Hack Journal

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WHAT IS THE HACKJOURNAL?

The HackJournal is a quarterly PDF fanzine designed specifically for (and by) the members of the
HackMaster Association – an organization of HackMaster players and GameMasters who meet online
and in person to discuss and play the HackMaster 4th edition roleplaying game.
This issue's game content contains GM's option material for the HackMaster game system.

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On Alignment, or "I'm not EVIL!"

by Keith McCormic (HMA# MA-2-01603-03)

I can't begin to count the number of players who've whined to me about their problems with alignment. I constantly encounter lesser gamers who complain about the "limitations" of "arbitrary" categorizations of behavior. They mince about and split hairs over the distinctions between law and good or what have you. Well, I'm sick of it! So is every GM you've ever met. Therefore, as much as I am allowed to by the GM's Oath, I am about to reveal to you players the secrets of playing WITHIN the alignment system!

Understanding Morality and Ethics

The first key to understanding alignment is to understand what the different components actually mean. Many people assume that the alignment descriptions in the PHB are the end-all and be-all of alignment in HackMaster. Not so! Those write-ups are a simple, quick-and-dirty way of touching on the grand complexity of the world's greatest alignment system.

Obviously, the major portion of your character's alignment is his morality, i.e.- his tendencies towards good or evil. We put this portion of the alignment second because it sounds better, but it's really the most important. How often do you see clerics casting a protection spell against lawful creatures? It happens all the time in lesser game systems, but not in a real game like HackMaster!

MORALITY

So, what does it mean to be "good" or "evil"? Well, in a proper system like HackMaster, morality is outlined by life-and-death choices. Morality is the quality of right or wrong in an action. Morality is defined by the Gawds and woe betides the character that goes against his Gawd's mores!

Good represents qualities like mercy, justice, and charity. Evil, on the other hand, is shown through cruelty, vengeance, and avarice. Good characters believe in the inherent value of all good and natural creatures, while evil characters believe only in the value of the self and those who are important to him. It's worth noting that good characters need not believe in equality or "sharing", depending on the ethical portion of their alignment.

Okay, fine. You don't understand what mercy or vengeance means. I'll define them for you.

Avarice: The quality of pursuing personal gains regardless of the suffering and loss it causes to others. An avaricious person need not be merely greedy or obsessed. He just places his own goals above the life, liberty, and happiness of other people. He will quite cheerfully steal every last copper from his peasants or befoul a town's water supply with his mine tailings if it suits his purposes.

Charity: The quality of giving aid to those less fortunate than oneself. It does not necessarily mean that a charitable character must beggar himself to feed the poor. It does mean that the sight of starving children or sick people motivates the character to want to help them.

Cruelty: The quality of inflicting unnecessary pain and suffering on others. A cruel person doesn't usually want to torture every person he meets, but he will certainly torment his enemies if he's given the chance. A cruel person doesn't just want to steal from his victims, he wants to destroy them- to burn their homes, slay their livestock, and salt their farmland.

Justice: The quality of seeking balance in a dispute between persons. A just character wants to restore a "proper" relationship between the parties involved, regardless of whether the conflict was a crime or an argument over grazing rights. While restoring said balance might require violence to be done, the just person strives to avoid excessive force. Likewise, he tries to be fair in his business and personal relationships.

Mercy: The quality of avoiding the infliction of pain and preventing or easing the suffering of others. The merciful character will kill or maim when he must, but he doesn't like to do harm unnecessarily. Creatures that are no threat to him or to the innocent will likely be spared, or forgiven, unless justice demands some chastisement. Likewise, a merciful character will seek to end suffering when he can. Mercy differs from charity in that it can include seemingly harsh measures like slitting the throat of a mortally wounded person to end his pain.

Vengeance: The quality of demanding personal satisfaction in a conflict, regardless of

fairness or balance. A vengeful person will seek to harm, steal from, or otherwise punish from any person who "wrongs" him. It doesn't even matter if he wronged the other person first! Vengeance is a cruel mistress, and she has her cycles. What goes around, comes around. The important difference between justice and vengeance lies in the area of valuing other persons. A vengeful character is only concerned with his own feelings, not those of the other party.

Now that we've defined our terms, it's worth saying that morally neutral persons lay somewhere between these extremes. Such characters may feel some charitable or merciful tendencies, but be inclined towards petty vendettas. Any combination of the above is possible, though most neutral characters vacillate somewhere in the middle, rather than leaning heavily to either side.

ETHICS

All right, so we understand good and evil. That's all we need, right? You're the good guys, over there are the bad guys, and you smite them… Hold on, buster! This is HackMaster, not your grandma's roleplaying game!

In HackMaster, characters also concern themselves with the ways that people get along with each other. Ethics represents an awareness

of the different methods of organizing interpersonal relationships. It also indicates a character's conscious choice between orderly, lawful relationships and unrestrained, chaotic ones. Before you dismiss ethics as unimportant, consider that even the "good" Gawds are themselves are divided by ethical concerns!

So, what are law and chaos? Law is typified by a desire for hierarchy, consistency, and management. It is a set of values that places the collective whole ahead of the individual. Conversely, chaos is represented by equality, spontaneity, and liberty. The chaotic place more value on the individuals than on the whole they create. Lawful characters value structure and rigidity in societies, communities, families, and among associates. Chaotic ones instead value freedom and fluidity. So, what do those traits I mentioned mean? Well, here are some definitions:

Consistency: The quality of being the same. A consistent character will desire to have things in his life be predictable and regular. This is not the same as a compulsion for neatness. Indeed, a character's love of consistency could simply be a wish to shield his family and friends from the terrible, unpredictable events the character is forced to confront in the outside world.

Equality: The quality of being categorized by merit rather than by birth or other predictable measures of personal value. The equality-loving character believes that all people are born as peers, and achieve greater worth only through abilities and deeds. To him, concepts like "nobility" and "honor" are earned, personal qualities, not socially bestowed ones.

Hierarchy: The quality of having rigid social and power relationships which define persons in terms of greater or lesser authority and personal value. Feudal societies are inherently hierarchical, and characters who value hierarchy will generally seek to fit into such a society as best they can. While he might want to climb the social ladder, a hierarchical character will try to work within the system, rather than "outside the box".

Liberty: The quality of being free, unbound, or unhindered in one's actions. A libertarian character will place great emphasis on keeping his options open in any given situation. Such a person may abide by laws that he finds acceptable, but if he finds them too onerous, he will gladly break them, and then deal with the consequences.

Management: The quality of being guided, restricted, or shepherded in one's actions. The managed character prefers to have his options clear-cut and simple to understand. He craves guidance from those above him and seeks to please them. Likewise, a managed character will generally try to understand and follow the law because he values its leadership and predictability.

Spontaneity: The quality of being unpredictable and acting based on conditions at the time. Spontaneous characters like to wait until the last minute to make up their mind. Even when they have "decided", they feel free to reverse themselves if the plan turns out to be a bad idea. While this trait can be maddening to consistent characters, it does not necessarily indicate that a person is insane or unreliable.

As always, an ethically neutral character may have some mix of lawful and chaotic traits, or he might simply hover somewhere between the two sets of features depending on his mood and the circumstances.

