made)
06-09	Large Shield (Human made)
10-19	Studded Leather Armor* (Human made)
20-21	Longbow (Human made)
22-24	Light Crossbow (Human made)
25-28	Heavy Crossbow (Human made)
29-33	Great Sword (Human made)
34-35	Two-Handed Sword (Human made)
36-38	d6 Arrows +1
39-41	d6 Bolts +1
42-43	Dagger +1
44-45	Short Sword +1
46-50	Small Shield +1
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells - each is level d4-2)
96-00	Wand (roll on Level 1 Wands)

** randomly determine size per chart under Armor*

d100	Level 2 Special Treasures
01-08	Large Shield (Human made)
09-13	Studded Leather Armor* (Human made)
14-25	Ringmail* (Human made)
26-30	Longbow (Human made)
31-35	Heavy Crossbow (Human made)
36	2d6 Arrows +1
37-38	2d6 Bolts +1
39-45	Weapon +1 (determine randomly**)
46-48	Small Shield +1
49	Medium Shield +1
50	Padded Armor +1
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells – each is level d4-1)
96-00	Wand (roll on Level 2 Wands)

** randomly determine size per chart under Armor*

*** randomly determine per chart under Weapons*

d100	Level 3 Special Treasures
01-06	Large Shield (Human made)
07-12	Studded Leather Armor* (Human made)
13-28	Ringmail* (Human made)
29-35	Scale Mail* (Human made)
36-45	Weapon +1 (determine randomly**)
46-48	Medium Shield +1
49	Leather Armor +1*
50	Studded Leather Armor +1*
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells – each is level d4)
96-00	Wand (roll on Level 3 Wands)

** randomly determine size per chart under Armor*

*** randomly determine per chart under Weapons*

d100	Level 4 Special Treasures
10-05	Ringmail* (Human made)
06-27	Scale Mail* (Human made)
28-35	Chainmail* (Human made)
36	2d6 Arrows +2
37-38	2d6 Bolts +2
39-45	Weapon +2 (determine randomly**)
46-47	Medium Shield +1
48-49	Studded Leather Armor +1*
50	Ringmail +1*
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells – each is level d4+1)
96-00	Wand (roll on Level 4 Wands)

** randomly determine size per chart under Armor*

*** randomly determine per chart under Weapons*

d100	Level 5 Special Treasures
01-10	Scale Mail* (Human made)
11-35	Chainmail* (Human made)
36-45	Weapon +2 (determine randomly**)
46	Large Shield +1
47-48	Ringmail +1*
49-50	Scalemail +1*
51-75	Potion (determine randomly)
76-95	Scroll (d4p spells – each is level d3+2)
96-00	Wand (roll on Level 5 Wands)

** randomly determine size per chart under Armor*

*** randomly determine per chart under Weapons*

Random Wand Determination by Treasure Level

Level 1 Wands

01-40	Flowers (d20 charges)
41-00	Illumination (d10 charges)

Level 2 Wands

01-30	Flowers (3d10 charges)
31-70	Illumination (2d10 charges)
71-80	Mighty Weapons (d10 charges)
81-90	Projectiles (d10 charges)
91-00	Water (d10 charges)

Level 3 Wands

01-15	Flowers (4d10 charges)
16-25	Healing (d10 charges)
26-60	Illumination (3d10 charges)
61-75	Mighty Weapons (2d10 charges)
76-90	Projectiles (2d10 charges)
91-00	Water (2d10 charges)

Level 4 Wands

01-10	Biting (d10 charges)
11-20	Flowers (5d10 charges)
21-35	Healing (2d10 charges)
36-55	Illumination (4d10 charges)
56-70	Mighty Weapons (2d10 charges)
71-85	Projectiles (2d10 charges)
86-90	Summoning (d10 charges)
91-00	Water (3d10 charges)

Level 5 Wands

01-15	Biting (2d10 charges)
16-20	Fire and Flame (d20 charges)
21-30	Flowers (6d10 charges)
31-50	Healing (3d10 charges)
51-60	Illumination (5d10 charges)
61-65	Lightning (d20 charges)
66-75	Mighty Weapons (3d10 charges)
76-85	Projectiles (3d10 charges)
86-90	Summoning (2d10 charges)
91-00	Water (4d10 charges)

Magic Item Descriptions

Potions

For random potion determination, roll a d% and consult the following chart.

Roll	Potion
01-14	Giantism
15-32	Healing (various)
33-35	Invisibility
36-38	Buoyancy
39-50	Mind Control
51-60	Orcish Steadfastness
61-77	Poison
78-87	Sleep
88-90	Speed
91-96	Strength of Iron
97-00	Water Breathing

