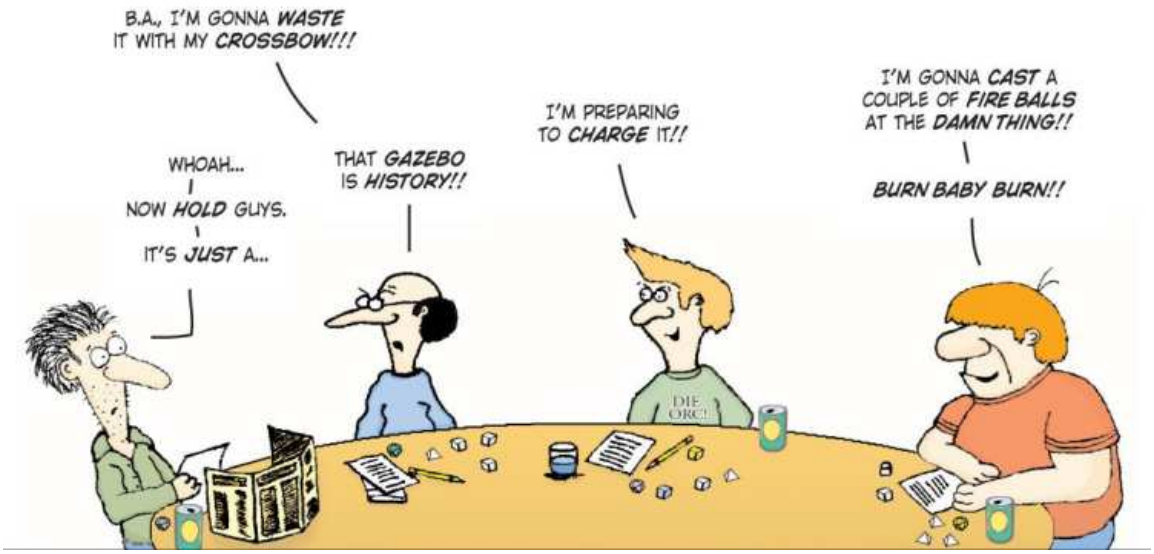
Knights of the Dinner Table



Version 1.5
By Cataquack Warrior

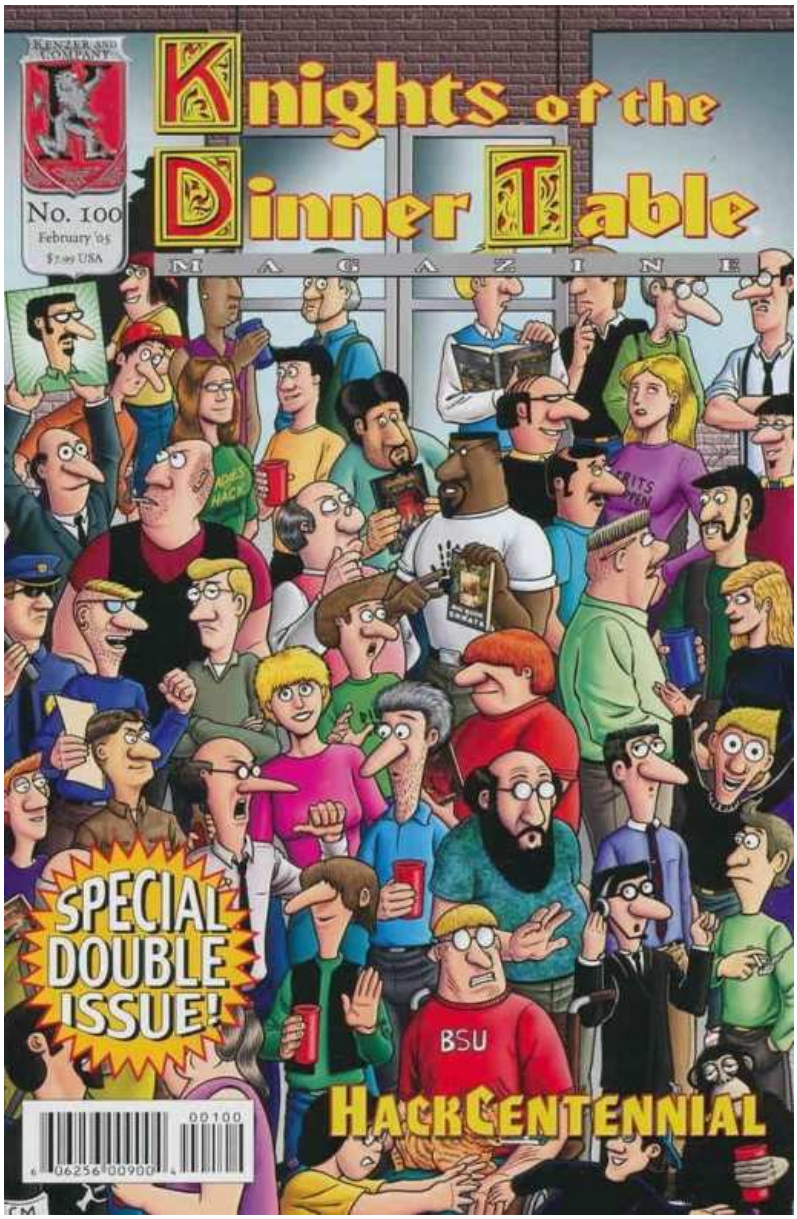


"Hoody-hoo!"

Welcome to the setting of Knights of the Dinner Table, a comic dedicated to paying homage to (and parodying) the fascinating world of tabletop gaming/roleplaying. The comic focuses on the humble yet quirky town of Muncie, Indiana, which is notorious for its vibrant and eccentric gaming community. With new versions and offshoots of HackMaster (the setting's version of Dungeons & Dragons/D&D), there's always something exciting going on in the games. So get ready for some awesome and crazy adventures!

Here's +1000 CP to start out. You have 10 years to game and do what you like in this world. Good luck, and try not to get your PC killed too quick in the games.

Background



*"Uh…greetings stranger. My name is **Tar Markvar** the **Gnome Thief**." "And I am **Knuckles**, King of the Wall Climbers. We seek adventure."*

All right, it's time to roll up your character – not the PC for the game, but the person you'll be in this jump.

With the exception of the Hard 8 background, you'll be starting out in Muncie. You can pay 50 CP to start in a different location if you want.

As for which year in the timeline, you can choose to start in any year from 1990 (when the comics were first published) onwards to the present day; please note that the internal timeline of events seems at times to go at a slower pace than the progression of years in publication.

You start as the same gender as you were from the previous jump, or you can pay 50 CP to choose your gender. Please note that due to gamer prejudices against women gamers, you get a +50 CP bonus if you are female.

With the exception of Drop-In (where you start at the age you were in the last jump), your age in the jump is 1d50+8. You can pay 50 CP to choose your age.

Drop-In- You come as you were from the previous jump – completely new to the world of HackMaster and gaming but soon to make a splash. Your age is same as the previous jump unless you pay 50 CP to choose your age.

Player- You're a regular player in HackMaster and other tabletop games, whether you're part of a group or floating around between campaigns. It's all about glory, honor, and pulling one over the GM.

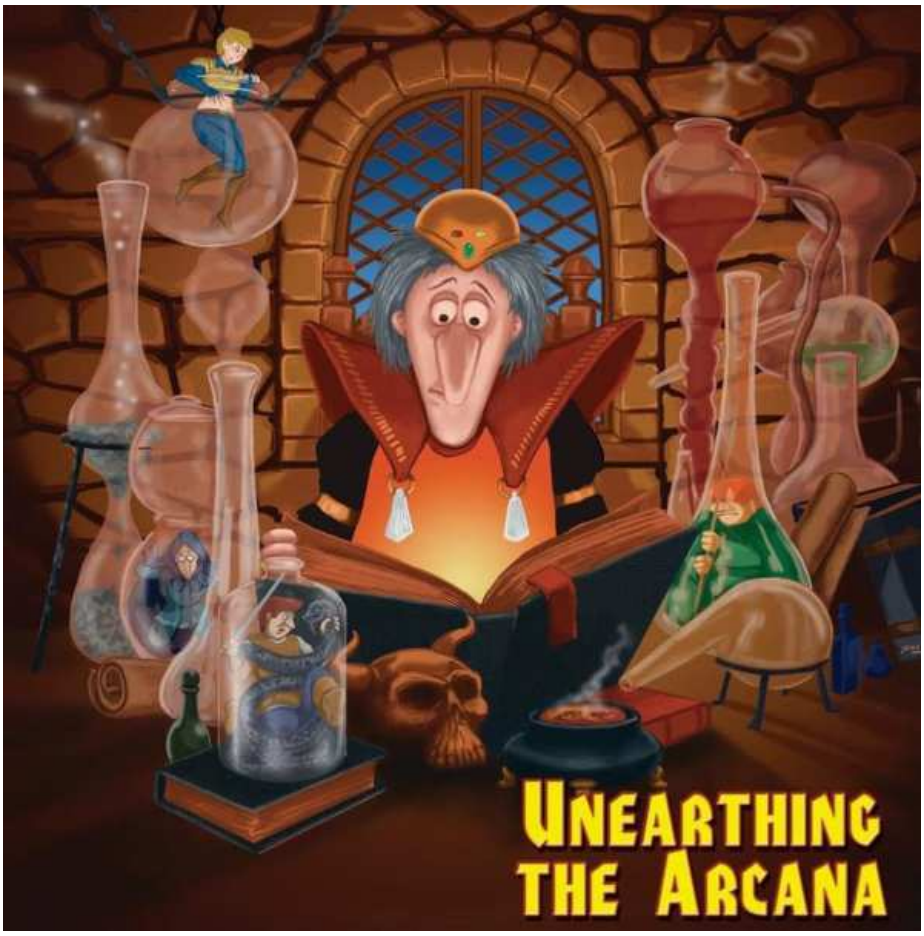
GM- Short for Gamemaster (the local terminology for Dungeon Master). It's your responsibility to create complex, challenging, and compelling adventures for players to immerse themselves in – and keep them from destroying your setting and story.

Store Owner- You're a small-business entrepreneur running a game store. Gaming stores form a cornerstone in gamer society, and you could easily find yourself becoming an important member of the HackMaster community. Won't make it any easier to hawk off your often crappy products, though.

Hard 8- You are an employee at Hard Eight, Gary Jackson's legendary gaming company that started the whole market with HackMaster. You'll normally start in a fairly high-up position, but you can alternately choose to start as a low ranking peon/intern (maybe even one of the unpaid dopes in the playtester "gulags") and get a +50 CP bonus. It's a challenging lifestyle, putting up with customer demands and the quirky requests of your boss while having your salary and more be determined by the roll of dice. But at least you have the satisfaction in being part of creating amazing games (and some lousy ones, too). You start out at Hard Eight's secret headquarters unless you pay 50 CP to choose a different location.

Ex-Con- You're an ex-convict out on parole, working to make some sort of honest or dishonest living. You could even be a rugged [motorcycle] biker. While bikers and ex-cons wouldn't seem to have much in common with gamers, their paths actually cross paths with gamers on a frequent basis. So you can still find a seat for yourself at a gaming table, even if your past gives you a certain repute.

Perks



*"Who are the **U.T. Plus One** you might ask? … We are the **Destroyers of the Black Ilk**… Yea, it was **we** who took on **Rot Gut** the **Great Dragon** and **lived** to tell the tale! … And, yea, it was **we** who put the **smite** on the **Dread Gazebo!!** Thus **ending** its **cruel reign** of **terror**!"*

When it comes to gaming and HackMaster, the first priority of any gamer worth their salt is how strong they can get. Which in this case means perks. All discounts are 50% off.

Please note that for many of these perks, there are benefits for both in-game and out-of-game uses.

Rules of the Game (50 CP, Free Drop-In)

*"…So he blows the frickin' **Conch** and out **pour two thousand ape shaman warriors**…" "Conch of Aarnz, huh? I thought **GM Quarterly** listed **two thousand and three** warriors inside that thing." "Right. My bad. That's **exactly** how many I told them."*

In a complicated game like HackMaster – and in its zealous gaming community that's gone as far as excommunicating rogue gaming chapters for deciding they should (gasp!) alter the official rules

a little – knowing your way through the myriad of Byzantine-like game rules is essential. Fortunately, you now have all the basic knowledge necessary to handle playing HackMaster (as well as related games like Cattlepunk, Spacehack, Hacknoia, Crime Nation, Spelljack, etc. You might need to do extra research for especially rare details, but you know most if not all of the detailed rules guiding gameplay and can remember them at the drop of a hat.

Beyond just memorizing HackMaster rules, though, the knowledge boost provided by the perk applies to knowing the rules of any game, organization, country, etc. you participate in. You won't automatically know secret tricks, but you'll know all the rules necessary to fluidly stay within the regulations, including any complicated ones that would otherwise confuse you.

Spirit of Openmindedess (100 CP, Discount Drop-In)

*"I can't believe it. They made it through an **entire** session without resorting to **hack-n-slash** even **once**!! I got my **game** back!"*

Trying to teach players new approaches to gaming (especially in the comics) is like trying to speak to a brick wall. Things like solving problems non-violently, making friends with gamers outside their narrow circle, or playing classes/races outside their normal niche fly right over their heads at best – and more often than not are met with heated resistance. Even apparent successes in opening up their minds prove to be just temporary in the long-run.

But you're different. You can get people to be more open to new ideas and convince them to approach them with truly open mindsets. And after you've gotten them to adopt new concepts, it becomes harder for them to backslide to old habits unless they're really pushed. In addition to whatever other ideas you're trying to impart on people, you become especially effective at promoting cooperation between people, non-violent solutions, and overall flexibility.

Anyone you successfully persuade with this perk in turn can spread the overall sense of flexibility to others they interact with, such that you can potentially make an entire community open to the new ways of thinking. Just keep in mind that while the perk makes them more open to trying/accepting your teachings, it doesn't make them like the changes, so you'll still need to sell them on ultimately embracing the ideas.

Lucky Roller (200 CP, Discount Drop-In)

*"The **dice** serve the **roller** – the **roller** does not serve the dice!" "Luck shall not **forsake** me – nor shall she be a **stranger** to the dice in this bag!"*

The luck of a single roll can make a crucial difference between life and death, so HackMaster players are superstitious to the extreme about the luckiness of their dice. They'll go to extremes to select an "A team" of lucky dice in their bag, keep others from touching and "tainting" their dice, and performing rituals to cast bad luck out of obstinate dice so they don't cause a mutiny. And the strangest thing about all this is that sometimes, these superstitions are actually right!

With this perk, you gain insights into the overall "luck level" of items, figuring out if they're especially lucky or particularly unlucky. You won't always know at first glance, but careful observation can be more than enough for you to make a judgment call on their luck. In addition, you become more knowledgeable on how to protect the luckiness of objects, enhance their luck, and ward off bad luck. On the flipside, you also know methods to taint the luck of dice and other items. This perk applies not just to dice but also to cards as well as any objects whose effects/uses are at least somewhat determined by luck.

