

Player's Handbook

- p. 14 - The penalty for use of unofficial miniatures is waived for tournament play, and is imposed at the GM's discretion for home play.
- p. 16 - In Table 1A: Strength, the order of Ability Scores should be 22/51, 23, 23/51 not 22/51, 23, 22/51. In addition, the Max Press values for 4/51 and 5 should be switched. The Max Press for 4/51 is 30, and 35 for a Strength of 5. The Max Press for a 20/51 is 725, not 625.
- p. 17 - The defense adjustment, reaction adjustment, and missile adjustment for the dexterity values 10/51 and 11 are 0.
- p. 17 - Table 1B: Dexterity should be changed to the following:

Ability Score	Defensive Adjustment	Reaction Adjustment	Missile Adjustment
20	-5	+5	+6
20/51	-5	+6	+6
21	-6	+6	+6
21/51	-6	+6	+7
22	-6	+7	+7
22/51	-7	+7	+7
23	-7	+7	+8
23/51	-7	+8	+8
24	-8	+8	+8
24/51	-8	+8	+9
25	-8	+9	+9

- p. 18 - A PC with a high CON always recovers hit points according to non-combat time.
- p. 18 - Glersee, Dragon Speak, Evil Speak, and Dimple Runes do not count towards the number of languages limited by a character's Intelligence. They are methods of communication, not languages.
- p. 18 - A PC of a race (gnome titans and pixie fairies) that receives only half the hit points rolled per level still receives the full CON bonus or penalty.
- p. 19 - Table 1E: The chance to improve skill for a Wisdom of 22 is 15%, and is 16% for a Wisdom of 23.
- p. 21 - There is no save against the Fascinate ability that results from high Comeliness, even by races (such as elves) who are resistant to charm spells. There is no penetration for the 3d6 roll to resist orders from characters with high Comeliness.
- p. 22 - Bart's Honor score should be 6, not 5.
- p. 23 - Female Half-Orcs have a minimum Strength requirement of 6, not 18.
- p. 25, 28, 30-37 - In the racial At a Glance tables, all instances of "Restricted Talents Which May be Purchased" should be changed to "Additional Talents Which May be Purchased."
- p. 25 - The list of Additional Talents Which May be Purchased for Dwarves in the Dwarves At a Glance box should be as follows (Other talents may appear in other books):
Acute Alertness, Ambidextrous, Astute Observation, Axe Bonus, Blind Fighting, Brewing, Close to the Earth, Constitution/Health Bonus, Crossbow Bonus, Dense Skin, Detect Evil, Detect Poison, Determine Age, Determine Stability, Endurance, Evaluate Gems, Expert Haggler, Hit Point Bonus, Illusion Resistant, Mace Bonus, Meld Into Stone, Mining Sense, Pick Bonus, Resistance, Short Sword Bonus, Sibling Empathy, Sixth Sense, Stealth, Stone Tell, Touched by Yurgain, Warhammer Bonus.
- p. 26 - A female dwarf who shaves her beard will suffer an honor loss every time she encounters another dwarf.
- p. 28 - The list of Additional Talents Which May be Purchased for Elves in the Elves At a Glance box should be as follows (Other talents may appear in other books):

- Acrobatic, Acute Alertness, Ambidextrous, Animal Companion, Astute Observation, Blind Fighting, Bow Bonus, Cold Resistance, Dagger Bonus, Forest Movement, Grace Under Pressure, Heat Resistance, Javelin Bonus, Keen Sight, Less Sleep, Magic Identification, Photographic Memory, Seeking Grasping Hands, Sibling Empathy, Sixth Sense, Speak With Plants, Spear Bonus, Spell Abilities, Trident Bonus.
- p. 28 - The High Elves At a Glance table should state at the bottom that "The number of languages an elf can learn is limited by his Intelligence (see Table 1D) or by..."
- p. 29 - Elves cannot use their stealth abilities when wearing Elven Chain Mail.
- p. 30 - The cavalier is not one of the allowable classes for the Grunge Elf.
- p. 30 - Glersee should not be a starting language for Grel.
- p. 30 - The list of Additional Talents Which May be Purchased for Grunge Elves in the Grunge Elves At a Glance box should be as follows (Other talents may appear in other books):
Acrobatic, Acute Alertness, Ambidextrous, Animal Companion, Astute Observation, Blind Fighting, Bow Bonus, Cold Resistance, Dagger Bonus, Forest Movement, Grace Under Pressure, Heat Resistance, Javelin Bonus, Keen Sight, Less Sleep, Magic Identification, Photographic Memory, Seeking Grasping Hands, Sibling Empathy, Sixth Sense, Speak With Plants, Spear Bonus, Spell Abilities, Track Game Animal, Trident Bonus.
- p. 31 - The cavalier is not one of the allowable classes for the Dark Elf (Drow).
- p. 31 - The list of Additional Talents Which May be Purchased for Drow in the Drow At a Glance box should be as follows (Other talents may appear in other books):
Acrobatic, Acute Alertness, Ambidextrous, Animal Companion, Astute Observation, Blind Fighting, Bow Bonus, Cold Resistance, Constitution/Health Bonus, Dagger Bonus, Forest Movement, Grace Under Pressure, Heat Resistance, Javelin Bonus, Keen Sight, Less Sleep, Magic Identification, Mining Sense, Photographic Memory, Seeking Grasping Hands, Sibling Empathy, Sixth Sense, Speak With Plants, Spear Bonus, Spell Abilities, Trident Bonus.
- p. 31 - The Drow spell ability Darkness should be Darkness, 15 foot radius.
- p. 32 - The list of Additional Talents Which May be Purchased for Gnomes in the Gnomes At a Glance box should be as follows (Other talents may appear in other books):
Acute Alertness, Ambidextrous, Animal Friendship, Astute Observation, Blind Fighting, Brewing, Close to the Earth, Dagger Bonus, Dart Bonus, Defensive Bonus, Engineering Bonus, Forest Movement, Freeze, Hide, Mining Sense, Opportunist, Potion Identification, Short Sword Bonus, Sibling Empathy, Sixth Sense, Sling Bonus, Stealth.
- p. 32 - The list of Additional Talents Which May be Purchased for Gnome Titans in the Gnome Titans At a Glance box should be as follows (Other talents may appear in other books):
Acute Alertness, Ambidextrous, Animal Friendship, Astute Observation, Blind Fighting, Brewing, Close to the Earth, Dagger Bonus, Dart Bonus, Defensive Bonus, Engineering Bonus, Forest Movement, Freeze, Hide, Mining Sense, Opportunist, Potion Identification, Short Sword Bonus, Sibling Empathy, Sixth Sense, Sling Bonus, Stealth.
- p. 33 - The list of Additional Talents Which May be Purchased for Gnomelings in the Gnomelings At a Glance box should be as follows (Other talents may appear in other books):
Acute Alertness, Ambidextrous, Animal Friendship, Astute Observation, Blind Fighting, Dagger Bonus, Dart Bonus, Defensive Bonus, Engineering Bonus, Experience Bonus, Forest Movement, Hide, Mining Sense, Potion Identification, Sixth Sense, Sling Bonus, Stealth.
- p. 34 - The list of Additional Talents Which May be Purchased for Half-Elves in the Half-Elves At a Glance box should be as follows (Other talents may appear in other books):
Acrobatic, Acute Alertness, Ambidextrous, Astute Observation, Balance Bonus, Blind Fighting, Bow Bonus, Cold Resistance, Heat Resistance, Keen Sight, Less Sleep, Photographic Memory, Resistance, Sibling Empathy, Sixth Sense, Sword Bonus.

- p. 35 - The list of Additional Talents Which May be Purchased for Halflings in the Halflings At a Glance box should be as follows (Other talents may appear in other books):
Acute Alertness, Ambidextrous, Astute Observation, Balance Bonus, Blind Fighting, Brewing, Dagger Bonus, Detect Evil, Expert Haggler, Hide, Opportunist, Reaction Bonus, Sibling Empathy, Sixth Sense, Taunt.
- p. 36 - The list of Additional Talents Which May be Purchased for Half-Orcs in the Half-Orcs At a Glance box should be as follows (Other talents may appear in other books):
Active Sense of Smell, Acute Alertness, Acute Taste, Ambidextrous, Attack Bonus, Blind Fighting, Damage Bonus, Dense Skin, Endurance, Mace Bonus, Sibling Empathy.
- p. 36 - Half-Ogres should have the tough hide talent listed under Talents. All half-ogres get this talent free.
- p. 36 - The list of Additional Talents Which May be Purchased for Half-Ogres in the Half-Ogres At a Glance box should be as follows (Other talents may appear in other books):
Active Sense of Smell, Ambidextrous, Blind Fighting, Damage Bonus, Endurance, Mace Bonus, Sibling Empathy.
- p. 37 - The list of Additional Talents Which May be Purchased for Humans in the Humans At a Glance box should be as follows (Other talents may appear in other books):
Acrobatic, Acute Alertness, Ambidextrous, Astute Observation, Attack Bonus, Balance Bonus, Blind Fighting, Detect Secret Doors, Endurance, Experience Bonus, Grace Under Pressure, Hit Point Bonus, Keen Sight, Less Sleep, Opportunist, Photographic Memory, Resistance, Seeking Grasping Hands, Sibling Empathy, Sixth Sense, Tough Hide.
- p. 37 - The list of Additional Talents Which May be Purchased for Pixie Fairies in the Pixie Fairies At a Glance box should be as follows (Other talents may appear in other books):
Acrobatic, Acute Alertness, Ambidextrous, Astute Observation, Attack Bonus, Blind Fighting, Faerie Kind Martial Arts, Flutter, Hit Point Bonus, Keen Sight, Magic Bonus.
- p. 37 - The pixie fairy "danger sense" is clarified in The Adventurer's Guide to Pixie Fairies.
- p. 39 - In Table 3A: Character Class Groupings, the Assassin should be listed under the Thief Group, not the Cleric Group.
- p. 44 - In Table 3H: Barbarian Progression Table, the Level Title for an 11th level barbarian should be Chairman of the Horde, not Barbarian.
- p. 47 - Under Hack Pangs, the phrase "obsessed with deadly combat" should be changed to "obsessed with combat."
- p. 47 & 48 - The gnome titan cannot be a cavalier.
- p. 48 - The cavalier must select the specific type of lance in which he is proficient.
- p. 48 - Elven and half-elven cavaliers can use short composite bows.
- p. 51 - Knights Errant do need a Constitution score of 10 or higher as is stated in the class description, but they do not receive a 10% EP bonus for high ability scores.
- p. 52 - The Knight Errant receives the skill Endurance for free, not the talent.
- p. 52 - The Knight Errant must spend the BP required to get the free specialization.
- p. 53 - The monk's added weapon damage is subject to the damage cap for the weapon.
- p. 54 - The monk ability Intimidating Display works on any creature with an Intelligence of 5+ that can see the monk.
- p. 54 - Intimidating Display only negates the first action of the affected creature.
- p. 54 - Really Intimidating Display is only effective until the victim is attacked.
- p. 56 - Paladins must worship lawful good gawds.
- p. 58 - The following paragraph should be inserted after the first paragraph of the second column:
A ranger can learn magic-user spells when he reaches 9th level. He uses his spells according to the rules for magic users. He gains a spellbook and a few spells for free. Exactly how many and what kind are up to the discretion of the GM. The rest of his spells must be obtained through adventuring. A ranger is not able to use magic-user scrolls or other magic items unless specifically noted otherwise. He can memorize a number of magic-user spells equal to the number of druid spells that can be memorized at one experience level lower.
- p. 59 - In Table 3Z: Armor Effects on Spell Mishaps: The spell mishap percentage for a Small Shield is 10%, and for a Medium Shield is 15%.
- p. 59 - In Table 3AA: Magic-User Progression Table, for Experience Level 8, Accumulated Hit Points should be "8," not "a."
- p. 60 - In the box for Battle Mage, Gnome Titan should be added to the Allowed Races.
- p. 63 - Clerics must have the same alignment as their gawds.
- p. 63 - Pixie fairy clerics can use all pixie fairy weapons.
- p. 64 - On the list of weapons allowable by the different gawds, the term bows includes crossbows for the gawds Arnuya and Pangrus, but not for Navinger.
- p. 65 - In the box for druids, the alignments allowed should be True Neutral, not any.
- p. 67 - On Table 3LL: Thief Experience Levels, the missing line for a seventh level thief should read across as follows: 42,501 - 70,000 / 7 / 7 / Fingersmith
- p. 69 - When backstabbing, the weapon range is multiplied, not the weapon dice. Thus a backstab with a weapon that does 2d4 damage would have additional damage dice of 2d4.
- p. 69 - The thief can use the read languages starting at first level, and can begin to put points into it at first level.
- p. 70 - Assassins lose 20 points of temporal honor if their class is discovered.
- p. 70 - The first paragraph of the second column should have the sentence "This gives them roughly a 50% chance of killing the victim if both the assassin and target are the same level." instead of "This gives them roughly a 50% chance of killing the victim if both the assassin and target are first level." The complete assassination rules will be in the GMG.
- p. 70 - Alignment languages do not exist in HackMaster.
- p. 70 - The chance of discovery for an assassin in disguise is a flat chance, and does not increase with the amount of time he spends in disguise.
- p. 73 - If the class being dual-classed to has no prime requisites, only the requirements of the new class must be met. The PC must still have a 15 in the prime requisite of the original class to make the change.
- p. 73 - When rolling hit points for a multi-classed character, the total is divided by the number of classes, not the number of dice rolled.
- p. 75 - In column two, the second paragraph under Rolling for Quirks and Flaws should read:
The upside is that you can earn many more BPs with this option. Before rolling for quirks and flaws the player must commit by stating aloud how many times he's rolling on Table 6A: Flaws and Quirks d100. A player can roll a maximum number of nine times. The BPs earned depend on the BP value listed for the resulting quirk or flaw in Chapter 6.
- p. 77 - The Honor modifier for Slave Class (SLC) is -10, the same as Lower Lower Class (LLC).

- p. 78 - The new Racial Modifiers to Circumstances of Birth table is as follows. All modifiers are to the die roll.

Racial Modifiers to Circumstances of Birth		
Race	Table 4G	Table 4H
Dwarves, all	5	15
Elves		
- Drow	5	15
- Gray	-8	25
- Grunge	10	-20
- High	-5	20
- Wood	-5	10
- All others	-5	20
Gnomes		
- Gnome Titan	5	0
- All others	-5	15
Half-Elves	15	0
Hafflings, all	-5	10
Half-orcs	25	-30
Half-ogres	35	-40
Human	0	0
Pixie Fairy	15	50

- p. 78 - On Table 4H: Illegitimate Birth Table, a roll of 06-30 should correspond to "Birth was a result of rape. Father unknown. [-5 to beginning Honor]" and a roll of 31-60 should correspond to "Mother was a prostitute. Father unknown. [-10 to beginning Honor]." Also, a roll of 01-05 should have [-3 to beginning Honor] added to its description. In the case of a result of 91-100, a birth by a surrogate mother, the father's identity is always known.
- p. 78 - The Status of Parents table must be used for each known parent, including the deceased.
- p. 79 - Table 4K: A roll of 86 results in 7 siblings.
- p. 79 – Alternate Sibling Tables were printed in HackJournal 15.
- p. 80 - Under Leftover Building Points, the text says that you can convert excess BPs into 25 fractional ability points or 25 gp. At this point, you may only convert them into 25 gp. You cannot adjust your Ability Scores after Step 8 of the character creation process.
- p. 85 - The numbers listed in the honor column are the upper limit for that row. Thus, the row labeled fifteen is for honor values of 11-15.
- p. 86 - Honor cannot be burned during character creation.
- p. 86 - An honor purge can only be used to avoid the specific action that caused the character's death. It does not allow a character to go back in time to before combat started.
- p. 92 - Table 6D should have the following numbering:
 31-45 - Vision Impaired, Far Sighted
 46-55 - Blind, one eye
 56-70 - Vision Impaired, Near Sighted
- p. 92 - A metal leg could be heavier than a wooden leg and could rust if not properly maintained.
- p. 94 - The following sentence should be inserted into the description of the Male Pattern Baldness flaw, after the first sentence:
 "If a female character rolls this flaw, she must immediately re-roll on Table 6C, and once on the minor mental quirk table 6F, because of the trauma."
- p. 96 - HackFrenzy/HackLust: A PC who gains both HackFrenzy and HackLust during character creation can only become a Berzerker or a Zealot of Pangrus. They do not receive the BPs for these quirks.
- p. 97 - On the Obsession/Compulsion table, entry 17 should read "Compulsion to accumulate as many jewels as possible," not "Compulsion to accumulate as many books or scrolls as possible."
- p. 98 - On the Extra Personality Table, the entry for a roll of 21-24 should be "Young adult or middle-aged member of the same sex," not "Young adult or middle-aged member of the opposite sex."
- p. 100 - The Skill Sets list on p. 71 of the GMG supersedes this list.
- p. 101 - Under Obtaining New Skills, 1. Building Points, the following paragraph should be inserted after the first.
 During the character creation process, the character rolls the mastery die once for each expenditure of the BP cost of the skill. For example, if a character buys a skill at three times the cost, he rolls the mastery die three times and his honor die three times and adds the total to the relevant ability (See Appendix F: Skills, Talents and Proficiencies List). Note that you add the relevant ability only once. There is no limit to the number of mastery die and honor die rolls that can be purchased, but the skill level cannot exceed 125%.
- p. 101 - Under Improving Skills, the current paragraph should be replaced by the following paragraph:
 Skills currently possessed can also be improved through formal and informal instruction (just like gaining new skills as described in Chapter 11). One special way to increase the amount that a skill is improved during training is to use it in an appropriate circumstance for dramatic or important effect. Anytime you roll under your Chance to Improve Skill value without modifiers (see Table 1E: Wisdom) when making a skill mastery check, your character may have learned something new (you'll need to ask your GM). For example, let's say your party commandeers a sailing vessel and you decide to sail it back to port. A storm suddenly rises up, threatening to capsize the ship. You announce you have the seamanship skill, and the GM has you make a penalized skill check to see if you can successfully re-rig the sails and bring the ship out of danger. As the group holds its breath, you roll the dice and they come up 03. You check your Wisdom score (13) and see that your Chance to Improve Skill value is 05%. Voila, not only have you saved your entire party, but your character has learned something significant which will increase his ability to gain from his later coursework. The next time your character takes the appropriate skill course during training, he can add a +1 bonus to his mastery die roll. This bonus can be applied any number of times as long as the character succeeds in different circumstances. Keep a running tally between training on your record sheet so you don't lose out on any bonuses later.
- p. 101 - Under Table 7A Explanation the first paragraph should read as follows:
 Initial Weapon Proficiencies: the number of weapon proficiency slots granted to characters of that group at 1st level. The player must pay one (1) BP to fill each proficiency slot with a weapon.
- p. 102 - A fighter can only specialize in a single weapon, but could specialize in both melee and ranged use of weapons such as daggers and hand axes.
- p. 102 - Table 7B: Hand Crossbow specialists should use the Light X-bow column
- p. 102 - Table 7B: Peashooter Crossbows have the following progression:
 Level 1-6: 2/1 | Level 7-12: 5/2 | Level 13+ 3/1
- p. 102 - Table 7B: If a weapon that would normally fall under the "Other (non-bow) Missiles" column has a base ROF of 2, use the following progression:
 Levels 1-6: 5/2 | Levels 7-12: 3/1 | Level 13+: 4/1
- p. 104 - Under Treasure Types, the entry on coins should have the following sentence added to the end of the first paragraph: "10 coins have a combined weight of one pound."
- p. 111 - Table 9C should have the following entry before wineskin:
 Quiver, Cost: 8 sp, Weight .5 lbs, Availability: 95/90/85. Note that most sets of arrows come with a free quiver.
- p. 116 - The following sentences should be added to the description of bucklers:
 "The buckler can be used, without penalty, with two weapons, missile weapons, and two-handed weapons. It grants its +1 bonus to AC against one melee attack per round in each of these situations."
- p. 118-119 – Only composite and great elven long bows can be modified to grant a bonus to damage due to high Strength. Normal bows, composite or otherwise, do not give strength bonuses, although they can be used by characters with high strengths.