STAYING WITHIN YOUR CHARACTER'S ALIGNMENT

Now that we have a better understanding of what the different parts of a person's alignment mean, let's work on eradicating the other source of anti-GM whining- adherence. Many unskilled players believe that alignment restricts roleplaying and prevents their characters from "being who they really are". Face it, this is not the case! If you are a good roleplayer, alignment is just a tool like any other. Use it correctly and you will hone your character to a razor's edge. Use it poorly and you'll slice your hapless PC into hemorrhagic ribbons.

One thing that many players don't understand about alignment is that it represents an average. PCs rack up Alignment Infraction Points (AIPs) when they act outside their professed alignment. Thankfully (for you), AIPs that go in opposite directions cancel each other out. You need to consider this when you create your character. How? Well, first you should think about your character's beliefs, methods, motivations, and actions:

Beliefs represent the character's ideal for the world. Does he want his country to be a peaceful, bountiful haven or a smoking wasteland? This vision guides how your PC acts in a normal situation that has no deeply personal consequences. This is one part of who your character is. Use your knowledge of alignments to assign an alignment to this vision. Now plot it on the twin axes of good-evil and law-chaos.

Methods indicate the ways that your character seeks to make his worldview a reality. It is the way he imposes his beliefs on the world, when push comes to shove. For instance, a character who wants to create a hippy paradise (CG) might feel that harshly regimented cruelty (LE) is the only way to clear out the dead weight and free the people. Look at the Soviet Union. It happens. Assign an alignment to your PC's methods and plot it.

Motivations tell us about what the character wants out of his life. Does he want to become a king and rule an orderly realm or does he want to be a rugged mountaineer, hacking a living out of the cruel, uncaring wilderness? Motivations show us what kinds of things the PC is doing when he's relaxed or just mucking about. You should also assign this portion of your character's personality an alignment and plot it on your axes.

Actions show the techniques that your character uses to fulfill his personal goals and motivations when the chips are down. Is he selfless and kind, hoping that his actions will earn him a just reward, or does he viciously pursue his aims, regardless of who gets in the way? You should also assign an alignment to his actions and plot it on the axes.

Now that you've plotted all four alignments on the twin axes of good and evil, law and chaos, you should connect all the dots with lines. In some cases, your PC might live mostly in one alignment, so no connecting is necessary. If this happens, just choose that alignment. If instead you find that your alignments are scattered around the board, find the intersection of the lines. That intersection represents the alignment you should give your character. Of course, you might wind up on an edge or a corner, and you'll have to make a judgment call based on how you view the character. Even so, you'll still be better off than the poor fool who just chooses an alignment because it sounds fun.

Why? Well, remember how I said that alignment is an average? The dots you plotted show us the likely types of AIPs your character might earn. By starting your character at a happy medium, you reduce the odds of a character wandering out of his professed alignment and

being forced into a new one. It's always better to have your PC's alignment shift **before** you start the game than after!

In general, a cleric (but not a druid, zealot, paladin, or the like) can start the game with an alignment that is within one step of his Gawd's alignment on either the law-chaos axis or the good-evil axis (but not both). To do so, the character's Beliefs and at least one other alignment-related trait (Methods, Motivations, or Actions) must be the same alignment as the deity in question. GMs may determine that some churches have broader or narrower alignment restrictions, however.

This represents the philosophical differences inherent in any large organization. For instance, a LG church (like Benyar's) might include harsh LN inquisitors and independent NG evangelists. This also allows clerics who later change to another allowed alignment to regain their spell casting powers after atoning, but without reverting to their old alignment. Such characters still suffer any other consequences of the shift, however.

ANOMALIES

Another way that you can add depth to your character while keeping within his professed alignment is to establish behavioral anomalies. An anomaly is a narrow set of circumstances under which the character acts quite contrary to his alignment. Usually these are tied to the character's background, quirks and flaws. They can also be great ways to confuse your fellow players!

For instance, a CE thief might from time to time be unaccountably charitable to street urchins because they remind him of his dead kid brother. Likewise, a LG paladin who holds enmity towards Goblins might be unimaginably vengeful towards them, yet show great mercy towards Orcs and Kobolds. Either can remain within his alignment so long as he can justify it within the logic of his alignment and/or avoids taking it too far. Remember, evil characters can easily be kind to those they value and slaughtering the sick and suffering can at times be good. It's all about point of view and remaining true to the core of your alignment.

The important thing is that you work out the anomaly with your GM ahead of time. You may still get AIPs, but if you work with your GM to add flavor and interest to the game, he'll usually go easier on you. Just remember that anomalies are not a "get out of jail free" coupon.

Only knights errant and misguided PCs get off that easy. In fact, such characters have mastered anomalies to the point that their alignment is primarily composed of anomalies!

PERSONALITIES

Now that I've given you the tools to play a well-rounded character without suffering an alignment audit, I'd like to throw in a few examples of characters you can create by this method:

THE OPERATIVE
Alignment: N
Beliefs: LG
Methods: CE
Motivations: N
Actions: N

The Operative is deeply committed to a LG worldview. He wants to create a well-ordered paradise in which every person knows his role and can live it without interference from the forces of evil and chaos. He knows, however, that wickedness lurks in the shadows and underbelly of society. To better combat these threats, he has chosen to work and fight like the scum he hunts. Indeed, he is so obsessed with this mission that he has no personal goals and doesn't really care what happens to him so long as the cause succeeds. This same character with some generic goals of settling down in a community and raising a family (NG) would probably by NG instead.

THE LIBERATOR
Alignment: CG
Beliefs: CN
Methods: CN
Motivations: NG
Actions: CG

The Liberator is worried that ordered society is destroying the strength of her people (yes, I threw in a female…deal). While she personally wants to live in a happy little community with her family and children, she understands that this option is ultimately bad for the world at large. Only in a world without artificial constraints and protections can the best traits of humanity flower and grow. She doesn't want to live in that world, but she wants to create it nonetheless.

THE DON
Alignment: LE
Beliefs: LN
Methods: N
Motivations: LE
Actions: NE

The Don is not very concerned with the difference between good and evil. He believes that if everyone just did what they were told, they'd be happy. He doesn't really try to force others to accept this worldview, but he occasionally gives to charity or smacks down a ne'er-do-well that does something he finds appalling. On the other hand, his personal vision of absolute dominion over the city's underbelly is very important to him. He values wealth, control, and loyalty, regardless of the cost to the "little" people. When it comes to pursuing this goal, he is implacable, even preferring to foment rioting and looting rather than give up control over things he believes are his.

THE CRUSADER
Alignment: LG
Beliefs: LG
Methods: LN
Motivations: NG
Actions: LN

The Crusader has dedicated his life to the goal of creating a just, orderly, merciful society governed by a strict hierarchy of powerful lords. While he himself does not wish to rule anyone, he hopes one day to acquire a position that lets him raise a family while working for the good of his community. Regardless of whether his goals are personal or ideological, the Crusader prefers to follow the orders of his superiors. He knows that sometimes they ask him to do things that he regrets later; but the greater good demands these sacrifices. He is confident that those who make these sacrifices will reap the rewards of obedience and victory.

