

## Here At The End - Condensed Rules

### Combat Rules

Combat is conducted in two ways – via ranged weapons (breaching of your opponent's defensive screen) and via close combat.

#### Range Combat Basics

Ranged combat is conducted with Light Strike guns, which fall into two categories – rifles and pistols. Pistols do not need to be reloaded, cannot mount attachments, have less firing modes, and are somewhat more concealable, but have the disadvantage of overheating – if you fire too rapidly, they will emit a warning tone. If a pistol overloads three times, it must be repaired by someone with the Gunsmith perk. Rifles can mount accessories, require reloading, have more firing modes, and do not overheat.

The goal with these ranged weapons is to overload your opponent's Defense Screen (the sensor used to detect hits by the Light Strike guns). A screen can take 24 hits before failing – if the screen drops, the player immediately moves to Incapacitated status and takes one point of Vigor damage per minute until their screen is reset by someone with the Reset Defense Screen Perk, their Vigor is reduced to 0 and they progress to Dying status, or the standard incapacitation of 5 minutes ends.

All Light Strike weapons have a number of firing modes – you MAY NOT USE those firing modes unless you possess the appropriate Perk!

#### Melee/Primitive Combat Basics

Melee and primitive weapons do damage somewhat differently than technologically-advanced ranged weapons – they directly damage the target's Vigor or Armor when a valid hit is landed. For a blow to be counted, it must meet the following criteria:

- The weapon must travel through at least a 90 degree arc
- The weapon must strike with medium force
- The wielder may make no more than one strike per second

All areas on the body are valid targets, although strikes to the head and groin are to be avoided, although they are still valid hits. Excessive hits to the head or groin will be cause to invoke the One Warning rule – you are given one warning for rule infractions, with any further infractions resulting in ejection from the game.

Certain types of Advanced Melee Weapons (requiring a perk to use) allow a user to bypass armor completely, wounding vigor directly. If a target is not wearing armor, then they progress immediately to wounded status no matter how much vigor they have.

#### Tactical Pods

Technically a sub-class of Ranged Weapons, these are autonomous weapons which have three settings – Turret, Bomb, and Medic. In order to use these settings, a player must have the appropriate Perk. A pod must be 'primed' by shots from the appropriate team, with any further shots activating the effect of the pod.

#### Statuses:

- **Incapacitated:** The player must lay on the ground, acting as though they are unconscious and unable to speak. Standard duration is 5 minutes.
- **Defense Screen Overload:** See the section on Ranged Combat above for details.
- **Wounded:** When a player has only 1 point of Vigor left. Must roleplay being severely injured – can only move at a walking pace. The location of the wound is the site of the last attack, or the torso (if brought to wounded by Defense Screen Overload)

- **Dying:** Start a five minute timer. You must lay on the ground, not speaking or moving. At the end of five minutes, if you are not treated, your character moves to dead.
- **Dead:** Report to your faction leader – they must decide if it's worth it to clone your dead ass back to life. All memories reset to the point of your last Brain Tape.
- **Poisoned:** You will receive a card with the effect of the poison.
- **Diseased:** You will receive a card with the effect of the disease.

### Perks

Perks are the way skills are tracked in H.A.T.E. At character creation, a player chooses one of the four classes available to their faction, each of which ranks the four classes of Perks from 1-4. A perk costs 5 times the priority of the Perk's Class, plus 5 for each previous Perk purchased in that group.

For example, Carleton Luftteufel has decided to purchase a few skills. His class, a Reborn Stalker, ranks Combat Perks as 1, meaning each skill is worth 5 XP, plus 5 for the previous skills, so he decides that this is the best area to look at. He decides to buy Shields Up! (5 XP), Stealth Strike (10XP), and Pulse Strike (15XP), for a total of 30 XP. He still has 20 XP left, and decides that he needs to give some field aid to his friends. As such, he looks at Medical Perks, each of which costs him (4 \* 5) 20 XP. He settles on Back From The Brink, bringing his total to 50 XP. If he had 5 more XP, he could purchase Perks in Body at -5XP, as that is his Faction's favored Perk, and decides to grab Vigor to round out his skills, costing (10-5) 5 XP. As such, his character is now ready!

### COMBAT PERKS

Name:	Description:	Level?
Shields Up!	Allows half-damage on shields (30s, cooldown 3 minutes) and allows use of shields on Pistol and Rifle	BASIC
Pistol: Stealth Strike	Use Stealth Strike on Pistol	BASIC
Pistol: Pulse Strike	Use Pulse Strike on Pistol	BASIC
Pistol: Sonic Strike	Use Sonic Strike on Pistol	BASIC
Rifle: Stealth Strike	Use Stealth Strike on Rifle	BASIC
Rifle: Pulse Strike	Use Pulse Strike on Rifle	BASIC
Rifle: Rail Strike	Use Rail Strike on Rifle	BASIC
Rifle: Sonic Strike	Use Sonic Strike on Rifle	BASIC
You Can Run, You Can't Hide	Attach Enemy Scanner to Rifle	ADVANCED
If You Run, You'll Only Die Tired	Attach Scope to Rifle	ADVANCED
Going Hot	Attach Rapid Fire to Rifle	ADVANCED
Close Quarters Killer	Attach Shotgun Module to Rifle	ADVANCED
One With The Gun	Pistols cannot overheat	ADVANCED
Never Saw It Coming	May now use Incapacitate Attack	ADVANCED