This perk also enables you to do "fame rubs" – a practice in which you rub dice and other items against the bodies of famously lucky individuals (or just against something connected to them like their personal signature) to get some of that luck into your dice. Please note that doing a fame rub with someone who is not lucky, on the other hand, can seriously taint your dice with bad luck (beware of rubbing your dice on a lookalike you mistook for Gary Jackson, for instance, or else you might end up with "Doomsday Dice".

Buffed and Bluffed (400 CP, Discount Drop-In)

*"**What**…?! Where the **Hell** was he keeping the extra magazine?! In a little **monkey-sized ammo belt**? This is **whacked dude**!" "Um, he had it **crotched**, okay? He was **squeezin'** it between his **inner thighs**! Sara, **two orangutans** with **bo sticks** are **ridin' up** on your **position** in a **golf cart**!"*

In HackMaster, players and GMs alike are known to engage in a little "creative fudging" from time to time – claiming they can still fight when they've actually run out of hit points, giving monsters weapon skills they can't possibly have, saying you've secretly had a large and distinct item crotched in your pants for months with nobody noticing it, etc. In games, this lets you bluff things such as rolls and card draws; as long as nobody can't outright prove you cheated, they'll grudgingly go along with your declarations and not force your hand.

Outside of gaming, the perk gives a battle boost of sorts to you and any allies/minions fighting for you (assuming they're within 10 meters of you). As long as your enemies can't prove you've been wounded, you can still fight and act, even when the extent of your injuries/HP loss means you should be dead. Likewise, you get boosts to utilizing weapons/tools you're not skilled with, or are encumbered by, as long as your opponents don't know you aren't actually good with them. If your enemies figure out that you're hiding things and call your bluff, though, you lose those boosts and reality ensues.

I am the Walrus! (600 CP, Discount Drop-In)

*"You are shocked to see the stranger is actually **Andy Warhol!!** He is accompanied by a **blind panda bear** who is wearing a pair of **Bermuda shorts** fashioned out of an old **Nazi flag**. Andy hands you a **CD-ROM** and a **feather duster**. He then warns you sternly, '**I am the Walrus!! I am the Dice-Man!! Koo-koo-ka-choo!!**'"*

The individual game groups' versions of HackMaster can vary a lot in the specifics of the setting. Nitro's campaigns, for instance, has the local gawds [deities] be dead celebrities from real life who achieved cult status after their deaths. Houdini is the gawd of magic users, Elvis is the gawd of bards, Fermi is the gawd of sages, etc. – with Andy Warhol the head of the pantheon due to his interest in cult figures and pop icons.

Roleplaying wise, this lets you insert pop culture figures into your games' plot in prominent roles. In addition, each jump you can select a deceased celebrity from some level of cult status from either real life or the previous jump you took. The chosen cult icon then becomes an actual, native deity within the current jump. Other than selecting the celebrity to serve as the template, you cannot control the specifics of that god's traits, but the god will be relatively friendly towards you, becoming your patron deity of sorts.

With each new jump you go to, you can create a new god for that setting (or use a previous celebrity as the template again). Due to being local deities, the celebrity gods stay in their respective settings even after you leave, unless you find a way to stay connected to them somehow (take them as companions, have a perk that lets you bond with gods you serve, etc.).

Flipping the Table (50 CP, Free Player)

"Brian, what are you doing? ***Brian****?* ***Brian****? Oh God* ***no****…" "Dear Journal, The* ***Devil Imp*** *– the harbinger of doom and despair which took the lives of my dear comrades has been* ***vanquished****. Though he tried to hide, I reached across the* ***fabric*** *of* ***time*** *and* ***space*** *and found him. I seized* ~~***B.A.***~~ *the* ***Devil Imp*** *and bound him magically. There he was suspended from the* ***Great Spirit Tree*** *in the jungle and left for the* ***jaguar*** *to deal with. May God have mercy on his soul."*

Given the whole GM vs. player dynamic of HackMaster, there will be many a time when you'll find your player trapped in an inescapable, doomed situation – whether from the GM's own plotting or backstabbing from another player. What can you do but quite literally flip the table, and apply some out-of-game retribution!

The perk essentially gives you a strength, speed, and grappling boost whenever you are focused on someone who has offended you, making it easy to flip tables, grab the offender, and apply suitable justice. (May I suggest dangling him upside-down and blindfolded? Though the atomic wedgie is also a staple.) The boost also applies to any allies on hand as long as they feel a sense of camaraderie for you or are likewise upset with the target(s).

I Waste Him with My Crossbow! (100 CP, Discount Player)

"Uh… I don't know how to ***tell*** *you this, guys… But if I* ***understand*** *him correctly,* ***Knuckles*** *is waiting around to* ***loot*** *the bodies and then he's* ***'haulin' ass'*** *for the* ***surface****." "Okay, Bob… Just* ***what*** *in the hell do you think…" "****KA-BOOM!!*** ***One barrel*** *into* ***Red's*** *chest!* ***KA-BOOM!!*** *The* ***other barrel*** *into his* ***face!!!****"*

Never underestimate the ability of players to surprise you – especially when it's most inconvenient. You have a way of keeping upcoming betrayals and unexpected attacks on people in front of you hidden until the last minute, as if your actions just erupted out of spontaneity (which is sometimes the case actually) rather than the carefully planned out decisions you made in advance. Even close comrades will remain in the dark and not realize you're setting them up; however, those comrades whom you aren't betraying will quickly adapt to the new situation and assist you once the betrayal's underway as long as they're already used to following your lead. That said, once you get the betrayal underway, your betrayal will no longer be hidden by the perk, and the betrayed can take action against you accordingly. Also, the perk does not help you hide your presence from others; it just makes it harder for people to realize you're going to attack/betray them.

(Dis)Honorable Heroes (200 CP, Discount Player)

*"You guys disgust me!! You just snuffed a loyal hireling and murdered a defenseless old man. And what alignment are we?? Gee guys, lawful good?" "Callin' **Joe the Blade** evil…?!! That really **chaps** my hide. I paid my **tithes** didn't I?"*

Honor is a critical component in HackMaster that can make or break a party, so that's why it's important to make sure your actions are justified – or can be excused. Sure, you stripped that princess and made her be a pack mule – but that was only fair after you went through the trouble of rescuing her. Then there was the whole matter of killing that poor beggar – and the guards who tried to save him, and the town in the end – but it was completely justified, that fraud was harassing you. And maybe desecrating your teammates' remains and divvying up their prized possessions amongst yourselves rather than paying the fee to resurrect them wasn't what you promised in writing, but what else can you do – you were so grief-struck you burned the charter in a fire!

In effect, this perk frees you from karmic (and legal to a degree) consequences for your actions, as you can somehow find excuses to justify your extraneous behavior to fit your supposed values/alignment. For instance, a paladin with this perk would not fall and lose his righteous gifts even if he did something heinous. Or if you're in a setting where oathbreakers get cursed, you somehow avoid the curse by making your betrayal technically count as fitting with your loyalty. However, while this perk protects against the negative karmic results of your actions, it does not erase your actions, nor does it make other people see your acts as right. So even though the gawds may overlook your evil deeds and not curse you, people are still likely to judge evil actions in an evil light, and take action against you accordingly. Roleplaying wise, this lets you play "heroic" characters even when you tend to do not-so-good things in the game.

Rules Lawyering (400 CP, Discount Player)

*"We're walking around the city and each of us is going to hire 10 beggars to hang out with us at all times." "Yeah!! We're gonna feed them and buy them stuff. All they have to do is overbear anything that crosses our path!!!" "Yeah, we thought it over. Those overbearing rules work both ways!!!" "It's like I've said a **thousand** times. You **never** see it coming."*

With all the obstacles that GMs throw at players, using fiat to justify outrageous things just to get one over the players, the best players learn how to take what the GM throws at them, and then use that against the GM. A peasant actually does the damage of a decent weapon with just a thrown turnip? Then it's time to get into the turnip industry. Beggars can mob players when one of their own is mugged? Well, just recruit the beggars and let them attack your enemies for you.

The perk essentially gives you increased insights at seeing how you can use things around you to your advantage, as you realize clever exploits that you might not have come up with otherwise. You could even potentially twist around seemingly useless spells to be something game-breaking if you look in the right places. The perk's strength actually increases when it involves things that are currently hindering you.

Blood Lines (600 CP, Discount Player)

*"**Hoody hoo!! The Untouchable Trio rides again!**" "Actually, it's the **Untouchable Trio**: The **Next Generation**!" "Well met, **Knuckles the Fourth!!**" "Amazing. I feel like we've known each other for **years**." "No one **truly** dies at this table. You just come back with a **number** after your name."*

HackMaster players tend to be creatures of habit when it comes to their characters: why go through all the trouble of making an untested character when you can just stick with something tried-and-true. Therefore, many players abuse the game's "protegee" legacy system, which lets players train NPCs and then make said NPCs into playable characters once their current characters die for good. Especially dedicated players like the Untouchable Trio will meticulously hoard information and supplies for their heirs, so once they take over it's like nothing's changed. Technically they're new characters, but really they're practically carbon copies of the previous PCs.

With this perk, you can select a protegee to carry on your legacy. If you enter a mutually willing mentor/protégé relationship with an individual who you feel has demonstrated great potential or is related to you by blood or family, you can select that person for your "prep-pool" as a protegee. The candidate for protegee must view you as a mentor and not be hostile towards you to qualify. In return, protegee will receive special, fiat-provided accelerated training for languages, weapon proficiencies, etc. to better prepare them for their coming role in your adventures. Protegees that are not already companions will be left behind when you exit a jump unless you find a way to bring them with you, thus resetting your prep-pool. You can only have one protegee at a time, and while you can dismiss a protegee from your pool, they cannot become a protegee again.

If you are in a scenario when you die permanently and cannot be restored to your current life, you will retroactively reincarnate into your protegee, as they essentially become you. Companions and followers will recognize you being your reincarnation if they are already aware of the Blood Lines perk, and even if they are not they feel a compulsion to treat you like they did your predecessor.

There are quite a few stipulations, though. Your protegee will only have access to half your full set of perks; you'll regain all perks after the jump. Any belongings do not have guaranteed protection like the Warehouse will need to be somehow delivered to the former protegee after your

demise in order for them to have access to your gear. Also, once you reincarnate into your protegee, you can only take a portion of the total amount of items/resources within the Warehouse outside it (the more powerful you start out as a protegee, the more you can carry out); however, this cap does not apply to anything obtained after you transfer into the protegee.

In addition, your reincarnation starts out with just the memories of their current body; that said, if they're exposed to any records telling about your past self's exploits, that'll jumpstart their memories, though they'll only regain specific memories you have associated with the events described in the records (plus, you get all your memories back regardless at the end of a jump). Any drawbacks taken by your original character will still affect your protegee once you reincarnate into them.

Furthermore, the mentor-protegee relationship is immediately dissolved should the protegee exceed the power level of the mentor; in this scenario, though, if the mentor manages to raise their level above their former protegee's, it is possible to reestablish the mentor- protegee relationship. While in-game it's possible to have multiple proteeges in your pool at once, for this perk you can only have one protegee at a time. It is possible to take on another protegee after you reincarnate into your former protegee, but beware of repeating the process too many times, as there are considerable risks and costs involved.

You lose half your perks each time you reincarnate from a protegee, and each successive protegee cannot exceed the power level of your previous protegee's from just before you incarnated into them. Meaning that the more time you reincarnate into successive protegees in a jump, the weaker and weaker you'll end up each time. After you finish the jump, you get all your perks/items/memories back, the Warehouse extraction limit ends, and the power level limit for a protegee not exceeding a past protegee disappears until the next time you activate into a protegee.

In addition to other benefits, Blood Lines will give you the insights and dedication needed to maintain a strong set of legitimate protegees within an RPG game that the GM cannot deny you of.

Many are Called, Few are Chosen (50 CP, Free GM)

*"Good **GMs** are **born** not made. The **great ones** are few and **far** between." "This is so sad. Where have all the **great gamemasters** gone?" "Where indeed."*

You have all the skills you need to competently be the GM/DM for an RPG campaign, which is much harder than it sounds. You gain a greater sense of creativity and organization – essential for designing and running effective campaigns for players. You become better at managing/reining in people you are leading, so that they'll at least grudgingly respect your authority (doesn't stop them from resisting orders from you at times, but at least it should hold off any outright mutinies or strikes). You become better at adapting to unexpected situations. Most of all, you get more patience, and the will to endure continual torment and criticism from others without breaking or giving up.

Gathering of GMs (100 CP, Discount GM)

*"Yeah-right, **Bob**!! Like all us **gamemasters** get together after hours and **compare notes** and tell **stories**. **Pa-leeezzee!!** We **do** have **real** lives you know." "…Oh man that's **hilarious**!! You mean Bob **hosed** himself by rolling the wrong **die**? **Twice**??!!"*

Contrary to what GMs tell their players, they do very much enjoy meeting up with fellow gamemasters to boast about how they outwitted their players and other highlights of their campaigns. Not only do you now find it easy to form informal friend groups with fellow GMs, but you gain an increased ability at forming groups with people that have the same general occupations/ranks as you – whether it's a teacher's club, a royalty get-together, or a game night for war generals. Members of the group will still keep some personal things private, but they become more open to sharing things related to your shared occupation. In addition, these groups are a great way of getting favors connected to your job when you need it.

Red-Lining (200 CP, Discount GM)

*"Good, **good** – that went **much** better that time. I played out **every** conceivable **player reaction** to encounter sixteen – no matter **what** they do I've got a **response**."*

The best of the best GMs don't just fly by the seat of the pants, nor do they rigidly make a single narrative for their campaign setting. Instead, they "red-line" – rehearsing the whole game ahead of time to practice how to handle the players and scenarios. Sure, it might look embarrassing giving pretend banter to assembled teddy bears, but it lets you fluidly react to players as if everything's going according to plan.

Using the perk when rehearsing scenarios ahead of time can help you map out what might happen. The more you know about the upcoming events – such as knowing personal details about the people you'll interact with – the more accurate your rehearsals will come to the real thing, such that you can uncannily predict what people you're familiar with will say and do. The more times you practice, the more this perk will account for different scenarios and prepare you for the different possibilities. This also applies for creating complex and multifaceted gaming scenarios when you're managing campaigns, such that you could run six different groups for the same campaign and have something different in store for each day of the week.

The Newbie Olympics (400 CP, Discount GM)

*"Wait… Are you saying a bunch of **seven** and **eight** year olds beat out the '**Hack-Hardened Jesters**'?" "All right **pee wees**… **Let me hear you – Who Are We?!!!**" "**Sir!! Forges of Heroes, Sir!!**" "That's right… **And What Do We Do?!!!**" "**Kick Butt And Take E-Pees!!!**" "**And if someone get in your way?!!!**" "**HACK!!!**"*

Everyday, there are GMs who do their best to introduce the next generation of gamers to the world of RPGs. And, everyday, myriads of them fail because they don't take into account the perspectives of the starting player. But you're one of those exceptional GMs who can guide and mentor others into the wonderful worlds of gaming – even people who had zero knowledge of RPGs beforehand. You could lead a team of elementary school kids and under to the finals of the fiercely competitive HackMaster tournaments, or train an ex-convict to be an effective GM – heck you could literally teach a chimp!

