

Chapter 1 : GameMaster's Guide - HackMaster - Noble Knight Games

This digital grimoire is the long awaited HackMaster GameMaster's Guide. It is an indispensable weapon in your arsenal; a must for those with a desire to take up the GM's Shield and referee HackMaster.

Still in the original factory shrink wrap, with condition visible through shrink noted. For example, "SW NM " means shrink wrapped in near-mint condition. Like new with only the slightest wear, many times indistinguishable from a Mint item. Close to perfect, very collectible. Board games in this condition may be played but show little to no wear. Lightly used, but almost like new. May show very small spine creases or slight corner wear. Absolutely no tears and no marks, a collectible condition. May have medium sized creases, scuff marks, very small stain, etc. Complete and very useable. Fair Very well used, but complete and useable. May have flaws such as tears, pen marks or highlighting, large creases, stains, marks, a loose map, etc. Poor Extremely well used and has major flaws, which may be too numerous to mention. Item is complete unless noted. When only one condition is listed, then the box and contents are in the same condition. A "plus" sign indicates that an item is close to the next highest condition. A "minus" sign indicates the opposite. Boardgame counters are punched, unless noted. Due to the nature of loose counters, if a game is unplayable it may be returned for a refund of the purchase price. In most cases, boxed games and box sets do not come with dice. The cardboard backing of miniature packs is not graded. If excessively worn, they will be marked as "card worn. If excessively worn, they will be marked as "tray worn.

Chapter 2 : Universal Distribution - Hackmaster Gamemaster's Guide

HackMaster - GameMaster's Guide From the back of the book: And while this is the 4th edition of the Hackmaster game, in another time, another edition.

Kingdoms of Kalamar pronunciation guide. All things HackMaster are made possible by the secrets In the HackMaster equation, you are the most important [http: Unsubscribe from Talking About Games?](http://www.talkingaboutgames.com) Hackmaster 5th - Unboxing - Duration: This type of Hackmaster 4th Edition Gamemasters Guide can be a very detailed document. You should read it when possible, but by no means And while this is the 4th edition of the Hackmaster game, in another time, another edition or an alternate universe, this could easily have been called "3E". Pay What You Want. PDF 1 year ago [http: When distinctions intuition in general, which download hackmaster 4th edition gamemasters guide concepts. The Role-Playing Game 4th Every character has a class, which is a Plus the current deal is that you get the physical book and the PDF. It stacked up because it gave access to the regularly updated PDF and due to the enormous cost of shipping from the US. I love Hackmaster 5th ed stuff, but I can go away and run a game of Labyrinth Lord with none of these \[http: Hackmaster a viable game system, For those of you who have played 1st or 2nd Edition ADD, you will be able to recognize many things right away. The Hacklopedia of Beasts, the monster book, has already been released. HackMaster character generation offers many Hackmaster 5th Edition HackMaster News GameMasters Guide Kenzer and Company. Add to Cart Product Availability. Ships from our warehouse in 4 to 11 business days KoK was originally developed as a DD setting, and has been detailed in several supplements and adventures. Designed from the ground up to be played at a table with real life friends, HackMaster is the hard-hitting, old-school roleplaying game that makes no qualms about its heritage. Before the game, you are preparing the\]\(http://www.hackmaster.com\)](http://www.roleplayinggame.com)

Chapter 3 : GameMaster's Guide, softback core rulebook for HackMaster 4th edition - The Shop on the Bo

Find helpful customer reviews and review ratings for HackMaster GameMaster's Guide at www.nxgvision.com Read honest and unbiased product reviews from our users.

