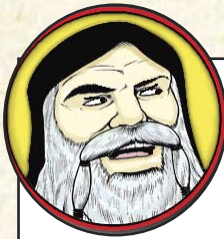


# AN ILLUSTRATED EXAMPLE OF PLAY



## KNUCKLES the ninth

Player: Bob

**Race:** Dwarf  
**Class:** Thief  
**Level:** 1  
**Size:** Medium  
**Movement:** 5  
**Alignment:** CN  
**Luck Points:** 21  
**Honor:** 15  
**Fatigue:** -1  
**Hit Points:** 25

**Equipment:** leather armor, small shield, dagger, light crossbow, 5 bolts

**Proficiencies:** shield proficiency, light crossbow

**NOTES:** Knuckles purchased the *shield proficiency*. He is also proficient with *light crossbow* but he couldn't afford one during character creation. He obtained his weapon in the early stages of the dungeon from a fallen foe

**Dagger**

<b>SPEED</b> 7 (5)	<b>INIT</b> 0
<b>ATTACK</b> +3	<b>DMG REDUCTION</b> 2
<b>DEFENSE</b> +6	<b>DAMAGE</b> 2d4p
<b>REACH</b> 0'	<b>TOP SAVE</b> 6

**Light Crossbow**

<b>SPEED</b> 20	<b>INIT</b> 0
<b>ATTACK</b> +3	<b>DMG REDUCTION</b> 2
<b>DEFENSE</b> +2	<b>DAMAGE</b> 2d6p
<b>REACH</b> 0'	<b>TOP SAVE</b> 6

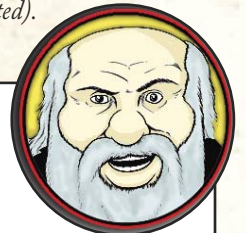
RANGE (ft)	ATK DIE
5-60	d20p
61-100	d20p-4
101-140	d20p-6
141-180	d20p-8

Sometimes a rule can seem confusing until you see it in play. With that in mind let's take what we've learned and see some of the rules used during an actual game session.

For this example we're going to have a little fun and see how the characters from the popular gaming comic book, *Knights of the Dinner Table* handle themselves playing *HackMaster*.

B.A. will be stepping behind the screen as the Gamemaster. He's prepared a special adventure to introduce his players to this edition and they've shown up with new characters for the occasion.

*Note: the characters listed here are abbreviated representations of player characters used in the adventure — reduced to only the essential information needed for that purpose (i.e. primary ability scores, quirks, flaws etc are not listed).*



## Noir Lotus

Player: Brian

**Race:** Dwarf  
**Class:** Mage  
**Spell Points:** 140  
**Level:** 1  
**Size:** Medium  
**Movement:** 5  
**Alignment:** LN  
**Honor:** 10  
**Fatigue:** 1  
**Hit Points:** 26

**Equipment:** thick robes, staff

**Staff**

<b>SPEED</b> 13	<b>INIT</b> +2
<b>ATTACK</b> +3	<b>DMG REDUCTION</b> 1
<b>DEFENSE</b> +3	<b>DAMAGE</b> 2d4p -2
<b>REACH</b> 7'	<b>TOP SAVE</b> 8

**Spells:** (A) Feat of Strength, (A)Springing (J) Aura of Protection, (1st) Scorch

**TIP:** *Knights of the Dinner Table* is the award winning monthly gaming magazine/comic published by Kenzer and Company.

In addition to the characters and strips, KODT presents a monthly dose of gaming articles — including official *HackMaster* monsters, NPCs, new rules and articles useful to both players and gamemasters. For more information go to [www.kenzerco.com](http://www.kenzerco.com)



## Justinia VII

Player: Sara

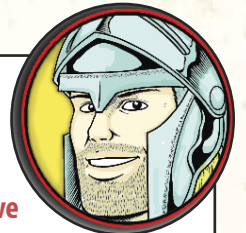
**Race:** Human  
**Class:** Cleric (*The True*)  
**Level:** 1  
**Size:** Medium  
**Movement:** 10  
**Alignment:** LG  
**Honor:** 16  
**Fatigue:** 2  
**Hit Points:** 29

**Equipment:** Leather armor, longsword

**Longsword**

<b>SPEED</b> 10	<b>INIT</b> 3
<b>ATTACK</b> +1	<b>DMG REDUCTION</b> 2
<b>DEFENSE</b> +1	<b>DAMAGE</b> 2d8p -3
<b>REACH</b> 3.5'	<b>TOP SAVE</b> 8

**Spells:** Know North, Cure Trifling Wound



## El Ravager the fifth

Player: Dave

**Race:** Human  
**Class:** Fighter  
**Level:** 1  
**Size:** Medium  
**Movement:** 10  
**Alignment:** N  
**Honor:** 12  
**Fatigue:** -2  
**Hit Points:** 30

**Equipment:** leather armor, medium shield, battle axe

**Battle axe**

<b>SPEED</b> 11	<b>INIT</b> 1
<b>ATTACK</b> +4	<b>DMG REDUCTION</b> 2
<b>DEFENSE</b> +7	<b>DAMAGE</b> 4d3p +3
<b>REACH</b> 3'	<b>TOP SAVE</b> 9

**NOTES:** El Ravager has specialization of +1 Attack, +1 Damage & -1 Speed with his battle axe

# The Goblin Caves of Dak Skeer

HOPING TO SHAVE A DAY OFF THEIR TRAVEL TIME TO THE TOWN OF GILOREALON (PERCHED ON THE SLEEPY SHORES OF RANDDOR LAKES), THE KNIGHTS OF THE DINNER TABLE DECIDED TO TAKE A SHORT CUT THROUGH THE KALALI FOREST. UNFORTUNATELY, A THUNDER STORM SOON SET IN AND THE PARTY QUICKLY FOUND THEMSELVES LOST AS A HEAVY FOG SET IN. AFTER MANY HOURS FIGHTING THEIR WAY THROUGH THE TWISTY-GNARLED UNDERGROWTH THEY STEPPED INTO A SMALL CLEARING — WHERE THE DARK, INVITING MAW OF A LARGE CAVE STOOD. AS FOUR GOBLIN GUARDS DREW SWORDS AND SHOUTED AN ALARM THE PARTY FOUND THEMSELVES ENGAGED IN AN UNEXPECTED FIGHT FOR THEIR LIVES...

OKAY — YOUR SEARCH OF THE CAVERN TURNS UP NOTHING ELSE OF VALUE.

YOU SEARCH THE SIDE PASSAGeways BUT TO NO AVAIL.

IT APPEARS THEY LEAD NOWHERE BUT TO DEAD ENDS.