Aside from educating people on gaming/RPGs, this perk lets you more easily teach people skills you know, regardless of their starting level of knowledge/skills. This perk also helps you get your students more interested in the skills they're learning, sparking their passion for the field when it might have just been boring to them prior. You could even, with enough work, teach some of the skills you've learned through perks (though to be clear, this is only for strictly skill portions of perks, not special powers or fiat or such things). Also, you must have the knowledge/skills yourself in order to impart them on others. The more difficult the skills, the harder it will be and the longer it will take to fully teach the skills.

Deadly Trappings (600 CP, Discount GM)

*"I can't **believe** it. How **funny** is that? You **bozos** couldn't do yourselves in **fast** enough." "I've said it before and I'll say it again, 'There's no party too powerful that a good trap can't bring down.'" "**PROUDEST DAY OF MY LIFE!** I was able to transform a simple wooden door, a few rabid rats, some glue and a one-legged dwarf into on the deadliest traps ever!!*

Nothing's more satisfying to a GM than seeing his players happily walk headlong into a deadly trap you've set for them. Whether it's traps, defenses, or various monsters/guardians, you have a talented knack at placing them in just the right way that enemies will stumble right into them. The traps created with this perk particularly specialize in using enemies' own traits against them – like using the tendency of adventurers to loot treasure from foes against them by booby-trapping swords and chests, or setting traps that target people who try to be cautious and stay in the rear while sending expendable grunts forward to take the brunt of traps. Naturally, this also applies to traps you design for RPG games.

In addition to giving you the insights necessary to set effective traps/defenses, the perk also grants you a level of luck bonus when it comes to traps and defenses, increasing the likelihood of your defenses incapacitating and/or killing enemies (depending on your preference). With the luck bonus, even benign features you built into your facilities (or even cities you are based in) for other purposes have an increased chance of doing in enemies. That garbage disintegration system you fenced off for safety reasons, for instance? With the perk's luck, invaders will dive right into the pit, thinking you must be hiding something valuable down there.

Hanging in There (50 CP, Free Store Owner)

*"I'm afraid you're **gravely** mistaken. -Ahem- In fact my **insurance adjuster** has already been out to settle the claim." "The **crux** of the matter is that for the **first time** in **ten years** my shop is in the **black**. Just between you and me, I'm sittin' **pretty! Real pretty!**"*

Game store owners who haven't "sold out" to big companies have it tough, struggling to make it as independent entrepreneurs in a world where their services are increasingly outsourced. But the hardy ones like Weird Pete manage to hang in there, even if they have to operate in the red for years.

The perk ensures that you will be able to survive financial catastrophes and hang onto at least a decent amount of wealth to maintain your operations. It won't be a tremendous amount, but it will be better than nothing. Also, the perk decreases the likelihood of debt collectors and similar people from pressing for their money when you lack it, giving you time to rebuild. That said, you should still be careful about where you spend your money – gaining a windfall after you sank your previous fortune into Spelljacked cards won't be much use if you waste the new money on counterfeit Beanie Babies.

One-Legged Dwarf Salesman (100 CP, Discount Store Owner)

*"**Trust me**!!! This is the **best game-purchase** you'll make all year!! I'm tellin' ya, B.A., **Orcs at the Gates** is the largest, most comprehensive **HackMaster campaign set** ever published!! For **$89.99** you're definitely getting the **most bang for your buck**!!!" "**Gamin' Dick**?? Ha ha, guess what!!! I just unloaded that piece of crap, '**Orcs at the Gates**.' **Finally**!! I was beginning to think I was going to get soaked on that one."*

When you're the middleman in the gaming business, you tend to get sandbagged with a bunch of crap – with half-baked products and rejects that your distributors won't let you send back. So it's up to you to ~~con~~ sell it off to your customers. With this perk, you can even convince people to pay good money for one-legged dwarf figurines of all things.

You have a great way of making even terrible products look like swell bargains at the time of buying, as well as making potential buyers more likely to ignore the dent it'll make in their wallet. Moreover, if you convince a customer to buy at least something from you, your chance of convincing them to add extra items to their purchase increases. That said, the perk does not protect you from people realizing your goods are junk after the fact, so hopefully you have a way to handle repeat customers.

My Store, My Rules (200 CP, Discount Store Owner)

*"Ring you up…? Oh – I'm sorry, '**No Sale**'. Register seems to be on the **fritz**. It's almost as if your **money** isn't **good** here." "And I told **you**, I have **no tolerance** for **mules** who try to **sneak** in **outside drinks** and **food** – you're **banned. Thirty days!**"*

Doesn't matter if you're a player or a GM – if you're in a game store, you'd best stay on the good side of the owner. Do something to piss him off – whether it's window shopping or questioning his prices too much – and you can expect to get the boot.

At any place you own/run such as a store, business, or apartment complex, people who are on the premises feel compelled to follow your rules. As long as you don't do anything directly hostile to them, they'll feel obliged to follow the rules, even when they wouldn't otherwise; even if you do turn violent, they're more likely to flee than fight. It's possible to break the rules, but them doing so gives you the right to ban them from your property, and they will not be able to reenter unless you give them permission again.

Order in the [Gamer] Court! (400 CP, Discount Store Owner)

*"**Quiet down I said!!!** Gamer court is **now** in session!!!" "Now for **some** of your this is your **first gamer court**. So heed this **warning** coz I'm talking to **you**. And I'm **only** gonna say it **once**!! Anyone who **disrupts** these proceedings by **ratcheting** their **jaw** will be **thrown out** on their **ass**. I'm serious as a **heart attack**. You wanna **test** me?"*

HackMaster and other games have spawned a vast community, to the point that "laws" are sometimes necessary to mete out justice for player and GM conflicts. And who better to provide judgments than the game store owners? In Muncie, Weird Pete would hold regular "court sessions" where feuding players could present their sides. Sometimes major offenders would even be put on "trial" and be given sentences.

You garner respect in your job niches or organizations, such that others from your occupations or groups will come to you for rulings and judicial decisions. As long as your verdicts are relatively just and do not directly conflict with actual laws too much, everyone will at least grudgingly accept your court decisions and treat them as if they were legitimate statutes they must follow.

GM of Horrendous Doom (600 CP, Discount Store Owner)

*"**I'm a fantastic GM!!** I'm just '**old school**' – that's what it's called. I was one of the **first** GMs in **Muncie, missy**. You hear me…? **One of the first…!!!** Back when we didn't **hold hands** with players – when **death** loomed large and **meant** something, by gawd."*

You've been in the game store business for years, and long before that, you were a GM, back in the day when being a GM really meant something for players to fear. You can turn any campaign into a massive killer, beefing up enemies such that even some lowly merchants and town guards have +6 blades and magic.

Outside of games, you spread a general power boost to all allies, increasing their deadliness in combat – even allies who are fulfilling non-combat roles. Whenever you or an ally are trying to kill a target, you will gain a small luck bonus increasing the likelihood of a critical/fatal strike, with the boost increasing proportional to the number of allies you have in close vicinity. In

addition, Horrendous Doom enhances the "terror aura" of you and allies (boost proportional to number of present allies), such that even survivors of your attack will be psychologically traumatized. Unlike *On the Run*, though, this perk is just all about blunt force, so the perk is less effective if opponents use more flexible tactics to get around your threat.

Rolling Rules (50 CP, Free Hard 8)

"I wonder why Pete had to take a twenty sider with him?" "That would be for the corporate punishment matrix!! It's a d20 table." "How'd the [will] ***readin****g go?" ""Not so good. I rolled a frickin'* ***two****. Got the* ***golf clubs*** *and that* ***signed*** *portrait of* ***Pia Zadora*** *Gary was so fond of."*

At Hard Eight, gaming rules corporate politics, and decisions literally came come down to a roll of the dice. You can now persuade people to let decisions be made through dice rolling – or cards or other things involving chance. From determining how much employees are paid to determining the distribution of a will, it can be resolved through dice. The perk is most effective when you are in a position of authority, but it's also possible to convince superiors to go along with rolls.

Let Them Eat Bread! (100 CP, Discount Hard 8)

"Throw in a case of the ***sour dough surprise*** *mix along with one of those 8 x 10 company photos taken at the* ***company Christmas party*** *last year.* ***Let them eat bread!****" "I'd give it* ***all*** *back just to hear Gary say, '****Game on!****' one more time."*

Despite Gary Jackson's…unusual management choices (he shafted employees by giving them junk goods he couldn't sell like breadmakers as "bonuses", lower-rank playtesters were put into harsh "gulags" where they unknowingly contributed to games without earning a dime, etc.), he was also surprisingly charismatic and had a keen eye for talent. From turning the Mob's "collectors" sent after him into his personal bodyguards/agents to having a fiercely loyal inner circle that fought to keep his dream alive even after he apparently died, Gary had a way of gathering a determined team to make the gaming industry from scratch. Heck, he turned a bunch of illegal squatters occupying his warehouse into a loyal crew who did general labor, painted minis, and guarded the facilities.

In addition to general charisma, the perk helps you find people with talents you can use for your organization/objectives. You also get a boost when convincing them to join you if their talents and interests mesh well with your own objectives and interests. As for those you have already hired on, they find a stronger sense of personal loyalty to you, one that makes them more likely to ignore ill things you do to them and remember more fondly the good times you've all had (though this requires there to be good memories for them to draw on). That said, while the perk's charisma is especially effective on those in your "inner circle", employees on more distant echelons are less persuaded and could revolt under enough pressure.

Also, if you have the *Rolling Rules* perk as well, you are able to build camaraderie with your employees through gaming, much like how Gary GMed for the other members of Hard 8. You

can even get employees to willingly seek out in-game rewards like EXP bonuses and game products in lieu of paid salaries/bonuses.

We Make the Rules (200 CP, Discount Hard 8)

*"Whoah – you want me to **relieve** the **judge**? We can **do** that…?" "We make the **rules**, Skip. We do it for a **living** – remember? Of **course** we can **do** that." "Any GM who requests that his campaign be approved to take place in Garweeze Wurld Prime will be subject to a d20 roll. 1-10, his request will be permanently denied, 11-20, his request will be denied permanently and he will lose one HMGMA level."*

While there are a few dissident gaming groups like the contentious bunch up in Idaho, Hard 8 largely runs a tight ship when it comes to the HackMaster Association and the vast gamer community that has opened up around its products like HackMaster. If a high-up from Hard 8 comes to town, you know they mean business, and nobody will resist if they decide to take over a local [gamer] court dispute in place of the usual rules.

You now have greater control over the rules of whatever organization you run and any side branch organizations that are connected to your group, even if they technically do not owe fealty to you (for example, if you run a library, you'd also have sway over different groups that regularly meet there). From the top-down, people in the organizations you're connected with are more likely to go along with whatever rules you set, and allow you to bend and break the rules when you like. They might grumble if you seem to overreach your authority, but they won't do more than weak objections.

It is possible for people and groups to push back against you to a degree, but not likely. Even in the case that some individuals or groups outright defy you, they won't influence the overall community/organization you manage; instead, they'll break off into a small dissident group that the majority will shun and not consider joining.

Please also note that with *Rolling Rules*, this perk additionally lets you spread game-related rulings/rewards/regulations within communities/organizations you are a part of.

As Easy as A, B, C… (400 CP, Discount Hard 8)

*"Now, now, Sara. Don't forget… This is a **Hard Eight** product. Countless hundreds of **man hours** and limitless **talent** went into this. Hell, Jo Jo Zeke **himself** worked on it. I seriously doubt they just opened the door and **dumped** in a bunch of monsters." [Engage "flash back" sequence – a few months earlier at the Hard 8 offices…] "Just **sort** the database **alphabetically** and place the **monsters** in **that** order. Sigh… The **first** casualty of an **imminent deadline** is **quality control**."*

The great thing about being the top gaming company in the industry is that your longtime customers are able to overlook a few mistakes here and there. If anything goes wrong, like all monsters (even high-level ones like Angels) being alphabetically arranged in the dungeon, it must

be the GM's fault. Hard Eight wouldn't drop a faulty product into the market, right? It certainly isn't because of quality cuts to meet the deadline, greediness to extort players' money, or lack of playtesting.

With this perk, if your organization/company/etc. has built up a strong, positive reputation, it becomes easy for people to ignore mistakes you make, thinking there must be a reasonable explanation other than you messing up. They won't like the problems, but they won't think they're your fault. That said, the more egregious the problems are, and the more they diverge from the reputation you've built up, the less help this perk will be in reducing the flak. Do something utterly heinous like take away dying in the game or remove gnomes and pixie fairies as playable character races? You'll have mobs protesting in the streets.

Jump the Shark (600 CP, Discount Hard 8)

*"**B-but you're dead!!!**" "Well I'm **hardly** dead. Go ahead – take a **good** look." "I-I was at your **funeral**!! I gave the **eulogy**!!"*

Have the Mob hounding you for debts you can't repay and need to clear the air a bit? Why not fake your death? With this perk, you can fake your death like Gary Jackson did, creating a fake death that, aside a few crazy holdouts, will fool everybody. Your fake corpse could have an open-cast funeral and nobody will be the wiser. Incidentally, the decoy corpse you use to fake your death will make any item that directly touches the corpse become incredibly unlucky (and the bad luck will spread to any other object(s) the item touches afterwards).

Everyone will assume you are dead and not believe otherwise. You can reveal your survival to people close to you by meeting with them personally, but nobody else will recognize you being alive until you reveal it publicly. Once you reveal you're alive again, people will just accept it and act like everything's normal. Any debts you owed that would have been cleared with your death will remain cleared even after you prove your apparent death has been exaggerated. That said, any debts or issues that emerged after you supposedly died may still be a problem.

"Fell Off a Truck" (50 CP, Free Ex-Con)

*"What's with the **camcorder**?" "I bought this from **Switch**. Got a **real** good deal on it too. Fell off some **truck**." "Stolen? Don't be silly." "Funny how **just** the **serial number** is **scratched** off." "Lucky stiff – he's **always** findin' kewl stuff like this."*

You have a gift for finding objects people have dropped or misplaced – or weren't protecting well enough. More than that, you can more easily sell and distribute stolen goods without the receivers questioning where you got it from. That expensive camera in near-mint condition? Oh, it just fell off a truck – what a lucky find!

