

# **HATE v1.4**

# ATTRIBUTES

Attributes are what skills are derived from and help tell how strong or smart a character is. These help tell which skills are going to be better for one to use, carry weight, damage reduction and the Hate Meter.

## LIST OF ATTRIBUTES

1. Brawn (BWN)
2. Agility (AGL)
3. Endurance (END)
4. Brain (BRI)
5. Willpower (WIL)
6. Personality (PER)
7. Speed (SPD)

# RACES

Races will add a bonus to two attributes and a penalty to one attribute. Races may also add a small bonus to a skill.

## MONGERER

mongerer's are like minotaurs, really big meat shields but really stupid.

Starting HP (END + 10 + 1d12)

+1 BWN and END, -1 BRI

**Intimidating Stature.** When you make an Intimidation check, you get an additional +3 to the check.

## DEMON

Like Tieflings from dnd, but are evil like devils, and destructive like demons.

Starting HP (END + 10 + 1d8)

+1 PER and AGL, -1 BWN

**Convincing Argument.** When you make a Barter check, you add your Persuasion modifier to the check.

## DRONE

Drones are bug people with mantis shaped heads, they are generally more fragile than other races.

Starting HP (END + 10 + 1d6)

+1 AGL and BRI, -1 END

**Fast Movement.** When you are wearing no or light armor, you can add your agility to your speed, to a maximum of 10.

## **HUMAN**

Standard package.

Starting HP (END + 10 + 1d10)

+1 any two different stats, -1 to a third stat

**Resilience.** Once per session, you may reroll any die roll.

## **UNDYING**

Ghostly specters.

Starting HP (END + 10 + 1d8)

+1 WIL and PER, -1 SPD

**Possession.** You may possess one person a day for 1d10 minutes. The target must make a WIL save, on a success you fail to possess them and they are immune to possession for 24 hours. On a failure, you possess them. Direct self-harm causes the possession to end. Undying cannot install robotics or organs, use drugs, and do not need to eat food. Undying also do not take damage from normal means, only taking damage from manifestations, which deal double damage to them.

## **ZOMBIE**

Zombies are the corpses of beings who were cybered up in life, and the cybernetics took a life of their own after death.

Starting HP (END + 10 + 1d10)

+1 BWN and BRI, -1 PER

**Relentless Will.** Once per session, if you die, you go back to 1 HP. Additionally, you start with a basic processor.

# BACKGROUNDS

Backgrounds will add a little ability to the character, which helps determine what type of play style the character should take. (For example, a Knight should be able to put Hate into sword swings, so perhaps a damage bonus for putting Hate into the attack.)

Backgrounds will also give a list of skills that one can put a bonus into.

## LIST OF BACKGROUNDS

1. Conjurer
2. Gambler
3. Instrumentalist
4. Juggernaut
5. Killer
6. Knight
7. Peacemaker
8. Priest
9. Prophet
10. Surgeon
11. Thrasher

## CONJURER

Tag skills (Pick three):

*Awareness, Deception, Experimental Science, First Aid, General Knowledge, Magic Knowledge, Perception, Persuasion, Stealth, Technology*

**Empowered Hate.** Your Hate Meter is equal to your Brain x 2. When you deal damage with a manifestation, deal an extra damage die. (ie. If you were to deal 4d4, you instead deal 5d4). The maximum number of manifestations you can cast in one day is equal to BRI+5.

## GAMBLER

Tag skills (Pick three):

*Athletics, Awareness, Ballistic Guns, Barter, Deception, General Knowledge, Perception, Persuasion, Stealth, Thievery*

**RNG.** When you deal damage, flip a coin, on heads you deal maximum damage and on a tails you deal minimum damage

## INSTRUMENTALIST

Tag skills (Pick three):

*Athletics, Awareness, Ballistic Guns, Barter, Deception, Energy Guns, General Knowledge, Intimidation, Perception, Persuasion*

**Bring The Noise.** You can turn a weapon into an instrument. The weapon still has the same function and stats as before, but now you can also use it to perform for others. When you perform with this instrument, you add your personality and agility to the roll. When you modify a weapon this way, you change the type of damage it deals to one of the following: Acid, Electricity, Fire, Frost, Sound.

## JUGGERNAUT

Tag skills (Pick three):

*Athletics, Awareness, Ballistic Guns, Block, Energy Guns, First Aid, General Knowledge, Perception, Technology, Unarmed*

**The Trooper.** You are able to wield the biggest types of guns. When you use a two handed weapon, you can modify it to deal more damage, and fire more often without having to reload. The gun you modify now deals an extra damage die, (4d4 becomes 5d4), and the #shot is increased by 15. The gun now has a BWN requirement of 7 to use effectively (-3 to hit if not met). The cost requirement to make these changes is \$35 in gun parts (guns that total in cost to equal \$35 can be dismantled to make the changes).

## KILLER

Tag skills (Pick three):

*Athletics, Awareness, Ballistic Guns, Block, Energy Guns, General Knowledge, Melee Weapons, Perception, Stealth, Unarmed*

**Bloodlust Frenzy.** When you drop an enemy down to 0 HP, you can make an additional attack with no penalties/

## KNIGHT

Tag skills (Pick three):

*Athletics, Block, Deception, General Knowledge, Intimidation, Melee Weapons, Perception, Persuasion, Religion, Unarmed*

**Lacerate The Unworthy.** You use Personality instead of Brain for measuring your Hate Meter. On a melee or unarmed hit, you may expend part of your Hate Meter on the attack. For every point of Hate you expend, add a d4 to your damage. (You may use only this manifestation while in any type of armor.) The maximum number of manifestations you can cast a day is equal to your PER.

