



HackMaster Basic

Further peeks into
the new edition...

As David Kenzer mentioned in KoDT #150, HackMaster basic employs a hybrid slot and point system for magic spells. This provides a spellcaster with many more options than they had in 4th edition – in essence you can now tweak your spellcasting to the tactical situation instead of employing a “one size fits all” solution.

For those of you thinking, “That’s great and all, but why do you have to change a system I’m comfortable with?” I’ll let you in on a secret. If you simply go with the defaults, the system mirrors 4th edition. You have the option of running a spellcaster just like you’re used to and then taking advantage of the new features as their benefits become rapidly evident.

A sample spell illustrating some of these principals follows:

White Hot Metal

Base SP Cost:	70
Components:	V, M
Casting Time:	2 seconds
Range:	10 feet
Volume of Effect:	10 lbs. of metal
Duration:	10 seconds
Saving Throw:	Special
Additional Spell Point schedule:	Increase Duration: 50 SP/10 seconds

By means of the White Hot Metal spell, the caster instantaneously causes metal to become searingly hot (2000° F). Certain metals and alloys (such as bronze, copper, silver, gold, tin, lead and pewter) will melt; while objects composed of ferrous alloys (*i.e.*, iron and steel) and platinum retain their shape but are malleable if force is applied.

Creatures suffer 2d6p points of damage every 10 seconds they are in contact with the affected metal – this may be unavoidable in the case of body armor, but a weapon may be dropped to avoid damage. When the duration ends, the metal magically cools, remaining in whatever shape its molten form took.

The material component for this spell is a mixture of alum and powdered iron.