An Old Dog CAN Learn New Tricks (100 CP, Discount Ex-Con)

*"Gotta say… I was **shocked** to see your **score**." "Shocked? Oh geeze. That bad eh?" "**Bad**…? No, no. **Hell no**. **Shocked** coz somehow, you sunuvabitch, you managed to **raise** your score a whopping **28%**... **Haaa!!** You **passed!!** Jess **barely** – but you **passed**."*

Who'd have thought an ex-convict could become a gamer, one who even passed the rigorous tests to become a GM? In addition to increased ability to adapt to new challenges/fields, you are able to gain relative acceptance in a role even when your past actions/reputation would have led you to be showed the door. As long as you want to work in the field you're pushing for, you'll get in. Naturally, this perk also makes it easier to put a criminal/edgy past behind you, and reach for a brighter future.

On the Run (200 CP, Discount Ex-Con)

*"Patty yer **hip** is **shattered** by the **shot gun** blast – you **try** to crawl under the **van** and **find** some cover but the **thug** with the **crew cut** and '**Bon Jovi**' tattoo is **walkin'** toward where you **lie**."*

As someone used to fighting dirty on the streets, you know to hit hard and fast – and to always keep your opponent on the defensive. When GMing games, you are able to orchestrate chaotic yet effective and dangerous threats to players in a way that forces them on the defensive and makes it hard for them to strategize long-term plans. Even a gang considered minor trash in the game can turn into formidable party killers.

Outside gaming, you have an aggressive flair when fighting that keeps enemies guessing and too busy defending against your constant onslaught to fight back or figure out a solution. Not only that, but you pass on this flair to people working/fighting for you. With even a decent number of goons, you can have your enemies on the run. Unlike *GM of Horrendous Doom*, this perk focuses more on enhancing the overall skill and unpredictability of you and allies rather than beefing up your power outright.

"Game Prep" (400 CP, Discount Ex-Con)

***"Oh wow!!! Dude!!!** Who the hell's your **GM**? **Sa-weet!!** Is this for **Hacknoia**?" "…Takin' out the **alarms** is a **no-brainer**. Even with the **dead-amp chips** and **motion detectors**, you can **foil** 'em with some **freon** and a spray can of **pam**."*

You find it easy to recruit gullible yet surprisingly clever saps to prove advice/assistance for "projects" you're working on, without them ever questioning what you're really up to. They'll think they're helping you with planning an infiltration mission for a spy game you're playing when you're really orchestrating a burglary. Or maybe you can get a brilliant scientist to help design a doomsday device and make them think it's just a demo for your science fair. That said, you should distance your advisors from the final operation/project; they won't notice anything wrong while helping you plan, but they'll probably figure out something's up if you try to get them to be a part of the robbery.

Run What You Know (600 CP, Discount Ex-Con)

*"Well ain't that what they tell **writers**…? 'Write what you know…?' It **hit** me that **that** might be the **answer** for **Crutch**. He's a **creature** of the **street** who well – knows a bit **more** about the **shadowy sides** of life than most gamers. Let's just say as a **fish** he's got more water to swim about in than most **GMs**."*

Sure, you may have trouble GMing fantasy adventures, but in a gritty, noir setting like Crime Nation? It's practically a nostalgic (if bloody) trip down memory lane. Gamewise, you become more adept at playing (and running) games that have themes linked to your skills/experience. If you've been a thief in real life, for instance, you'll ace Grand Theft Auto, and jumpers who have already been through a fantasy adventure jump will find GMing D&D or HackMaster to be a breeze.

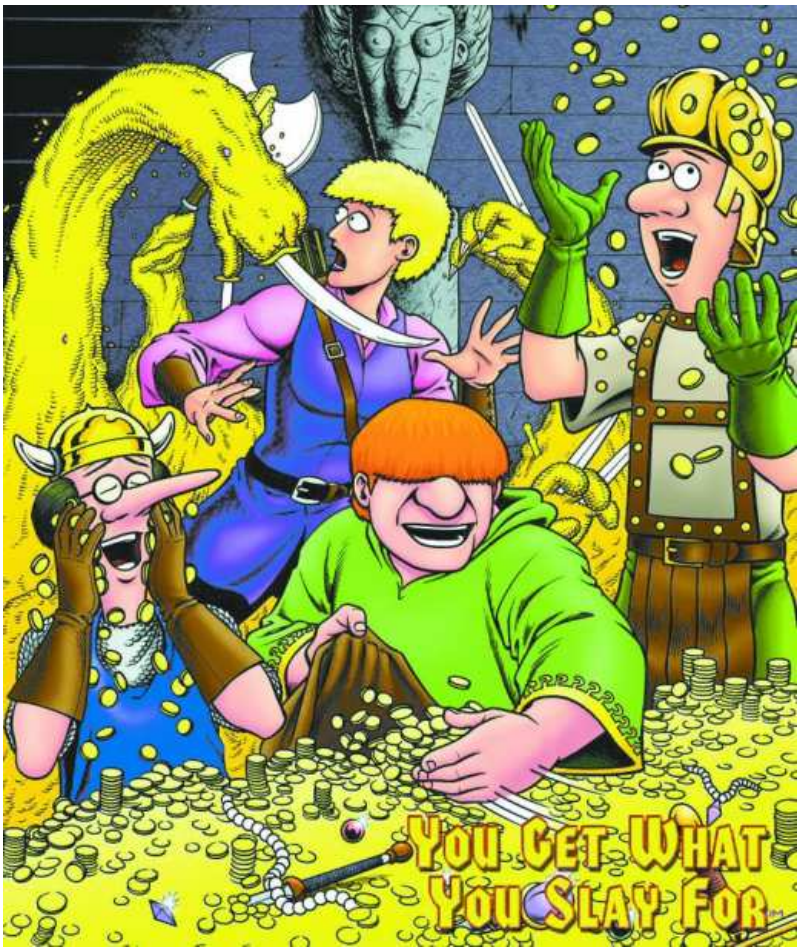
But things also work on the flipside: the skills and experience you gain in playing games enhances your skills in those areas in real life. Play a savvy spy in Hacknoia? You'll find it easier to adopt false personas to infiltrate places. Have a favorite character you call "King of the Rockclimbers"? Then you might find climbing easier in real life too. Keep in mind, though, that the perk only helps with abilities that would be feasible for your form, and it does not give you outright new powers. Playing a magic caster in the game will only help you in real life if your body actually has the potential to cast magic, for example.

A Game Among Games (50 CP)

"Greetings, and well-met gentle readers! If you are reading this, you are clearly a world-class gamer, a cut above the rest, one of a rare breed of players with the right stuff to play the single greatest game ever invented in the history of mankind."

While not a perk directly relevant to the current jump, this perk enables you to retroactively import the system of HackMaster to other jumps and worlds you visit, such that the game – and a vibrant gaming community – exists for you to enjoy. Anything you have that is HackMaster-related will qualify as legitimate at the gaming table, even if there might be a few quirks and differences in the game depending on the world you import it to. The perk also accounts for other KoDT in-setting games (including but not limited to Cattlepunk, Hacknoia, Crime Nation, SpaceHack, Heroes and Zeroes, Spelljack, World of Hackcraft, and more) letting them also become playable games wherever you go.

Items



*"**Pete** – yer **never** gonna **believe** it… We **cleaned up!!** Brian's still takin' **inventory** – we brought out **so much** stuff we have to rent a **trailer** to haul it back." "I'm **tellin' ya**… It's the frickin' **mother lode!!** This is better than the time we cleaned out **ol' Rot Gut's** lair!!"*

Aside from leveling up into powerful badasses, the biggest goal of gamers is to get all the moolah and treasures they can – and there's a bunch you can get in this jump.

For this item section only, you get a stipend of +200 CP. If your purchases go past your stipend level, you'll need to pay for the rest using your main budget.

Discounts are 50% off. All items that are lost or destroyed, unless stated otherwise, will reappear in your Warehouse after the traditional mourning period of two weeks (10-14 days).

Game Keeper (200 CP, Discount Drop-In)

Unlike your small and humble usual game store, this is a franchise-style game store, the jumbo kind that could be part of a big mall. Its template draws on the Game Keeper store seen in Issue

#130, but you can adjust the design if you want. This is a huge, Walmart-sized store with tons of areas and amenities, including an open gaming area (with 25 tables able to fit 125 people), a laptop center with free wireless connection as well as a printer and reference library available for a small fee, and a kitchen area for customers to use while they're gaming. Heck, there's an entire aisle just for dice. It doesn't get as much of a positive rep with local and hardcore gamers who think it's moving in on local establishments, but general gamers will appreciate the extra amenities. The store follows you between jumps.

Coupon Sheet (400 CP, Discount Drop-In)

A sheet of 12 Player Advantage Coupons. These one-time-use coupons give players special advantages when used in-game (they work for HackMaster as well as other games), such as getting a reroll, summoning a random monster, providing 1d8 worth of healing, or giving the PC a bonus to their honor level. And unlike most coupons in this setting, these ones won't ever expire – and they work out-of-game in real life, too!

Sometimes these coupons have negative effects, like making characters take stat penalties (strength, wisdom, etc.), suffering double damage from any blow in the next combat, getting a "palms like sieve" curse that turns you into an impulse buyer for useless things like wicker furniture or a gaggle of geese, or even somehow gaining a third leg with a mind of its own and a desire to literally kick your ass and kill you (Jetra's Leg of Comeuppance). However, you can choose whether to make these penalties apply to yourself or another character (someone who is in your "party" and is not an outright enemy).

Unlike normal coupons, the coupons you get with this purchase are special, and they also work *out-of-game* in the real world. However, once you have used a coupon, whether in-game or out of game, the coupon is shredded and will not regenerate on your sheet. Once a coupon sheet is entirely used up, you'll get a new sheet filled with 12 new, random coupons (they might be repeats of old ones or entirely different ones). You can purchase multiple sheets, but only the first can be discounted.

Brian's Briefcase (200 CP, Discount Player)

A copy of the mysterious briefcase that HackMaster player Brian van Hoose regularly carries around and carefully guards. The briefcase has a lot more room on the inside than would first seem. It starts out carrying many game-related items, including but not limited to: spare dice, vending machine change, pencil sharpener, gaming magazine issues, and the entire set of HackMaster rulebooks and supplements – and there's plenty more room to spare. The briefcase is also specially booby-trapped. If anyone but you attempts to open the briefcase, they will trigger exploding dye packs that will hit everyone nearby; it takes 8-10 days for the dye to wear off. You can switch out the booby trap for something else if you wish.

Player Advantage Code Book (400 CP, Discount Player)

A booklet containing various secret codes players can use to communicate to each other without tipping the GM off. Includes codes for both vocal phrases and for various body language signs. Anyone you share the book with can communicate with you via these codes and vice versa.

GM Control Center (200 CP, Discount GM)

A specialized contraption that Gordo rigged up in place of a traditional GM screen. It has a computer for handling rolls and such as well as plenty of nifty add-ons, including a mug warmer, iPad side panels, a projector to show maps on the table board, and more. If plugged into a room, it can even connect with sound and lighting systems to create the right ambience for different scenes in the campaign. For instance, when your game takes players into a tavern, you can dim the lights to "lantern mode" and play a track of immersive sounds (chatter of patrons as they throw darts and make merry, crackling of the fireplace, dishes and mugs clinking as they're washed, etc.) – your set-up even includes an aroma therapy machine to emit suitable scents like smoldering pine bark and birch.

You also get a thumbdrive/CD copy of all the ambient sound mixes, and even without the CD on hand you can automatically make the sounds play around you accordingly. "Hasty Camp on a Mountain Meadow" is especially soothing and perfect for dozing to sleep: a crackling fire, braying ponies, subdued chatter of comrades, fluttering tent flaps a distant loon calling out, even a hireling playing a Halfling ditty; just make sure you don't leave the track list on autopilot or it might shift to the next tune: "Sturm Wolf Attack at Dawn", which is not the kind of sounds you want to hear in a sleepy daze.

The Jackson Document (400 CP, Discount GM)

Part of Gary Jackson's six-part guide to HackMagick and intended to be part of HackMaster 2nd Edition, this document was pulled from public publication due to being a potential "campaign wrecker". The remaining available copies like this one have been carefully guarded by a small circle of GMs. The document addresses the details of "mega-capacity" magic items such as Bags of Holding. The details are complex, but essentially the document explains how, under special circumstances, certain Bags of Holding can connect to another plane called "Bag World".

In addition to the incredibly useful insights this document provides you for HackMaster, the document updates with each new jump to address some new mechanic related to the current setting (something magical if at all possible). Only a single, narrow mechanic of that world will be addressed, but whatever it is provides creative loopholes that you can exploit.

Game Store (200 CP, Discount Store Owner)

You now own and run your own small game store, which is regularly supplied with games and other merchandise from Hard 8 as well as other gaming companies. Its template setup is based on

Weird Pete's Games Pit, but you can modify the design if you want. The store isn't that big, but it has two floors as well as a basement (though if you come on hard times, you can lease out the upper floor to renters, or even use one of the rooms for your own personal apartment). The store follows you between jumps and will continue to receive goods from Hard 8 (even crappy products you'd rather not have, unfortunately).

Thwarts, Nemesi and Enforcers (400 CP, Discount Store Owner)

A file box filled with carefully organized index cards, meant to be an "emergency road kit" for gamemasters. Too dangerous for general sale, the system is meant to be kept behind the counter, with solutions sold to GMs after a consultation. Choose one of 72 categories such as "chronic troublesome player" and then choose a second number aligned to a weakness of the player (not the character they're playing). These numbers, combined with the level of intensity you desire for retribution like "payback with extreme prejudice, give you a specific index card with a general solution on how to solve your problem. All the answers are modular, so it's fairly easy to tweak the specifics of a solution to fit your personal scenario. In future jumps, you'll get another file box with cards aligning to common problems you might have in your current setting.

Hacker Jacks Set (200 CP, Discount Hard 8)

A line of specially flavored (if you want to be generous) snacks that Gary marketed for a while before withdrawing them due to their unfortunate habit of causing abdominal pain. A new line was later produced with at least decent flavor and nutrition, but most fans just buy them for the special prizes that come with each Hacker Jack. You now have a whopping 10 cases of Hacker Jacks – with 24 in each box (a total of 240 individual snacks). It's a mix of both the original Hacker Snacks version (long since expired) and the newer brand.

Each individual Hacker Jack snack has its own gaming-related prize, ranging from lame to stupendous. On the one hand, you could get a Canadian nickel, a paper clip, or an expired coupon, but on the other hand you could find model miniatures, non-expired gaming discounts and in-game coupons (though they won't work out of game), unsolicited phone numbers for geek celebrities, and incredibly rare dice. Also, there is a 1/2500 chance when opening each Hacker Jack that you'll receive a "Golden Ticket" letting you go to Hard 8's warehouse and bring out as much as you can gather and carry within an hour for free (though Hard 8 will try to hide the best stuff in hard-to-find places); at most, you can only find 5 such tickets total amongst the 10-box Hacker Jacks set.

Whenever you enter a new jump, you'll receive another 10-box set of Hacker Jacks, containing prizes related to gaming/geeky things found in the current setting (including once again a 1/500 chance for an in-setting equivalent of the Golden Ticket). You can by multiple sets of this purchase if you want, though only the first purchase can be discounted.