PLAYER CODE OF CONDUCT: THE GUY IS BULLY!  
USFEUR: chads  
USFEUR: Numbered  
Dinner: 201-19  
MTC: 421-78  
MTC: 612-991  
911

SAY WHAT...? THAT LITTLE BIT OF NOTHING WAS IT? JUST FOUR STINKIN' GOBLINS AND A FEW SILVER PIECES?

B.A. I DANCE A VICTORY JIG!!

OH NO... THERE'S GOTTA BE MORE TO IT. THOSE GUYS FOUGHT TOOTH AND NAIL.

THEY DID SEEM TO BE FIGHTING DEARLY TO GUARD "SOMETHING"

HRRMMPH... HARDLY WORKED UP A SWEAT. COMPLETE WASTE OF OUR TIME.

HOW MANY BOLTS WERE IN THAT POUCH?

WHERE'S THE GOOD STUFF, B.A.?

KEWL BEANS!

THERE ARE FIVE BOB.

HAAA! FOR YOU LOSERS MAYBE!!

I SCORED A FRICKIN' LIGHT CROSSBOW OFF THAT ONE DUDE'S BODY!!

I CAN SCRATCH THAT OFF MY WISH LIST..

-SNICKER-

BY THE WAY, B.A... I'M MAKIN' SURE THIS THING IS IN WORKING ORDER.

DAVE'S RIGHT, BOB. THERE'S GOT TO BE MORE TO THIS PLACE...

HRRMMPH -- WELL IT WOULD BE NICE IF YOU DID YER JOB... C'MON, MISTER THIEF. HOW 'BOUT SEARCHIN' FOR SECRET DOORS?

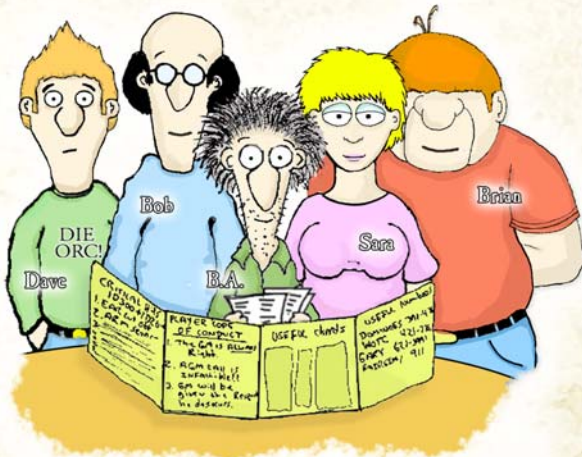
ALRIGHT, ALRIGHT... I'M ON IT. STAND BACK - GIMME SOME ROOM.

B.A. I'M GONNA CHECK THE WEST WALL OF THIS CHAMBER... LOOKS SUSPICIOUS.

OKAY, ROLL FOR IT.

SHOOKA SHOOKA SHOOKA SHOOKA

## THE PLAYERS



## EXAMPLE OF PLAY LEGEND

**ACTION COUNT:** **1** **1** A shows the exact "Count" in seconds during combat.

Player character token. **Combat ring** — indicates target is being engaged in an attack.

Monster token

Dead Monster or PC.

**Combat Rose:** this a tool to present all the combat essential data for PC, NPC or Monster at a glance. Also used in the Hacklopedia and the new HM character sheets.

ONE SCRUTINY CHECK LATER

GOOD JOB, BOB!

KNUCKLES DISCOVERS PART OF THE CAVERN WALL IS FAKE -- IT ACTUALLY SLIDES BACK.



REVEALING A HIDDEN CORRIDOR BEHIND IT..

Bob used his Scrutiny Skill here to search for secret doors.

Bob rolled against a difficulty set by the GM.

See Skills, page 186

OKAY, KNUCKLES WILL TAKE POINT... DAVE -- YOU GET MY BACK.

AND WHY EXACTLY AM I PLAYING TORCH BEARER AGAIN?

WHOA, DOWN, CUJO.

BOB'S GOT A CROSSBOW NOW. AND I GOT A SHIELD.

CUJO...?

YOU GOT IT, DUDE. SARA HOLD THAT TORCH UP HIGH!!



AND I CERTAINLY CAN'T BE CARRYIN' A TORCH AROUND.

I NEED BOTH HANDS TO CAST MY SPELLS.

OKAY, FINE. WHATEVER.



A SHORT DISTANCE LATER...

YOU ENTER ANOTHER NATURAL CAVERN.

YOUR TORCHLIGHT REFLECTS OFF THE DAMP STONE WALLS...

REVEALING TWO PASSAGES, ONE TO THE RIGHT AND ONE ON THE LEFT,

BOTH AREAS APPEAR TO OPEN INTO OTHER CHAMBERS.

NOW WE'RE TALKIN'.



UH HUH... JUST WHAT I THOUGHT... DEAD END MY ASS...

OH BOY.. HERE WE GO GUYS..

THERE ARE SEVERAL TORCHES ON THE WALL HERE -- CASTING EERIE SHADOWS...

TORCHES! BAD GUYS MUST BE CLOSE!



EVERYONE MAKE A LISTENING SKILL CHECK.



Here BA asks the players to make a Listening check to see if they can hear the goblins waiting to ambush the PCs in the other room.

This is a real skill check, but it could easily be a decoy from a clever GM simply trying keep his players on their toes.

◆ Bob's Listening skill is 50. He rolls an 42 on d100p for a total of 92.

◆ B.A. rolls a Sneaking check for the Goblins, getting an 89 and adding the goblins' Sneaking skill of 17 for a total of 106.

Since Bob's roll is lower than the Goblins' total, he fails. Dave, Sara, and Brian do the same thing, but all fail as well.

See Opposed Checks, page 155

ASIDE FROM THE SOUND OF WATER DRIPPING FROM CEILING SOMEWHERE IN THE DISTANCE, THE ROOM IS QUIET.

HRRMPH...

QUIET INDEED.



ALRIGHT, DAVE KEEP AN EYE ON THE RIGHT TUNNEL.

I'LL CHECK OUT THE LEFT.

ROGER THAT!

LET'S DO IT

SARA YER WITH ME.

KEEP THOSE WEAPONS AT THE READY..



OK, DAVE, PEERS INTO THE RIGHT HAND TUNNEL. IT OPENS INTO A DARK FOREBODING CHAMBER THAT SWALLOWS UP THE LIGHT FROM THE TORCHES.

YOU HEAR THE ECHOES OF DRIPPING WATER AND THE ODOR OF FOUL ROTTING MEAT WAIFS THROUGH THE AIR.

OKAY - I'M NOT GOING ANY FURTHER.

I'LL JUST STAND THERE AND KEEP WATCH.

SOMETHIN' MUST'VE DIED.

