Whitehack **Newsletter April 2023**

I've decided to make it easier for people to keep up to speed with *Whitehack* related stuff. So here is a very first *Whitehack* newsletter. I know it took me a decade to write, but it is still experimental, so please bear with me! Feel free to spread it and share my substack.

New Character Sheets

codeLiches has designed an excellent set of *Whitehack* character sheets, now updated for fourth edition. Check them out here!

The changelog includes (quoting the author):

- Added a box for tracking corruption.
- Added a "color" section for saving throws.
- Updated verbage to 4th edition, ex: AC is now DF, Constitution is now Toughness.
- Updated rules reference to 4th edition, ex: defensive fighting increases SV by 1 vs special attacks, the critical hits table has been updated.
- All class abilities have been updated.
- The Clever is now available!
- Font family is now Alegreya, matching the font of the book.
- Two new color themes are available for all the sheets: sakura, a soft pink sheet with deep pink text, and seaside, a cool blue sheet with teal text.

New "New in 4e"

The 3e→4e document, "New in 4e," has been updated to make it easier to get an overview of the changes. If you took a look at release but had a hard time deciding what was what, I suggest you try this:

Current direct link

For future reference, you will always find the latest document linked from the FAQ.

Hardcovers?

A common question is whether there will be a hard cover version of *Whitehack Fourth Edition*. And if so, when? The answer is that it is very likely, but I have no ETA. I will be concentrating on a hard cover notebook first, but this process usually entails a lot of print proofs, where I also learn what is needed to make a hard cover regular version.

Notebook Art!

On the topic of *Whitehack* notebooks, some players and Referees use them for beautiful RPG art. Anyone in the *Whitehack* or OSR subreddit has likely seen Ismeno's great pieces—but he's not alone. Check out what Hawthorne drew in his 3e notebook:
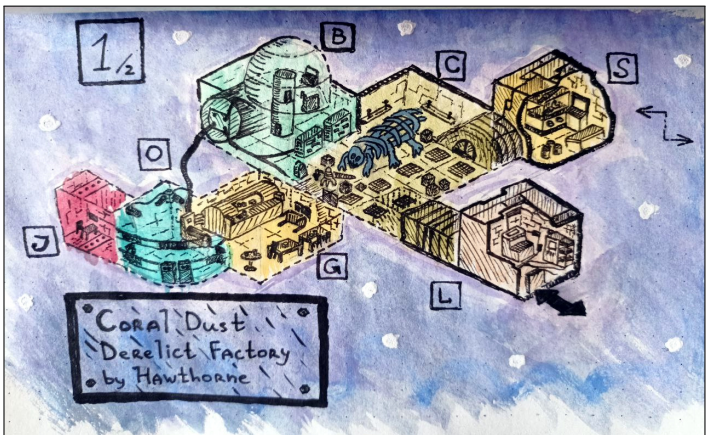
Find out more here, including the keys to his maps. Hawthorne has a site, called Ivory Siege Tower, with all sorts of great stuff.

Whiteshell

I've started a public repository for a simple shell with *Whitehack* tools. It is by now means intended as a replacement of Old Scouser Roleplaying's excellent Foundry system, but something light to help Referees out. Still very much work-in-progress, there's so far only a roller for tasks and attacks, a very basic random map generator, a tool to roll on any list and finally a tool to draw maps in the style of 4e.

```
42
43  (let ((undo ())
44        (redo ()))
45    (defun map-action (xy char &optional no-draw)
46      (push (list (cons xy char)
47                  (cons xy (blt:cell-char (realpart xy) (imagpart xy))))
48            undo)
49      (unless no-draw (setf (cell xy) char))
50      (setf redo ()))
51
52    (defun undo ()
53      (let ((action (pop undo)))
54        (unless (null action)
55          (push action redo)
56          (setf (cell (caadr action)) (cdadr action)))))
57
```

If you know or are interested in Common Lisp and *Whitehack*, feel free to help out!

The White Curse

Whiteshell is extended as things come up in *The White Curse* (a development of the setting in 1e and 2e). I would have expected it to be done by now, but the project is by no means standing still, and I'm having fun working on it. Like all my stuff, it will be released when ready, no sooner or later.

Suldokar's Wake

As you may have noticed, *Suldokar's Wake* has moved to the same wordpress page as *Whitehack*, and also uses The *Whitehack* subreddit. Meanwhile, *Whitehack 4e* has a few more tools to run SF settings. I've gotten questions as to what this means for the continued development of the game: will *Suldokar's Wake* explicitly become a *Whitehack* setting in the future? The answer is that I'm not sure—what do you think? Let me know on reddit or discord!

Reviews

A few first reviews of *Whitehack* 4e have been coming in. A line in Ian C.'s review caught my eye. Speaking about *macros*, he says that "It has already changed the way I play other games as well." This really warms my heart, because it is an important aspect of any RPG—the ability to inform play beyond a particular ruleset or category. And Ian C. is right: macros (game world concepts or factions played as characters) can basically be transferred to any game.

Derek Bizier also wrote a review on his blog, The Halfling's Hoard. Interestingly, he brings up attributes, which is one of my favorite things to adjust for the particular campaign or setting in *Whitehack*. In 4e, you will rules for this on p. 77.

Both reviews are interesting reads, so check them out! And if you bought *Whitehack* on Lulu or DTRPG, please take a few seconds to rate the game once you have an opinion! A lot of new players look at ratings when they browse these sites for games, so your voice matters!

Something New & Something Old

I wanted to add a section about stuff I'm not involved in, but find interesting, fun och simply noteworthy.

- Check out Kandria. It's a post-apocalyptic, open world platformer that is super fun to play and has a compelling story-line. It also has fishing, and is written in Common Lisp, so it's an immediate hit for me!

- As a historic excursion, I also suggest you take a trip to 1982, to read Tadashi Ehara's editorial for *Different Worlds* #18, titled "Who We Are" (also appearing in the *Chaosium Game Catalogue* around this time). It is a short read, but an interesting document from the Satanic Panic era and the time around both Moldvay & Cook's B/X and first edition *Call of Cthulhu*—a time period that is very influential on today's old school concept. I think it is worth the time looking up.

Until next time!

/C