Emerald Fitz – AKA TPK Dozer (400 CP, Discount Hard 8)

A green-speckled, 20-sider die of hand-shaped resin, around 25.4 mm in diameter. It was personally built by Jack Kipling, the legendary die-manufacturer who invented the earliest polyhedron dies. "Emerald" Fitz is an infamous die with a long, dreadful history dating back to Gary Jackson's personal HackMaster campaigns. It was an utterly brutal monster of a die, giving the GM lucky roll after lucky roll while simultaneously draining away his players' luck – hence the titles "TPK [Total Party Kill] Dozer" and "Waster of Souls". It would just grind up PCs and spit 'em out in tatters. His colleagues/players at Hard 8 finally got fed up with the die's role as a campaign wrecker and conspired to make it disappear forever – only they lost it before they could destroy it. Since then, it has floated between players and picked up a new name – Fitz – before eventually returning to Gary's possession.

As stated above, when used in rolls for games, Fitz will bring you tons of lucky rolls while making your opponents' rolls unlucky. When you are carrying Fitz around with you, it also boosts your general luck in real life, as well as a high luck bonus whenever you are doing something that relies heavily on luck. It also increases your chance for and effectiveness of making critical hits in real-life combat. However, Fitz is greedy for luck and will steal the luck from people around you and their possessions. Lucky items that get enough prolonged exposure to Fitz's vicinity might even become permanently unlucky. Too much use of such an item could easily earn you the enmity of your comrades and the community, so be cautious about the incredible responsibilities of this power.

Hawg Waller's Kickstand Palace (200 CP, Discount Ex-Con)

A copy of the seedy biker bar found on Muncie's westside. It has a reputation for being a place 'best avoided', and police and other authorities are reluctant to enter the premises unless pressed and having back-up. Yet the place has become fairly accepting of gamers as long as they don't cause too much of a commotion. Wherever you place the bar, it will become a general gathering place for gamers, and it's not uncommon to see someone rolling up a character at a side table or boasting about their exploits in last night's game. Occasionally a few rougher characters will show up, but they're kept in line by the bartender, who runs a tight ship and owns a pistol he wrestled away from a burglar yet is easy enough to get along with as long as you stay peaceful and pay your tab.

Wall of Shame Polaroid (400 CP, Discount Ex-Con)

A polaroid camera like the one Crutch used for his game (whenever a player 'died dumb' 5 times in his meatgrinder of a campaign, he cut them from the game entirely and took a photo to post on his GM screen). Whenever you have beaten a specific opponent at least five times (a companion or follower beating them also counts), you can take a picture of them with the camera. As long as you keep the photo with you, the opponent will feel compelled not to fight you unless you give them permission (please note that you attacking the opponent counts as giving them permission to fight). If the opponent manages to push back the compulsion, they can still fight you, but they'll have sharply diminished luck due to the significant loss of honor on their part. If the person fights

back or gets permission to fight, you will need to defeat them five times again before you can use the camera and edict on them again.

Comic Set (50 CP)

A collection of all the Knights of the Dinner Table comics, including bonus content.

KODTLAS Project Fulfilled (50 CP)

In real life, Ken Whitman let KenzerCO and countless fans down (and scammed away a bunch of their money) when he never delivered on his Kickstarter promises for a Knights of the Dinner Table Live-Action Series project. With this purchase, though, you can get a full-fledged series of live-action episodes based on the various KoDT adventures. The episodes can play on any TV or video devices you wish. Also includes the 2D cartoons. Multiple language options included.

Character Sheet (50 CP)

These special, pre-filled character sheets (you only get one sheet per purchase, but you can buy this multiple times) contain equivalents of yourself from previous jumps you've been in, modified to fit within the rules of different games like HackMaster. Please note that each character sheet only includes your body/background from the respective jump it's covering, and your character will only have powers/items that you gained during said jump. Also, each jump setting can only have one character sheet, which will be assigned to whatever game setting fits it best (gunslingers would go in Cattlepunk rather than HackMaster, for instance, and superheroes in Heroes and Zeroes). Though keep in mind that due to how many of Hard 8's games are designed to potentially connect to each other, it's possible with enough effort to make your characters work in other game settings, though they might function a bit differently. Just try to make sure you don't get your prized characters killed in-game somehow, though; there are plenty of ways to die in RPGs. You can also request character sheets for companions from different jumps. In addition, you can choose to get character sheets for PCs you've played in video games or tabletop RPGs in real life.

World of Hackcraft Subscription (50 CP)

You now have a [multi] lifetime subscription to World of Hackcraft – an MMORPG version of HackMaster. No matter what world you're in, or whether or not you have a decent computer, you can access and play this addictive yet fun RPG. This subscription also guarantees a limited level of fiat protection for your online PC – nothing that will save you from stupid mistakes, but at least it will protect you from getting promptly ganked by the many PC-assassin players who make a living hunting newly started noobs before they get anywhere. If you also purchased a Character Sheet for a HackMaster PC, you can alternately choose to convert that sheet into your PC for the World of Hackcraft game.

Hacker Jack (50 CP)

A single Hacker Jacks snack, complete with a single prize. There's still a chance of getting something good – even a Golden Ticket if you're really lucky – but with only a single snack and prize in this purchase, there's a much greater chance of getting a complete dud of a booby prize. Can be purchased multiple times. Does not replenish after being opened.

Lucky Dice (50 CP)

A set of 12 dice: two 4-siders, two 6-siders, two 8-siders, two 10-siders, two 12-siders, and two 20-siders. That's the default set-up, at least. If you want, you can choose to have more dice of certain kinds, or have different types of dice entirely (like 24, 30, or 60-siders) – just as long as you get only 12 dice total. Each individual die has its own distinct coloration/appearance, making it easy to tell apart from the others. You need to give each die its own name.

These special dice are all fairly lucky with rolls – not as OP lucky as Fitz, mind you, but still pretty darn lucky. These dice follow the tradition of lucky dice superstitions among gamers in KoDT, whether or not you took the *Lucky Roller* perk (though taking the perk can enhance their luck even further), and if you treat them well and keep other people from touching them, your precious babies won't let you down.

Each die has its own quirks and luck "specialization" – one might give moderate luck across numerous rolls, another one might be a "pinch-roller" who has one exceptionally lucky shot each session but then burns out for a while, yet another might have its luck boost in situation where the roll is especially critical, etc. Like other dice in Muncie, these dice are demanding pets in a way, expecting to be used often. The more often you use the dice, talk to them, etc., the more reliable they'll become. On the flipside, they're as jealous as they are loyal, and if you start neglecting one in favor of other dice, it may become a bit obstinate until you discipline or soothe its temper.

Please note that luck of these dice only applies to instances where they are rolled (RPGs, gambling, etc.). The dice will not give you any luck boost outside of those scenarios, and they won't influence your luck in other things. If one of your dice gets lost or destroyed, you'll gain a replacement die in two weeks; however, this will be an entirely new die, with its own name, personality, and luck specialty. Can be purchased multiple times, with each purchase giving you a separate set.

If you pay 50 CP extra here, any dice sets you gain in this purchase will gain fiat-backed "bad luck insurance" that protects them from unnatural changes to their luck "behavioral patterns", so bad-luck bringers like Fitz won't poison them with bad luck. Luck insurance only needs to be bought once to apply to all Lucky Dice purchases.

Mood Die and Chart (50 CP)

A twenty-sider "mood dice" whose "thermochromic polymer" formula lets the die change colors to indicate its "mood" – "calm and pensive" means it's fairly reliable but not trying too hard, "stressed" increases its luck but also means it might break under pressure and become unlucky, etc. Unfortunately, the chemicals make you palms break out in a rash, but what gamer's gonna let that get in the way of a good roll?

The mood indicator chart helpfully explains the different colors for the mood die. When not being rolled, the color of the mood die can also indicate the mood of people nearby – like if someone's just about ready to blow his top (and the table). Can be purchased multiple times.

Les Bridenthal (50 CP)

A specially prepared jar design – a Mason-brand fruit jar made from Depression-era blue grass, with the entirety filled with Epsom salt. Sealing items in the jar will prevent them from discharging luck or bad luck, and prevent them from sapping luck away. You will need to additionally wrap the lucky/unlucky items in aluminum foil (shiny side out), which is included in this purchase. Can be purchased multiple times.

Spry of Feet Ribbon (50 CP)

A coupon that lets you cut to the front of any line. Once used, you'll need to wait another month to use it again.

GaryCon Never Empty Cooler Mug (50 CP)

This gets you free, unlimited refills for the full duration of GaryCon – and any other conventions or events with refreshments/concessions.

HackMaster 1-900 Support Line (50 CP)

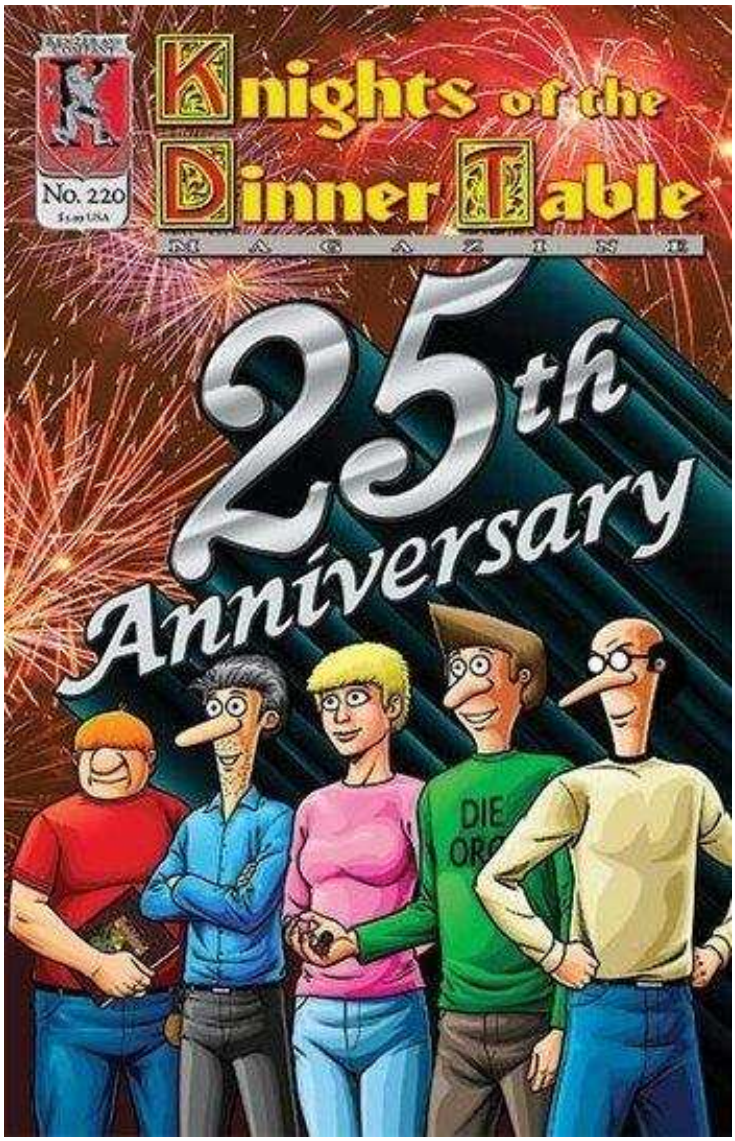
You have a toll free, phoneless access to the HackMaster support phone line, which is designed to help players and GMs alike when they face difficult situations while gaming and need advice/ruling. They'll even do rolls for character making for you. The help line also lets you get support for any other games you play. Just be prepared for bureaucratic delays and attempts to sell you more of their product.

Steam Tunnels (50 CP)

A copy of the underground steam/sewer tunnels beneath Ball State University (university does not come along with the tunnel purchase). The tunnels became infamous after GM Nitro Fergueson led HackMaster "forays" into the tunnel and got lost for a whole week. The tunnels are like a maddening maze and are difficult to navigate; you get a map of the layout, but it doesn't cover

everything, and it's a lot harder to get your bearings (or even see the map) once you're in the dark, filth, and water down there. The place is also loaded with rats the size of dogs (or at least they seem like that in the dark) that relentlessly track trespassers for days. You can import the tunnels into a jump beneath any town, city, or school of your choice. Also, since the canon tunnels had an exit out by Hawg Wallers, your set of the tunnels will likewise connect to Hawg Wallers if you made that extra purchase.

Companions



*"Just our way of saying we take care of our **own** Sara. I know we give you a hard time and all but…but..er…uh… Well, you're like **family**!"*

It's no fun just playing alone – that's why finding fellow gamers and friends to play with and alongside is so important – even if you tend to fight. Discounts are 50% off.

For this companions section only, you get a stipend of +200 CP. If your purchases go past your stipend level, you'll need to pay for the rest using your main budget.

Welcome to the Party (50/300 CP)

You either gain new companions or import past companions into the setting. Each companion gets a free background and 600 CP to spend. They also each get a stipend of +100 CP they can spend on items only. Each companion costs 50 CP, or you can pay 300 CP to import 8 companions in one go.

Character Overload (100/150/200 CP, Requires Welcome to the Team)

If you have already imported up to 8 companions with *Welcome to the Party*, you can use this secondary option to import even more companions. Each purchase here nets you 8 more companions. All companions in this option gain a free background, but their cost and starting CP vary. The first batch you buy costs 100 CP, and each companion gains 400 CP. Second batch costs 150 CP and gives companions 200 CP each. Every purchase from then on costs 200 CP, and the companions start out with 0 CP. Also, none of the companions gained in this purchase get a stipend for items.

Untouchable [Jump] Trio +1 (200/400 CP)

You gain three close companions for your gaming group, who will be with you through thick and thin. Each person has the Player background and 800 CP to spend. If you pay 400 CP instead, you also get a fourth companion with a GM background and likewise 800 CP to spend. These can be new companions or imported.

CPC (50 CP)

Short for "Comic Player Character" – or in other words, one of the canon characters from the comic. You can pick a character you like from the comics, and they'll be open to coming with you as a companion. This option can be taken multiple times.

Beautiful Russian Woman Gamer (200 CP, Discount Drop-In)

Based on a running gag in the Knights of the Dinner Table comics, involving a bogus ad for mail-order Russian gamer brides. Tired of playing on the Random Relationship Encounter Table? Want a reliable, hot girlfriend who shares your gaming interests? Well, you're in luck. This purchase gives you a large cardboard package with your selected Beautiful Russian Woman Gamer patiently waiting inside. She only knows bits of English and has some cultural differences, but she is interested and talented in many types of gaming. Please note that your order may not exactly match your selection choice in the mail-order catalog; the computers in Minsk weren't entirely Y2K compliant.

