

HACK100

RULES SUMMARY

CHARACTER CREATION

ABILITIES

Physical: Strength, Agility, Stealth, Toughness.

Mental: Perception, Reasoning, Influence, Willpower.

Expertise: Hand-to-Hand, Ranged, Arcane, Spiritual.

Each Ability has an associated **Bonus** equal to its "10s" value.

e.g. if Strength = 32%, Strength Bonus = 3.

Starting characters roll 2d10+20% for each Ability. A further 20% may be added to one Ability and 10% to one other.

SPECIALISMS

Specialisms are abilities that require a level of innate talent, training or expert knowledge.

Starting characters have a free choice of one Specialism at 2d10+30%.

"Supernatural" Specialisms, such as magic, are known as **Powers** and consume **Health** when employed.

HEALTH

Health = 2 x (Toughness Bonus + Willpower Bonus).

BACKGROUND & MOTIVATION

A single sentence describing a character's background (perhaps in reference to their Specialism) and motivation for adventuring.

STARTING EQUIPMENT

As agreed with the Referee.

Or 1 set of travelling clothes + 1d10 items of equipment + 1d10 units of currency.

For each item carried, the carrying location must be clearly stated.

TASK RESOLUTION

1. Select the Ability or Specialism that is most relevant to the task at hand. This is the base **Target Percentage**.
2. Adjust the base Target Percentage by the **Difficulty Modifier**.

Difficulty	Modifier
Trivial	Automatic Success
Easy	+20%
Normal	-
Hard	-20%
Very Hard	-40%

3. Roll 1d100. If the roll is less than or equal to the **Modified Target Percentage**, the task is successful. Otherwise, the task is failed.
4. A roll of 01-05 is always successful. A roll of 96-00 is always a failure.
5. A roll that is a success and a double is a **Major Success** (e.g. 11, 22). A roll that is a failure and a double (e.g. 99, 00) is a **Major Failure**.

For **Opposed Tasks** (e.g. Perception vs. Stealth, hand-to-hand combat), Major Successes > ordinary successes > ordinary failures > Major Failures. In the case of a tie, the highest roll wins.

COMBAT

Combat takes place over a series of rounds in the following sequence:

1. Each combatant rolls for **Initiative** on 1d10 + their Agility Bonus. They act in Initiative order, highest first. Tied Initiatives act simultaneously. A combatant may decide to delay their actions until later in the round.
2. Each round, a combatant may move up to their **Movement** and take one **Action**. This Movement and Action may take place in any order. Movement may also be split either side of an Action provided a combatant's total Movement isn't exceeded.
3. Movement is affected by any armour a combatant is wearing.

Armour	Damage Modifier	Agility Penalty	Movement*
None	0	0	12 / 8
Leather	-1	-10%	9 / 6
Chain	-2	-20%	6 / 4
Plate	-3	-30%	3 / 2
Shield	-1	-10%	-

*metres per round / grid squares per round

4. Missile attacks are made using a **Ranged Task Roll**. The Referee may apply a **Difficulty Modifier** as dictated by the circumstances.
5. Close combat attacks are made using an **Opposed Hand-to-Hand Task Roll**. The defender may oppose using either their Hand-to-Hand Ability (an attempt to parry) or their Agility Ability (an attempt to dodge). Again, the Referee may apply Difficulty Modifiers as appropriate.
6. The **Damage** from a successful attack is calculated as the tens die from the Task Roll + the net **Damage Modifier** due to the attacker's weapon and the defender's armour.

Weapon	Damage Modifier
Unarmed	0
Improvised	+1
Sling	+2
Dagger	+2
Bow	+3
1-Handed Weapon	+4
Crossbow	+4
2-Handed Weapon	+6

7. Any resulting Damage is deducted from the defender's **Health**.
8. When all combatants have acted, a new round starts.

HEALTH: LOSS, RECOVERY & DEATH

A character's **Health** is depleted through physical injury or the draining effect of using **Powers**.

When Health is reduced to zero, a character falls unconscious.

When Health reaches a negative value equal to a character's Toughness Bonus + Willpower bonus, they die.

Characters recover Health naturally at a rate of 2 Health per day, 4 if resting fully.

Health may also be recovered through the use of a relevant Specialism or Power (e.g. medicine, magic, divine aid, etc.).