Okay, it is time for some honesty folks. Be honest now, because I know a lot of you I include myself in this number are guilty. There is nothing for you to feel shame about. What did Chris just say? Yup, I said hand holding. The fine folks at Kenzer want to walk you through becoming a GM in a fashion that assumes you are smart, capable and very new at this. Over and over within the text of this book, they provide insightful and frankly inspiring commentary to guide you on your path from player to GM Overlord of all you survey. If only your first girlfriend or boyfriend had been this gentle and sure of your potential! This is mainly to convey what each section brings to the table and to stress the features present in this tome and their in-game application. The minute they queued up the slower version of the theme song music, you knew the Brady kids and you were about to learn a life lesson. I have read a LOT of how to be a gamemaster books. While most have several nuggets of truth in them, few if any encompass what being a Gamesmaster is all about. The GameMastering advice section starts gently discussing what it is to be a gamemaster versus a player. It gives a clear and thorough explanation on how to make that leap. It covers several tropes of gamemastering, such as avoiding railroads, winging it, enhancing your table ambiance. The real gems though are in the discussion of tough table types, something I am personally a fan of. Man oh man, I only wish I had someone to take me aside and say this when I began. I especially would call attention to the bit about Sporadic Attendance. Instructions are given on how to introduce players unfamiliar with gaming, players use to a certain style of RPG or just non-crunch system players to Hackmaster. I will go on record as saying as of yet, I do not think I have read a how-to GM guide that has so inspired me to run a game as this one has. I have been playing since and GMing since roughly and this section makes me excited all over again for the hobby. Combat The Combat section is broken into small bite size chunks. Each heading covers one topic such as ranged attacks, melee attacks etc and within that section, it covers specific issues revolving around that form of attack. Range attacks, for instance, both physical and magical can be affected by cover or concealment. Just because you duck behind a rock does not mean it is covering your entire body. The degree of cover determines how hard it is for the attacker to penetrate your defense. On the other hand that rock might protect you from a fireball sent dead on but if it is cast at the side of that rock it provides little to no protection. The folks at Kenzer do not just stop there though. On top of many situational dilemmas due to the environment, weather and other conditions, they also offer advanced rules. I like that they left it up to us to decide if we want that option added in. Combat information from a GM perspective is given a full explanation. Footing, engaging and disengaging opponents, battling aerial opponents are just some of the topics the authors touch on. They even give a few tactics of common flying monsters as examples to help flesh out GMing such battles. The biggest chunk of the combat section covers fumble tables and critical tables. Some may be put off by such expansive charts but it is not as complex as it first appears. Each flowchart utilizes a specific weapon type. Hacking, Piercing, Crushing each has tables. You roll results using a d system, which is easily done on a phone app, or by using ten-sided dice for the roll. Players will learn to fear the crit. That is good, combat is random and unpredictable. To make things easier on the GM, Kenzerco has given flowcharts to help decide outcomes. This section, however, covers what happens outside the bloody encounters. Environmental perils like drowning, moving in darkness, starvation and extreme hot and cold effects get a full explanation. There is more than one way to kill a character, and in Hackmaster doubly so. The book even discusses arrow arc and how much clearance is necessary to shoot a ranged weapon a significant distance. Yes, that is rightâ€”arrows do not shoot feet in a straight line. Want to know if smothering that fire makes you choke from smoke inhalation.. Trying to decide what effects carrying on through the night has on players. That is in there too. Spellcasting The spellcasting chapter is both interesting and complex. It adds many optional layers to handling casting. Players can, if they choose, break from convention and risk possible mishap to bolster their magical spell. The chapter covers the use of: The Journey Characters do a lot of traveling in roleplaying games. Sometimes it is purposeful, such as