Controopers (200 CP, Discount Player)

Two Imperial Stormtrooper cosplayers who regularly volunteer as strict line supervisors, security guards, and bouncers at HackMaster conventions (based on recurring characters Ivan the Terrible and Flame the Female Stormtrooper. The first Stormtrooper is a male with standard armor and a name tag, while the second one is a hot female cosplayer using a sexy variant of the Stormtrooper gear (mostly just the helmet and thin leg armor that leaves little to the imagination – and little in between). Nearly every player has a nightmare story about the security checks and penalties those two enact, but you've somehow gotten on their good side. They'll get a job running lines at all gaming/geeky events/conventions you attend here and in other jumps (with a 1/10 chance of appearing at any other lines you end up in).

As long as you don't do anything too blatantly outrageous and make sure to suck up to them, they'll let you in even if you don't have the proper authorization, and even look the other way if you cut in line. As they are brutally harsh towards all other troublemakers, they have an impeachable record and won't be questioned (and those who do object will find themselves guilty of "Article 6, Paragraph 4" and be sent to the back of the line. They also know some decent fighting moves and can rally fellow volunteers/security/bouncers into a mini army, a detachment strong enough to successfully storm an unauthorized WWII D-Day reenactment.

Colonel Prowler (200 CP, Discount G.M.)

B.A.'s 24-pound, temperamental, hellfire of a housecat, who's never been quite the same since being neutered. He's rather bad-tempered and never ever forgets a grudge. Several missing neighborhood dogs (even a Great Dane) are suspected to have disappeared thanks to encounters with this vicious feline. In addition to being a terrifying fighter in close quarters, he has a predatory knack for locating and swiping dice and other luck-related items, hoarding them for himself.

War Chimp (200 CP, Discount Store Owner)

Like Squirrely (a.k.a. S.S. #234-56A-003), who currently helps out at Weird Pete's Game Pits Store, this companion is one of a dozen chimpanzees who were part of an NSA-USAF project during the Cold War. The plan was to train them to pilot U2 reconnaissance aircraft, and there were even unconfirmed rumors placing them in the Vietnam War, but the project was canceled and its subjects auctioned off after the Soviet Union collapsed.

Though it's easy to dismiss the chimp as just a dumb monkey, it's actually quite intelligent. Not only does it have advanced military training (and considerable physical strength), it is also fluent in lip reading and sign language (English, Russian, and Vietnamese among others). It also loves to play games, and can actually be an effective if sneaky player in campaigns. However, try to keep the ape from eating lead, or it might start acting a little screwier.

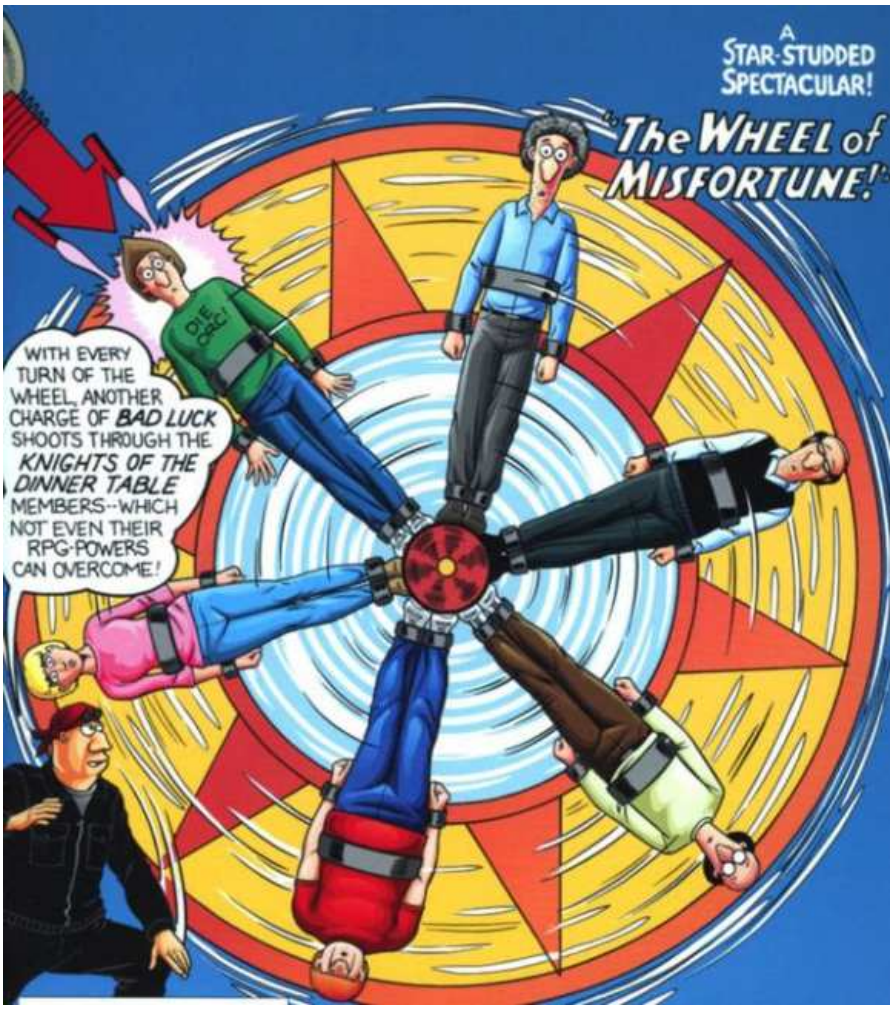
Mob Guards (200 CP, Discount Hard 8)

A duo of hitmen/enforcers from a Mob family that are usually sent to "collect" unpaid debts. However, these two have taken a liking to you, and now they loyally serve you as bodyguards, always lurking in the shadows and keeping a watchful eye out for trouble. You can also dispatch the pair on missions, like how Gary dispatched Vince and Tony Esposito to put out local crises in gaming chapters in their own unique way.

Bikers (200 CP, Discount Ex-Con)

You are buddies with five members of a gritty motorcycle gang. They ride on the rough side and tend to hang out in dangerous places, but they've done stretches with you and won't let you down. If you have a motorcycle you can join in on their rides, and even without a motorcycle they're willing to let you ride with them.

Drawbacks



*"What a **dark hour**! A horrible, cruel dark hour and I'm to **blame**!" "I am feeling a bit uneasy about our journey. I sense strange things are in the works behind the scenes. As if someone is plotting our **downfall** and even NOW is leading us into an **elaborate trap**."*

Don't have enough points left for the purchases you want? Why not solve it the gamer way and minmax, taking a few minor setbacks for extra points. But as many a player has learned to their dismay, be careful with what you load yourself with, or else you might sink under the pressure.

You can earn up to +1200 CP in drawbacks.

D&D-Inspired (+0 CP)

"Robinloft is a classic gothic horror story with some humorous twists. Many mysteries surround Count Vlad'Neer, his Castle Robinloft and the Lands of Morosevia within the Country of Roathaven."

Robinloft, Little Keep on the Borderlands, Temple of Existential Evil… Given how KoDT started out as a parody of Dungeons and Dragons, it makes sense that a bunch of HackMaster's campaign modules are directly inspired by classic D&D modules – though with their own unique, often, comedic twists.

By taking this drawback, any adventures you have had in D&D-setting jumps have loosely translated into HackMaster modules. Emphasis on "loosely" though. At the very least, you can expect a number of divergences from the original version, and it could very well turn into something outright ridiculous. So don't think your past experience will get you through the dungeon in one piece.

Extended Universe (+0 CP)

*"How would you guys like **listenin'** in on a phone call with **Timothy Zahn** himself..??" "Timothy Zahn…? The **Star Wars**, guy??" "Meh – ever since they made the **extended universe** non-canon, **Zahn's** dead to me."*

Yes, Star Wars still exists in this world – including the split of the expanded universe (which still includes Zahn among authors) from canon, for better or worse. If you were in any Star Wars jumps, any actions you took there will affect the canon and/or extended universe of the Star Wars series in-setting.

Happy Anniversary (+50 CP)

*"When the strip to the right was penned, **Advanced Dungeons and Dragons Second Edition** had barely been out six months. Charleston, South Carolina was still recovering from Hurricane Hugo. Collectible card games were unheard of. Steve Jackson Games was being raided by the Secret Service. Nelson Mandela was freed. Mikhail Gorbachv was elected as the first executive president of the Soviet Union. And I wearing a uniform and sergeant strips. What a journey its been."*

As of 2020, Knights of the Dinner Table has been around for over 30 years. By taking this drawback, you can extend your time in the jump to 30 years.

A Moment in Gaming History (+50 CP)

*"**#41** – In the late 1920's Scam Sheets threatened to bring Roleplaying to its knees. Unscrupulous GameMasters looking to make a fast buck stood outside Game Convention halls offering to sell pre-played player characters to attendees."*

Gaming sure has a rich history – remember the great Anti Role-Playing Movement of the 1930s and 40s, for instance? Now all of the "Moments in Gaming History" gag entries from KoDT issues are actually part of this jump's setting, with gaming now dating back much farther than historically.

What a Joker (+50 CP)

"Don't get upset Bob!! It was just a practical joke. Johnny was the best when it came to a good prank! Like the time he drained everyone's bottles of ***healing potion*** *while you were sleeping and refilled them with* ***orc-wiz****!"*

You have a dreadful sense of humor and like to play tricks on people both in and out of games. Your jokes might be clever and fun from a distance, but try to hold back from too many practical jokes, or else you might be the target of some gamer justice.

Lawful Good (+50 CP)

"I do ***exactly*** *as the* ***goblin*** *says, Uncle Bob. I throw down my* ***money*** *and* ***weapons*** *and I* ***leave*** *the* ***dungeon****. Sounds like we were* ***trespassing****."*

You are a lawful good person both in-game and out, somebody who follows the rules and avoids causing trouble. Which can sometimes be a hindrance in dungeon-crawling and the like. Be sure your gaming pals will nag at you for being such a goody-two-shoes. This also affects you in the real world, where you'll insist going under the speed limit even when your driving companions are berating you for being late.

Reverse Wallbangers (+50 CP)

"But guys, he admitted this is nothing but dungeon dressing." "Dungeon dressing hell!!! We're on to something big I tell you!!"

Roleplayers are notoriously obstinate, and trying to give them advice or warnings can very well lead to them just going right ahead and doing the opposite just to prove them wrong. Try to nudge them toward the dungeon and they'll head in the other direction, thinking you're trying to keep them from finding something. Likewise, they might spend hours checking a side corridor just because you said it wasn't important at all.

Here Comes the Waterworks… (+50 CP)

*"****Honk…!!!*** *-Sniffle- Blubber… -Snort-" "Oh Lord, Gordo. Enough with the* ***waterworks*** *– please. I don't think I can handle it." "I-I'm sorry, Pete. I-it's just* ***so*** *sad… -Sniffle-*

You tend to be really sensitive things, and something sad can bring you to tears in just seconds. This also means that it's tough for you to receive and accept criticism, as you get all mopey and depressed. Other people will find this behavior of yours quite annoying.

Superstitious (+50 CP)

*"I thought I **told** you to put some **pants** on. I'm gonna. But my **lucky pants** are still in the dryer – it's **game night**. Every **good thing** that's **ever** happened to me has happened when I've been **wearing** those pants."*

Gamers have many superstitions about luck, and you are especially zealous in the many lucky rituals gamers have concocted, even when it doesn't actually help your luck at all. You become incredibly protective of anything you believe to be lucky – from dice to the underwear you wore during a great victory – and are insistent that your success depends on their presence. You will turn hostile and aggressive towards anyone who tries to even as little touches your precious lucky treasures, believing that they'll taint your luck.

Sexist (+100 CP, Cannot be Female)

*"A barbarian, huh? Does she wear a leather thong? -Snicker-" "Ya know **dis** is why we didn't allow **gurls** to **pway** back in the day."*

You tend to be a bit of a misogynist, seeing girls as not being able to play as good as the guys, focusing on their sex appeal, and having other sexist views. You can temper these views to a degree, but they'll always be there, and it also makes you more likely to dismiss female players' advice as just "women talk". Please note that there are a number of accomplished and physically strong female players and GMs out there, so watch out or your mouth could get you a fist to your face.

Strength Penalty (+100 CP, Female Only)

"Well you know what they say about a man and the size of his hat. Heh, heh…"

HackMaster traditionally gave women characters a strength penalty, and unfortunately that's now present in real life, too. Your strength is sharply diminished, as well as your overall ability to game.

Real Life (+100 CP)

*"**He's cheating!!** He's hitting Bob at least 8 times per round and he's not giving him a chance to **parry**!" "**Bob!!** Use yer **Ring of Free Action** for gawd's sake!"*

However much hardcore gamers like to delude themselves, games aren't real life. Any powers you have or items you own that are not mundane will fail to work during this jump.

Gamer Logic (+100 CP)

*"Damn thing [raccoon] had **8**, **12** hitpoints easy."*

You tend to view everything through RPG logic, even real world things. You'll try to give hit point estimates to things in real life, assume your gaming skills equate to mastery in real life, etc. Then again, with some of your powers as a jumper, maybe this isn't so much of a delusion as it is for other gamers…

Jinxed (+100 CP)

*"I-I-I can't r-r-**run** with **these** dice!! They're **dripping** with **doom!!**"*

You ooze with bad luck, tainting your dice and giving you bad roll after bad roll. Even worse, your misfortune also infects other people's dice in your near vicinity. Hopefully the news of your bad luck won't leak out, or your gaming pals might treat you like a leper (either that or want to punish you for tainting their dice with a suitable sentence like sheep shears or the "walk of a thousand four-siders").

Fluttery Heart (+100 CP)

*"I-I'm gonna **need** a few minutes…" "I disbelieve. I disbelieve. Oh **Gawd**, I **disbelieve!!**" "Brian's **worst** nightmare – trapped in close quarters with a **hot babe!**"*

You have trouble interacting with the opposite sex. Close friends are okay, but anyone who's hot and less familiar to you will make you break out in hives and sweat in desperation. Any attempt at conversation will mostly result in just senseless jabbering. And watch out if you're playing – you'll keep getting distracted by your fluttering feelings and mess up.

Walking Billboard (+100 CP)

*"I'm just gonna be **blunt**, Dave. You're **transparent** – yer **face** gives you away. It speaks **volumes** even when your **lips** are sealed. You got no **poker face**, Dave."*

When it comes to keeping secrets, you really fumble bad. It's not that you actively share secrets, mind you, and with enough work you can keep yourself from blurting things out under pressure. But what you can't stop is how you'll get this terrified, frozen look of horror on your face, and you shiver and cringe whenever someone even tentatively starts pumping you for information. Even if you won't actually tell the secret, your telltale body language will tell enough of the story for your interrogators to get the picture themselves.

Sticky Feet (+100 CP)

*"Dammit, Bob… Did you learn **nothing** when you turned our tickets to that **Gwar** concert into a pair of mushy **odor eaters**…?" "Sorry, Shee. I'm cursed with **sweaty feet**."*

You have a constant issue with sweatiness in your feet. No matter what you wear or where you are, your feet will reek with foul odors, coating your feet in sweaty, yucky mucus. This sweat won't harm you, but it won't make you feel comfortable either. Expect any shoes you wear to get rotten fast. Worst yet, no matter how many times it happens, you like to stow papers, coupons, and other small items in your shoes for "safe keeping". Hopefully you won't keep them in there long, or else they might turn into a soggy, irredeemable mess.