THE ALLFATHER
Alignment: CN
Beliefs: CG
Methods: CE
Motivations: N
Actions: CN

The Allfather is dedicated to the creation of a perfect world, one in which every just man can rise to his full potential if he just gets off his butt and does it. However, the Allfather also believes that evil Giants from another plane of existence are plotting to destroy the world. In order to save the world (and hopefully better it), he will use any means at his disposal. Brutal violence is the only language the Giants (and other evil critters) understand, and he speaks it fluently. In his personal life, the Allfather is relaxed. He's a bit of a family man and wants to have a nice, private hall to retire to, but also he likes to live a little on the wild side. His string of affairs, constant drinking, and frequent brawls show that he's not truly interested in settling down too much.
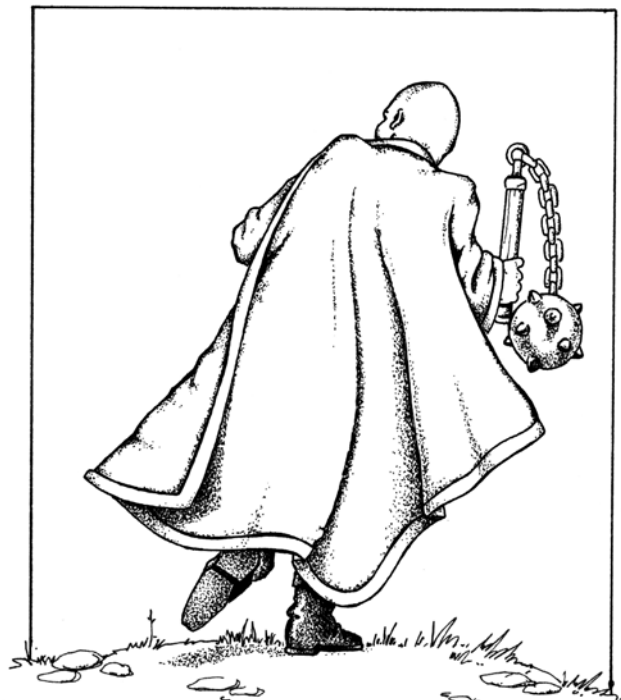
GameMaster's Workshop:
Potion Bottle Generation
by James Butler (HMA# UK-01-01469-03)

Unless specially noted in their descriptions, the types of potion bottles can vary greatly, depending on where they were brewed and by whom. Not all potion bottles are identical, and some foolhardy adventurers believe the container is a good way to determine the type of potion that found. Sh'ya right! Don't allow any of that kind of thinking in your game!

To determine a potion's container randomly, roll on *Table HJ21-A: Potion Containers*.

Table HJ21-A: Potion Containers

Roll (d%)	Container Type
1–2	Porcelain Jar
3–4	Alabaster
5–12	Glass – Round, long container
13–14	Glass – Square, long container
15–19	Glass – Conical bulb
20–48	Glass -- Spherical bulb
49–56	Glass – Oval, 'squashed' bulb
57–60	Glass – Tapering neck, Conical flask
61–65	Glass – Triangular bulb
66–69	Glass – Triangular, long container
70–73	Glass – Twisted, almost misshapen neck, small diamond bulb
74–76	Glass – Test-tube style
77-78	Glass – Long Wine bottle (Green glass) [1]
79-80	Glass – Rectangular bulb
81–84	Glass – Hexagonal, long container
85–86	Glass – Curved, swirl bulb
87–88	Glass – Rectangular, long diagonal container
89	Glass – Long necked bottle with 1d3+1 round bulbs, decreasing in size as they go up the bottle, all totaling one dose of potion.
90	Metal – Sealed tankard [2]
91-92	Metal – Flask [2]
93–95	Special – Unusually shaped glass (heart, skull, Apple, Standing Nymph, etc.)
96	Special – Berry Form [3]
97	Special – Wooden or glass charm hanging from a chain [4]
98-00	GM's option

For additional detail, 30% of potion bottles found have 1d6 ridges incorporated into their shape – either ribbed as vertical ridges running parallel with one another, or small, fancy decorative layers on top of the bulb.

There is a 40% chance of any glass bottle actually being crystal, thereby adjusting a bottle's saving throw against a variety of checks thanks the extra lead used in the container's creation to strengthen it. Use the 'Crystal or Vial' entry on the Item Saving Throw Matrix on page 104 of the *GameMaster's Guide* instead of the standard 'Glass' entry.

A roll on *Table HJ21-B: Potion Bottle Sealant* (see the following page) determines how a potion within a glass bottle is sealed when first found.

[1] These type of containers typically hold 1d3 doses of potion – all of the same type. Liquid color is not immediately discernible.
[2] Unless opened, these containers prevent the potion from being viewed.
[3] Imported from the desert Wurld of Hackthas, these sparkling preserved berries are often found preserved within glass bottles, and must be fully consumed in order for their magic to take effect. For some reason, these forms are mainly prunes or dusty-tasting peach-like fruits.
[4] Aside from the liquid within, these necklaces are non-magical, but must be snapped in order to access the potion within. Any number of these may be worn around the neck without interference with either each other or any other magical pendants. These types of containers are always 'Sealed', as per the table below, and are designed to be worn around a character's neck.

Table HJ21-B: Potion Bottle Sealant

Roll (d%)	Sealant Style	Game Effects
1	No seal	Potions liquid has dried up – the residue can be re-hydrated, but only for half strength; 30% chance all magic is nullified.
2–11	Seal broken	70% chance 1-3 doses of the potion (if the container holds more than one) have already been quaffed. 5% chance all magic is nullified.
12–62	Corked	N/A
63–82	Corked and waxed	N/A
83–88	Glass stopper	N/A
87–93	Corked with a chain that is attached to the bottle	N/A
94–00	Sealed glass neck	Neck must be broken before use, one-chance only before becoming useless. Characters drinking straight from a roughly shattered neck suffer 1d3-1 hit points of damage. Speed Penalty - an extra 2 segments in combat must be spent opening a bottle like this.[1]

[1] The art of *sabrage*, using a heavy blade to shear off the lip and cork/neck of a bottle, may not be used to negate this effect, as this technique generally leaves a razor-sharp edge. However, it does look damn impressive and flashy if a PC can pull it off.

ADDITIONAL DECORATION

As well as the various shapes that can be generated above, a roll on the following table allows a GM to customize a potion bottle quickly.

These changes are merely cosmetic, but can (as any good GM knows) bring that added spark to your game and may add some interest for your players who suddenly find magic items a bit different from the norm, a little bit unique.

Not every potion bottle discovered should have extra ornamentation - About 10-15% of bottles is a fair estimate, but for these bottles, *Table HJ21-C: Bottle Embellishment* offers some suggestions as to the kinds of cosmetic changes.

Table HJ21-C: Bottle Embellishment

Roll (d20)	Bottle Embellishment
1	A minute but detailed etching of a grand battle runs around the base of the bottle
2	Potion bottle constructed of four parallel, differently colored glasses
3	All of the bulb/neck, except the base, is sheathed in fine/once-fine silk held in place with tiny silver studs
4	1d8 fancy beads hang down an inch from the bottleneck base on golden threads
5	The glass for the bottle appears spider-webbed with cracks, but is as strong as a normal glass bottle.
6	A name and 'title' (e.g. Magnuson the Flamehard) are found etched in the glass in fine cursive script
7	1d4 20gp gems are studded into the bottle in a symmetrical style around it
8	Arcane looking (but harmless) runes encircle the top of the bulb – actually spells out a domestic, household item in a long-extinct language)
9	A series of metallic carved runes strung together on a silver wire run down 3 parts of the bottle
10	Potion bottle has a small handle in the shape of a swan between the top of bulb and neck
11	Small wisps of smoke can be constantly seen emanating from the bottle, which itself is always cold to the touch with a thin layer of ice on its surface
12	Bottle constructed of extremely bright and vastly differently psychedelically colored glasses in swirls, stars and odd patches
13	3 prominent initials molded into the bottle glass during creation
14	Bottle held within 2 thing bands of gold, along with small legs at base of bulb
15	A Gawd's symbol is inscribed within the glass or pulled out of the glass during creation (most commonly a key, the symbol of Hokalas)
16	(round bulbs only) An outline of the continent is etched around the bulb, with a tiny X somewhere on it.
17	Top of the bottle neck and cork are coated in a patterned silver metal
18	The potion bottle is actually a test-tube style one inside the result rolled, the outer one filled with a liquid of a very different color to the potion within.
19	Bottle has a stopper in the shape of a butterfly in flight, dragonfly, or similar unusual design
20	1d8+4 small gems (10gp ea.) adorn the bottle on one side in a geometric pattern

