

Here At The End

A Post-Apocalyptic larp

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What is larp? Also, what it isn't.

“Galstaf, you have entered the door to the north. You are now by yourself, standing in a dark room. The pungent stench of mildew emanates from the wet dungeon walls.”

“Where are the Cheetos?”

Dead Alewives

I don't intend to try and explain exactly what larp is to everyone. I am going to assume that since you are reading this, you have at least a passing interest and some knowledge on the subject. larp stands for Live Action Role Play and it's basically what everyone used to do as children with rules and thematic elements added to make it fun for adults. If you played pretend as a child, you already know how to larp.

What larp isn't is a tabletop game. I think one of the major problems with any of the larps that I have played or designed up to this point is that they tried too hard to replicate skills, spells and abilities that are best left on the table. Let's face it, most of us larp because we want to blur the line between ourselves and our characters and make this as real as possible. Calling out damage or stopping the game to figure out who was injured by the spell really hurts the immersion, in my opinion. Is it cool and fun to have a spell that can damage a large group of people at one time? It sure is, but the immersion has to suffer for it. As I created this game my dislike of what I call artificial skills became more and more pronounced. These are things like levels of strength you can buy so your character does more damage in melee or a pickpocket skill that would let you obtain the contents of another PC's coin purse without actually being able to take it unnoticed yourself. I am not saying these larps are wrong or even that they aren't fun. I just decided, for me, a different approach was better and there are no skills like that in HATE. Instead, if you want to be good with a sword, you practice with a sword. Want a stealthy ninja character? Practice moving quietly. This game is all about what you, the player, is capable of doing. Granted, there are some concessions made for the sake of safety and playability, but overall, to do it in the game, you have to be able to do it for real. Take the Infiltrator perk for example. In a lot of larps, skills like this require roleplay for a certain timeframe, then success or failure based on your skill level. In HATE, Infiltrator comes with instructions on how to deactivate all the security devices of that level, you still need to actually do the physical act. No set times, no percentage chance of success, the better you are, the quicker it's done. Screw up and you fail, it's that simple.

A Faction Based Larp

HATE is a faction based larp, which means there will be Player Vs. Player combat. There will still be NPCs for the players to interact and fight with, but the majority of the action will be PvP. Death also comes a little more easily in HATE than in most other larps. This does not mean that I intend every event to be a slaughter fest with multiple character deaths. In fact, I intend just the opposite.

Each faction is in competition with the others for the resources they need, but they are not at war. I expect the fact that characters can die easily to temper their actions. Do you really need to steal the BioGel canister from the Old Guard? Your faction did, after all, just find some red Etherium, perhaps a trade is on order? If one faction outnumbers the other three at an event, perhaps a temporary alliance is needed.

That being said, fights will happen and players will kill each other. Try to be honorable about it. If you drop a player to Dying, is it necessary to try and prevent his medic from trying to reach him? If you can accomplish your objective without his death, why not let him live? Try to remember this is just a game and everyone is here to have fun. If a certain action would

make you angry, chances are, it will make your opponent angry too.

Permission to Touch

It is standard in a large number of larps to ask “permission to touch” before making any kind of physical contact with another player outside of combat. Some larps even go so far as to outlaw any physical contact at all with anything other than a boffer. The usual game effect of this is when searching a player you must announce that you are searching them, or searching a specific area on their body, and if they have any in game items they must hand them over. I feel this not only breaks immersion, but also eliminates any chance to creatively hide items. In HATE permission to touch is the norm. For immersions sake players have the ability to touch each other as the default state. This means if someone wants to search you, they must actually do it. If they miss your hidden knife it's their problem. This does not mean you have permission to “bad touch”! Searching or touching of private areas is still unacceptable and therefore hiding things in sensitive locations is also unacceptable.

Since some people are uncomfortable with being touched, you may at any time refuse permission to touch by simply stating “I refuse to be touched”. In this case, searching reverts to stating you are searching a specific area of the body and they must then relinquish any in game items in that area.

In Game Items

In Game Items is a term used to describe any props not personally owned by the players. These are usually things such as money, plot related items, or anything put on the field by the game organizer. These items are considered lootable at all times. If a player searches you while you are incapacitated they may take any In Game Items they find. They may never take any items that belong to you personally. In HATE you are not required to have all your In Game Items on you at all times. You may not hide these items anywhere that is considered out of play, but if you wish to stash things somewhere on the play field, go ahead. Just don't be surprised if they are not there when you return.

One Warning Rule

In order for a larp to work, all involved parties must cooperate and play by the rules. If you are not, then you are a hindrance to the game and everyone playing it. Evil Genius Enterprises uses a One Warning policy for all it's games. If you do anything that creates a problem that

requires coordinator attention during a game you will receive one warning. If it happens again you be removed from all Evil Genius Enterprises events for a period of six months, at which time you may petition for re-admittance and it will be discussed by all involved parties. This is not as harsh as it sounds. Some examples of One Warning incidents are things such as intentional cheating, arguing with event staff or field owners, and the like. Certain behaviors will not even receive a warning. Things like physical violence, illegal behavior, destruction of props, or field facilities will not only get you a permanent ban from all Evil Genius Enterprises events, you will also face legal prosecution. In summation, don't be a douchebag.

Technology

Most modern technology will be acceptable for HATE. Certain limitation may be placed for the sake of game balance, but in general, if you have it, you can bring it. The most common limitations are listed below, but if you have any specific questions, feel free to email or post.

Cell Phones= The phone itself may not be used for in game communication in any way. Cellular service is no longer maintained and the internet does not exist. If you wish to use your Iphone as the screen to your Pipboy prop, that is acceptable.

Flashlights= For sake of immersion, please use lower powered flashlights. A 250 lumen tactical light is great, but it destroys the ambiance and can temporarily blind other players, potentially leading to a safety hazard.

Two Way Radios= Although fine for in game communications, please use lower powered units. Etherium interferes with radio signals, limiting their range. Also, for sake of immersion, it makes the limited field area seem larger.

Night Vision Optics= Any of the toy grade night vision devices are acceptable.

Laptop Computers or Tablets=As long as these devices are not used to access the internet, they are acceptable.

Combat

“How much can you know about yourself if you’ve never been in a fight?”
Tyler Durden

Combat in HATE is meant to be simple and straight forward. The reason I chose to use Light Strike guns for ranged combat, instead of Nerf or Airsoft like some other larps, is that they do all the work for you. Your vest and gun keep track of their own hits, leaving you to focus on other things. Melee combat is straight forward also. Any weapon that is not a Light Strike gun does one damage per hit regardless of whether it is a knife, sledgehammer, or crossbow. The only exception to this is advanced weapons, but we will cover them later. Armor is a pool, as is Vigor, so it is very simple to keep track of. If you have 3 points of armor and two vigor, you can be hit 4 times before you are Wounded and 5 before you fall to Dying, simple. Hit location does not matter until you reach Wounded status, and then only for roleplayed effect. The location that was hit to bring you to Wounded status is where your worst injury is considered to be.