- p. 118-119 - The weapons: Bloodthorn Stiletto; Rapier, petite; Sewing Needle; and Peashooter Crossbow are all size Tiny (T). They may be used in one hand by a pixie-fairy. All pixie-fairies may become proficient in these weapons.
- p. 119 - In the description of crossbows, the following sentence should be inserted into the first paragraph: "The peashooter crossbow can be used by a pixie fairy of any class, regardless of class weapon restrictions, as long as they purchase the weapon proficiency."
- p. 119 - Short bows cannot use sheaf arrows.
- p. 119 - Anyone that is hit by a full tankard (hurled) must make a saving throw vs. breath weapon with a +2 bonus or be blinded for 1d4-1 rounds.
- p. 119 - Large characters using the bastard sword in one hand use the two-hand damage value.
- p. 120 - Table 9V: The Great Elven Long Bow has an ROF of 1.
- p. 133 - Table 12C: The Hasted modifier should be -2 as listed in the spell description.
- p. 136 - The second paragraph under Touch Spells and Combat should have the following sentence added at the end: "Enemy creatures count as unwilling targets, and have an AC of 10 plus their Dexterity adjustment."
- p. 138 - Follow through damage can normally only be used once per round, as it is only applied when an opponent is brought to zero hit points. The original attack roll must be sufficient to hit the new target. Remaining attacks can be used to finish off the original target, but no additional follow through is possible, unless one of the following is true:
- The downed monster is healed above zero hit points.
 - The attacking PC is a samurai and is applying follow through from a second target he has knocked to zero hit points.
- p. 140 - Dark Knights can turn Paladins as a cleric 5 experience levels lower. A good cleric can turn Dark Knights at an effective experience level 3 levels lower than their own level. A Paladin can turn a Dark Knight as a cleric 5 experience levels lower than his own.
- p. 161 - Whitmore's Delicious Deception should be Wrygal's Delicious Deception.
- p. 166 - Stitch can be used to repair damage to armor or equipment caused by a fumble, but cannot restore armor hit points.
- p. 179 - Faerie Phantoms creates 1d6 phantoms per level of the caster. A maximum of 16 faeries may be created at one time.
- p. 182 - Mend can be used to repair damage to armor or equipment caused by a fumble, but cannot restore armor hit points.
- p. 184 - The Push spell should have a range of 10 ft. + 1 ft./level, not 1 ft. + 1 ft./level.
- p. 186 - In the description for Wrygal's Delicious Deception, the phrase "When Whitmore's Delicious Deception" should be "When Wrygal's Delicious Deception".
- p. 191 - The spell Heat Seeking Fist of Thunder should have the following text:
- This spell creates a disembodied hand that rushes toward an open flame and explodes with magical energy when it hits. The spell requires an open flame at least as large as a torch. When the spell is successfully cast, all those within 20 feet of the target flame take 1d4 damage per level of the caster, or half that with a successful saving throw. The damage done is sonic in nature and sounds like an extremely loud thunderclap. The target flame, if it is inanimate, is extinguished when the spell is cast.
- p. 193 - In the example, a Magic Missile of Skewering would do 3d4+3 hp damage to the second target, not 3d3+3.
- p. 203 - The Paralyzation spell should have a range of 10ft./level and the Area of Effect should be 20ft. x 20ft.
- p. 216 - Unless specifically stated otherwise in the monster description, all special effects that are delivered by an attack are only delivered if the attack does damage. If a venomous snake bites you but does not do damage, you are not subject to the poison. If a Wraith hits you but Stoneskin prevents the damage, it also prevents the level drain. The same applies to paralysis, death attacks, etc., unless specifically stated otherwise in the ability description.
- p. 222 - False Vision is also an Illusion/Phantasm spell.
- p. 222 - Feeblemind reduces one's Intelligence to 2.
- p. 251 - For Prismatic Sphere, the Area of Effect should be 20ft. diameter sphere, not 2ft. Diameter.
- p. 255 - The reverse of Light is the same as the second level magic-user spell Darkness, 15' Radius, except that it has the stat block of the Light spell.
- p. 257 - The Diminished Rite spell can be used any length of time after the death, as long as the body has not decayed significantly.
- p. 257 - Diminished Rite will not work on creatures not affected by a Raise Dead spell.
- p. 259 - The Rigor-Mortis spell affects all creatures except those that do not have physical bodies or muscles.
- p. 262 - Lesser Reanimation: A Cure-All can remove quirks and flaws gained via this spell.
- p. 275 - The Animal Friendship spell affects only animals of neutral alignment, not those with no alignment (as all animals are aligned).
- p. 287 - The text for the spell Insect Plague should be as follows:
Except as noted above, Insect Plague is the same as the fifth level cleric spell Insect Plague (q.v.).
- p. 307 - The paragraph under Course Difficulty should have the last three sentences replaced by the following text:
When a course is completed the player makes a check against their Learning Ability, as determined by their Intelligence, for that skill. The course difficulty lists a modifier, which is added to the die roll. If the player rolls equal to or less than his learning ability he successfully masters the course and earns a roll of the Mastery Die.
- p. 308 - The footnotes labeled *,**,*** under the Arcane Skills table refer to skills that no longer exist. They should be ignored.
- p. 308 - The arcane skills should have the following Skill Difficulties:
Arcane Lore +20%
Divine Lore +20%
Spellcraft +25%
- p. 309 - The skill Musical Instrument should be removed from the table Tasks: Artisan and Performing Arts.
- p. 310-311 - The skills Pinch and Trap Sweep (Full Sweep) should have a BP cost of 1.
- p. 310 - Liar, Skilled should have a Relevant Ability of (INT+CHA)/2.
- p. 312 - The talent Experience Point Bonus should be restricted to Humans and Gnomelings, not Humans and Pixie Fairies.
- p. 312 - The Dense Skin talent should have a BP cost of 10.
- p. 317 - A target of Dragon Speak will likely be upset if the character using the skill fails his skill check.
- p. 317 - Modern Languages: Purchasing Modern Languages allows the character to only speak the language purchased. It does not provide the ability to read and write the language.
- p. 319 - The Eye of the Tiger Advantage skill limits a character with multiple attacks to a single attack that round, but the character may choose which currently wielded weapon to use.
- p. 320 - If the target of a Mortal Combat is killed, the character may make another skill check to select another target, even if the rounds declared for the initial target have not yet elapsed. The skill can be used with either melee or ranged weapons.
- p. 321 - The Poetry, Writing and Comprehension/Interpretation skill does not give the PC the ability to read or write, nor does it require Reading/Writing. GMs should apply modifiers in situations where the actual reading of a poem is helpful in the interpretation if the PC cannot read it himself.
- p. 327 - Looting, Basic: The Looting, Basic skill can effect 1,000 sq. feet in the 2d6 minutes time frame. This includes walls and any items that the looter can access in that space. Looting will only recover valuable items if they are there. Using the looting, basic skill does not increase the chance of breaking or harming an item, but previously established conditions do apply. A looting character is still subject to any monsters, traps or other barriers that would prevent him from taking an item. Using the looting, basic skill is appropriate for any character class to use.
- p. 329 - The skill Seamanship Suite is not a skill suite, but a normal skill. It should be called Seamanship.

- p. 330 - The following skill should be added after Shield Repair (Wood):
Skinning
 [(Strength+Wisdom)/2 / Sophisticated / 1 B.P.]
 A character with this skill knows the proper procedure for obtaining the hide from a dead animal or beast. He knows what skills to use, how to treat and store the hide, and which part of the hides are the most valuable or usable. He can also estimate the amount of hide needed for various items such as boots, gloves, cloaks, etc. The character must have a sharp knife and an animal to skin in order to get the hide. Treating the hide takes more tools.
 Prerequisite: None
 Mastery Die: 1d8
 Course Cost: 650 gp.
 Course Difficulty: 5%
- p. 331 - In the description for the skills swimming and swimming dog paddle, the reference for the swimming rules should be the GMG, not chapter 14 or 16.
- p. 336 - Construction Tools has a BP cost of 1.
- p. 337 - An ambidextrous character can use two weapons of different size categories without penalty.
- p. 337 - Acrobatic Skill Suite should simply be the Acrobatic talent. A PC with this talent gets +5% to the Tightrope Walking and Tumbling skills if he takes those skills. Monks with this talent get a +1 to their AC in melee combat, just like other classes.
- p. 337 - PCs with Astute Observation get a +10% to Observation skill checks.
- p. 338 - The Detect Secret Doors talent is available to Humans, not Elves.
- p. 338 - The following Talent should follow Faerie Kind Martial Arts:
Flutter: (2)
[Pixie fairies]
 Flutter allows a pixie fairy to use the move silently skill while flying, and without penalty. Clarification: This Talent does require the character to have the move silently skill, and does not automatically allow any pixie fairy to fly silently.
- p. 339 - The Hide talent grants the ability to hide as a barbarian of the same level's hide in natural surroundings ability.
- p. 339 - The following Talent should follow Mace Bonus:
Magic Bonus: (5)
[Pixie fairies]
 A character with this talent receives a plus one to all saving throws against spells or other magical effects.
- p. 339 - Use of the Magic Identification talent will only give a general description of the item, but will not provide specifics such as the actual bonus of an item or a command word. An NPC would charge at least 100 gp per level for this service.
- p. 339 - The talent Mining Sense should have the following text.
Mining Sense: (5)
[Dwarves, Gnomes, Gnomelings, Drow]
 A character with this talent is familiar with mining, tunneling and stonework. By concentrating for one round the character can: Detect grade or slope in passage (1-5 on 1d6); Detect new tunnel/passage construction (1-5 on 1d6); Detect sliding/shifting walls or rooms (1-4 on 1d6); Detect stonework traps, pits, and deadfalls (1-3 on 1d6); Determine approximate depth underground (1-4 on 1d6); Detect unsafe walls, ceiling, and floors (1-7 on 1d10); Determine approximate direction underground (1-3 on 1d6). If the character already possesses one of the above talents, i.e. it was granted as a bonus racial talent, they instead receive a +1 modifier to all checks of that type. However, a maximum result on the die always fails in these instances.
- p. 339 - Photographic Memory: This gives the caster the ability to memorize and cast one additional spell per spell level. For dual class casters this provides one additional spell per spell level per class. This talent only grants magic-users the ability to memorize an additional spell. Clerics, druids, and rangers gain no spell memorization benefit for their clerical spells (rangers, bards, bounty hunters, and certain zealots still benefit for their magic-user spells). Magic-users who don't memorize spells, such as Painted Mages, do not gain additional spells from Photographic Memory. Use of Photographic Memory to recall a document requires more than a glance or a distant viewing. The character must be able to read the document to recall its contents. This talent requires the character to concentrate on a specific page or scene in order to memorize a "still photo." It will not, for example, allow a character to automatically find his way out of a dungeon without the use of a map simply because the character passed that way before.
- p. 339 - The Resistance talent is available to Dwarves, Humans not Dwarves, Humans, Elves, Half-elves. In addition, the line "(Full-blooded elves get a 90% resistance)" is extraneous and should be removed.
- p. 339 - The Freeze talent for gnomes has a BP cost of 5. The description is incorrect.
- p. 340 - The Seeking, Grasping Hands talent can be used once per day, and may affect any creature only once ever.
- p. 340 - Elves are not resistant to Seeking, Grasping Hands.
- p. 340 - Sixth Sense can only detect actual things, not impressions left by things such as footprints or cart tracks. It also cannot determine the intent of things, so it would not warn a PC with this talent that a detected creature was about to attack. Infravision does not affect Sixth Sense. The range of Sixth Sense is 20 feet.
- p. 340 - Touched by Yurgain has no effect on non-dwarves.
- p. 340 - The following Talent should follow Tough Hide:
Track Game Animal: (5)
[Grunge Elves]
 A character with this Talent receives a +10 bonus to the track game and identify animal by tracks skills. The character must possess these skills to gain the benefits.
- Coupons - general: Character creation counts as one session. Only one player coupon (and/or one GM coupon) can be played during character creation.
- Coupon - Polyglot: If used with the Take After talent (GMG p. 72), this coupon eliminates the 30 BP cost. However, it must still be used during character creation, and the PC must be created using the gene pool method (GMG p. 17). In addition, note that this coupon does not allow the PC to subvert genetics by having his parents be a completely different race (PC cannot be a full-blooded gnome with two elven parents, for example). Finally, Polyglot allows a PC to take a class-restricted talent, but this does not change the way that talent performs. For example, a dual class human cleric/magic-user could take the Spell Razor talent (SSG p. 55), but it would only affect his magic-user spells, not his clerical spells.

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- p. 7 - Specialists must have ability scores of 16 or higher in INT (their prime requisite) to receive a 10% EP bonus.
- p. 19 - Only specialists, double specialists, and sole practitioners may abandon schools. Holistic practitioners or unorthodox practitioners may not.
- p. 22 - The sentence that begins "His GM consults" should refer to "third level pyrotechnician spells" instead of "third level anti-mage spells."
- p. 24 - For the Metamorpher sole practitioner, a fleeting effect is any spell with a duration of one round or less.
- p. 26 - Detective spells are not Power Words. They should have Clairaudience and Clairvoyance as third level spells. Detect Illusion is a first level spell and Detect Charm is a second level spell.
- p. 27 - Seers should have Clairaudience and Clairvoyance as third level spells. Find Traps is a second level spell and Find Treasure is a fourth level spell.
- p. 32 - The following additional spells are available for Elementalists:
- For Air Elementalists:
Control Winds, Cleric Level 6
Weather Prediction, Cleric Level 3
Whirlwind, Cleric Level 6
Wind Column, Cleric Level 1
Zone of Sweet Air, Druid Level 4
- For Water Elementalists:
Extinguish, Cleric Level 3
Protection from Water, Druid Level 4
- For Fire Elementalists:
Ignite, Cleric Level 3
Log of Everburning, Cleric Level 1
Eternal Flame, Druid Level 3
- For Earth Elementalists:
Strength of Stone, Cleric Level 1
Sink Into Earth, Druid Level 5
Soften Stone, Druid Level 2
Warp Stone or Metal, Druid Level 4
- For All Elementalists:
Conjure Demi-Elemental, Druid Level 2 (for applicable element only)
Protection from Elementals, Druid Level 4 (for applicable element only)
- p. 32 - Icy Blast is an allowed first-level spell for Water Elementalists. Icy Sphere is a 3rd level spell.
- p. 33 - Despite their different methods of spellcasting, spells cast by unorthodox practitioners are subject to the same rules concerning anti-magic zones.
- p. 33 - Gnome Titans can be blood mages.
- p. 33 - Blood mages can use Woeful casting for spells cast from scrolls.
- p. 34 - On Table 4C a roll of 22 should read "All fruits, vegetables, and other plants within 5d12 feet of blood mage are destroyed. Plant monsters receive a saving throw."
- p. 34 - A blood mage can use Enchant an Item to create a magical item, as it is an Invocation spell as well as an Enchantment spell.
- p. 34 - A blood mage can use a magical item that has functions that he is unable to use, but cannot use those specific functions. For example, if a +3 dagger had a Charm Person ability, he could use the dagger as a weapon but could not use the charm ability.
- p. 34 - Blood mages have a -15% penalty to learn non-Necromantic spells. They cannot research non-Necromantic spells.
- p. 34 - The painted mage is only available to humans, grunge elves and pixie fairies.
- p. 34-5 - Painted mages can refuse their initial spells to save space. The spells refused have been learned and count towards the maximum number of spells allowed by Intelligence, but they are not tattooed and available for casting. Painted mages generally gain weight, but do not have to gain weight if they are not under a compulsion to do so.
- p. 35 - Painted mages have a -15% penalty to learn non-Necromantic spells. They cannot research non-Necromantic spells.
- p. 35 - Spells such as Haarpang's Memory Kick that allow for increased spell memorization or retention do not affect painted mages.
- p. 39-40 - The following Quirks and Flaws affect Painted Mages in the following ways:
- Clumsy Fingers: Adds 1d4 to the casting time of all spells.
Large Handwriting: Tattoos use up 2 pounds of body mass per spell level.
Sloppy Penmanship: Minor: 3% chance of mishap, Major: 6% chance of mishap.
Security Blanket: -10% chance when learning a new tattoo, and the painted mage must use his last slot each day to cast his security blanket spell or cast nothing with that slot.
Chintzy Mentor: Starts with Read Magic, Write, and two random spells, plus 25% of the normal cantrips to a maximum of nine.
Old School Mentor: Tattoos take up 2 pounds of body mass per level and double the effects of Table 4G.
Wasteful Mentor: The character needs twice as much tattoo ink per tattoo, and the ink costs twice as much.
- p. 47 - Witch: This package is not available to Double Specialist and Sole Practitioner Invokers.
- p. 49-50 - Free "Academic or Sophisticated" Skills and restricted Skill Points awarded on Tables 5F, 5G, 5H, and 5I may also be used for Arcane Skills.
- p. 51 - Bonus spells received from the Quality of Education Final Results table are determined randomly by the GM.
- p. 52 - The 1 extra weapon proficiency available in the land-grant university table should read "Free weapon proficiency". Multi-class characters can use any allowed weapon to fill this slot.
- p. 54 - In order to cast a spell from a tattoo, the caster must be able to touch the tattoo. Recipients of spell tattoos must be living (non-undead) creatures, both at the time of tattooing and the time of casting.
- p. 54 - Arcane swindler can be used in combination with voiceless casting and/or still casting.
- p. 54 - The talent High Spell-Jacker does not allow one to spell-jack at an earlier level than they would without the talent. It merely increases the effectiveness of the spell-jacking.
- p. 55 - Spell Razor only applies to spells, not spell-like effects such as wands.
- p. 55 - Voiceless casting can be used in combination with arcane swindler and/or still casting.
- p. 55 - Still casting can be used in combination with arcane swindler and/or voiceless casting.
- p. 64 - If a GM allows it, a magic-user can be a member of a magical organization at character creation.
- p. 70 - Being admitted to the Oracles of Pathorgia will remove any forms of insanity of a magic-user.
- p. 83 - Only spells from captured spell books or scrolls are destroyed when copied or learned.
- p. 89 - The spell "A Day In The Life" can change the PC only to another PC-eligible race. The other races listed in the spell description are no longer permitted in tournament play.
- p. 89 - The spell A Day in the Life allows one to do everything that a member of the new race would be allowed to do, but any skills, talents, levels and experience only translate to the old character if the old race would allow such developments. For example, an elf character could cast the spell and turn themselves into a human. If they continued casting the spell, they could exceed the normal level limitations for being an elf, but upon returning to elf form, they would lose all levels that exceeded their allowed limit. (They could still keep all experience earned).
- p. 91 - Blood Mark should have a range of Touch, requiring a to-hit roll.
- p. 92 - Blood Thirst should have a range of Touch, requiring a to-hit roll.
- p. 94 - The spell Cytogenesis creates a creature of the same age and sex as the creature whose part was used to fuel the spell. The creature has no knowledge or memories.
- p. 95 - Casting Deirdra's Reckless Dweomer automatically results in a wild surge. In addition, when rolling on the level variation table, it is possible to get a second wild surge.
- p. 96 - Delayed Magic Missile: Casters hit by later missiles do not get a saving throw to avoid disruption unless they normally have that ability. The spell fires caster level/3 missiles, one per round until all missiles are fired or the spell duration has ended, whichever occurs first.