## PEACEMAKER

Tag skills (Pick three):

*Athletics, Awareness, Block, First Aid, General Knowledge, Intimidation, Melee Weapons, Perception, Technology, Unarmed*

**Living Weapon.** On unarmed damage rolls, you deal double damage. When you are wearing no armor, you have an AC of 17, and you have a DR of -5. On unarmed attacks, you deal 1d6 instead of 1d4.

## **PRIEST**

Tag Skills (Pick Three):

*Athletics, Block, Deception, First Aid, General Knowledge, Intimidations, Perception, Persuasion, Religion, Unarmed*

**Disciple.** You use Personality instead of Brain for your Hate Meter. You also add an extra die for manifestations that cause you to regain health. The maximum number of manifestations you can cast in one day is equal to PER+5

## **PROPHET**

Tag skills (Pick three):

*Awareness, Block, Deception, General Knowledge, Intimidation, Magic Knowledge, Melee Weapons, Persuasion, Religion, Stealth*

**Foretold Doom.** At the beginning of each session, roll a d4, d6, d8, d10, d12, and d20 and record what the rolls are. Throughout the session, you may change the roll of the dice to one of the scores recorded for the session. You can only change rolls of the dice as long as the one you are changing is the same type of die as the recorded die (You cannot change a d4 roll with a score recorded with a d8). At the beginning of the next session, you reroll all scores, even if you have not used a score in the last session. You must not be wearing medium or heavy armor or using a two handed weapon while changing a roll.

## **SURGEON**

Tag skills (Pick three):

*Awareness, Ballistic Guns, Barter, Energy Guns, Experimental Science, First Aid, General Knowledge, Perception, Technology, Thievery*

**Angel of Death.** Organs you harvest last twice as long.

## **SURVIVOR**

Tag skills (Pick three):

*Athletics, Ballistic Guns, Barter, First Aid, General Knowledge, Melee Weapons, Perception, Stealth, Technology, Thievery,*

**Off the land.** You only need to eat every other day, and you gain an extra 3X3 inventory space.

## **THRASHER**

Tag skills (Pick three):

*Athletics, Awareness, Ballistic Guns, Block, General Knowledge, Intimidation, Melee Weapons, Persuasion, Stealth, Thievery*

**Whiplash.** When you attack with a weapon in each hand, you can make two attacks with no penalty. When you are wearing no armor or light armor, your speed increases by 3, to a maximum of 10.

# SKILLS

These are what you use to do stuff with, whether it's swinging a sword or seeing someone who shouldn't be there. Bonuses to skills come from the background and perhaps the race, depending on what it is.

To use a skill, the GM decides what skill will be appropriate, and sets a DN (difficulty Number). To pass a skill check, you must roll at or higher than the set DN.

Very Easy	DN 5
Easy	DN 10
Average	DN 13
Hard	DN 18
Very Hard	DN 24
Damn Near Impossible	DN 30

## LIST OF SKILLS AND THEIR CALCULATIONS

- *Athletics* ( $END*3 + BWN*2$ )
- *Awareness* ( $WIL*3 + BRI*2$ )
- *Ballistic Guns* ( $AGL*5$ )
- *Barter* ( $PER*3 + BRI*2$ )
- *Block* ( $END*3 + AGL*2$ )
- *Deception* ( $PER*3 + BRI*2$ )
- *Energy Guns* ( $AGL*3 + BRI*2$ )
- *Experimental Science* ( $BRI*5$ )
- *First Aid* ( $BRI*3 + WIL*2$ )
- *General Knowledge* ( $BRI*3 + PER*2$ )
- *Intimidation* ( $PER*3 + BWN*2$ )
- *Magic Knowledge* ( $BRI*3 + WIL*2$ )
- *Melee Weapons* ( $BWN*3 + AGL*2$ )
- *Perception* ( $WIL*3 + BRI*2$ )
- *Persuasion* ( $PER*5$ )
- *Religion* ( $PER*3 + WIL*2$ )
- *Stealth* ( $SPD*3 + AGL*2$ )
- *Technology* ( $BRI*5$ )
- *Thievery* ( $AGL*3 + SPD*2$ )
- *Unarmed* ( $BWN*5$ )



## SKILL PERKS

When you reach 100 in a skill, you unlock a special perk. If you go up to 100 by any means you get the perk, but if you go under 100 for any reason you lose the perk.

*Athletics:* **Brute Strength.** Your inventory box is extended by an extra 5X5.

*Awareness:* **You Are Already Dead.** When attempting to read people, you can more easily read their weaknesses. You can spend an action in combat to attempt to reveal a weakness. The target rolls a deception check contested with your awareness check. If your roll ties or is greater than the deception check, you can add 1d6 to damage rolls against the target. You can only have one target at a time.

*Ballistic Guns:* **Trigger Finger.** You are able to fire the same gun twice per attack.

*Barter:* **Haggler.** All prices above \$30 are \$10 cheaper for you.

*Block:* **Bulwark.** The penalty to making additional blocks becomes -1, instead of -3.

*Deception:* **Gaslight.** You are always able to hide your true intentions. While in combat, you can attempt to do a feint. First declare that this attack is a feint, then roll an attack normally. If you hit, you deal no damage, but all attacks on the target now have an additional +3 to hit on the target.

*Energy Guns:* **Battery Charger.** Every 4th shot out of your gun doesn't cause your ammo to go down.

*Experimental Science:* **Breaking Bad.** When creating drugs successfully, you make 2 doses for the price of one.

*First Aid:* **Field Medicine.** When you administer first aid, the recipient gains 1 HP.

*General Knowledge:* **Fun Fact.** Automatically know any basic information needed to know about an area, such as culture or beliefs, additionally rolling for General Knowledge can now possibly reveal less known facts about a place.

*Intimidation:* **Scared Straight.** When rolling for Intimidating someone weaker than you, you can attempt to demoralize them, you must roll a d10 underneath or equal to your BWN. If you do, the target will attempt to get as far away from you as possible, if they are unable to do so, they will cower and hide.

