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## WHAT IS THE HACKJOURNAL?

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## **Player's Advantage: New Expert Hiring - the Adventurer's Agent**

*By Tony Moore (HMGMA#FL-1-00478-02)*

Drydell the Elf walked through the door of the tavern to find his fellow members of the Crimson Knights of Hack sitting at their favorite table. Olaf the Dwarven Battlemage, Silverhelm the Human Knight, and Thum Porr the Dwarven Cleric looked hopeful as Drydell approached. He walked over and began speaking.

"I have just heard a rumor of an ancient mine filled with Monsters and Treasure."

"Too late," said Olaf. "The Blue Bloods laid claim to that last week."

"What about that abandoned wizard's tower we were looking at?" Silverhelm asked.

"Nope. The Crypt Things got that one just the other day."

"Well," said Thum, "We had better find something soon. The High Priest has been bugging me to help finance the new wing of the acolyte training academy, and things have been pretty slow lately."

"Tell me about it" said Olaf. "I am so deep in hock with the Mages Guild for my last training session, that if I do not pay up soon, they are going to repossess my spellbooks. One page at a time."

"What are we going to do?" asked Silverhelm. "That reward money for rescuing the Duke's third cousin was pretty skimpy. I asked if there was anything they needed, but he is not taking my messages."

"Perhaps if you had not gotten ten of his personal guard slaughtered in the first raid, Blunt Ears, then he might still be listening," said Drydell.

Just then, the doors swung open. A nattily dressed Half Elf strutted in, and strode toward the Knights' booth.

"Greetings, Crimson Knights. I have heard great things about you, and I think we can do great things together. Allow me to introduce myself. I am Ahrrless Mikales, and I am an Adventurer's Agent."

But what is an agent, you ask?

An agent is a NPC that works with the players managing the difficulties that come with being a successful adventuring party. An agent can negotiate for higher rewards, stake a claim on a dungeon, help

spread the fame of the party, and many other things to help the party do what they do best. Any chartered adventuring party who's group fame is 60 or above and their group honor is at least in the honorable category has a 10 % chance per game week (non-cumulative) that they spend in town to be approached by an agent. He will introduce himself and try and sell the party his services. The agent is usually of similar alignment to the party, but there is always a 10% chance that he will be Chaotic Neutral, and just trying to find a meal ticket. Most agents are Bards who have found that it is much easier and safer to have someone else do the adventuring for them.

An agent demands 20% of all the party's treasure as a fee for services rendered, and this includes the GP value of any magic items and non-monetary treasure found. When the party returns to town, he brings in his appraiser, and have him catalog all of the items returned, check the value, and determine what his share will consist of. This, of course, is negotiated with the players. Then, if the characters want him to, he takes the booty to the local merchants in town, and negotiate the best price for the items. Typically, he gets between 10% and 40% more money for the items than the players do. This includes Gems, Jewelry, and Objects of art, but not magic items. Agents do not like to deal with wizards, but still demand the worth of the items in their share.

An agent can also find opportunities for the party. His network of informants funnels him information about new dungeons to him, and then with his contacts with the local nobles, he can lay claim on a dungeon for the party before other adventuring parties can. He also has his ears in the local nobles court, and if they need some discreet work done, not only can he convince the noble to use the party, but can also negotiate higher fees and rewards for the party. Typically, he receives between 10% and 40% higher rewards. After all, the higher the reward, the higher his share.

Having an agent represent the party is also good for several other reasons. Group fame is multiplied by 1.25 when they have an agent working for them. Also because of the rumormongers the agent has hired that are spreading the good word about the party, each member in good standing gets 1 temporal Honor point per game week.

If any members get into minor trouble with the local guard, he can arrange for the proper bribes to be paid to make the problem go away, but when he does this, he will demand an extra 10% for his share for the next two months. If the players get into major trouble, he can arrange for legal help to clear their name. He will only be involved in finding the lawyers, and the players still must pay them. He also can keep an eye on the party's henchmen, and can

spot a hanger-on a mile away. When he spots a drain on the players resources, he will immediately inform them, and tell them to get rid of it. He can also help them to look the part of heroes, advising them on how to dress for success.

