



**HATEFUL
OPTIONS**

**Bandit's Keep Presents
Optional Rules for**

**The Hateful Place
Role Playing Game**

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BOOK I

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HOW DOES IT END?

THE
DARKNESS

There are many different ways the concept of “the Darkness” can be used in The Hateful Place. The core principle is that the Darkness is dangerous and restricts you in some way. Here are some forms the Darkness can take in your game.

1. Constant Sunlight.

It can be just as draining and demoralizing as no sun at all. Constant sunshine and extreme heat can make for an interesting challenge.

2. Encroaching Darkness.

Maybe the darkness has not yet arrived. The players see it coming and have to find a way to stop it, escape it or find shelter before it arrives.

3. Fog.

A mist that never dissipates and through which it is very hard (if not impossible) to see.

4. Plague.

There is a nasty disease. Inoculation lasts for only one hour. Everyone has the plague and they have a limited time to find a cure.

5. Water.

An adventure can be set underwater- in which case there can be literal darkness, pressure, and cold- with the players having a limited time they can spend outside shelter. The water could also be used as a flood.

6. Radiation.

A sci-fi based adventure could have suits with only one hour of protection from devastating radiation caused by a nuclear blast or comet etc.

7. Disappearances.

Perhaps all the women have disappeared/been taken (or all the men). Maybe something is stealing the children.

8. Immortality as a Curse.

The Darkness manifests as people being unable to die- even due to the most grievous injuries. They simply live on in pain for eternity.

9. An uneasy feeling.

To some this might make them more angry or aggressive, others might feel a sense of nausea or vertigo, still others might be plagued with headaches, paranoia and other symptoms.

10. Stormy Skies.

Night never truly comes, nor day, except for one hour. Most of the time, the skies are dark like before a terrible storm.

11. Prison.

Perhaps it's only safe to leave your cell for one hour per day, or you are the guards keeping some evil at bay.

12. Underground.

Perhaps you have sought refuge from evil, or you are trapped in a cave or mine with limited supplies of light and air.

13. Madness.

To look upon the sky for more than an hour causes madness.

14. Living Dead.

The dead rise when the darkness comes, hungry for flesh and souls.

15. Lycanthropy.

The darkness brings with it a change.

16. Snow.

Nuclear winter, volcanic ash or the deadly cold of winter could bury every living soul.

17. Alien Invasion.

I'm not saying it's aliens, but.....it's aliens.

18. Robot Apocalypse

Artificial Intelligence has locked down mankind. Don't get caught outside after curfew.

19. End of Days.

Heaven and Hell are waging war.

20. Totalitarian Government.

Are you rebelling against the regime, working with them, or just out for yourself?

**THE
RULES
HATE
YOU**

CHARACTER CREATION

FOR USE WITH ANY SETTING

When creating a new PC roll ability scores as per tHp rules.

Instead of choosing a class, each Player has 4 points* which they can use to customize their PC as follows;

1 point will give a +1 to AR

1 point will give a +1 to DR

1 point will give a +1 to an ability score

1 point will grant 10 additional HP (max 2 points may be spent)

1 point will grant 2 random spells (max 2 points may be spent)

1 point will give a +1 to a set of skills for instance stealth, engineering, computer science, etc.

*in more heroic games more points may be granted, or perhaps earned through adventuring.

Additional options:

1 point will give a +2 to situational AR

Such as +2 vs evil, or when stealing, or against magic using foes

1 point will give a +2 to situational DR

Such as +2 vs demons or poison or evil magic

SPELL CASTING

When casting a spell, the Player must roll an AR modified by Soul. If the AR is unsuccessful, the caster takes 10 HP damage, but may attempt to cast again. If the AR is successful, the spell goes off as per tHp rules, except 10 HP damage is not sustained.

When casting spells with an area of effect, it is very difficult to precisely control where they start and end. If the caster chooses to place the edge of the spell within 100 ft. of their position, they must successfully make an AR modified by Soul. If the AR is unsuccessful, the area of effect encompasses the caster automatically.

ASSIGNING DRs

To avoid the effects of a spell, a DR may be granted. For spells that target a single creature, a DR modified by the appropriate ability score may be allowed at the referee's discretion. In most cases, spells with an area of effect do not allow a DR.