- p. 97 - Divination Enhancement is only in the school of Divination.
- p. 100 - Find Traps can also be cast by Detective Sole Practitioners.
- p. 105 - Icy Sphere has been changed. The correct version, a 3rd level spell, is in HackJournal 16. It's first-level replacement, Icy Blast, is also described there.
- p. 108 - Manor's Mindsight is also a Divination spell.
- p. 119 - Silver Globes: The saving throw should be for half-damage, one save per creature targeted. Silver Globes is also a Conjunction/Summoning spell.
- p. 120 - The spell Snap Drake should have a damage value of 1d6/level, not 3d6/level. Each casting of the spell grants only one attack.

Spellslinger's Guide Clarifications

Bonus Spells - The bonus spell that the double specialist and sole practitioners receive is a bonus spell and not a bonus spell slot. They cannot memorize two first level spells in the space of their first level memorization, as they can with their other first level spell slots. Only one first level or second level spell is allowed for the first level bonus spell.

Memory Increases: Spells and magic items that increase spell memorization, like the Ring of Wizardry or Haarpang's Memory Kick, work for the double specialist and sole practitioner as they do for normal wizards. If a Ring of Wizardry increases a double specialist's 2nd level spells, he can only memorize actual 2nd level spells with the ring, even though he can normally cast 3rd level spells with 2nd level memorizations.

Revised tables from SSG 1st print Chapter 1

Table 1C: Abjuration Spells by Level
(Supersedes GMG Table 7D-3: Abjuration Spells by Level)

Level 1 (1d8)	2 Dismissal
1 Alarm	3 Jorrel's Private Sanctum
2 Protection from Evil	4 Spell Shield
3 Protection from Sunburn	5 DM Choice
4 Protective Amulet	6 Player Choice
5 Remove Fear	
6-7 DM Choice	Level 6 (1d10)
8 Player Choice	1 Anti-Animal Shell
	2 Anti-Magic Shell
Level 2 (1d6)	3 Break Hex
1 Filter	4 Globe/Invulnerab.
2 Magic Missile Reflection	5 Invulnerability to Magical Weapons
3 Preserve	6 Repulsion
4 Protection/Cantrips	7 Spiritwrack
5 DM Choice	8-9 DM Choice
6 Player Choice	10 Player Choice
Level 3 (1d20)	Level 7 (1d6)
1 Dispel Magic	1 Banishment
2 Dispel Silence	2 Sequester
3 Glyph of Ice	3 Spell Turning
4 Glyph of Sniping	4 Volley
5 Non-Detection	5 DM Choice
6 Proof from Teleport	6 Player Choice
7 Prot./Normal Miss.	
8 Quarantine	Level 8 (1d6)
9 Ward Off Evil	1 Dispel Enchantment
10-19 DM Choice	2 Gandle's Spell Immunity
20 Player Choice	3 Mind Blank
Level 4 (1d10)	4-5 DM Choice
1 Circle of Protection	6 Player Choice
3 Exploding Glyph	
4 Fire Trap	Level 9 (1d8)
5 Minor Globe/Invuln.	1 Elemental Aura
6 Remove Curse	2 Immunity to Undeath
7 Wimpel's Dispelling Screen	3 Imprisonment
8-9 DM Choice	4 Jebidiah's Ultimate Circle
10 Player Choice	5 Prismatic Sphere
Level 5 (1d6)	6-7 DM Choice
1 Avoidance	8 Player Choice

Table 1A: Initial Spells Known
(Supersedes GMG Table 7A - Initial Spells Known)

Roll	Offensive Spells	Roll	Defensive Spells	Roll	Misc. Spells
1 - 3	Befriend	1 - 3	Affect Normal Fires	1 - 3	Animate Dead Animals
4 - 6	Burning Hands	4 - 6	Alarm	4 - 6	Bash Door
7 - 9	Charm Person	7 - 9	Armor	7 - 9	Comprehend Languages *
10 - 12	Chill Touch	10 - 12	Audible Glamer	10 - 12	Conjure Mount
13 - 15	Chromatic Orb	13 - 15	Aura of Innocence	13 - 15	Copy
16 - 18	Color Spray	16 - 18	Change Self	16 - 18	Detect Disease
19 - 21	Enlarge *	19 - 21	Corpse Visage	19 - 21	Detect Illusion
22 - 24	Evaporate	22 - 24	Dancing Lights	22 - 24	Detect Magic
25 - 27	Exterminate	25 - 27	Disable Hand	25 - 27	Detect Phase
28 - 30	Fireball, Barrage	28 - 30	Faerie Phantoms	28 - 30	Detect Undead
31 - 33	Fireball, Sidewinder (Fl)	31 - 33	Feather Fall	31 - 33	Divining Rod
34 - 36	Firewater	34 - 36	Flutter Soft	34 - 36	Erase
37 - 39	Grease	37 - 39	Gaze Reflection	37 - 39	Find Familiar
40 - 42	Hypnotism	40 - 42	Hold Portal	40 - 42	Fog Vision
43 - 45	Icy Blast	43 - 45	Jump	43 - 45	Gabal's Magic Aura
46 - 48	Jack Punch	46 - 48	Magic Shield	46 - 48	Imaginary Friend
49 - 51	Light	49 - 51	Phantom Armor	49 - 51	Melt
52 - 54	Magic Missile	52 - 54	Protection from Evil	52 - 54	Mend
55 - 57	Magic Stone	55 - 57	Protection from Sunburn	55 - 57	Merge Coin Pile
58 - 60	Minor Sphere/Perturbation	58 - 60	Protective Amulet	58 - 60	Message
61 - 63	Phantasmal Fireball	61 - 63	Remove Fear	61 - 63	Metal Bug
64 - 66	Power Word: Cartwheel	64 - 66	Resist Cold	64 - 66	Phantasmal Force
67 - 69	Power Word: Moon	67 - 69	Resist Fire	67 - 69	Pool Gold
70 - 72	Power Word: Summersault	70 - 72	Shift Blame	70 - 72	Precipitation
73 - 75	Push	73 - 75	Smell Immunity	73 - 75	Remove Thirst
76 - 78	Shocking Grasp	76 - 78	Spider Climb	76 - 78	Run
79 - 81	Sleep	79 - 81	Wall of Fog	79 - 81	Throw Voice
82 - 84	Spook	82 - 84	Re-Roll	82 - 84	Unseen Servant
85 - 87	Taunt	93 - 94	Roll here and on miscellaneous list	85 - 87	Wizard Mark
88 - 96	Re-Roll	95 - 96	Roll here and on offensive list	88 - 96	Re-Roll
97	Roll here and on miscellaneous list	97	Roll Twice - ignore this result	97	Roll here and on defensive list
98	Roll here and on defensive list	98	Roll Thrice - ignore this result	98	Roll here and on offensive list
99	Roll Twice - ignore this result	99	GM's Choice	99	Roll Twice - ignore this result
100	Roll Thrice - ignore this result	100	Player's Choice	100	Roll Thrice - ignore this result

* These spells are reversible.

Table 1F: Alteration Spells by Level (Supersedes Table 7D-7: Alteration Spells by Level)

Level 1 (1d100)	64 – 66	Tattoo of Shame	11	Massmorph	69 – 72	Tentacles
1 – 2	67 – 69	Telepathic Mute	12	Perpetual Shocking Grasp	73 – 76	Transmute Water to Dust
3 – 4	70 – 72	Vocalize	13	Pixie Wings	77 – 80	Transmute Metal to Water
5 – 6	73 – 75	Whispering Wind	14	Plant Growth	81 – 84	Velimurio's Merger
7 – 8	76 – 78	White Hot Metal	15	Polymorph Other	85 – 88	Zarba's Sphere of Personal Inclement Weather
9 – 10	79 – 81	Wizard Lock	16	Polymorph Self	89 – 99	DM Choice
11 – 12	82 – 99	DM Choice	17	Rainbow Pattern	100	Player Choice
13 – 14	100	Player Choice	18	Solid Fog		
15 – 16			19	Stone Passage		
17 – 18			20	Stoneskin	Level 7 (1d100)	
19 – 20	Level 3 (2d20)		21	Tusks of the Oliphant	1 – 5	Bone Javelin
21 – 22	2	A Day in the Life of	22	Ultravision	6 – 10	Command Element
23 – 24	3	Airbolt	23	Vacancy	11 – 15	Create Shade
25 – 26	4	Arinathor's Dark Limbs	24	Wizard Eye	16 – 20	Duo-Dimension
27 – 28	5	Blink	25	Zargosa's Lodge of Protection	21 – 25	Life Creation
29 – 30	6	Cloudburst	26-29	DM Choice	26 – 30	Phase Door
31 – 32	7	Continual Darkness	30	Player Choice	31 – 35	Reverse Gravity
33 – 34	8	Delude			36 – 40	Statue
35 – 36	9	Dispel Silence	Level 5 (1d100)		41 – 45	Teleport Without Error
37 – 38	10	Explosive Runes	1 – 5	Airy Water	46 – 50	Torment
39 – 40	11	Fireflow	6 – 10	Animal Growth	51 – 55	Transm. Rock to Lava
41 – 42	12	Fly	11 – 15	Avoidance	56 – 60	Truename
43 – 44	13	Fool's Speech	16 – 20	Breed Fusion	61 – 65	Tybalt's Planar Pacifier
45 – 46	14	Gandle's Humble Hut	21 – 25	Centaur's Gift, The	66 – 70	Vanish
47 – 48	15	Grow	26 – 30	Distance Distortion	71 – 75	Zargosa's Opulent Manor House
49 – 50	16	Gust of Wind	31 – 35	Drayton's Hidden Stash	76 – 99	DM Choice
51 – 52	17	Haste	36 – 40	Extension II	100	Player Choice
53 – 54	18	Infravision	41 – 45	Fabricate		
55 – 56	19	Item	46 – 50	Hiamohr's Unfortunate Incident	Level 8 (1d12)	
57 – 58	20	Mericutyn's Grotesquely	51 – 55	Jorrel's Private Sanctum	1	Glassteel
59 – 60	21	Distended Nose	56 – 60	Manor's Mindsight	2	Haarpang's Magnificent Sphere of Telekinesis
61 – 62	22	Morton's Minute Meteors	61 – 65	Polymorph Plant to Mammal	3	Incendiary Cloud
63 – 64	23	Phantom Wind	66 – 70	Stone Shape	4	Permanency
65 – 66	24	Polymorph to Insect	71 – 75	Telekinesis	5	Polymorph Any Object
67 – 68	25	Polymorph to Amphibian	76 – 80	Teleport	6	Sink
69 – 99	26	Polymorph to Primate	81 – 85	Transm. Stone to Mud	7-11	DM Choice
100	27	Runes of Eyeball Implosion	86 – 90	Wall Passage	12	Player Choice
	28	Secret Page	91 – 95	Wings of PanDemonium		
	29	Slow	96 – 99	DM Choice		
	30	Snapping Teeth	100	Player Choice		
Level 2 (1d100)	31	Tongues			Level 9 (1d20)	
1 – 3	32	Tongues	Level 6 (1d100)		1	Crystalbrittle
4 – 6	33	Transmute Wood to Steel	1 – 4	Control Weather	2	Hyptor's Disjunction
7 – 9	34	Water Breathing	5 – 8	Cytogenesis	3	Ring of Swords
10 – 12	35	Wind Wall	9 – 12	Death Fog	4	Shape Change
13 – 15	36-39	Wraithform	13 – 16	Disintegrate	5	Succor
16 – 18	40	Zargosa's Flaming Spheres of Torment	17 – 20	Evaporate and Neutralize Liquid	6	Teleport Intercampaignia
19 – 21		DM Choice	21 – 24	Extension III	7	Teleport Intra-genre
22 – 24		Player Choice	25 – 28	Glassee	8	Tempeststone
25 – 27	Level 4 (1d20+1d10)		29 – 32	Guards and Wards	9	Temporal Stasis
28 – 30	2	Close Portal	33 – 36	Haarpang's Magnificent Sphere of Freezing	10	Time Stop
31 – 33	3	Dimension Door			11-19	DM Choice
34 – 36	4	Emergency Teleport/Rnd	37 – 40	Hyptor's Total Recall	20	Player Choice
37 – 39	5	Extension I	41 – 44	Karnaac's Transformation		
40 – 42	6	Extension II	45 – 48	Lower Water		
43 – 45	7	Fire Shield	49 – 52	Mirage Arcana		
46 – 48	8	Flying Familiar	53 – 56	Move Earth		
49 – 51	9	Haarpang's Magnificent Sphere of Resiliency	57 – 60	Part Water		
52 – 54	10	Haarpang's Memory Kick	61 – 64	Project Image		
55 – 57		Hurl Animal	65 – 68	Stone to Flesh		
58 – 60						
61 – 63						

Table IH: Conjunction/Summoning Spells by Level
(Supersedes GMG Table 7D-5: Conjunction/Summoning Spells by Level)

Level 1 (1d12)		Level 4 (1d10)		Level 7 (1d12)
1 Armor		1 Monster Summoning II		1 Cacodemon
2 Conjure Mount		2 Zargosa's Tent. Fury		2 Limited Wish
3 Find Familiar		3 Duplicate		3 Monster Summoning V
4 Grease		4 Power Word: Anosmitize		4 Power Word: Deafeness
5 Power Word: Cartwheel		5 Power Word: Freeze		5 Power Word: Dispel
6 Power Word: Moon		6 Power Word: Slow		6 Power Word: Heal
7 Power Word: Summersault		7 Segwick's Tool Box		7 Power Word: Stun
8 Push		8-9 DM Choice		8 Zargosa's Inst. Sum.
9 Unseen Servant		10 Player Choice		9-11 DM Choice
10-11 DM Choice				12 Player Choice
12 Player Choice				
Level 2 (1d12)		Level 5 (1d12)		Level 8 (1d12)
1 Aname's Extra-Dimensional Mallet		1 Conjure Elemental		1 Grasping Death
2 Choke		2 Drayton's Hidden Stash		2 Jonid's Jewel
3 Glitterdust		3 Hyptor's F. B-Hnd		3 Maze
4 Munz's Bolt of Acid		4 Monster Summoning III		4 Monster Summoning VI
5 Power Word: Belch		5 Power Word: Charm		5 Power Word: Banish
6 Power Word: Detect		6 Power Word: Fear		6 Power Word: Blind
7 Power Word: Light		7 Power Word: Sleep		7 Power Word: Terrify
8 Summon Swarm		8 Summon Shadow		8 Symbol
9 Zed's Crystal Dagger		9 Wall of Bones		9 Trap the Soul
10-11 DM Choice		10 Water Bomb		10-11 DM Choice
12 Player Choice		11 DM Choice		12 Player Choice
		12 Player Choice		
Level 3 (1d12)		Level 6 (1d12)		Level 9 (1d12)
1 Flame Arrow		1 Conjure Animals		1 Alter Reality
2 Material		2 Ensnarement		2 Demon Flame
3 Monster Summoning I		3 Fandango's Fiery Constrictor		3 Gate
4 Phantom Steed		4 Invisible Stalker		4 Monster Summoning VII
5 Power Word: Attack		5 Monster Summoning IV		5 Power Word: Annihilate
6 Power Word: Burn		6 Power Word: Forget		6 Power Word: Dance
7 Power Word: Chill		7 Power Word: Silence		7 Power Word: Kill
8 Sepia Snake Sigil		8 Tentacles		8 Prismatic Sphere
9 Zed's Crystal Dirk		9 Wall of Thorns		9 Wish
10-11 DM Choice		10-11 DM Choice		10-11 DM Choice
12 Player Choice		12 Player Choice		12 Player Choice

Table IJ: Divination Spells by Level (Supersedes GMG Table 7D-1: Divination Spells by Level)

Level 1 (2d8)		Level 3 (1d4)		4 True Seeing
2 Detect Disease		1 Clairaudience		5-6 DM Choice
3 Detect Illusion		2 Clairvoyance		
4 Detect Magic		3 GM Choice		Level 7 (1d8)
5 Detect Phase		4 Player Choice		1 Anticipation
6 Detect Undead				2 Find the Path
7 Divining Rod		Level 4 (1d10)		3 Manor's Mind Vision
8 Fog Vision		1 Detect Lie		4 Vision
9 Identify		2 Detect Scrying		5-7 DM Choice
10 Read Magic		3 Divination Enhancement		8 Player Choice
11-15 DM Choice		4 Find Treasure		
16 Player Choice		5 Magic Mirror		Level 8 (1d6)
		6 Omen		1 Diviner's Insight
Level 2 (1d20)		7-9 GM Choice		2 Screen
1 Death Recall		10 Player Choice		3 Jonid's Jewel
2 Detect Charm				4-5 DM Choice
3 Detect Evil		Level 5 (1d6)		6 Player Choice
4 Detect Invisibility		1 Contact Other Plane		
5 Detect Life		2 False Vision		Level 9 (1d8)
6 ESP		3 Segwick's Seeking		1 Detect All
7 Find Traps		4 Wizard's Oracle		2 Foresight
8 Know Alignment		5 DM Choice		3 Glyph of Divination
9 Locate Object		6 Player Choice		4 Greater Divination Enhancement
10 Premonition				5 Seek Teleporter
11 Reveal Secret Portal		Level 6 (1d6)		6-7 DM Choice
12-19 DM Choice		1 Detect Ulterior Motive		8 Player Choice
20 Player Choice		2 Legend Lore		
		3 Revelation		

