

THE BLACK HACK: BAUMANN'S BREW

Custom Classes, Spells, & Weapons

by Ken Baumann

kenbaumann.com

V 1.5

RULE CHANGES

Per the original Black Hack: "Once a spell is cast the Cleric/Conjurer must test their **WIS/INT** - adding the spell's level to the roll. If they fail then they reduce the number of 'spell slots' corresponding to the spell level just cast by 1. When a memorised spell is cast it is not forgotten."

Add: "If the caster rolls a 20 during this test, they cast the spell again, targeting themselves (and reduce the spell slot)."

Per the original Black Hack: "**Sleep** : Puts 4d6 HD 'worth' of beings to sleep - 8 hrs.

Change: "**Sleep** : Puts 1d6 HD per level 'worth' of beings to sleep - 1 minute per level."

BARD

Starting HP : d6 + 4

HP Per Level/Resting : 1d6

Weapons & Armor : 1-handed Blades, Flail/Whip/
Barbed Net, Gambeson, Leather, Chain Mail, Small
Shields

Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Roll with Advantage when testing **CHA** to resist Charming effects.

Once per day, your music gives 1 listening ally per level a d20, which can be used to reroll any ability test. These inspiration dice expire in one day. (Example: **Level 5 Bards** give 5 allies 1d20 each of inspiration dice.) Listening allies can't receive more than 1d20 per day.

SPELLCASTING

Once per odd-numbered Level above 1, memorize a Level 1, 2, or 3 spell from any spell list. Roll 1d4 - 1 when you wake: you have one spell slot of that level for the day (a roll of 1 = no spell slots).

LEVELING UP

Roll to see if attributes increase, rolling twice for **DEX** or **CHA**.

DRUID

Starting HP : d6 + 4

HP Per Level/Resting : 1d6

Weapons & Armor : Dagger/Bagh Naka, Staff, Gambeson, Small Shield

Attack Damage : 1d4 / 1 Unarmed or Improvising

SPECIAL FEATURES

1x per day, you can spend an action to summon an animal with an HD equal to your level. In combat, you control this animal as a bonus action. If it dies violently before sunset/sunrise, roll with Disadvantage on **STR** tests until you spend your **Hit Die**.

Outside of urban settings, roll with Advantage when: finding food and water, climbing, finding shelter, navigating, following animal tracks, persuading wild animals to become calm.

LEVELING UP

Roll to see if attributes increase, rolling twice for **INT** or **CON**.

ELEMENTAL SPELLCASTING

See table for spell slots per level.

SPELLBOOK

Druids start with a spellbook containing a total of 1d4 spells from the Level 1 and 2 Elemental Spells list.

MONK

Starting HP : d8 + 4

HP Per Level/Resting : 1d8

Weapons & Armor : Staff

Attack Damage : 1d6 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Roll with Advantage when testing **CON** to resist Poison, Disease, or Death.

Roll with Advantage to when testing **WIS** to resist damage or effects from spells or magical devices.

Once per day, a Monk can reroll on the **Out of Action (OofA)** table.

Only decrease the **Usage Die** of equipment when you roll a 1.

If a melee attack roll is under 1/2 your **STR**, you may disarm your opponent.

Pick a lucky number, 2–19: if you roll this during a **STR** or **DEX** test in combat, you can perform one martial arts move that doesn't *itself* cause more damage.

Monks suffer no penalty while fighting with their hands bound.

Monks cannot be taken by surprise.

LEVELING UP

Roll to see if attributes increase, rolling twice for **CON** and **WIS**.

WARLOCK/WITCH

Starting HP : $d6 + 4$

HP Per Level/Resting : $1d6$

Weapons & Armor : Dagger/Bagh Naka, Staff,
Gambeson, Leather

Attack Damage : $1d4 / 1$ Unarmed or Improvising

SPECIAL FEATURES

Get one **100 Witch Trait** per level. You can reroll on the table once every odd-numbered level.

Roll with Advantage when testing **WIS** to avoid Deception and Illusions.

On the INT test to see if you lose a spell slot after casting, if you roll a 1-4:

1- Eyes blacken, 1 hr. Advantage when intimidating, etc. You see magically invisible creatures. **2-** Vomit homunculus. It moves your speed; you can see through its eyes. Dies in 2 mins. **3-** Skin absorbs most light, 3 mins. Advantage on tests to dodge attacks. **4-** Fingers on one hand fall off then immediately grow back. So now you own 5 severed fingers.

LEVELING UP

Roll to see if attributes increase, rolling twice for **INT** or **CHA**.

CURSED SPELLCASTING

See table for spell slots per level.