One thing that the characters should NEVER do, if they have any sense at all, is to get their agent mad at them. If an agent feels he has been cheated of his share, or if he thinks they are looking for another agent, his vengeance can be terrible.

First, the group immediately loses the fame bonus gained due to their association with him. Then the players will start to lose five temporal Honor per week because of the character assassins he has hired.

In addition, any debts owed to the players from the local merchants or nobles will mysteriously take much longer to be paid out. The only way to stop this is to bribe him at least 10,000 gp times the average party level. Once this bribe is paid, in cash, then the players are free to hire another agent, or go about business on their own.

There are many other reasons that an agent can be a benefit or a hindrance to the players. It is up to the GM to decide what they are capable of doing in your world, and how much they can help the party.



*A guardian gnome and companions watch a particularly zealous adventurer's agent retrieve what she is owed...*

## **Player's Advantage: Guardian Gnomes**

*By Steve Rice (HMGMA #MO-1-01329-03)*

### **Fighter Package: Guardian Gnome (20 points)**

**Description:** A Guardian Gnome devotes his life to the fighting arts, mastering an assortment of weapons as they grow into adulthood. They are the defensive branch of the Gnome Titan armies, employed mostly as guards because of their ability to defend small areas against large numbers of attackers.

**Preferred Race:** Gnome Titans only

**Preferred Fighter Type:** Fighter, Soldier

**Barred Fighter Type:** Berserker, Bounty Hunter, Gladiator, Knight Errant, Pirate, Swashbuckler

**Role:** To defend villages, cities and fortresses against assault.

**Skills:** Can purchase Armorer, Weaponsmithing and Endurance skills at half price.

**Weapon Proficiencies:** Must be proficient in Short Sword and Sling, plus either Hammer or Axe.

**Talents:** Close To The Earth, Short Sword Bonus, Sling Bonus, Defensive Bonus, Attack Higher and Defend Bigger can be purchased for 2BP each initially, but regular cost for additional purchases. He receives Unyielding for free.

**Equipment and Money:** Must carry at least two melee weapons and a sling. Must wear metal armor and carry a shield.

**Special Boons:** If a Guardian Gnome has a solid object within 3 feet of either side of him, he receives a +1 AC bonus; if there is an object on both sides, he gets +2 to AC. This assumes the gnome is 2 feet wide when determining whether he is covered on both sides. Therefore, a gnome would be covered if standing in the center of an 8-foot-wide opening. To qualify as a solid object, it must be a wall, tree, support beam or other such object.

**Special Hindrances:** When faced with battle or engaged in battle, he must make a Wisdom check to be able to retreat. If the check fails, he must stay and fight, but may repeat the check once per round afterwards.

## Player's Advantage: Spell Errata and New Spells

By Joseph Tolman (HMGMA #UT-3-00439-02)

### Notice From the Circle of Sequestered Magic To All Practitioners of the Arcane Arts Throughout Aldrazar

Be it known to all Practitioners of magic that Hokalas, The Rift Master, Supreme overlord of all the mysteries of Magic, has passed down his will to be know through the COSM. Be it know that hence forth the Spell known as Icy Sphere has been seen, by His eminence of supreme knowledge of the arcane, to have granted to much power for the cost of energy expended.

Therefore, in his great wisdom, Hokalas has cast his might across the Rift of magic to create a change in said spell. All practitioners who have learned said spell, and have them within their Grimoires, will find that his power has effected the change across the know worlds.

Review your Grimoires (see new spell description below) to witness and know the changes this has brought forth. This change was put forth by Hokalas because the afore mentioned spell exceeded not only the power of its opposite numbered spell, Flaming Sphere, but even that of the power of most Fireballs.

#### **Icy Sphere (Evocation)**

**Level:** 3

**Range:** 10 yards/level

**Duration:** 1 rd/2 levels

**Area of Effect:** 10-ft-radius

**Components:** V, S, M

**Casting Time:** 5 segments

**Saving Throw:** Half  
damage

This spell creates an Icy Sphere of blue energy within 10 yards of the caster. The caster can then direct the Icy Sphere to travel along the ground in a straight line, from it's point of creation, at a rate of 30 feet per round. Once direction is determined, it can not change direction until the next round. This sphere deals 1d4 points of freezing damage per 2 levels of the caster. All water, within the area of effect of the ball as it travels, is frozen solid up to 2 cubic feet per level of the caster per round, and liquid based creatures (such as Water Elementals) suffer double damage from the cold. The material component for this spell is a ounce of saliva from a Common Penguin, which sells for 2 gold per ounce on the open market.

