

WHITEHACK is a rolling release. Clarifications, corrections of typos etc. are incorporated regularly in revisions on lulu.com. This document keeps track of important changes. Start reading the document from your version number—it is on the front cover character sheet. Have you found an error not included here? Please e-mail me: whitehackrpg@gmail.com.

✱

VERSION 1.0

Page 1

In the foreword, the Finch credited should of course be *Matthew J.* (He is listed correctly in the license on p. 32.)

Page 2

In the first paragraph of the Deft class description, it should say "... when rolling for a task *or an attack* that the Referee ..."

Page 5

In the second paragraph under the Groups section, it should say "... when making *task* rolls using that specific attribute ..."

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VERSION 1.1

Page 3

In the description of Strong ability number two, the finishing parenthesis should read "(each enemy is allowed *a save* against the effect)."

Page 4

In the right column, second paragraph, it should say "... of inactive miracles. *Miracles are chosen permanently when new slots become available.* Switching miracles into slots ..."

Page 18

In the left column, third paragraph from the bottom, it should say "Just add *task* rolls ..."

Page 20

The negative modification on Goblin HD should be removed.

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VERSION 1.2

Page 9

In the first paragraph under "Skills and Trained Rolls," it should say "... the character gets to make positive double rolls (p. 1) for that ..."

Back Cover

The example character Kalynna should have +2 to hit.

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VERSION 1.3

Page 12

In the second paragraph, it should say "... is a task roll. *Hitting a moving target's spot* is a missile attack ..."

Page 13

In the right column, in both the second and the last paragraph, "a straight constitution roll" should be replaced with "*a constitution task roll.*"

Page 19

The first paragraph should say "... determine a creature's hit points. *If there is a positive modification, you apply it once only. '<1' means HD 1, but the creature has a single hit point.* If there is a ..."

Page 24

The second paragraph should start “*There is a secret society who guards the ship’s location,..*” (It is better that you name that society yourself.)



VERSION 1.4

Page 1

In the last paragraph, it should say “HD: This is the number...” and “... to obtain a number of Hit Points (HP).”



VERSION 1.5

Page 26

The third paragraph under “Religion” should end “Bleeder cults are outlawed in Ode and many pocket civilizations, *and their priests are feared by all.*”



VERSION 1.6

Page 19

The maximum to-hit bonus for monster attacks in the left column is now +17. The default attribute value for NPCs, in the right column, is now 11. It can be adjusted “up or down as seems suitable.”

Page 21

The sea serpent now has HD 17.

Back Cover

The example character Reekwin has gained an additional, new and innate miracle as a consequence of being twisted. The new miracle wording is “Thick Skin.”