

(GM ARTICLE)



## HOOK FOR A HACK “Strong Arm of The Law”

By Big E

**HOOK FOR A HACK** is our monthly article that gives a GM all the elements they need to throw a Hacktastic Adventure together with minimal effort. It gives you a setting, plot, hook, background, threats and reward. You just add a little creativity and you have INSTANT ADVENTURE!

This Month’s **HOOK FOR A HACK:**  
“**Strong Arm of The Law**”

**Setting:** Urban (City Slums)

**Plot:** The PCs take temporary positions with the city watch to aid in cleaning out a gang of cutthroats.

**Hooks:** The PCs are arrested for minor offenses (Public drunkenness, a bar fight ect.) and as punishment they are allowed to work off their hefty fines.

**Background:** The City Watch has been unable to rid the poor quarter of a gang of cutthroats know as the “Grinning Skulls” who have strong armed most of the residents in paying protection money for their “SAFETY”. Knowing the normal guards have little chance of ferreting out the Skull’s hideout, let alone taking them on in a fight. They force a band of tough, yet rowdy adventurer types into doing their dirty work for them. The PCs must first find the hideout of the Grinning Skulls (an abandoned warehouse, this can be done through a +20 Gossip Test or by taking to the streets for a full



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day's time role-playing out the PCs interaction with the locals) and then try to either run them out of town, capture them or just get rid of them anyway they can.

**Threats:** (10) Daggersmen and (1) Gang Leader "Poison Pete"

**Reward:** The City will clear the PCs names as well as give them the 1,000EP reward that has been placed on the head of the Gang's Leader as well as the Gang leader's **Shadow Cloak**

### Stat Blocks

**Grinning Skull Daggerman** (Humanoid / Human)

(85pts) / Size: /Move: /Vigor Bonus: +17

B+20, A +15, E 15, M 5, S 10, C 5, L 5

PRSB +5

MRSB +2

Skills: Intimidate +10, Observe +4, Stealth +15

Talents: **Light Weapon Expert 1** (+1 to Melee & Ranged Combat Roll Modifier with ANY light weapon/ light ranged melee weapon); **Quickdraw**(may draw a weapon as a f action); **Two Fisted Fighting** (may fight with two weapons as long as they are Medium or smaller, Adds both weapons to Melee Combat Roll Modifier and Defense as a (Me) action); **(SP) Fangs of The Adder** (When using the STAND AND DELIVER combat tactic and wielding only a Light Melee Weapon you add an additional +5 to your Melee Combat Roll Modifier); **Night Eyes** (12" night vision)

Templates: The Daggerman

Gear: Light Armor (+1), (6) daggers (+3); (2) throwing knives (18" range / +3)

Special Abilities / Attacks: (see talents)

DefB (+24 w/ armor and 2 daggers); MCB (+24 w/ dagger, +28 w/ 2 daggers, +34 w/ fangs of the adder ) / RCB (+19 w/ dagger or throwing knife) / IM+15

Max Ability Scores: B 20, A 20, E 20, M 20, S 20, C 20, L 20; VB +40

**Description / Role-playing hints:** They dress in black leathers and most wear head scarfs or bandanas with a white skull on it. They are tough, brutal and sneaky. Play them like cocky modern street gangers, always showing their "Colors", pushing around the old, weak or timid. Basically they are loud-mouthed bullies with more attitude than skill. They will always try to use their Intimidate skill first and then attack.

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“Poison Pete” Grinning Skull Gang Leader (Humanoid / Human)

(200pts) / Size: /Move: /Vigor Bonus: +27

B+20, A +20, E 20, M 10, S 15, C 15, L 15

PRSB +6

MRSB +4

Skills: Acrobatic +16, Intimidate +21, Jump +8 Observe +12, Pick Lock + 16 (+18 w/ tools) Set/ Remove Traps +14 (+16 w/ tools) Stealth +25 (+45 w/ shadow cloak)

Talents: **Hearty** (+5 Vigor); **Light Weapon Expert 1-5** (+5 to Melee & Ranged Combat Roll Modifier with ANY light weapon/ light ranged melee weapon); **Quickdraw**(may draw a weapon as a f action); **Two Fisted Fighting** (may fight with two weapons as long as they are Medium or smaller, Adds both weapons to Melee Combat Roll Modifier and Defense as a (Me) action); **(SP) Fangs of The Adder** (When using the STAND AND DELIVER combat tactic and wielding only a Light Melee Weapon you add an additional +5 to your Melee Combat Roll Modifier); **Night Eyes** (12” night vision)

Templates: The Daggerman

Gear: Light Armor (+1), (6) daggers (+3); (2) throwing knives (18” range / +3), Exquisite Quality +2 Lock Picks & Trapspringer tools, (5) doses of **Brainseizer Poison** (Manufactured/ Injury/ +10 rating Mind Poison), **Shadow Cloak** (see Mage-Craft Items)

Special Abilities / Attacks: (see talents)

DefB (+37 w/ armor and 2 daggers); MCB (+28 w/ dagger, +36 w/ 2 daggers, +38 w/ fangs of the adder ) / RCB (+28 w/ dagger or throwing knife)/ IM+20

Max Ability Scores: B 20, A 20, E 20, M 20, S 20, C 20, L 20; VB +40

**Description / Role-playing hints:** Dresses like his men, except he has a skull tattoo on his face, it is treated with an alchemical ink that glows a bright green in the dark. He is a short stout man with an ugly face even before he got the tattoo. Unlike his men, he will try and poison the strongest looking fighter first. He will then focus all his attention on a single target until he can kill them, then he moves on to the next. Pete is not above running away to save his own skin, even as far as sacrificing his men’s lives in the process.