EEEW.



BOB YOU AND SARA VENTURE INTO THE OTHER TUNNEL -- THE LIGHT FROM YOUR TORCH REVEALS AN IRREGULARLY SHAPED CHAMBER.

IT'S ABOUT 25 FEET IN WIDTH AND FIFTY TO SIXTY FEET IN LENGTH...



THE **CHAMBER** BENDS TO THE **LEFT** AT THE OTHER END -- TOWARD WHAT **APPEARS** TO BE A **LARGER CAVERN**.

THE **FLICKERING GLOW OF TORCH LIGHT** COMES FROM THAT AREA.

AND **BACKLIT** JUST AT THE **ENTRANCE...?**

THREE SMALL **HUNKERING FORMS** WITH **BEADY YELLOW EYES..**

MORE **TORCH LIGHT** HUH? WELL, I'M BEING **REAL QUIET** AND...

WAIT -- DID YOU SAY **BEADY EYES...?**

EVERYONE **ROLL FOR A INITIATIVE!!**

**GAAA!!**

**WE GOT GOBOS!!**

MAKE IT A **D-10.**

BA has ruled since the players were on guard and prepared for "something" that they can roll 1d10 for initiative. Knuckles, being a thief, will roll 1d8 instead.

*See Initiative, page 216*

I GOT A **4!**

**RIGHT BEHIND YOU WITH A 5**

**DRATS! A 9**

**-SIGH- 9 HERE AS WELL.**

Note: BA doesn't have to roll initiative for the goblins! They were lying in wait to ambush the PCs (having heard the previous combat in the other room). Since they were ready they can attack right away at 1!

*See Ambushes, page 218*

OKAY GUYS... YOU'VE GOT **THREE GOBLINS ARMED CROSSBOWS... READIED AND AIMED AT YOU!!**

I GOT MY **CROSSBOW** AT THE **READY, B.A.**

HERE COMES THE **COUNT UP!!**

YOU **DO** REALIZE IT **WASN'T LOADED...?**

**DOH!!**

**GOBLIN**

Size: Small  
Movement: 5  
Hit Points: 20

SPEED	20	INIT	3
ATTACK	+3	DMG REDUCTION	2
DEFENSE	+2	THRESHOLD	8
REACH	by weapon -1	TOP SAVE	6
DAMAGE		2d6p	

**BRING IT SCREEN MONKEY!!**

**ONE!**

- ◆ BA has ruled the goblins have been aiming since the PCs arrive in this area and can fire immediately on one.
- ◆ Had they not been aiming they would have been subject to either a penalty for firing without aiming, or forced to wait 4 seconds to take aim.
- ◆ Note that B.A. has ruled, Bob did not load the crossbow he took from the dead goblin — in this case the GM was looking for a specific called action stating this had been done.

**ACTION COUNT: 1**

BOB THE **FIRST GOBLIN** ROLLS A **17** TO HIT ON YOU,

THE **SECOND** FIRES AT YOU AND ROLLS A **12!**

**KA'CHUNK!!** WHAT IS THIS...? **PICK ON BOB DAY?**

JUST GIVE ME SOME **DEFENSE ROLLS.**

SARA THE **THIRD GOBLIN** HAS YOU IN HIS SIGHTS...

CROSSBOW BOLT COMIN AT YA --- A **16!**

**ROLL DEFENSE!**

SHOOKA SHOOKA

**CRAP -- I ONLY GOT A 15** ON MY **FIRST DEFENSE** ROLL,

AND A **19** ON THE **SECOND.**

I GOT A **SMALL SHIELD** HOWEVER -

SO I HAVE A CHANCE TO **BLOCK** THAT **FIRST BOLT.**

**-SIGH- I ROLLED A 12 - I'M HIT!**

**- SWEET!**

NICE TRY BOB -- BUT YOU SAID YOU HAD YOUR **CROSSBOW AT THE READY** -- SO NO **SHIELD BLOCK** ROLL FOR YOU!

AHH, MAN.

YOU WERE **ROBBED DUDE.**

GOTTA TAKE THE **HIT, BOB.**

◆ Normally, when a character is struck by a missile weapon, they may roll against their shield's cover value to see if they block/catch the projectile. Unfortunately, Bob didn't have his shield ready and Justina doesn't have one at all.

*See page 219*

◆ Since both Bob and Sara were struck with missiles, BA now rolls 2d6p for each bolt to see how much damage their characters sustain. BA rolls a 2 and a 1 for the damage on Knuckles for a total of 3, and a 2 and a 3 on Justina, for a total of 5.

*See Ranged Attacks, page 218*

THE BOLTS HIT, BUT **NEITHER IS SERIOUS.**

BOB YOU TAKE A **WHOPPING 3 POINTS.**

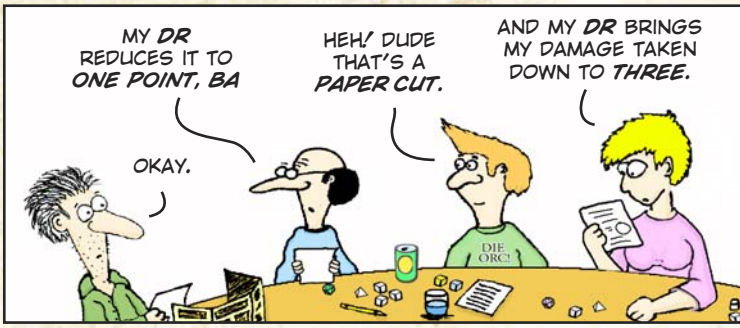
SARA YER **TAPPED FOR 5.**

MARK 'EM OFF.

**1**

Ranged fire is treated a bit differently than melee combat. Bob and Sara roll d20 but don't add their defense bonus! Since the goblins are within 60' BA rolls d20+3 (the goblin's Attack bonus) to determine his total attack rolls

*See Ranged Attacks, page 218*

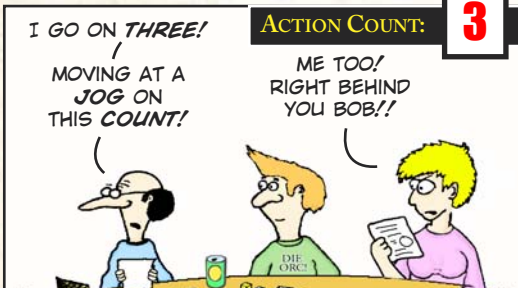


Each time a PC, NPC, or monster is struck for damage they reduce the rolled damage by their DR (Damage Reduction) from their armor or natural protections. In both cases Knuckle and Justina are wearing leather armor which has a DR of 2. *See Damage, page 222*

Once hit both Bob and Sara record the wounds on their character sheets, reducing their Hit Points by the appropriate number.