Hacklopedia Magica:
Potions of Elasticity
by James Butler (HMA# UK-01-01469-03)

Often found in bottles with long, tapering necks, these rubbery-smelling potions all taste and look identical: dark-red, thick and tasting slightly rubbery. All of these factors should serve to allow potion testers to identify the potion, but this series is unusual in that each potion found could be just one of several different types. To determine the type, GMs should roll on the following table.

Table HJ21-D: Potions of Elasticity

Roll (d%)	Potion of Elasticity type
1-16	Type I
17-32	Type II
33-78	Type III
79-95	Type IV
96-00	Type V

Of course… not every potion tester or identifying magic-user will necessarily know of all the variations out there… and unless the tests are **very** thorough, it'll be up to the players to discover just what kind they have…

Potion of Elasticity (Type I)
GPV = 500, EPV = 250
This weak form will allow its drinker the ability to stretch their body to nearly any form desired. Be it flat, long, wide, anything, to a maximum of 10 feet in length, or a minimum of 2 inches in width. Items will not stretch with their owner, remaining solid and capable of use. For the duration of the potion, the drinker takes only a quarter of the normal damage sustained from crushing attacks, as his body moulds itself around the blow. This can look quite comical when a heavy item, such as an anvil, drops on a drinker's head. The potions effects last for 1d8+2 rounds before wearing off, and the drinker had better pray that the area he occupies when the effects time-out can hold his normal   shape.

Potion of Elasticity (Type II)
GPV = 800, EPV = 350
Almost identical to a standard Type I Potion of Elasticity, these potent brews are stronger and of a slightly darker hue than their weaker counterparts. Upon use, the drinker can stretch his body in any shape or direction up to a maximum of 18' in length or a minimum of a quarter of an inch in

width. Items are affected in very much the same way as a Type I potion, and the damage sustained from crushing blows in only one eighth of its standard amount (rounding fractions up).

Potion of Elasticity (Type III)
GPV = 500, EPV = 200
A slight variance of the Type I variety, this potion has unpredictable outcomes which are never guaranteed (as if anything is in HackMaster). Rumored to have first been brewed by a mischievous gnome magic-user (wishing to earn a lot of gold quickly by watering down his potions), these are the type most commonly found for sale. The drinker can stretch to a total length of 1d6 x 1d4 feet, which may or may not be useful to characters trapped in the standard dungeoneering peril of the old 10-foot pits. Standard rules of equipment from the Type I variety apply here and the damage reduction from crushing blows remains at a quarter of the amount normally sustained.

Potion of Elasticity (Type IV)
GPV = 900, EPV = 480
This type of Potion of Elasticity perhaps the most useful variation in production, as only the imbibers limbs (arms and legs) can be stretched up to a maximum of 15' in length each (most brewers remembering that many pits, for some strange reason are just about 30' deep or less). The arms thickness cannot be changed and neither can the target's hand-size, thereby allowing equipment to be picked up/dropped/used properly. Stretched limbs can be used to attack distant enemies, with standard attacks suffering a mere –1 'To hit' penalty if the victim is aware of the limb. If surprised, no penalties are incurred. However, on the plus side, anyone attempting to strike a stretched limb does so with the same penalty due to the much smaller target. As a result, these particular variants are often extremely sought-after by thieves and assassins, and others that decent people would keep at arm's length…

Potion of Elasticity (Type V)
GPV = 150, EPV = 0
This variation of the Potion of Elasticity is without a doubt its worst form, and is definitely a cursed item which should not be desired. Upon consumption, the imbiber will find that the potion has similar effects to a type I potion, but that he ahs absolutely no control over his limbs. His arms

and legs will stretch and intertwine until the potions effects wear off, snapping his body back into its normal shape. Because of the quickness of this change, each twisted limb has a 20% chance of being broken (check for each arm and leg), and even if no limb is broken, there is still a 70% of each limb being strained, bringing incurring a -1 to hit penalty (arms) or a 20% reduction in speed (legs). Remind any affected PC that there ARE worse things to strain (necks, for example).

Player's Advantage:
Using Empty Potion Bottles
by James Butler (HMA# UK-01-01469-03)

Aside from the rather obvious use for holding water (or slightly more alcoholic beverages) for emergencies, empty potion bottles can aid adventurers in many different ways. Many of these may seem either rather obvious, or quite obscure tricks; but all of these tricks have been utilized in my campaigns and may prove useful to players and GMs alike.

1) An improvised, single use melee or thrown missile weapon.
2) Can be broken up and scattered across a path to alert of the approach of others.
3) Can be broken up and sprinkled across a path to inflict damage on un-shod victims.
4) Filled with colored liquids to look impressive for con sales, as impressive bait for thieves, or intimidation ('*glug* you wanna mess with me now, huh??).
5) Can be filled with oil or Greek fire and a rag, acid, insects, or holy water.
6) Filled with sand or soil, can be thrown on suspected pressure-pads, whether it remains whole or breaks and spills its contents, the weight should usually be enough to trigger some traps.
7) Balanced above a doorway to fall upon opening.
8) Easily shattered and sharpened for use as a cutting device if stripped purely of weapons.
9) If passing small items over large gaps, such as keys, it is always easier (and safer) to test your aim by throwing a bottle first.
10) Finally, fill an empty bottle with dirt or gravel and conceal precious gems within, sticking a plant on top. No self-respecting thief would steal a rose cutting…

The idea, as with anything else, is to be inventive. For example, having a noble female PC hide a potion bottle, fitted with an atomizer, within her make-up bag with several bottles of actual scent – ready for an emergency where she may have been allowed to 'freshen up' first.

WARNING – Many acids do not affect glass, so it is not recommended that characters test for acidity by taking a sample and seeing if the bottle melts. For unidentified liquids suspected of this danger, it is recommended a cork from a used potion bottle be used for this test. If it blackens and/or smokes, you know it is a bad sign.

Now, perhaps you'll think twice about discarding old potion bottles after using them, after all, this is HackMaster, and you'll need to use EVERYTHING in your inventory to gain an advantage, even the debris.

GameMaster's Workshop:
Simplifying Friendly Fire
by Christopher Stogdill (HMA# ID-3-01339-03)

It's often argued that the bow specialist is at a great disadvantage over other weapon specialists, since he has to pay three weapon proficiency slots, and he never earns an increased rate of fire when leveling up. A 13th level fighter specialized in a light crossbow ends up being just as fast at shooting his weapon as a 13th level fighter specializing in a standard bow. One argument for the bowman's increased weapon proficiency requirement is that it offsets the additional firing range (point blank). The problem is that crossbow specialists get the same at no additional cost and they still get an increased rate of fire.