MODIFIED KILL SPELL

Cast Kill and somebody dies within 1d6 rounds.

Cost: Caster dies when target dies.

THE
SETTING
HATES
YOU

**HATEFUL
SUPERS**

CHARACTER CREATION

When creating a new PC roll ability scores as per tHp rules.

Each Player has 10 points* which they can use to customize their PC as follows;

1 point will give a +1 to AR

1 point will give a +1 to DR

1 point will give a +2 to an ability score

1 point will grant 10 additional HP

(max 100 HP total)

1 point will grant 1 random Super Power

1 point will give a +1 to a set of skills, for instance; stealth, engineering/ computer science etc.

Each Hero receives a random Secret Identity.

*this can be adjusted based on the type of play you desire; Street level heroes vs Epic.

Additional options:

1 point will give a +2 to situational AR (for instance +2 vs Super Villains)

1 point will give a +2 to situational DR (for instance +2 vs Fire)

SECRET IDENTITIES

- | | |
|---------------------------|--------------------|
| 1 Soldier | 11 Store Clerk |
| 2 Scientist (choose type) | 12 Politician |
| 3 Engineer | 13 Priest |
| 4 Archaeologist | 14 Journalist |
| 5 Linguist | 15 Neuroscientist |
| 6 Farmer | 16 Teacher |
| 7 Computer Technician | 17 Truck Driver |
| 8 It's a Secret | 18 Yoga Instructor |
| 9 Robotics | 19 Waiter/Waitress |
| 10 Carpenter | 20 Baker |

HEALING

(yes even in the Hateful place)

“Later that Day”

Between each Scene the Heroes regain a number of HP equal to half that lost in the previous Scene.

SUPER POWERS

There is no limit on how often a Hero can use their power, however an AR must be rolled as noted.

1- Danger Sense (+10 DR) - Used as reaction to a successful attack against the Hero. Must decide to activate before the Hero rolls their DR.

Cost: 1 in 6 chance the next attack against you automatically hits.

AR modified by SOUL

2- Invisibility - The first round of combat an invisible Hero can make an attack that receives no DR. On subsequent rounds, the Hero receives +5 DR against all attacks for the remainder of the scene.

Cost: If activation fails the Hero cannot try again for 1 hour.

AR modified by BODY

3- Utility belt (have some cool item) - This item is single use.

Cost: Maximum two attempts per Scene.

AR modified by MIND

4- Flying - Can carry one person per 10 points of Body, rounded down.

Cost: Any damage taken while flying must roll new activation or fall.

AR modified by BODY

5- Shape Shift - Transform into any shape roughly the mass of the Hero.

Cost: 1 in 6 chance trapped in new state for 24 hours.

AR modified by BODY

6- Telekinesis - The Hero can move 50 lbs per point of MIND score.

Cost: 1 in 6 chance your lose control of your power, lifting random objects and people around you.

AR modified by MIND

7- Body Armor - Hero's skin transforms into a damage resistant substance (chosen by player) that grants a +10 DR to physical attacks. Duration: 1 Scene.

Cost: If activation fails the Hero cannot try again for 1 hour.

AR modified by BODY

8- Energy Bolt - Hero creates a missile of energy (type chosen by player at character creation) that delivers 5d10 damage upon a successful hit.

Cost: 1 in 6 chance a random person is targeted.

AR modified by SOUL

9- Ensnare - Hero's missile weapon does not inflict damage, instead it ensnares the target who must make a DR each round or be helpless.

Cost: 1 in 6 chance a random person is targeted.

AR modified by SOUL

10- Telepathy - The Hero can read the minds of intelligent creatures, and communicate with willing subjects.

Cost: 1 in 6 chance the subject can read the Hero's thoughts instead.