Table 1L: Enchantment/Charm Spells by Level
(Supersedes GMG Table 7D-4: Enchantment/Charm Spells by Level)

Level 1 (1d12)	Level 5 (1d8)
1 Aura of Innocence	1 Chaos
2 Befriend	2 Dolor
3 Charm Person	3 Domination
4 Divining Rod	4 Drayton's Eng. Con.
5 Hypnotism	5 Fabricate
6 Magic Stone	6 Feeblemind
7 Protective Amulet	7 Hold Monster
8 Remove Thirst	8 Magic Staff
9 Run	
10 Shift Blame	Level 6 (1d10)
11 Sleep	1 Charm of Undying
12 Taunt	Devotion
	2 Enchant an Item
Level 2 (1d10)	3 Eyebite
1 Bind	4 Geas
2 Deeppockets	5 Guards and Wards
3 Forget	6 Mass Suggestion
4 Fustis's Mnemonic Enhancer	7-9 DM Choice
5 Murgain's Muster Str.	10 Player Choice
6 Proadus' U.F.L.	
7 Ray/Enfeeblement	Level 7 (1d8)
8 Scare	1 Anger Deity
9 Total Control	2 Charm Plants
10 DM Choice	3 Major Domination
	4 Mass Hypnosis
Level 3 (1d8)	5 Steal Enchantment
1 Bone Club	6 Truename
2 Delay Death	7 Tybalt's Planar Pacifier
3 Empathic Link	8 Zarba's Sol
4 Hold Person	
5 No Fear	Level 8 (1d8)
6 Perceived Malign.	1 Sink
7 Suggestion	2 Antipathy-Sympathy
8 Yargroves Eidolon	3 Mass Charm
	4 Munari's Irresist. Jig
Level 4 (1d10)	5 Binding
1 Charm Monster	6 Mimic Caster
2 Confusion	7 Demand
3 Emotion	8 GM Choice
4 Enchant. Weapon	
5 Fire Charm	Level 9 (1d6)
6 Fumble	1 Hyptor's Disjunction
7 Mage Lock	2 Mass Domination
8 Magic Mirror	3 Programmed Amnesia
9 Stirring Oration	4 Succor
10 Zargosa's Lodge/Prot.	5-6 DM Choice

Table 1N: Illusion/Phantasm Spells by Level
(Supersedes GMG Table 7D-2: Illusion/Phantasm Spells by Level)

Level 1 (1d20)	4 Illusionary Wall
1 Audible Glamer	5 Improved Invis.
2 Change Self	6 Minor Creation
3 Corpse Visage	7 Phantasmal Killer
4 Faerie Phantoms	8 Rainbow Pattern
5 Fool's Silver	9 Shadow Monsters
6 Gabal's Magic Aura	10 Vacancy
7 Imaginary Friend	
8 Phantasmal Fireball	Level 5 (1d12)
9 Phantasmal Force	1 Advanced Illusion
10 Phantom Armor	2 Demi-Shadow Mon.
11 Smell Immunity	3 Dream
12 Spook	4 Major Creation
13 Throw Voice	5 Seeming
14 Wrygal's Delic/Deception	6 Shadow Door
15-19 DM Choice	7 Shadow Magic
20 Player Choice	8 Tempus Fugit
	9-11 GM Choice
Level 2 (1d20)	12 Player Choice
1 Blindness	
2 Blur	Level 6 (1d10)
3 Dancing Shadows	1 Demi-Shadow Magic
4 Deafness	2 Mirage Arcana
5 Deepen Shadows	3 Mislead
6 Fascinate	4 Perpetual Illusion
7 Fool's Gold	5 Phantasmagoria
8 Gandle's Fble. Trap	6 Programmed Illusion
9 Hypnotic Pattern	7 Project Image
10 Imprv. Phant. Force	8 Shades
11 Invisibility	9 Veil
12 Mirror Image	10 GM Choice
13 Misdirection	
14 Whispering Wind	Level 7 (1d8)
15-19 DM Choice	1 Mass Hypnosis
20 Player Choice	2 Mass Invisibility
	3 Merrywether's Dramatic Death
Level 3 (1d10)	4 Sequester
1 Illusionary Script	5 Shadow Walk
2 Invisibility, 10' Radius	6 Shadowcat
3 Paralyzation	7 Simulacrum
4 Phantom Steed	8 DM Choice
5 Phantom Wind	
6 Spectral Force	Level 8 (1d6)
7 Wraithform	1-2 Mind Maze
8-9 DM Choice	3-4 Screen
10 Player Choice	5-6 DM Choice
Level 4 (1d10)	Level 9 (1d6)
1 Dispel Exhaust.	1-3 Shadow Creep
2 Fear	4-6 Weird
3 Hallucinatory Terrain	

Table 1P: Invocation/Evocation Spells by Level
(Supersedes GMG Table 7D-8: Invocation/Evocation Spells by Level)

Level 1 (1d20)	3 Fireball, S.W (F3)	1 Cloudkill	4 Flame Chase
1 Alarm	4 Fireball, S-Blast	2 Dream	5 Forcecage
2 Bash Door	5 Force Hammer	3 Fireball, S.W. (F5)	6 Hyptor's Sh. Sw.
3 Chromatic Orb	6 Glyph of Ice	4 Fireball, Torrential	7 Limited Wish
4 Copy	7 Glyph of Sniping	5 Haarpang's Polar Screen	8 Merrywether's Frost Fist
5 Fireball, Sidewinder (FI)	8 Lightning Bolt	6 Lygg's Cone/Cold	9 Torment
6 Haarpang's Floating Cart	9 Material	7 Preston's Moonbow	10 Zarba's Grspng Hnd
7 Icy Sphere	10 Morton's Minute Meteors	8 Seeming	11 DM Choice
8 Jack Punch	11 Preemptive Strike	9 Shincock's Major Missile	12 Player Choice
9 Kachirut's Exploding Palm	12 Sure Grip Snare	10 Stone Sphere	
10 Magic Missile	13 Wall of Water	11 Wall of Force	Level 8 (1d20)
11 Magic Shield	14 Zargosa's F.S.of T.	12 Wall of Iron	1 Blizzard
12 Resist Cold	15 Zed's Crystal Dirk	13 Wall of Stone	2 Demand
13 Wall of Fog	16-19 DM Choice	14 Zarba's Guardian H.	3 Fireball, Dth. Brsher
14 Yudder's Whistle of Hell's Gate	20 Player Choice	15-19 DM Choice	4 Fireball, Maximus
15-19 DM Choice		20 Player Choice	5 Freeze
20 Player Choice			6 Haarpang's Mag. SoT
	Level 4 (1d100)	Level 6 (1d20)	7 Hornet's Nest
	1 - 5 Delayed Magic Missile	1 Body Heat Act. Sp.	8 Incendiary Cld.
Level 2 (1d20)	6 - 10 Dig	2 Bradley's Besieging Bolt	9 Shooting Stars
1 Chain of Fire	11 - 15 Divination Enhancement	3 Chain Lightning	10 Zarba's Fist of Rage
2 Cloud of Pummeling Fists	16 - 20 Exploding Glyph	4 Contingency	11-19 DM Choice
3 Fireball, S.W. (F2)	21 - 25 Fire Shield	5 Death Fog	20 Player Choice
4 Fireball, Skipping Betty	26 - 30 Fire Trap	6 Fireball, Prox. Fused	
5 Flaming Sphere	31 - 35 Fireball, Lnd Scrpr	7 Fireball, S. N. Mercy	Level 9 (1d12)
6 Heat Seeking FoT	36 - 40 Fireball, S.W. (F4)	8 Gauntlet of Teeth	1 Astral Spell
7 Ice Knife	41 - 45 Fireball, Volley	9 Guards and Wards	2 Elemental Aura
8 Kachirut's Kinetic Strike	46 - 50 Force Grenade	10 Haarpang's M.SoF	3 Energy Drain
9 Magic Missile, Sidewinder	51 - 55 Haarpang's Mag. S.R.	11 Haarpang's Orb of Containment	4 Fireball, Lava Yield
10 Magic Missile of Skewering	56 - 60 Ice Storm	12 Karnaac's Transf.	5 Ice Juggernaut
11 Shield Screen	61 - 65 Mist of Corraling	13 Snap Drake	6 Kachirut's White Lance
12 Stinking Cloud	66 - 70 Shout	14 Spiritwrack	7 Meteor Swarm
13 Web	71 - 75 Silver Globes	15 Zarba's Shvng Hnd	8 Tempestcone
14 Whip	76 - 80 Wall of Acid	16-19 DM Choice	9 Zarba's Crushing Hand
15 Zed's Crystal Dagger	81 - 85 Wall of Fire	20 Player Choice	10-11 DM Choice
16-19 DM Choice	86 - 90 Wall of Ice		12 Player Choice
20 Player Choice	91 - 95 Wimpel's Dispelling Screen	Level 7 (1d12)	
	96 - 99 DM Choice	1 Bone Javelin	
Level 3 (1d20)	100 Player Choice	2 Dragon Breath	
1 Bash Face		3 Fireball, Dlyd Blst	
2 Fireball	Level 5 (1d20)		

Table 1R: Necromancy Spells by Level
(Supersedes GMG Table 7D-6: Necromancy Spells by Level)

Level 1	(1d10)	3	Magic Jar
1	Animate Dead Animals	4	Mummy Rot
2	Chill Touch	5	Throbbing Bones
3	Corpse Visage	6	Touch of Death
4	Detect Undead	7	Wall of Bones
5	Disable Hand	8-9	DM Choice
6	Exterminate	10	Player Choice
7	Ralph's Placid Arrow		
8-9	DM Choice	Level 6	(1d6)
10	Player Choice	1	Alliron's Dark Graft
		2	Dead Man's Eyes
Level 2	(1d12)	3	Death Spell
1	Choke	4	Reincarnation
2	Death Recall	5	GM Choice
3	Disable Foot	6	Player Choice
4	Fihrsid's Horrid Armor		
5	Ghoul Touch	Level 7	(1d6)
6	Slow Healing	1	Control Undead
7	Spectral Hand	2	Finger of Death
8	Spy of Derijnah	3	Harm
9-11	DM Choice	4	Zombie Double
12	Player Choice	5	GM Choice
		6	Player Choice
Level 3	(1d12)	Level 8	(1d6)
1	Bone Club	1	Clone
2	Charm Undead	2	Death Chain
3	Delay Death	3	Defoliate
4	Feign Death	4	Shadow Form
5	Hold Undead	5	GM Choice
6	Hovering Skull	6	Player Choice
7	Murgain's Migraine		
8	Pain Touch	Level 9	(1d8)
9	Rot Dawgs	1	
10	Vampiric Touch	2	Death Rune
11	GM Choice	3	Energy Drain
12	Player Choice	4	Fawlgar's Grspng Dth
Level 4	(1d8)	5	Immunity to Undeath
1	Contagion	6	Master Undead
2	Enervation	7-9	DM Choice
3	Poison	10	Player Choice
4	Zombie Slave		
5-7	DM Choice		
8	Player Choice		
Level 5	(1d10)		
1	Animate Dead		
2	Force Shapechange		

Additional table not included in SSG 1st print - Level Limits per race for new classes

MAGIC-USER CLASS LEVEL LIMITS							
CLASS	DWARF	ELF	HALF-ELF	GNOME	GNOMELING	HUMAN	PIXIE-FAIRY
Abjurer ¹	no	no	no	no	no	U	12
Transmuter ¹	no	no	10	no	no	U	13
Conjurer ¹	no	no	no	no	no	U	no
Diviner ¹	no	13	14	no	no	U	no
Enchanter ¹	no	13	14	no	no	U	11
Illusionist ¹	no	no	no	15	U	U	U
Invoker ¹	no	no	no	no	no	U	13
Necromancer ¹	no	12 ²	no	no	no	U	no
Elementalist	14	no	no	11 ³	no	U	11
Blood Mage	no	15	11	10 ⁴	no	U	no
Painted Mage	no	11 ⁵	no	no	no	U	14
Wild Mage	no	11	13	no	no	U	no

1 - Double Specialists add 1 to the level limit, and sole practitioners add 2.
 2 - Dark and Grey elves only
 3 - Excluding Gnome Titans
 4 - Gnome Titans only
 5 - Grel only

Additional table revised from SSG 1st print - Quality of Education Final Results

Table 5K: Quality of Education Final Results

Roll d1000	Result	Roll d1000	Result	Roll d1000	Result
-636 and lower	You learned nothing - character is a 0 level NPC	102- 111	Lose 1d6+1 BP	990- 1000	Gain 1d4 BP for language skills
-635- -631	No roll for starting spells - no starting spell book	112- 122	Lose 1d6 BP	1001- 1010	Gain 1d4 BP for academia skills
-630- -626	Possess only a cantrip spell book	123- 132	Lose 1d4 BP	1011- 1018	Gain 1d4 BP for task skills
-625- -620	Can only memorize cantrips	133- 143	Lose 1d3 BP	1019- 1028	Gain 1d4 BP for any skills
-619- -614	Memorize 2 fewer spells per spell level, minimum of 1	144- 153	Lose 1d2 BP	1029- 1038	Gain 1d6 BP for academia skills
-613- -607	Memorize 1 fewer spell per spell level, minimum of 1	154- 162	Lose 1 BP	1039- 1048	Gain 1d6 BP for task skills
-606- -600	Cannot memorize cantrips	163- 171	Lose 2d4 skill points from any skill	1049- 1057	Gain 1d6 BP for any skills
-599- -592	Cannot purchase any talents	172- 181	Lose 2d4 skill points from any task skill	1058- 1067	Gain 1 free academia skill
-591- -584	Cannot purchase any talents	182- 191	Lose 2d4 skill points from any academia skill	1068- 1077	Gain 1 free task skill
-583- -575	Cannot purchase weapon proficiencies	192- 201	Lose 2d4 skill points from any language skill	1078- 1089	Gain 1 free skill of any type
-574- -566	Limit 1 talent	202- 212	Lose 1d6 skill points from any skill	1090- 1099	Gain 2 free academia skills
-565- -556	Limit 2 talents	213- 222	Lose 1d6 skill points from any task skill	1100- 1109	Gain 2 free task skills
-555- -545	Limit 1 skill	223- 233	Lose 1d6 skill points from any academia skill	1110- 1119	Gain 2 free skills of any type
-544- -535	Limit 2 skills	234- 243	Lose 1d6 skill points from any language skill	1120- 1129	Gain 3 free skills of any type
-534- -524	Limit 3 skills	244- 252	Lose 1d4 skill points from any skill	1130- 1138	Gain 1 free talent
-523- -514	Limit 4 skills	253- 262	Lose 1d4 skill points from any task skill	1139- 1148	Gain 1 BP
-513- -504	May only become proficient in quarterstaff	263- 272	Lose 1d4 skill points from any academia skill	1149- 1158	Gain 1d2 BP
-503- -493	Gain 1d4 flaws	273- 282	Lose 1d4 skill points from any language skill	1159- 1168	Gain 1d3 BP
-492- -483	Gain 1d2 flaws	283- 291	Lose 1d3 skill points from any skill	1169- 1178	Gain 1d4 BP
-482- -473	Gain 1d4 quirks	292- 301	Lose 1d3 skill points from any task skill	1179- 1187	Gain 1d4+1 BP
-472- -463	Gain 1d3 major mental quirks (Table 6G)	302- 312	Lose 1d3 skill points from any academia skill	1188- 1197	Gain 1d6 BP
-462- -455	Gain 1d3 major personality quirks (Table 6I)	313- 322	Lose 1d3 skill points from any language skill	1198- 1207	Gain 1d6+1 BP
-454- -445	Gain 1d3 magic-user quirks (Table 6K)	323- 331	Cannot learn any cantrips	1208- 1219	Gain 1d8 BP
-444- -435	Gain 1d3 minor mental quirks (Table 6F)	332- 342	Lose 2d10 points of fractional Intelligence	1220- 1229	Gain 2d4 BP
-434- -425	Gain 1d3 minor personality quirks (Table 6H)	343- 352	Lose 2d10 points of fractional Wisdom	1230- 1238	Gain 1 point of Charisma
-424- -416	Gain 1d2 major mental quirks (Table 6G)	353- 362	Lose 2d10 points of fractional Charisma	1239- 1248	Gain 1 point of Wisdom
-415- -406	Gain 1d2 major personality quirks (Table 6I)	363- 371	Lose 1d12+2 points of fractional Intelligence	1249- 1259	Gain 1 point of Intelligence
-405- -396	Gain 1d2 magic-user quirks (Table 6K)	372- 381	Lose 1d12+2 points of fractional Wisdom	1260- 1269	20% bonus to learn spells
-395- -386	Gain 1d2 minor mental quirks (Table 6F)	382- 391	Lose 1d12+2 points of fractional Charisma	1270- 1278	Gain 20% to Learning Ability
-385- -376	Gain 1d2 minor personality quirks (Table 6H)	392- 401	Lose 1d10 points of fractional Intelligence	1279- 1287	25% bonus to learn spells
-375- -367	Gain 1 minor mental quirk (Table 6G)	402- 410	Lose 1d10 points of fractional Wisdom	1288- 1297	Gain 25% to Learning Ability
-366- -356	Gain 1 major personality quirk (Table 6I)	411- 420	Lose 1d10 points of fractional Charisma	1298- 1307	Maximum number of spells per level increased to All
-355- -346	Gain 1 magic-user quirk (Table 6K)	421- 431	Weapon non-proficiency penalty increases to -8	1308- 1316	Gain 1 additional miscellaneous spell
-345- -336	Gain 1 minor mental quirk (Table 6F)	432- 441	Weapon non-proficiency penalty increases to -7	1317- 1326	Gain 1 additional defensive spell
-335- -325	Gain 1 minor personality quirk (Table 6H)	442- 452	Weapon non-proficiency penalty increases to -6	1327- 1336	Gain 1 additional offensive spell
-324- -315	Lose 3 points of Intelligence	453- 463	Increase starting age by 1d4 years	1337- 1346	Gain 1 additional spell of any type
-314- -305	Lose 3 points of Wisdom	464- 475	Increase starting age by 1d3 years	1347- 1356	Gain 2 points of Charisma
-304- -295	Lose 3 points of Charisma	476- 487	Increase starting age by 1d2 years	1357- 1367	Gain 2 points of Wisdom
-294- -286	Maximum number of spells per level reduced by 12	488- 499	Increase starting age by 1 year	1368- 1377	Gain 2 points of Intelligence
-285- -276	Maximum number of spells per level reduced by 11	500- 550	Average education - no effect	1378- 1388	Gain 1d10 BP
-275- -265	Maximum number of spells per level reduced by 10	551- 568	Decrease starting age by 1 year	1389- 1398	Gain 1d10+1 BP
-265- -255	Maximum number of spells per level reduced by 9	569- 585	Decrease starting age by 1d2 years	1399- 1409	Gain 1d12 BP
-254- -246	Maximum number of spells per level reduced by 8	586- 601	Decrease starting age by 1d3 years	1410- 1419	Gain 2d6 BP
-245- 236	Maximum number of spells per level reduced by 7	602- 617	Decrease starting age by 1d4 years	1420- 1428	Gain 2d8 BP
-235- -226	Maximum number of spells per level reduced by 6	618- 631	Gain 1d10 fractional points of Charisma	1429- 1438	Gain 1d2 additional miscellaneous spells
-225- -216	Maximum number of spells per level reduced by 5	632- 645	Gain 1d10 fractional points of Wisdom	1439- 1447	Gain 1d2 additional defensive spells
-215- -207	Maximum number of spells per level reduced by 4	646- 658	Gain 1d10 fractional points of Intelligence	1448- 1457	Gain 1d2 additional offensive spells
-206- -197	Maximum number of spells per level reduced by 3	659- 671	Gain 1d12+2 fractional points of Charisma	1458- 1466	Gain 1d2 additional spells of any type
-196- -186	Maximum number of spells per level reduced by 2	672- 683	Gain 1d12+2 fractional points of Wisdom	1467- 1477	Gain 2d10 BP
-185- -176	Lose 2d12 BP	684- 695	Gain 1d12+2 fractional points of Intelligence	1478- 1488	Gain 2d12 BP
-175- -165	Lose 2d10 BP	696- 706	Gain 2d10 fractional points of Charisma	1489- 1499	Gain 1d3 additional miscellaneous spells
-164- -155	Lose 1d20 BP	707- 717	Gain 2d10 fractional points of Wisdom	1500- 1510	Gain 1d3 additional defensive spells
-154- -145	Start with 1d2 fewer spells known	718- 726	Gain 2d10 fractional points of Intelligence	1511- 1520	Gain 1d3 additional offensive spells
-144- -134	Lose 2 points of Intelligence	727- 736	Gain 1d3 skill points for language skills	1521- 1530	Gain 1d3 additional spells of any type
-133- -124	Lose 2 points of Wisdom	737- 746	Gain 1d3 skill points for academia skills	1531- 1540	Gain 3 points of Charisma
-123- -114	Lose 2 points of Charisma	747- 756	Gain 1d3 skill points for task skills	1541- 1550	Gain 3 points of Wisdom
-113- -104	Start with 1 fewer spell known	757- 765	Gain 1d3 skill points for any skills	1551- 1560	Gain 3 points of Intelligence
-103- -93	Lose 1d12+1 BP	766- 775	Gain 1d4 skill points for language skills	1561- 1570	Gain 1d4 additional miscellaneous spells
-92- -83	Lose 1d12 BP	776- 785	Gain 1d4 skill points for academia skills	1571- 1580	Gain 1d4 additional defensive spells
-82- -73	Lose 1d10+1 BP	786- 795	Gain 1d4 skill points for task skills	1581- 1590	Gain 1d4 additional offensive spells
-72- -63	Lose 1d10 BP	796- 804	Gain 1d4 skill points for any skills	1591- 1599	Gain 1d4 additional spells of any type
-62- -53	Lose 1d8+1 BP	805- 815	Gain 1d6 skill points for language skills	1600- 1608	Gain 4 points of Charisma
-52- -43	Lose 2d4 BP	816- 826	Gain 1d6 skill points for academia skills	1609- 1616	Gain 4 points of Wisdom
-42- -33	Lose 1 point of Intelligence	827- 836	Gain 1d6 skill points for task skills	1617- 1624	Gain 4 points of Intelligence
-32- -24	Lose 1 point of Wisdom	837- 845	Gain 1d6 skill points for any skills	1625- 1631	Gain 1 second level spell*
-23- -14	Lose 1 point of Charisma	846- 856	Gain 2d4 skill points for language skills	1632- 1638	Gain 1d2 second level spells*
-13- -2	Lose 1d8 BP	857- 867	Gain 2d4 skill points for academia skills	1639- 1644	Gain 1d3 second level spells*
-1- 5	Lose 1d8-1 BP	868- 879	Gain 2d4 skill points for task skills	1645- 1650	Gain 1d4 second level spells*
6- 12	Lose 25% from Learning Ability	880- 889	Gain 2d4 skill points for any skills	1651- 1655	Gain 1 third level spell*
13- 20	25% penalty to learn spells	890- 899	5% bonus to learn spells	1656- 1660	Gain 1d2 third level spells*
21- 29	Lose 20% from Learning Ability	900- 911	Gain 5% to Learning Ability	1661- 1664	Gain 1d3 third level spells*
30- 39	20% penalty to learn spells	912- 921	10% bonus to learn spells	1665- 1668	Gain 1d4 third level spells*
40- 49	Lose 15% from Learning Ability	922- 929	Gain 10% to Learning Ability	1669- 1672	Gain 1 fourth level spell*
50- 59	15% penalty to learn spells	930- 940	15% bonus to learn spells	1673- 1675	Gain 1d2 fourth level spells*
60- 70	Lose 10% from Learning Ability	941- 950	Gain 15% to Learning Ability	1676+	Gain 1d3 fourth level spells*
71- 80	10% penalty to learn spells	951- 959	Gain 1d3 BP for language skills		
81- 90	Lose 5% from Learning Ability	960- 969	Gain 1d3 BP for academia skills		
91- 101	5% penalty to learn spells	970- 979	Gain 1d3 BP for task skills		
		980- 989	Gain 1d3 BP for any skills		