Another perceived problem is the firing into melee rule, and a rather clunky "fix" of attempting to use the called-shot rules to circumvent it. Any solution needs to accomplish multiple objectives: keep "friendly fire" in the game, restore parity to the bow specialist, remove the called-shot "loophole", and be easy to implement. With this in mind, I believe I have an equitable solution.

Non-missile weapon specialists (that is those who are not specialized in a missile weapon-melee weapon specialists chucking their weapon in desperation don't count) treat their target size as they are…there is no real change in procedure for the GM. Those PCs that specialize in missile weapons other than the bows (i.e. crossbows, daggers, spears, etc) count their target as one category size larger. Bow specialists consider their target as two categories larger. Regardless of the "actual" target determination, any attempted called shot has its penalty applied to the To-hit roll.

As noted on page 98 of the *GameMaster's Guide*, each Medium/man-sized figure counts as 1. Small (S) figures count as 1/2, Large as 2, Huge as 4, and Gargantuan as 6. The total value is compared to the value of each character or creature in the target melee. Using this ratio, the GM rolls a die to determine who (or what) will be the target of the shot. Whether or not you use these exact numbers, be sure to keep to the proper ratio.

For example, let's say that Waydol (bow specialist), Kirron (non-specialized archer), and Gwain (thrown dagger specialist) decide to fire into a melee of one size S enemy creature versus one size M friendly. When Waydol attempts to fire at the enemy in melee, the GM treats his target as two sizes larger (size L) and decides to roll a d3. On a 1-2, Waydol targets the creature or, on a 3, the friendly.

RULE SUMMARY
Characters that specialize in missile weapons other than bows (crossbows, daggers, spears, etc.) count their target as one category size larger when firing into melee. Bow (long bow, short bow) specialists consider their target as two categories larger.

However, when Kirron attempts the same thing, the GM treats the enemy creature as its true small size and decides to roll a d3. On a 1, Kirron targets the enemy, or on a 2-3 he targets the friendly. Gwain fares a little better in the same attempt as the GM gets to count his target as size M and would have a 50% chance of hitting the intended target. If any of them decided to make a called shot, the called-shot penalty applies to the To-hit roll regardless of the "actual" target.

This friendly fire rule gives bow specialists a unique advantage to offset their increased weapon proficiency requirement and lack of increased rate of fire. It also removes the called shot "loophole" and simplifies combat without removing friendly fire from the game.

HackMastering the Sovereign Lands

by Mark Plemmons (HMA# IL-8-00005-01)
and Steve Johansson (HMA# IL-10-00002-01)

If you're a frequent visitor to our internet discussion forums, you may be hearing various rumors and speculations about combining whether (or how) Kenzer and Company is combining *HackMaster* and the *Kingdoms of Kalamar* campaign setting.

To clear up any confusion, yes, we've said that at some point in the future we will make the *Kingdoms of Kalamar* the official *HackMaster* setting. Simply put, we don't have the manpower to maintain two separate campaign settings. The announcement hasn't happened yet, but once it does, you'll know.

At the moment, we're slowly introducing *HackMaster Association* members to the *Kingdoms of Kalamar* campaign setting through special discounts on Kalamar products (for full HMA members), releasing PDF products set in Tellene (the world of the *Kingdoms of Kalamar*), and including "On Tellene" sidebars in new adventures set in *Garweeze Wurld* – like the upcoming "*Dead Gawd's Hand*."

As you can also see from the *Garweeze Wurld Atlas* and *Gazetteer*, the humor in HackMaster comes from the rules and the players. The setting itself doesn't need it. You'll be able to delve into the world of Tellene just as deeply as *Garweeze Wurld* – more so, thanks to 12+ years of work and passion that went into Tellene – taking the humor from your table as it happens.

The *Kingdoms of Kalamar* campaign setting is set on the gritty, richly detailed world of Tellene. Imagine Conan's Hyperborean lands, or Middle-Earth from the Lord of the Rings, and you've got a good idea what Tellene (or at least parts of it) are like. Our *Kingdoms of Kalamar* web pages can provide you with many more details about the setting.

Although the *Kingdoms of Kalamar* campaign setting sourcebook is a great starting point for GMs interested in the lands of Tellene, and it is very rules-light, it does have a small handful of new items and rules that did not previously exist in the official *HackMaster* rules.

Hence, this article provides HackMaster versions of all the rules from the *Kingdoms of Kalamar* campaign setting sourcebook, many of which already appeared in *Goods & Gear*. We hope to bring you more articles in the near future.

Ring of Improved Invisibility (p28)

The wearer of a Ring of Improved Invisibility is able to become invisible at will, instantly. This nonvisible state is exactly the same as the fourth level magic-user spell Improved Invisibility.
EP Value: 2,000; **GP Value:** 10,000

Gaketan Mare (p63)

Horse, Gaketan Mare: HF 1, EP 35, Int 1, AL N, AC 7, MV 14"walk/27"trot/40"canter/55"gallop, HD 2, hp 28, #AT 2, D 1d4/1d4 (hoof/hoof), SA nil, SD nil, Lang: none, ML 8, ToP 14, Crit BSL: Def AC +1, FF 8

Brigandine Armor (p96)

Brigandine armor is AC 6, has 6 hp, weighs 35 lbs., is fairly bulky, and costs 120 gp. It has an availability of 90 High, 85 Medium, and 80 Low.

Drhokkeran Charger (p103)

Horse, Drhokkeran Charger: HF 1, EP 120, Int 1, AL N, AC 7, MV 6"walk/15"trot/21"canter/27"gallop, HD 5+3, hp 46, #AT 3, D 1d4/1d8/1d8 (bite/hoof/hoof), SA nil, SD nil, Lang: none, ML 9, ToP 23, Crit BSL: Def AC +3, FF 9

Shathy's Pestilence (p109)

Shathy's Pestilence
Necromancy
Level: 3

Range: 10 yards	**Components:** V, S
Duration: Instantaneous	**Casting Time:** 4 seg.
Area of Effect: 10 ft.x 10 yds./lvl	**Saving Throw:** Special

When this spell is cast, a breeze of air originates from the magic-user and moves in the direction he is facing. Anyone in the area must make a saving throw vs. Spell or begin to decay. Decaying creatures suffer -2 on all To-hit rolls, -20% to skill checks with Dexterity as the relevant ability, lose d4 hp per day, and do not heal from wounds.

The effect persists until the character receives a Cure Disease spell or spends 1+1d3 weeks taking a complete rest to recover. (The character suffers no hit point loss during complete bed rest, or if receiving the benefits of a successful healing skill check (Average difficulty) for that day.)

Even if the victim makes his saving throw, he suffers the -2/-20% penalty until he receives the Cure Disease spell or takes a rest as noted above. Creatures normally immune to disease are immune to Shathy's Pestilence.

Kargi Mourn (p116-117)
In the hands of any character other than a paladin, this long sword performs only as a Sword +2. When in the hands of a paladin, it acts as a Hobgoblin Slayer Sword +3, inflicting double damage against evil hobgoblins. However, if a paladin of The True uses this sword to kill or knock out a hobgoblin, he gains a free, immediate attack against a creature within reach.
EP Value: 1,400; **GP Value:** 20,000

Sittik (p118)
Sittik is Type B Poison, each dose costing 200 gp, with an availability of 50 High, 30 Medium, 10 Low.

Lamellar Armor (p133)
Lamellar armor is AC 6, has 7 hp, weighs 30 lbs., is fairly bulky, and costs 320 gp. It has an availability of 60 High, 30 Medium, and 10 Low.