However, it's important that they record each wound separately since it factors into how wounds are healed.

*See Damage, page 222*



**ACTION COUNT: 3**

Bob's initiative is 4 and Sara's is 9, however since both were struck by a weapon (on count 1), they can act 2 seconds after being struck. On 3 both can move and attack.

*See Mitigating Surprise, page 217*

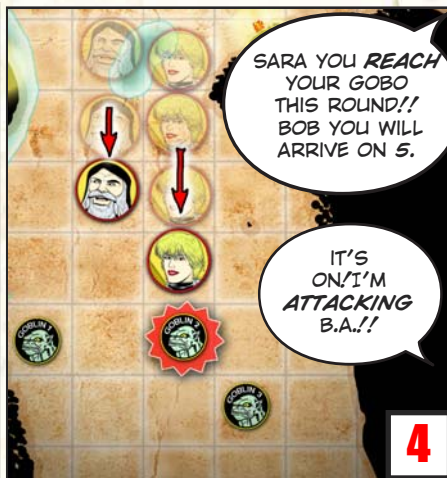
PCs can start moving with a walk or a jog, but not a run or sprint.

- ◆ Since Knuckles is a dwarf he can jog 5' a second.
- ◆ Justina, being a human, can begin moving 10' a second.
- ◆ Since the goblins are 15' feet away they will close the gap rather quickly, unless the goblins start hauling ass.

*See Movement, page 218*



**ACTION COUNT: 4**



In the heat of the moment, Bob has apparently lost his focus. Had he declared he was moving from a Jog to a Run he could have moved 10' and reached his opponent this count.

*See Movement, page 218*



**GOBLIN**

Size: Small  
Movement: 5  
Hit Points: 20



**Dagger**

SPEED 8	INIT 3
ATTACK +3	DRG REDUCTION 2
DEFENSE +2	DAMAGE 2d4p
REACH by weapon -1	TOP SAVE 6

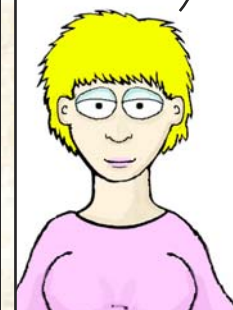
◆ Dropping an item takes no time at all and the goblin can do so without taking any additional time. Furthermore, drawing a small weapon takes 0 seconds. As Justina closes the goblin draws his dagger waiting for combat.

*See Movement/Action Rates, page 218*

◆ Goblins are small creatures (like dwarves and halflings) and essentially have a 1-foot penalty to their reach. Since they are using daggers both Justina and Knuckles will strike first in combat when they arrive because their reach is longer.

*See Reach, page 223*

**4**  
I GOT A NINE ON MY ATTACK ROLL, B.A.



AND THAT'S GOOD ENOUGH TO HIT!!



For this attack Sara rolls d20p and adds her Attack Bonus (+1). She rolls an 8 and adds 1 for a total of 9.

BA rolls d20p-4 and adds the goblin's Defense Bonus (+2 without a shield) to see if the goblin successfully evades the blow.

BA rolled a 3 and adds 2 for a total of 5. Since 5 is lower than 9 Justina successfully hits the goblin and can now roll damage.

See *Melee Attacks*, page 223

GO AHEAD AND ROLL YER DAMAGE

4

◆ Sara rolls 2d8p and adds (or subtracts) her Damage bonus (-3) to the roll to determine the total amount of damage.

◆ Her first roll is a 7, but her second roll is an 8.

◆ Since Sara rolled the maximum on one of her dice (i.e. a penetration roll), she can roll that die again. All additional rolls must subtract 1 from the result. However, getting the max value a 2nd time permits a 3rd roll and so on.

See *Dice Penetration*, page 8

◆ Sara rolls 2 on her second roll. Subtracting 1 from this bonus roll yields 1 extra point of damage.

◆ Her damage is 7+8+1 = 16. She then subtracts 3 points (on account of her poor strength) for a total of 13 points of damage.

See *Damage*, page 222

I HIT HIM FOR 13!!

4

DAMAGE

PENETRATION

NICE JOB, SARA. HE'S DEFINITELY GONNA FEEL THAT.

◆ BA first reduces the damage from 13 to 11 because goblins have a DR of 2.

◆ However, goblins are small creatures; thus any amount of damage more than 10 points results in a knockback.

◆ Even if the goblin's DR had reduced the damage under 10 he still would have been knocked backwards 5 feet!

See *Knock-Backs*, page 231

SARA, YOUR ATTACK STRIKES THE GOBLIN SO HARD HE IS KNOCKED BACK AND IS IN A STUPOR!

HE'S TOPPED!

HAA!! TAKE THAT!! CREEP!

NEXT!!! -SNICKER-

TOP CHECK

KNOCK BACK

◆ Not only has Sara knocked the goblin backwards, but she has also forced a trauma check by doing more than 8 points of damage to it. See *Trauma*, page 235.

◆ Goblins have a Trauma Save of 6 so BA rolls a d20. If he rolls 6 or less the goblin remains standing and can retaliate. Anything more than a 6 and the goblin is incapacitated.

◆ BA rolled a 16 and the goblin thus missed his check by 10 points. It is traumatized for a lengthy period of time (10x5 seconds = 50 seconds!)

See *Trauma*, page 235

ACTION COUNT: 5

OKAY NEXT COUNT... FIVE!!!

I MOVE OVER TO THAT THIRD GOBLIN...

YES! B.A. I ENGAGE THE GOBLIN ON THE RIGHT.

HEY! SAVE SOME FOR ME!

B.A. I CAN START MOVING THIS COUNT... I START OFF AT A JOG AND MOVE UP TO HELP!

HEY HOT TO HACK!! YOU FORGETTIN' SOMETHING? I CAN'T GO TIL ELEVEN. COME MITIGATE MY SURPRISE.

SORRY, DUDE. DON'T HAVE TIME -- I NEEDS ME SOME GOBO ACTION!

JERK!! YER GONNA LEAVE THE SPELL LOBBER UNPROTECTED?!!

5

◆ Brain asks Dave to assist him by mitigating surprise. Brian is clearly acting on knowledge his character shouldn't have — something most GMs frown upon.

◆ Until Brian's initiative comes up at 11, he is momentarily stunned by the action with his thumb up his butt — unable to do anything.

◆ Dave can choose to assist Brian by stopping and pointing out the danger.

◆ In this latter instance, they would split the initiatives by averaging the count in which Dave helped Brian (5) and when Brian can act (11) — making both Brian's and Dave's initiative 8.

See *Mitigating Surprise*, page 217

MITIGATE SURPRISE

SARA, THE GOBLIN YOU WERE MOVING TOWARD WAS MOVING TO ENGAGE YOU AS WELL...