<b>BODY PERKS</b>		
<b>Name</b>	<b>Description</b>	<b>Levels?</b>
Tough As Nails	Gives 1 point of Armor, refreshing the next day	Yes
Vigor	Add 1 to Vigor	Yes
Iron Constitution	Add 5 minutes to Disease Duration	Yes
Iocaine in Your Veins	Add 5 minutes to Poison Duration	Yes
Diehard	Add 2 minutes to the Dying duration	Yes
Second Skin	Reduce Cooldown on Armor by 5 minutes – after level 10, adds 1 to final Armor value	Yes

<b>TECH PERKS</b>		
<b>Name</b>	<b>Description</b>	<b>Levels?</b>
Back In The Fight	Reset Overloaded Defense Screens	No
Gunsmith	Can repair damaged guns and Overloaded Pistols. Takes 10 minutes.	Yes: Reduces duration by 1 minute. At levels 9 and above, more than one gun may be repaired at a time.
Turret Out	May spend 5 minutes to deploy a Pod in Turret Mode.	Yes: Reduces duration by 30 seconds. At levels 9 and above, more than 1 turret may be deployed at the same time.
The Only Way To Be Sure	May spend 5 minutes to deploy a Pod in Bomb Mode	Yes: Reduces duration by 30 seconds. At levels 9 and above, more than 1 Pod may be deployed at the same time.
Force Multiplier	May spend 5 minutes to deploy a Pod in Medic Mode	Yes: Reduces duration by 30 seconds. At levels 9 and above, more than 1 Pod may be deployed at the same time.
Infiltrator	May attempt to bypass, disable, or deploy locks, security systems, and alarms.	Yes
It's a Trap!	May attempt to bypass, disable, or deploy traps.	Yes
There's Your Problem	May repair vehicles	N/A

<b>MEDICAL PERKS</b>		
<b>Name</b>	<b>Description</b>	<b>Levels?</b>
Back From The Brink	10 Minutes to move a player from Dying to Incapacitated – cannot be used on self	Yes: reduces duration by 1 minute. At Level 10, more than one person may be treated at once
This Won't Hurt A Bit	10 Minutes to restore one point of Vigor, or 30 Seconds to remove Incapacitated	Yes: restore one additional point of Vigor
You Might Feel A Little Pinch	10 Seconds of Contact to remove 1 point of Vigor – does not break Incapacitated status, ignores Armor and Tough as Nails	Yes: remove one additional point of Vigor
The Healer's Touch	Reduce duration of This Won't Hurt A Bit by one minute	Yes: Reduces by an additional minute. At Level 10, may treat an additional person at the same time
Dark Gift	Reduces duration of You Might Feel A Little Pinch by 1 second	Yes: Reduces by an additional second. At Level 10, may harm an additional person at the same time
Anti-Venom	10 minutes to cure poisoning.	Yes: Reduces by one minute. At Level 10, may treat an additional person at the same time.
Inoculation	10 minutes to cure disease.	Yes: Reduces by one minute. At Level 10, may treat an additional person at the same time.

<b>GENERAL PERKS</b>		
<b>Name</b>	<b>Description</b>	<b>Cost</b>
Question Authority	Can not be indoctrinated and may question/ignore orders from your faction	10XP
Walk It Off	Restore 1 vigor by doing nothing strenuous for 10	20XP
Advanced Armor	PREQ: At least 6 ranks in Second Skin. Armor is raised one category – if armor is already Super-Heavy, the player is now immune to primitive Melee/Ranged and takes only 1 from Advanced.	40XP

Advanced Melee	PREQ: At least 1 advanced combat perk May use Advanced Melee Weapons	60 XP
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<b>EDWARDIAN CLASSES</b>				
<b>Name</b>	<b>Combat</b>	<b>Body</b>	<b>Tech</b>	<b>Medical</b>
Gunfighter	2	1	4	3
Scoundrel	1	2	3	4
Sawbones	4	3	2	1
Gadgeteer	3	4	1	2
<b>FAVORED PERK: TECH</b>				

<b>ELYSIAN CLASSES</b>				
<b>Name</b>	<b>Combat</b>	<b>Body</b>	<b>Tech</b>	<b>Medical</b>
Guardian	2	1	4	3
Wraith	1	2	3	4
Priestess/Priest	4	3	2	1
Technomancer	3	4	1	2
<b>FAVORED PERK: MEDICAL</b>				

<b>OLD GUARD CLASSES</b>				
<b>Name</b>	<b>Combat</b>	<b>Body</b>	<b>Tech</b>	<b>Medical</b>
Soldier	2	1	4	3
Commando	1	2	3	4
Medic	4	3	2	1
Technician	3	4	1	2
<b>FAVORED PERK: COMBAT</b>				

<b>REBORN CLASSES</b>				
<b>Name</b>	<b>Combat</b>	<b>Body</b>	<b>Tech</b>	<b>Medical</b>
Slayer	2	1	4	3
Stalker	1	2	3	4
Bleeder	4	3	2	1
Brain	3	4	1	2
<b>FAVORED PERK: BODY</b>				

<b>Armor Levels and Description</b>		
<b>Type</b>	<b>Value</b>	<b>Description</b>
Basic	1 point	Minimal covering – helmet or bracers
Light	3 points	Full coverage of torso OR half coverage of all limbs plus a helmet with no torso coverage
Medium	6 points	Full coverage of torso AND two full limbs OR four half-limbs OR two half-limbs plus helmet
Heavy	9 points	Full coverage of torso AND half coverage of all limbs plus helmet OR full coverage of all limbs
Super-Heavy	12 points	Full coverage of entire body

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