Mother of Pearls (p134)
This falchion Sword +1 (+3 vs. saltwater-dwelling creatures) has a marbled or pearled pattern to its blade, with a smooth ivory handle and a pommel fashioned in the shape of a squid. When in hand or otherwise carried, the Mother of Pearls gives its bearer a +20% bonus to appraising (coral, pearls, and other similar, naturally occurring items from the sea only), nautical navigation, seamanship suite, swimming and swimming: dog paddle skill checks.
EP Value: 1,200; **GP Value:** 20,000

Highland Dancer (p154)
Horse, Highland Dancer: HF 1, EP 35, Int 2, AL N, AC 6, MV 12"walk/24"trot/36"canter/48"gallop, HD 2, hp 29, #AT 2, D 1d4/1d4 (hoof/hoof), SA nil, SD nil, Lang: none, ML 7, ToP 14, Crit BSL: Def AC +1, FF 6

Cord Armor (p159)
Cord armor is AC 8, has 2 hp, weighs 15 lbs., is fairly bulky, and costs 35 gp. It has an availability of 50 High, 30 Medium, and 10 Low.

NPC Reference Chart (p252-261)
Ignore the word "template" where it appears, and replace all references as follows:
Adept becomes Magic-user; Arcane Archer becomes Battlemage; Psion becomes Magic-user; Rogue becomes Thief; Sorcerer becomes Magic-user; and Wizard becomes Magic-user.
Should this give a character two identical classes, take the highest level only.

Aristocrats become Men, Gentry (see HoB v5, p10) with a d20 mastery die roll per Aristocrat level in each of the following skills: civil administration (plus any prerequisites), current affairs, diplomacy, graceful entrance/exit, heraldry, knowledge of courtly affairs, mingling, parley, rousing speech, and social etiquette.
For Commoners, simply choose the most appropriate type of Men (HoB V, p9). Experts also become Men (likely Tradesman/Craftsman) with at least 76% mastery in the appropriate skill(s).

Half-hobgoblins (p157)
Half-hobgoblins, known as *sil-karg* among the hobgoblins (and sometimes less polite things among humans) are the uncommon and generally unwelcome offspring of humans and hobgoblins.
Half-hobgoblins look like bulky humans, with square features, large hands and strong shoulders. Their skin is reddish, similar in tone to the Kakado Dejy tribe of the Young Kingdoms. They tend to dress in an awkward combination of utilitarian clothing and elaborate jewelry. (See this issue's cover for a depiction of male and female sil-karg.).
The most common sil-karg are of Kargi or Krangi hobgoblin parentage. Parents of other, less populous, hobgoblin subraces (Dazlak, Kors or Rankki) are naturally less common. Sil-karg favor lawful alignments, but individual sil-karg can represent any alignment.
Half-hobgoblins try to fit into whichever society they live in. Their eagerness to conform often results in an over-the-top scramble to be as honorable as a pure hobgoblin, or as resourceful as a human. Sil-karg in hobgoblin society are often social martyrs, taking on every burden imaginable so that their peers consider them honorable. Those in a human society are curious, eager to try new things and new ways of doing old things, even if the new way is clearly no better than the old way.
Half-hobgoblins manage to cooperate best with humans, hobgoblins and dwarves. They dislike elves, like halflings (but tire of them easily) and avoid gnomes. They fit in best with those human societies that have (mostly) come to accept them.
The sil-karg do not have their own lands. They share space with either the humans (in Tarisato, Prompeldia and increasingly in other city-states of the Elos) or their hobgoblin parents (in Norga-Krangrel, Tarisato or Ul-Karg). The city of Prompeldia has developed a sizable sil-karg quarter that is threatening to become large enough to count as its own culture.

Half-Hobgoblins at a Glance

THE UPSIDE

Racial Bonuses:
- Infravision enables half-hobgoblins to see up to 60' in darkness.

Initial Languages: Hobgoblin, common (Merchant's Tongue), goblin, one human language, dwarf

Talents: Good Immune System and High Tolerance (GG)

Allowable Multi-Classes:
Fighter (or berserker, bounty hunter, or pirate)/cleric, fighter (or berserker, bounty hunter, or pirate)/thief (or allowable thief subclass)

Attribute Modifiers:
Sil-karg gain/suffer the following bonuses/penalties:
+1 Constitution, -1 Intelligence (Kargi) OR
+1 Dexterity, -1 Wisdom, -1 Comeliness (other)

Building Point Bonus: 8

Additional Talents Which May be Purchased:
Active Sense of Smell, Acute Alertness, Ambidextrous, Attack Bonus, Blind Fighting, Damage Bonus, Dense Skin, Endurance, Hit Point Bonus; CG/GG/ZG: as humans; SSG: Blind Casting, Martial Tradition

THE DOWNSIDE
- In human, hobgoblin and dwarven societies, half-hobgoblins suffer a -1 reaction roll penalty
- In elven and gnomish societies, sil-karg suffer a -4 reaction roll penalty

MISCELLANEOUS
- Social Class Modifier: -10% on PHB Table 4F
- Birth Roll Modifiers: +15% on PHB Table 4G; –20% on PHB Table 4H

* The number of languages a half-hobgoblin can learn is limited by his Intelligence (see PHB Table 1D) and by the Building Points/training he devotes to languages.

Table HJ21-E: Sil-karg Ability Prerequisites

STR	M/F	INT	M/F
MIN	3/3	MIN	3/3
MAX	18/17	MAX	18/18
DEX		WIS	
MIN	5/5	MIN	3/3
MAX	18/18	MAX	18/18
CON		CHA	
MIN	7/7	MIN	3/3
MAX	18/18	MAX	18/18
		COM	
		MIN	3/3
		MAX	15/15

Table HJ21-F: Sil-karg Level Limitations

	Half-hobgoblin
Cleric	U
Chosen	U[1]
Druid	11
Shaman	10
Zealot[2]	U[2]

Fighter	U
Barbarian	U
Berserker	U
Bounty Hunter	12
Cavalier	no
Holy Knight	no
Dark Knight	14
Gladiator	16
Knight Errant	no
Monk	no
Paladin	no
Pirate	15
Ranger	13
Samurai	no
Soldier	9
Swashbuckler	no
Magic-user	6
Abjurer	no
Battle Mage	9
Blood Mage	8
Conjurer	no
Diviner	no
Elementalist	9
Enchanter	no
Illusionist	no
Invoker	no
Necromancer	no
Painted Mage	no
Transmuter	no
Wild Mage	8
Thief	U
Acrobat	U[3]
Assassin	13
Bard	no
Brigand	14
Charlatan	no
Infiltrator	15
Minstrel	no
Ninja	no
Pirate	U
Yakuza	no

[1] Chosen ones become/advance in their class indefinitely at the whim of their patron Gawd.
[2] See race restrictions per Zealot type.
[3] Unavailable to half-Kargi (Krangi/other only).