SINCE YOU WERE PREOCCUPIED WITH KILLING HIS BUDDY THE SECOND BEFORE...



5

I'M GONNA RULE HE MOVES INTO THE SPACE HIS BUDDY JUST GOT KNOCKED BACK FROM.

HE MUTTERS A GROWL AND SPITS INTENT ON AVENGING HIS COMRADE.



Certain aspects and actions which occur during the course of the game (and especially combat) will require GM arbitration.

In this instance, BA has made two important decisions.

◆ First he has ruled that the second goblin (despite being 5' away) is currently 'engaged' with Justina. This means both Justina and the goblin are already locked into the count and weapon speeds won't be reset as they engage one another. This decision was made because BA had already determined the goblin was going to attack Justina!

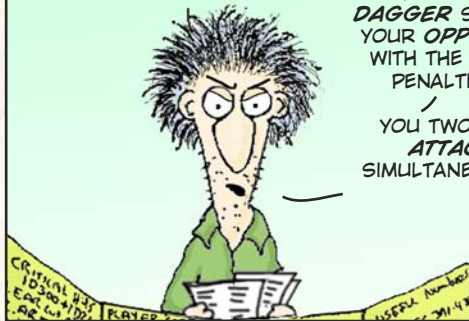
◆ Secondly BA has ruled that since both Justina and the goblin are attempting to move into the vacant square between them, the goblins arrives first.

There are a number of ways to determine who arrives first in such situations, but BA has decided the goblin took advantage of the extra time he had while Justina was killing his comrade.

SARA YOU'RE GOT REACH ON YOUR GOBLIN SO YOU CAN ATTACK FIRST.

BOB, YER USIN' A DAGGER SAME AS YOUR OPPONENT WITH THE SAME PENALTIES...

YOU TWO WILL ATTACK SIMULTANEOUSLY.



◆ Goblins are small creatures (like dwarves and halflings) and essentially have a 1-foot penalty to their reach. Since they are using daggers both Justina and Knuckles will strike first in combat when they arrive because their reach is longer.

◆ Justina will get to attack first, but Knuckles and the goblin will go at the same time since they both have a -1 to Reach and are wielding daggers.

◆ Sara takes her attack but misses — giving the goblin an opportunity to take his attack.

See Reach, page 223

Near Perfect Defense

THE GOBLIN NOW ATTACKS HIS ATTACK ON YOU, SARA.

WITH A 14!!

ROLL FOR A DEFENSE.



I ROLLED A NATURAL 19 -- FOR A MODIFIED 16!

THAT'S A NEAR PERFECT DEFENSE, SARA!

NICE!



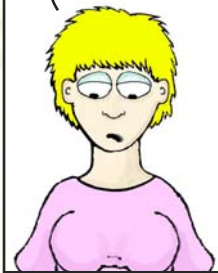
5

◆ BA rolls an 11 for the goblin's attack and adds his Attack Modifier of +3, for a total of 14. Since Sara's roll is higher (19-4+1 = 16) she successfully defends the attack. Sara receives a -4 to her defense roll because she is not using a shield. In addition, since she rolled a 'natural' 19 AND beats her attackers roll she gets a Near Perfect Defense result.

◆ Since Sara gets a Near Perfect Defense she now makes an attack roll vs. the goblin's defense. If she hits, she rolls (d4-2 + d4-2) + Str bonuses for the damage. Near Perfect Defense damage ignores DR (unless it's natural — such as skin).

See Near Perfect Defense, page 241

EH... MY NEAR PERFECT DEFENSE MISSES, B.A.



Critical Hit

OKAY, B.A. OVER HERE!! I'M ATTACKIN' THIS DUDE RIGHT HERE!

OKAY... GO AHEAD AND ROLL, BOB.



YEEES!!! A NAT TWENTY! I RULE!!



5

GOOD FOR YOU. ROLL YER DAMAGE



◆ Bob rolled a Natural 20 on his attack roll. If his roll is greater than the defender's Defense roll then he not only hits but scores a critical hit.

See Critical Defense, page 241

♦ Also, since Bob rolled the maximum he rolls a penetration roll. In this instance a d20 penetrates to a d6; Bob then rolls a 3 on a d6 for a total of 25 (20-1 [for penetration]+3[d6 roll]+3 [his Attack modifier]).

See *Dice Penetration*, page 8

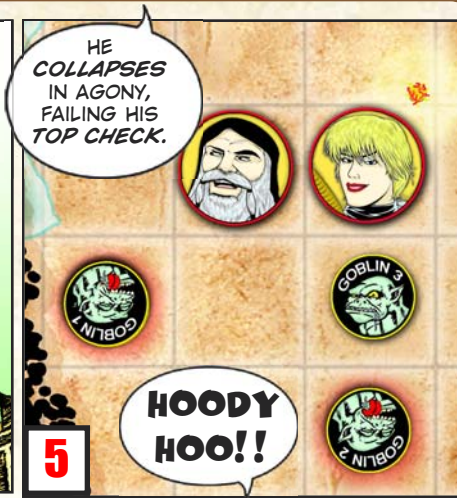
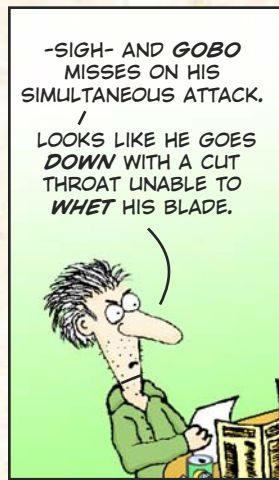
♦ Since BA only rolled an 8 for the goblin's Defense roll, Bob not only hits but scores a critical!

See *Critical Defense*, page 241

♦ Even though the goblin has been critted he STILL gets to take his attack before going down — since this was simultaneous combat.

\*For ease and clarity of this example, critical hit results are not shown. These charts will appear in the GMG.

See *Taking Action*, page 216



Penetration

Simultaneous Combat

**ACTION COUNT: 6**

OKAY - MOVIN' ALONG...

SIX!!

BOB, SARA...

MAKE OPPOSED OBSERVATION CHECKS PLEASE!

UT OH... NOW WHAT.

H-HUH...?



♦ BA is asking Bob and Sara make an observation check to notice a second group of goblins sneaking into the room from area 4.

BA could also ask for an opposed Listening skill check, but he has ruled the noise of combat is concealing the sounds of the goblins movement.

♦ Opposed skill checks are made by rolling d100p and adding the result to the requisite skill value.

In this case Bob has 31 percent in Observation and rolls a 59, for a total of 90. Sara rolls a 34 and adds her skill of 27 percent, for a total of 61.