HATE uses a medium contact, roleplayed melee combat system. Melee combat in larps frequently looks more like people trying to snap each other with towels than a real fight. If you've larped before, or looked it up on You Tube, you've seen two people leaning forward as far as they can with an ultra light boffer trying to tap each other with a combat style that would get you killed in a real fight. These rules are meant to help change that a bit. Melee attacks in HATE must replicate a real attack as much as possible and to this end, all attacks must break a 90 degree plane on the swing in order to count as a hit. A believable looking fight adds to immersion and that is the overall goal. Shoulder, wrist, or elbow pop attacks count for nothing and will not be tolerated. A blow must also hit with enough force for the opponent to register it as a solid hit. This does not need to be excessive, complaints of excessive force will result in the One Warning Policy. The head and groin, just like in most other larps, are considered off limits and are not to be targeted. An accidental hit to the head or groin still counts as a hit, but players that repeatedly "accidentally" hit these areas will invoke the One Warning Policy.

Night Combat

"You're not afraid of the dark, are you?"

Riddick

I expect HATE to be backwards from most larps. Usually, as darkness falls, the players tend to group together in whatever passes for a town or base camp, waiting for the action to come to them. This is perfectly understandable. It's hard to see in the dark and approved light sources

aren't very effective. In HATE, I expect a lot of the action to take place after dark. A good many of the props for the game glow and will be easier to find once the sun is down. The most notable of these is Etherium, but there are several others. The disruptors also work better after dark and the sight of a group of people walking around in the darkness with their guns and vest glowing adds to immersion in a way you have to see to believe. Night still needs caution. Even with lights, it can be hard to see where you're going, especially in a fight, but with caution, night could be the best part of HATE.

For those stealthy players who dislike the idea of glowing at night there is a risky, but potentially rewarding, tactic. As long as you wear a sensor on your shoulder or head, and let your disruptor go into sleep mode or don't carry one, you will have no visible lights. The downside is that if you are hit by a disruptor, you move immediately to Dying Status. Hopefully, you are not alone...

Disruptor Tech

All Disruptor technology is an imperfect copy of the weapons of The Horsemen. Conventional weapons were completely ineffectual against The Horseman's Defense Screens, even high yield explosives proved ineffective. The screens did have one weakness however,. Melee weapons moved so slowly that they were not considered a threat and the shields did not activate. Disruptors are so powerful any living tissue is destroyed in one shot, so the only way to survive is by wearing a Defense Screen. armor has no effect on a disruptor blast. Like the ones they are based on, current issue Defense Screens do not activate for slow attacks such as melee weapons or primitive spike launchers and crossbows, hence why armor is still in use amongst the factions. While the screens of The Horseman were effectively unlimited, converting incoming attacks into energy to power the screen itself, the ones used by the factions today are not so perfect. They work the same way in theory, but the scientists could never perfect the cooling systems. Because of this, heat builds up in the chest plate over time until it causes an overload. When a screen reaches overload two things happen. First the heat is so intense that the wearer receives a severe burn in the shape of the chestplate itself. Most faction warriors consider this a right of passage and treat those without such scars as inferior. Each of the factions have a different term for this, for example the Old Guard call it being Burned In, while the Edwardians refer to it as Tesla's Touch. The second, and more serious, problem is that the screen begins an electrical discharge that effects the wearer like a high voltage taser. The operator immediately falls to the ground, convulsing wildly, and if the overloaded screen is not reset, they may die. Obviously because of this, techs are some of the

most important people on the field. Disruptor tech uses DNA recognition scanners that only activate the weapon and its various settings for a recognized and trained user. This means only members of the four factions, and the sub faction mercenaries they train, have regular access to this tech. Occasionally, a disruptor or defense screen with a broken DNA recognition module will be seen in the hands of a non faction member, but it is rare, and usually dealt with quickly.

Pistol or Rifle?

There are a few differences between pistols and rifles in HATE. Pistols can not take the attachments that rifles can, nor do they have all the damage settings, but they also don't need to be reloaded. Other than that, their stock range and damage are the same. In game terms, the rifles and pistol work on slightly different systems.

Disruptor Pistols

The disruptor pistols were designed as Personal Defense Weapons for officers and rear echelon personnel. They are easy to carry and intuitive to use. The pistols do have one design flaw however. In order for them to never need reloading, the designers used a large amount of Etherium Fuel in the reaction chamber. As long as they are fired slowly, these PDW's could be fired forever. Much like the Defense Screens, however, the cooling systems are not perfect. Rapid fire of a pistol will cause it to overload, and if that happens 3 times, the pistol must be repaired. In game terms, when a pistol is rapid fired it will emit a warning sound and pause for 1 second before being able to fire again, this is considered one overload. Once you hear this sound three times you must seek out a player with the Gunsmith Perk, or repair it yourself if you posses the perk.

Disruptor Assault Rifles

These weapons were designed for the front lines. They are flexible and adaptable to many situations with different attachments. They store a large amount of Etherium Fuel in reserve and inject only a small amount of it into the reaction chamber at a time. This means they have no cooling problems like the pistols do. When the Etherium in the reaction chamber is used up, the operator hits the reload button and injects more fuel.

Tactical Pods

Tactical Pods may be deployed by anyone with the appropriate tech perk. These pods have three settings, sentry, medic and bomb, and each setting has it's own perk. Pods have a sensor

that registers hits from any Light Strike weapon and once it receives four hits of the same color, it is owned by that team. Further hits of the same team will activate it's functions, while hits from another team will turn it to their color. These pods can be very powerful but the other teams ability to steal them can be problematic. I am currently looking into ways to set them to only one color, but until then, players will have to deal with the fact that the other team may be able to use their own devices against them. Shooting the pod enough times for it to register your team color and caring it prepped this way before deployment is acceptable.

Approved Weapons

All weapons must be approved by event staff, but in general, as long as it is a Wowwee Light Strike gun or a melee weapon from a reputable company such as Calimacil, Epic Armory, or Live Action Products, it should pass. Home built or standard duct tape boffer type weapons or cloth covered Belegarth style weapons are not allowed, with some exceptions. The rule is appearance. Certain Plasti-Dip type weapons and even some home built weapons may be allowed at my discretion based on appearance, so long as they pass safety requirements. Please contact me for pre approval, don't just show up with your duct tape boffer as your only weapon and expect it to pass.

Modification of your Light Strike Gun or Vest is acceptable as long as the function remains the same. You may not cover or obstruct, lights, sensors, or speakers. Painting them, adding things to the outside, or even re casing the internals in some other shell, is fine, as long as these guidelines are followed.

For primitive ranged weapons, any bow or crossbow with no more than 35 lb at 28 inches of draw and using approved arrow heads, such as Belegarth or better yet, the ones from Live Action Products, will be allowed. As a cheaper alternative, since mediaeval design is not a concern, the Zing Air products such as the Zcurve Bow, Zxcrossbow, or Zipback Bow will be approved for use with an appropriate paint job. In testing, I have found the Zing Air products equal to or better in both range and accuracy, than larp weapons costing as much as 10 times more. With a good paint job, their design is perfect for a post-apocalyptic archer. Most of the Savage and Bandit NPC's will be armed with these weapons.

Primitive Ranged Weapons

Primitive ranged weapons, such as bows or crossbows, are slow to shoot, limited in range, and hard to carry large amounts of ammo for. They do, however, have one very real benefit, they ignore armor. Any player hit by an arrow takes damage as if they had no armor on at all.