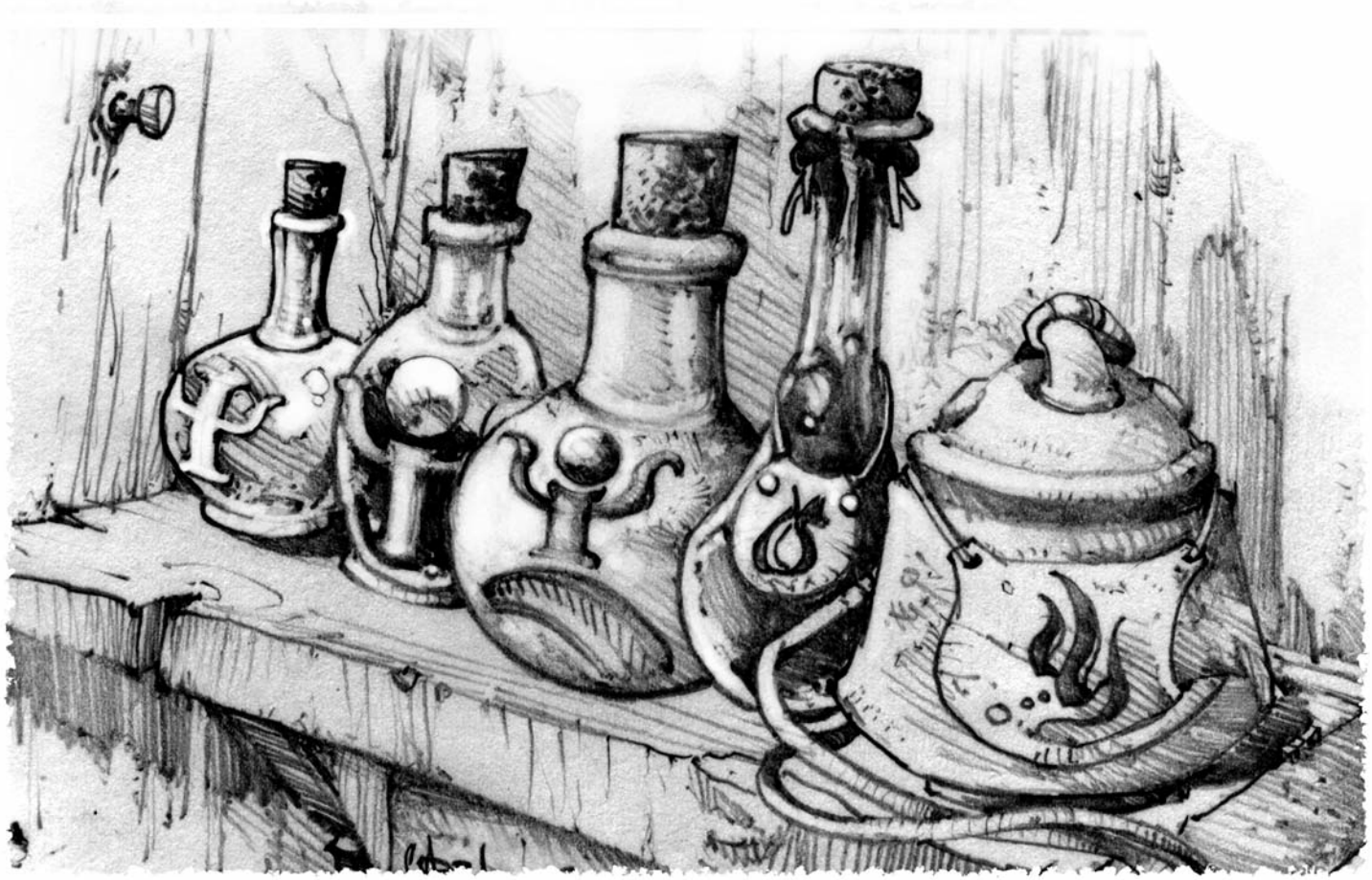
Buoyancy: Anyone who drinks the entire potion becomes buoyant and able to float on air for d4p+2 minutes... one sip lasts only a few seconds (d4p). Imbibers beware - when the potion wears off, you will fall, and until it wears off, you cannot touch the ground without assistance.

While under the effect of this potion, one may control their altitude by either sucking in air to ascend or belching to descend. A lightly laden character may ascend or descend at a rate of up to 3 feet per second. Heavily laden characters (i.e. those in full metal armor or otherwise carrying a lot of weight) may only ascend at 1 foot per second, but can descend at 5 feet per second.

Giantism: This unique concoction allows the imbiber to grow d4p+1 feet in height. Once a person drinks this potion, he grows at a rate of 1 foot per minute until he reaches the full growth the potion allows. Once the character reaches this maximum height, he retains this stature for d6p hours.

A Potion of Giantism does not affect a character's Strength. However, if a Small character's height increases beyond 5 feet, he gains the advantage of reach accorded to a Medium creature. Likewise, a character growing taller then 7 feet has the reach modifier of a Large creature. Of course, larger creatures have the disadvantage of also being better targets for missile weapons…

Healing Potion: There are multiple varieties of Healing Potions, including Minor, Healing (the standard), Major, Healing Salve and Healing Ointment. Roll a d12 on the table presented on the following page to randomly determine the type of Healing Potion.



Types of Healing Potions

Roll	Healing Potion
01-07	Minor Healing Potion
08-09	Healing Potion
10	Major Healing Potion
11	Healing Ointment
12	Healing Salve

Minor Healing Potion: This liquid can be used in one of two ways: either imbibed or applied directly to a wound.

If the entire draught if consumed, the potion heals the drinker 2d4p points, or 1d3 for each half portion. When imbibed, the potion heals all wounds evenly.

For example, if the character had 3 wounds of 1 point, 4 points and 6 points respectively and the potion healed 3 points, the wounds become 0 (healed), 3 points and 5 points.

Odd points heal the worst wounds first. Wounds fully cured as the result of this potion are subsequently ignored in the case of excess restorative points.

In the previous example, had the drinker rolled 7 points of healing, one would apply to the one point wound and 3 to each of the other wounds.

The second method of using a Healing Potion is to apply it directly to a particular wound. In this case, the potion is only half as effective (roll 2d4p and divide by two, rounding down), but all points are applied to the wound in question. Excess points are not applied to other wounds in this application.

A Healing Potion may be combined with the First Aid skill or clerical healing spells for cumulative benefits.

Healing Potion: This elixir is similar to the Minor Healing Potion in all respects save that it heals 3d6p points, or 1d8p points if taken in halves.

Major Healing Potion: Save for increased efficacy, this potion functions as the Minor Healing variety. It heals 4d8p points, or 2d6p points if taken in halves.

Healing Ointment: This creamy balm is effective if rubbed onto a wound no older than 24 hours. The ointment allows the wound to heal at twice the normal rate (every 12 hours counts as a full 24-hour day of healing). An individual may be treated with as many applications as desired, but each wound only benefits once from the ointment. Each jar contains 3d4p applications. Healing Ointment may be combined with the First Aid skill for additive benefits.