AR modified by MIND

ITEMS

- 1 Compass
- 2 Sample Collection Kit
- 3 Tool Box (suitable to your profession)
- 4 Set of Useful Maps
- 5 Audio Recorder
- 6 Bag of Flour
- 7 Portable Computer
- 8 Secret Decoder Ring
- 9 Remote Control Car
- 10 Saw
- 11 Roll of Quarters
- 12 Access Card
- 13 Crucifix
- 14 Camera
- 15 Portable Electroencephalogram
- 16 Chalk
- 17 Fuzzy Dice
- 18 Essential Oils
- 19 Loose Change
- 20 5L Electric Milking Machine 2 Heads Vacuum Pump Cow Goat
Milker With Adjustable Speed Vacuum

WEAPONS

- 1 Boomerang
- 2 Club
- 3 Whip
- 4 Bow
- 5 Staff
- 6 Sword
- 7 Sai
- 8 Firearm
- 9 Taser
- 10 Garrote
- 11 Heat Ray
- 12 Shield
- 13 Hammer
- 14 Trident
- 15 Shuriken
- 16 Net
- 17 Retractable Claws
- 18 Robotic Limbs or Tail
- 19 Grenades
- 20 Flamethrower

Character Example:

Vicky is creating her hero and rolls a 10 for her secret identity, which is a carpenter. She distributes her 10 points as follows:

3 super powers for 3 points.

30 extra HP for 3 points

+1 AR for 1 point

+1 DR for 1 point

+2 AR vs Super Villains 1 point

+1 to Body - Giving her 10 - for 1 point

Name: Lady Woodchuck

Secret Identity: Carpenter

BODY 10

MIND 12

SOUL 11

AR +1 / DR +1

HP- 59

+2 AR vs Super Villians

Super Powers:

Ensnare, Telekinesis, Flying

Items: 5L Electric Milking Machine, Crucifix, Chalk, Access Card

Remote Controlled Car

Weapons: Net

**HATEFUL
FANTASY**

To help with character creation we have included the tables below. They can be used as inspiration or as a way to quickly generate a PC or NPC.

CLASSES

1 Fighter	+2 AR, +1 DR, +10HP
2 Thief	+1 DR, +2 for Stealth, +2 for Climbing, +2 AR when attacking while unseen
3 Barbarian	+2 Tracking, +2 Survival, +10HP, +2 AR/-2 DR
4 Skald	+2 for Lore, +4 Social, +1 AR/DR
5 Monk	+2 AR Unarmed, +3 DR
6 Assassin	+4 AR when attacking while unseen, +2 Deception, +2 Stealth
7 Druid	2 Spells, +2 Nature
8 Witch	4 Spells, Familiar, such as; toad, cat, raven, rat, snake (can see and hear through them)
9 Ranger	+1 AR/DR, Otherworldly Awareness (Always goes first even when their side loses initiative)
10 Knight	+1 AR/DR, Hospitality
11 Paladin	+1 AR/DR, +2 vs Evil, Detect Evil with Soul Roll
12 Warlock	+2 AR/DR vs Demons, Fear (make soul AR, victim makes soul DR or flee)
13 Changeling	2 Spells, Dark Vision, +2 disguise, +2 DR vs Magic
14 Dryad	Speak with Plants, "Tree Stride" (May move magically through trees they can see), +1 DR
15 Magic-User	4 spells, +10HP +2 DR vs Magic
16 Cleric	2 Spells, +2 AR/DR vs Evil, +10HP

17 Necromancer	Call upon the dead (treat as spellcasting), Raising Undead, Speak with Dead, Control Undead
18 Bard	2 Spells, Enthrall (make soul AR, victim makes soul DR or incapacitated), +2 Lore
19 Selkie	Transform to seal, Speak with aquatic creatures
20 Possessed	2 Demon Powers, Whenever a stressful situation is encountered roll for Soul, Failure mean the PC goes into a killing rage and attacks everyone ruthlessly

ITEMS

1 Backpack	11 Magnifying Lens
2 Flask of Oil	12 Hammer
3 Rope- Hemp 50'	13 Holy Symbol
4 Rope-Silk 50'	14 Holy Water
5 Torches	15 Rations
6 Lantern	16 Thieves Tools
7 Large Sack	17 10' Foot Pole
8 Spyglass	18 Mirror
9 Garlic	19 Iron Spikes
10 Waterskin	20 Grappling Hook

WEAPONS

1 Sword

2 Dagger

3 Bow

4 Whip

5 Mace

6 Lance

7 Boomerang

8 Flail

9 Crossbow

10 Net

11 Garrote

12 Throwing Knife

13 Sling

14 Axe

15 Staff

16 Spear

17 Pole Arm

18 Blow Gun

19 War Hammer

20 Man Catcher

SPELLS

As per Standard Rules

Character Example:

Stan decides to roll randomly to create his PC. He rolls a 5, which is the Monk class. This gives him +2 AR Unarmed and +3 DR.