*Magic knowledge:* **Master of Hate.** You spend half a year to make a new spell.

*Melee Weapons:* **Parry.** Once per round, if you successfully block against a melee attack, you can make an attack against that person.

*Perception:* **Out of Sight, Still in Mind.** You have a photographic memory, and you perfectly retrace your steps.

*Persuasion:* **Silver Tongue.** When attempting to persuade someone, you can attempt to make that person innately trust you more. Roll under or equal to your PER. On a success, the target is willing to do nearly anything for the player, as long as it doesn't go against any person's objectives or place the target in harm's way.

*Religion:* **Fanatical Fervor.** You can attempt to call down the force of Bogrys when casting a manifestation. When casting a manifestation, roll under your WIL to have

Bogrys boost your manifestation. This boosted manifestation deals double damage and lasts twice as long. Can only boost 3 manifestations during a session.

**Stealth: Take to the Shadows.** You are able to take an extra action per round just for attempting to hide.

**Technology: Cutting Edge.** Can spend a year developing a new type of weapon, whether it's a firearm or melee based weapon.

**Thievery: Double Dip.** When you fail a Thievery check, you can make one extra attempt once per session.

**Unarmed: Heavy Handed.** You deal an extra damage die for unarmed attacks.

## HOW TO MAKE A CHARACTER

This part states how to make a character. Follow these instructions and you should have something playable by the end.

The first thing you need to get is your attributes. Roll 7d10, one for each attribute. After that put those numbers under each attribute that you want.

After that you'll pick a race to play as. The race you pick will modify your attributes, adding a bonus to two of them and a penalty to one of them. Race will also give you a bonus feature that you can use.

Then you'll pick your background. The background will give you the list of skills that you'll get to pick from as your tag skills. You'll also get another feature to use from that class. When you tag a skill, you'll add 15 to the total score of that skill after you calculate what the skill is. You can tag 3 skills.

Skills are derived from your attributes. Here you'll do some adding and multiplication to figure out what your starting skills are. When you figure those out, add 15 to any of these skills that you have tagged.

## CHARACTER DETAILS

Here things such as wounds or personality traits are rolled. This will help better understand the character and how they may look.

### Traits

1	Endless anger	11	Bitter
2	Ignorant	12	Vulgar
3	Bipolar	13	Impulsive
4	Compulsive liar	14	Pessimistic
5	Egocentric	15	Beastly
6	Joyful	16	Nihilistic

7	Coward	17	Prone to substance abuse
8	Arrogant	18	Conceited
9	Wasteful	19	Vindictive
10	Cruel	20	Overly assertive

## Wounds

1	Rotting face	11	Missing an eye
2	Missing a few fingers	12	Decaying teeth
3	One or both ears are missing	13	One eye has popped a blood vessel, but it won't heal
4	Gaunt	14	Holes in cheek
5	Stuttering from nerve damage	15	Nails are chipped
6	Missing toes	16	Gruesome oozing cuts all over the body that won't heal
7	No skin on hand	17	Long, knotted hair
8	Missing a hand, replaced with a robotic	18	Ravaged breathing
9	Covered in scars	19	Missing eyelids
10	Skin in covered in multiple huge boils	20	Exposed bone

## Habits

1	Collect knives, and often tell everyone about them	11	You laugh at the worst times possible
2	Cannot stop drinking or smoking once you start	12	Picks at old wounds and open them up again
3	Constantly give yourself nosebleeds	13	Anybody you kill must be put on display
4	Collect bone trophies of the dead	14	You often go into the gruesome detail on how to kill efficiently
5	Will talk about anyone and everyone behind their back	15	Stress response is pulling hair out and picking at lips
6	PYROMANIAC	16	Won't use a weapon without testing it against yourself first

7	Never able to get to the point of a story	17	You often give your weapons names and personalities
8	Consistently lose important items	18	Horny all of the time. <b>All of the time.</b>
9	Cannot handle any sort of criticism	19	Tend to talk to yourself all the time about everything.
10	You eat bugs	20	Loves to break shit, no matter how important

## EQUIPMENT

These are the tools that the characters have at their disposal, it may be a gun or a sword, or a portable lab. Each item has a box value, which is equivalent to how much it weighs. The bigger the box, the more it weighs. A Bastard sword is 1x8 blocks long, so it is relatively heavy compared to a dagger, which is 1x4 blocks long.

How much stuff your character is able to carry is going to be very important for what stuff you choose for equipment. The system here uses a quarter inch inventory system. Each item takes up a set number of blocks. One block is equal to a quarter inch in real life, so using grid paper for inventory is recommended. Your inventory space is (4+BWN) X (4+END). Your horizontal space is going to be four plus your brawn, and your verticality is going to be four plus your endurance. This should give you a rectangular shape in which you can place items in. You then draw this shape inside of the grid space on your character sheet.

Each item in the game has a block value, which defines how much space it takes up in your inventory. You are not allowed to break the space up in your inventory, unless you break the item that way in game. You can rotate the block looks in your inventory (so it's either long or tall). For example, a Bastard sword is 1X8 blocks long. So it will take up 8 blocks total. You can have it horizontal in your inventory, or you can have it vertical.

## EQUIPMENT

Which equipment your character can use is chosen by class. Not restrictively, but by the armor's design. Heavier armors will not allow manifestations to be cast, so a conjurer wouldn't want to wear them, as it hinders what a conjurer would want to do. Additionally, manifestations will not work when wielding two-handed weapons. Everyone starts with 3d4 X 10 Money.