Healing Salve: This sticky liniment may be applied to a fresh wound (i.e. suffered within an hour) to provide an immediate 1d4p points of healing to that particular injury. An individual may apply as many daubs as desired, but each wound only benefits once from the salve as reapplication is unnecessary and ineffective. Each jar of Healing Salve contains sufficient material for 2d4p uses. Healing Salve may be combined with the First Aid skill for additive benefits.

Invisibility: This potion renders the drinker invisible for 2d6 x 10 seconds per sip. A standard potion contains 8 sips.

A Potion of Invisibility in no way renders a person incorporeal; they can still suffer damage and may be detected using other senses (smell, sound or touch).

During the final 8 seconds of this potion's duration, the character gradually becomes increasingly visible (in one-eighth increments, that is he becomes one-eighth visible eight seconds prior to the potions expiration and 12.5% more visible every second thereafter).

Attempting to strike a semi-visible character confers a –7 attack penalty when he's one-eighth visible. This drops by 1 for each increment until he reaches full visibility at which point there is no longer a penalty.

Mind Control: When a person drinks even a drop of this potion (drinking extra has no additional effect), he is susceptible to suggestion by others for 2d4p x 10 minutes. During this time, he can be controlled by anyone commanding him.

Once a Potion of Mind Control wears off, the victim has only a very vague memory of what occurred while under the effect of the potion and cannot recall any specific details. However, if they were abused, they remember who the responsible party was - and experience a sense of rage so intense that they may immediately attack this individual.

Orcish Steadfastness: This potion remedies all effects of fatigue, thirst and hunger currently afflicting the character and also allows the imbiber to ignore all effects of fatigue for 2d4p x 10 minutes after drinking this vile liquid.

Poisoned: This is not actually a potion, but rather an elixir gone awry. For any of a myriad of reasons, the creator of this concoction erred and the result was dangerous. Anyone drinking a Poisoned Potion suffers one of the following ill effects detailed on the chart in the column to the right.

A poisoning victim can attempt a contested die check versus the toxin. He rolls a d20 and adds his Constitution score while the GM rolls a d20 and adds the venom's Virulence Factor (typically 10, but may be adjusted by the GM).

If the GM rolls above the PC's score, the victim suffers the full effect of the poison. A successful save results in reduced effects as noted in the description.

Sleep: A sip of Sleeping Potion causes a person to fall asleep for 8 hours, during which time they cannot be awakened even by personal injury.

However, during this time the imbiber heals much more rapidly, recuperating as if 24 hours of rest had passed.

Strength of Iron Brew: This brew temporarily gives the drinker a physique of iron. He adds d6 points to his strength for 3d4p x 10 minutes.

Random Effects of a Poisoned Potion

d12	Poison Effect
1	Periodic vomiting for d4p x 10 minutes. Vomiting occurs for 2 minutes and repeats every 2d6 minutes. Character is effectively incapacitated while vomiting. If save is made, illness duration limited to 5d4p minutes.
2	No effect for three hours, after which the character suffers incapacitating diarrhea for d4p x 10 hours. No effect with successful saving throw.
3	Immediately vomit for 2d3 minutes and suffer 2d4p damage. Character is recovered thereafter. If save is successful, character vomits once and suffers 1d4 damage.
4	Character feels ill and suffers a d6p penalty to all rolls involving physical activity. This persists for 2d4p hours. If save is made, penalty reduced to d3 – duration is unaffected.
5	Weakness, dizziness, headache, difficulty breathing and nausea (-3 to all Ability scores for 2d12 hours – if any ability score (except looks) is reduced to 0 the victim dies); if saved against effects last 1d4 hours, death cannot occur – rather the victim falls into a coma for 24 hours
6	Inflammation that results in d6p hp loss at a rate of 1 hp/round until rolled damage is reached; if saved against inflammation is of reduced severity (d3), other rules apply
7	Inflammation that results in d4p hp loss /round until a "1" damage is rolled; if saved against, total damage is 1d4
8	Tissue damage that results in 2d6p hp loss at a rate of 1 hp/round until rolled damage is reached; if saved against, only 1d6 hp loss occurs at indicated rate
9-12	Hypoxia resulting in death in 3d4 rounds; nothing occurs if save made

