

Game Day Rules

Introduction: As with all games, rules are required so that an even playing field is available to those who wish to participate in the game. These rules will help in keeping not only an even playing field so that all players can enjoy the role-playing experience but to also help in judging the game, making the experience fair and fun for all. As there is a very diverse perception of what players can interpret in the many publications of the rules, the following will alleviate most of the common mistakes and clarify many of the rules so that all players will know what is expected of them as players at any game/event presented by **Black Pigeon Press Inc.**

Conduct: As a player and Game Master at a Game Day event, good sportsmanship is a must. Many events are open to the public and it is imperative that all players and Game Masters conduct themselves in a manner that represents good sportsmanship and good manners. Derogatory comments and foul language will not be tolerated. Anyone that is found to be acting in a manner that is offensive will first be warned but if the person persists in conducting themselves in a manner that is interruptive, bad manners, bad sportsmanship, or any other disruptive, uncouth manner will be asked to leave. As the Game is based on Heroic characters, it is expected that the characters also act in a heroic manner. The system does not specify what is good or evil but actions that are considered non-heroic can lead to a character losing their Luck of Heroes ability.

Character Creation and Documentation: With the ability to create a character and take that character to different events requires the player to create and document that characters accomplishments and rewards throughout the characters career as an adventurer. The following information is required for all characters that are to be used at Game Day events.

Creating a character using the Hacktastic Fantasy D/20 rule book starting on page 8 is required. Players will use the Heroic Hack Level (100 build points) to create the introductory level character. This will start a characters adventuring career and will require an official Game Day Character Sheet. These official Character Sheets can be downloaded from the Black Pigeon Press web site (<http://blackpigeonpress.com/>) or a limited number of character sheets may be available at the Game Day event. All characters will be required to be clearly printed on an official sheet and substitutions will not be accepted. The character sheet must be complete in order to be considered an official character. This includes, age, descriptive information, and encumbrance total.

Adventuring characters will be rewarded with Build Points, Electrum Pieces and sometimes magic items. As the character increases in power and build points are spent on skills, abilities, and templates, this information will require clear documentation not only to help the player better understand the characters abilities but to help judge what the character is capable of performing. With this in mind all acquired items/templates will require the original documentation for reference during game play. This can be in the form of a photocopy of the item/template or the book in which the item/template is located. With the increase in technology a player will be allowed to produce the original pdf documentation in a viewable format, as long as this is done in a timely manner.

Note: Character sheets and information are the sole responsibility of the player. The information is not kept by anyone else, thus cannot be retrieved or recreated. It is also suggested and recommended that all magic items, templates be photocopied or printed and kept with the character for quick reference.

Required Equipment: 1D20, Completed Character Documentation, Pencil/pen

Recommended Equipment: Scrap Paper, Measuring Tape, AOE Markers, Miniature of correct base size for extra Build Point reward (Note: A hand painted miniature created by you or a friend will earn an extra Build Point for a total of 2 Build Points. This does not include manufactured/pre-painted miniatures.)

Playing Preparation: Now that you have your required equipment and a character created, you are ready to participate in a **Black Pigeon Press Inc.** game/event. If you have just finished with your new character, you are ready for an introductory game/event. If you have already participated in a prior event, then you have spent your build points to increase your characters abilities. As you gain in power you will also increase the level of play your character can participate. When you register for an game/event, there will be a clear indication of the level of play. Players are encouraged to play at the level their character has attained. If a game/event is not available for the characters level of play then the character can participate up 1 level of play. Characters will not be allowed to play down as this will upset the balance of the game. The following chart is the levels of play available:

Introductory	100-120
Apprentice	120-150
Journeyman	150-200
Veteran	200-250
Master	250-300
Legendary	300-500
Epic Legendary	500 and up
Mass Hack/Interactive	500 and below

Example: Balgar the valiant has just gained Journeyman with 158 build points. There is not a journeyman level game/event available, but a Apprentice and Veteran level are available. As Balgar is now too high to be considered for the Apprentice level, he will have to consider the Veteran level game. Remember that you will be playing with characters above your normal level and as the number of characters does determine in the difficulty level of the game, should be considered.