Newbie (+200 CP, Drop-In Only)

*"Look **Ms. RPG Tourney**, we had a peaceful little group here until you came along. And my Dwarf isn't grump, he's a non-conformist."*

Being the new player on the block, you can expect some early reluctance by veteran gamers, who aren't sure you have 'what it takes' to be a serious roleplayer. They might eventually warm up to you, but there will always a level of distance, as they see your "outside influences" as hindering your competency as a gamer. Try to make any suggestions that deviate from their gaming norms, and they'll dismiss your advice and say that you're just naïve and confused due to lack of experience gaming.

Killer GM (+200 CP, Player Only)

*"**Hoody hoo!! I won!!** Damn, it feels good to say that!! **Hoody freakin' hoo!!** You guys **never** even saw it coming!!"*

Your gaming group's GM is ruthless and cunning, always out to undo any gains you make and have the last laugh against you. Even if you succeed in an impossible mission, the GM will find a way to make you lose your lives, powers, and wealth – and then gloat about your stupidity.

Meddlesome Players (+200 CP, GM Only)

*"P…P…Pete, th…th…they…the guys…they… It…it was **awful**, Pete!" "Are you trying to tell me you'd rather have me just **throw** a bunch of **random monsters** at you with no **rhyme** or **reason** than go through an **adventure** I put **hours** and **hours** of **thought** and **attention to detail** into?"*

Your players are incredibly stubborn and clever – a dangerous combination. And they're bloodthirsty to boot. Whatever thoughtfully crafted you've put time and money into, they'll find a way to completely wreck the story, whether by killing the king who's supposed to give then the mission or wandering completely away from the dungeon you want them to go to. Often, they'll

be completely clueless about their interference – they might even congratulate you on all the "fun" they had massacring your friendly village, or berate you for buying such a crappy game module.

Dying Art (+200 CP, Store Owner Only)

*"Why do you know I had a guy in here the other day who didn't know who **Gary Jackson** was?" "**Tabletop role-playin'** is **dyin'!! Dyin' I tell ya!!**" "This ain't **1980**...!! Role-playing's **glory days** are over."*

The practice of roleplaying is dying out. Fewer and fewer people play HackMaster these days, and even popular gaming is turning to newfangled tech that's leaving you in the dust. Better find a way to respark interest in the next generation of players, or your business could fall on hard times.

He's Dead, Jo-Jo (+200 CP, Hard 8 Only)

*"**Whoa!** You look like someone **punched** you in the **gut**. Everything okay, **old timer**?" "Someone **did** punch me in the stomach. You haven't **heard** the news?" "News? What news?" "**Gary Jackson! He's dead!!!**"*

Midway through the jump, Gary Jackson will die – and this time for real. With his son and heir Timmy just a wee toddler, stewardship of the company goes to his ex-wife Heidi Jackson. And while Heidi has run a successful publishing company, she has little understanding of nor interest in gaming other than how much money it can make her. She'll make terrible "improvements" to HackMaster so it's more kid-friendly, while also throwing out the old guard and making preparations to liquidate Hard Eight if they stop making enough profits. This time, Gary won't be there to save the day, so you'll have to find some way to bring Hard Eight back to its old glory days yourself, or else you'll be out of a job. Please note that you can still take The *Gawdfather* drawback, though you'll be playing against Gary's ghost now.

Parole Officer (+200 CP, Ex-Con Only)

*"I'm flattered thin. But um, I'm on **parole**. A **body** – with **my** record? I'd have to think **real** hard on it to be honest."*

You have a parole officer closely watching you for any funny business. Try not to get caught in anything illegal or suspicious, or you could be on the way back to the slammer.

Some Friends (+200 CP)

*"Kewl!! I take a dagger and cut their throats!! They should only have **one hit point each**!! I'll take the experience points for the kills and then have them raised again!! I'll keep doing this until*

*both of them are out of **constitution points** and **forever dead**!! Oh, and I'll use **their** treasure and magic items to pay for it!!"*

Your comrades in campaigns are always looking out for number-one. If they have the opportunity to get rich and powerful at your expense, they'll do it – whether it's something outright like stabbing you in the back, launching wild attacks on foes without considering collateral damage, or filching your belongings when you're not looking.

What Happened to My Character? (+200 CP)

*What do you mean 'Kleaver didn't make it'?!" "Let's just say you left this world the way you came in." "**She was naked?** You had my character running around the dungeon **naked**?? All my possessions? **Gone**? My weapons? My magic items?"*

When there's an engrossing campaign and treasures to be had, gamers don't want to waste time waiting around for you, just because you have to visit a relative or fell ill. So why not have one of your friends run your character for you? In practice, you'd be better off just killing your character from the start. Whoever you get to run your character in your absence (something your group will insist on doing even if you don't tell them to), you will return to find that they made a mess of your character. Your precious weapons, equipment, and items – even maybe your clothes – will have been "donated" to other players, you were made to serve as a sacrificial meatshield to the point of death, etc.

Never My Fault (+200 CP)

***BRIAN…?!!!** What did you do?!!" "What…? You sayin' this is all **my fault**…?" "You **stole** the die. **Trashed** my campaign as well as every **die** in **Muncie**… And then left Bob **holding the bag** while you and **Dave waltzed away scott free**!"*

You have a knack of getting into trouble – and when you do, you're quick to divert the trouble to someone else. You never take responsibility for your actions, and you will try to foist the blame onto others if given the opportunity. Be careful about shifting the blame too often, or you might have trouble keeping friends in the long-run.

Fight-Happy (+200 CP)

*"Congratulations, **Johnny**… **Bravo!!** For the most **bone headed** player move witnessed at this table since the time* **Dave** *leapt into an **Owl Bear pit** to **wrestle** her **egg** away from her."*

You see violence as the default and sole solution to problems whenever you play games, resorting to it even when it should be clear that things are meant to be resolved peacefully, or when fighting is too incredibly risky. This drawback also makes you more likely to take violent actions in real life. For instance, if you're worried about a friend getting caught up in this vampire craze, your

genius solution might be to attack one of the club meetings and kidnap her so she can be "de-programmed".

Family Matters (+200/300 CP, Can't be Drop-In)

*"**Eddie**'s folks bought into all that **crap** the **media** was spewin' out back in the day. Hell – I remember his ol' man comin' in and **draggin'** him away from this **very table** – by the **scruff of the neck**."*

You have a…mixed relationship with your family in this jump, to say the least. At the 200 CP level, they'll just never really understand your interest in gaming, treating it as childish at best and maybe trying to get you to stop if they're especially pushy. At the 300 CP level, things jump up to outright abusive behavior; they might also have control over your trust fund if you're underage, using up most of your wealth for themselves.

Smashed (+300 CP)

*"I waid **new** lino-weum in -hic- my **bat-woom** Shadurday." "**M**erwin! Where are you? -Hic- Call your dwagon to weave a mist -belch- to hide us!" "**No alcohol?** Since when?" "As I recall, ever since the night **you** and **Brian** got **tanked** and drove through the **laundry room wall** and busted out all the **drywall**."*

You easily get stone cold drunk. Also, any gaming decisions you make while wasted are still considered legitimate actions and cannot be waived. Not to mention that you can get into plenty of troubled outside the game while tanked out, too.

"On a Cruise" (+300 CP)

*"What? That he's gone on a **'cruise'** with his **uncle**…?" "Shya'right – c'mon, Sara. It's a **cover** – this is **exactly** what Brian does when he's trying to **avoid reality**."*

You are a bit of a compulsive liar about your personal life. You'll make up stories about going on a cruise over the holidays when you're actually spending Christmas alone, or claim you have a girlfriend – even going as far as to fake phone calls with her. It's a way of avoiding awkward questions about the depressing reality of your actual life.

In It For the Money (+300 CP)

*"Brian you **really** do need help – this is an **event**. Must you try to turn a **profit** on everything? What is it with you? A way of keeping **score**?"*

In-game and out of game, you do whatever you can to weasel (and cheat) money out of other people, even close friends. It will pocket you some earnings, but it will also make people wary of working with you.

Minor Details (+300 CP)

*"You **trust** the guy who got himself **locked** in his own basement for two days…? Oh wait… That's right. You were **trapped** with him." "Shya'right – this comin' from the **guy** who gargled with **paint thinner** and went into anaphylactic shock and had to be **rushed** to the **ER**."*

The one thing worse than a stupid moron is a clever moron. You aren't at all dumb – you're actually quite intelligent and can come up with amazingly complex plans. It's just that you have a tendency to neglect the little details, which come back to bite you in the end. Any plans you make have an increased chance of you overlooking some small yet critical factor.

Gambler (+300 CP)

*"Gawdammit, **Brian**, you did the numbers. You said this was a **sure thing**!!"*

You like to take risks, even when the odds are heavily against you. The rewards might be big when you score, but mess up and you'll really regret the whole gambit. This applies not just to actual gambling but any other decisions that involve risk-taking. Worse, you have a habit of dragging other people into your gambles, and they won't be happy with you if things go sour.

Fool for Gold (+300 CP)

*"**Bubble**…?! What the hell are you talkin' about? **Gold is forever!! And it's never worth nothing!!** Haven't you seen the ads?" "Isn't that what you said when you **sunk** all your money into those **Beanie Babies**?" "So you're doing okay – huh, **Stevil**? I know you got **burned** during the whole **Dot.com** thing…"*

You have very poor judgment in making investments – whether it's Spelljammer or gold or Beanie Babies, you pick investment options that ultimately flop, leaving you with a lot less cash in the end. Hopefully you can keep from mortgaging out your house, but you never seem to realize or admit your flawed strategies and think your next investment is going to be a smashing success.

Dawgs of War (+300 CP)

*"Damn – he **almost** made it to the door… **Bob** took him down with a **flying tackle**." "**Grab his wrists!!**" "I **got his ankles!!**" "**No biting! No biting!!**" "Muncie Star – Game store owner found bound and gagged and placed in dumpster. 'He trussed me up like a Thanksgiving turkey!!'"*

Gamers are notoriously hot-tempered, and it's not uncommon for a bad night to result in a table flip, or for a player or GM to get tied up and hung from the ceiling. The people you play and interact with regularly are quick to anger, and if you upset them they're now more likely than ever to resort to violent measures of retribution and "gamer justice".

Thralls of Darkness (+300/400 CP)

*"**Infidel!!** How **knowest** thou the **name** of our **Mistress???**" "**Lackeys?!** Of course it **looks** like we're just **lackeys** to an **uninformed outsider**. For yer information I'm **this close** to attaining the **coveted rank** of **Dark Prince of Delaware County: Thirty-Second Degree**."*

Some of your close friends (this may include companions) have been sucked into the addictive and demeaning Lords of Darkness live-action vampyre game. Their "master/mistress" has a strange hold over them like they're slaves, compelling them to prove their fealty by performing menial labor (mowing the lawn, walking the dog, painting the deck, weeding, dry cleaning, etc.) under the guise of advancing in the game. They'll even go as far as paying bills for their master/mistress. And they resist all attempts at persuading them to quit. To break free from the addiction and brainwashing, they need to be forcibly isolated for "detoxing" over the course of a full week.

For +400 CP, not only did you friends get hooked in the vampyre mystique, but you did as well when going "undercover" to free them. You are now equally addicted, brainwashed, and loyal, ready to do or give anything to please your master or mistress. Likewise, you will violently resist any attempt to free you from the game. You can be broken free from the vampiric hold of your master/mistress, but as with your friends it will require you undergoing a weeklong isolation and detoxing protocol, and you will not go willingly.

Hub Cap of Shame (+400 CP)

*"I am the **Keeper of the Hub Cap of Shame**!! I wear this **token of degradation** coz' my actions brought **disgrace** and **dishonor** upon myself…and to the **gaming community** at large! **Behold my shame!! Look down upon me!!**" "The **dance** stupid. Do the **dance!!**"*

Due to something that shamed and upset your fellow gamers grievously, you have been given the infamous Hub Cap of Shame. You must visibly wear it like an albatross on you whenever in public or with others. Whenever you meet another gamer or someone asks, you must loudly declare your shame (see words above) and do the accompanying dance. While this punishment is usually temporary, you must bear the ordeal for the entire jump.

Membership Problems (+400 CP)

*"Let's see…**IN-1-00192-87. 87?!!** My goodness, you've been a **member** for quite some time, haven't you?" "Yes, I **joined** in August of '87. Matter of fact I was one of the **first** members to…" **[Rip! Tear! Rend!] GAAAAA!!!! My card!!!! Firk frawk**…"*

The HackMaster Players' Association keeps tight reins on membership, insisting that all player characters are properly registered and kept current on their national database. You have a continual problem in maintaining your registration. You tend to make typos on your character sheets, the postal service sends your forms to the wrong address, someone up in the H.M.P.A. has a grudge against you, etc. With enough work, you can still keep your record up-to-date, but mess up and you'll be permanently barred from membership and banished from all sanctioned HackMaster games – and most of the gaming community in general.

Breaking Point (+400 CP)

*"The guy was **dice-bit** with **misfortune** and he's carrying some **baggage**. It's not going to be easy for him to pick up those dice again." "Responsibility for the death of **four** high-level player character is a lot of **weight** to carry on one's shoulders."*

At some point in the game, something terrible will happen and crush your dreams and ambitions. It could be a terrible game night as a player or GM where bad dice or something else made nothing go right, or it could be the game you lovingly designed flopping due to a bad review, or your lover breaking up with you. Whatever it is, the event will leave you at the brink of despair, ready to give up entirely. It's possible to get your spirit back with enough work, but it won't be easy.

The Game Must Go On (+400 CP)

*"The **mark** of a **true gamer** – when **games** are more **important** than **food** or **shelter**.*

You are a dedicated gamer, and that's not always a good thing. Your goals in life all center around gaming, and you start to go stir-crazy if you spend much time not being able to roleplay. Even if your job is on the line or you have a medical emergency, you won't be able to quit gaming. Heck, if given the choice between games, necessities like food, and hard cash, you'll take games any day.

Disabled (+400 CP)

*"The dance? Oh but **Pete** – my **knees** are acting up something **fierce**."*

Due to some sort of accident, you have a physical disability like needing a wheelchair. Not only does this physically impair you, but other people are at best insensitive to your needs and at worst use your disability to threaten you, like tying your wheelchair to a car and driving off.

Archnemesis (+400 CP)

*"Scared…? Of what…?" "Of **Sheila** – who else? She **swore** she'd get **revenge** on him that one time. When he **least** expected it. For some reason he's got it in his head it's going down at the con. He's afraid to be in a **confined space** with her."*

You've pissed off a fellow gamer, and they're out for revenge. They'll always view you in a bad light at the very least, and they'll keep finding ways to try to get back at you. Their revenge actions can range from killing your characters in-game to ditching you at the carpool to sending you deliberately cursed dice. You'd best watch your back.