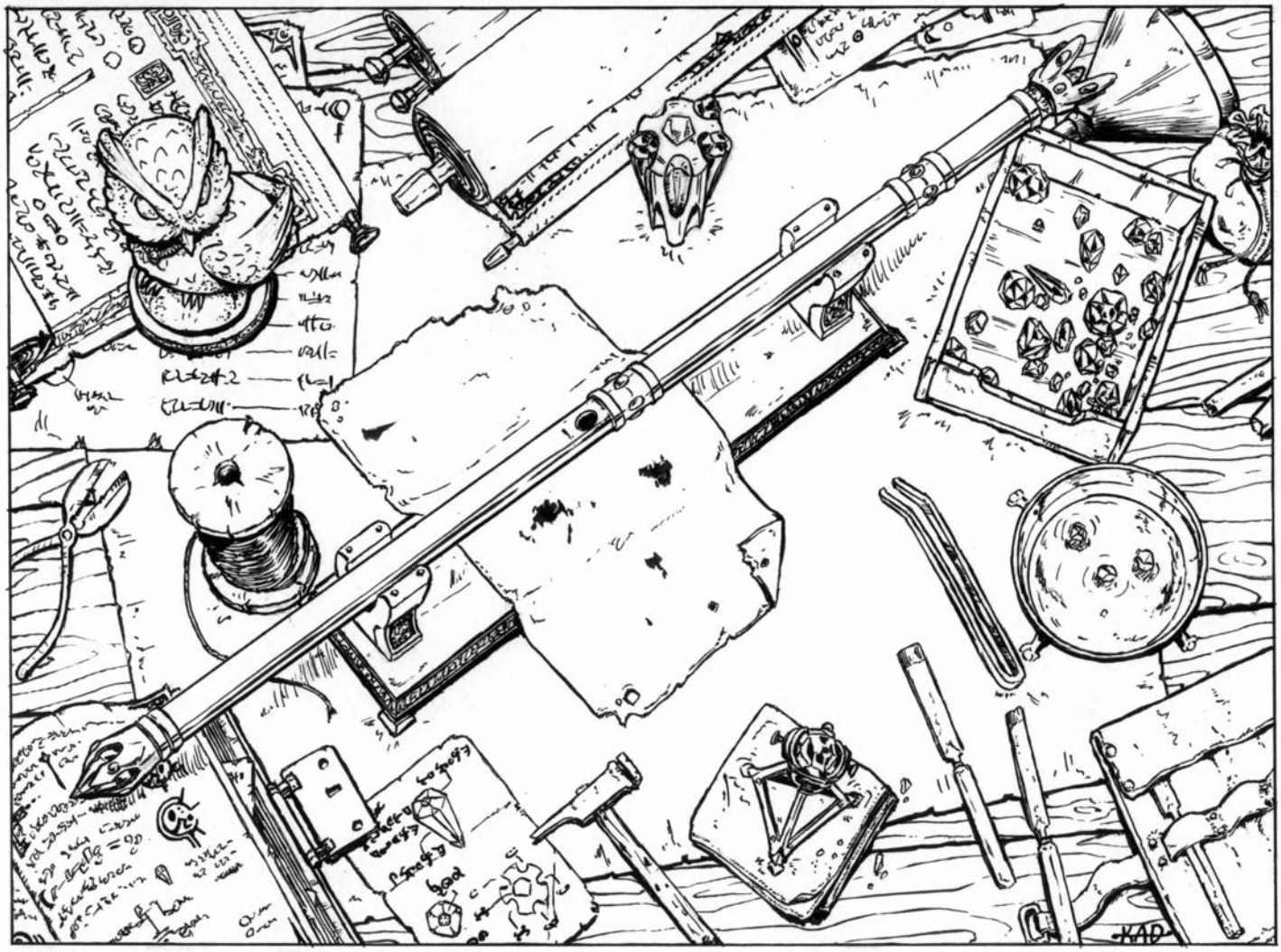
Speed: This potion gives its imbiber a phenomenal boost to his speed, allowing him to take all actions in half the time it normally would take (round up). This speed boost is, however, incredibly taxing on the drinker's metabolism and ages the character by one year* in all respects.

The effects of a Speed Potion last, on average, two and one-half minutes. The exact duration (in seconds) of any particular concoction can be determined by rolling 5d4p and multiplying by ten.

**1 year for humans, 2 for halflings and 3 for dwarves*

Water Breathing: After drinking a Potion of Water Breathing, a character can breathe underwater for a duration of 2d4p minutes per sip. There is a liability to this potion, however, in that the person under its influence loses the ability to breathe air until the potion's effect wears off.

After being in the air for one minute, a character under this potion's influence endures suffocation damage of d4p points every 10 seconds (much like a fish) until the effect terminates. The same effect also occurs in stagnant water.



Wands

Wands store from 1-100 charges, with newly fabricated wands containing a full 100 charges. Of course, wands found in treasure troves and similar locales generally have far fewer charges as they have used by their previous owners. To determine the remaining charges in a wand, roll d10p per average party level, e.g., 5d10p for a 5th level party (roughly 30 charges, give or take).

In general, wands possess 2-5 special abilities or spell-like powers that consume charges (though such expenditure may often be mitigated by the application of Spell Points). As a wand expends charges through use, some and eventually all (at zero charges) of the powers can no longer be used. Once a wand reaches zero charges, it either crumbles to dust (50%) or becomes a non-magical stick (50%). In the latter case the spent wand is obviously a fine candidate for future ensorceling.

Unless stated otherwise, all wands can be used only once every 10 seconds, and each power requires its own command word. If Spell Points are used to enable a wand's effect, the user suffers spell fatigue for d4p seconds after the wand discharges.

Should the wand wielder wish to perform another action in conjunction with using his wand, note that it takes 1 second to draw the wand and 2 seconds to stow it.

Many wand effects allow the target to attempt a saving throw that, if successful, reduces the damage they suffer. All such attempts are made against a 12th level caster.

Some wands are only usable by certain character classes or have other restrictions or notes on usage. These are indicated in [brackets] following the wand's name.

One percent of all wands are cursed to backfire on the user when used.

Roll	Wand	Usable by Class
01	Biting	Any; additional mage powers
02	Fire and Flame	Mage only
03	Flowers	Any
04	Healing	Any; additional cleric powers
05	Illumination	Any, additional cleric/mage powers
06	Lightning	Mage only
07	Mighty Weapons	Any; additional mage powers
08	Projectiles	Any; additional mage powers
09	Summoning	Mage
10	Water	Any; additional cleric/mage powers

Biting [Any]: Anyone can use this wand to create a magical attack that feels something like a biting attack. The range is only 3 feet, thus usage requires the close proximity of melee combat. The wielder can expend up to three charges to inflict a magic bite of 1d6p points of damage per charge (bypassing the armor and defenses of the victim).

Mages can command a ranged attack from the wand (effective up to 180 feet) and can utilize up to 6 charges. Further, the mage may expend 100 SP in place of a charge, but a minimum of 1 charge must be used.

The wand may make a bite attack no more than every 10 seconds. Victims of this magical bite take half damage if they make a save (a contested d20 check with the wand user gaining +12 to his roll).

Fire and Flame [Mage]: The potent Wand of Fire and Flame has several effects:

The wand's most rudimentary power, one that does not require charges and functions as long as any charges remain, is to produce a small tongue of flame at its tip. If used in conjunction with the Fire-Building skill, it provides a +50 bonus to Fire-Building skill checks.