Magic items can be obtained through several means. The most common is for characters to gain the magic items during a Game Day event. These items will be prepared for the game prior to play and will be rewarded either during play or at the end of the game session. Magic items can also be obtained from a Game Day vendor and be bought with the characters money/trade gems or magic item trade. Traded magic items must be traded for the same level of play or less and will always be traded at half the face value of the item. Magic item certificates can be purchased with US Currency with limitations (See Item level limitations below).

Magic Items will require to have the following information attached to the character sheet using the official item certificate page that should be the last page of the character sheet. The certificate page must have the following information: Item Name, Original documentation location and the certified Game Masters signature/registration number. Example: Balfarg the Vast, Firefly Ring, Hacktastic Fantasy D/20 main book, GM#001(with signature).

Magic Items purchased from the Game Day vendor will also have the above information with the only exception being that a magic item bought will be required to be the same level of play as the character or lower. The following chart shows the items values at the different levels of play.

Example: Joe is going to buy a magic item for his Barbarian that is currently at 148 build points. This is an apprentice level character and could buy magic items of 1600ep or less.

Treasure Maximums		
Introductory level	Magic 800ep item max.	200ep coin/trade gems
Apprentice Level	Magic 1600ep item max.	400ep coin/trade gems
Journeyman Level	Magic 2400ep item max.	800ep coin/trade gems
Veteran Level	Magic 3200ep item max.	1200ep coin/trade gems
Master Level	Magic 4800ep item max.	1500ep coin/trade gems
Legendary Level	Magic 8000ep item max.	3000ep coin/trade gem

Magic Items dropped by dead characters may be claimed by the other characters at the end of the module or the end of the encounter if they are not otherwise destroyed or lost.

Magic items can be temporarily given to other characters during a game session. These items will then revert back to the original character after the game session.

One shot items used in a game session do not refresh for later game sessions and the player is required to hand the used item certificate to the table Game Master as the item has been used. This rule also applied to any destroyed magic items.

Magic items cannot stack with same name items with only one exception (see following). Only one magic item can be worn per available slot. Exceptions: Weapons of the same name can be dual wielded if the character is able to dual wield the weapons. All penalties and benefits for dual wielding items apply. If any talent or ability allows the character to either use or wear multiple items in a single slot.

Hack EFX cards: The following rules for the Hack EFX cards supersede all previous rules.

Each game session will have four encounters within the game. Each player will have the ability to choose up to 5 cards to be used for each encounter for a total of 20 different cards. After each encounter the GM will announce the card refresh time. Once the card refresh time is announced all unused cards will be discarded into a discard pile and a fresh “hand” of up to 5 more cards is to be chosen for the next encounter. Cards used or saved during an encounter must be discarded at the end of the encounter. Cards cannot be reused or reshuffled during a game session. All cards in the discard pile are considered dead cards and are out of play. **MASS HACK** games are an exception in that there may be less than 4 encounters for the session, all other rules apply. Note: Players do not have to use cards and 5 cards per encounter is a maximum not a minimum. A player with 10 cards could chose 1 card for the first encounter, 2 for the second, 2 for the third and 5 cards for the final encounter.

Cards of the same name do not stack. A per encounter card played will never stack with another same name per encounter card. Example: If a Battleplans card has been played during a combat encounter, another play can if he/she wishes play another Battleplans card but they will not stack.

Cards that have similar effects with different names do stack. Example: During a final encounter

player1 plays a Battleplans card and during the *next turn* player1 attacks a monster and also plays a Heavy Stroke card. The two cards (different names) do stack for a total bonus of +15 to the melee attack and Injury roll.

Cards of the appropriate level of play (following table) are (n) action cards. All other cards are (f) action cards. Only one card can be played per turn per player. Exception: Game masters with multiple Boss template monsters can play a single card per Boss monster per turn.

Background Color	Level of Play
Blue	Introductory
Green	Apprentice
Yellow	Journeyman
Red	Veteran
Silver	Master
Gold	Legendary

When multiple players play cards at the same time, the last card played takes precedence.

Additional Rules:

The following rules have been added for the Game Day rules set so as to help the game flow more fluidly.

