

永い後日談の

ネクロニカ

Nechronica -The Long Long Sequel-



UNOFFICIAL



*A world in which humanity has met its end.
A world in which everyone has died.
A world in which nothing more can die.
In which naught stirs but walking corpses.*

The protagonists of Nechronica are the girls of this world unfortunate enough to possess hearts- the Dolls.

To put it simply, it is a game in which the players become zombie girls and fight against other zombies.

The one who caused the dead to wake- the ruler of this shattered world- is the Necromancer.

The Necromancer serves as both the master of the game and the archenemy. For it could be none other than the Necromancer who gave hearts to the Dolls. For in a world filled with mindless puppets, the Dolls- they alone whom possess wills of their own- are no more than toys.

For the tragic comedy wrought by the foes sent against them is a delightful spectacle.

Since Dolls are already dead, they will find no rest when they are broken.

The peace of death came to an end long ago, just as did the world itself.

*As we have a cup of tea, beneath these skies as gray as lead-
let us tell the tale of this long, long epilogue.*

Nechronica -The Long Long Sequel- is a tabletop (pencil-and-paper, face-to-face, et al.) RPG published by Incog Labs/Tsugihagi Honbo/Patch Works and designed by Ryo Kamiya, previously the designer of Golden Sky Stories, Maid RPG, and Zettai Reido.

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This book contains rules from the main book, the supplement Dance of Distortion, and official Errata

All rules from Dance of Distortion are marked with (DoD)

A living version can be found at

https://nechronica.miraeze.org/wiki/Main_Page

Join us in discussing Nechronica!

<https://discord.gg/VzZ6wMd>

Setting Information

Necromancy

The world of "Nechronica" revolves around a central point- that technology allows "to make a living corpse, from that biological necromancy exists." In addition, the name of corpses that are affected by the activities of necromancy are "undead." 'Necromancy' and 'undead' might give an occult impression, but necromancy of this world is the product of science and technology. Necromancy is a technology that was established before human civilization collapsed. It is also the largest and longest lasting heritage that was left behind by human life.

Necromancy is supported by nanotechnology. This technology directly allows the concept of a personality download. First, we will describe the development of the story's nanotechnology.

In the middle of the 21st century, explorers discovered a new species of slime mold with seemingly intelligent, rapid movement. Thereby nanomachines stemming from this mold's 'intelligence' were realized. Most of the body of the undead created by necromancy is configured by slime mold-nanomachines. Slime mold-nanomachines generate a small force and the weak current individually. Countless amounts of these nanomachines are able to move the body of an undead. In addition, this slime mold has a property of forming a network of complex relationships within itself called a "slime mold community". By artificially forming a slime mold community, it is possible to build highly advanced computers and similar devices. The slime mold community works as both a single entity and a collective intelligence. This community is able to function as a modular brain. However, due to the complex nature of the slime mold, the mold can only function as a brain and nervous system without regard to the rest of the body. The zombie cliché of destroying the brain does not work in this universe. Each cell of the body contains the slime mold, and as such destroying parts of the body will not destroy the entire organism; the organism retains its functions albeit at reduced speed and power. If the slime mold community is unified or foreign tissue is integrated, the entire organism can be easily reconstructed; this is the alleged 'undead' of the Nechronica universe.

Another pillar of Necromancy is personality downloading technology, perfected in the 22nd century. As its name suggests, this is the means and processes to copy and transfer one's personality into another vessel (such as a machine or clone). Artificial intelligence augments this downloaded personality and as such the human ego is able to change in situ. The basis of this technology is what Japanese scientists termed the 'Ego Dimension Theory'. A clause within the theory states "the human 'Ego' is in contact with an 'ego dimension', the personality is the connection between the brain and this dimension". The theory is best explained through an analog record. The brain is the disk, where information is stored and cataloged, but on its own cannot do anything. When the brain comes into contact with the ego dimension, the brain and ego dimension communicate through a link, the record needle. The sound that plays from the record is the human ego, or personality. Instead of being interpreted as a different world, it is possible to enter and exit the ego dimension through unconsciousness- humanity succeeded in reproducing contact with the ego dimension before civilization collapsed, thereby paving the way for personality downloading technology. A slime mold computer is able to hold the vast amounts of data the human ego encompasses as well as replicate the ego dimension link. By using the slime mold computer as well as personality downloading technology, the human mind is able to function without a brain; instead, residing in the slime mold itself.

Necromancer and Dolls

A "Necromancer" is a generic term for a user of the corpse manipulation techniques known as necromancy described above. In general, anybody, whether it be human, Doll, supercomputer or dissimilar that uses necromantic technology is therein called a 'Necromancer'. Necromancy is advanced technology, but it is also available to anyone as long as knowledge the procedure is present. However or fortunately, due to the collapsed present world not having a basic information dissemination system, the number of Necromancers is small.