Table HJ21-G: Sil-karg Thief Racial Adjustments

PP	OL	FT	RT	MS	HS	DN	CW	RL
+5	5	0	-5	5	+5	0	0	+5

Table HJ21-H: Sil-karg Age and Aging Effects

Starting Base	Starting Variable	Maximum Age
15	1d4	110+2d20
Middle Age	**Old Age**	**Venerable**
55	80	110

Table HJ21-I: Sil-karg Height and Weight

Base Ht.	Ht. Modifier	Base Wt.	Wt. Mod.
M/F		M/F	
58/54	2d10	140/100	7d10

Marmot

by Anthony Scopatz (HMA#CA-1-01959-04)

Marmot	
AKA:	Cheese-Stealing Feces Eaters
HackFactor:	0
EP Value:	12
Climate/Terrain:	High Mountains
Frequency:	Common
Organization:	Solitary
Activity Cycle:	Day
Diet:	Scavenger
Intelligence:	Animal (1)
Alignment:	Neutral
No. Appearing	1-10
Size:	S (3' long)
Movement:	15"
Psionic Ability:	Nil
Attack/Defense Modes:	Nil/Nil
Morale:	Coward (4)
Armor Class:	8
No. of Attacks:	1
Damage/Attack:	1d4-2
Special Attacks:	Steal
Special Defenses:	Stop-Rock-and-Hide
Magic Resistance:	Standard
Hit Dice:	d4+8 hp
Fatigue Factor:	5
ToP:	Yes

DESCRIPTION: Marmots are the cute, full-coated beasts that live quietly amongst the granite boulders on many of the higher peaks of Garweeze Wurld. In the words of Ranger Rick, "you're enchanted now, but you'll be disgusted later." In truth, Marmots are brown little pests about the size of a small dog or a large cat.

COMBAT/TACTICS: The way of the Marmot is one of thievery. In general, a Marmot will not enter into outright combat unless cornered in which case they bite for 1-2 points of damage. Instead, they fully utilize their ability to move silently at 75% to get at anything that they might find appetizing. Marmots move very slowly while approaching a potential food source. Once at a location (or person) with food, they forfeit their attack to steal 1d4-1 edible objects (see the Ecology section for more on what Marmots consider "edible"). Then, they will scamper off with their newfound loot to one of their copious rocky abodes. Any items lost in this way will be irretrievable and undetectable with out the aid of magic. If a stolen item is later found to be indestructible by the Marmot, it has a 50% chance in two days time to be discarded outside their home in the nearby area. However, there is only a base 15% chance of someone finding it unless they are actively searching the area.

Marmots far prefer foreign objects and humanoid possessions to their native diet of flowers and the occasional insect. Anything left unattended (no active, moving person within 5 feet) for more than three minutes will become the subject of interest and a Marmot will attempt to steal it. If the PCs are in the general area they may make an observation check to view and react to a potential theft. A +50% bonus to this roll is awarded if a PC is purposefully watching a specific area, while at the same time a -25% is given to that PC's checks for all other areas they are not watching. In this case, an area is classified as a zone within 50 feet of the PC and no larger than 10 square feet in itself. It is only possible to watch one area at any given time. If a PC catches a Marmot "red-pawed", he may easily scare it off, for Marmots are rather skittish. Unfortunately, Marmots are near-sighted, so a PC needs to be within 5 feet and standing to scare it off. Waving one's arms helps. Once scared, the Marmot will freeze up for 4 segments, then run 5 to 10 feet away and check if their assailer is still around. A second scaring is typically necessary to cause the Marmot to flee back into a rocky outcropping. Marmots seem impervious to twigs and small rocks thrown at them. A direct hit (dealing 2 or less points of damage) merely causes them to flinch but not flee and cover any significant distance.

Marmots are persistent and any unattended equipment will be subject to a Marmot theft every 10-30 minutes. However due to their limited reach, Marmots will ignore anything hung a minimum of 3-4 feet in the air.

HABITAT/SOCIETY: Marmots typically live in high and mountainous regions that are lightly forested and vegetated. These conditions are fulfilled in zones at elevations above 8000 feet but they have been known to venture as far down as 7000 feet. Marmots are as ornery to their own kind as they are to others, and frequently they can be seen chasing each other up and down boulders. However, they have been known to band together to alert each other to hazards and food sources by emitting a series of high-pitched, piercing barks.

ECOLOGY: Marmots are particularly attracted to anything with a salt content whatsoever. This includes but is not limited to anything made out of leather (packs, hats, armor, shoes, etc.), cheese, preserved meat, wood (axles of carts are considered a delicacy), and humanoid excrement. Marmots have been known to both dig up last night's fecal matter in flocks of up to 10 and to eat a mountaineer's boots right off the poor sap during a daytime nap. If an object or person cannot proves to be inedible and indestructible—or simply less interesting than something saltier—a Marmot will nonetheless attempt to demonstrate his prowess over it and "mark his territory" in the customary manner of animals. Marmots have no natural predators and breed like the vermin they are.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Pelt can be used for fur clothes
Treasure: Nil
Other: There is rumored to be a secret stash of all useful items any marmot every stole. If one was to find such a hoard, then it would undoubtedly contain limitless wealth and camping gear - but only fools believe it.

Player's Advantage:

The Clerk: A New Magic-user Package

by Donny Gordon (HMA# IL-2-01571-03)

This package offers magic-users some bonuses to their reading and writing skills, a chance to detect and identify magical writing, bonuses to scribing scrolls and spell books, and specialized skill subsets that will increase their practical usefulness when dealing with affairs of management, construction or artistic production.

CLERK (BUILDING POINT COST = 24)

DESCRIPTION: A highly trained corps of clerks forms the backbone for any complex undertaking in civilized lands. Clerks normally direct such vital functions as tallying tithes, enrolling militia or levies, and managing buildings or repairs in the service of some temporal lord or potentate. A small percentage receives training as clerks in conjunction with their training to be magic-users. This additional training adds d4+1 years to their starting age.

In order to master both the intricacies of magic-user class as well as the shrewd abilities of this package, clerks must have at least INT 15 and WIS 13.

PREFERRED MU TYPES: Generalist, Illusionist, Transmuters. Others must pay an a penalty of 5 BP to take this package.

BARRED MU TYPES: Battle Mages, Holistic Practitioners, Unorthodox Practitioners, and Wild Mages cannot be clerks.

ROLE: PCs who choose this package have a wide-ranging number of administrative abilities and applied skills from which to choose. Trained in navigating oceans of paperwork and regulations, clerks can maneuver through and perhaps even manipulate bureaucracies to their own ends. Depending on their chosen specialty (see below), clerks can prevent (or indulge in) waste and corruption, direct the building of castles and public works, administer cities, regions or whole kingdoms, and effectively run mercantile enterprises. Clerks of this type can, if they are lucky, find themselves working for highly placed lords or nobility who prize them for their efficiency and versatility.

A select few clerks who also belong to the magic-user class often spend their lives within an academy, producing scrolls of great beauty and precision. Some run ateliers specializing in the creation of regular or traveling spell books or scrolls for the convenience of spell-casters with sufficient means, but with insufficient time to undertake the tedious copy work.

Still other clerks adventure in search of lost or forgotten texts or knowledge. Most, having lost their jobs to outsourcing, are just looking to get enough money to cover rent, buy books and writing supplies and somehow put food on their tables.

SKILLS: All clerks gain the following skills at 50% mastery: read/write native language (or the administrative language in use if different from the commonly spoken language), speed reading, penmanship, math: basic, leadership: basic, and leadership: committee.

All clerks gain the following skills at 25% mastery: administration: basic, artistic appreciation, calligraphy. They gain two rolls of the mastery die (instead of one) when purchasing or improving reading and writing and or language skills.

Clerks receive two rolls of the mastery die for each of the bonus skills listed in their specialty (see below), which must be chosen at the time of character creation. Remember, as magic-users, clerks receive academic skills at half the BP Cost.