Armor and Shields

Armor in HATE is handled differently from most other larps I've seen. In most games your armor is simply extra hit points that you must pay to repair as it becomes broken from combat. While that system is easy to use, it's not very realistic. Armor and Shields protect the wearer from damage by deflecting or stopping blows that would have otherwise struck the combatant. It is not easily broken or destroyed. If a medieval knight had to go the blacksmith after every fight to repair armor that only stopped a few hits at best, he would not have carried all that weight around. In reality, a plate armored knight was an almost unstoppable tank that only fell to arrows, crossbow bolts, or when someone managed to find a vulnerable spot, usually in the armpit or by lifting the visor.

While anyone can wear armor in HATE, those who have the Second Skin perk will make the best use of it. Armor is not simply a protective covering, there is a skill to using it properly. Knowing how to move to turn a solid blow into a glancing strike or just what part of your armor will be able to take the hit from that mace is what makes a trained user a deadly combatant. Even if a blow is successfully deflected by armor however, it may still leave a bruise and it will begin to tire and wear down the fighter. When this happens, armor loses some of its effectiveness due to the fighter's inability to use it properly. To replicate this effect, armor in HATE has what amounts to a cool down timer. It will protect you at full value in every fight, as long as enough time has passed for you to rest.

For example, Brute, an Elysian Guardian, loves his heavy armor. He has Heavy Armor Proficiency perk level 10 cutting his time between fights from 1 hour to 10 minutes. This means that as long as Brute has done nothing more strenuous than walk for ten minutes since his last fight, his armor will absorb the first 9 hits again before he starts taking damage to his also high Vigor. Brute is a monster in close combat, seemingly unstoppable. That is until the Edwardian Gunfighter overloads Brute's Defense Screen from 200 feet with a scoped disruptor.

Shields

Shields may be used in HATE, but have a few rules necessary to prevent cheating, intentional or accidental. While the sensor for the Defense Screen is worn on the outside of armor, replicating the way the disruptors are meant to work, a shield could very easily block the incoming IR signal from a gun and stop a hit that it should not. Shields must be carried in the opposite hand from the shoulder the sensor is on. They must not be slung over the back or carried in such a way that they would cover the sensor. In combat, every effort must be taken to avoid blocking the sensor with the shield, even if this means not properly defending yourself. While these rules do limit their effectiveness and make them difficult to carry, shields in HATE can only be broken by advanced weapons, so they remain a powerful defensive tool. (note shields may be removed from the game at my discretion if they become a problem)

Approved Armor and Shields

Much like melee weapons, any armor or shield made by a reputable company should pass. Home built armor and shields will also pass as long as they meet the look and safety requirements. Neither armor nor shields should have any sharp or rough edges and no rigid protrusions or spikes. Basically, nothing that could potentially injure another player. If you want spiked armor, and who doesn't in the apocalypse, you must make the spikes out of foam or other soft material. The armor spikes made by Live Action Products should always pass. Again, as with melee weapons, contact me for pre approval.

Since post apocalyptic/ sci-fi armor is hard to find, I am allowing EVA foam armor in HATE. It must pass appearance and safety standards, and then it will be counted as one armor category lower than if it were made of armor grade material. Want to show up in a full suit of Mass Effect or Gears of War armor? Go ahead. Seriously, go ahead, please.

Player Status Effects

Nearly everything in HATE is handled with Player Status Effects. Each of these statuses indicate the exact condition of the player and dictates how they should act. Most effects are self explanatory but those that have special circumstances, such as Poisoned or Diseased, will be noted on an appropriate card for player reference. A good many Perks alter the duration or effect of Player Statuses. The various statuses that the player can have and their unmodified

durations are as follows.

Defense Screen Overload=. While not a true Player Status, this can bring about several other statuses. Defense Screens can absorb 24 hits worth of damage before they overload. Once overloaded, the players status changes to Incapacitated and they may take no further actions including speaking. They must fall to the ground and remain there until their screen is reset by someone with the Reset Defense Screen Perk, the electrocution damage brings their Vigor to zero and changes their status to Dying, or the Incapacitated duration ends. Until the screen is reset the player will take 1 point of damage per minute. If the damage exceeds the players total Vigor, he moves to Dying. While thrashing as if being tasered is great for immersion and highly recommended, it is not required.

Incapacitated=Standard duration 5 minutes. When a player receives incapacitated status they must fall to the ground. They are effectively unconscious and may not communicate or take any actions. If nothing else happens to change the players status, they will be able to act normally once the duration ends. Incapacitated status may be removed by a player with the This Won't Hurt a Bit perk.

Wounded=Standard duration until healed. Wounded status is reached when a player has only one Vigor remaining. Under wounded status a player may only move at walking speed and must role play being badly injured. The site of the injury should be the location of the last attack or the torso, whichever seems appropriate. NPC's under the wounded status will usually retreat. Wounded status may be removed by a player with the This Won't Hurt a Bit perk.

Dying=Standard duration 5 minutes. Once a player runs out of Vigor, they move to Dying. Under this status a player is very close to death and may take no actions or communicate in any way. Dying status can be removed by a player with the Back From the Brink perk. This must occur before the Dying duration ends or the character will progress to Dead. Using Back From the Brink to remove Dying status moves the player to Incapacitated status.

Dead=Standard duration permanent. Once a character achieves Dead status the only thing that can bring them back is cloning. This must be decided on by the players faction and uses faction resources. If done, cloning restores the character with all perks and memories recorded at the last brain tape session. The character will have no memory of their death or anything that occurred after said brain tape. This must be role played.

Poisoned=Standard duration per card. A player will receive Poisoned status from any number

of sources. Each source will have it's own status card detailing the effects and possible damage. Poisoned status may be removed by a player with the Treat Poison perk of the appropriate level. If not removed it will progress to Incapacitated, Dying, or even Dead.

Diseased=Standard duration per card. A player will receive Diseased status from any number of sources. Each source will have it's own status card detailing the effects and possible damage. Diseased status may be removed by a player with the Treat Disease perk of the appropriate level. If not removed it will progress to Incapacitated, Dying, or even Dead.

Death and Dying in H.A.T.E.

“I knew you. But you ain't you. You can't be you. We put you through the window. There ain't no coming back. This is the really real world, there ain't no coming back. We killed you dead, there ain't no coming back! “

T-Bird in The Crow

In some larps, death and resurrection are an everyday sort of thing, this is not true of HATE. While some game designers think that this leads to easier game play, and perhaps more combat, I believe the fear of death is imperative to good role playing. If a player does not fear the death of their character, their actions can lack a certain sense of reality. The reason I use Dying as the name of the status is to convey the dire nature of the situation, when the Dying status time runs out, your character is gone. When a character dies in H.A.T.E., the only way to keep playing them will be through cloning, and even then, they are not truly the same person. They are genetically the same, but they only have the memories, and perks, recorded at their last brain taping session, everything after that is simply gone. Think about how it would affect you to know that you are basically a previous version of yourself and the decisions you made before led you to your inevitable death.

Coup de Gras or Assassination

Many larps have an instant kill or means of finishing off a downed opponent. While I understand the idea, I have seen it abused far too often. Humans can be very difficult to kill and an ability that can turn years of playing a favorite character into bad blood between two players has no place in my game. Therefore there is no Coup de Gras ability in HATE. If you wish to finish off an Incapacitated character you must attack the body once per second until

you deplete their Vigor, moving them to Dying. The attacks must be roleplayed and deliberate, the target can't defend itself so there is no excuse not to fully exaggerate the movements. Armor and Toughness defend normally and once the target has reached Dying status, nothing further can be done to rush them along. For those that think this is too difficult, consider this example.