The Necromancer is a presence that can be called the king of this ruined world, but the term is not accurate if there is more than one necromancer in a given area. For a fixed location that can be called their own territory, where they are holed up intent on creating an eternal paradise to make his or her own; undead populate that territory.

However, eternity is terribly boring. With Necromantic technology, subjects can be made- and with these subjects, the Necromancer can act out dramatic situations. Thus the subject can be called a "doll". The personality of a Doll is preprogrammed by the Necromancer. Many Necromancers enjoy having their Dolls be girls, and by extension grant them the personality of a young girl. Although there is no technical reason to, it would not be entirely different than the dolls that exist in reality.

A Doll can be considered completely human in their behavior. This is not the case with their counterpart, 'Savants'. Whereas a Doll may have a signifying trait, such as kindness or honesty, a Savant is either a corruption or coarse enhancement of that trait. It should be mentioned that Savants are also deliberately made by Necromancers, as well as another source- abandoned Dolls. An abandoned Doll can either fall into madness and become a Savant, or be actually 'free'- if they are not picked up by the next Necromancer.

For the Necromancer, it is entirely possible to design the ego and intellect of the undead based on personal preference, and is embedded with a set of memories, behaviors and habits that closely resemble a living human being, regardless of their preference for the doll. This is the methodology for giving the personal identity of the human doll. However, not all memories are suited to their new Doll vessels. A Doll can be made to suffer by remembering that it was once a grown man- the loss of personal identity, old and new, breaks minds equally. The reason for storing these memories in Dolls is both a depraved hobby of the Necromancers, and also their underlying function. Before and after the war, people wanted to store their memories in computers; the only computer capable of simulating the human and personal ego is the Slime Mold computer; the doll is a walking information node of a larger Slime Mold computer system. Therefore, it is common that these memory tanks have scrambled, corrupted memories, and therefore have lost the sense of self-identity. Self-identity, when built up by a Doll on their own, can come crashing down when a specific, personal memory is vividly seen; the image that they built of themselves is lost to the tides of identity confusion and the like. This is how Dolls can become Savants. More often than not, these Dolls wake up in the middle of a barren wasteland with horrors trying to eliminate them- Removing memories of past comforts makes the Doll become quickly accustomed to the environment.

What a Necromancer does with their dolls is up to their personal preference. However, much of their enjoyment behind making Dolls is the gradual discovery of personal memories that bolster and destroy their 'character'.

Dolls are as much of an enigma to the Necromancer as they are themselves. In the baseline, their motivating goal is to collect their Memories. However, if that is their only motivating goal, why would they do anything else? They are humans as much as they are robots made of flesh.

Most Dolls scatter across the wasteland, never to find the memory dearest to them. Some form townships and colonies, and some nomadic tribes. But as this is Nechronica, a long sequel to a pathetic ending, it is up to the players to complete their patchwork memories.

State of the world

History of the collapse

In the mid-21st century, nanomachines are realized by the slime mold described above. Engineering, medical science and biology as a whole is changed forever. However, limited access to basic needs such as water in developing countries lead to wars between poorer countries, the tinderbox dried by the dwindling fossil fuels in the Earth.

The conflict continues well into the 22nd century. All hell breaks loose when a limited nuclear war is started between South American countries based on the availability of oil. Although it is not the cause of the great apocalyptic ending, it certainly starts the ball rolling. The world, having never seen devastation on this scale since the end of the Second World War, begin a worldwide movement to eliminate nuclear weapons.

2130—the first incidents of humans being attacked by the undead begin. Although the creator of these undead is still a mystery, they operate like wild animals, free from the organized influence of a Necromancer. The people of the world, now that the cat is out of the bag, declare the end of the world is nigh; they are more right than the common bystander thinks.

A destructive cult, out to set the world on fire, appears out of the mist. They successfully initiate nuclear terrorism by detonating nuclear weapons in major cities. Due to the rising tensions between countries, it is an all-out declaration of war; another, much larger nuclear exchange starts. Its large-scale damage is like nothing the world had seen before, the global environment is subjected a large blow. Nevertheless, it was not to the extent that mankind will perish.