The following list of increasingly potent effects requires the expenditure of charges.

• *Fire Finger* (1 charge and 5 SP): effect as Fire Finger spell inflicting d3p+6 points of damage with a range of 25 feet

• *Scorch* (2 charges or 20 SP plus one charge; 21+ charges remaining required): effect as a Scorch spell inflicting d3p+15 points of damage.

• *Flaming Orb* (3 charges or 30 SP plus two charges; 41+ charges remaining required): Creates a 10 foot diameter ball of flame at a range of up to 100 feet that can roll in any direction commanded by the mage (this concentration precludes other actions) at a rate of 5 feet per second. Further, it can roll up and over any barrier, even along ceilings and ignites all combustibles in its path.

The flaming orb only persists for 10 seconds. However, the mage invoking it may expend 1 Spell Point per second to maintain its existence.

Those coming in contact with the flaming orb suffer 2d6p damage (save for half) while those within a 5 foot radius of the fiery ball sustain 1d6p points of damage per 10 full seconds of exposure. The damage suffered cannot be reduced by armor or natural hides, etc.

A successful save by an individual in contact with the orb immediately causes it to wink out of existence.

• *Fireball* (4 charges or 60 SP plus two charges; 61+ charges remaining required): A small (3 inch diameter) ball of flame shoots forth from the end of the wand up to a range of 200 feet. At maximum range or anywhere along the path chosen by the mage or on contact with any obstacle, the tiny fireball bursts into a 20 foot diameter ball of flames. Whilst the fireball has no concussive effects, anyone within the area of effect suffers 6d6p damage (save for half damage). The damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles engulfed in the flames are also ignited.

• *Wall of Flames* (5 charges or 100 SP plus three charges; 81+ charges remaining required): The wand creates a wall of flames up to 60 feet wide and 20 feet tall (at the discretion of the wielder). Any creature that comes within 10 feet of any side of the wall is roasted for 6d6p damage immediately and another 1/10 of that rolled sum per second that he remains within this vicinity. Further, any creature actually attempting to pass through the wall suffers an additional 6d12p damage. In both cases, the victim may attempt to save for half damage, but the damage suffered cannot be reduced by armor or natural hides, etc. Any combustibles touched by the flames are also ignited.

Once invoked, the mage must concentrate exclusively on maintaining the wall and expend 2 SP per second doing so.

Flowers [Any, Cursed]: This wand appears as any one of the other wands and even exhibits the expected properties if the command word is used. However, in heat of battle or other stressful situation, a bouquet of flowers pops from the end instead of the intended effect. Once its true nature is revealed, the wand will thereafter be incapable of doing anything else.

Further expenditure of charges merely produces additional flowers. However, if 10 charges are used, the wand produces a magnificent bridal bouquet suitable for a marriage ceremony.

d8 roll	Type of Flowers produced
1	Carnations
2	Daffodils
3	Daisies
4	Irises
5	Lilies
6	Peonies
7	Red Roses
8	Tulips

Healing [Any]: This wand allows the user to spend one charge and automatically succeed at a First Aid skill check regardless of the mastery level or difficulty.

A cleric can use it to remedy injuries as indicated below:

Charges Expended	Curing Performed	Charges Remaining Needed
2	d3p	2
3	d4p	16
4	d6p	33
5	d8p	48
6	2d4p+1	64
7	2d6p	80

Illumination [Any]: Any character employing a Wand of Illumination can expend a charge and automatically succeed at a Fire Building skill check. A cleric or mage may expend one charge (or 10 SPs) to light a candle within 10 feet of the wand. Similarly, a cleric or mage may expend two charges (or one charge and 20 SPs) to light up to 3 torches within 20 feet.

• *Lantern Light:* A cleric or mage may expend three charges (or, alternatively, one charge and 40 SPs) and have the wand illuminate an area as a lantern, with light magically emanating from the tip for 20 feet in all directions. The light lasts for 2d4 hours and requires at least 20 charges remaining in the wand.

• *Cone of Light:* A cleric or mage may use 4 charges (or, alternatively, two charges and 60 SPs) and the wand generates a cone of directional light from the tip. This beam is 60 feet long and 20 feet wide. The light lasts for 2d4 hours and requires at least 40 charges remaining in the wand.

• *Ignition:* A cleric or mage may draw on 5 charges (or, alternatively, three charges and 100 SPs) and the wand causes any pile of wood or wooden object up to the size of a large bonfire to immediately burst into flames. Creatures standing on or bound to the wood (such as n accused witch) or right next to it suffer 4d4p damage (save for half damage). This effect requires at least 60 charges remaining in the wand and requires the wand user to be within 10 feet of the fuel source.

• *Sunburst:* A mage may draw down 6 charges (or, alternatively, three charges and 200 SPs) and a bright sunburst springs from the wand filling an area of 60 foot radius, blinding any onlookers viewing the wand wielder for 10d4p seconds (double for creatures with low light vision or dark vision) as well as causing 6d6p damage to any undead within the area (whether or not they were viewing the mage at the time). This effect requires there to be at least 80 charges remaining in the wand.

Lightning [Mage]: This powerful wand has several effects:

• *Shock* (one charge or 20 SP): the wielder may touch a victim with the wand to jolt them for 6 points of electrical damage (half if save). This requires a successful melee attack.

• *Arc* (2 charges or 20 SP plus one charge; 16+ charges remaining required): Electricity arcs from the end of the wand to a victim up to 10 feet distant. The victim suffers 2d6p damage (half with successful saving throw).

• *Lightning Bolt* (3 charges or 50 SPs plus two charges; 33+ charges remaining required): Discharges a 5 foot wide, 60 foot long bolt of electricity from the end of the wand. All those in the area of affect suffer 6d6p damage (save for half vs. 12th level magic). The bolt rebounds off of hard, flat surfaces such as walls, doors, ceilings and floors. The damage suffered cannot be reduced by armor or natural hides, etc.

