

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.*

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

Roll Ability Scores

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

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

12	168%	STR
7	178%	INT
10	165%	WIS
13	177%	DEX
14	106%	CON
16	178%	LKS
9	106%	CHA
12		HON
Honor		

Determine Honor

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

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

Select Character Class

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

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

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

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

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

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

Fighter: add 1 to both Strength and Constitution

Thief: add 2 to Dexterity

Cleric: add 2 to Wisdom

Mage: add 2 to Intelligence

Choose Character Race

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

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

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

Determine Hit Points

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

Character

For HP, add CON score plus:

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

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

Character: _____ Class: Fighter Level: _____ Alignment: _____
 Race: Human Sex: _____ Age: _____ Height: _____ Weight: _____ Hair: _____ Eyes: _____
 Patron God(s): _____ (Anointed? Y [] N []) Hand(s): _____
 I've selected to be a human. I've chosen to be a fighter.

ABILITIES	STR	13 / 68%	Dmg. Mod.	Flat or Str.	LFT (LBS)	CARR (LBS)	DRAG (LBS)	Armor Worn Body: _____ (damage r) Shield: _____ (+ _____ defense)
	INT	7 / 18%	ATTACK MOD.					
	WIS	10 / 65%	INT. MOD.	DEFENSE MOD.				
	DEX	13 / 77%	INT. MOD.	ATTACK MOD.	DEFENSE MOD.			
	CON	15 / 96%	TUNING MOD.					
	LKS	16 / 78%						
CHA	9 / 06%						ASSOCIATES/ALLIES/CONTACTS: _____ _____ _____	
HON	12	HONOR WINDOW	HONOR PENALTY WINDOW					
Because I chose the fighter class, I've added +1 to both my Strength and Constitution abilities.								ACCUMULATED BIRTHDAY POINTS _____ _____
I determined my hit points by adding my new Constitution score (15), the bonus hit points for being human (10) plus the roll of a ten-sided die (on which I rolled '9').								
COMBAT PROFILE WITH WEAPON #1: _____								EXPERIENCE
HIT POINTS: <u>34</u>								

Proficiencies and Skills

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

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

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

The fighter records his proficiencies here.

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

Fighters roll twice (using 1d4) for additional skills

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

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

Thieves roll twice (using 1d4) for additional skills

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

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

Mages roll twice (using 1d4) for additional skills

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

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

* Cartography is Universal for those with the Literacy skill

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

As an example of determining skill mastery, let's fill in the skills section for a player who has chosen to be a cleric of The 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 True), Animal Training (dogs), Literacy and Lock Picking. Determining mastery for these skills is handled just as we did for the skills above. We'll just determine the relevant ability and add the roll of a twelve-sided die then annotate the score.

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

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

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

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

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

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

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

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

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

Skill Mastery

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

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

Roll One Quirk and One Flaw

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

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

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

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

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

Receive Supplies

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

Fighter

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

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

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

Thief

Armor & Weaponry: leather armor, short sword and dagger

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

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

Cleric

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

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

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

Mage

Armor & Weaponry: staff

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

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

Determine Spells - Mages Only

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

Apprentice Level Mage Spells

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

Journeyman Level Mage Spells

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

First Level Mage Spells

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

Cleric Spells

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

First Level Cleric Spells

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

Determine Combat Stats

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

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

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

COMBAT PROFILE WITH WEAPON #1: LONG SWORD								
TOTAL	LEVEL	ABILITIES	SPECIALIZATION	TALENTS	RACIAL BONUS	ARMOR	SHIELD	MAGIC
Attack Bonus +1		0	+1					
Speed +1			+1					
Initiative +2		+2						
Defense +5		+2	+1			-2	+4	
Damage +2		+1	+1					
Base Weapon Speed: 10		Base Weapon Damage: 2d8p		Reach: 3 1/2'				
Specialization	+1	+2	+3	+4	+5			
Attack	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Speed	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Defense	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Damage	<input checked="" type="radio"/> (x BP)	<input type="radio"/> (2x BP)	<input type="radio"/> (3x BP)	<input type="radio"/> (4x BP)	<input type="radio"/> (5x BP)			
Notes: _____								

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

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

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

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

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

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

Combat Stats Explained

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

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

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

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

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



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

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

Weapon	Damage	Speed
Dagger	2d4p	7
Flail	2d8p	13
Javelin	1d12p	missile weapon
Mace	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: 9	SPELLS AVAILABLE
 Luck Points	LEVEL
 Threshold of Pain	Appr. _____
	Jrnym. _____
	1 _____
	2 _____
	3 _____
	4 _____
	5 _____

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

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

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

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

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