## Ballistic Weapons

### Pistols

Name	Damage	Range	Reload	Cost	Size
Lead Spitter	1d4+2	60m	9	\$10	2X3
Needle Shot	Varies*	30m	11	\$12	2X3
Dome Buster	1d6	30m	9	\$15	2X3
Lil' Devil	1d8	60m	5	\$20	2X4
Big	3d12	30m	6	\$95	2x4

\*The ammo for the Needle Shot is the Surgeon's drugs. Refer to those for damage.

## SMGs

Name	Damage	Range	Reload	Cost	Size
Ricky's Hand	2d4+2	60m	30	\$35	2X4
Gut Filler	2d6	30m	45	\$40	2X5
Cadaver Kreator	2d8	60m	25	\$50	2X5

## Shotguns

Name	Damage	Range	Reload	Cost	Size
Boomstick	3d4+2	30m	2	\$60	2X6
Flesh Ripper	3d6	30m	15	\$75	2X6
God's Gateway	3d8	15m	20	\$80	2X6

## Rifles

Name	Damage	Range	Reload	Cost	Size
Shrapnel Shredder	4d4	100m	45	\$80	2X6
Dopesmoker	4d6	100m	30	\$90	2X7
Nailbomb	4d4+2	120m	30	\$85	2X7
Eviserator	4d8	120m	45	\$90	2X8

## Energy Weapons

### Pistols

Name	Damage	Range	Reload	Cost	Size
Electric Outburst	1d6	50m	12	\$20	2X4
Skin Melter	1d4+2	50m	10	\$30	2X4
Arctic Thunder	1d8	50m	10	\$45	2X4

## SMGs

Name	Damage	Range	Reload	Cost	Size
Heated Death	2d6	75m	30	\$50	2X6
Freezing Moon	2d4+2	100m	25	\$65	2X6
Acid Bath	2d8	50m	20	\$70	2X6

## Rifles

Name	Damage	Range	Reload	Cost	Size
Charged Fork	4d6	120m	35	\$85	2X8
Firespitter	2d10	150m	30	\$90	2X8
Amplified Pain	4d8	200m	35	\$100	2X8

## Bio Guns\*

Name	Damage	Range	Reload	Cost	Size
Blood Bolter	2d6	50m	N/A	\$50	2X4
Hemophilia	2d8	75m	N/A	\$75	2X6
Gore	2d10	120m	N/A	\$110	2X8

\*Instead of using traditional ammo, bio guns instead reload using hp, having every single round cost 1 hp. Very rare. Needs an external vein to work.

## Melee weapons

### Blades

Name	Damage	Range	Cost	Size
Dagger	1d6	1m	\$5	1X4
Shortsword	1d8	1m	\$10	1X6
Bastard Sword	1d12	1m	\$25	1X8
Zweihander	2d10	1m	\$50	2X10

## Axes

Name	Damage	Range	Cost	Size
Tomahawk	1d8	30m (thrown)	\$8	1X4
Battleaxe	2d6	1m	\$9	2X6
Greataxe	2d8+2	1m	\$30	2X8

## Blunt

Name	Damage	Range	Cost	Size
Club	1d6	1m	\$1	1X6
Warhammer	3d6	1m	\$8	2X8
Maul	4d8	1m	\$65	3X8

## Unarmed

Name	Damage	Range	Cost	Size
Fist	1d4	1m	Free	0X0

## Armor

### Light Armor

Name	AC	DR	Cost	Size
Leather	20	-1d4	\$5	3X4
Padded	19	-1d4+1	\$10	3X4
Bone	18	-1d4+2	\$8	3X4

### Medium Armor\*

Name	AC	DR	Cost	Size
Combat Armor	17	-1d6	\$25	4X6
Half Plate	16	-1d6+1	\$30	4X6
Scale Mail	15	-1d6+2	\$35	4X6

\*Manifestations will not work when using medium armor. Additionally, your stealth is negated by 30 while wearing medium armor.



## Heavy Armor\*

Name	AC	DR	Cost	Size
Plate Mail	12	-1d8	\$50	4X6
Heavy Combat Armor	13	-1d8+1	\$45	4X6
Chitin Armor	14	-1d8+2	\$45	4X6

\*Manifestations will not work when using heavy armor. Additionally, your stealth is negated by 50 while wearing heavy armor.

## OTHER ITEMS

**Ammo** [\$15, 2X3]: One clip or mag for any weapon.

**Lockpicks** [\$40, 2X3]: Used to break into locked rooms, or containers.

**Backpack** [\$30, 3X4]: Used for more inventory space, adds 6X6 inventory space. -1 SPD.

**Bedroll** [\$35, 4X5]: Used to make sleeping more comfortable, regain 3 additional HP when sleeping.

**Tent** [\$45, 6X6]: Used to shield you from the elements when sleeping, can fit 1-2 people inside. Regain 3 additional HP when sleeping.

**Lighter** [\$10, 1X1]: Used to make fire.

**Stims** [\$35, 3X2]: Restore 1d6 HP. Can be addictive.

**Waterskin** [\$10, 2X3]: Contains enough water to last you four days. Water not included.

**Torch** [\$5, 1X4]: Used to see in darkness, or light something on fire.

**Crowbar** [\$15, 1X4]: Used to forcefully open locked things.

**Caltrops** [\$15, 1X1]: Throw on the floor to give someone a bad day. Can cover 1m of space per bought use. Deals 1d4 when a creature walks over the surface.

