

**Q: Can you give me ten bullet points about *Whitehack*, so that I can see if there is something I like?**

- The book/PDF is brief and concentrated, but can replace rulesets many times its size.
- The system requires two d20s and three d6s. It can be used with or without grids and miniatures and has a streamlined “Roll High Under” principle that applies to tasks, attacks and saving throws (which are unified).
- There are quite a few new rules solutions within the original tradition, such as a “raw” AC system (from zero and up), free form magick based on hit points, a groups system to deal with species and vocations and affiliations, auctions for longer contests (chases, fights with groups of “mooks,” etc.), an interface instead of a concept definition of “class” (you can make a Barbarian or Wizard in any of the game’s classes), rules for adventurer bases (leaders, large vehicles and headquarters), and a concept called “macros,” which deals with large setting phenomena and factions.
- Classes come in two arrays: The basic classes are the Deft, the Strong and the Wise. The rare classes are the Brave, the Clever and the Fortunate. As an additional rare alternative, you get the concept of “species classes,” which comes with three examples of playable species—the Dagonite, the Marionette and the Frost Giant.
- There are lists and tables to support both character generation (names, groups, wordings) and the Referee (input oracle, creature stats and magick artifacts). There are over 100 monsters and concepts for magick artifacts. The former come with boss monster rules, stages, random loot, rules for partitioning and a variant of popcorn initiative.
- You get longer game play examples and many small examples of how to handle rules. There are example characters with instructions for how to adjust their levels and a number of fleshed out creatures and magick artifacts.
- There is quite a bit of Referee advice, techniques and tools for leading adventures and preparing your own adventures and campaigns. The game encourages mixing three basic techniques (story, map and mind-map) but brings up a variety of other topics such as implied settings, hacked settings, genres, historic and literary

settings and campaign aspects such as sandboxing, reputation, the randomization of faction reactions and arch enemies.

- There is a chapter on optional rules for hex- and dungeon crawls, hirelings, vehicle combat, modern or future game worlds, corruption, traditional magick, true miracles, play beyond levels, divine aid/debts, game world aspects, custom character attributes and implants, crafting and hacking.
- The game uses roguelike maps in the style of early ASCII-based computer rpgs.
- The book is for the Referee and players alike, but there is an appendix with a step by step list for how to turning the book's examples into an adventure.