Also, Hokalas, in his great wisdom, for those of the sole practice of ice magic, has not bereft them of power. For those of the sole practice of ice magic, they will find within their grimoires a replacement

spell of the power level previously held by the former Icy Sphere spell. Note that only those of the sole practice afore mentioned has Hokalas granted this spell directly to. Those who wish to acquire the new spell henceforth will need to seek out one such or procure it from one of the COSM's many academies of higher arcane learning.

#### **Icy Blast (Invocation)**

**Level:** 1

**Range:** 10 feet

**Duration:** Instantaneous

**Area of Effect:** Caster

**Components:** V,S

**Casting Time:** 1 segment

**Saving Throw:** Half damage

When a magic user casts this spell, a blast of tiny ice shards shoots from his outstretched hands. His hands must be held straight out before him with palms facing out. The Icy Blast sends out a cone of tiny shards of ice 10 feet long and 5 feet wide at the base, and 10 feet wide and the end, causing anyone struck to be covered in freezing hoar frost.

Any creature in the area of the blast suffers 1d3 points of cold damage, plus 2 points for each level of experience of the spell caster, to a maximum of 1d3+20 points of damage. Those successfully saving vs. spells receive half damage. Creatures of a liquid base, such as water elementals, take double damage from this spell.

### A Further Announcement From the Circle of Sequestered Magic

Furthermore, the COSM announces the availability of several new spells, the names and descriptions of which you will find in the following text. Again, to acquire a copy of these new spells, seek out the Academies where copies of these spells and any proper End User Licensing can be acquired.

#### **Freeze Water (Alteration)**

**Level:** 1

**Range:** Touch

**Duration:** Special

**Area of Effect:** 6-cu.in./lvl

**Components:** V, S, M

**Casting Time:** 5 Segments

**Saving Throw:** none

This spell allows the caster to freeze 6 cubic inches of water per level. By casting this spell, as he is touching the surface of the water to be affected, (caster is not affected by the water freezing) the caster is able to cause the water to drop to -20 degrees Fahrenheit. This causes the water to begin to freeze solid at a rate of 1 cubic foot per minute up to the maximum allowed by the casters level.

Any creature caught in the area of effect when it freezes takes 1d4 points of damage, and takes an

additional point of damage per round until freed from the ice.

The ice melts at the normal rate for the current surroundings temperature. If used to target a living creature, the caster must make a touch attack after casting the spell. If he misses, the spell is lost. If he succeeds, the target takes 1d4 points of damage on the first round and an additional point of damage each round up to a number of rounds total equaling the number of cubic feet the caster could have frozen.

This does not freeze the liquid inside the creature solid, but does cause hoar frost to cover the creature and turn their blood icy cold. If used against liquid based creatures, such as water elementals, this spell delivers double the damage.

The material component for this spell is the liquid to be frozen or the target, the vocal is shouting the word: "FREEZE!" The Freeze Water spell can be countered by a Resist Cold spell cast upon or already in effect on the target.

### **Freeze Weapon (Alteration)**

**Level:** 1

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 1 round/2 levels

**Casting Time:** 5 segments

**Area of Effect:** Special

**Saving Throw:** Special

By means of this spell, the caster is able to cause metal weapons to drop in temperature to -20 degrees Fahrenheit. Up to one weapon per level of the caster may be affected. This causes the weapon to be instantly covered in hoar frost and causes the wielder to take 2 points of damage each round he continues to hold the weapon. A Dex check at -4 must be made in the first round to keep hold of the suddenly burning cold weapon.

For the duration of this spell, any time the wielder makes an attack with the weapon, the weapon must make a save vs. crushing blow at -2 penalty to avoid being shattered. Magical weapons get a save vs. spell to avoid being affected. If failed, they still get a +1 bonus per the weapon's bonus/special ability to save against crushing blows.