SPELLBOOK

Warlocks/Witches carve their spells into their skin. Start with a total of $1d4 + 2$ spells from the Level 1 and 2 Cursed Spells lists.

WARRIOR

Starting HP : $d10 + 4$

HP Per Level/Resting : $1d10$

Weapons & Armor : Any and All

Attack Damage : $1d8 / 1d6$ Unarmed or Improvising

SPECIAL FEATURES

Once per hour, whilst in combat, a Warrior can regain $d8$ lost HP.

As part of their action a Warrior can make 1 attack per level.

If a warrior fails a STR or DEX test and would be dealt damage from an attack, they can opt to sunder (destroy) their shield - if they have one equipped - and ignore the damage.

Once per day, if a melee attack from a creature does damage equal to your level, you can respond with a melee attack.

LEVELING UP

Roll to see if attributes increase, rolling twice for **STR** *and* **DEX**.

CURSED SPELLS

Drain : A Nearby, Distant, or Far-Away target takes 1d4 unhealable damage.

Vomit Filth : Eject poison at a Nearby target - 1d6 damage.

- 1** **Minor Hex** : A Nearby target self-harms (non-fatally). Test **WIS** each turn to see if the effect lasts.

Spoil : Decrease the Usage Die of all rations within eyesight to a d4.

Wither : 1d6/lvl HD worth of beings curl into the foetal position and weep - 1 min per lvl.

Darkness : Creates darkness covering a Nearby area that blocks all types of vision - 1hr.

Levitate : The caster floats up to 6 feet from the ground - 10mins/level.

- 2** **Major Hex** : A Nearby target grievously mutilates its eyes and face. Test **WIS** each turn to see if the effect lasts.

Miasma : Create a tarry pit beneath 2d4 Nearby or Distant targets: they take 1d6 HP each turn and cannot move Close. Test **WIS** each turn to see if the effect lasts.

Paroxysm : 1d6 Nearby or Distant creatures convulse so hard they take 1d4/level damage.

Bleed : Blood ejects from a Nearby target's orifices - they take 3d6 damage.

- 3** **Hecate's Kiss** : Your kiss rots 2 sq. ft. of skin per hour - 6 hrs.

Speak with Dead : Ask a Nearby corpse 3 questions.

Spider Climb : You can crawl on walls and ceilings - 1 hr.

ELEMENTAL SPELLS

Faerie Fire : d6 Nearby or Distant objects and creatures colorfully glow - 1 min.

Druidcraft : Mend or bloom a plant, or an object made with wood, stone, or metal.

1 Absorb : When harmed by wood, stone, metal, or elemental magic, +3 AP per level - 1 min.

Tremor : The ground violently shakes below d6 Nearby or Distant targets - 1 min.

Shillelagh : Test **WIS** instead of **STR** for melee attacks - d4 turns.

Wolvish : Attack with advantage if you and an ally are Close to the same target - d4 turns.

Weretime : You turn into a local common animal that behaves as such - 10 mins.

Spike Growth : Create a knot of thorns beneath 2d4 Nearby or Distant targets: they take 1d6 HP each turn and cannot move Close. Test **WIS** each turn to see if the effect lasts.

2 Heat Metal : A Nearby metal object does 2d8 damage to targets touching it - d6 turns.

Skywrite : Ten words form as clouds in a part of the sky you can see - d4 hrs.

Warding Wind : A gale encircles you - d10 mins.

Unravel : Successful **WIS** test turns target chimera into its constituent creatures.

Nativate : Target believes itself to be the creature it's disguised as/transformed into, losing all memories of its prior life - 1 hr per level.

3 Meld Into Stone : You and your equipment fit completely inside a stone - 8 hrs.

Shuck : If outdoors, earthly material around a Nearby animates and attacks it - d6 turns.

Gills : 2d6 targets can breathe underwater - 2d12 hrs.

WEAPON	COST	NOTES
Claymore <i>or</i> Greataxe	100	-2 to STR test, roll damage die twice and use the better.
Spear <i>or</i> Pole-weapon	30	Make a bonus melee attack when a creature gets Close.
Dagger <i>or</i> Bagh Naka	10	If opponent is grappled (successful STR test every round), does automatic damage.
Shortsword <i>or</i> Tomahawk	20	-2 to DEX tests against ranged attacks.
Falchion <i>or</i> Cutlass	40	If you kill a Close enemy, you can attack a Nearby enemy for free.
Mace <i>or</i> War Hammer	60	Ignores +5 AP (unless magical).
Flail <i>or</i> Whip <i>or</i> Barbed Net	20	-2 to initiative DEX test.
Greatsword <i>or</i> Battleaxe	50	+ 2 to STR test, +2 to damage.