Clarifications & Errata

Clarifications:

The reference to a Barbarian's Dexterity being considered 2 points higher for the Jumping skill (p. 50) is obsolete.

The discussion of Spellbooks under Fighter/Mage (p. 62) stating that rules pertaining to this tome are identical to those of mages is correct *but, of course, not applicable to rate of spell acquisition.*

A Mage/Thief (p. 66) gains a new spell every **odd** level after 3rd (not even as stated in text - the chart is correct).

The reference to Religion costing 3 BP for non-clerics (p. 69) is in error.

The Cathedral of Light is misidentified as the "Assembly of Light" on p. 92.

Slingstones and sling bullets are functionally identical. However, only bullets may be precision crafted to gain a bonus as a quality weapon (p. 207).

The text in the qualitative description of shield properties (p. 225) that states bucklers absorb 2 points of damage is in error (contradicting the correct chart below).

Sanctify Weapon(ry/s) (p. 323-4) spells function as written. The following additional text may help clarify the spell(s).
The weapon serves as a spell catalyst temporarily storing divine power until discharged. This protective bonus is applied to the weapon wielder's next Defense roll for which he uses adjustments stemming from his weapon (or would if he were specialized). Thus it is neither discharged by nor provides protection against missile fire or attacks from the rear. The protective aura cannot be held in reserve to defend against a particular attack of the defender's choosing.

The text under Additional Spell Point Schedule (p. 335), *"All spells are limited in the number of Spell Points that may be placed into them; each incantation can only regulate a limited quantity of magical energy. Exceeding this threshold causes the spell to fail completely. In general, and unless explicitly stated otherwise, spell power cannot be augmented beyond 300% of their Base Spell Point Cost."* has been subject to misinterpretation. It means that spells cannot be "amped up" beyond (Base SP Cost)x3 or **200% over and above the Base SP Cost.** It may well be impossible to *simultaneously* extend the capabilities of a spell's range, damage, duration and ancillary properties to their maximum. This is by design.

Corrections:

The Cleric Spell Lists (p. 94-107) require the following corrections:

Cathedal of Light: *Replace Indulgence, Minor with **Perspicillum (M2)** in 3rd level spells.*

The Courts of Justice: *Replace Indulgence, Minor with **Bird's Eye View (M1)** in 3rd level spells. Replace duplicate Inflict Middling Wound with **Telepathic Mute (M7)** in 8th level spells.*

Church of Everlasting Hope: *Replace Indulgence, Minor with **Aura of Protection (Mj)** in 3rd level spells.*

Temple of the Patient Arrow: *1st level spell Cure Trifling Injury should be **Cure Trifling Wound**. 2nd level spell Cure Trifling Wound should be **Cure Trivial Wound**. Replace Create Water with **Bird's Eye View (M1)** in 3rd level spells. Replace Indulgence, Minor with **Perspicillum (M2)** in 4th level spells.*

The Order of Thought: *Replace DIvine Providence with **Telepathic Mute (M7)** in 5th level spells.*

The Conventicle of the Great Tree: *1st level spell Cure Trifling Injury should be **Cure Trifling Wound**. 2nd level spell Cure Trifling Wound should be **Cure Trivial Wound**. Replace duplicate Endure Cold with **Endure Heat** in 3rd level spells. In 4th level spells, replace Create Water with **Bird's Eye View (M1)** and Indulgence, Minor with **Yudders Whistle of Hells Gate (Mj)**. Replace duplicated 13th level spell Cure Large Wound with **Palisade Wall (M14)**.*

House of Shackles: *Replace Know Position with **Shift Blame (M1)** in 3rd level spell list.*

The Order of Agony: *In the 19th level spells, Inflict Severe Wound should be **Inflict Extreme Wound**.*

The Arcane Lore skill (p. 161) incorrectly notes that Mages gain +3 mastery points in this skill every time they advance. This contradicts the Mage class description that states they gain bonus mastery points equal to their Intelligence Mastery Die modifier each time they level up. The latter is correct.

The chart on p. 162 should state "Difficulty Check" not Skill Mastery.
The rapidity with which a mage can comprehend the contents of a particular magical formula is, indeed, highly dependent on his mastery of Arcane Lore. Only those highly skilled in the subject can expect to make a skill check given the onerous modifiers for doing so quickly.

The special Jabbing damage for Voulge (p. 209) should be 3d4+3 not 3d4 as printed in the book.

The Create Pit spell (p. 373) has an error. It should allow the excavation of 25 ft^3 of earth or 10ft^3 of stone per second. Skill check thresholds remain in place as stone excavation is far less likely to collapse.