• *Thunderclap* (4 charges or 80 SP plus two charges; 51+ charges remaining required): creates a booming thunderclap that inflicts 2d6p damage (no saving throw) and deafens all creatures within a 120 foot radius (excepting the wielder). Deafness lasts for 10 seconds per point of damage suffered.

• *Forked Lightning Bolt* (5 charges or 150 SP plus three charges; 67+ charges remaining required): Similar in most respects to a regular lightning bolt, the forked bolt is discharged as parallel bolts 10 feet wide and 120 feet long.

• *Chain Lightning Bolt* (6 charges or 200 SP plus four charges; 84+ charges remaining required): As a lightning bolt, but once the bolt hits a target it arcs to the nearest metallic target (*e.g.*, someone in iron armor, a metal door or a pile of coins) and continues arcing between the nearest targets (if equal-distant, it always hits a new target) until the bolt has traveled 120 feet or has struck eight targets. The bolt inflicts 8d6p points of damage to the first victim, subsequently losing 1d6p in potency until fizzling out for a mere 1d6p points of damage on the final mark. Armor and natural hides do not reduce damage.

Mighty Weapons [Any]: By grasping this wand and uttering the command word followed by the desired melee weapon form, the wand instantly becomes this weapon until the wielder chooses to will it back to wand form. Further, the wielder can expend up to 10 charges to give the weapon a bonus to attack and damage equal to the number of charges expended. Any bonuses due to expended charges end after one successful melee attack.

A mage can choose to spend 50 SPs plus an additional 10 SP per charge used (if any) to have the weapon strike unerringly during his next attack. Combat rolls are still made to determine if any special effects favorable to the wielder of the Wand of Mighty Weapons occur (such as a critical hit or a fumble by his opponent). Perfect and almost-perfect defenses are ignored.

Projectiles [Any]: The wielder causes a projectile of his choice to spring from the end of the wand on a direct line toward an enemy, hitting on a successful attack roll (excepting any cover, including shields, of course). Further, the wand has a range of 120 feet, but all projectiles fired count as if the attack came from a mere 10 feet away from the target! Moreover, the wand may be used every 5 seconds. Cover is appropriate here.

Charges	Weapon Type	Damage
1	Knife	2d3p
2	Sling stone	d8p

In the hands of a mage, projectiles strike unerringly (even ignoring shields and cover if the weapon can physically bypass). Mages gain access to the following weapons:

Charges	Weapon Type	Damage
3	Axe	2d4p
4	Javelin	d12p
5	Bolt/arrow	2d6p

If a mage spends 30 SPs per charge required for the use, the wand expends only one charge when used (regardless of how many were originally required).

Summoning [Mage]: This wand allows a mage to summon creatures of varying power levels and numbers to do his bidding (see the following charts).

Creatures so summoned attack enemies or carry out some task that takes less than 5 minutes. If the latter, the mage must be able to communicate with them in order to issue them a task.

A mage may choose to spend 50 SPs per monster level summoned to avoid expending any charges beyond the first.

1 charge expended (requires 1 remaining charge)

d8 roll	*creature(s) summoned*
1	Dogs, Wild (3)
2	Goblins (3)
3	Kobolds (4)
4	Rats, Giant (5)
5	Skeleton
6	Spider, Large
7	Strix
8	Troglodyte

2 charges expended (requires 12 remaining charges)

d8 roll	*creature(s) summoned*
1	Ants, Giant (3)
2	Beetle, Giant Fire (5)
3	Gnole
4	Orcs (4)
5	Orkin Wardawg, Lesser
6	Rats, Giant (11)
7	Ticks, Giant (2)
8	Wolf, Dire

3 charges expended (requires 24 remaining charges)

d8 roll	*creature(s) summoned*
1	Bugbear
2	Hobgoblin + Goblins (5)
3	Orcs (5)
4	Snakes, Venomous (Rattlesnake) (2)
5	Spider, Very Large + Spider, Large
6	Wasps, Giant (8)
7	Weasels, Giant (2)
8	Wolves (2)

4 charges expended (requires 36 remaining charges)

d8 roll	*creature(s) summoned*
1	Ants, Giant Warrior (2)
2	Goblins (10)
3	Orcs (6)
4	Skeletons (3)
5	Spider, Huge
6	Spiders, Very Large (2)
7	Ticks, Giant (3)
8	Zombies (2)

5 charges expended (requires 48 remaining charges)

d8 roll	*creature(s) summoned*
1	Boar
2	Bugbear + Goblins (3)
3	Gnoles (2)
4	Imp
5	Ogre
6	Scorpion, Giant
7	Troglodytes (4)
8	Wolves, Dire (2)

6 charges expended (requires 60 remaining charges)

d8 roll	*creature(s) summoned*
1	Ghoul
2	Goblins (13)
3	Orcs (5) + Orkin Wardawg, Lesser
4	Spider, Huge + Spider, Very Large
5	Toad, Giant
6	Troglodytes (5)
7	Weasels, Giant (3) + Weasels (4)
8	Zombie + Skeletons (3)

7 charges expended (requires 72 remaining charges)

d8 roll	*creature(s) summoned*
1	Ant, Giant Warriors (2) + Ants, Giant (4)
2	Bugbears (2)
3	Hobgoblins (5)
4	Orkin Wardawg, Greater
5	Spiders, Very Large (3) + Spider, Big
6	Strix (5)
7	Warg
8	Wererat

8 charges expended (requires 84 remaining charges)

d8 roll	*creature(s) summoned*
1	Bear, Black
2	Gargoyle
3	Ghast
4	Orcs (5) + Orkin Wardawgs, Lesser (2)
5	Shadow
6	Skeletons (6)
7	Spider, Gigantic
8	Yeti

Water [Any]: This wand allows the user to purify water and with charge expenditure to create water in a variety of forms.

