CATCHING RATS & ROBBING GRAVES

Being a treatsie on the running of adventures moste perilous and grim using Hack100

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INTRODUCTION

INTRODUCTION

Welcome to **Catching Rats and Robbing Graves (CRARG)**, a supplement for Hack100 that provides guidelines for running fantasy role-playing games in the British grimdark tradition.

Specifically, CRARG introduces a rules-lite system that allows existing material for the Original Games[1-3] to be enjoyed with a reduced level of complexity.

The intention is not to replace the Original Games. Rather, it is to provide an unobtrusive set of simplified mechanics that can be used in conjunction with the original content whilst preserving its unique flavour.

A copy of the Hack100 rulebook is required to use this supplement. This can be downloaded for free from hack100rpg.com. Furthermore, a copy of at least one of the Original Games[1-3] is also recommended for the all-important background content.

This supplement is a fanwork that is intended to be used in conjunction with the Original Games. It is not intended as a replacement for any of those games, nor as a challenge to any of their copyrights.

HACK100RPG.COM

For more resources relating to CRARG and Hack100, including a blog that provides a commentary on their development, visit hack100rpg.com.

PLAYER CHARACTERS

CHARACTER CREATION OVERVIEW

Player character creation in CRARG is very similar to Hack100. However, certain aspects have been rearranged to better reflect the source material. There are eight steps:

1. Determine the character's **Species** - Human, Dwarf, Elf or Halfling *(page 4)*.

2. Roll their **Abilities** *(page 5)*.

3. Note the character's **Health**, **Luck Points** and **Movement** *(page 6)*.

4. Choose their **Career Specialism** *(page 7)*.

5. Note any **Trappings** (equipment) *(page 7)*.

6. Decide upon their **Background and Motivation** *(page 7)*.

7. Roll any accumulated **Free Experience Checks** *(page 7)*.

8. Name them.

A character sheet will be available for download shortly at hack100rpg.com.

SPECIES

Roll for the character's **Species** randomly using the table below.

If the random result is accepted, one **Free Experience Check** is awarded that can be used to improve the character *(page 7)*.

Alternatively, simply select the character's Species and forego the Free Experience Check.

SPECIES	
D10	**Species**
Human	1-7
Dwarf	8
Elf	9
Halfling	10

For descriptions of the four Species, including their cultural backgrounds, preferences and prejudices, refer to any of the Original Games[1-3] or Tribute Games[4-6].

Innate Characteristics

The Night Vision talent of Dwarfs, Elves and Halflings is represented as a Hack100 **Innate Characteristic**. All three species can see well in darkness for distances of up to 20 yards.

ABILITIES

Roll the character's **Abilities** according to their Species referring to the table below. These Abilities are exactly the same as those described in the Hack100 rulebook. However, they have been reordered to map them more closely to the equivalent attributes in the Original Games.

The ten Abilities should be rolled in the order they are presented in the table. If the results are accepted in the order rolled, two Free Experience Checks are awarded.

Alternatively, the ten rolls may be reallocated across the ten Abilities as preferred, but with the loss of the Free Experience Checks.

To maintain alignment with the Original Games, do NOT add a further 20% to one Ability and 10% to one other in the usual Hack100 way (sorry!). However, the Free Experience Checks *(page 7)* partially compensate for this.

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STARTING ABILITIES BY SPECIES				
Ability	Human	Dwarf	Elf	Halfling
Melee	2d10+20	2d10+30	2d10+30	2d10+10
Ranged	2d10+20	2d10+20	2d10+30	2d10+30
Strength	2d10+20	2d10+20	2d10+20	2d10+10
Toughness	2d10+20	2d10+30	2d10+20	2d10+20
Agility	2d10+20	2d10+10	2d10+30	2d10+20
Reasoning	2d10+20	2d10+20	2d10+30	2d10+20
Willpower	2d10+20	2d10+40	2d10+30	2d10+30
Influence	2d10+20	2d10+10	2d10+20	2d10+20
Stealth	2d10+20	2d10+10	2d10+20	2d10+30
Perception	2d10+20	2d10+20	2d10+30	2d10+20

It is, of course, compulsory to record a character's Abilities in a horizontal array like this:

Mel	Ran	Str	Tou	Agi	Ste	Rea	Wil	Inf	Per

HEALTH, LUCK & MOVEMENT

Health is calculated in the usual Hack100 way as:

(Toughness Bonus + Willpower Bonus) x 2

Luck Points vary with Species as defined in the table below. Their use is described in the Optional Rules section of the Hack100 rulebook. Luck Points are rolled anew at the beginning of each game session. They do not carry over from one session to the next.

The **Movement** values in the table below represent the number of 2-yard squares an unarmoured character can move in a single combat round in addition to taking one Action.

LUCK POINTS AND MOVEMENT BY SPECIES	Human	Dwarf	Elf	Halfling
Luck Points	1d5	1d5-2*	1d5-3*	1d5-1*
Movement	8	6	10	6

*minimum of 1

CAREER SPECIALISM

TRAPPINGS

BACKGROUND AND
MOTIVATION

FREE EXPERIENCE
CHECKS

REFERENCES

ORIGINAL GAMES

It is recommended that at least one of the Original Games listed below is used in conjunction with this supplement for background content. All are available from DriveThruRPG.com.

1. *Warhammer Fantasy Roleplay*, 1st Edition by Richard Halliwell, Rick Priestley, Graeme Davis, Jim Bambra, Phil Gallagher, et al. Published by Games Workshop Ltd, 1986.

2. *Warhammer Fantasy Roleplay*, 2nd Edition by Chris Pramas, et al. Published by Black Industries, 2005.

3. *Warhammer Fantasy Roleplay*, 4th Edition by Dominic McDowall, Andy Law, et al. Published by Cubicle7 Entertainment Ltd, 2018.

TRIBUTE GAMES

The following games are inspired by the Original Games and also contain a wealth of useful background information.

4. *Zweihänder Grim & Perilous RPG* by Daniel Fox. Published by Andrews McMeel Publishing, 2019.

5. *Warlock!* by Greg Saunders. Published by Fire Ruby Designs, 2020.

6. *Small but Vicious Dog*, Version 0.3 by Chris Hogan. Available for download at http://vaultsofnagoh.blogspot.com/2011/07/small-but-vicious-dog-steals-hearts.html, 2011.