**Portable Lab** [\$40, 4X3]: Used by surgeons to make drugs on the go, without a proper lab.

**Rope** [\$5 per 10m, 3X3]: Used to stop people or scale cliffs.

**Work Hammer** [\$15, 3X2]: Used to hammer in nails, not designed to kill.

**Nails** [\$5 per 10, 2X1]: Used to hold pieces of wood together when building. Requires hammer to use correctly.

**Diagnostic Scanner** [\$50, 3X3]: Used to diagnose someone with a sickness or injury.

**First Aid Kit** [\$35, 4X3]: Used to stabilize someone, so they don't die.

**Radio** [\$45, 3X2]: Used to keep in contact with other people over long distances.

**Water Filter** [\$30, 3X4]: Used to filter out dirt and grime from a natural water source.

**Stove** [\$30, 3X4]: Used to cook raw meat.

**Binoculars** [\$35, 2X2]: Used to see stuff from far away.

# ROBOTICS

Robotics are body modifications that one can do to themselves to boost a small part of themselves. Most of the time they are used to replace missing body parts. Robotics do not get an encumbrance value as you are not carrying them, they are part of you.

**Basic processor** [\$35]: Needed to run any robotic part, not needed for skeletal limbs.

**Robotic arm** [\$50]: Metallic arm to replace a meat arm. Gives +1 BWN, +1 AGL, -1 PER. Unarmed attacks deal extra 1d6.

**Skeletal arm** [\$40]: Skeletal arm designed to look like an arm without meat. Gives +1 BWN or +1 AGL, -1 PER. Unarmed attacks deal extra 1d4.

**Robotic leg** [\$65]: Metallic leg that replaces an inferior meat leg. Gives SPD +1.

**Skeletal leg** [\$55]: Skeletal leg that replaces a leg, looks like a leg with no meat. Gives SPD +1, PER -1.

**Skill chip** [\$75]: Allows you to tag an additional skill.

**Armor plating** [\$65]: Gives you an additional +3 AC and +3 DR.

**Robotic faceplate** [\$55]: Give your head and face a robotic look to it. +1 AC, +1 BRI or +1 WILL.

**Skeletal faceplate** [\$40]: Give your head and face a skeletal look to it. +1 AC, +1 WIL or +1 PER.

**Robotic torso frame** [\$70]: Replaces your organs and torso with a robotic frame. +1 END, +1 AGL.

**Skeletal torso frame** [\$60]: Replaces your organs and torso with a skeletal frame. +1 AGL or +1 END.

**Rapid fire (auto aim)** [\$60]: Wires your gun up to your head. +3 to hit.

**Hate processor** [\$70]: Hardwires your brain into a hating feedback loop. +3 to Hate Meter.

# MAGIC

Magic comes from the manifestation of hate from one's self. Hate is extremely powerful yet deadly to use. Anyone can hate, but those who specialize in their hatred are exceptionally deadly, being able to kill with only a mere thought.

The measurement of one's Hate is called the Hate Meter. The higher the meter, the more times they are able to manifest their hatred and the probability of a manifestation going bad goes down.

For now the Hate Meter is equal to your Brain score, unless stated otherwise.

## CASTING MANIFESTATIONS

Manifestations are the spells of Hate. Casting manifestations is relatively easy. First you declare what manifestation you are trying to cast. Then name the target of the manifestation. After that you subtract the HV from your hate meter. Then you must roll a magic knowledge or religion check over or equal to  $10 + HV$  of the manifestation to see if the manifestation successfully goes off. If it does, do as the spell reads.

The number of manifestations that you can have memorized is equal to your WIL, and you can change them at the end of every day.

As an action, you may regain some of your hate meter, also equal to your WIL

The number of manifestations you can cast per day is equal to your BRI, unless otherwise stated.

If you roll a 1 on the d20, you must roll on the occult blights table.

## Potency

You can make manifestations more potent by putting more Hate into the manifestation.

By increasing the HV of the spell by one, you can either

1. Add an extra damage die for every extra point added to the HV
2. Have one die go up a step (d6 to d8) for every extra HV added
3. Increase or decrease any numerical value equal to the HV added

## Manifestations

Each Manifestation in Hate has an HV value, denoted in parentheses after the Manifestation's name. Manifestations are sorted alphabetically by HV value.

Darkness (2): You extinguish any light that you can see for 1d6 minutes.

Light (2): You create a small light from your fingertip for 1d6 minutes.

Telekinesis (2): You can move one object that is no more than  $1m^3$  in size with your mind. You can move it 10m far from the start point and you can move it for 1d6 minutes.

Fireball (3): You release a ball of fire from one of your hands, one target takes  $2d6 + 2$  damage.

Hover (3): You or one target you touch floats 1m above the ground for 1d4 hours.

Amplify Skill (4): You imbue a skill with vigorous hatred. You gain a temporary +3 to any skill for 1d6 rounds.

Command (4): You attempt to force your will into another target's mind. The target must roll a d10 under or at their WIL, on a fail they carry out one command you give them. If you give them a suicidal command, the Manifestation fails.

Confusion (4): One creature you target cannot recognize friend from foe, and will attack anyone near them for 1d6 rounds.

Illusion of Self (4): You create an illusion of yourself, making it difficult to tell which one is which. For 1d6 rounds, you have an illusion that looks like you. If you are hit while the illusion is up, roll a d4, on a roll of 1 or 2, you are hit instead of the illusion.

Invisibility (4): One target that you touch becomes invisible to the naked eye. They gain +3 to hit, and attacks on them have a -3 to hit. This lasts for 1d6 rounds.

Lightning (4): You summon lightning from your fingertips, and shock up to 2 targets, you must first be able to see the first target, and the second target must be visible from the first target. Both targets take 1d8 damage.

Amplify Weapon (5): You escalate a weapon's deadliness. While you are wielding the weapon, you add an extra damage die for the weapon. Additionally, you can reroll and 1's and 2's on damage die, but you must use the new roll. This lasts for 1d4 rounds.

Heal (5): You force the cells of one target to regenerate at a rapid rate. The target regains 1d4 HP every 1d6 rounds.

Pain Tolerance (5): You or another target you touch are pumped full of adrenaline, nullifying some pain. The target gains an extra DR of +3 for 1d6 rounds.