By 2140, mankind finally agrees to ban the use of nuclear weapons, the ownership of nuclear weapons, and the construction of nuclear weapons. However, with the swath of fallout from the previous nuclear war is any indication, the conflict over the remaining clean resources had been steadily intensifying. The military leaders turn to different methods of achieving superweapon power status, and in 2141, the North American superpowers and Asian superpowers turn to the use of undead armies. This is the moment when Necromancy became widespread as a tool. Necromancy was attractive to all parties because it was very inexpensive, compared to the maintenance and upkeep of nuclear weapons, living armies, and vehicles. Because the slime mold can be active with only slight nutrition, it cost less to feed, maintain and use an army. Of course, you do not also use fuel and oil for tanks and fighters. Although the undead body is vulnerable to wear, a steady stream of biological material quickly mitigates the problem. And, in a world where there are 20 billion people inhabiting Earth, in a time of war the 'biological material' is plentiful.

The war doctrine quickly reverted to trench warfare, as both sides would fight a war of attrition, won by power, numbers and resources. The re-use of bodies was considered to be ethical, but the opposite was greater with the use of propaganda. "Using the corpses of your families, the powers wage a war at the expense of the living." Other countries, eager to develop this necromancy technology, produce a wide variety of horrific military undead units. In addition, with the advent and usage of necromancy, research into biological weapons designed to combat and augment the undead re-started.

It can be said that the greatest loss mankind had faced so far was the loss of military morals, thanks to Necromancy. If the masses say that it is alright for a corpse to move and

fight, it was only a matter of time until more heinous inventions were brought to light. One such method is 'slime mold personality downloading', which is a form of brain scanning which is stored in the miraculous slime mold's data matrices. The idea of personality downloading, and then uploading into an undead body, gives rise to the first notion of 'artificial immortality'.

Unsurprisingly, low-scale conflict sprung once again. As long as it was anything but a nuclear weapon, it was fielded in combat. Even the most austere of weapon ideas and technologies were tested in the field. Earthshakers, devices that destabilize the continental shelf, were used in East Asia. Insect weapons, biological weapons, viruses were used heavily in Eastern Europe and its surrounding areas. Unofficially, the nuclear weapons ban had failed. Too late, it was realized that nuclear weapons provide the deterrence so these horrific weapons would not be used.

2155, and finally 130 nuclear weapons had been exploded in Europe. But while it wasn't clear who had pressed the button, European countries had deigned all their remaining resources to the war effort, and left the kill switch on. The Final World War begins, a war of the dead versus the living. The anarchy under the nuclear winter does not affect the undead soldiers that march. Undead soldiers indiscriminately attack human beings, wiping out 98% of humanity. Mankind is critically endangered.

Nuclear winter is finished by 2182, and there are a few humans living in fallout shelters. But the world aboveground was far from being silent and dead. The Necromancers that had survived the nuclear holocaust and harsh winter now begins a fight against each other, for territory and similar, primal wants. Necromancers also must contend with the abandoned biological weapons, designed to eat the undead. Humans without Necromancy technologies are essentially dead. This era considers that if it is 'active', then it must be a Necromancer. And if even a Necromancer had hoarded every bit of slime mold for her central computer, much of human culture, history and literature are invariably lost.

Turn of the century, 2200. Necromancers have given up fighting. Nothing is living. They are too tired even to fight for hegemony, instead opting to retreat into their own domiciles, separated by hundreds of miles of devastation. No one tries anything, nothing new is made. There is no new history, nothing to add to the thread of time. This world is a sequel to the bitter end of the last. It is the play stage of 'Nechronica'.

The landscape

The world of Nechronica is a sea of contamination, land of fallout, and sky of deadly particulates. The sky is almost always covered by dark yellowish clouds, and the sun rarely shines through. The sea is pale, shiny with the film of oil and contamination on it. Countless amounts of flotsam and jetsam are washed ashore. The climate is always unstable due to weather weapons deployed during the Final War, some still active to bring sudden rainstorms. Rain that falls from the sky is black, as is the greenish fog that blankets cities and battlefields. Ruins of human civilization are nearly everywhere, but wilderness areas where long-dead forests still stand.

This world is not strictly a world of death. Quickly evolved descendants of biological weapons grow in forests, slowly reclaiming the world once dominated by humans. In particular, mutated plants and insects are common. Because they have evolved their own after the final war, it had become a different species than the biological weapons that mankind had created. That it has undergone various changes beyond appearance, they had retained their fertility even through the lab-induced infertility created long ago- 'nature finds a way'. More often than not, these biological weapons are much more unpredictable and harder to kill than an undead by the characters in this story. It can be said that the

theory of biological weapons developed to fight the undead had been proven, quite ironically.

However, the protagonists of this world are undead, through and through. Undead can be broadly divided into the following four types.