Brute, our Elysian Guardian from earlier, was devastating a group of four savages in melee combat until that Edwardian Gunfighter overloaded his Defense Screen. Brute has Heavy armor and 3 Vigor for a total of 12 making him 6 times as hard to kill as the average person, but now these savages he was fighting can take him to Dying status in just 3 seconds. Doesn't seem so tough anymore, does he?

The Incapacitate Perk

The Never Saw it Coming perk is meant to replicate the action movie knock out. Though in the real world humans are actually very hard to render unconscious, there are attacks that can incapacitate or even kill in one blow, so this perk is a compromise. In order to use this perk the target must not be engaged in active combat with anyone! The player using Never Saw it Coming must say "Incap" loud enough for the target to hear at the moment of attack. If you can get close enough to whisper it in their ear then that is loud enough. While there is no standard motion to use the perk, try to make it fit the situation and the target area should generally be the head. This is not to be a medium contact strike, touch is enough. If you manage to sneak up on a sentry, touch your pistol butt behind their ear while whispering Incap in the other. If you wish to kill your target after Incapacitating them, standard rules apply. The Never Saw it Coming perk can be used as a sucker punch if melee combat has not started yet, be careful who you pick a bar fight with...

The Perk System

When I started creating this game I knew I wanted each character to be truly unique. That proved to be harder than it sounded. In most games, whether larp, tabletop or MMO, characters of the same level and class tend to be pretty similar. This isn't really anyone's fault, it's just the way that makes sense to most people. Since I tried to do away with most of the artificial skills for this game I decided to try and create real diversity amongst the characters too. My hope is that two characters of the exact same class, faction and experience total can be completely different.

All the abilities in HATE that you can gain for your character are represented by perks. There are four Perk Groups, Combat, Body, Tech, and Medical, and each class rates them by priority, most to least important. Your first perk from each group costs 5 times the priority in XP, and each perk thereafter adds 5 to the total cost of the last one from the same group. Except for the Combat Group, there is no order in which you must purchase perks and no maximum in most cases, so you have real freedom in character creation and advancement. In addition, each faction has a favored Perk group that reduces the cost by 5 XP. The Perk Priority is listed for each character as well as the favored Perk Group in the faction information. With perks from the Combat Group, you must unlock all of the basic perks for the rifle or pistol before moving on to the advanced ones. This is simply for game balance as the advanced combat perks can be quite deadly. There is also a fifth Perk Group, General Perks. This group is for perks that don't fall into any real category and usually have a set cost with no further levels possible.

Character Creation

Making a character for HATE is fairly simple. Choose the faction and class that appeal to you the most, and then spend 50 xp on your initial perks. There are no set requirements on where or how you spend your xp, though most people will choose to spread them around. 50xp is enough to have one perk from each category and two from your factions favored category as the first one is free. Each starting character receives 50 coupins starting cash, after that it's up to you to earn the money you need.

The Perk Groups

Combat Perks

The combat perks in HATE are slightly different from the rest of them. This is due to the fact that they are based on existing technology that I am using for the game. The Basic perks for either rifle or pistol must all be unlocked before any Advanced Perks are taken. There is no certain order they need to be taken in but it makes the most sense XP wise to unlock them in order. You must unlock the perks for pistol and rifle separately. Fully unlocking the pistol basic perks does not mean you can purchase advanced rifle perks, but it does unlock the others.

Basic Combat Perks

Shields Up!=Pushes more power to the defense screen causing it to take half damage for 30 seconds, cool down 3 minutes. Also allows use of the shields on the pistol or rifle.

Pistol Damage Settings

Stealth Strike

Pulse Strike

Sonic Strike

Rifle Damage Settings

Stealth Strike

Pulse Strike

Rail Strike

Sonic Strike

Advanced Combat Perks

You Can Run, You Can't Hide= Allows attachment of the enemy scanner to the rifle

If You Run, You'll Only Die Tired= Allows attachment of the scope module to the rifle

Going Hot= Allows attachment of the rapid fire module to the rifle

Close Quarters Killer= Allows attachment of the shotgun module to the rifle

One with the gun=Player may now ignore pistol overload

Never Saw it Coming=Player may now use the Incapacitate attack

Body Perks

Body Perks are those that represent your character's physical abilities such as toughness, disease resistance and the like.

Tough as Nails= Each level of Tough as Nails gives the player 1 point of armor even if they are

wearing none. These armor points do not refresh themselves until the next event day. Even the toughest need rest. In all other respects, these points function the same as armor, and stack with any armor worn.

Vigor=This perk increases the amount of damage a player can take before reaching Wounded and Dying status. Each level increases the amount by 1.

Iron Constitution=This perk increases the Standard Duration of any disease. This means the player has much more time to seek treatment than someone without the perk. Each level adds 2 minutes to the duration.

Locane in Your Veins=This perk increases the Standard Duration of any Poison. This means the player has much more time to seek treatment than someone without the perk. Each level adds 2 minutes to the duration.

Diehard=Players with the Diehard Perk are much harder to kill than the average combatant. For each level of Diehard the player purchases add two minutes to the Dying duration.

Second Skin=Although anyone can wear armor in HATE, those with the Second Skin Perk make the best use of it. The standard armor cool down duration is 1 hour. For each level of Second Skin you buy, reduce the time by five minutes. Cool Down can never be less than ten minutes so after level 10, this perk adds 1 to the final armor value. This perk must be taken for each class of armor the player intends to wear. In order for the cool Down to begin, the player must do nothing more active than walk.

Armor Classes

Base= 1 armor point Very simple and minimal covering such as a Helmet or pair of bracers

Light= 3 armor points Full coverage of the torso only or half coverage or all limbs plus head with no torso cover

Medium=6 armor points Full coverage of the torso and two full or four half limbs or two half limbs plus helmet

Heavy=9 armor points Full coverage of torso half coverage of all limbs plus helmet or four full limbs

Super Heavy=12 armor points Full coverage of entire body

Tech Perks

Back in the Fight=Standard duration 10 minutes. Allows tech to reset overloaded Defense

Screen, ending further damage and restoring full protection. Every level taken reduces duration by 1 minute. Duration can never be less than one minute so after level 9 this perk adds one to the number of screens that can be repaired at a time. Any electrocution damage stops as soon as repair begins, but an interruption of 30 seconds or more will cause it to begin again. Player still must be revived, and healed if necessary.

Gunsmith=Standard duration 10 minutes. Players with the Gunsmith perk can repair damaged pistols and rifles. For each level taken reduce the standard duration by 1 minute. Duration can never be less than 1 minute so after level 9 this perk adds one to the number of guns that can be repaired at a time. Also allows repair of overloaded pistol.

Turret Out! = Standard duration 5 minutes. The players with this perk are all about controlling the field. Allows deployment of the tactical pod on the sentry setting. As long as the turret is on and controlled, it will fire on anyone of another faction within range. For every level of this perk taken reduce the time by 30 seconds. Duration can never be less than 30 seconds so after level 9 this perk adds 1 to the number of pods that can be deployed at once.