The material component of this spell is a small sphere of glass with a tiny image/replica of a sword set inside it. These can be acquired by most crystal curio crafters of notable skill for around 25 gold and is not used up in the casting. The vocal component and somatic component are the same, as the caster breathes heavily on the glass sphere, causing breath condensation to form.

### **All Things Magical:**

## **Dagger of Intimidating Message Delivery**

*By Austin Byers (HMGMA #TX-1-01366-03)*

This strange and unique item was crafted in fair numbers during the guild wars of 806. It typically resembles a normal dagger of fair make except the blade is often engraved with feather-like designs. It was primarily used by Faristubalar Weasleteet (Effy for short), the Gnome boss of several thieves guilds, to deliver threatening messages to his rivals within the city and the surrounding towns. Such was the temperament of Effy that he never realized these daggers could be put to a more practical use. Putting such an invaluable tool in the hands of his enemies proved to be his downfall.

To use the dagger simply compose a note on a normal sized piece of paper (notebook) to the intended party (players must write it out), pierce the paper with the dagger and whisper the name of the intended recipient and describe their appearance. The dagger will only carry one reasonably sized piece of paper, it cannot carry any items (such as rings, etc.). When thrown, the dagger then speeds off to deliver the message travelling at the speed of a riderless horse. The effective range is 300 miles. If the subject is not within this distance, the dagger return in a dejected state (described below).

When it reaches the recipient, it thunks intimidatingly into any surface near the recipient's head, quivering menacingly. If the recipient is in an open field, it hides in bushes and tall grass waiting for an opportunity to do so. If the intended recipient is deceased or otherwise unavailable (such as on another plane) the dagger returns to its owner in 1d4 weeks. It is dejected and falls into a deep depression for an undetermined amount of time, wherein it falls limply to the ground when thrown and functions merely as a +1 dagger. Once the message is delivered, the dagger remains with the recipient unless returned to its former owner. The dagger will not return of its own accord once a message is delivered.

The dagger functions as a +1 dagger in combat and for saving throws.

EP value: 3000

GP value: 12000

**Player's Advantage:**  
**HackJammer Priors and Particulars**

*By HackJammer authors Adam Miller, Paul Westermeyer, and Rian McMurtry*

To determine your HackJammer character's handedness, social standing and circumstances of birth, roll on Tables 4D through Table 4M, in the Player's Handbook. However, some modifiers for HackJammer characters apply. These are noted below. An additional "reasoning" column provides insight into the authors' thoughts!

**Racial Modifiers to Handedness (PHB Table 4D)**

Race	Modifier	Reasoning
Apes of Gronnanar (all)	All apes are ambidextrous	Apes are equally skilled with hands and feet, so it is likely they are ambidextrous
Dracon	No modifier	No reason to give dracons a greater chance of ambidexterity
Giff	No modifier	No reason to give giff a greater chance of ambidexterity
Lizardman	No modifier	No reason to give lizardmen a greater chance of ambidexterity
Orc	No modifier	Half-orcs have no modifiers, so neither should orcs

**Racial Modifiers to Social Standing (PHB Table 4F)**

Race	Modifier	Reasoning
Apes of Gronnanar		
Orutang	+5	Priests are respected
Pantrog	No modifier	Pretty middle of the road of the Ape races
Pithengi	-25	Considered "country hicks"
Rillan	+15	"Noble caste" of the Apes
Dracon	No modifier	Dracon love of genealogy rivals that of dwarves, so using dwarves as a guide
Giff	-5	Giff are more soldiers than nobles, though some rise to be great generals
Lizardman	-50	Lizardmen are largely considered monsters in most circles
Orc	-60	Half-orcs are -45, true orcs are worse

**Racial Modifiers to Circumstances of Birth (PHB Table 4G and PHB Table 4H)**

Race	Modifier	Reasoning
Apes of Gronnanar		
Orutang	-5 to dice rolls on both tables	Orutang are slightly less likely to have illegitimate children than humans
Pantrog	No modifiers to dice rolls	Pretty middle of the road of the Ape races
Pithengi	+5 to dice rolls on Birth Table, +15 on Illegitimate Birth Table	Pithengi are "country hicks" of the apes
Rillan	-10 to dice rolls on both tables	A noble race, Rillans are very unlikely to have illegitimate children
Dracon	-20 to dice rolls on both tables	Dracons put strong emphasis on their families
Giff	-10 to dice rolls on both tables	Giff have strong families and rarely have illegitimate children
Lizardman	+5 to dice rolls on Birth Table, +55 to Illegitimate Birth Table	Lizardmen are not entirely faithful and put less value on "family values"
Orc	+15 to dice rolls on Birth Table, +80 to Illegitimate Birth Table	Orcs are the classic "caveman" in terms of how they treat females and families