Sleep (5): You make a target fall asleep for 1d6 hours, or until something wakes it up.

Speed (5): You or another target you touch are imbued with immense anger and hatred. For 1d6 rounds, your speed is increased by a d4, to a maximum of 10. You can also make an extra attack with no penalty.

Choke (6): You forcefully remove the air from one target's lungs. The target takes 1d6 damage for 1d6 rounds.

Curse (6): You curse a target, causing them to fail more often. The target subtracts 1d4 from all rolls, has their speed halved and cannot take more than one attack one turn, even if they have the ability to.

Dementia (6): You make a target's memories deteriorate and fade away. Target forgets 1 year of their life or one specific memory for 1d6 hours.

Fear (6): You invade a target's mind, poisoning it with ideas of fear and horror. The target must roll above their WIL for 1d6 turns. On a failure, they must use all means possible to flee from you. On a success they cannot move to you and have a -3 penalty to attacking you.

Absorb Health (7): You feed on the life force of others. Every other living thing within a 15m radius centered on you takes 1d4 damage. You regain HP equal to the total.

Brimstone (7): You funnel your life power, turning it into a weapon. You shoot blood out

of your mouth, hitting 1d6 targets for 1d8 damage. You take 1d6 damage.

Rage (8): You or one other target go on a psychotic rampage. You gain 1d4 HP per turn, have your BWN increased by 3, and deal an extra 1d8 damage on a hit. This lasts 1d6 rounds.

Death (9): You inflict immense damage to a target, one target takes 6d10 damage. You permanently lose 1 point from any stat

## OCCULT BLIGHTS

1	Skin tapers and guts liquefy until all that is left is a skeleton.	11	Your eyes nearly push out of their sockets, only being held in place by the stalks.
2	Lightning strikes. Take 2d10 damage.	12	You are blinded and deafened for 1 week.
3	Teeth fall out and are slowly replaced with finger nails.	13	Your eyes burn out if their sockets leaving burnt eye holes in their place, you can still see, but only 30m far.
4	You swell greatly, tripling in size.	14	A cocoon that contains a copy of you appears somewhere random, and within 2 weeks, the copy will find you and attempt to take your place.
5	Your skin is covered in giant scabs all over your body.	15	Your legs and arms switch places, requiring you to crawl to move.
6	Grow another head, which has a different personality. Roll on the trait table to find the new head's personality.	16	Your jaw falls off, you can no longer talk coherently.
7	You can no longer eat food or drink water. Only blood and dirt can feed you now.	17	Your skin is flayed, and all that remains is the muscle underneath.
8	A mouth grows on your neck that speaks your secrets and thoughts out loud. To silence it for a day, you must feed it the blood of a friend.	18	Your skin grows over whatever you are wearing and carrying, making it become part of you.
9	You and a nearby ally instantly go down to 0 HP.	19	You lose that which makes you human, turning your mind bestial. You are now mentally indistinguishable from a common beast.
10	Lose 10 HP, 3 of it permanently.	20	Your mind is removed from your body

			and placed in an inescapable demiplane. Roll a d4 and consult the Demiplane Table.
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### **Demiplane Table**

1	You awaken in a 5m x 5m x 5m room. Inside is an indescribable, abstract alien, which asks you a riddle. Solve the riddle and you're free to leave.	3	In front of you is an image of one of your party members. You can choose to poison them and permanently remove 1d6 HP from them, allowing you to leave the demiplane. Alternatively, you can poison yourself and leave.
2	Before you lies a button that is placed behind two jaws. You may press the button to leave, but your hand is removed.	4	Your mind is placed in a blank room. There is no escape. Make a new character.

### **DRUG MAKING**

If a character has access to a lab, then they can make some drugs. First you pick the effects you want, then add up all of the modifiers and add 10. You must then make an experimental science check to successfully make 1d4 doses of the drug you are making. All drugs last 1d10 rounds

### **BENEFICIAL EFFECTS**

DN Modifiers are denoted in parentheses. For example, Healing adds 3 to the DN.

**Euphoric.** (+1) You feel really, really good.

**Depressant.** (+1) You also feel pretty good.

**Hallucinogenic.** (+1) You start to see things that aren't there.

**Increase BWN.** (+2) Raise BWN by 1.

**Increase AGL.** (+2) Raise AGL by 1.

**Increase END.** (+2) Raise END by 1.

**Increase BRI.** (+2) Raise BRI by 1.

**Increase WIL.** (+2) Raise WIL by 1.

**Increase PER.** (+2) Raise PER by 1.

**Steady Aim.** (+2) Gain a +1 to hit with ranged attacks.

**Enhanced Vision.** (+2) All ranged weapon attacks have an increased range by 15m.

Additionally, when you roll perception, add 3 to the final result.

**Healing.** (+3) Regenerate 1d6 HP at the beginning of your turn.

**Reduce Pain.** (+3) You add +3 to your DR.

## DETRIMENTAL EFFECTS

DN Modifiers are denoted in parentheses. For example, Death adds 5 to the DN.

**Reduced BWN.** (+1) Reduce your BWN by 1.

**Reduced AGL.** (+1) Reduce your AGL by 1.

**Reduced END.** (+1) Reduce your END by 1.

**Reduced BRI.** (+1) Reduce your BRI by 1.

**Reduced WIL.** (+1) Reduce your WIL by 1.

**Reduced PER.** (+1) Reduce your PER by 1.

**Muscle Pain.** (+2) You lose 1d6 HP at the beginning of your turn.

**Paranoia.** (+2) You gain an imaginative fear of an enemy that doesn't exist (or does). You must devote all actions to getting away from the enemy.

**Delusions.** (+2) You begin to believe in an untrue truth. You must devote all actions to maintain that belief.

**Irrational Fear.** (+2) Taking this drug gives you an irrational fear of everyone around you. While under the effect of the drug, you have no allies, and must spend all actions to get as far away from everyone as you can.