♦ Next BA secretly rolls the Sneaking skill check for the goblins. If Bob or Sara's results are higher than the goblins Sneaking skill checks they notice something!

See *Encounters*, page 215

Observation Check

**6**

MOVIN' UP TO A RUN HERE, B.A.!!

AND I'M DOING A COUP DE GRACE ON THAT SPINDLY LITTLE BASTARD I JUST CRITTED!!

OKAY, HE'LL BE DEAD ON NINE THEN.



♦ Dave can move from a jog to a run, and in doing so increases his movement to 15 feet/second.

♦ Since Knuckles is a thief he performs coup de grace faster than other classes. Most classes require 10 seconds to kill a fallen foe, but the time required for Thieves to perform the task is 3!!

See *Coup de Grace*, page 236



**ACTION COUNT: 7**

SEVEN!!



Note how B.A. keeps the count moving. Nobody has any declared actions so he moves on.

Coup de Grace

**7**

EL RAVAGER IS SLOWIN' TO A JOG ON SEVEN!!

COMIN' UP ON YOUR LEFT, JUSTINIA..

HEY! THE MAGE IS FEELIN' EXPOSED HERE!!



♦ Dave has to slow his momentum down else he will collide with the goblin.

♦ He has the option to slow down two movement increment rates per second. However, since he is still 15 feet away from the combat he chooses to slow down to a jog — thus he moves 10 feet and can cover the last 5 feet and engage the goblin on 8.

See *Movement*, page 218

**ACTION COUNT: 8**

EIGHT!!





UNFORTUNATELY, BRIAN YOU ARE CORRECT.  
**LOTUS IS EXPOSED.**  
 AND IS ABOUT TO **FEEL IT.**



FOR ON **EIGHT** --- **TWO GOBLINS LEAP FROM THE SHADOWS OF THE HALLWAY WHERE EL RAVAGER HAD BEEN KEEPING WATCH...**  
 WITH A GUTTERAL **WAR CRY** THEY COME **RACING TOWARD WITH MURDER IN THEIR EYE!!**



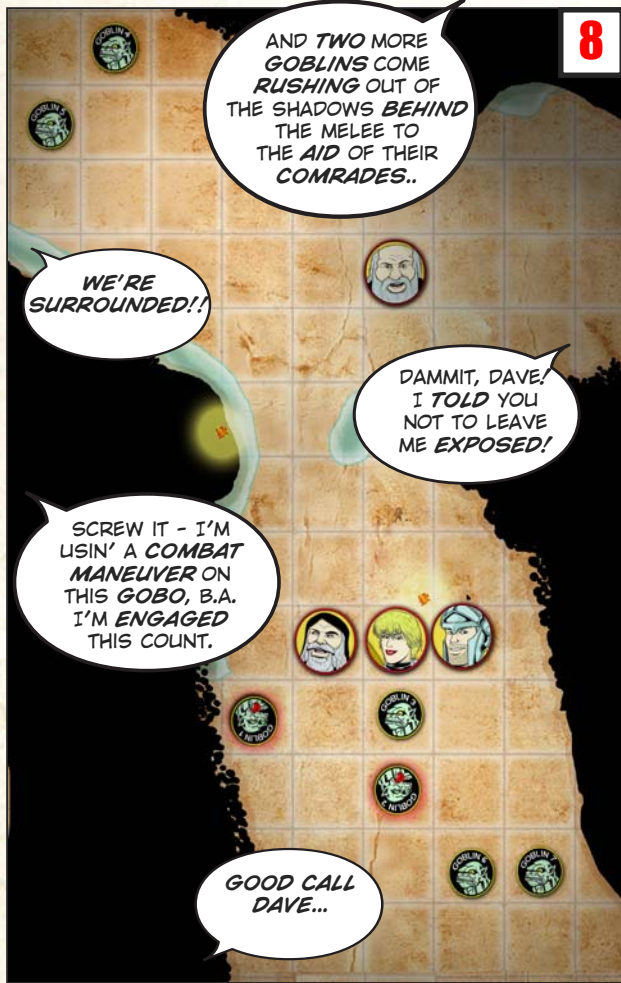
AND **TWO MORE GOBLINS COME RUSHING OUT OF THE SHADOWS BEHIND THE MELEE TO THE AID OF THEIR COMRADES..**

**WE'RE SURROUNDED!!**

DAMMIT, DAVE, I TOLD YOU NOT TO LEAVE ME EXPOSED!

SCREW IT - I'M USIN' A **COMBAT MANEUVER** ON THIS **GOBO, B.A.** I'M ENGAGED THIS COUNT.

**GOOD CALL DAVE...**

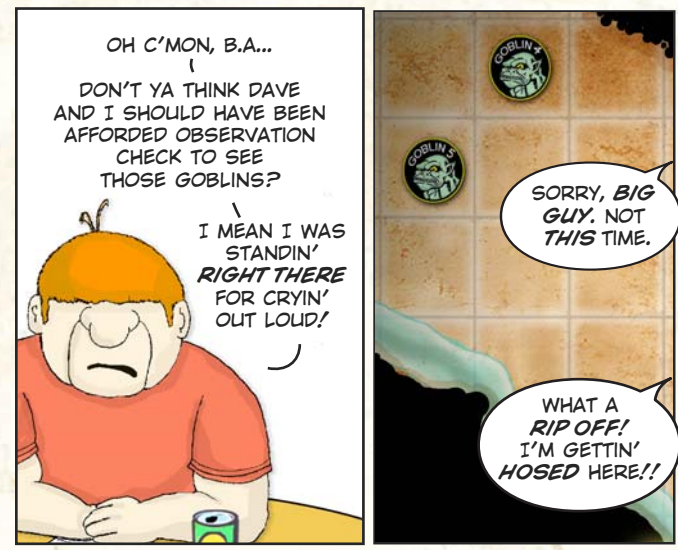


OH C'MON, B.A...  
 DON'T YA THINK DAVE AND I SHOULD HAVE BEEN AFFORDED OBSERVATION CHECK TO SEE THOSE GOBLINS?

I MEAN I WAS STANDIN' RIGHT THERE FOR CRYIN' OUT LOUD!

SORRY, **BIG GUY**. NOT THIS TIME.

WHAT A **RIP OFF!** I'M GETTIN' **HOSED HERE!!**



- ◆ BA has ruled that since the goblins were hiding out of sight at the beginning of the combat there was no need for an Observation skill check.
- ◆ Furthermore, since Brian is still surprised and his attention is likely drawn to the ongoing combat, he is already looking the wrong way and thus didn't get a skill check.

Note: this is purely a GM decision. There's no right or wrong in these types of situations and BA has used his best common sense to rule in order to ensure fair game play.