Name: Cedric Maxwell Ferguson III, Esq.

BODY 10

MIND 9

SOUL 9

AR +2 Unarmed / DR +3

HP- 30

Class: Monk

Items:

Mirror

10' Foot Pole

Iron Spikes

Hammer

Garlic

Weapons:

Flail

**HATEFUL
OCEANS**

CHARACTER CREATION

When creating a new PC roll ability scores as per tHp rules.

Each Player has 4 points* which they can use to customize their PC as follows;

1 point will give a +1 to AR

1 point will give a +1 to DR

1 point will give a +1 to an ability score

1 point will grant 10 additional HP

(max 2 points may be spent)

1 point will grant 2 random devices (see special weapons and devices below)

(max 2 points may be spent)

1 point will give a +1 to a set of skills for instance stealth

engineering/computer science etc.

*in more heroic games more points may be granted, or perhaps earned through adventuring.

Additional options:

1 point will give a +2 to situational AR

(for instance +2 while swimming)

1 point will give a +2 to situational DR

(for instance +2 vs.poisson)

PROFESSIONS

Roll for one random profession.

- 1 Marine Biologist
- 2 Navy/Coast Guard
- 3 SCUBA Instructor
- 4 Oceanographer
- 5 Fisherman
- 6 Hydrographic Surveyor
- 7 Submarine Pilot
- 8 Ichthyologist
- 9 Pearl Diver
- 10 Diesel Mechanic
- 11 Nuclear Engineer
- 12 Archaeologist
- 13 Medical Doctor
- 14 Veterinarian
- 15 Environmental Activist
- 16 Boat/Ship Captain
- 17 Professional Surfer
- 18 Documentary Filmmaker
- 19 Cruise Ship Performer
- 20 Lifeguard

ITEMS

Roll for five random items.

- 1 Underwater jet-ski
- 2 Sonar Pistol- uses ultrasonic clicks to give you a bearing.
- 3 Scanner- measures; seismic activity, temp, water flow, sulfates, organics.
- 4 SCUBA Gear
- 5 Wetsuit/Drysuit
- 6 Net
- 7 Desalinator
- 8 Life Preserver
- 9 Emergency Rations
- 10 Flare Gun
- 11 Snorkeling Gear
- 12 Rope
- 13 Fishing Gear
- 14 Sample Collection Kit
- 15 Surfboard
- 16 Binoculars
- 17 GPS/Compass
- 18 Mechanical Tools
- 19 Lead Apron
- 20 Wrist Thermistor

SPECIAL WEAPONS AND DEVICES

1 -Chromatophore Shield- Near invisibility for 1d6 rounds (+4DR).

Cost: 1 in 6 chance all hostile creatures are drawn to you.

2 -Electric Field Generator- Releases a burst of electricity focused in a 20' area. Anything within range takes 8d20 damage. From 20'-40' distance marine life is scared off.

Cost: 1 in 6 chance you electrocute yourself for 4d20.

3- Grenade (Rift Buster): Underwater explosions are bad, but sometimes, you must do what you can do. Maybe you could survive? (10d20 damage, very, very large radius).

Cost: 1 in 6 chance you don't take the above damage.

4- Superheater- heats the water 100 ft in front of you to about 148 degrees Celsius/Centigrade (300 Farenheit). It is probably best to not stand in front of a superheater. Anything in front of a superheater likely dies as it takes 2d20 x 100 damage.

Cost: 1 in 6 chance that you melt yourself.

5 - Instant Protective Bubble- provides oxygen and protection against crushing pressure. Floats safely to the surface. Can accommodate up to 3 people.

Cost: 1 in 6 chance bubble malfunctions crushing all within to a pulp.

6- Lumen Cannon- produces a 3,000 lumen burst of focused light, which blinds the target.

Cost: 1 in 6 chance you blind yourself.

7- Sonar Goggles- emits and interprets sonar signals to create a visual representation.

Cost: 1 in 6 chance you blind yourself.

8- Survive Depth- Your physiology has been radically altered. You are able to electrolyze water and survive in crushing depths for up to 12 hours. You are more machine than human.

Cost: 1 in 6 chance of failure and death.