a caravan escort. Other times it is necessary to reach the dungeon or next plot point in the adventure. Regardless of that, the open road is not without perils or costs. There nothing out of the normal here. Most of the information is pretty dry but necessary. Between Adventures Inevitably, your heroes will quit the dungeon and return back to their base of operation in some small town or city. While there they will want to seek further training in the skills they have been working on while adventuring. Players are welcome to try to learn without help but it costs double the amount of BP points to do so. Trainers do not work for free, however, so players will have to pay coin to get that next bit of training. Which makes total sense. I highly doubt a subject matter expert in this day and age would expect to give their knowledge free. They had to endure time, costs of their own and ordeals to learn what they know and the players will catch no breaks either. Formal training has additional benefits. When players seek advanced training they are able to roll on the training events table. This can be anything from plot hook events, extra equipment, or multiple boons. In fact, with a few exceptions, the vast majority of outcomes are positive. Pricing for reselling of equipment, random tables for quick tavern generation and the effects of tavern binging are given flesh here too. Character Vitals This chapter focuses in on the effects of aging. Group honor and fame are also discussed in decent detail. Your knight might be very honorable but his associates may do things that fall opposite of his desires. While his high honor bolsters the group interactions, his companions deeds reflect poorly on him with folks in his particular social ranking. As players become known for their deeds it follows them around and this provides a set way to determine what that exact effect is. A few new proficiencies such as Farrier, Butchers, and Masons are given. The GM is also provided a few tips for handling certain quirks and flaws. It is nice to have limits with clear explanation, and for skills such as Glean Information especially so. Zero Level Characters I have been a big fan of the zero level idea for a while. Taking the path of Zero to Hero is quite fun and Hackmaster delivers an optional way to facilitate this. Each class has certain zero level restrictions. Clerics even get special guidelines revolving around their ethos. Hackmaster, since 4th edition is a firm believer in players need for assistance. It is hard to hold a torch and a shield and a sword and be effective the minute combat starts. Players may want to invest in proteges. A protege or sidekick is kind of like an insurance policy should they die there is a character waiting in the wings for them to play. This is a completely Hackmaster idea, one more reason Hackmaster rises above the competition. It allows a player to still take part and helps to put a band-aid on the loss of a favorite character. Design Advice Being a GM is not necessarily intuitive. It can be especially hard for the neophyte GM to put together their first adventure. This chapter outlines how to create an adventure from start to finish. It is not that the chapters in this section do not provide innovative ideas. They do a great job of conveying how to handle distribution of treasure. I just think that this aspect of any RPG is fairly mundane in nature. It is the attention to detail in specific that is continuously maintained throughout this book that sets it apart. These chapters outline everything from clothing to spices and even perfumes. I especially enjoy the chapter on quality items. Just because a weapon or piece of armor does not glow with magical dweomers does not lessen its effectiveness.

Chapter 4 : GameMaster's Guide (HackMaster 5th Edition) | RPG Item | RPGGeek

Hackmaster is the game and you're not going anywhere without this Hackmaster Game Master's Guide. Hackmaster is a truly brilliant game from Kenzer & Co., and something that veteran (I hesitate to say old) AD&D gamers like myself will love.

I knew it had something to do with a humorous comic and made fun of itself throughout, drawing in all the traditional RPG tropes, never taking itself seriously. That is what I knew. I am on there a lot, connecting with gamers all over the world. Accordingly, I am now an expert American pratt. One key component of that all is Giant Dragons Gamer Chat, which typically takes place between 6pm and 9pm Wednesday through Friday. He talks about his games and they sound cool and he refers to how his preferred system handles different issues. This book is a tomeâ€”just the right size to bludgeon unruly players at my table. Unlike many other large books, this one is packed with rules information, not filled with a bunch of fluff and colorful text and descriptions. They are expensive, but with good reason. They have nice thick embossed covers and a great binding job. Thick, glossy, full color pages. Varied artwork throughout of different styles. What I can tell you is that my preconceptions were completely turned inside out and upside down. My ignorance kept me from experiencing what looks to be an awesome game. So, where to from here? Well, as with many systems, I try to teach myself to better understand the rules via creating characters. I spent some time doing that today. But, even then it takes some time. But, where did my Sunday go? I was busy creating characters for Hackmaster.

Chapter 5 : HackMaster Bundle “ Old School style from Kenzer and Company “ Beyond the Bundle

The authors of the Hackmaster GameMaster's Guide do not fill the book with repetitive information. One thing that always irks me is when I pick up a GameMaster's Guide and it is 50% stuff that is in the player's handbook.