The Only Way to be Sure= Standard duration 5 minutes. Allows deployment of the tactical pod on the bomb setting. On this setting, the pod is activated by a shot from it's own faction color. This shot does not need to come from the player that set it. When detonated it creates a feedback loop that instantly overloads all defense screens from any other faction in range. Nuke 'em from orbit. For every level of this perk taken reduce the time by 30 seconds. Duration can never be less than 30 seconds so after level 9 this perk adds 1 to the number of pods that can be deployed at once.

Force Multiplier= Standard duration 5 minutes. This perk uses the tactical pod as a secondary cooling system for the defense screens. Every time it receives a hit from it's own color, it will recharge a portion of the same factions defense screen. This lasts as long as the pod is deployed and controlled. For every level of this perk taken reduce the time by 30 seconds. Duration can never be less than 30 seconds so after level 9 this perk adds 1 to the number of pods that can be deployed at once.

Infiltrator=With this perk the player may attempt to disable or bypass locks, security systems and alarms of the appropriate level. Also allows player to place such systems if they possess them.

It's a Trap! =This perk allows a player to attempt setting or disarming traps of the same level whether they are electronic or mechanical.

There's Your Problem=Allows the player to repair vehicles once introduced. I am currently working on technology to allow the Light Strike guns to disable vehicles.

Medical Perks

Back From the Brink= Standard duration 10 minutes. This Perk allows you to move a player under Dying Status to Incapacitated Status. The Dying Countdown stops as soon as treatment begins but if treatment is interrupted for at least 30 seconds, it begins again. Every level you take after the first reduces the duration by one minute. Duration can never be less than one minute so every level after 10, this perk adds one to the number of players you can treat at once. This Perk requires the player to roleplay working on their patient with whatever props they have. This perk can not be used on yourself.

This Won't Hurt a Bit=Standard Duration 10 minutes This perk allows the player to restore lost Vigor. Each level of this perk allows the player to restore 1 Vigor during the roleplay duration. A player with 3 levels of this perk would restore 3 vigor to one player per 10 minutes of roleplayed healing. Duration is not changed by the amount of Vigor the player being treated has lost. If you can heal 3 Vigor per 10 minutes and the player only lost one, the duration of roleplay is still 10 minutes. This perk also allows you to remove Incapacitated status after 30 seconds of roleplay. Except to remove Incapacitated status, this perk can be used on yourself.

You Might Feel a Little Pinch= Standard duration 10 seconds. Requires touch with two hands or appropriate prop. This perk allows the player to remove Vigor from their target. For every level taken the player can inflict 1 damage per standard duration of contact. This does not break Incapacitated status and can be used to euthanize a player. This perk ignores armor and Tough as Nails.

The Healer's Touch=This perk reduces the duration of This Won't Hurt a Bit by 1 minute per level taken. Duration can never be less than 1 minute so after level 9 it adds 1 to the number of people you can treat at once.

Dark Gift=This perk modifies the duration of You Might Feel a Little Pinch. For each level taken reduce the duration by 1 second. The duration can never be less than 1 second so after level 9 this perk adds 1 to the damage you can inflict per standard duration.

Anti venom= Standard duration 10 minutes. This perk allows the player to cure poisoning.

Once treatment starts, the poison timer stops unless the treating player is interrupted for more than 30 seconds. For every level after the first the player takes, reduce the standard duration by 1 minute. Duration can never be less than 1 minute so after level 10 this perk adds one to the number of players that can be treated at once.

Inoculation= Standard duration 10 minutes. This perk allows the player to cure disease. Once treatment starts, the disease timer stops unless the treating player is interrupted for more than 30 seconds. For every level after the first the player takes, reduce the standard duration by 1 minute. Duration can never be less than 1 minute so after level 10 this perk adds one to the number of players that can be treated at once.

General Perks

Question Authority= Point cost 10 xp Individuals with this perk can not be indoctrinated. This does not mean they are not loyal to their faction, they simply may question their orders and what they are told from time to time.

Walk it Off=Point cost 20xp This perk allows players at wounded status to regain one Vigor, and only one, simply by doing nothing more strenuous than walking for 10 minutes. May be used every time the player reaches wounded status.

Advanced Armor= 40 points Prerequisite must have at least 6 ranks in Second Skin. Players armor is made from advanced materials making it stronger and more effective than normal armor of its type. Game effect, armor is raised to the next category, and is no longer pierced by arrows. Light becomes Medium ect. If armor is already Super Heavy, player becomes immune to normal melee attack and primitive ranged attack and takes only one damage per hit from Advanced Weapons.

Advanced Melee Weapon= 60 Points Prerequisite must have unlocked at least one Advanced Combat Perk. Must have appropriate looking weapon such as a "chain sword" or "super sledge". Player may now wield an Advanced Melee Weapon capable of piercing armor and killing unarmored targets in one blow. Game effect and advanced weapon ignores armor for purposes of dealing damage. Each hit goes directly to the targets Vigor. If a target has no armor, they are taken directly to Wounded Status on the first hit no matter how many levels of Vigor they possess. A second hit will send them to Dying. Levels of Tough as Nails counts as being armored for the purposes of this perk.

The Economy

I have put a lot of work into trying to make the economy viable in HATE. In most of my larp experiences there was more money available than there was need for it. In HATE, everything has a price. You want to eat or drink at The Hub? Got infected by a wound from one of The Damned? Need a current brain tape? The Nomadi make their living off of these things so they won't give them away for free. Also, I have tried to insure that there will always be something useful players can buy with their in game cash. The Hub will have for sale, rifle attachments, equipment, and even guns and defense screens, all for in game currency. Some of these things may also be found on the field as loot. You find it, you keep it.

No economy can be viable without jobs, and HATE will have plenty of them. Even though the main focus of the game is to find resources for your faction, there will be an abundance of side jobs available. There will be a job board within The Hub detailing things the Nomadi, and others, need done. If a player wishes to post a job to the board, they may as well, pending Nomadi approval. Additionally, for those finding themselves low on funds, the Nomadi will always be willing to purchase any canned food items the player brings. Some items may also have a price in "Pre-War Dollars", the currency that dominated a place once called the USA. If a player wishes to set up a vending space within The Hub, this is not only allowed, but encouraged. Contact me for details

The Rumor Mill

Everyone who has ever played a table top RPG has been subject to the rumors of treasure and danger that lead to adventure, and HATE is no different. At registration for each event, players will receive a rumor or two. Some will be true, some partly true and some will be outright lies. It will be up to the players to determine which ones have value, but there will always be at least one rumor that is very important to the event. Feel free to ask the Nomadi bartenders what they have heard, but don't expect to get the info for free. After all, the Nomadi have an old saying, "you get what you pay for".

Faction Resources

This is what the game is really all about. If your faction didn't desperately need resources you would still be hidden in the relative luxury of your underground complex with all your friends and family. The situation, however, is dire and without the vital supplies that the expeditionary forces bring back, your friends, your family, and your very way of life will perish.