**Psychotic Rage.** (+2) Taking this drug throws you into a frenzied rage. During the duration of the drug, you must spend all actions attacking the closest person to you.

**Psychological Addiction.** (+3) Your brain needs this drug, or you will go insane, roll 1d10 under your WIL to prevent becoming addicted.

**Physiological Addiction.** (+3) Your body needs this drug, or you will collapse, roll 1d10 under your END to prevent becoming addicted.

**Carcinogenic.** (+3) This drug contains a nasty component that may cause your cells to regenerate out of control. Roll 1d4, on a 1, you have developed cancer. (Take one point of damage every day. The damage can only be healed through surgery. First Aid DN of 25)

**Nerve Damage.** (+4) Taking this drug partially destroys your nervous system. You permanently lose 1 point of AGL.

**Death.** (+5) If you take this drug, there is a chance that you will die. Take 4d10 damage.

## FAILED EXPERIMENT

1	You've gone blind for 1d10 days.	11	Your skin permanently becomes slightly more pale.
2	You begin coughing up liquified organs, lose 1d6 HP permanently.	12	Your eyes bleed for 3d10 months. You can still see.
3	You become deaf for 1d10 days.	13	Whenever you cough, a small chunk of guts also comes up.
4	Your face begins to melt, -1 PER.	14	One part of your body swells with

			massive boils.
5	1d10 fingers are blown off.	15	You can no longer consume meat. If you do, your body rejects it and have to eat twice as much that day.
6	The skin on your arms melt away until there is only bone.	16	Your toes begin to roll off. Every day roll 1d4. On a 1, you lose 1d4 toes.
7	Your breathing becomes very ragged sounding.	17	When inhaling other substances, you throw up blood.
8	You have no sense of smell for 1d10 days.	18	You lose the ability to control either your arms or your legs. Roll 1d4. On a 1 or 2, you lose the ability to control your arms. On a 3 or 4, you lose the ability to control your legs.
9	One of your arms gets blown off at the elbow.	19	Your brain deteriorates at an accelerated rate. Every day, subtract 1 point from your BRI. When you reach 0, you die.
10	Your brain begins to rot away. Roll a new personality.	20	You feel fine. Every time you take a drug, all detrimental effects become permanent.

## COMBAT

Combat is meant to hurt and go fast. Taking damage sucks after combat is over and not meant to happen multiple times a day. Combat is broken up into melee and ranged.

On your turn you can move up to your movement and take an action. The list of things you can do with your action is

1. Make an attack
2. Stabilize someone with a First aid kit
3. Cast a manifestation
4. Move an extra amount equal to half your SPD rounded down
5. Reload a gun
6. Loot a body

## INITIATIVE

To determine the order of combat, roll a d20 and add AGL. The order of combat is determined from highest roll, to lowest roll. One round of combat is after everyone has gone once. If something lasts one round, it will last until the end of your next turn.



## RANGED COMBAT

With ranged combat, you use your action to roll a d20, and add either ballistic weapons, or energy weapons when you are in range of the weapon. From this roll, you compare it to the enemy AC. If the rolled number is equal to or greater than AC, you hit. You then roll damage, and the enemy subtracts damage equal to the DR. The rest the enemy subtracts from their current HP.

You can only attack with the weapon when the target is in the weapons range. When you shoot the weapon up to the number of Rounds the weapon has, you must reload your weapon. Reloading your weapon takes a full action.

You can have a pistol or SMG in each hand to make two attacks at a -3 penalty to hit for each attack. Shotguns and Rifles are both two handed, unless otherwise noted.

## MELEE COMBAT

With melee combat, you do a contested roll to hit. The attacker spends their action to roll a d20, and adds their melee skill, while the defender rolls a d20, and adds their block skill. If the attacker has a higher roll, the attack hits. If the defender has the higher roll, the attack misses. If you tie, each player adds AGL to their roll. If it still ties, reroll both rolls.

You can make two attacks a turn with daggers, shortswords, and battle-axes with a -3 penalty to hit on both attacks. The block for a second attack also has a -3 penalty. This effect is cumulative (if you are getting attacked by multiple people, blocking multiple people will get harder.)

## GOING DOWN

If you go down to 0 HP, you fall unconscious. You roll on the Gone Down table. At the beginning of your next turn, you must roll a d10 below or equal to your END. If you roll higher, you die. You continue to roll until you take damage or are stabilized. If you go under 0 HP, you die.

### Gone Down Table

1	Arm is removed. Roll 1d10. 1-4 is right, 5-8 is left, 9-0 is both.	6	Fingers are blown or cut off.
2	Leg is removed. Roll 1d10. 1-4 is right, 5-8 is left, 9-0 is both.	7	Major blood loss.
3	Face is disfigured.	8	Part of face is blown/cut off.
4	Limb is broken. Roll 1d10. 1-5 is an arm, 6-0 is a leg.	9	Hand is blown off. Roll 1d10. 1-4 is right, 5-8 is left, 9-0 is both.

5	Deep wound in the gut.	10	Foot is blown off. Roll 1d10. 1-4 is right, 5-8 is left, 9-0 is both.
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## IMPROVEMENT

Eventually, your character will get stronger after being alive for so long. To reflect this you will be able to improve your character after a number of sessions. When the GM decides that the players have done enough, the players will get to improve their character. This will improve HP, and skills.

To improve HP, roll 4d10, and if you roll higher than your current maximum HP, you can roll your racial die and add that to your maximum HP.

After that, you will get to improve your skills. The amount of skill points you get to spend is BRI+10. With these points you can put them into your skills. For example, if you have 12 skill points, you can put 6 in ballistic guns, 3 in general knowledge and 3 in block.