## A Hacker's Guide to Garweeze World: The Role of Ambassadors and Embassies

By Heather O'Malley (HMGMA #TN-3-00809-02)

Your party is adventuring in some foreign capitol and you need to see the king, but the gate guards don't trust you enough to let you in. The matter is urgent. But there seems to be no way to get in. Who can you turn to? Then the party leader remembers that your kingdom has an embassy nearby. You go and manage to gain an audience with the Ambassador's Secretary. This gets you in to the Ambassador. He gets you to the king in time to foil the plot against his life.

Ambassadors and Embassies serve a vital role in the politics of any country. They are the direct contact with the ruler of a neighboring country and are ones who can verify a persons identity as one of their subjects, help them in an unfamiliar court, and offer jobs even. They are resources that any character, but especially those of Upper class backgrounds, or with some measure of nobility.

An Ambassador is a person who travels to another kingdom to represent their ruler in all business with the local crown. A high-ranking nobleman usually holds the position, and is someone that the ruler trusts intimately. They travel to the other country as the voice of that ruler, to speed up communication and to make various political deals. They may be communicating magically or through the use of couriers with their court in the home country. If the rulers feel like meeting it would be the ambassador's job to help set up the event and work to help ensure the safety of his ruler. They also help run the covert operations that their crown wanted them to do. Stronger nations often use their Ambassadors to bully smaller countries. They are very busy people.

Embassies are small sections of foreign land in the capitol of another nation. Some of them are small fortresses in case negotiations breakdown, while others are merely rooms within the castle proper. This is where the Ambassador and staff live. They often have a platoon or more of highly trained guardsmen from their kingdom with them, as they would be the Ambassadors only defense if things went poorly. The Embassy is where negotiations about tariffs are made, about deals with captured agents; about secret connections between the nations occur. This is supposed to be a safe place for the Ambassador.

Merchants often visit the embassy if they have some sort of trade complaint. The ambassador's secretary of trade often deals with these issues. Trade agreements and all other political matters are handled

by the Embassy as well. They are places where the business of politics takes place.

Various people attached to the embassy might be involved in covert operations or just trying to stir up trouble. These individuals could encourage factions within the host nation to rebel against the crown or merely stir up trouble in an attempt at making their ideas look smart. This is a common method used when one nation tries to create an issue where their invasion is welcomed. These individuals could be any part of the Ambassador's retinue and work as an Agent Provocateur or even spy on the Ambassador. They can also be trained assassins.