Faction Resources can be found anywhere on the field. They may be trapped, under control of someone else, or even just laying in the open. No matter where you find them, they are usually large, heavy and hard to move. How you obtain them, and what you do with them after, is entirely up to you and your faction. Bringing a resource crate back to your faction camp from the field means very little. All factions resources are considered in game items at all times and are therefore lootable until the end of the game. It doesn't matter who recovered the resource, just who has it at the end of play. Each crate will have a sealed packet containing a card that indicates exactly how many units of a particular resource it contains. Opening this packet is the same as breaking the seal on the container and will be noticed by anyone else inspecting the container.

There are two ways to have the resources added to you faction's stockpile. The first is simply to have it in your faction's possession at the end of the event. Turn in the card and the resources will be added before the next event. The second is to have it sent by Nomadi caravan. Whoever is in charge of The Hub will be able to set up delivery and, once the fee is paid, the resource will be considered out of play, insuring it's safety from the other factions. The second option is obviously the best choice for a resource your faction is in desperate need of.

Faction resources may also take several different forms. The most common is that of the crates and cases found on the field, but smart PC's will notice opportunity everywhere. Those Gideon farmers you met may have the Spare Parts you need, but they also grow a lot more food than they can eat...

Faction resources are spent at a constant rate, even outside of events. This is to replicate that the expeditionary teams cannot work constantly, but the people back home are always using resources. If a faction drops too low in a certain category, it may receive penalties at events.

Faction resources are grouped in the following categories.

Etherium= Etherium is found in it's raw form as a glowing crystalline formation of red, blue, green, or yellow. Each faction can only refine it's own color of etherium, but all colors are of the highest barter value. Nothing in HATE is more valuable than etherium, without it, none of the technology that makes the factions super powers would work.

Food= This resource can take many different forms but the most common will be Liquid Food Base. Liquid Food Base or LFB was reverse engineered from captured alien tech as were the dispensers that use it to simulate almost any kind of food. LFB is stored in large, very heavy, plastic barrels.

Water= The most common water resource is actually the filters and computer components used by the water purification systems.

Medical= The most sought after medical resource is BioGel. Stored in clearly marked metal cylinders, BioGel is used by the automated medical systems for everything from synthesizing medicines to cloning. In its raw form it is quite dangerous and opening the cylinders is not recommended.

Spare Parts= This is simply a combination of wires, metal, gears, circuit boards and the like used to repair and rebuild the things the factions use. Usually found in large, heavy crates.

Entertainment=Perhaps the rarest of resources, entertainment is vital to ease the monotony of living underground. Entertainment can also be substituted for any other resource in the short term for twice the units. It doesn't actually become the resource in question, it just takes people's minds off the shortage.

The Factions

The four factions are the super powers in the world of HATE. The level of technology they possess is far beyond the rest of the survivors that live on the surface. Some things are the same no matter what faction you come from and those details are listed here.

Each faction was unaware of the others, or that anyone else was alive on the surface. When Sgt. Krieger left the Vault for The Old Guard, he was the first from any faction to go topside in almost 200 years. Each faction assumed they were the only survivors.

Each faction was supposed to get an all clear from the surface that never came. Some believed the war was still going on while others believed the surface world was ruled by The Horsemen or simply destroyed. Each faction was surprised to find The Horsemen gone and the surface inhabitable.

The underground bunkers the factions hid in once housed many more people. Large sections of each bunker have been closed off to conserve power or has been lost to accidents.

Members of each faction are almost fanatically loyal to their faction. Traitors are almost unheard of. The reason is indoctrination. Each of the bunkers has a form of subliminal suggestion worked directly into its teaching systems. Some people are immune to this process, but even they feel loyal to their faction. It is, after all, the only thing they have known for their entire lives. There are also certain individuals that the indoctrination process drives insane. These people are always expelled from the facility under hushed conditions and the general populace is completely unaware of this. None of the PCs in HATE will know any of this! This is background information meant to explain the unwavering loyalty each faction enjoys.

Faction Specific Information

For all their similarities, the factions are about as different as you can get. Although the factions have gathered some general info about each other, the specific details are still largely unknown. Specific faction info follows and is meant to help you choose and play your favorite faction. This info is not known in detail by any other faction and should be considered out of game knowledge for any but your chosen group.

The Edwardians

Etherium color Blue

“ The Edwardians rely far too much on their technology, it’s like a religion to them. Oh, I know they mostly profess to be atheists, but science is their religion whether they know it or not. I think it’s very arrogant to assume you are the architect of your own destiny and one day they will face the consequences of placing machines before gods. On the other hand, they sure have a great sense of style. Have you seen how their women dress? I know I look at them a lot...”
Rain Windborne Elysian Priestess

The Edwardians live in an underground complex once called GSL7, but they now refer to it as Gaslight Commons. The interior has been changed drastically from what it once was reflecting the Edwardian desire for progress. Not long after the doors to GSL7 were secured, its main computer failed. Were it not for the mechanical genius of one man, everyone in the complex would have died. Using the remaining Etherium core and his ingenuity, Professor Douglas Edinstein rebuilt the computer into something else something he called Prof. Edinstein's Amazing Analytical Engine. In order for his Analytical Engine to run the systems of GSL7, nearly everything needed to be reengineered. The first major change was a way to burn waste gas from the Etherium reactor to light the complex, hence, the new name. The rest of the technology in the complex soon bent to Prof. Edinstein’s new ideas, and the Edwardian

society was born. With it's wondrous copper and bronze inventions bathed in the soft warm glow of the Etherium gaslights, it is truly a marvelous sight.

Prof. Edinstein's Amazing Analytical Engine provides all the computing power for the entire complex. It answers questions and provides guidance through printed punch cards that are interpreted by yet another machine, but some of the greatest Edwardian scientists insist they can read them unaided. Time with the Analytical Engine is awarded to the scientist or research team most in need as decided by the Board of Scientific Review. Members of the board act as the leaders of Edwardian society, and are elected each year. All Edwardians have the right to campaign for a seat on the board and changes are frequent.

The Edwardians believe that science will be the salvation of mankind. "For every problem, an invention!" one of Prof. Edinstein's most memorable quotes, is frequently heard throughout the Commons. They work hard to engineer a world where the marvels of science create a better life for everyone, or at least everyone that goes along with their ideas. One problem science has not remedied for the Edwardians is a respiratory disease they call consumption. Some doctors theorize that the cause is the gaslights of the Commons themselves, but regardless, it means the Edwardians are always looking for medical supplies.

"You'll see. One day Edwardian inventions will reclaim the world and change it into something greater than anyone has ever known. Why, everyone will lead a life of bloomin' luxury. Clockwork servants in every home...and airships...lots of bloody airships."
Tumley Copperbottom Edwardian Gunslinger

The Edwardian society is one that any steampunk fan would find a paradise. Fantastic invention are the rule and style is a prominent concern. The Edwardian favored Perk Group is, not surprisingly, Tech.

Edwardian Character Classes

The character class names and perk priorities for the Edwardians are as follows.

Gunfighter 1 Body 2 Combat 3 Medical 4 Tech
Scoundrel 1 Combat 2 Body 3 Tech 4 Medical
Sawbones 1 Medical 2 Tech 3 Body 4 Combat
Gadgeteer 1 Tech 2 Medical 3 Combat 4 Body

The Elysians

Etherium color Green

“The Elysians are filthy, tree loving pagans, no self discipline like we have. They all smell like dirt, patchouli, and sex. When I think about the hedonistic practices of their faction it makes me sick. All those naked bodies writhing around in ecstasy...disgusting...um...if you have any other questions private, I’ll be in my bunk.”