*The magic-user can cast these spells when he can normally cast spells of this level.

Combatant's Guide to Slaughtering Foes

- p. 7 - On Table 1B a Gladiator should progress as a Barbarian, Berzerker, Cavalier, and Holy Knight.
- p. 7 - Barbarians gain skills and advance levels by going to school like most other classes.
- p. 17 - The sentence starting "At 2nd level" should read as follows:
At 2nd level, a gladiator can begin to develop his trademark fighting style, even without a mentor. Upon selecting a weapon or weapon and shield combination, the gladiator can begin making Chance to Improve Skill checks (see p. 56--Creating a New Fighting Style).
- p. 19 - Damage for the Katana, 2-h vs. giant-sized creatures should be 2d6.
- p. 19 - A naginata is another name for a glaive.
- p. 23 - The swashbuckler receives both the snappy comeback and tumbling skills at the standard level and BOTH skills improve by 5% per level.
- p. 23, 137 - The Speed Factor of a Rapier should be -1. The Speed Factor of a Sabre is correct as printed (1), as the Sabre used in HackMaster is not a modern fencing sabre, but rather a 4 lb. hacking weapon. The size of a Sabre should be M, not L.
- p. 23 - The Holy Knight must select the specific type of lance in which he is proficient.
- p. 23 - Table 1S - At 1st level Holy Knights get 20+1d12 hit points.
- p. 27 - For the following quirks, the BP values are:
Maintenance Compulsion 5
Outlawed 8
Weapon Phobia 6
Weapon Prejudice 4/9
- p. 32 - When using Huge crossbows, a large-sized archer negates the size penalty, resulting in an ROF of 1/2 for a Heavy Crossbow, Huge, and an ROF of 1 for a Light Crossbow, Huge.
- p. 32 - A crossbow archer gains the crossbow bonus talent at no cost.
- p. 39 - A character with the Wilderness Warrior package must abide by the weapon restrictions of his race and class.
- p. 41--48 - The modifiers in the training tables reference the old table numbers, not the new ones. The corresponding table numbers are as follows:
Table 1 = Table 2C
Table 2 = Table 2D
Table 3 = Table 2E
Table 4 = Table 2F
Table 5 = Table 2G
Table 6 = Table 2H
Table 6a-k = Table 2Ha-k
Table 7 = Table 2i
Table 8 = Table 2J
Table 8a = Table 2Ja
Table 9 = Table 2K
Table 9a-b = Table 2Ka-b
Table 10 = Table 2L
- p. 42 - Table 2F: If a small character rolls a 7 on table 2F, they were impaled by a spear, and must take spear as a proficiency.
- p. 43 - On Table 2Ha: Light Infantry, creme de la creme should receive a free sword proficiency in addition to the other benefits.
- p. 43 - Table 2Ha: Crème de la Crème can gain the Stealth talent, not the Stealthy Movement talent.
- p. 43 - On Table 2Hb: Hobilar Infantry, a shabby result gives the character the Animal Phobia: Horse quirk.
- p. 44 - On Table 2Hd: Archer, a result of Excellent gets both short and long bow proficiencies in addition to the other benefits, just like superior training.
- p. 45 - On Table 2Hg: Infantry, Pikemen, a result of Average allows one to purchase the maintain self-discipline for 1 BP. This is a permanent reduction; you can buy the skill as many times as you want for 1 BP.

- p. 46 - On Table 2Hi: Engineers, creme de la creme gets the complex geometric estimation skill free and 3 rolls of the mastery die.
- p. 49 - Sailor Skill Suite has a Relevant Die of (DEX+WIS)/2.
- p. 52 - Shield Bash can be used with any size shield.
- p. 52 - Trip Attack can be used with any size weapon.
- p. 53-56 - The named fighting styles have the following mastery dice:
Axe Storm Style - d4
Striking Staff Style - d8
Shield of Death Style - d4
Hammer and Anvil Style - d6
- p. 57 - A PC can only take the Lucky talent for one die type.
- p. 58 - Advanced Two-Weapon Fighting: Ambidextrous pixie fairies do not need this proficiency to dual-wield two Tiny weapons.
- p. 109 - Monks using Martial Arts Combat Styles do damage according to the style instead of their normal unarmed attack damage, unless the style is granted by their order and no damage is specified, in which case their unarmed attack damage is applicable.
- p. 128-9 - Weapon Construction: A non-magical superior or extraordinary weapon cannot have +1 bonuses to-hit and to crit base severity level, since the +1 to-hit already provides a +1 to crit BSL.

Combatant's Guide Clarifications

- Bola - The Bola has a range of 10/20/30 and a ROF of 1.
- Daikyu - The Daikyu has a range of 70/140/210 and an ROF of 2 (to match Goods and Gear). Daikyu bows cannot be strength-modified..
- "Free" Weapon Proficiencies - Weapon proficiencies that are gained through the training tables in the Combatant's Guide do not cost BPs, but they do take up a weapon proficiency slot. If you receive both the long bow and short bow proficiencies, they only take up one slot together (like the crossbow proficiencies).
- Lucky Talent - The Lucky talent does not provide a bonus to hit rolls or damage rolls. Only rolls that directly affect only the character receive a +1. Examples include saving throws, ability checks, hit point rolls, mastery die rolls, some honor die rolls, training table rolls, etc.

Zealot's Guide to Wurld Conversion

- p. 10 - A PC may dual-class into a Zealot class. A PC may never dual-class out of a Zealot class.
- p. 28 - Zealots of Lathander have access to the Necromancy sphere at level 7 for Raising and Resurrection spells only.
- p. 32 - Zealots of Hokalas have INT and WIS as prime requisites.
- p. 55 - The Atheist quirk is worth 15 BPs.
- p. 56 - The Atheism and Little Faith Quirks are not cured by events that occurred during character generation, such as the "witnessed a miracle" roll on 2J Results of Residency. The PC believed it was a miracle, sighting, etc. at the time and keeps any bonuses or penalties the event provides to schooling. However, since then he has concluded the "miracle" was simply wishful thinking on the part of a naive student.
- p. 71 - On Table 2J: Results of Residency, replace "9-11" with "8-11".
- p. 72 - The missing mastery die, course cost, and course difficulty for the Zealot's Guide skills are as follows:
 - Distraction: 1d8, 100 gp, -15%
 - Feint: 1d6, 225 gp, -5%
 - Improve Cover: 1d6, 200 gp, 0%
 - Improved Overbearing: 1d8, 250 gp, -5%
 - Improved Subdual: 1d4, 300 gp, 0%
 - Improved Unarmed Combat: 1d6, 150 gp, 0%
 - Veterinary Healing: 1d6, 350 gp, 0%
- p. 73 - The Divine Shield talent protects the character from attacks from all directions. If the Divine Shield provides an AC bonus greater than 4, the hit points for the highest level are equal to the bonus +2. For example, if a cleric has a Divine Shield at +7, the hit point progression would be 9/8/7/6/5/4/3.
- p. 74 - Follow-through Healing: The extra hp gained from curing a character with Receptive Healer (including the caster himself) can be passed along to the follow-through recipient.
- p. 74 - Divine Smite is subject to the damage cap.
- p. 74 - Life Smite is not subject to the damage cap.
- p. 98 - Damage for a Maul against Tiny opponents is 2d4.
- p. 105 - Cure All will only cure quirks and flaws gained since character creation.
- p. 123 - The area of effect for Diagnose Injury is One creature per round.
- p. 124 - Protection From Possession has a duration of 1 turn/level.
- p. 127 - Stones to Spiders is a 4th level Druid spell.
- p. 128-131 - The spells below are missing from the table:
 - Break Hex (Warding)
 - Cloak of Bravery (Charm)
 - Consecrate Holy Symbol (Devotional)
 - Fire Seeds (Elemental Fire)
 - Flutter Soft (Warding)
 - Focus (Devotional)
 - Heroes' Feast (Healing)
 - Plant Growth (Plant)
- p. 128-131 - Faerie Fire should also be in the Combat sphere. Non-druid zealots cast Neutralize Poison as a 4th level spell (Druids cast as 3rd level).
- p. 130-131 - The level column headings should be shifted two columns to the right.

Zealot's Guide Clarifications

Level Limits: The level limits for shamans and zealots are the same as for clerics of the same race. For zealots of racial gawds, such as Pangrus, the zealot may progress to level 20 regardless of cleric limits. Chosen ones have no level limits.

The Griftmaster's Guide to Life's Wildest Dreams

- p. 9 - Under Tumbling (evasion) the +2% penalty should be +10%.
- p. 10 - The description of spontaneous assassinations should be changed to read "He can do this spontaneous assassination if, when using a melee weapon, he surprises and successfully backstabs his intended victim, or, when using a missile weapon, he makes a successful called shot to the back of an unaware victim. If these conditions are not met, the attack is a normal attack."
- p. 14 - Charlatans do not receive bonus cleric or druid spells for high Wisdom.
- p. 16, Table 1M - footnote #7 should read: Must be of a Good alignment.
- p. 20 - A minstrel receives the Opportunist and Taunt talents, regardless of racial restrictions.
- p. 20 - Ninjas assassinate as an assassin of equal level. Ninjas receive 20 points per level for their thief skills (cannot apply more than 10 points to a single skill each time).
- p. 46 - A Jongleur can use his his Juggling skill to deflect missile or hurled weapons too large to catch, as long as the weight of the missile or weapon does not exceed one-third of his weight allowance.
- p. 62 - Riot: The Improvised Weapon monk ability does not improve with level. The PC thief always uses it as though he were a second-level monk.
- p. 63, 65 - The Relevant Ability for Fast Draw should be Dexterity.
- p. 82 - A city block can support the lives and work of 500 people, not 50.
- p. 114 - Five City Minstrel Society Powers: A Five City Minstrel can only use his healing performance ability once per day.
- p. 119 - Triggered spells, such as Glyph of Warding and Fireball, Proximity Fuse, are considered magical traps.

Goods and Gear

- p. 10 - Table 1-1: The Kovnor is equivalent to 5 cp.
- p. 26 – Steelbow: Second to last sentence should read:
Though capable of inflicting massive damage (double damage with ball and sheaf arrows), it does not have the range of a standard composite longbow, and is mostly used for close combat warfare.
- p. 43 - Iron cat claws do 1d3 damage vs. opponents of all sizes. Monks and PCs using Martial Arts can use these to add +1 to their unarmed attack damage. All damage done by Iron Cat claws is considered real damage.
- p. 56 - Chinbane: The chinbane consists of a wooden shaft with a two-part iron head attached to one end. Just below the arrowhead-shaped tip, on each side, is a barb pointing forwards towards the head and another barb pointing back to the shaft. Thanks to these four barbs, the spear cannot be removed from the victim without dealing an additional 1d4 points of damage (a 1/2 Strength check is required to remove the spear during combat). This weapon originates in the ancient ruins of the Elos Desert, and can now be found in many areas of Tellene.
- p. 69 - The sword in the top center of the art, the "Mizahniz (Dejy)" is mis-labeled. The correct label is "Khensh (Dejy)".
- p. 75 - HM Table E3: Size "L" creatures employing Huge crossbows have a ROF of 1/4 for Heavy Crossbow, Huge, and 1/2 for Light Crossbow, Huge.
- p. 76 - Table PHB 9T: Great Axe
Cost: 20 gp Weight (lbs.): 12 Size: L Dmg Type: H
Speed Factor: 6 Damage vs. T 1d4 / S 1d6 / M 2d4 / L 2d6 / H 3d4 / G 2d8
Base Availability: Hi 45 / Med 40 / Low 35
- p. 80 - Table PHB 9T: Frying Pan
Speed Factor 1 Damage vs. T 1d6 / S 1d4+1 / M 1d4 / L 1d4-1 / H 1d4-2 / G 1
- p. 82 - Chinbane Statistics:
Weight: 6 lbs (was 4)
Damage vs G: 2d5 (was 2d8)
- p. 86 - Table PHB 9T: Two-handed Sword
Cost: 50 gp Weight (lbs.): 15 Size: L Dmg Type: H
Speed Factor: 5 Damage vs. T 1d4 / S 1d6-1 / M 1d10 / L 3d6 / H 2d10 / G 2d12
Base Availability: Hi 85 / Med 80 / Low 75
- p. 151 - A beacon lantern will burn 2 hours per pint of lamp oil.
- p. 156 - The costs for ingots on Table 7-6H should be:
ingot, adamantine 150 gp
ingot, bronze 6 cp
ingot, copper 1 sp
ingot, electrum 5 gp
ingot, gold 10 gp
ingot, iron 2 cp
ingot, lead 6 cp
ingot, mithril 15 gp
ingot, platinum 50 gp
ingot, silver 1 gp
- p. 156 - In HackMaster 10 coins weigh 1 pound.
- p. 190 - Table 8-9H: Handpie (per serving) 1 sp
- p. 225 - Table 10-10: Base Costs 10 gp/night; 1 gp/hour; or 5 sp/act. Charisma Multiplier should read Comeliness Modifier for HackMaster.
- p. 252 - Table 13-1H: Overland Travel: A Rickshaw costs 35gp and weighs 170 lbs.