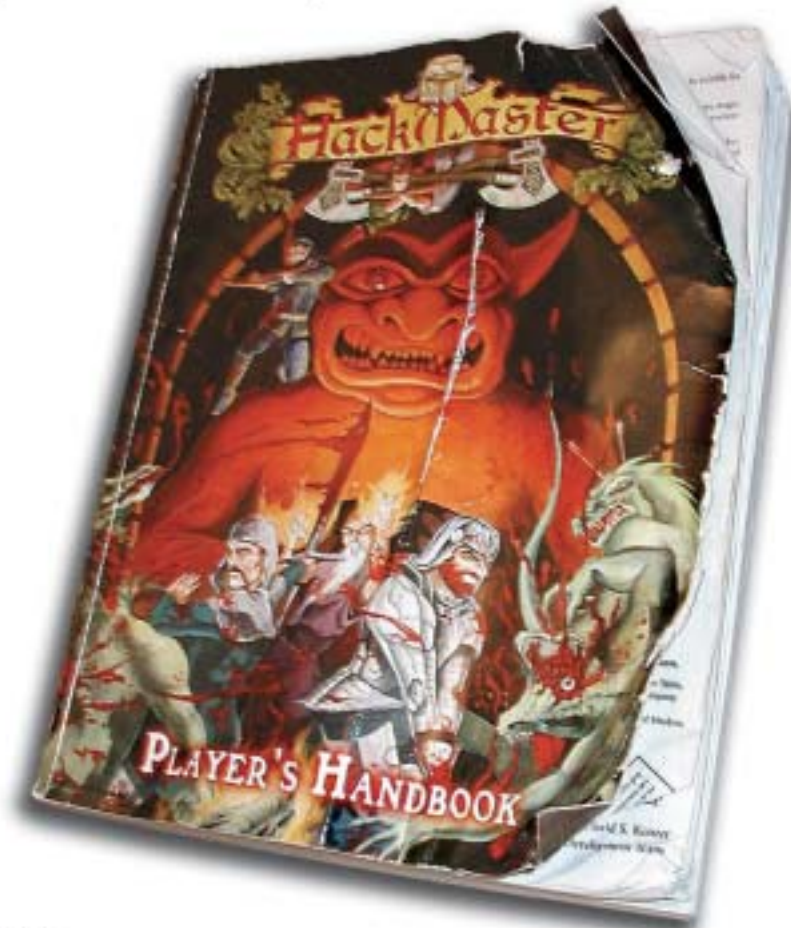
Ambassadors and the embassies can be a good plot tool to manipulate the players into either helping one side or another. They can also be tools to help the players, especially if any of them are Upper Class. At that social level, they would be fitting tools to be used by the Ambassador in their own plots. The GM could invite them to a ball or something and drag them into the politics of a nation. There are few limits to what a good GM could do with the role of an Ambassador.

Players can also use Ambassadors and Embassies to their advantage. They can be a means to getting into contact with nobility in the land they are visiting. They can be a source of assistance. They can get hired to do covert operations, spying or sabotage work. The players can even be used as couriers to safely transport messages, items or people back to the other kingdom. There is good money in such jobs as well as fame and honor. Such work could be a stepping-stone to even greater opportunities. The only limits are the player's ideas.





# Sometimes you CAN judge a book by its cover...



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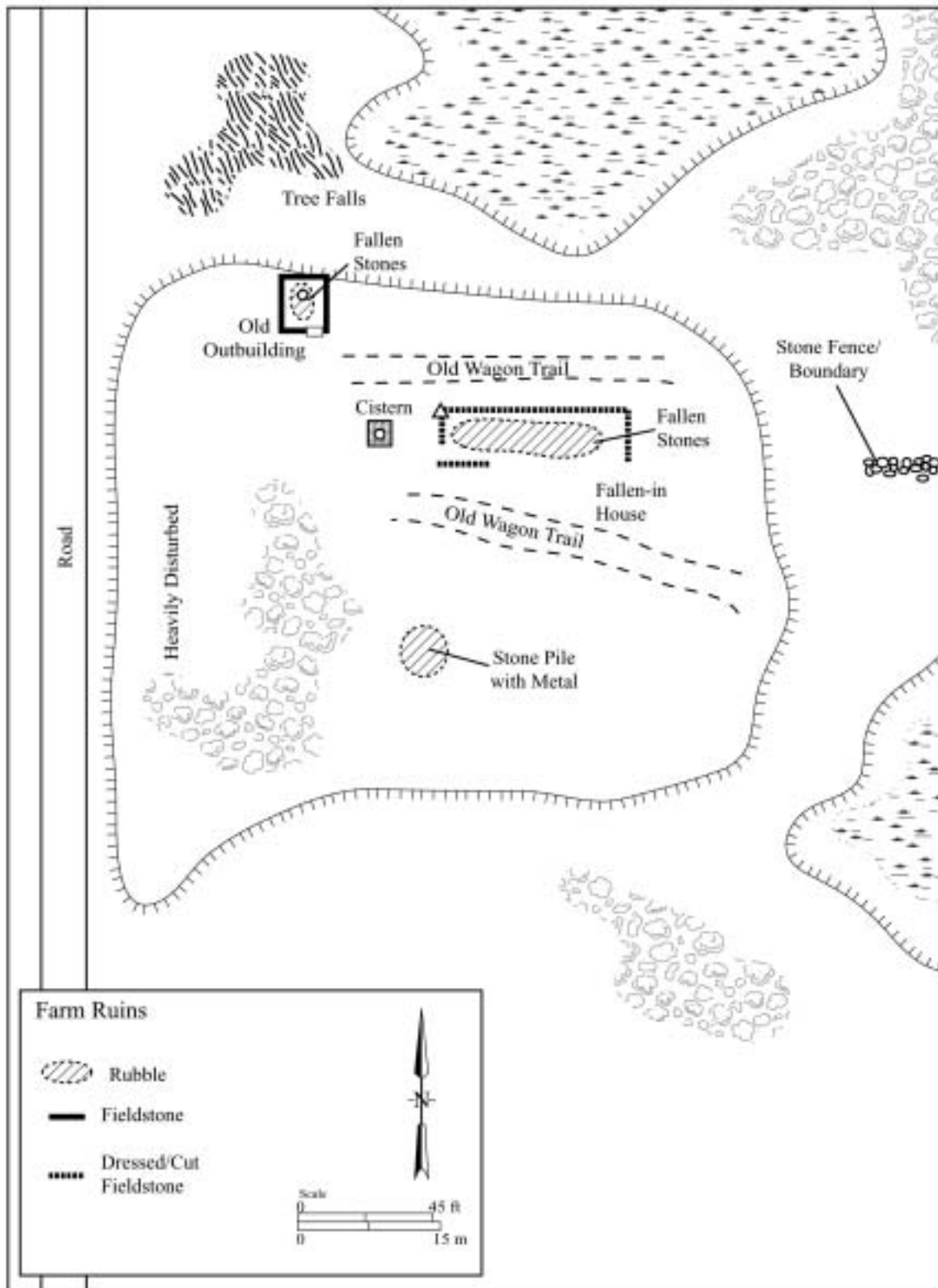
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# Dungeons Ready to Occupy: Ruined Farm Map