• *Purification [Any]:* The wand's most rudimentary power allows the user to utter a command word to purify up to 75 gallons of water (10 cubic feet). The purified water is safe to drink, as the power of the wand is sufficient to remove poison or other dangerous substances. Note, however, that fish or animal species large enough to be seen with the naked eye are not eliminated unless they pose a health hazard.

• *Stream [Cleric, Mage]:* If the Wand of Water has 25 or more charges remaining, a cleric or mage can speak a second command word to create a stream of water from the end of the wand. The water flows for 10 minutes at a rate of 3 gallons per minute or until the user speaks the relevant command word again. Such use expends 2 charges, but a mage may opt to spend 10 SPs to reduce this expenditure to one charge.

• *Cloud of Fog [Mage]:* If the Water Wand has 50 or more charges remaining, a mage can speak a third command word to create a cloud of fog. The cloud encompasses 2d4p 10-foot-cubes. The thick fog restricts sight beyond 3 feet and dampens the area, making the ground slippery. Running within this area requires a Dexterity check against half Dexterity, while jogging necessitates a Dexterity check against full Dexterity – failure in either instance indicates a slip and fall. The cloud lasts for d6p x 10 minutes, dissipating over the final minute. Such use expends 3 charges, but the mage may choose to spend 20 SPs to reduce this expenditure to two charges.

• *Geyser [Mage]:* If the Water Wand has 75 or more charges remaining, a mage can speak a fourth command word to expel a high-pressure jet of water from the end of the wand that reaches up to 60 feet away. This jet lasts for 10 seconds per 4 charges expended, but the mage may choose to spend 30 SPs to reduce this expenditure to three charges plus 10 SPs for each further 10 seconds of use beyond the first.

If directed at a single creature for 5 seconds, the force of the geyser inflicts d12p points of damage. The mage simply points the wand at any target and needn't roll to-hit. There is no save for the victim, but armor and natural absorption can reduce or eliminate the damage sustained. After the initial 5 seconds, the mage may continue to direct the jet at the target or switch to a new opponent. The geyser also knocks Small (and smaller) creatures down, while Medium creatures must make a Dexterity check vs. half their score to remain standing and Large creatures must make a standard Dexterity check to remain upright.

Miscellaneous Magic Items

This section includes various magic items such as clothing, containers and other similar pieces of equipment.

Elvish Cloak: This comfortable gray cloak allows the wearer to blend into natural surroundings such as timber, natural rock formations, undergrowth, etc. making Observation checks to notice the individual far more difficult.

Worn	Observation Roll Penalty
Normal wear	-20
Hood up and drawn closed	-40
Covering completely	-80

All penalties for the viewer are halved in man-made surroundings or if moving. The cloak affords no benefits if the wearer is in arctic/completely snow covered areas, can be seen on the horizon or is mounted. This cloak may only be worn by elves and slender human females; all others are the wrong height and/or build.



Flask of Filling: This pewter flask, sporting a thin band of acacia wood around its base, is always filled with fresh, drinkable water. 10% of these items are flawed and will fill with foul liquid causing any partaking of even a sip to suffer the effects of a random Poisoned Potion.

Linens of Healing: Wrapping this white linen over a particular wound will heal it for d6p hp of damage. One roll of these linens is sufficient to heal six wounds.

Robes of Storage: These long, flowing robes, embroidered around the edges with silver thread, have the ability to store up to 10 items of up to 6 feet in length and 2.5 feet in width and depth within its generous magical folds. The garment not only stores the items, but alleviates their encumbrance from the wearer of the robes as they are moved to an extra-dimensional space. To onlookers, the robe appears very normal, showing no signs of bulk or protuberances.

Once the clothing is removed, however, the items become their normal weight and size.

Wrap of Protection: This black wool wrap has the magical property of protecting its wearer as if it was a suit of armor by absorbing d4p HP of damage whenever struck. It is, however, susceptible to fire. Any time that it is exposed to flames it must make a save by rolling 7 or above on a d20 otherwise becoming destroyed and useless. The wrap can absorb up to 100 hp after which it becomes nothing more than a tattered rag useable only for mundane tasks such as polishing one's armor.

Scrolls

A full 80% of scrolls are the mage variety, with the remaining 20% being clerical in nature. Each scroll has d4p spells of levels d4-3+treasure table (-1 = Apprentice level, 0 = Journeyman, 6 = 5th level spell; for clerical scrolls treat -1 and 0 as level 1 if the only spell).

Five percent of magical scrolls are of the cursed variety (the spell backfires if read from the scroll and cannot be copied into a spellbook).

Scrolls must first be deciphered before they may be used. This necessitates either the Arcane or Divine Lore skills as appropriate. Once an individual (who need not be a mage or cleric) has recognized the scroll contents through a successful skill check, he may enact the spell by reading the scroll aloud. This must be done clearly and carefully resulting in a reading time twice as long as the casting time of the spell in question.

Scrolls may be read by anyone who has successfully deciphered them - even a fighter in full chainmail!