- ◆ Despite Brian's protests and whining — at the end of the day the GameMaster is always right and he must ultimately concede the point.

Combat Maneuver

Fumble

**8**

OKAY I'M TAKING THIS DUDE DOWN!!  
**AGGRESSIVE ATTACK HERE!!**



- ◆ Dave has decided to use the special combat maneuver; Aggressive Attack. This enables him to simulate a flurry of blows without regard for his defense.

As such he adds +5 to his Attack Roll. Unfortunately he also suffers -2 to his next Defense Roll.

Should the goblin choose, he could Scamper Back to mitigate the damage, but in this instance BA rules the goblin stands his ground.

*See Special Combat Moves, page 228*

DAMN THESE DICE!  
 I ROLLED A **ONE, B.A.** -- FOR A TOTAL OF **TEN.**

THE GOBLIN ONLY ROLLED AN **8,** SO YOU JUST MISS.

THAT'S JUST GREAT.



- ◆ Dave fumbled his attack roll by rolling a 'natural' 1 on his Attack Roll. His attack is calculated as; 1 (die roll) + 4 (Attack Bonus) + 5 (Aggressive Attack) = 10.

However, since Dave rolled a 1 on his Attack Roll he might fumble! If the goblin's Defense Roll is higher than his Attack Roll, El Ravager will fumble.

In this instance Dave exceeds the goblin's Defense Roll.

Despite his success, he still doesn't hit. Any 'natural' 1 on an attack roll is always a miss!

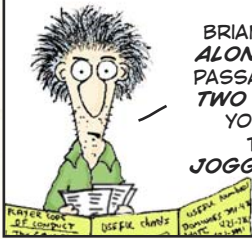
*See Misses/Fumbles, page 241*

**ACTION COUNT: 9**

**NINE!!**

DAVE AND SARA...  
THE TWO NEW GOBLINS NEAR YOU ARE JOGGING TOWARD YOU.

BRIAN, YOU'RE ALL ALONE OUT IN THE PASSAGE WAY WITH TWO GOBLINS OF YOUR OWN -- THEY ARE JOGGING AS WELL.



MY GOBLIN IS DEAD, B.A. I'M MOVIN' OVER TO THE ONE SARA TOPPED AND COUP DE GRACIN' HIS ASS AS WELL!!

THANK GAWD... FINALLY!! LOTUS CAN ACT ON NINE!!



**9**

READYIN' COMPONENTS HERE FOR A SPRINGING SPELL, B.A. WHOAH. WAIT A SECOND...

**CRAP!!**



THEY'RE JOGGIN' DAMN -- NEVERMIND. I'D NEVER GET THE SPELL OFF IN TIME TO DO ANY GOOD...

**9**

I'M CASTIN' SCORCH INSTEAD!! IT'LL GO OFF ON TEN!

OH AND I'M PUMPIN' THE SPELL UP WITH 40 SPELL POINTS.

SORRY, BRIAN -- BECAUSE YOU WERE INDECISIVE AND HESITATED I GOING TO RULE IT TAKES AN ADDITIONAL SECOND TO CAST YER SPELL. HUHZ?!! IT'LL GO OFF ON !!!!



Spell Casting



Typically, in order to cast a spell a mage must ready components for the appropriate spell beforehand. The spell Scorch however, has no components.

To ready components the mage rolls d4p to see how many seconds it takes to get the necessary material components ready.

He then may begin casting, thus he adds the appropriate casting time for the spell in question.

See Spell Casting in Combat, page 241

**ACTION COUNT: 10**

BOB YOU'LL START YOUR COUP DE GRACE ON TEN SINCE YOU HAVE TO MOVE 5 FEET TO GET AT THE TOPPED GOBLIN.

GOT'CHA, B.A.

**TEN!!**



DAVE, SARA THE TWO NEW ATTACKERS MOVE IN, ONE ON EACH OF YA.

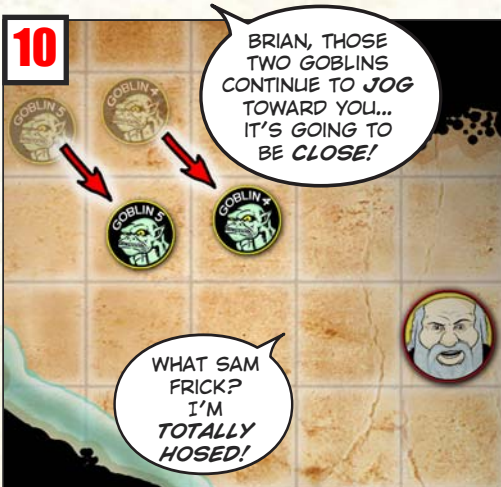
COME! LET US DANCE!!



**10**

BRIAN, THOSE TWO GOBLINS CONTINUE TO JOG TOWARD YOU... IT'S GOING TO BE CLOSE!

WHAT SAM FRICK? I'M TOTALLY HOSED!



ALWAYS PROTECT THE MAGIC USER! WE'VE TALKED ABOUT THIS GUYS...



DAVE, SARA -- THE GOBLINS ON YOU ARE GOING TO ATTACK FIRST... GO AHEAD AND MAKE DEFENSE ROLLS!!



**10**

New attackers joining an existing melee usually don't have to worry about reach to determine who attacks first.

Since Dave and Sara are already engaged with a goblin and essentially locked into a count as long as they remained so the new goblins just attack when they arrive.

See Reach, page 223

DAVE, THE GOBLIN ON YOU, ROLLS 15!

HA HAA! EL RAVAGER BLOCKS HIS ATTACK WITH A 16.

SARA YOURS GETS A 9.

AHHHH!! JUSTINIA IS HIT!!

10

SARA, YOU TAKE A SMALL WOUND OF 3 POINTS

DAVE YOUR ATTACKER HITS YOUR SHIELD

◆ When an attacker hits a shield he will roll the appropriate Shield Damage listed in the weapon chart. This is typically a reduced set of dice which are then rolled to see if they get past the shield, thus damaging the shield bearer. In this instance dagger has no listed Shield Damage, thus BA doesn't need to roll to see if the attack penetrates El Ravager's shield.

◆ Sara sustained another small wound of 3 points, however, she first reduces this number by the DR of her armor (2 points). Thus she only sustains a measly 1 point wound. She will record this wound on her sheet and reduce her Hit Points by 1.

*See Shields and Armor, page 224*

**ACTION COUNT: 11**

**ELEVEN!!**

BRIAN, ONE OF THE GOBLIN REACHES YOU THIS COUNT.

YOU CAN SMELL ITS FOUL BREATH AND HEAR THE SNARLS OF ITS WAR GRUNTS AS ITS BEEDY YELLOW EYES CLOSE IN.