WEAPON PROFICIENCIES: Clerks prefer not to enter hand-to-hand combat; such work is for more aggressive magic-users. Thus, they are no better at fighting and have no additional weapon proficiencies over the standard magic-user.

TALENTS: No special bonuses, though it is suggested that clerks take Photographic Memory and/or Knack for Languages.

SPECIAL BOONS: Clerks gain the thief's read languages skill at first level at 5% and add an additional 5% per level afterwards. When advancing a level, clerks automatically receive two rolls of the mastery die for the reading and writing skills of one known language of their choice; they also gain a new reading/writing language skill for free at every third level past first; and they can scribe magical scrolls at fifth level. For determining maximum languages, treat a clerk's Intelligence as being two points higher. Because of their expertise with the written word, clerks are immune from spell mishaps when casting spells from scrolls and transcribing spells into spell books and onto scrolls.

When actively searching, clerks have a base 25% chance plus an additional 5% per level of detecting and identifying magical writing such as Runes of Eyeball Implosion, Exploding Runes, Glyphs, and Symbols, etc. This does not mean that the clerk can automatically defuse or disarm these

spells, simply that the clerk has detected and recognized them before activating their effects. Other means must be used to negate or avoid them.

Certain spells, cast by clerks, last twice as long, and those affected adversely by these spells suffer +1 damage and -1 to saving throws. Clerks save against these spells at +1. These spells are as follows:

Level One: Copy, Erase, Wizard Mark, Write

Level Three: Explosive Runes, Glyph of Ice, Glyph of Sniping, Runes of Eyeball Implosion, Secret Page, Sepia Snake Sigil, Glyph of Warding

Level Four: Exploding Glyph

Level Eight: Symbol

WEALTH OPTIONS: The clerk receives the normal starting money.

SPECIAL BANES: Due to the constant eyestrain of their profession, they cannot take the Keen Sight talent. When leveling up, clerks must spend an uninterrupted week in study and correspondence. This is in addition to time spent formally training for their class. They incur no honor penalty for this extra week. Clerks automatically gain the Punctilious and the Pedantic quirks (see below) without gaining any BP for them. They must use only the finest inks, quills and papers, incurring an extra 10% cost to the purchase of such supplies.

Clerks struggle under less-than-optimum conditions, and therefore any percentage chance for spell mishap is automatically doubled for the clerk character.

CLERK SPECIALTIES

Each clerk character has a particular specialty. This specialty must be chosen during character creation from the list below. Clerks can only ever have one specialty.

ACADEMIC
Academics gain the following skills at 50% mastery: history: local; history: ancient; languages: ancient; and religion: general. They also receive two rolls of the mastery die for the following bonus skills: history: world; current affairs; and anatomy: basic

ARTISTIC PRODUCER
Artistic producers gain the following skills at 50% mastery: art appreciation: painting, calligraphy; poetry, reading, writing and comprehension; and artistic ability. They also gain two rolls of the mastery die for the following bonus skills: art appraisal: painting; and forgery.

CASTLE MANAGER
Castle managers gain the following skills at 50% mastery: civil operations; engineering; and orchestrate task. They also gain two rolls of the mastery die for the following bonus skills: civil administration; and engineering: public works.

Other recommended skills include: carpentry and stonemasonry.

CONSTRUCTION MANAGER
Construction managers gain the following skills at 50% mastery: engineering; and orchestrate task. They also gain two rolls of the mastery die for the following bonus skills: drafting tools; construction tools; assaying/surveying tools; engineering: fortifications; engineering: public works; construction: fortifications; construction: defense works; and construction: hasty defense works.

Other recommended skills include: stonemasonry; complex geometrical estimation; carpentry; carpentry tools; construction: siege works; and entrenchment construction.

MILITARY ADVISOR
Military advisors gain the following skills at 50% mastery: military: battle sense; military: operations; military: small unit tactics; and orchestrate task. They also gain two rolls of the mastery die for the following bonus skills: campaign logistics; history: world; and recruit army.

Other recommended skills include: bribery (see *Lord Flataroy's Guide to Fortifications*, p79); and military: leadership.

SCRIBE
Scribes gain the following skills at 50% mastery: botany; arcane lore. They also gain two rolls of the mastery die for the following bonus skills: alchemy; herbalism; spellcraft; and spell tattooing.

SURVEYOR
Surveyors gain the following skills at 50% mastery: map sense; and surveying/assaying tools. They also gain two rolls of the mastery die for the following bonus skills: cartographer skill suite; and complex geometric estimation.

Other recommended skills include: riding: land-based; navigation: nautical; and mapless travel.

NEW QUIRKS (MENTAL)

Pedantic: A person with this quirk corrects others on their spelling, usage and pronunciation of words and is especially sensitive to solecisms (grammatical mistakes or absurdities). Characters with lisps, stutters, and speech impediments have an effective -1 to Charisma in the eyes of this character. Illiterate folk form the focus of the pedant's particular and perpetual scorn. (Minor: 3)

Poetaster: The character is compelled to append doggerel of his own composition to his works, both magical and non-magical. Spells cast from scrolls penned by such individuals have their casting time doubled. Poetasters cannot leave a document unsigned or anonymous. This reduces the value of their works by 50% and may be grounds for termination of employment. In fact, many adventuring magic-users are said to be afflicted by this quirk. (Major: 8)

Punctilious: For this character, every "I" must be dotted and every "T" crossed for maximum concentration. Sloppy, blurred or otherwise damaged writing takes twice as long to read, and reading such material for more than 4 rounds forces the reader to make a WIS check or temporarily stop reading for 2 rounds. If three such WIS checks are failed in a row, the character has a 90% chance of gaining a crippling migraine headache for d4+1 days that prevents spell casting and memorization of spells. (Major: 5)

HackJournal Coupon Sheet

Limit one printed sheet per HMA member. Three rolls on the HSST (GMG p132) are recommended for anyone using multiple sheets. Coupons are invalid without GM initials, if removed from coupon sheet, if validation area is incomplete, or in the hands of non-HMA members. GMs should initial coupon check boxes each time a coupon is used. Sheet expires three (3) months after GM validation.

HackJournal #21 coupon   GM#: _____
PLAYER #_____   GM Initials: _____

DEAF AND REALLY REALLY DUMB
Avoid one random monster encounter

To redeem: Present to GameMaster. Authorized by HMA HQ.
Limit one use of one coupon per player per game session.
Not valid in conjunction with any other coupon.

USES: ☐

HackJournal #21 coupon   GM#: _____
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SNATCH THE PEBBLE FROM MY HAND
Receive one free mulligan

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RAGS TO RICHES
Receive +5 to your Starting Money Roll

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USES: ☐

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TELL ME ABOUT YOUR MOTHER
Remove one (minor Personality) Quirk

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USES: ☐

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GM USE ONLY

STICKY PAGES
Memorize two fewer spells this session

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USES: ☐

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GM USE ONLY

A WRINKLE IN TIME
Roll again and accept the new results

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Limit one use of one HJ coupon per GM per gaming session.
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USES: ☐

HackJournal #21 coupon   GM#: _____
GM USE ONLY

WALKED INTO A DOOR
Lose 50 fractional points to Charisma

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USES: ☐

HackJournal #21 coupon   GM#: _____
GM USE ONLY

GAWD'S WILL
Item disappears in a puff of smoke

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USES: ☐