- 1) **Coup-de-grace:** A player or creature can perform a **Coup-de-grace (S)** on a character, npc or creature that is in a helpless, unconscious, or sleeping condition thus killing the character/creature immediately, bypassing any vigor rolls due to injury. (Note: The Deathblow talent does not apply to this kill injury) A coup-de-gras is a (S) action and the character/creature performing the action must be in an adjacent hex for ranged weapons or within reach using a melee weapon, an aoe effect cannot be used to perform the coup-de-gras. If the character/creature has the “Luck of Heroes” ability, a luck roll is required as if a killing blow was struck and thus going directly to the Hack Chart if the luck roll succeeds, the character/creature rolls a d/20 and gets the results from the Hack Chart. The Hack Chart is located in the main Hacktastic Fantasy D/20 guidebook page 125-126 or Game Master's Screen. Note: **Helpless:** *A Character or Creature who is Helpless may take NO actions and may only make Vigor rolls. Helpless Character have a permanent OOC count of 5 until whatever effect left them in a Helpless condition is treated.*

Example: Reginald the Smarmy has knocked an orc chief unconscious and wishes to perform a coup-de-grace. Taking a (Me) action to get beside the orc chief, he uses his (S) action to perform the maneuver. The orc chief has the **Boss Template** and thus has a “Luck of Heroes” ability. The orc chief must now roll a luck roll. His luck is 10 and he rolls a 15 a total of 25. The 2d20 roll is a 8 and a 1 for a total of 9. The orc chief has lived through the coup-de-grace and now must toll on the Hack Chart. He rolls a 17, Punctured Lung. The orc chief is still alive. If the orc chief is still in an unconscious condition next round, Reginald can perform another coup-de-grace and attempt to end the orc chief’s suffering.

Start of Game: All Game Day event tables will have a sign up roster. Players will sign up to play and will be allowed on a first come first served basis. All players are required to be at the game table and ready to play at the start of the game session. There is usually a 15 minute delay for players who are overflow from other tables or late comers. Once all 8 seats are full or the game master has started

the game, the table is closed.

All breaks will be called by the Table GM and any person not available for their characters turn, forfeit their turn.

Each table will not have more than 8 players per game session. Each module has been set specifically to be played with an average of 4 player characters. The following rules will take place if more or less player characters are at the game table:

- 1 Player characters – decrease all rolls by 10
- 2 Player characters – decrease all rolls by 5
- 3 Player characters – decrease one of the stats (Attack & Injury, Vigor or Defense) by 5
- 4 Player characters – No change
- 5 Player characters – increase one of the stats (Attack & Injury, Vigor or Defense) by 5.
- 6 Player characters – increase two of the stats by 5 or one stat by 10.
- 7 Player characters – Increase all rolls by 5.
- 8 Player characters – increase all rolls by 10.

GAMEDAY CHARACTER SHEET

PLAYER: _____

CHARACTER: _____

RACE: _____

TEMPLATES: _____

CORE ABILITIES

	CORE	TALENT	MAGIC	TOTAL
BRAWN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AGILITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENDURANCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SAVVY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHARM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

INITIATIVE BONUS

MOVEMENT

VIGOR

TOTAL



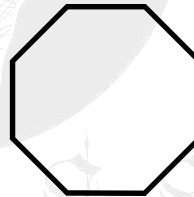
CORE

TALENT
BONUS

MAGIC
BONUS

WEAPONLESS DEFENSE

TOTAL



TOTAL
ARMOR &
SHIELD

TALENT
BONUS

TOTAL
MAGIC

WEAPON _____

TOTAL MELEE ATTACK _____ TOTAL ARMED DEFENSE BONUS _____

TOTAL RANGED ATTACK _____ SIZE _____ TYPE _____ CATEGORY _____

SPECIAL _____

WEAPON _____

TOTAL MELEE ATTACK _____ TOTAL ARMED DEFENSE BONUS _____

TOTAL RANGED ATTACK _____ SIZE _____ TYPE _____ CATEGORY _____

SPECIAL _____

WEAPON _____

TOTAL MELEE ATTACK _____ TOTAL ARMED DEFENSE BONUS _____

TOTAL RANGED ATTACK _____ SIZE _____ TYPE _____ CATEGORY _____

SPECIAL _____