Sgt Martin Trask Old Guard Soldier

The Elysians refer to their underground complex as Utopia and by most standards, they are not wrong. Utopia is filled with hydroponic and natural gardens making it not only beautiful, but also insuring there is no shortage of food or clean air. Before the war the Elysians would have been called things like hippies, pagans, or new age, but don’t let that fool you into thinking they are pacifists. The warriors of Utopia treat combat itself as their religion. Whether they pray to Odin, Ares, or any number of ancient gods, they all believe bravery in battle is the highest expression of spirituality. The Elysians also have some of the best healers in all of the four factions. Their knowledge of natural medicine would be formidable by itself, but some of the best can actually heal injuries or even cure disease with a touch.

Utopia’s guiding force is The Oracle. Unlike most other factions, all Elysians have access to her. She appears to most as a shapely, glowing green woman with no discernable facial features, but to some select few, she reveals her face. Some Elysians have chosen to emulate this by wearing masks while outside Utopia to hide their true features. If a masked Elysian shows you their face, it is considered a great honor.

The Elysians believe that for humanity to survive, the world outside Utopia must be turned into a utopia itself. They see a world where the dangerous species changed by Etherium, the savages, and anyone who refuses to live in harmony with their environment, are purged and the survivors are left to build the perfect world.

If there is any are in which the Elysians are lacking, it would be technologically. While there are talented techs among them, they are frequently sent to the field to support the expeditionary teams, taking the limited supplies with them. This means that resources such as spare parts are very valuable trade items when dealing with the Elysians.

If you like a tribal, pagan, society, with hints of “magic”, then you should play an Elysian.

“The Oracle is our guide and our source of hope. She is called by many names amongst our people, Gaia, Freya, Isis, Kali, but she is mother and protector to us all. It is through her power that we heal the sick and purify the world and one day, she will walk amongst us in the paradise we helped her to create.”

Raven Stormsong Elysian Priestess

The Elysians live a life that any avid D&D player or Lord of the Rings fan would envy. They have strong religious views and codes of honor they strictly adhere to. They believe their “powers” come from the gods themselves. Their favored perk group is Medical.

Elysian Character Classes

Guardian 1 Body 2 Combat 3 Medical 4 Tech

Wraith 1 Combat 2 Body 3 Tech 4 Medical

Priestess/Priest 1 Medical 2 Tech 3 Body 4 Combat

Technomancer 1 Tech 2 Medical 3 Combat 4 Body

The Old Guard

Etherium color Red

“Old Guard?! Idiots. No one can live like that, neat little houses all in a row, everybody the same. Give me chaos and freedom, give me...COOKIES! I WANT SOME COOKIES! Frak I'm drunk...WHAT DID YOU SAY TO ME?! *thud as head hits bar*

Frag Happy Reborn Slayer

The Old Guard live and operate out of The Vault, an immense, steel walled complex deep within a mountain. The members of the Old Guard were once politicians, soldiers, scientists, doctors and families of the Pre-war Earth governments. They have grown up on the stories of what things were like before the Horsemen came and they intend to see the Earth returned to its former glory. They dream of beautiful houses in neat little rows, white picket fences, groomed lawns and ice cream socials. Discipline and order are the keys to the way they live

their lives and they believe the keys to all human survival. Everyone in The Vault contributes to the greater good.

The Old Guard rely on Alpha One, the Vault's super computer, to provide them with information and guidance. It runs their school system, assigns children to their proper jobs based on standardized testing, and monitors their plans to insure the most efficient use of personnel and resources. Alpha One is enormous. Most of its immense mainframe is stored deep beneath the Vault in a secure chamber, leaving only the interface terminals for communication. Only authorized personnel are allowed access to the interface terminals and gain knowledge from the glowing green lines of text they display.

The Old guard strive to bring order back into a world filled with chaos and it should come as no surprise that they have the military might to do it. They see a world where everyone can live in safety and security as long as they follow the rules. The military has the best training and equipment in the world and their leaders have the will to use it. They are well supplied in all areas save for one. The Vault was built by government contractors and due to cost over runs, the water reclamation system is always in need of repair. The Old Guard is ever vigilant for trades or equipment to bolster their water supply.

If you enjoy 50's style science fiction, military organization, or a certain well known series of post apocalyptic video games, welcome to The Old Guard.

“We are the descendants of the rightful leaders of humanity and make no mistake, we will lead humanity again. We will carry mankind, kicking and screaming if necessary, out of the darkness of chaos and into the shining light that is our future! ...and woe to those that choose to stand in our way.”

President John Richards in his inaugural speech.

The Old Guard live a life of 1950's perfection. People are polite, respectful and reserved. They value order and discipline above all else. Their favored perk group is Combat.

Old Guard Character Classes

Soldier 1 Body 2 Combat 3 Medical 4 Tech

Commando 1 Combat 2 Body 3 Tech 4 Medical

Medic 1 Medical 2 Tech 3 Body 4 Combat

Technician 1 Tech 2 Medical 3 Combat 4 Body

The Reborn

Etherium color Yellow

“The Reborn? Mutants, psychics, call ’em what you will, bloody crazy is what they are. Stare into the Void my arse, the levels of Etherium they were born in would warp and twist anything. They should’ve come to me. I bet I could build something that would filter their air, turn the Etherium into useable energy and use that energy to make a nice cup of tea.”

Violet O’Harra Edwardian Gadgeteer

The Reborn refer to the remains of their underground complex as Crucible. It is the place where they were changed forever, and they believe, for the better. Conditions inside Crucible indicate a destructive incident in the past, there are whole sections destroyed, but the Reborn don’t speak of this often. If asked directly about it most will mumble something about the Time of Change. The levels of Etherium in Crucible are much higher than anywhere else on earth, so high in fact, that it would be toxic to anyone else. All of the Reborn are psychic to some degree and a good many of them have some kind of physical mutation as well. While these can range anywhere from strangely colored eyes or hair all the way to completely unnatural features such as small horns or even tails, a few Reborn have no outward signs at all. These “normal” Reborn are looked on by the others with pity.

The Reborn all follow The Void, a dark, swirling mass that speaks with them telepathically and through their dreams. None of the Reborn have seen The Void in person, it resides deep within Crucible surrounded by the worst of the destruction, and most consider it unreachable. The Void will speak to any of the Reborn, but communicates most frequently with it’s leaders. It is not uncommon for a complete change in leadership to happen the day after a series of dreams and visions and only The Void may understand why. The Reborn seem to embrace this chaos, trusting The Void above all.

The Reborn seek to change the entire world into a copy of Crucible. Their brightest technicians work day and night on ways to raise Etherium levels globally, and the expeditionary teams seek yellow Etherium above all else. What the Reborn lack in most is food. They allocate almost none of Crucible’s resources to food production and so are always looking to trade in order to feed their people.

If you like psychic abilities, chaotic personalities, and a wide range of costuming possibilities, The Reborn are for you.

“When The Void took notice of us, those without the courage to stare back were destroyed. The rest of us endured the Time of Change when many more perished. We are the children who had the strength to let go of our fears and embrace the wisdom of The Void. We are Reborn, and soon the world will follow.”