9- Rapid Healing- Your body has a specialized enzyme that allows for healing at an accelerated rate. Automatically activates when hit points drop below half maximum. Heal to maximum hit points. This enzyme only functions once per week.

Cost: 1 in 6 chance that your body becomes a biological bomb and everything within 30 feet must make a body DR or be contaminated with enzyme.

10- Holmium Casket - Removing a single hydrogen molecule from the nearby water creates a 30' area of Holmium. Anything trapped within the area dies.

Cost: 1 in 6 chance user is caught within the area.

WEAPONS

Underwater adventures will vary greatly in scope so it should be discussed with your referee what weapon might be appropriate. Here are some suggestions; dive knife, spear gun, gas billy, cattle prod, spear/harpoon, neurotoxin injector.

Character Example:

David rolls Ichthyologist for profession and uses his 4 points as follows:

1 point for 2 random devices

1 point to raise Mind

1 point for +2 AR while swimming

1 point for 10 additional HP

Name: Dave the Diver

Profession: Ichthyologist

BODY 11

MIND 16 (+1)

SOUL 14

AR +2 while swimming

HP- 41

Devices:

Sonar Goggles, Lumen Cannon

Items: Rope, Flare Gun, Desalinator, GPS/Compass, Underwater jet ski.

Weapons: Cattle Prod.

**HATEFUL
SCIENCE**

CHARACTER CREATION

When creating a new PC roll ability scores as per tHp rules.

Each Player has 4 points* which they can use to customize their PC as follows:

1 point will give a +1 to AR

1 point will give a +1 to DR

1 point will give a +1 to an ability score

1 point will grant 10 additional HP (max 2 points may be spent)

1 point will grant 2 random Upgrades (max 2 points may be spent)

1 point will give a Specialization (some examples below)

*in more heroic games more points may be granted, or perhaps earned through play.

Additional options:

1 point will give a +2 to situational AR or DR

(for instance +2 vs Aliens, or when stealing, or against AIs)

Unusual Abilities (Cost 1-3 Points)

For instance, you could choose to be chimeric; prosthetic, machine parts and so on. If you want a gun for a hand, go for it. Work out the exact details/cost with your referee.

SPECIALIZATIONS

Award situational AR/DR based on these.

- 1 Soldier
- 2 Biologist
- 3 Engineer
- 4 Archaeologist
- 5 Linguist
- 6 Physicist
- 7 Computer Technician
- 9 Robotics
- 10 Machine Learning (AI) Specialist
- 11 Cosmologist
- 12 Politician
- 13 Priest
- 14 Journalist
- 15 Neuroscientist
- 16 Astrogator
- 17 Pilot
- 18 Botanist
- 19 Geologist
- 20 Mathematician

ITEMS

- 1 Utility Drone
- 2 Magnetic Boots - in case of gravity failure.
- 3 Disc with a copy of your downloaded consciousness.
- 4 Small thrust pack -allows speedy vertical and horizontal movement for a short period of time.
- 5 Quarantine canisters/containers
- 6 Instant Faraday Cage- pop up “tent” that blocks major EMF/Rad spikes that your suits can’t handle.
- 7 Healing injector
- 8 Small, very thin, very strong rope made from diamond threads
- 9 Personal Computer
- 10 Personal Communicator
- 11 Flare Gun
- 12 Homing Beacon
- 13 Personal Energy Shield Generator (negates one attack)
- 14 Portable Mini-Lab
- 15 Portable X-Ray
- 16 Medical Drone
- 17 Binoculars
- 18 Recording Device
- 19 Collapsible Rover
- 20 Falsified Documents

WEAPONS

- 1 Intelligent Pistol- Attuned to your DNA, the intelligent pistol uses a constant scan of your brainwave patterns to precisely target whomever/ whatever you REALLY want to shoot, no matter where the pistol is aimed.
- 2 Singularity Emitter- Disrupts space- time at a specific location- essentially a mini black hole shooter, so don't miss. Haha.
- 3 Electromagnetic Needle Guns
- 4 Rapid Cycle Plasma Rifle
- 5 AI Whip
- 6 Diamond Filament Blade
- 7 Semi Auto Pistol
- 8 Assault Rifle
- 9 Grenade
- 10 Acid Spray (Mace)
- 11 Revolver
- 12 Taser
- 13 Sonic Rifle
- 14 Dart Rifle
- 15 Hand Held Rail Gun
- 16 Flamethrower
- 17 Mortar
- 18 Machine Pistol
- 19 Plasma Torch
- 20 Anti-Personnel Mine