The Adventurer's Guide to Pixie Fairies

- Chapter 1 - Pixie Fairies, fae-born, and grixies list Acrobatic Skill Suite as an Additional Talent. This should simply be Acrobatic.
- p. 7 - Pixie Dust: "Magic-users are constantly experimenting with new ways to use the mystical dust, mostly as replacement components." "Prices for pixie dust vary on the open market, but most magic-users are willing to pay around 500 gp an ounce."
Clarification: This is simply a note of what most magical researchers are willing to pay a pixie fairy for an ounce of their dust. It does not mean that 1 ounce of pixie dust is only worth 500 gp. Depending on the GM's campaign, the price could easily reach 2000 gp/ounce or more!
- p. 9 - Elvariels at a Glance [sidebar]
Change: Racial Bonuses: Fly at 18" (C) per round
Remove: Allowable Classes: bard, charlatan, soldier, yakuza.
Clarification: Elvariel rangers are not required to be of good alignment.
Change: Building Point Bonus: 4
Change: The alignment line should read as follows: "Must be of true neutral or any chaotic alignment (usually chaotic neutral)."
- p. 12 - Pixie Brownie/Life and Death
Change [Pixie brownies cannot be multiclass illusionists]: Pixie brownies frequently choose illusionist as a class, using these magical tricks to set practical jokes or to remain unseen while the victim walks into the pixie brownie's trap.
- p. 13 - Pixie Leprechauns at a Glance [sidebar]
Change: Racial Bonuses: Fly at 12" (A) per round
- p. 15 - Pixie Brownies at a Glance [sidebar]
Change: Talents: +10% bonus on skill checks for fixing mechanical devices.
- p. 15 - Pixie Dust: See page 7 above.
- p. 15 - Pixie Sprites at a Glance [sidebar]: "Can create sleep arrows"
Clarification: As noted in the Sleep Arrows section on page 15, pixie sprites create sleep ointment that they use to coat arrowheads. They do not receive an automatic ability to create the arrow or arrowhead itself. A pixie sprite still needs the bowyer/fletcher skill to create arrow shafts, or the weaponsmith skill to create arrowheads.
There is a racial compulsion against sharing the formula - under no circumstances will a pixie sprite give up this knowledge, even through torture or mind-affecting spells or abilities. Anyone affected by the ointment cannot be awakened by non-magical means.
- p. 16 – Zealots: "Zealots (ZG): Aside from the gawds of the Seelie Court (see new zealots below and the Religion section in Chapter Six: Customs and Culture), pixie fairies occasionally become zealots of other gawds as well."
Addition: Grixies may become zealots of gawds that allow grel, while elvariels can become zealots of gawds that favor elves. Naturally, they must still meet any other requirements of that zealot class.
- p. 19 - Thief skills: All pixie hybrids except Elvariels use the pixie fairy modifiers to thief skills (PHB p. 67 Table 3NN). Elvariels use the half-elf modifiers from that table.
- p. 20 - Animalist
Change: Allowed Races: Elf, half-elf, human, pixie hybrid. (Elves may progress to 13th level, half-elves to 14th level, and humans and pixie hybrids are unlimited.)
Clarification: Special Powers: At 9th level, an animalist gains the Hide in Shadows ability of the thief (5%), plus any bonus/reduced percentages due to race, Dexterity or armor. This bonus increases by 5% with each animalist level (max ability 95%).
- p. 25 - Zealots of Engue, Gawd of Fear and Poison
Change: Allowed Races: Pixie fairy, fae-born, grixie
- p. 26 - Zealots of Kielkrop, Gawd of Death
Change: The line about annual victim sacrifices should read as follows: "Each victim must be of a level no more than 1-4 levels below his own."
Addition: For example, a 7th-level zealot of Kielkrop may not sacrifice a victim of 1st or 2nd-level as part of his annual sacrifice, if he wants it to have any meaning. However, he can safely follow the dictates of his faith if the victims are of 3rd-level or higher.
- p. 26 - Zealots of Mab, Gawddess of Alliances and Oaths
Change: Allowed Races: Pixie fairy, fae-born

p. 30 - Dual Classing

Clarification: The section on dual classing was accidentally included for completeness. However, as the text says, all dual classed characters are bound by the rules in the PHB (pages 73-74) - only humans can be dual class characters.

p. 31 - Table 2J: Fractional Ability Die Roll by Class

Addition: Animalist fractional die rolls are STR d6, CON d12, DEX d8, INT d10, WIS d20, CHA d4, COM d5

p. 32 - PHB Table 6A [PHs]: Flaws and Quirks d100

If you are using any of the HM classbooks, you may wish to use this table version instead.

01-09 Table 6B (PHB)

10-18 Table 6C (PHB)

19-27 Table 6D (PHB)

28-31 Table 6E (PHB)

32-40 Table 6J (Pixie Fairy book)

41-50 Classbook Flaws

____ Cleric: Table 6O (ZG)

____ Fighter: Table 6M (CG)

____ Magic-user: Table 6J (SSG)

____ Thief: Table 6Q (GG)

51-57 Table 6F (PHB)

58-64 Table 6G (PHB)

65-71 Table 6H (PHB)

72-78 Table 6I (PHB)

79-84 Classbook Quirks, Part 1:

____ Cleric: Table 6P (ZG)

____ Fighter: Table 6N (CG)

____ Magic-user: Table 6K (SSG)

____ Thief: Table 6R (GG)

85-90 Classbook Quirks, Part 2:

____ Cleric: Table 6P (ZG)

____ Fighter: Table 6N (CG)

____ Magic-user: Table 6L (SSG)

____ Thief: Table 6R (GG)

91-00 Table 6K (Pixie Fairy book)

p. 32 - Quirks

Clarification: Non-pixie hybrids may "cherry pick" the Chatterbox, Flighty, Hates Bathing/Grooming, Intrusive, Lusty, or Spendthrift quirks.

p. 37 - Marriage and Children

Clarification: If a GM allows a player to roll for marriage and children, the PC gets 5 BP for being married, 5 BP for the first child, and 2 BP for the second child. Spouses and children gained after character creation are worth no BPs. With GM consent, any PC can be married, and any non-sterile PC can have children, but they must roll on Tables 3G and 3H to receive full BP.

p. 37 - Obligations/Children

Remove: Pixie-nixies may cherry pick this obligation for full Building Points.

p. 41 - Dropped Missiles (weapon proficiency)

Clarifications and Additions: Dropped missiles cannot cause more than 10d6 damage, as this would be beyond the effective maximum range for the missiles. PCs cannot accurately drop missiles larger than 25% of their weight allowance. The PC gets a -4 to-hit per weight category greater than allowed (including the current category) for any attempt of this kind, in addition to the range modifiers. If the target is actively watching the dropper (not casting, fighting, etc.) the target gets a +4 to his AC.

Furthermore, there is a delay between the time an object is dropped and when it hits: 5 feet takes 1 segment, 25 feet takes 2 segments, and 50 feet takes 3 segments (3.2 segments for 60 feet--other figures are rounded to the nearest 5 from real world numbers). If the target moves somewhere that the dropper was not anticipating, it is an automatic miss.

ROF for dropped missiles is 1.

p. 47 - Table 4A: Common Pixie Fairy Weapons

Addition: Ball and chain, Cat o' nine tails, and Flagellum are all size S.

Clarification: These lances and polearms deal additional situational damage like their full-sized counterparts.

p. 49 - Armor

Addition: Tailored tiny armor made from exotic materials (see Goods and Gear) should have the cost multiplied by 1.5.

p. 56 - Damage, Flight and Falling

Wing maximum damage: Wings can take a maximum of 20% of the creature's total hit points before being incapacitated.

Called shots to armor wing holes: Called shots to armor wing holes are made at a -8 to hit.

p. 60 - Table 5C: Tattoos

Clarification: Spell-like tattoos (with effects identical to an existing spell) function at the level of the PC (or former PC, in the case of skinned tattoos) or the minimum level needed to cast the spell, whichever is greater. They may be used once per day.

p. 60 - Table 5D: Power Runes

Clarification: Spell-like power runes (with effects identical to an existing spell) function at the level of the PC (or former PC, in the case of skinned power runes) or the minimum level needed to cast the spell, whichever is greater. They may be used once per day.

p. 60 - Table 5D: Power Runes/Morkrun

Change: Effect: +25% bonus on arcane skill checks

p. 60 - Table 5D: Power Runes/Rekkrun

Clarification: Rekkrun only removes quirks and flaws gained after character creation. However, the PC gains no additional quirks and flaws due to reincarnation. Reincarnated and End of the Line cannot be removed through the use of the Rekkrun power rune.

p. 63 - Spells/Lizenz's Dark Wings

Change: Level: 5

Addition: Lizenz's Dark Wings may only be cast on a willing target.

p. 63 - Spells/Merge Pixie Dust

Change: Level: 3

p. 63 - Spells/Youthful

Remove: However, the character need not be a blood mage to cast this spell.

p. 64 - Spells/Last Resort

Addition: Any Player Character affected by the Last Resort spell is ineligible for tournament play.

p. 64 - Spells/Surrogacy

Addition: The Surrogacy spell may only be cast on a willing target.

p. 65 - Magic Items/Eternity Wine

Addition: The saving throw bonus from Eternity Wine only lasts as long as the intoxicating effects of the drink.

p. 65 - Magic Items/Lipstick of Life Draining

Addition: For creatures with small areas of exposed skin, a GM may require a called shot to kiss successfully.

Change: EP value 15,000, GP value 50,000

p. 66 - Magic Items/Mushrooms of Psychedelic Enhancement

Change: Table 5F should have d20 listed as the die type to roll.

Addition: The damage for eating additional Mushrooms of Psychedelic Enhancement is 1d4 points of cumulative damage (1d4 for the second, 2d4 for the third, etc.), plus a cumulative 10% chance per mushroom of losing all permanent effects from the previous mushrooms.

HackJammer

Chapter 1: Player Characters in HackSpace

Racial Modifiers to Handedness (Table 4D in the PHB)

- Apes of Gronnanar (all): All apes are ambidextrous
- Dracon: No modifier
- Giff: No modifier
- Lizardman: No modifier
- Orc: No modifier

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

- Apes of Gronnanar
 - Orutang: +5
 - Pantrog: No modifier
 - Pithengi: -25
 - Rillan: +15
- Dracon: No modifier
- Giff: -5
- Lizardman: -50
- Orc: -60

Racial Modifiers to Circumstances of Birth (Tables 4G & 4H)

- Apes of Gronnanar
 - Orutang: -5 to 4G, +5 to 4H
 - Pantrog: No modifiers to dice rolls
 - Pithengi: +5 to 4G, -15 to 4H
 - Rillan: -10 to 4G, +10 to 4H
- Dracon: -20 to 4G, +20 to 4H
- Giff: -10 to 4G, +10 to 4H
- Lizardman: +5 to 4G, -55 to 4H
- Orc: +15 to 4G, -80 to 4H

Chapter 1: Positive Ape Social Modifiers should be negative modifiers for PCs created on Garweeze Wurd.

- p. 6 - Language, Modern, Grommish has a +25% learning difficulty and a d4 mastery die for non-Gronnanarians.
- p. 6 - Orutan can be clerics, chosen ones, zealots, fighters, gladiators, thieves, and acrobats. They may not multiclass.
- p. 6-7 - Orutan, Pantrog, and Pithengi Racial Bonuses: They gain the bonus on Strength checks, not any Strength-related checks.
- p. 7 - Pantrog can be clerics, chosen ones, zealots, fighters, berzerkers, bounty hunters, gladiators, knights errant, pirates, soldiers, thieves, and acrobats. They may not multiclass.
- p. 7 - Pithengi can be clerics, chosen ones, druids, shamans, zealots, fighters, bounty hunters, gladiators, rangers, soldiers, magic-users, and thieves. They may not multiclass.
- p. 8 - Pithengi-sized equipment costs 2x normal prices. If the normal version of the item can be used by a Pithengi there is no additional cost.
- p. 8 - Rillan can be clerics, chosen ones, zealots, fighters, gladiators, knights errant, magic-users, thieves, acrobats, and assassins. They may not multiclass.
- p. 8 - Dracon can be clerics, chosen ones, shamans, zealots, fighters, soldiers, and minstrels. They may not multiclass.
- p. 9 - Giff Racial Bonuses: Giff may become proficient with any weapon, regardless of class. Giff must be proficient in a weapon to use any weapon-specific skills or talents.
- p. 9 - Giff may be clerics, chosen ones, zealots, fighters, bounty hunters, pirates, soldiers, battle mages, and assassins. They may not multiclass. Giff battle mages must have the following talent:

Pygmy (0 BP) [Giff]

Only 'pygmy' giff are able to become battle mages. They are slightly smaller than most giff, and have a greenish tint to their skin. When creating a pygmy giff subtract the height and weight modifiers from the base score on Table 1D, instead of adding them. Such characters do not suffer the penalties for using magic items that other giff do, but they lose the racial magic resistance. Pygmy giff also do not double their starting Hit Dice at 1st level.

- p. 9 - Magic items not suited to Giff have a 20% chance to malfunction. (text changed to match table)
- p. 9 - Lizard Men can be clerics, chosen ones, shamans, zealots, fighters, bounty hunters, pirates, magic-users, thieves, assassins, brigands, and pirates (rogues). They may not multiclass.
- p. 9 - Lizard Men do not get an honor bonus for entering combat without armor.
- p. 10 - Orcs can be clerics, chosen ones, shamans, zealots, fighters, barbarians, berzerkers, bounty hunters, gladiators, knights errant, pirates, soldiers, magic-users, thieves, assassins, brigands, and infiltrators. They may be multiclass cleric/magic-users.
- p. 12 - Table 1C: Orcs should have a -5% to PP, +5% to OL, and a +5% to DN.
- p. 15 - Other actions that require additional Slow Breathing skill checks include spell memorization, praying for spells, casting spells, and HackJamming.
- p. 15 - When rolling flaws and quirks, use the following tables.

PHB Table 6A [HackJammer] Flaws and Quirks d100

01-10 Table 6B PHB

11-20 Table 6C PHB

21-30 Table 6D PHB

31-34 Table 6E PHB

35-50 Classbook Flaws

MU: Table 6J SSG

Cleric: Table 6O ZG

Fighter: Table 6M CG

Thief: Table 6Q GG

51-57 Table 6F

58-63 Table 6G PHB

64-70 Table 6H PHB

71-76 Table 6I PHB

77-82 Classbook Quirks, Part 1:

MU: Table 6K SSG

Cleric: Table 6P ZG

Fighter: Table 6N CG

Thief: Table 6R GG

83-88 Classbook Quirks, Part 2:

MU: Table 6L SSG

All other classes: See Classbook Quirks Part 1

89-00 Table 1J: HackJammer Quirks

Table 1J: HackJammer Quirks

Physical, Minor

01-10 Air Sickness 5

11-20 Light Sickness 5

21-30 Space Sickness 5

Mental, Minor

31-40 Elven Sense of Time 7

41-46 Jammerphobia 10

47-52 Planetphobia 10

53-58 Phlophobia 8

Mental, Major

59-63 Loves the Smell... 10

64-68 Cannibalistic Urges 11

69-73 Red Shirt 10

Personality, Minor

74-80 Jammer Addiction 8

81-90 Roll twice on this table

91-00 Roll once on this table and once on PHB Table 6A [HackJammer] Flaws and Quirks

Clarification: Cherry-picking HackJammer quirks and flaws is just like cherry-picking other quirks and flaws: 4 BP for a major, 2 BP for a minor. To get the full BP value, the quirks/flaws must be acquired via random rolls.

- p. 15 - If a PC with Cannibalistic Urges fails his save vs. HackLust, he will act under the effects of HackLust until he is able to satisfy his urge by eating sentient humanoid flesh.
- p. 16 - Loves the Smell of Smoke in the Morning is a major Mental quirk worth 10 BP.

	STR	DEX	CON	INT	WIS	CHA	COM*
Ape, Gronnanar							
Orutan	12/18	10/18	3/18	3/16	3/18	3/18	0/13
Pantrog	10/18	10/18	3/18	3/18	3/17	3/18	0/13
Pithengi	13/20	3/16	3/18	3/16	3/17	3/18	0/13
Rillan	12/19	3/17	3/18	3/18	3/17	3/18	0/13
Dracon	11/18	3/17	8/18	8/18	8/18	8/18	0/12
Giff	11/19	3/17	8/18	3/16	3/17	3/18	0/12
Lizard Man	8/18	3/18	6/18	3/18	3/18	3/16	0/12
Orc	8/18	3/18	8/18	3/17	3/16	3/18	0/14

* Comeliness in the eyes of humans and demi-humans. This score can be much higher in the eyes of their own people.

	Orutan	Pantrog	Pithengi	Rillan	Dracon	Giff	Lizard Man	Orc
Ape, Gronnanar:								
Cleric	12	5	7	10	12	5	7	5
Chosen Ones*	U	U	U	U	U	U	U	U
Druid	N/A	N/A	16	N/A	N/A	N/A	N/A	N/A
Shaman	N/A	N/A	16	N/A	9	N/A	7	7
Zealot**	20	18	18	18	20	18	18	18
Fighter	6	U	13	14	14	15	12	15
Barbarian	N/A	N/A	N/A	N/A	N/A	N/A	N/A	15
Berserker	N/A	15	N/A	N/A	N/A	N/A	N/A	U
Bounty Hunter	N/A	15	8	N/A	N/A	12	12	10
Cavalier	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Dark Knight	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Gladiator	9	10	8	12	N/A	N/A	N/A	10
Knight Errant	N/A	14	N/A	10	N/A	N/A	N/A	10
Monk	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Paladin	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Pirate	N/A	15	N/A	N/A	N/A	12	12	5
Ranger	N/A	N/A	12	N/A	N/A	N/A	N/A	N/A
Samurai	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Soldier	N/A	16	8	N/A	12	15	N/A	15
Holy Knight	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Magic-User	N/A	N/A	5	6	N/A	N/A	10	5
Abjurer	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Transmuter	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Conjurer	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Diviner	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Enchanter	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Illusionist	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Invoker	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Necromancer	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Elementalist	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Battle mage	N/A	N/A	N/A	N/A	N/A	5	N/A	N/A
Blood mage	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Painted Mage	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Wild Mage	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Thief	10	6	8	10	N/A	N/A	11	5
Acrobat	12	6	N/A	12	N/A	N/A	N/A	N/A
Assassin	N/A	N/A	N/A	7	N/A	7	7	11
Bard	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Brigand	N/A	N/A	N/A	N/A	N/A	N/A	9	12
Charlatan	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Infiltrator	N/A	N/A	N/A	N/A	N/A	N/A	N/A	5
Minstrel	N/A	N/A	N/A	N/A	7	N/A	N/A	N/A
Ninja	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Pirate (thief)	N/A	N/A	N/A	N/A	N/A	N/A	10	N/A
Yakuza	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

* Chosen Ones may become and advance in their class indefinitely at the whim of their patron Gawd.
 ** See race restrictions per individual Zealot types.