## SURVIVAL

People need to eat and sleep, and your character is no different. At the end of every day each character must consume at least one ration of food and water or suffer going **Hungry**. A character that has gone hungry does not regain HP at the end of the day and risks malnutrition.

When a character does not eat or drink for the day, they must roll a d6. If they roll at or under the amount of days they have not eaten or drank, they take damage equal to a roll of their racial hit die. Eating the next day reduces the malnutrition score back to 0. When a character has eaten and drank for the day, they end the day by regaining HP equal to a roll on their racial hit die.

Eating beings that have a conscience can have negative effects on the mind. When consuming the flesh of a human or similar being, one must roll a d10 underneath or equal to their WIL. On a success nothing happens, and they are able to consume the flesh at no consequence. On a failure, the character loses a point of BRI and PER. Their mind has caused them to regress to an animalistic state, and they begin to lose that which makes them different. The PC gets these points back when they complete a week without consuming the flesh of a sentient.

## FOOD

Food	Ration Size (days)	Cost	Size
Dried Meat	1	\$15	2X2

Raw Flesh	1/2	\$7	2X2
Arm	1	\$5	1X5
Leg	2	\$8	2X6
Guts	4	\$12	5X4
Head	2	\$10	3X3
Cooked Vegetables	2	\$25	2X2
Blood Sandwich	2	\$20	2X3

## DRINK

Drink	Ration Size (days)	Cost	Size
Water	1	\$5	In Waterskin
Beer	1	\$5	2X3
Blood	1/2	\$2	1X2
Quargoth	3	\$17	2X3
Rom	2	\$12	3X3

## ORGAN HARVESTING

Sometimes you will need to replace organs throughout your travels, or wish to harvest organs for profit. Different organs from different species can achieve different effects for your character. Your character gets no bonuses from using an organ that originates from your character's race.

Each organ has a unit of space that it takes up in your body, and an expiration date, when your body either rejects the organ or it rots away within your body. You have space for organs depending on what race you choose to play as, which is listed below. Organs also have a cost, which is the base price for selling those organs. The Organ Grids table tells you how much space you have in your body to hold organs, based upon your race.

### List of different organs

Heart: Modify max hp

Lungs: Modify SPD

Liver: Modify chance to be poisoned

Stomach: Modifies how much you have to eat

Kidneys: Modify how much hp you get on rest

Muscle: Modify BWN

## ORGAN GRIDS

Mongerer	5X7
Demon	4X6
Drone	3X5
Human	4X6
Zombie	Varies upon race your frame belongs to

### Mongerer Organs

Organ	Effect	Cost	Expiration Date	Size
Heart	+5 max HP	\$40	1d4 days	2X2
Lungs	+3 SPD	\$30	1d4 days	1X3
Liver	+2 END	\$50	1d4 days	1X3
Stomach	Only need to consume one ration every four days	\$50	1d4 days	2X2
Kidney	Restore 1d12 HP when resting	\$40	1d4 days	1X3
Muscle	+2 BWN and AGL	\$60	1d4 days	2X3

### Demon Organs

Organ	Effect	Cost	Expiration Date	Size
Heart	+2 max HP	\$40	1d12 days	1X1
Lungs	+1 SPD	\$30	1d12 days	1X3
Liver	+1 END	\$50	1d12 days	1X2
Stomach	Only need to consume one ration every other day	\$50	1d12 days	2X3
Kidney	Restore 1d8 HP when resting	\$40	1d12 days	1X2
Muscle	+1 BWN or AGL	\$60	1d12 days	1X3

### Drone Organs

Organ	Effect	Cost	Expiration Date	Size
Heart	+1 max HP	\$30	1d6 days	1X1
Lungs	+1 SPD	\$30	1d6 days	1X2
Liver	+1 END	\$50	1d6 days	1X2
Stomach	Eat human remains without making WIL check	\$40	1d6 days	1X2
Kidney	Restore 1d6 HP when resting	\$35	1d6 days	1X2
Muscle	+1 BWN or AGL, -1 from the other	\$25	1d6 days	1X1

### Human Organs

Organ	Effect	Cost	Expiration Date	Size
Heart	+3 max HP	\$40	1d8 days	1X1
Lungs	+2 SPD	\$30	1d8 days	1X3
Liver	+2 END	\$50	1d8 days	2X2
Stomach	Only need to consume one ration every other day	\$50	1d8 days	2X3
Kidney	Restore 1d10 HP when resting	\$40	1d8 days	1X3
Muscle	+1 BWN and AGL	\$60	1d8 days	1X2

### Specialty Organs

Organ	Effect	Cost	Expiration Date	Size
External Vein	Allows use of bio guns.	\$35	N/A	1X1
Cancerous Tumor	Use an action to restore 1d10 HP. Roll 1d10 under END or take twice the damage healed.	\$40	1d10 days	2X2
Spleen	Reduce all damage taken by 1.	\$35	1d8 days	1X2
Nitroglycerin Fat	Your bio weapons set targets on fire, dealing 1d4 damage for 1d4 rounds.	\$45	1d8 days	1X2
Chlorophyll Reservoir	As long as you stand in the sun for at least one hour each day, you don't need to eat.	\$50	1d6 days	2X2

Second Amygdala	When rolling for a manifestation, roll twice and take the better.roll	\$85	1d6 days	1X1
Nervous Plug	Your bio weapons electrify targets, forcing them to roll under END or be stunned until the start of your next turn.	\$50	1d6 days	1X2
Stomach Plug	Your bio weapons spew acid, dealing an extra damage die. Not compatible with Chlorophyll Reservoir.	\$45	1d8 days	2X2
Hydrogen Lung	Breath hydrogen instead of oxygen. Float for 1d4 rounds as an action.	\$50	1d10 days	3X3