UPGRADES

1 Antimatter particle- Embedded in the brain, will explode when certain neural patterns are detected. When activated everything within one mile radius is bathed in 100 million degrees of thermal radiation, causing 2d20 x 100 damage to anything in range and half that for anything within 3 miles. Cost: You will destroy yourself, and everything else within several miles will become very hot, scorched glass.

2 Nanobots- Nano machines released into the blood that heal all wounds and cleanse the system of toxins and diseases. Given time, regrow limbs. Cost: Has a 1 in 6 chance that the nanobots will malfunction and destroy all living tissue.

3 Neural Net Scanner- Eye implant that allows you to “see and interpret” brain patterns of others and discern thoughts- can be attempted on humans and any sufficiently advanced AI. Allows you to scramble the patterns once to give one command.

Cost: there is a 1 in 6 chance of permanent change to your own thought patterns, causing irreversible madness.

4 Electrified Skin- Your skin is embedded with a latticework of nanoparticles that can give off 4d20 shock damage to something physically touching you (works even through suit).

Cost: 1 in 6 chance of overloading your nanomachines and electrifying yourself as well.

5 Sonic Boom- Your vocal apparatus has been altered (as have your eardrums), allowing you to release a disabling burst of sound that permanently deafens anyone within range. Those deafened suffer -4 AR/DR for 24 hours.

Cost: 1 in 6 chance of deafening/incapacitating yourself if your eardrum mods fail.

6 Survive Vacuum- Your physiology has been radically altered to survive in a vacuum for up to 12 hours. You are more machine than human. This upgrade does not require activation.

Cost: 1 in 6 chance of failure and death via vacuum exposure.

7 Quartermaster- Can summon 24 hours worth of a specific resource.

Cost: 1 in 6 chance the resource is faulty or contaminated.

8 Supernova- Flash of intense light that emanates in a sphere, overloading light sensitive organisms and devices within one kilometer.

Cost: 1 in 6 chance of blinding yourself as well.

9 Protect- Protects a single target for five rounds, such as an artifact, comrade, or ship.

Cost: You take double damage during this period.

10 Interface - Neuro port that allows connection to biological and artificial processing systems

Cost: 1 in 6 chance of your consciousness being replaced by that of the system.

Character Example:

Ava likes the Ultranaughts from “Revelation Space” and decides to create a chimeric PC. She invests 1 point to take 2 random upgrades, 1 point for a Specialization and gives herself 10 extra HP. This leaves her with 1 point that she uses for +1 DR.

Name: Sarasti

BODY 10

MIND 7 (-1)

SOUL 10

AR +0 / DR +1

HP- 40

Specialization: Soldier

Upgrades: Electrified Skin , Interface

Items:

Disc with a copy of your downloaded consciousness

Instant Faraday Cage- pop up “tent” that blocks major EMF/Rad spikes that your suits can’t handle

Utility Drone

Binoculars

Small, very thin, very strong rope made from diamond threads

Weapons:

Acid Spray (Mace) - built into hand

Singularity Emitter

HATEFUL
DREAD

CHARACTER CREATION

When creating a new PC roll ability scores as per tHp rules.

Each Player has 4 points which they can use to customize their PC as follows:

1 point will give a +1 to AR

1 point will give a +1 to DR

1 point will give a +1 to an ability score

1 point will grant 10 additional HP (max 2 points may be spent)

Roll or choose an Archetype below.

Pick one weapon that suits your Archetype.

Roll or choose 5 random items.

This genre does not typically use spells.