Ripper Steelclaw Reborn Stalker

The Reborn are very diverse and value their individuality and toughness. They believe in the individual and their right to do as they see fit. The Reborn's favored perk group is Body.

Reborn Character Classes

Slayer 1 Body 2 Combat 3 Medical 4 Tech

Stalker 1 Combat 2 Body 3 Tech 4 Medical

Bleeder 1 Medical 2 Tech 3 Body 4 Combat

Brain 1 Tech 2 Medical 3 Combat 4 Body

Faction Flavor

For game balance, each faction chooses from the same perks, but this does not mean everything works the same. Each faction has a specific “flavor” to the way the perks are employed. Take the Tech and Medical perks for instance. These perks are mostly about fixing meat or machine and the game mechanics are the same across all factions, The flavor, however, is completely different. Let's use the You Won't Feel A Thing perk for an example. Any prop described hereafter will either be available at The Hub or during registration, and instructions will be available to build them yourself as well.

An Edwardian using the perk You Won't Feel A Thing, would employ an steam punk device with gears, tubes, and quite possibly a lightning plate. They would call it something like “Doctor Demera's Delightful Dermal Regenerator” and they would run it over the damaged are for the duration of the perk, all the while talking about what a miraculous device it was.

Elysians believe that their abilities come from their Gods. When using the same perk, they would hide a green LED of some kind, I've found a toy called Laser Fingers work well, in their hand to create a glow. They would then move their glowing green hands over the wound while quietly praying for divine healing.

The Old Guard is also technological in the way they use their perks. They usually use a device called a stimulant pack, Stimpack for short, to heal damage. It frequently uses some kind of band around the arm and a syringe of some type, with red glowing contents. An Old Guard Medic will usually talk about anything to reassure the patient that they will be alright.

The Reborn use their psychic abilities to employ their perks. They would hide a yellow LED of some type in their hand, per their faction Etherium color. They would use this light to simulate the psychic healing, perhaps by running one hand over the wound and holding the other to their temple, bathing both the wound, and their face, in yellow light.

This use of faction flavor can be carried to practically every perk in the game. An Edwardian tech may make a complicated Gunsmithing kit filled with all manner of doodads and gegaws, while the Reborn Gunsmith simply runs his glowing yellow hands over the affected weapon, repairing circuits with psychic energy. The point is to individualize each perk within the "flavor" of your faction. Game mechanics don't change, but the immersion level, benefits greatly.

The World

The world of HATE is a very different place than it is today. Ravaged by war, famine, disease and disaster, only the broken bones of what was now remain. As if all this was not enough, the introduction of Etherium to the environment has changed things forever. It has evolved and mutated plants, animals and insects into things never before seen on earth.

Some of the props I am using for this game are bit different from the normal larp prop. Some are meant just to add to immersion and some will be for the players to interact with, but they are all pretty unique. If it is listed here, it can appear in the game in some form. I don't want to reveal to much now as surprise is half the fun.

A listing of some of the things changed by Etherium follows. It is by no means complete and will be added to on a regular basis.

Firevine= Strange clinging vine with glowing, inedible, berries. Has color varieties the correspond to Etherium. There is some evidence that it grows near Etherium deposits of the

same color. Sometimes used as a light source as it will glow long after it is harvested. In game terms, do not harvest my Firevine props. If you wish to make a Firevine light source, I will provide all the info.

Night Shrieker Mushrooms=Large, inedible, mushrooms that glow after dark. Emit a loud shrieking sound if disturbed. Raptorflies lay their eggs in these mushrooms so the noise will drive off predators. Some believe they have hallucinogenic properties.

Raptorfly= Very large and aggressive flying insects. Raptorfly poison contains a paralytic agent strong enough to affect an adult human.

Raptorfly Larva= Once the Raptorfly eggs hatch, they go into a wormlike larval stage. Although difficult to harvest from the Night Shrieker Mushrooms, they are quite delicious and considered a delicacy.

Death Weaver Spiders= Large and very venomous, Death Weaver Spiders will only attack if they or their egg sacs are threatened. If untreated, Death Weaver venom is always fatal.

Death Weaver Eggs= Hanging from trees in large egg sacs, Death Weaver eggs are sweet and nutritious. The Nomadi believe that they are also a powerful aphrodisiac and will pay handsomely for them.

Bloodfrogs= Bloodfrogs are large amphibious creatures with highly toxic blood that inhabit swampy areas. They are very difficult to harvest as, when threatened, the male Bloodfrogs will actually rupture with enough force to spray their toxic blood on anyone unlucky enough to be close. When females are captured and prepared properly, some say their legs taste like chicken.

Bloodfrog Eggs= The eggs of the Bloodfrog lack the toxin of their parents and are prepared in many different ways. The Nomadi frequently serve them pickled.

The Damned= Although no one is sure exactly how The Damned came to be, they show the telltale signs of Etherium influence. Slow shambling and always hungry for human flesh, some survivors equate them with the zombies from pre war horror films. Whatever the case, there is to date, no known way to destroy one of The Damned. Contact with The Damned through scratches, bites, or vomit will result in an infection that leads to illness, death and ultimately becoming one of The Damned. There is no known cure for this infection, but the Nomadi do have a treatment that that will stave of the illness. This must be taken daily, and for the rest of the victims life. The Nomadi refuse to share the recipe for this treatment as having a monopoly on the market has proven to be quite profitable.

Poison Gasses

For ease of play, all poison gasses will be visible and have a specific smell associated with them. A poison card will be attached to the fog machine in order to remove any questions. The following is a list of common poison gasses. This list will be updated as new gasses are discovered.

Reactor Coolant= The toxic liquid used to cool the etherium reactors sometimes finds a way out of its enclosed system. When the super heated liquid meets the air a poisonous cloud of gas is the result. The gas is heavier than air so it tends to stay near the floor, and can be identified by its lemon scent. Reactor coolant clogs the victims lungs, preventing them from extracting oxygen and causing death by asphyxiation. Small reactor coolant leaks often go unnoticed in The Vault of the Old Guard, as the lemony fresh scent is identical to the floor cleaner they use.

- **Standard Duration**= 2 minutes
- **Effect**= One point of temporary Vigor damage per Standard Duration. Standard Duration ends as soon as the player ceases to inhale the gas. This can be accomplished by wearing a gas mask or respirator, or leaving the effected area.
- **Continuous Effect**= None. Vigor returns at the rate of 1 per Standard Duration once exposure ends. The Iocane in my Veins perks works as normal.
- **Roleplay Suggestion**=Painful coughing.

Morpheus= As its name would suggest, this naturally occurring, musky smelling gas renders the victim unconscious. Heavier than air, Morpheus tends to settle in low lying areas or inside ruins. Once a victim has succumbed to this gas, they will not awaken until treated with the You Won't Feel a Thing Perk. Unless discovered by someone, a lone victim would die of dehydration or predators while still asleep.

- **Standard Duration**=30 seconds
- **Effect**=Victim becomes dizzy instantly upon inhaling Morpheus. If they do not or cannot cease inhaling the gas, unconsciousness occurs in 30 seconds.
- **Continuous Effect**= Victim remains unconscious until treated with the You Won't Feel a Thing Perk, even after they have been removed from the gasses area.
- **Roleplay Suggestion**= Severe dizziness followed by unconsciousness.