Everything that could be crammed in the pages of this book has been organized into two GM Sections: This is part of the mystique and flavor of Hackmaster. They will use every loophole and design flaw to get what they want. Only by judicious use of the rules they are not supposed to know will the GM have an advantage. Of course, this is all in fun and in the spirit of the game, but we all know the type that love this game, right? The Art of Hacking! From character creation to combat, these are rules that are for GMs eyes and knowledge only. How do you mold that Gawd character to adhere to your campaign ideas? What can you do to help those Proteges along when the party experiences a TPK? Exactly how much fame does a player lose for back handing the prince of a local principality. Long gone are the days of static alignment choices. No longer can a Paladin ride roughshod in the name of his Gawd and claim that he is still Lawful Good. Using an Old Lady as a Shield because she would die less painfully at the point of a sword than to the wasting rot will definitely get your alignment knocked a few ways to Sunday. Oh the wonder and merriment of it all. Another interesting addition are the spell mishap tables in Chapter 7 - Magic and Spell Use and the critical hit tables in Chapter 8 - Combat: The Art of Hack. These tables will bring fun and joy to your table as you hit the players with painful groin shots and and magic missiles which hit the caster on various tender parts of his own body. Fun and Joy for the GM, that is. First green, then white, and maybe even puce and violet polka dots. As they say, one must always be careful with magic. The critical hit tables are just as nasty, be it for or against the players. The Critical Hit charts one each for Hacking, Crushing and Piercing weapons are d rolls these are serious man! Anything can happen, from a simple extra die of damage for that foot stomp to a groin crushing, never procreate again moment from the giant wielding a club. As I said, Fun and Joy! This area is a helpful place that will guide your Mastery of the Game and its presentation Learn how to control your players, learn how to win arguments and spin complaints into productive solutions. Even work on those recipes for Tavern drinks to help describe the flavors and effects in glorious details. All of this can be found in Chapters 10 - Along side those wonderful toys and artifacts are devices dreamed up in KoDT, including the powerful Hackmaster Class Swords. If you do not know about this infamous dealer of death, destruction and soul reaping, be thankful. Massive tables of wandering monsters random treasures, Information on Gawds and Underlings. Everything you could ask for in a GMs help section can be found here. Final Thoughts Yes, Hackmaster is a parody. It has more numbers, extra stats, insane ideas and wonderfully violent ways to end life as we would know it in a fantasy world. There is a wonderful humor in the game that is only accentuated by understanding how it came to be. Reading Knights of the Dinner Table really shows how the game is played, as the game is based as much off the comics as it is the game it is meant to mock. I give it an 8, and I enjoy reading it just for the remarks and satire found within its pages.

Chapter 6 : Hackmaster, You Have My Attention - RPG Knights

It's all about killing and breaking things! Delve into a wonderful, adventurous, over-the-top world of mad sorcerers, armies of orcs, and wicked weapons with the HackMaster GameMaster's Guide!

Introduction to HackMaster At this point, a fair warning is probably in order. In all likelihood you cut your teeth on another game system and have either picked this game up as a curiosity or plan to move to HackMaster as a temporary or permanent change of pace. The more you play HackMaster, the more you will come to realize that it behaves differently than other games. For most games, having some preconceived notion of what to expect or background experience makes the transition easier. This is often not so with HackMaster; in fact, complete gaming newbs sometimes command a distinct learning-curve advantage over their seasoned RPG counterparts. This is because while HackMaster plays like an old-school game, its fluid mechanics more closely models real-life than any previous edition old or new school. Here are some things you will find different about HackMaster than other games: If your character wants to take an action or change his mind in the middle of an action, by all means, do it! No sense in standing around. Just like in real life! So you rolled a six against that orc? You still have a chance – he may roll a five on his defense. Taking on multiple foes, even if far inferior to your character, can be bad news. A large group of orcs will be a tough fight even for high-level characters, when in other games this would be a cakewalk. HM is a game of hard choices for each character. You need a TEAM of characters with complementary skills and abilities. Fighters fight and should be in front. Mages should be kept out of melee at all costs. Thieves should be on point but ready to let the fighters take the lead in combat. Each role is important to party survival. Playing a thief or worse, a mage like a fighter just gets the character – and sometimes the party – killed. In the end, the best advice I can give you is that HackMaster is a game of difficult choices. You will never have enough building points to buy everything you want or even need. The BEST advice is to just play the game with an open mind, ready to learn. Nothing brings out the genius of HackMaster like actual play. During play you begin to see how well the system flows and works. This is a Game written by people who love to play it.

Chapter 7 : Hackmaster HackMaster GameMaster Guide

From the product website: This black grimoire is the long awaited HackMaster GameMaster's Guide. It is an indispensable weapon in your arsenal; a must for those with a desire to take up the GM's Shield and referee HackMaster.

Chapter 8 : Hackmaster Gamemaster S Guide Pdf

Buy GameMaster's Guide - HackMaster from Kenzer & Co. - part of our ' Role Playing Games collection.

Chapter 9 : Hackmaster: GameMasters Guide - Atomic Empire

HackMaster GameMaster's Guide The HackMaster GameMaster's Guide is now back in stock as an affordably priced softcover. The deluxe HackMaster Player's Handbook expands upon Basic with new races, classes, skills, talents and advancement opportunities to 20th level.