By James Montney (HMGMA# MI-01-01486-03)



## GameMaster's Workshop: Protégés and Honor

By Chris Stogdill (HMGMA #ID-2-01339-03)

Let's face facts - protégés are one step up the evolutionary ladder from leeches, doing little more than bleeding their mentors of cash and experience. Sure, they can be useful doing odd jobs like guarding horses or repairing armor while your precious PC is off adventuring, but they can't do much on their own until they sever that protégé/mentor relationship.

One recurring question stemming from the protégé/mentor relationship is, "How do I determine my protégé's Honor?" Simple - like everything else, a protégé's Honor comes from the relationship with his mentor. Unlike experience, which is literally drained from the PC to the protégé, Honor is calculated based on just how honorable the mentor is. The protégé, lacking the free will of a PC, must accept the fact that his Honor is subserviently tied to that of his mentor, no matter how much ornate clothing is worn around town.

Figuring out a protégé's Honor is a relatively simple affair that does not need to be done too often. First, you need to figure out the mentor's Optimal Honor Ratio on the following table HJ16-1: Mentor's Optimal Honor Ratio.

First, find the mentor's level (ML) in the first column and follow that row over to the highest number that

doesn't exceed the mentor's actual Honor. The percentage listed on the first (or last) row of that column will show how close the mentor's Honor is to being optimal. For example, the Optimal Honor Ratio for a 12th level mentor with 62 points of Honor would be 50%.

Once the Mentor's Optimal Honor Ratio has been determined, find the intersection of the Ratio and the protégé's level on the following table HJ16-2: Protégé Honor. This will reveal the appropriate amount of Honor for the protégé. Continuing the example from before, if the 12th level PC with an optimal Honor ratio of 50% had a 4th level protégé, the protégé's Honor should be 17.

As a rule, protégés tend towards the middle of their Honor range. Because of the subservient relationship between the mentor and the protégé, it is nearly impossible for a protégé to be in Great Honor. It is much easier for the protégé to be in Dishonor, especially if the mentor has done everything possible to stay alive (i.e. an Honor Purge).

If the protégé is being activated, and the situation warrants it, the GM can then alter the protégé's Honor by up to 10 points. While there is a protégé/mentor relationship, this adjustment remains unwarranted, as the protégé is choosing to remain subservient to the mentor.