On the Road Again (+400 CP)

*"**Frrrrrppppp**… **Sioux Falls…?!!** What the Sam frick? Let me see that frickin' **map**, you **moron!! South Dakota**…?!!! Oh for the **love of Gawd**… It's the **wrong 'Madison'** you **stupid ape**!!! You took us **five hundred miles** in the **wrong** direction!!!"*

Every trip to HackMaster conventions has countless stories – not only of the con, but also about all the trouble it took to get there. Whenever you go somewhere farther than the city limits of your home, you're bound to run into trouble. You might end up mixing up the map and traveling hundreds of miles in the wrong direction, you might get pulled over and arrested by an overzealous cop, your car might break down miles away from civilization, etc. Heck, if you intend to travel you could run into problems before you even leave home, like accidentally locking yourself in your basement. Also, anyone traveling with you has an increased likelihood of either annoying you or further hindering your travels somehow.

What's Up, Officer Tandy? (+500 CP)

*"It was starting to look like a bad episode of **'911 Emergency'** out there. The jokers **impounded** my car and **threw** me in the back of a **squad car**." "What a **nightmare**. I spent the last **five hours** in **county lockup** while they **sorted** it all out."*

Gaming is a perfectly legitimate and safe practice, but lots of nosy busybodies think otherwise, even police officers. Be careful not to get caught in any crime or misdemeanor, or your status as a gamer will make the law come down harsher on you to "reform" you. In addition to whatever boosted charges you get slapped with, you'll be forced to attend a B.A.H.M. (Bothered About HackMaster) lecture all about the evils and woes of gaming. In addition, bystanders who hear you talking about your roleplaying exploits are more likely to interpret them in a dangerous fashion and alert the authorities (try to run a Cattlepunk campaign and you might have someone calling the cops about the "bank robbery" you're planning).

And even if you have success in your legal defense, those charges won't go away easy; even charges that are withdrawn will still turn up on computers when cops are checking up on your record. You can try to appeal and sue for being wrongly arrested, but the law seems disinterested in helping you in that regard, and any appeal or lawsuit will be difficult to accomplish.

Mafia Trouble (+500 CP)

*"Whoah, whoah, **whoah**!! Are you tryin' to tell me Gary lost most of his **shares** in the company to the **Mob** because he had to put them up as **collateral** to cover his **gambling debts**?"*

Through some stupid decisions, you've ended up in heavy debt to the Mob, and they'll start demanding payment five years into the jump, or else. And don't think you can get away by faking your death – they won't be fooled by that *this* time.

Guns of August (+500 CP)

*"Still going on? You mean to tell me they've been playing the **same** game for **four years**??" "Yeah, I dropped out two years ago. I blew my wad with a **bold** overland march, but I got bogged down in the frickin' **Argonne Forest**. Lost **15** divisions in a two-day **blood bath**. It was **brutal hell**."*

For this drawback, you must compete in and win the arduous Great War, an leviathan of a tactical board game based on World War II. The game is incredibly massive, to the point that it came in a vintage foot locker. Like Monopoly, this is a game that never seems to end. The Guns of August Society bought the game over 15 years ago, and the game still hasn't ended. Sure, most of the players have quit, but Brian and Pete are still at it, and neither is about to surrender to nobody. The Society meets once a month to play 1 turn. Somehow you must triumph in this struggle that puts WW1 to shame before the jump ends, or you'll fail the jump.

On the bright side, whoever wins the war gets to keep the game, and it's sure a doozy of a game, with a price of $400 on the market. Also, if you bought the Game Store item, your building gets a new basement room added so you can store the Great War there and even play it again if you want.

Pwn Jumper Express (+600 CP)

*"**Who Are We…?!!**" "**Sir, The Pwn Brian Express, Sir…!!!**" "**And What Are We Gonna Do…?!!!**" "**Lay Waste, Claim Souls And Devastate The Enemy With Extreme Prejudice!!**" "Wave One's waitin' for the **go-sign**… It's gonna be **epic**, Patty. No one's comin' out of **this** one **unscathed**." "Raiding party…? You mean **invasion army** don't ya…?*

At some point in the jump, when your best PC has reached a new pinnacle of power in-game, a large number of players from both Muncie and across the U.S. will assemble as a team to dethrone you. And if you have multiple companions present in the jump, at least some of them will side with the enemy this once, though you can still find ways to convince some to stay on and support you. Wave after wave of these heavy hitters will be bringing their A-game to the battlefield, so be ready for a PC war like no other. Your side must stand triumphant in the end, or you will fail the jump.

Biggest Damn Jump Ever (+600 CP)

*"Man, the most **exciting** dungeon **ever** and we can't even get **inside**." "**Type IV Poison Gas??!!** The **easiest** frickin' level in the **entire** dungeon starts out with **Type IV Poison Gas??**"*

To successfully complete this jump, you must successfully complete one of Hard Eight's most infamous dungeons: Module XJ-57, aka The Biggest Damn Dungeon Ever. You can complete the challenge by beating it as a player or by running a campaign with it as a GM and having your players beat it, but either way, it won't be easy. The game's warning of an 83% fatality rate is quite a bit underselling the danger level. Truthfully, the dungeon design is complete and utter crap, due to rushed production with a deadline of under a week.

The dungeon contains every single monster from the Hacklopedia of Beasts (note that due to Gary's insistence, the Hacklopedia series featured over 1,600 different monsters, even especially OP ones). Furthermore, all these monsters are arranged in the dungeon alphabetically, which can lead to awful gauntlets like fighting the demi-gawd Death Angels and then an equally horrible "blob of death" Argos right afterwards – before even getting through the front door. To make matters worse, whenever you play the campaign, the module will modify to also include every single enemy/monster type you've encountered in previous jumps. Imagine that slog of fight-after-fight, spread across 1,634 levels.

Technically, the dungeon offers multiple routes as a "choose your own path of least resistance" device, but in actuality, these "lower danger level" routes are just as bad, since while they have less powerful monsters they instead feature deadly traps that can easily kill even powerful PCs. And having/being a friendly GM who bends the rules in the players' favor just a little won't count; the GM must follow the directions of the module exactly, even when the set-up is pure bullshit. Find a way to complete the dungeon (and no, dying or getting stuck midway and forfeiting doesn't count), or you will fail the jump.

The Epic of Rupert Mattock (+600 CP)

*"**Butch** doesn't **game** no more. He was so heart broken after what happened to poor **Rupert**…"* "Rupert Mattock *has been passed through more **hands** over the years than a **stripper** at a **used car dealer** convention."*

You bought the right to an old player's character, Rupert Mattock. On paper, he sounds really good – an 8th-level ranger loaded down to the axels with magic items and enhanced weapons/equipment, not to mention amazing stats all around (he can play the mandolin, too). Unfortunately, after an ill-chosen wish he got sent to and locked in the 13th plane of the treasure hoard of Arch-Devil Asmodeus the [Nefarian] Demon King, located at his palace on the Basement Level (9th Plane) of Hell. Meaning he's barred from play until his status is clear – something nigh impossible. And while other players have foisted the sheet onto other unsuspecting players, you can't do that. While playing HackMaster, you must free Rupert from imprisonment and make him playable again, or else you will fail this jump.

The Gawdfather (+800 CP)

*"Gary it was a **meat grinder**! You took out **half** our forces in the **first round of battle**!" "Oh, I see, so when the **'going gets tough'** the **'wuss of heart'** make **tracks** with their **tails** tucked between their legs. Is **that** it? You want a **tissue** for those **tears, Nancy-Pants**?"*

Before the end of the jump, to successfully complete the jump you must face off in an in-game match against Gary Jackson, the legendary founder of HackMaster. But it'll be a struggle even to have the chance to challenge him. First, you must organize an HMPA-approved HackMaster team and enter the annual HackMaster Tournament Nationals at GaryCon – which will require beating rivals in semifinals to even get there.

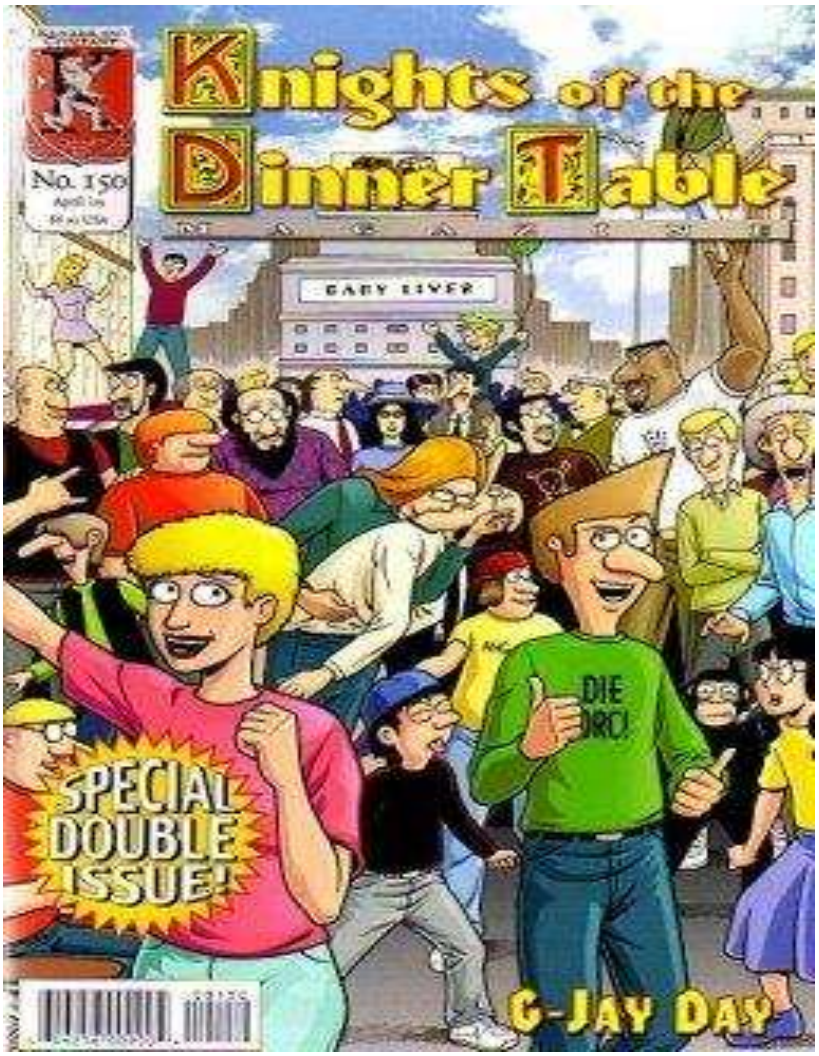
Next, you must win the whole tournament, and it won't be easy. There are many different challenges laid out on the multi-tiled tournament board during each elimination match, and plenty of other things to watch out for – insidious tricks and traps personally designed by Hard 8 developers, trivia questions testing your knowledge of HackMaster lore, cutthroat competition with the ruthless and cunning opposing teams from across the country, etc. If you win the tournament, you get to go head-to-head against Hard 8 and Gary Jackson himself, and the gawd of HackMaster plays to win at all costs. With Hard 8 setting the rules, the game is in his favor from the start.

But don't think you're done after you beat him either. Gary will insist on a rematch. As the challenged party, you can set the terms of the fight such as finding a more neutral G.M. arbitrator (even make it a different Hard 8 game instead of HackMaster), but now Gary and his team will have learned many of your tricks and be ready to use them against you. And he's not above exploiting any personal, out-of-game weaknesses you have like easily getting drunk.

Plus, both in this and the previous match, Gary will bring to bear numerous magical weapons, including rare and powerful macguffin-level artifacts that would only be found in the hardest of dungeons. You know the Player Advantage Coupons? Those are lesser versions of *really* OP ones Gary made for himself and his friends back in the day – and he still has a bunch of those OP yet technically legit coupons ready to use. Beat him a second time in a row, and you'll complete this drawback challenge.

You have a chance to compete in the GaryCon competition each year, but if you lose against Gary in the rematch, you'll have to start over from scratch with the HackMaster Tournament Nationals and then the rematch again. Also, whenever you lose against Gary, he'll make you kiss his boot (the greatest dishonor for a player), and you'll lose some reputation and charisma.

Fin



*"If **this** were a **movie**, this would be the part where the **theme music** would **kick** in!" "This is a chance to start **anew**. Fresh **new** campaign with fresh **new** characters. A new **beginning** rather than an **end**."*

So it's the end of the adventure here at long last. What do you want to do now?

Retire- You return home to your original world and end your jumpchain. But you won't be coming back empty-handed. All powers, skills, items, companions, and other things you gained along the way come back with you.

Play On- You stay in the KoDT setting, with plenty more games to tackle. All powers, skills, items, companions, and other things you gained along the way stay with you.

New Campaign- This world was fun, but now you can't wait to check out a new adventure in the next world. Forward!

Notes



"…Umberhulk, Ecology of, Update 118… Update 121 (Errata)…122…"

For extra information covering the complex yet fascinating world of Knights of the Dinner Table as well as details on HackMaster, please refer to the following notes.

Hackmaster Lore- For more information on the real-world game of Hackmaster, look here and here.

Coupons- Examples of coupons from the actual HackMaster game IRL can be found here, here, and here. Other instances of coupons within the setting can be found within KoDT's "Great Coupon Wars" arc (starting around Issue #121 or so) Also, to be clear about things, only the

coupons provided in the Coupon Sheet item work in real life. While it is possible to get game coupons in Hacker Jack snacks, they only work for gameplay, not actually in real life.

Untouchable [Jump] Trio +1- Please note that the team of players known in the setting as the Untouchable Trio +1 (Brian, Bob, Dave, and Sara) do not count for this companion option. To get any of the canon Untouchable Trio members as companions, you'll need to take the CPC option.

Change Log

1.1- Added stipend to items section, switched prices for Hacker Jacks Set and Emerald Fitz, added Live Action Series item, added Lucky Dice item, added Steam Tunnels item, added stipend to companions section, edited companion prices, edited Welcome to the Team companion option and renamed it Welcome to the Party, edited Character Overload companion option, added Happy Anniversary drawback.

1.2- Added illustrations, added note about available years in timeline to start in, edited Blood Lines perk, replaced Proxy Player companion with Controopers, added Here Comes the Waterworks… and Disabled drawbacks, edited Officer Tandy drawback.

1.3- Renamed Live Action Series item to KODTLAS Project Fulfilled, added Mood Die and Chart item, added GaryCon Never Empty Cooler Mug item, drawback limit, added Extended Universe drawback.

1.4- Edited Lucky Roller perk, added A Game Among Games perk, edited Coupon Sheet, edited Wall of Shame Polaroid item, added World of Hackcraft item, added D&D-Inspired drawback, added Walking Billboard drawback, added Sticky Feet drawback, added Superstitious drawback, added Thralls of Darkness drawback, added Hub Cap of Shame drawback.

1.5- Edited Lucky Dice item, edited Guns of August drawback.