HEH -- WELL IT SUCKS TO BE HIM 'CUZ I GOT A 9 FOR DEFENSE...

MY SCORCH SPELL GOES OFF!!

ROAST 'EM AND TOAST 'EM, BIG GUY!

10 ft. area of effect

IT STABS AT YOU WITH ITS DAGGER ATTEMPTING TO DISRUPT YOUR SPELL... AND GETS A 7. [SIGH]

I SHOULD GET BOTH OF EM!

REMEMBER, I PUT 40 SPELL POINTS INTO THIS BABY.

◆ Brian casts Scorch on 11 but since the goblin reached him that second (and thus attacks), he has to defend or risk his spell being disrupted. His defense die is limited to a d20p-6. Fortunately the goblin rolled very low and missed.

◆ Casting the spell costs him 50 Spell Points. Brian has chosen to increase the potency of the spell by 'pumping' it up with an additional 40 Spell Points in order to increase the damage.

◆ Scorch does 1d3p+6 points of damage, but Brian's increased spell points increases this amount to 1d3p+10. He rolls his damage (no attack roll is needed for this spell) and penetrates on the damage roll 3 times, for a total of 18 points of damage (3+[3-1]+[3-1]+[2-1] +10).

◆ Scorch allows a Dodge Saving Throw for half damage, but goblins fail that, plus their Trauma checks! To add insult to injury, the force of the spell also knocks them backwards 5 feet.

*See Spell Casting in Combat, page 241 and Saving Throws vs. Spells, page 242*

**11**

YOUR SPELL ENVELOPES BOTH GOBLINS AND BLASTS INTO A FIERY MESS!!

SCREAMING AND CLUTCHING AT THEIR EYES THEY STUMBLE BACK AND FALL TO THE GROUND, WRITING IN AGONY.

HOODY HOO!!

HEH -- THEY JUST GOT A LITTLE TASTE OF LOTUS FURY!

B.A. I START JOGGING TO REJOIN THE GROUP!

OH NO.. NOT UNTIL THE NEXT COUNT THERE, BRUCE JENNER - AND NO FASTER THAN A WALK.

11

◆ After his spell Noir Lotus is under the effects of Spell Fatigue for 6 seconds (casting time of the spell + 5). During this time mages are particularly vulnerable and suffer reduced defense rolls and limited actions.

*See Spell Fatigue, page 242*

**ACTION COUNT: 12**

**TWELVE!!!**

THE FIRST GOBLIN YOU ENGAGED SARA IS ATTACKING YOU, AN 11 TO HIT.

ROLL FOR DEFENSE!

-SIGH- WHY DID I EVEN BOTHER? I FUMBLER!

**ACTION COUNT: 13**

ALRIGHT, MARK OFF 8 FOR DAMAGE, SARA.  
AND THE COUNT IS THIRTEEN!!

MY COUP DE GRACE IS COMPLETED -- ANOTHER GOBO BITES THE BIG ONE!

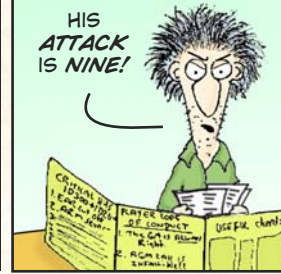


- ◆ Sara fumbled her Defense Roll when she rolled a 'natural' 1 AND her total was less than the attackers to hit.
- ◆ Not only is she hit but her attacker receives an automatic free attack on the next second (in this case 13).
- ◆ In addition, since this isn't the first combat of the day and it past the first 10 seconds of combat, Sara also becomes fatigued because she rolled less than her Fatigue number on a Defense Roll (her Fatigue number is 2).
- ◆ She now suffers -1 to her Attack, Defense, and Damage rolls, and +1 to speed as she slowly tires out. A second failed Fatigue check will increase these penalties.

See Misses and Fumbles, page 241

OKAY THE GOBLIN ON YOU IS TAKING HIS FREE ATTACK, SARA...

HIS ATTACK IS NINE!



Fumble/Free Attack

WOW! NAT 20!!  
NOW THAT'S MORE LIKE IT...



**13**

OKAY, OKAY, LITTLE MISS LUCKY...  
HE MISSES AND YOU GET A FREE COUNTER STRIKE.



- ◆ Sara has rolled a 'natural' 20 on her defense.
- ◆ Her total roll is 20-4 (no shield) + 1 = 17. Since her roll is greater than the goblins attack and a natural 20 she gets a perfect defense, which results in an immediate counter attack.
- ◆ This counter attack does not reset Sara's count.

See Perfect Defense, page 241

MY COUNTER ATTACK HITS.. WOW - FOR 24 POINTS OF DAMAGE!



**13**

Perfect Defense

- ◆ Sara hits with her counter attack and her Damage Rolls penetrate. She rolls 2d8 and her totals are, 8+[8-1]+[1-1] and 8+[5-1] = 27.

See Dice Penetration, page 8

- ◆ Sara then subtracts her damage bonus of -3, for a total of 24.
- ◆ Not only does her attack kill the goblin outright, it knocks the poor creature backwards 10 feet, for a double knockback!
- ◆ Had the goblin survived the attack it would have been knocked prone and had its count reset on account of a double knockback result!

See Knock-Backs, page 231



SEEING THEIR FRIENDS ANNIHILATED -- THE REMAINING TWO GOBLINS PROMPTLY TURN AND FLEE FOR THEIR LIVES...



- ◆ Normally, with tenacity rules the goblins probably wouldn't be so quick to give up the fight. In this case however, the GM knows they have an agenda -- to lure the party deeper into the chamber where another ambush awaits.

- ◆ Sara and Dave get a free attack since both their attacks would have come within half their count.

With the free attacks on the fleeing goblins the group will easily win this combat and move on into the dungeon.

See Flee, page 229

Fleeing Opponent

GEEZE, B.A. THAT'S ALL THEY HAD...?

YEAH WHAT A BUNCH OF WHIMPS.

HOW 'BOUT GIVING US SOMETHING WORTHY OF OUR TIME? HEH..

LET'S SEARCH THE BODIES!!



ONE CHAMBER LATER...

YOU WALK JUST A FEW FEET ONLY TO DISCOVER LARGE OMINOUS SHADY FIGURES RACING TOWARD YOU OUT OF THE DARK!



FOUR ORCS ARMED WITH SHIELDS AND MACES SHOUT OUT A WAR CRY!!

GAAA!!!

WHAT THE HELL...?

READYIN' MY SWORD HERE, B.A.!



MORAL OF THE STORY: "NEVER MOCK A GM'S ADVENTURE ELSE THE GRUDGE MONSTERS BE LOOSED".