Chapter 3: The Dry Dock

p. 41 - Smoke Powder is inert in the atmosphere and on the surface of Aldrazar.

Appendix A: New Monsters

p. 93 - The Special Attack for an Electrum Clockwork Horror is a Steam caster. Platinum Clockwork Horrors have 6 hit dice. Adamantite Clockwork Horrors have 7 hit dice.

Appendix B: New Spells and Magic Items

p. 116 - Barbarians get the full EP value for destroying HackJammer Helms. Barbarians can use Furnace Helms, as they are designed to destroy magic items. Barbarians cannot travel on HackJammer ships if they cannot freely associate with the class powering the ship.

p. 121 - Unseen Repair Crew is a Conjuraction/Summoning spell.

p. 122 - Contact Home Gawd is a first-level spell. Contacts initiated by lower-level PCs will be with divine representatives rather than the gawds themselves. Certain acts that require divine contact, such as Divination or divine intervention requests, will not work if the home gawd cannot be contacted.

By The Sword

p. 19 - Finely balanced weapons give no benefit in HackMaster.

p. 20 - Reinforced blades get +1 to saving throws vs. physical effects.

p. 20 - Weapons with Secret Compartments get -1 to saving throws vs. normal/crushing blows. If save is failed, contents must make appropriate saves as well.

p. 20 - Spiked pommels don't affect crit severity. The price modifier should be +1/2.

p. 21 - The AC from a Hardened Corset does not stack with other armor. PCs wearing a Hardened Corset get a -2 to their DEX due to the constraints on movement.

p. 23 - Create Obstacle creates an object no larger than 1'/level x 1'/level x 1'/level in volume. Create Greater Obstacle allows this volume to be divided between one obstacle/two levels of the caster, but each object must individually fit inside of a cube measuring 1'/level x 1'/level x 1'/level. For example, a 6th level caster could create 3 objects with a total volume of 216 cubic feet, each of which must individually fit inside of a cube measuring 6' x 6' x 6'; no creating a 216' x 1' x 1' column. The duration for both spells is 1 turn + 1 round/level.

p. 25 - Basic Fighting Styles are proficiencies; they do not have skill percentages. Double Weapon is the only one here that is relevant to HackMaster. Replace Single Weapon with Advanced Single Weapon Fighting, Two-Handed with Advanced Two-Handed Fighting, and Weapon and Shield with Advanced Weapon and Shield Fighting, all of which are in the Combatant's Guide.

p. 26 - All Advanced Fighting Styles have d4 for their mastery dice. All of the listed course costs should be multiplied by 10. In any description replace the text "one-handed sword on Table 2-1: Common Dueling Weapons" with "any one-handed weapon with a speed factor under 2."

p. 27 - Bad Hand Deception does not require a Wisdom check, the skill check required for all advanced fighting styles is sufficient. The penalty for multiple uses is -20% cumulative; the penalty for using it on a target who has seen the PC is -10% cumulative.

p. 28 - Diviner's Trick does not require a Wisdom check, the skill check required for all advanced fighting styles is sufficient.

p. 29 - Hovaran's Pretense does not allow for parrying during the round in which attacks and movement are given up.

p. 30 - Moving Bastion does not require a skill check.

p. 31 - Ropefight does not increase the to-hit and damage bonuses derived from Advanced Single Weapon Fighting, as Advanced Single Weapon Fighting does not give to-hit and damage bonuses. Ropefight gives a +2 to-hit and +1 to AC when used successfully.

p. 32 - Shield Blade allows the attacker to lose his damage bonus from STR in exchange for applying his to-hit bonus from STR to his AC.

- p. 32 - Sword Dance does not require a ballroom dancing check; the Sword Dance skill check is sufficient. A roll under the mastery level is required to get the AC bonus.
- p. 33 - For Three-Movement Defense, making a skill check and holding attacks for the round gives an AC bonus equal to the to-hit bonus from STR. No other to-hit bonuses apply.
- p. 33 - Three-Quarters Stance requires Advanced Two-Handed Fighting, not two-handed fighting style at 50%.
- p. 45-49 - Wherever it says "(receives two rolls of the mastery die in addition to that normally gained when purchased)" replace with "(receives two rolls of the mastery die)".
- p. 46 - The BP cost for Dwarven Axelord is 19 BP.
- p. 46 - Dwarven Axelord does not allow non-single-class fighters to gain specialization or mastery.
- p. 46 - The BP cost of Gnome Tumbler is 17 BP.
- p. 46 - The BP cost of Halfling Slinger is 19 BP. It gives the Blacksmithing skill, not the Metalworking skill.
- p. 46 - Halfling Slinger does not allow non-single-class fighters to gain specialization or mastery.
- p. 47 - The BP cost of Iron Fist is 45 BP.
- p. 47 - Even with Iron Fist used against them, magic weapons still get two saves vs. crushing blow before being broken.
- p. 48 - The BP cost of Melee Weapon Master is 62 BP. PCs with Melee Weapon Master are not eligible for sanctioned tournament play.
- p. 48 - Only single-class fighters can become Melee Weapon Masters. The Special Boon is only the normal effects of weapon mastery. Melee Weapon Masters can get High Mastery and Grand Mastery two levels earlier. Clever dealers don't find it easy to swindle them, as they really know their weapon of choice.
- p. 48 - The BP cost of Ultimate Archer is 30 BP. PCs with Ultimate Archer are not eligible for sanctioned tournament play.
- p. 48 - Only single-class fighters can be Ultimate Archers. The Special Boon is only the normal effects of weapon mastery, plus the ability to move and fire as an elf. Ultimate Archers can get High Mastery and Grand Mastery two levels earlier. Clever dealers don't find it easy to swindle them, as they really know their weapon of choice.
- p. 49 - The BP cost of Voyageur is 24 BP.

HackJournal 13

- p. 15-17 - Spell Spheres
 - Demi-Smoke Monsters - Conjuraton/Summoning, Illusion/Phantasm
 - Greater Smoke Signals - Alteration
 - Illstiwilly's Great Smoky Dodecagon Veil - Abjuration
 - Olfactory Illusion - Illusion/Phantasm
 - Smoke Bomb - Evocation
 - Smoke Screen - Alteration
 - Smoke Signals - Alteration
 - Smoke of Visions - Divination
 - Smoking Sphere of Doom - Evocation
 - Smoky Servant - Conjuraton/Summoning

HackJournal 15

- p. 15 - Fertile Land can be cast by druids, zealots with access to Plant 3, and magic-users with access to Alteration spells. The material component is a germinated seed, or a pinch of salt for the reverse.

HackJournal 16

- p. 6 - Freeze Weapon: Magical weapons that save are unaffected by the spell.

HackJournal 19

- p. 6 - The Concentration Talent may be taken by Magic-Users. It is not available to non-magic-user classes with magical spell abilities, such as bards and rangers.
- p. 6 - The Divination Talent is available to Specialists and Sole Practitioners in the Divination school of magic.

HackJournal 21

Table HJ21-G Sil-Karg Thief Racial Adjustments should have -5 to Open Locks and +5 to Move Silently.

Sil-Karg move at 12

General HackMaster Clarifications

Ability score loss: The loss (or gain) of an ability score that moves that score below (or above) the class minimum (or maximum) for that score does not cause that character to lose that character class.

Ambidexterity and Fighting with Two Weapons: If an ambidextrous character fights with two weapons, one of their weapons must be smaller in size and weight than the other, with the exception being daggers and hand axes. Both weapons must also be usable by that character in one hand, so a pixie fairy may not use two daggers (two-handed weapons for a pixie fairy).

Armor and Shield HP Clarification: When you miss on an attack roll by an amount equal to or less than the AC bonus of the shield, you do damage to the shield. In this case, roll for damage as you would normally, applying all the damage to the shield's hit points. If there is damage that exceeds the hit point total of the shield, due to penetration damage or whatever, that damage is applied to the person. Their armor, if worn, absorbs one point of damage and the rest goes to them. Similarly, if you hit someone wearing armor and do penetration, the armor only absorbs hits for non-penetration dice. If I do 2d4 damage to chain mail and I roll a 4, a 3, and a 3 for penetration, the armor absorbs 2 points (from the two normal dice), and the target takes 7 damage.

Here is how shields work:

Character - Hide Armor (AC 6) and Medium Shield (+3 AC) has an AC of 3. If being attacked by a first level fighter (who needs a 15 to hit), the following are the results:

- 20 - Critical Hit
- 19 - Hit - Armor takes 1 point of damage per die, the rest goes to the character
- 18 - same as 19
- 17 - same as 19
- 16 - same as 19
- 15 - Shield takes 1 point of damage, armor takes 1 point of damage, and the rest goes to the character
- 14 - Shield takes damage (rolled by weapon) from the hit. If the shield is destroyed, any excess is applied to the character, with armor taking 1 point from the excess. Magical shields take 1 point of damage regardless of the amount of damage absorbed.
- 13 - same as 14
- 12 - same as 14
- 11 and below - complete miss.

Armor and Shield HP Called Shots: Called shots can be made to armor and shields at +2 to hit, with all of the damage going directly to the armor or shield.

Armor HP Regression: Magic Armor has more hit points than normal armor. For each plus the armor has, the armor has an additional level of AC with the maximum number of hit points. Thus, a suit of chain mail +2 would have a hit point regression of 8/8/8/6/4/2/1, with two additional levels of 8 for the two "pluses" of the armor. As the armor takes damage, it loses its magical bonus first. Thus, the same suit of chain mail +2, after sustaining 10 points of damage to it, would only be chain mail +1. Magical Armor cannot be repaired beyond the levels of mundane armor. So the magical chain mail +2, were it to sustain 18 points of damage, could only have 2 points repaired, and would no longer be considered magical armor. The same rules apply to magical shields. Magical Armor can only be damaged by crits, penetrating attacks, spells, spell-like effects, magical items, and special attacks including breath weapons, acid, rust monsters, etc. For normal attacks the enchantment of the armor absorbs one point of damage from the attack without taking any damage itself. Magical armor can be repaired to the full level of the current enchantment, but lost pluses cannot be restored. For example, if chain mail +2 took 10 points of damage to drop to chain mail +1, only 2 points could be repaired, since a third point would restore the +2 enchantment.

Armorer Skill: The Armorer skill grants the ability to repair armor as the Armor Repair: Basic skill. However, unlike the Armor Repair: Basic skill, the armorer may attempt to repair a piece of armor again after failing his skill check the first time.

Barbarians and Magical Armor: If the enchantment of magical armor reduces the bulk from "fairly" to "non-", the barbarian receives the double dexterity bonus to his AC.

Bastard Swords: Small humanoids use the two-handed damage when wielding a bastard sword, even though they cannot wield it one-handed.

BBI Table: On table 14H of the GMG, a roll of 12 or higher indicates that the character has learned a new skill or skills. This must be used on skills the character does not already know. The Bonus Skill Mastery points are used for improving skills the character already has.

Birth Tables: The necessary changes to the birth tables are in the errata section for PHB p. 78.

Boats: No skills are needed to operate a raft, canoe, or rowboat.

Breeding: Humans and halflings cannot breed.

Building Points and Rerolls: BPs may only be spent for rerolls for rolls being made in Chapters 4 and 6 in the PHB, the Quirk/Flaw tables in the classbooks, or on the Priors and Particulars tables in the classbooks. BPs gained in one step can only be used for rerolls in later steps. For example, BPs gained from quirks and flaws cannot be used to reroll quirks and flaws results. BPs can only be used to reroll the most recent result before any additional rolls or decisions have been made.

Building Points for Multi-Classed Characters: A multi-classed character gets the higher of the two building point totals for his classes, not both.

Buying Initial Skills: When you purchase a skill during the character generation process, you pay the building point cost and record the skill on your character sheet. You then reference Appendix F: Skills, Talents and Proficiencies to find the relevant ability and mastery die. In some cases, the relevant ability is the average of two or more abilities. You roll the mastery die, add a roll of your honor die and add the result to the relevant ability. This is your skill mastery. If you choose, you can spend the building point cost of the skill again. Each additional time you pay the cost of the skill, you get to roll the mastery die and your honor die and add the result to your skill mastery. When you buy a skill during the character creation process, you do add your Honor die. For example, Garrison the fighter wants to purchase the task skill Armor Repair: Basic. Armor Repair: Basic has a building point cost of three (3), a relevant ability of (DEX+INT)/2, and a mastery die of 1d10. Initially, Garrison's player pays three points for the skill and records it on his character sheet. He calculates the relevant ability. His Dexterity is 15, but his intelligence is only 4, so the relevant ability is 9 [(15+4)/2 rounded down = 9]. He then rolls 1d10 and gets a 7. Garrison has average honor, so he rolls a d3, and gets a 1. Garrison's base skill percentage for Armor Repair: Basic is 17% (9+7+1). His player marks this on the character sheet next to the skill. After purchasing the rest of the skills he wanted, Garrison's player has six (6) building points left over. He decides to improve his Armor Repair: Basic skill. He spends the six (6) building points to get two more rolls of the mastery die, one for each cost of the skill spent. He rolls a 4 and a 9 on his mastery die, and a 2 and a 4 (3+2-1 for penetration). His final skill mastery is 35% (16+4+9+2+4).

Called Shots and Firing into Melee: Making a called shot on an opponent in melee does not eliminate the possibility of hitting the other people in melee. If you do make a called shot with a missile weapon on a target in melee with other figures, first determine the target. Once the target is determined, roll to-hit, applying the called shot penalty if you are hitting the original target. Otherwise treat the attack as a normal to-hit roll.

Cantrips: Non-magic-user classes with magical spell abilities, such as bards, can learn cantrips the same way as standard magic-users.

Class Books and Multi-classing: If the class books are being used, a multi-classed character should go through the School Days sections of each of the applicable class books.

Class skill-like abilities: Any class-granted skill-like ability does not count as the prerequisite for other skills.

Class Skills: Class skills (i.e., special abilities of classes) do not have percentages.

Combat Procedures: Combat procedures take a full round unless otherwise stated in the skill description. Those that require an attack roll take the time of one attack.

Compounding Talents: Any talent with the word "bonus" in it can be compounded, or stacked, i.e. the effects are cumulative. All others do not stack. There is no limit to the number of times one can take a talent with the word "bonus."

Constitution: PCs with a high Constitution still need a Cure Critical Wounds or a Cure-All to remove the permanent effects of a critical hit. Similarly, a high Constitution will not re-grow lost limbs.

- Constitution Hit Point Bonus:** Your Constitution bonus to hit points applies to every hit die you roll. Thus, a first level ranger would get their hit point bonus (or penalty) twice.
- Darkmen:** Darkmen are treated as half-elves for anything not specifically covered in the description in Annihilate the Giants.
- Deadeye:** The called shot penalty reduction is a flat -2 reduction and is in addition to any other to-hit bonuses/penalties. The talent can only reduce penalties to 0, not to provide an attack bonus.
- Discounted Skills:** A BP discount received through a class or package cannot reduce the BP cost to zero BP. Multi-class characters receive the BP bonuses and penalties of all of their classes; for example, a fighter/magic-user does suffer a penalty to learn combat skills. When multiple discounts are available, the discounts stack; for example, a gnome titan illusionist would pay 1/4 the BP cost for military Academic skills, since he receives 1/2 off of military skills for being a gnome titan and 1/2 off Academic skills for being an illusionist. Fractional BPs are tracked until the end of character creation, at which point unused fractional BPs are lost.
- Dual-Classed Characters:** Dual-classed characters do not gain any building points when they take on a new class, but they get ability score adjustments as they advance in levels. Dual-classing PCs cannot take new talents or packages. Dual-classing PCs can go through the applicable Training Days from the appropriate classbook, at the option of the player and with GM permission.
- Dual-Classing Among Subclasses:** It is possible to dual-class among the subclasses of a single class group. Thus Ranger/Monk is an acceptable dual-class combination.
- Dual-Classed Fighters:** A dual-classed character whose first class is fighter and is specialized in a weapon must choose whether to attack with his fighter bonus or any bonuses he gains for his new class. If he uses his fighter bonuses, he gains no EP for the encounter and 1/2 EP for the session. Once his new class level has exceeded the class level of his fighter, he may stack any bonuses without penalty. Fighters who dual-class to another class can keep their specialization, although they suffer experience penalties if they use the specialization before exceeding their previous class level with their new class. PCs who dual class to the Fighter class cannot specialize.
- Ending spells early -** Spells that are not of a duration Instant or Permanent can be dismissed by the caster at any time after casting prior to the expiration of the spell. This action takes one round. Spells requiring concentration obviously require no time to dismiss.
- Elven Chain Mail, Magical Elven Chain Mail, and Chain Mail made of Elven Steel:** Elven Chain Mail, as listed on Table 9S in the Player's Handbook, is normal chain mail made by elves. Chain Mail made of elven steel by non-elves is not elven chain mail. It follows the normal rules on armor made with exceptional metals. It is possible for an elf to make chain mail out of elven steel. In this case, use the rules for armor made of unusual metals applied to the Elven Chain Mail stats, as listed on Table 9S. In order to make Elven Chain Mail (not chain mail made of elven steel), you must be an elf and have a skill mastery level of 125% in armorer. Elven chain mail as listed in the magic items section of the GMG is Magical Elven Chain Mail +1.
- EP for Magic Weapons and Armor:** When gaining EP for magic weapons and armor, the PC gains 10% of the EP per week for 10 weeks. The EP value of the item is only awarded once. The PC is considered to be practicing with the weapon as he travels.
- Experience Point Cap:** When a character gains enough experience points to qualify for the next level, his experience point awards are immediately capped, i.e. he does not receive any more experience points. Thus, if a first level monk has 920 experience points and receives 150 more, he has 1070, and will receive no more until he trains at a school. Once he trains and becomes second level, he once again gains EP, and his total will increase from 1070. However, if a character declares that he will self-train upon qualifying for the next level, his EP are not capped until he reaches twice the amount of EP he needed. Thus a first level monk with 1070 EP who declares he will self train will not be capped until he reaches 2002 EP. At any time, a character who has previously declared he will self-train may train formally at a school, and does not lose any EP for doing so. A character who has enough EP to self-train is not required to self-train, but does not gain any EP until he goes up in level.
- Faerie Kind Martial Arts:** The Talent Faerie Kind Martial Arts confers a bonus to-hit and damage only when attacking with a weapon or with one's bare hands, not with spells.
- Fractional Ability Score increases due to leveling:** For multi-classed characters, Fractional Ability Scores are averaged in the same way that hit dice are averaged. The value rolled is divided by the number of classes.
- Fractional Ability Score increases for new classes:** New classes that are created without class-specific fractional ability stat increases for level up default to PHB Table 11-A (page 343), "Fractional Ability Die Roll By Class" for their class grouping until class-specific fractional ability die rolls are issued.
- Free Skills:** Anytime a free skill is received, because of a class or other reason, any prerequisites for that skill are also received free. These prerequisite skills are gained at a mastery level of 50%. Unless otherwise indicated, free skills gained during Priors and Particulars cannot be used to take skills that require prerequisites. Free skills gained through a good BBI roll cannot be used to take skills with a prerequisite(s) unless the character already has the prerequisite(s) at 50% or higher.
- GM Discretion:** The GM reserves the right to refuse any character race, class or package for PCs, proteges, and sidekicks. In particular, Charlatans, Chosen Ones, Clerics with the Noble package and character classes not native to the campaign setting (Samurai and Ninja, for instance) should not be created without GM approval and input. Additionally, the GM reserves the right to reject a PC's use of the Legacy Talent. Finally, a GM can refuse to let into his campaign any PC created outside of his campaign or that wasn't witnessed by him.
- Gauntlets of Wuss Slapping:** These gauntlets add both the strength bonus to damage and the actual strength score to damage. Thus, a character with an 18 Strength would get +24 to damage (18 + 6).
- Gnomes & Gnome Kin:** Unless specifically stated otherwise, the title gnome does include gnome titans, but does not include gnomelings.
- Great Honor:** Great Honor grants a +1 to EVERY die rolled, including penetration dice. The only time it does not add to actual dice is when rolling percentile dice (2 ten-siders) to get a number between 1 and 100. In this case, it only adds once.
- HackClass:** A HACKclass character's level for tournament purposes is calculated as his tournament level prior to becoming a HACKcharacter, plus all levels achieved as a HACKclass. Thus a 15/12 illusionist/thief who is now a 4th level HackMage would count as 16+4 = 20th level for Tournament purposes.
- Henchmen:** A monster can be a henchman, but not a sidekick or protégé.
- Hit Point Bonus Talent:** This talent gives you 1 extra hit point anytime you roll a hit die, in any situation and for any reason. This includes the cavalier sub-levels and multiple hit dice instances.
- Hit Points:** Hit points can be lost when leveling due to penalties from low constitution or bad honor.
- Holy Knights/Holy Avenger:** Holy Knights are considered to be paladins for the purposes of using a Holy Avenger. They receive all the benefits that a paladin would.
- Honor:** Burning 10 points of honor for an honor die burns 10 points of permanent honor.
- Honor:** When Honor is lost or gained, all integer adjustments are adjustments to temporal Honor, and all percentage adjustments are to real Honor unless otherwise indicated.
- Honor for Multiclass and Dual-Class Characters:** For a multiclass or dual-class character, his effective level for determining the Great Honor window and the Dishonorable window is his highest level plus half of each additional level, rounded up. A 6/5/5 Thief/Fighter/Mage would use the 11th level values to see if he were in Great Honor or not.
- "Impossible" Classes:** Some races have racial ability limits and/or adjustments that make it seem impossible for them to qualify for certain classes that they are allowed to qualify for. However, you can spend building points after having chosen your race to raise your abilities. You can use building points to raise abilities above the racial maximums and thus qualify for the "impossible" classes.