Combat Casting Talent (p. 149) corrected to synch with mage's standard defense while casting a spell (p. 241).

Skipping Betty Fireball (p. 356): In paragraph 6, *horizontal* chaged to *vertical* such that it corresponds to the example in parenthesis immediately afterwards.

SPELLCASTING MECHANICS

Touch Attacks and Shields: If a cleric or mage is required to touch a victim to discharge a spell and his target employs a shield, a **shield hit** (*see p. 224, 2nd column 2nd full paragraph*) is sufficient contact to deliver the spell.

Editor's Note: The text on p. 284 previously stated that if the target used a shield, it guaranteed success of a cleric's touch atacks. This is a legacy of HackMaster Basic and is superceded by the above to conform to a similiar discussion on p. 335 with regard to the mage.

FIGHTING STYLES

(pages 226-227: Clarifications & Examples added)

Two one-handed weapons, attacking with both: Attacking with two weapons is a great tactic for destroying your foe in a flurry of attacks before he can retort. It has the advantage of permitting you to attack far more often, but is sorely lacking in defense compared with other more conservative combat techniques. Note that the larger weapon (which cannot be greater in size than the character, e.g. a size M character cannot employ a size L weapon in this manner), wielded in the character's primary hand, is considered the primary weapon, while the other weapon is the secondary weapon. Two similar weapons may be used, however it is still necessary to designate one as primary and one as secondary as different rules apply to each.

This combat technique affords the following advantages/disadvantages to attack and defense:

Attack Advantage: Attacking more rapidly is the main advantage of this technique. **The initial strike must be made with the primary weapon. This first attack occurs when it normally would** with neither advantage nor disadvantage (e.g. upon initiating melee with a new adversary). **Subsequent attacks may be made on its modified weapon speed* plus two. The initial attack with the secondary weapon occurs on the second after the primary weapon plus half the modified weapon speed* of the primary weapon plus one. Subsequent attacks with the secondary weapon occur after a delay of the secondary weapon's speed plus two.**

(Editors Note: Text in green was rewritten to clarify the mechanic. The rule itself has not changed from the initial printing.)

Attack Disadvantage: Two-handed weapons may not be used. The secondary weapon carries a -2 damage penalty.

Defense: When defending, roll a d10p plus any defense bonuses for the primary weapon only. If the secondary weapon is one or more size categories smaller than the wielder, near-perfect defense damage is full (rather than 2x(d4p-2)).

Example: Ririk the Dwarf uses a battle axe and hand axe with which he has modified weapon speeds of 9 and 7 respectively. Upon reaching an orc (second 1), he attacks with his primary weapon the battle axe. His next attack, the initial one with his secondary hand axe, occurs on the next second (2) plus half the primary weapon's speed (adjusted for the fighting style thus 11÷2=5.5) plus 1 or second 9 (after rounding up). His third attack, the second with his primary weapon, occurs after a delay of this weapon's modified speed plus two or 11 seconds after the initial strike (second 12). His fourth attack, the second with his secondary weapon, occurs after a delay of this weapon's modified speed plus two or 9 seconds after the previous attack with the secondary weapon (thus second 18). Subsequent attacks occur on 23 (primary), 27 (secondary), 34 (primary), 36 (secondary), 45 (primary & secondary), 54 (secondary), 56 (primary), and so forth.

Example #2: Relf the elven thief has been fighting an opponent for some time and decides to abandon his Two one-handed weapons, defending with secondary weapon fighting style in favor of Two one-handed weapons, attacking with both. This switch occurs upon his next attack roll – let's call it second 41. He is armed with a short sword and dagger with weapon speeds of 8 and 7 respectively. He makes his standard attack with his primary weapon (the short sword) on 41 as he normally would. Although it's his sixth attack of this particular melee, for purposes of this fighting style we'll call it his initial attack with his primary weapon. His next attack, the initial one with his secondary dagger occurs on the next second plus a delay of half the primary weapon's effective speed using this fighting style (5) plus 1 or on 48. His second attack with his primary weapon (after switching to this fighting style) occurs after a delay of the primary weapon's speed plus two or on 51. His next dagger

attack occurs after a delay of that weapon's speed plus two (9s) or on 57. Subsequent attacks occur on 61 (short sword), 66 (dagger), 71 (short sword), 75 (dagger), 81 (short sword), 84 (dagger) and so forth.

(Editors Note: These two examples were added to demonstrate the mechanic in action as some confusion existed as to its application in practice. Again, *the rule itself has not changed* from the initial printing.)

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* Modified weapon speed is the base speed (p. 208-209) less any speed bonus gained via specialization and level advancement.