ARCHETYPES

- 1 Local Sheriff
- 2 Priest
- 3 Government Agent
- 4 Yokel
- 5 Conspiracy Theorist
- 6 Jock/Dude
- 7 Nerd
- 8 Promiscuous Woman/Couple
- 9 Occultist
- 10 Final Girl
- 11 Younger Sibling
- 12 Babysitter
- 13 Journalist
- 14 Scientist
- 15 Bigfoot Hunter
- 16 Community College Professor
- 17 Psychologist
- 18 Asylum Orderly
- 19 Unyielding Skeptic
- 20 Gas Station Attendant

WEAPONS

- 1 .38 Special
- 2 Screwdriver
- 3 Piece of a 2x4
- 4 Shotgun
- 5 Scissors
- 6 Axe
- 7 Cleaver
- 8 Chainsaw
- 9 Wrench
- 10 Barbed Wire
- 11 Baseball Bat
- 12 Length of Chain
- 13 Piano Wire
- 14 Billy Club
- 15 Switchblade
- 16 Captive Bolt Pistol
- 17 Brass Knuckles
- 18 Blowtorch
- 19 Pool Cue
- 20 Tranquilizer Gun

The protagonists in horror do not always have weapons. A Referee may have the PCs start unarmed and discover weapons during the adventure.

ITEMS

- 1 Crucifix
- 2 Six-Pack
- 3 Trail Camera
- 4 Big-Ass Ring of Keys
- 5 Straitjacket
- 6 Credentials
- 7 Skateboard
- 8 Graphing Calculator
- 9 Box of Condoms
- 10 Tome of "Forbidden Knowledge"
- 11 Creepy Doll
- 12 List of Emergency Phone Numbers
- 13 Camera
- 14 Sample Collection Kit
- 15 Hypnodisk Rotating Spiral
- 16 Radio Scanner
- 17 Freshly Baked Pie
- 18 Portable Blacklight
- 19 Football Helmet
- 20 Hairspray

**BUILD
YOUR
OWN
MURDERER**

Welcome to the Random Antagonist Generator

WHO THEY ARE

- 1 Axe Wielding Psychopath
- 2 Pedophile
- 3 Possessed toy/doll
- 4 Poltergeist
- 5 Alien
- 6 Were-Creature
- 7 Vampire
- 8 Escaped Mental Patient
- 9 Inbred Family
- 10 Zombie

LOCATIONS

- 1 Woods
- 2 Asylum
- 3 School
- 4 Generation Ship
- 5 On a Lake
- 6 Cruise Ship
- 7 Foreign Country
- 8 Prison
- 9 Moon Base
- 10 Summer Camp

WHAT THEY DO

- 1 Kills Teenagers
- 2 Eats People
- 3 Kidnaps Students
- 4 Collects Body Parts
- 5 Possesses the Weak Minded
- 6 Tortures Politicians
- 7 Experiments on Tourists
- 8 Harvests Organs
- 9 Hunts Humans
- 10 Reanimates Corpses

WHY

- 1 Revenge
- 2 Food
- 3 Research
- 4 Extortion
- 5 The Fun of It
- 6 Save Their Species/Family/Soul
- 7 Reproduction
- 8 To Prevent the Apocalypse
- 9 Find Love
- 10 To Teach Them a Lesson

Examples of Antagonists:

An Axe Murderer who kills teenagers in the woods for revenge.

A Were-Creature who kidnaps students from summer camp for extortion -
It practically writes itself.

Character Example:

Micky rolls the archetype, Babysitter.

They use their points as follows:

2 points for 20 extra HP

1 point for +1 AR

1 point for +1 DR

Name: Diana

BODY 14

MIND 8

SOUL 12

AR +1 / DR +1

HP- 54

Items:

Creepy doll, Skateboard, Straitjacket, Graphing calculator, Crucifix.

Weapons:

Piece of a 2x4

HOW DOES IT END?

Narrative endings for PCs

After dozens of games of tHp, we have created many memorable characters and worlds. Though we have occasionally run short campaign style games, our group has found that we most commonly play single session adventures. We generally end our sessions with what we call “how does it end?”

Once the referee has officially ended the adventure, each player in turn may describe how the adventure ends for their character. This applies to all characters, even those who have died in the adventure. We often save the “does a passing demon steal your soul?” roll until this point in the game. Since the adventure is over, and the PCs will never be used again, this narration can be anything the player feels is appropriate. However, the referee gets the last word as they finish with “how the story REALLY ends.”

And this is how our supplement really ends. We hope you get many hours of enjoyment out of it.

We would love to know how you are using the supplement in your games.

You can reach us on Twitter [@BanditsKeep](https://twitter.com/BanditsKeep)

Nicky

Daniel

