DYLAN'S HOUSE RULES FOR THE BLACK HACK

As of 26 Oct 2018

Character Classes and Leveling

- **Other Classes**: Additional classes may be played as subclass of one of the four core TBH class.
    - The player and GM agree to which of the existing four classes is the most appropriate foundation (e.g. a *Ranger* may be based on a *Thief* but with different special abilities).
    - Most mechanics (e.g. HD, damage) stay the same, but the player and GM agree to any changes to weapon and armor limitations and replacing or altering the special abilities.
- **Change to Warriors:** Rather than getting one attack per level, *Warriors* do an additional ***1d6/1d4 attack damage per additional level*** (e.g. a level 3 *Warrior* does 1d8 + 2d6 armed attack damage). If damage is greater than the target's remaining HP, the remainder of the damage may be applied to a *close* foe.
- **Gaining Levels:** Once a Character has acquired a number of *Experiences* equal to their current Level they may 'share' them to gain a Level (e.g. a Level 2 Character would need to share 2 *Experiences* to advance to Level 3). An *Experience* is a major battle, completing a mission, rolling OofA, an epic fail, etc.

Combat and Healing

- **Attack and Defend**: Consolidated into one combat roll, deal damage on a hit, take damage on a miss.
- **Critical Hit/Miss**: Rolling a 1 deals a fatal blow/shot; if a 20 is rolled, take double damage.
- **Initiative**: When not obvious, initiative test for advantage or disadvantage on first combat roll.
- **Running Away**: Once engaged, a successful DEX check is required to escape without taking damage.
- **First Aid**: 1d4 HP can be recovered after combat if there is an opportunity do drink some water and receive first aid (e.g. clean and bandage wounds).

Hirelings and Encumbrance

- **Backpacks**: A backpack does not count toward Encumbrance, only the items inside.
- **Sacks**: Small sacks aggregate 3 small (i.e. pocket-sized) items to count as one. Large sacks aggregate 6 small items as one.
- **Hirelings**: All stats for *classless* hirelings are at 10, HD d4, 1d4 damage, and start with a d6 *Loyalty Usage Die*, which is rolled after a hireling is placed in peril. Pass a CHA test to re-roll a 1 or 2.

Spell Casting

- **Critical Fail:** If a caster rolls a 20 during a Spell Slot check, they accidentally cast the spell again, targeting themselves, and reduce their Spell Slot.
- **Spellbook Casting:** Spells not memorized may be cast by reading from a spellbook or scroll; the spell slot check is with disadvantage. If done during combat, the caster also takes damage on a failed check.
- **Levelless Spell Slots:** Clerics have spell slots equal to their level -1; Conjurers have level +1 total spell slots.
- **Change to *Sleep* Spell:** Puts ***1d6 HD per level*** worth of beings to sleep for 8 hrs.
- **New Spells:** After character creation, new spells must be sought out or discovered in game.
- **Alternative Magic**: When agreed to between the player and GM, the freeforming of spells and the material from *Lost Pages*' *Wonder & Wickedness* and *Marvels & Malisons* is permitted.