- Initial Languages:** Every character, regardless of Intelligence, can speak their native language. This language must come from their initial languages list. It has a skill percentage of 100%. Characters whose Intelligence allows them to speak more than one language may purchase additional languages with building points. These languages have a skill level determined like any other skill. A character may never speak more languages than allowed by their Intelligence. Demi-humans must choose these additional languages from the initial languages list in their race description. Humans may choose any language.
- Initiative:** A PC can change the target of his attack at any time prior to the attack roll.
- Initiative:** Spellcasters casting spells of 1 segment or less who have their components ready (if required) cast their spells after characters with negative initiative rolls.
- Ladies' Man:** The effect of this talent is reduced to +2 for different races (+3 for half-breeds with half of the PC's race, i.e. a human male with Ladies' Man would have a +3 COM to half-elf females, but only a +2 to dwarven females). This talent can be purchased by female characters for use on males (Men's Lady).
- Magical Aging:** All magical aging effects require a system shock roll.
- Magical Weapons and Weapon Speed:** Magical melee weapons get a -1 to weapon speed unless the item description says otherwise. Magical missile weapons get no speed modification unless the item description says otherwise.
- Magic item cap:** Henchmen, sidekicks, and protégés are bound by the same magic item rules as PCs.
- Magic Resistance:** An unconscious creature or PC can not lower their magic resistance.
- Max Damage Bonus:** The maximum bonus to damage for any weapon is the maximum potential damage for that weapon, before penetration. That means that a character with +7 to damage from Strength and +2 from specialization will only have a +8 to damage with a weapon that does 1d8. The exception to the rule is magic weapons. Using the previous example, if the character were using a long sword +2, he would have a max damage bonus of +10 (+8 due to strength and all other bonuses, +2 magical bonus). This means that the magical bonus to damage is always used in full, and is exempt from the cap. Similarly, if a weapon's damage changes when used against different sized creatures, so does the maximum damage bonus. Open hand damage for non-monk characters does not have a Strength damage cap like a weapon. This is because only 25% of the damage is real, it is not considered lethal force, and it does not do penetration damage. On the other hand, a monk's open hand damage is capped for strength, as a weapon. Unlike a non-monk, a monk's open hand attacks are considered lethal force, all the damage is real, and penetration does apply.
- Monk's Armed Attacks:** Monks receive a +1 to all to-hit rolls with a certain list of weapons, and -1 on all others. This bonus/penalty applies whether the monk is proficient with the weapon or not, and stacks with any non-proficiency penalty. For example, a monk is wielding a club (a weapon on the monk's preferred weapon list). If he is proficient in the club, his to-hit bonus is:
 +1 (preferred weapon) + Strength + miscellaneous bonuses
 If the monk is not proficient with the club, his to-hit bonus is:
 -2 (non-proficiency penalty) +1 (preferred weapon) + Strength + miscellaneous bonuses
 Likewise, if a monk is attacking with a long sword (not a preferred monk weapon) and he is proficient, his to-hit bonus is:
 -1 (not preferred weapon) + Strength + miscellaneous bonuses
 If the monk is not proficient in long sword, then his to-hit bonus is:
 -2 (non-proficiency penalty) + -1 (not preferred weapon) + Strength + miscellaneous bonuses
- Monk Henchmen:** When a monk gains henchmen at 6th level, they must be fighters (not paladins or rangers), thieves, or assassins. Multiclass combinations that do not include paladin or ranger but do include either fighter, thief, or assassin are fine.
- Monk Stunning Ability:** Monks stun their opponents when their unmodified to-hit roll exceeds what is needed to hit the opponent by 5 or more.
- Monk's Unarmed Attacks:** Because the monk's unarmed attacks are considered lethal combat, he is not subject to the unarmed attack rules on p. 100 of the GMG. His opponents do not get a free attack, nor do they get +4 to hit and damage. Monks do not apply their +1 to-hit for certain weapons to their unarmed attacks. They can apply the Attack Bonus to their normal list of weapons. Monks can take the attack bonus talent for their unarmed attacks.
- Monks and the Multiattack Talent:** A monk that takes the multiattack talent applies it both to their armed attacks and open hand attacks. Monks do not gain additional attacks with weapons like the other fighter classes, and so the talent does not have an effect on weapon attacks.
- Monks and Tough Hide Talent:** A monk may take the talent Tough Hide, but it does not improve his special Monk AC. If for any reason he is unable to use his special monk AC, he may use his natural AC of 8.
- Most Damage Award:** The most damage award goes to the character who inflicted the most damage with a single spell or weapon strike in a single round. For example, a magic-user who caused 10 points of damage to 16 orcs would be considered to have inflicted 160 points of damage. If an attack or spell results in instant death, the character gets credit for all of the remaining HP of the creature(s) affected.
- Mulligan:** A Mulligan allows a character to reroll a single die. For example, if a player rolls three 1's on 3d4 for damage inflicted by a Heavy Crossbow, he can reroll 1d4. For purposes of mulligans, for a d100, d1,000, or d10,000 all dice should be rerolled, as they are considered to be a single die.
- Multi-class Hit Points:** At character creation, hit points for a multi-classed character are determined by rolling the hit points for each class, adding the results, dividing by the number of classes, rounding down, and adding the kicker and constitution bonus. When leveling, additional hit points are calculated by rolling the hit points, adding the constitution bonus, and dividing by the number of classes, rounding down any fractional results.
- Multiple Personality Quirk:** Multiple personalities do not have their own quirks, flaws or skills. You can role-play your character so that they do not use certain skills when a certain personality is active, but there are no additional BPs gained.
- New Half Breed Combinations:** Half-breed combinations not listed in the rulebooks should be considered incompatible. These combinations may be released in a future supplement.
- NPCs With PC Classes:** PC races, when encountered as NPCs, attack as monsters with the appropriate number of hit dice. If they are described as having PC levels or are capable of gaining levels, they attack as the appropriate class of their level.
- Packages:** Packages may only be taken by single-classed characters and can only be taken at character creation. If a character with a package decides to dual-class, the character keeps the benefits and restrictions of the package. Packages may only be taken by PCs in the class group for the book in which they appear. For example, magic-users cannot become loremasters, since loremasters are in the Griftmaster's Guide.
- Penetration Rolls:** Penetration (rolling again when you roll the maximum on a die) is only used for critical severity level, damage, skill mastery level, ability increases due to leveling, magical healing and the Honor die when used for one of the above things. d1 and d2 die rolls do not penetrate. A d1 always produces a result of 1 before modifications such as Great Honor or Dishonor.
- Pixie Fairies and Magic:** Pixie-Fairies may cast spells while hovering.
- Pixie Fairy Equipment:** Pixie-Fairy versions of non-weapon equipment in the player's handbook has 1/27 the weight and 1/27 the volume. They cost at least 3 times as much, and the final value is up to the GM.
- Protégés:** Protégés receive experience straight from their mentors. Thus, the protégés of gnome titans can learn 50% of the mentors' experience. So, if a gnome titan earns 1000 EP for an adventure, he first cuts that in half because he is a gnome titan, netting him 500 EP. From that 500 EP, he can give up to 50% (250 EP) to his protégé.
- Protégé experience:** Adventuring protégés receive a normal NPC's share of experience (50%) in addition to any experience they receive from their mentors.

- Quirks and Flaws:** Only members of the appropriate class or multi-class can roll on the class book quirk and flaw tables. A multi-class character can choose to take his rolls on any or all of the tables to which he is entitled. For example, a fighter/magic-user/thief wanting to take three rolls could take one from each class book, three from any one of the class books, three from the PHB, or two from one book and one from another. These must be specified prior to making the first roll. If the player is uncertain about class selection, roll on the tables in the PHB.
- Quirks and Flaws:** Unless otherwise specifically stated in the Q&F description, Quirks and Flaws acquired during character generation may be gotten rid of only through the use of Wish or a coupon/game effect card such as Magic Pencil. The Cure-All and Shock Therapy spells, Elixir of Health, and other post-character generation methods of curing Q&Fs apply only to Q&Fs acquired since character generation.
- Racial Spells and Spell-like Abilities:** If the race can cast a spell, then it is treated like a spell and can be disrupted. If it is an innate spell-like ability, then it cannot be disrupted.
- Racial Talents:** There are two types of talents available to each race, those that are free, and those that need to be purchased with Building Points. The talents that each race receives free are listed on the racial At a Glance tables under Talents. Some of these talents are unique, and some are available to be purchased by other races. The talents which need to be purchased are also listed on the racial At a Glance tables under Restricted Talents Which May be Purchased. These talents are described in Appendix H.
- Ranger/Druid:** Because of alignment conflicts, the Ranger/Druid is only available for grunge elves and elvariels.
- Self-Training:** If you self-train by acquiring twice the number of EPs required to advance to the next level, you immediately reduce your experience to the minimum you need for your new level. Any and all EPs in excess of this are lost.
- Shields count as armor for the purposes of using martial arts or martial arts skills.**
- Shields and Area Effects:** If a shield is positioned to absorb damage from an area effect spell, such as a Fireball, or a breath weapon, it absorbs the damage regardless of whether the effect is in an enclosed space so that the effect "wraps around" the shield.
- Skill Suites:** Skill suites can be bought at first level, even if some of the suite skills have prerequisites that aren't at the normally required level of 50%. When recording the mastery level for the skill suite, a level is calculated for the suite as a whole and for the individual skills. At any time a character can choose to use either the individual skill value or the suite skill value for a particular skill. If you possess a skill suite, you may advance the individual skills in that suite by themselves, regardless of individual prerequisites.
- Slaughter: Game Animal:** A game animal is any animal that is not livestock. Livestock are those animals traditionally domesticated or found on farms. It is possible that an animal could be slaughtered with the slaughter: livestock and slaughter: game animal skills, as they use different methods.
- Social Class and Illegitimate Children:** The statement on Table 4G on p. 78 of the PHB has caused some confusion. The statement reads, "The child of unmarried parents is typically one social class lower than the social class of the father (85% of the time)." This does not effect the social class you rolled; the social class you roll is your social class. If you are illegitimate, it means the social class of your parents could be higher. Thus an illegitimate human who rolls MMC might have parents of UMC or higher (85% of the time).
- Spellcaster Moving and Casting:** A spellcaster cannot choose to move prior to casting a spell in that round unless the PC has the Mobile Casting Talent (HackJournal 14).
- Spelljacking:** The 10% spell mishap penalty applies to all spellcasters who spelljack. However, a character is only considered spelljacked when he has more than his normal allowance of spells memorized. Therefore, once a spellcaster casts enough spells to bring him equal to or below his normal number of memorized spells, he no longer suffers the 10% spell mishap chance.
- Spell Licensing Rules:** The spell licensing rules in the SSG do apply to the named spells in the PHB. If you start your career with a named spell in your spell book, you either have the shareware version (if one is available) or you got the license through your master's site license (if there is no shareware version).
- Spell Memorization:** The PC must sleep for a number of hours at least equal to the minimum required time for the highest level spell he needs to memorize. For example, if the PC needs to memorize a 7th level spell, he must sleep for at least ten hours. If the PC needs to memorize eight first level spells and one-seventh level spell, he needs to sleep at least ten hours as well. The highest level of spell that needs to be memorized determines the time. All other spell levels are unimportant.
- Spells From Multiple Schools:** A spell that is of two schools can be cast by any magic-user that can cast spells from one of the schools, even if the other is banned to them.
- Spellslinger's Guide Quirks/Flaws (Table 5F):** Table 5F of the Spellslinger's Guide supersedes any quirks and flaws the character may have.
- Talents:** In the class books, [Any] means any race. Class eligibility is governed by the article on the subject in HackJournal 9.
- Thief Abilities for the Assassin:** When the an assassin character reaches third level, he gains the thieving abilities of a first level thief. He is granted 65 discretionary points to distribute amongst the thieving abilities, adhering to the same restrictions as a first level thief.
- Turning Mixed Undead:** When turning mixed groups of undead, roll 2d4 to determine the maximum number of creatures affected. If an undead type is automatically turned or destroyed (a T or D result on the turning table), they count as one creature against the limit. If an undead is not automatically turned, they count as 2 creatures against the limit. In a mixed group, the first 2d4 worth of creatures are affected, even if the roll is not high enough to turn them. Turning undead has a range of 20 ft., and affects undead in a 90 degree arc from the front of the cleric. The closest undead are affected first. For example, a fifth level cleric has 2 spectres and closest to him, and 5 skeletons behind the spectres. All are within 20 ft. and within his 90 degree arc. A fifth level cleric automatically turns skeletons, but needs a 20 to turn a spectre. The first thing the cleric does is roll 2d4. Let's say he rolls a 7. He can therefore affect up to 7 creatures worth of creatures (remember undead that are not automatically turned count as two creatures worth of creature). He then rolls his 20-sider. There are two possible outcomes:
1. The cleric rolls a 20 on his turning check. He would turn the first 2 spectres (4 creatures against his allotment). He can affect 3 more creatures, so he automatically turns the next 3 closest skeletons.
 2. The cleric rolls between 1 and 19 on his turning check. The two spectres are not affected, but they still count as 4 against his limit. With his 3 remaining affected creatures, he would turn the 3 closest skeletons. If a cleric is of high enough level to turn 2d4 additional undead of a certain type, this 2d4 is rolled after everything else is resolved, and affects the first non-affected creature of the eligible type within range, if there are any.
- Turning Undead -** Once a cleric has turned undead, he can maintain the turn as long as his holy symbol is continued to be presented to the undead that were turned. The cleric can perform non-aggressive actions, but any offensive activity on his part will negate the turn.
- Two Weapon Fighting and Ranged/Thrown Weapons:** It is not possible to gain an additional attack with ranged or thrown weapons when attacking with two weapons. The ROF in the Player's Handbook assumes that the character is operating with maximum efficiency, and this already involves using both hands in most cases.
- Unguarded Hoards:** No EP are gained from taking treasure from an unguarded, untrapped hoard.
- Untrained Skills:** The complete list of skills that can be used without paying the BP cost or taking a block of instruction is in the GMG. Ask your GM for details.
- Weapon Maintenance and Degradation:** The rules for weapon maintenance and degradation in the GMG are for weapons and armor that suffer daily use. Those that sit unused for long periods of time are covered by rules coming out in the Combatant's Guide.

Weapon Proficiencies: A distinction must be made between a weapon proficiency slot and the weapon proficiency itself. The slots are free and are determined by Table 7A Proficiency Slots on page 101. The actual weapon proficiencies are the weapons you choose to fill these slots. In order to fill the slot with a weapon proficiency, you must pay the one (1) BP cost of the weapon proficiency. Garrison the Fighter gets four weapon proficiency slots at first level. Since he is a fighter, his first weapon proficiency is free, so he chooses the bastard sword. He also wants to be proficient in the long bow, so he pays 1 BP to get a long bow proficiency. Garrison spends one more BP to become specialized in the bastard sword, filling his third slot, and one BP to be proficient in the morning star. Garrison has filled all four of his initial proficiency slots and spent 3 BP to do so (fighters get the first weapon proficiency free, otherwise he would have spent 4 BP). Weapon proficiencies cover all uses with a particular weapon. The tankard, hurled proficiency covers both full and empty tankards. The dagger proficiency covers both melee and ranged attacks.

Wild and Vengeance Class Spells: Wild and Vengeance Class spells are not available to non-Wild and non-Blood mages respectively unless the spell description specifically states otherwise. If a roll indicates that one of these spells is in a character's spell book, re-roll the result.

Notes: This file includes the official errata from the Kenzer & Company website, plus subsequent revisions reviewed Kenzer & Company and the HMA War College. Any information that has not been approved by Kenzer & Company and the HMA War College has not been included. Visit the HMA Errata section of the Kenzer & Company discussion forums for current errata request submission guidelines.

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