

TABLE OF CONTENTS

QUICK-START RULES	9	CHAPTER NINE: COMBAT	104
CHAPTER ONE: HACKMASTER		ENCOUNTERS	104
CHARACTER CREATION	13	TAKING ACTION	104
CHARACTER GENERATION STEPS	13	SURPRISE	105
BUILDING POINTS	14	MOVEMENT	106
ABILITY SCORES	14	RANGED ATTACKS	107
PLAYER CHARACTER RACES	19	DAMAGE	110
ALIGNMENT	22	MELEE ATTACKS	110
CHOOSE CLASS	22	SHIELDS AND ARMOR	110
PRIORS AND PARTICULARS	23	MULTIPLE OPPONENTS AND REAR ATTACKS	112
QUIRKS & FLAWS	23	KNOCK-BACK	112
CALCULATING STARTING HONOR	23	TRAUMA	112
PURCHASE SKILLS, TALENTS & PROFICIENCIES	23	COUP DE GRACE	112
ROLL HIT POINTS	23	ATTACKING A HELPLESS OPPONENT	113
DETERMINE WEAPON ADJUSTMENT(S)	23	SPECIAL COMBAT MOVES	113
RECEIVE STARTING MONEY	24	CRITICAL HITS & DEFENSES	114
EQUIP YOUR CHARACTER	24	MISSES & FUMBLES	114
CHARACTER AGE	24	RETREAT	114
		SPELL CASTING IN COMBAT	115
CHAPTER TWO: HONOR	25	TURNING/COMMANDING UNDEAD	115
		DETAILED EXAMPLE OF COMBAT	117
CHAPTER THREE: QUIRKS & FLAWS ..	29	CHAPTER TEN: MISC. RULES	127
QUIRKS	29	FALLING DAMAGE	127
FLAWS	33	HEALING TIME	128
		ILLUMINATION	128
CHAPTER FOUR: CHARACTER CLASSES	35	DOORS & PORTCULLISES	129
EXPERIENCE	35	COINS, MONEY AND THE ECONOMY	129
THE FIGHTER	35	AGING EFFECTS	130
THE THIEF	37	CHAPTER ELEVEN: DETAILED CHARACTER	
THE MAGE	40	BACKGROUNDS	131
THE CLERICs	43	CHAPTER TWELVE: ON DICE	136
CHAPTER FIVE: SKILLS, TALENTS			
& PROFICIENCIES	49	GM CHAPTER ONE: MONSTERS	148
SKILLS	49	MONSTER DESCRIPTIONS	149
TALENTS	76	UNDEAD ENERGY DRAINING [SIDEBAR]	150
PROFICIENCIES	77	MONSTER POISON	176
CHAPTER SIX: ARMOR, WEAPONS			
& EQUIPMENT	79	GM CHAPTER TWO: MAGIC & TREASURE ..	177
CHAPTER SEVEN: MAGE SPELLS	83	AWARDING TREASURE	177
CHAPTER EIGHT: CLERIC SPELLS	97	MAGIC ITEM DESCRIPTIONS	179
		SUPERIOR QUALITY ARMS & ARMOR	187
		GM CHAPTER THREE: THE GAMEMASTER ..	189
		PLAYER CHARACTER RECORD SHEET ...	191