Superior Quality Arms & Armor

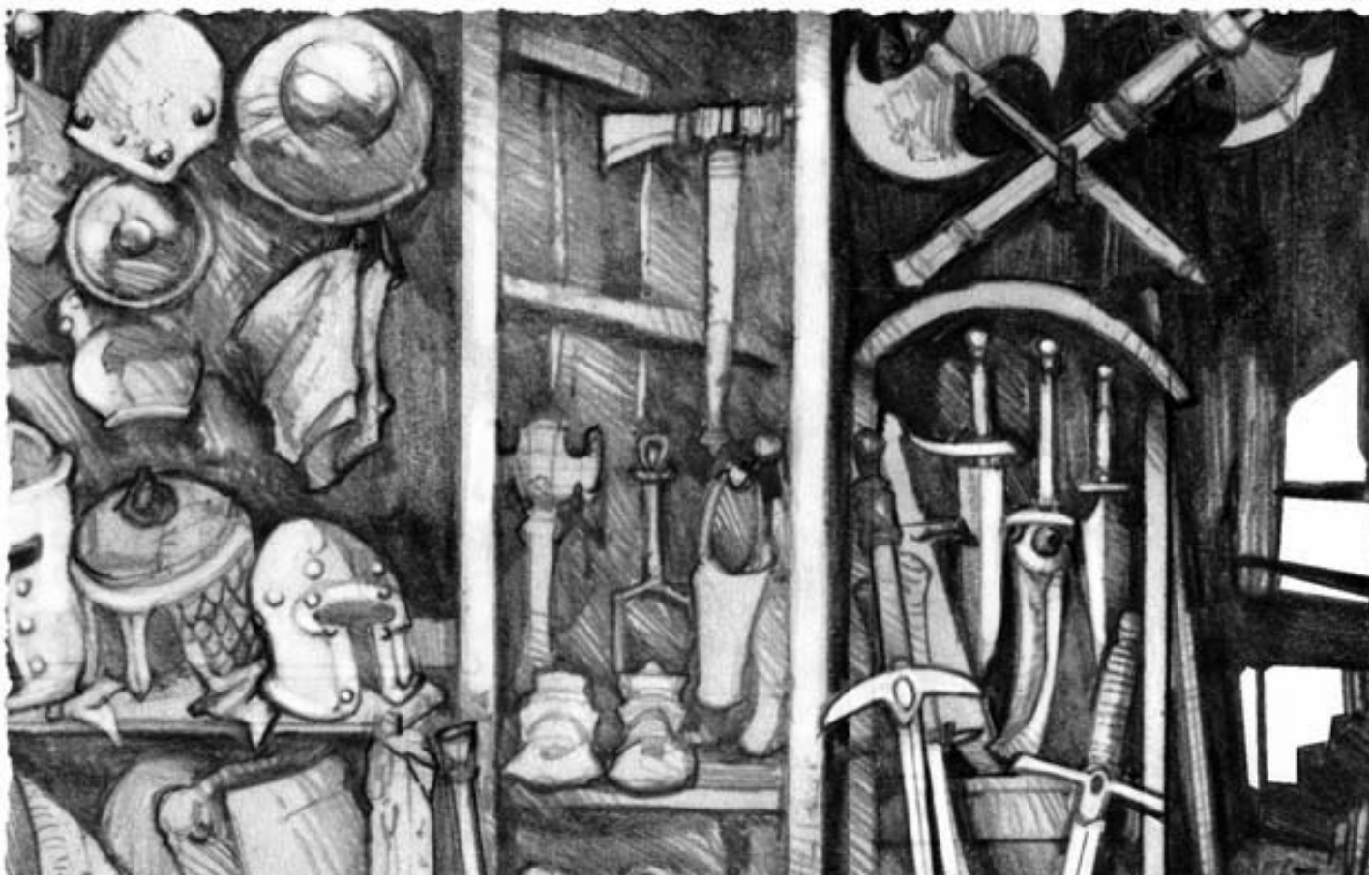
Armor, shields and weapons used in Basic HackMaster, even those with a +x suffix, are not magical per se. Rather, any bonuses represent superior quality in either metallurgy and/or craftsmanship. Whereas an ordinary (i.e. +0) weapon is fabricated of workaday iron with an edge ground down by the local blacksmith sufficient to conceal most of the pitting, a +5 weapon has an alloyed steel blade meticulously crafted by the finest weaponsmith and honed to a razor-sharp edge. Likewise superior quality armor and shields are constructed of work-hardened steel alloys precision fitted to offer the wearer excellent resistance to all but the strongest blows.

Armor and Shields

Well-crafted armors, though not actually magical, add 1 point to the standard defense of the armor type (reducing or even eliminating an armor penalty) and 1 point to the standard Damage Reduction value. Shields add 1 point to a character's defense roll and reduce damage by an additional Hit Point if struck. They are also more difficult to destroy - gaining a cumulative additional point at each saving throw iteration.

Randomly Determined Shield Sizes

Roll (d%)	Shield Size
1-30	Small
31-80	Medium
81-100	Large



Armor found is of the type and size as shown on the chart below. Note that armor always requires re-fitting to be used by a new owner (costing about 10% of the armor value). Armor cannot be resized between races.

Randomly Determined Armor Types

Roll (d%)	Armor Type
1-15	Leather
16-17	Thick Robes
18-22	Padded
23-42	Studded Leather
43-67	Ringmail
68-87	Scalemail
88-100	Chainmail

Randomly Determined Armor Sizes

Roll (d%)	Armor Size
1-15	Elf
16-25	Dwarf
26-30	Halfling
31-100	Human



Weapons

A superior quality (+1 or higher) melee weapon adds its bonus to both the damage and attack roll.

Superior bows and crossbow allow the shooter to add their bonus to his attack roll. Arrows, bolts and like items add to both attack and damage rolls but are destroyed after firing either (50%) dulling to normal status or (50%) breaking completely on impact. Arrows and bolts are found in quantities of 2d12p.

If random determination of a weapon type is called for, use the following chart.

Roll (d%)	Weapon
01-05	Axe, battle
06-08	Axe, great
09-10	Axe, throwing
11-13	Longbow
14-18	Shortbow
19-23	Crossbow, light
24-25	Crossbow, heavy
26	Club
27-33	Dagger
34-37	Flail
38-43	Javelin
44-46	Knife
47-48	Knife, throwing
49-53	Mace
54-55	Morning Star
56-61	Spear
62-64	Halberd
65-67	Scimitar
68-69	Scourge
70-72	Sling
73-77	Staff
78-82	Short Sword
83-89	Longsword
90-93	Great Sword [bastard]
94-95	Two-Handed Sword
96-00	Warhammer