*See the tables for this article on the following page.*



**GameMaster's Workshop:  
Protégés and Honor (continued; tables only)**

(To aid in your GM'ing, we have placed these tables away from the article so that you may print them on a single page.)

**Table HJ16-1: Mentor's Optimal Honor Ratio**

ML	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
1	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18
2	1	3	4	5	7	8	9	11	12	14	15	16	18	19	20	22	23	24	26	27
3	2	4	6	7	9	11	13	15	17	19	20	22	24	26	28	30	31	33	35	37
4	2	5	7	9	12	14	16	18	21	23	25	28	30	32	35	37	39	41	44	46
5	3	6	8	11	14	17	19	22	25	28	30	33	36	39	41	44	47	50	52	55
6	3	6	10	13	16	19	22	26	29	32	35	38	42	45	48	51	54	58	61	64
7	4	7	11	15	18	22	26	29	33	37	40	44	47	51	55	58	62	66	69	73
8	4	8	12	16	21	25	29	33	37	41	45	49	53	57	62	66	70	74	78	82
9	5	9	14	18	23	27	32	36	41	46	50	55	59	64	68	73	77	82	86	91
10	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
11	5	11	16	22	27	33	38	44	49	55	60	65	71	76	82	87	93	98	104	109
12	6	12	18	24	30	35	41	47	53	59	65	71	77	83	89	94	100	106	112	118
13	6	13	19	25	32	38	44	51	57	64	70	76	83	89	95	102	108	114	121	127
14	7	14	20	27	34	41	48	54	61	68	75	82	88	95	102	109	116	122	129	136
15	7	15	22	29	36	44	51	58	65	73	80	87	94	102	109	116	123	131	138	145
16	8	15	23	31	39	46	54	62	69	77	85	92	100	108	116	123	131	139	146	154
17	8	16	24	33	41	49	57	65	73	82	90	98	106	114	122	130	139	147	155	163
18	9	17	26	34	43	52	60	69	77	86	95	103	112	120	129	138	146	155	163	172
19	9	18	27	36	45	54	63	72	81	91	100	109	118	127	136	145	154	163	172	181
20	10	19	29	38	48	57	67	76	86	95	105	114	124	133	143	152	162	171	181	190

**Table HJ16-2: Protégé Honor**

PL	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
1	1	1	2	3	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13	14
2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	1	3	4	6	7	8	10	11	12	14	15	17	18	19	21	22	24	25	26	28
4	2	3	5	7	9	10	12	14	16	17	19	21	22	24	26	28	29	31	33	35
5	2	4	6	8	10	12	14	17	19	21	23	25	27	29	31	33	35	37	39	41
6	2	5	7	10	12	14	17	19	22	24	26	29	31	34	36	38	41	43	46	48
7	3	5	8	11	14	16	19	22	25	27	30	33	36	38	41	44	47	49	52	55
8	3	6	9	12	15	18	22	25	28	31	34	37	40	43	46	49	52	55	58	62
9	3	7	10	14	17	20	24	27	31	34	38	41	44	48	51	55	58	61	65	68
10	4	8	11	15	19	23	26	30	34	38	41	45	49	53	56	60	64	68	71	75
11	4	8	12	16	20	25	29	33	37	41	45	49	53	57	61	65	69	74	78	82
12	4	9	13	18	22	27	31	35	40	44	49	53	58	62	66	71	75	80	84	89
13	5	10	14	19	24	29	33	38	43	48	52	57	62	67	71	76	81	86	90	95
14	5	10	15	20	26	31	36	41	46	51	56	61	66	71	77	82	87	92	97	102
15	5	11	16	22	27	33	38	44	49	54	60	65	71	76	82	87	92	98	103	109
16	6	12	17	23	29	35	40	46	52	58	64	69	75	81	87	92	98	104	110	116
17	6	12	18	24	31	37	43	49	55	61	67	73	79	86	92	98	104	110	116	122
18	6	13	19	26	32	39	45	52	58	65	71	77	84	90	97	103	110	116	123	129
19	7	14	20	27	34	41	48	54	61	68	75	81	88	95	102	109	115	122	129	136
20	7	14	21	29	36	43	50	57	64	71	78	86	93	100	107	114	121	128	135	143