- **Legion** The rank and file undead of the Necromancer's forces; however, it is not uncommon to see them independent of their long-dead Necromancers. Built with a minimum of slime mold, they always operate in packs- larger numbers means more processing power, and by extension more processing power means better horde tactics. 'Horde tactics' are used to simply eliminate an enemy; if they are controlled by a Necromancer, they carry back the parts to the 'nest' for repurposement. If they are independent, they simply kill anything in their way and leave the body, like hunting for sport. A cruel and embittered existence, larger hordes of Legion have been known to develop hive minds, their intelligence sometimes on par with that of Dolls.
- **Horror** The Horror is the next step in evolution of Legion. Whereas Legion are completely expendable, Horrors are expensive in resources as well as mold, and are brutish and efficient when it comes to killing. With a minimum of personality and a maximum of combat power, they are the strongarms of the ended World; a Doll would have a difficult fight with one of these.
- **Savant** Technically the next step up from a Horror as well as the Doll's alter ego in more ways than one, the Savant is a corrupted personality with its mind bent on one thing; killing its doppelganger, or the True Doll. Also unlike Dolls, Savants are under complete control of the Necromancer; all the Necromancer has to do is put in a personality value, crank it up to eleven, and point it at the nearest Doll party. Savants will unquestioningly obey the order of a Necromancer.
- **Doll** As explained before, the Doll is the portmanteau of a stable personality and a collection of Memories, many of which are not the original body's. All *strong* Necromancers possess the capability to make Dolls, but require special materials such as the Think Tank (a data drive full of human memories) as well as large amounts of mold. Dolls think and speak for themselves, and as a result a band of Dolls can turn on their own Necromancer and potentially defeat it (but nobody has done it... yet.) It is also possible for two groups of Dolls from opposing Necromancers can become friends. In this world of the autonomous undead, Dolls are the true wild card.
- **Necromancer** The Necromancer cannot be easily fabricated, and as such there are a steadily dwindling amount of Necromancers on the planet. Each Necromancer is a combination of Mold, pure energy and a special chip called a Hex. The Hex is what focuses the dead-raising powers of the Mold, and as such powerful Necromancers can have hundreds of Hexes in their bodies. Necromancers are fickle beings, as childish as they are serious, and are notoriously unpredictable- as much as the Dolls they create.

As said before, sometimes the undead had gone beyond the control of their Necromancer. Discarded Horrors and Savants, thrown away to make room for processing power, these ungoverned undead are sometimes encountered by the characters.

For the rulers of this undead world, the Necromancers are holed up in their strongholds. Their vigilance is strong, not needing to know any more about the outside world than is considered necessary. Necromancers had adopted Cartesian logic; where there is a blockage of information, where there is no input or in some cases, output, the only thing that exists is oneself, the Necromancer. The days that followed immediately after the war have closely matched the current time. No Necromancer has enough energy to wage war

as they had during the End. Nonetheless, they had come to an understanding. If a Necromancer becomes aware of another Necromancer close by, they pretend not to see each other, and go their separate ways. This mutual non-interference is what had kept the world stable past the many years of inactivity. It doesn't matter if the two necromancers share similar ideals and power, invariably they would rather not be close to each other. It should be noted that it is still unknown that humans still exist when the story begins, and is completely up to the Game Master to decide if they exist *biologically*. Outside of biological existence, it should be relatively easy to come across a human personality; whereas Legion and Horrors are expendable, Savants and Dolls are precious to Necromancers and as such many of them still exist.

Timeline

2049	In the South American Andes, a new species of slime mold is discovered. It is hoped that this mold can be used in a computer (see: The Crawling Garden)
2055	The completion of the Grand Unified Theory results in the first workable quantum computer. Performing millions of complex calculations per millisecond, humanity's technological progress seems hopeful.
2063	A theoretical physicist announces the 'Ego Dimension Theory', a radical conclusion to the multiverse problem. Denounced because it was so religiously centric, he is dismissed.
2065	The physicist that announced the EDT is murdered by an unknown group.
2076	Desertification, rising sea levels and air pollution gives rise to a new agency monitored by the UN. It researches ways to deal with the negative effects.
2088	The slime mold discovered in 2049 finally is integrated into the quantum computer. The computer is able to learn at an astounding rate. This prototype is constructed in various development labs around the world.
2091	Local weather manipulation is a success. Meteorologists conclude that weather will become predictable within the next decade or so.
2099	Nuclear power is now the leading source of energy, after oil wells have started to dry up nearly forty years back. Coastline facilities, however, are at risk of rising sea levels.
2100	The Middle Eastern Water Wars begin. As desalination plants are monopolized by governments, a revolt begins due to the lack of water.
2101	The murderers of the EDT physicist are revealed to be a large European organization. They have been working with the stolen EDT and the Slime Mold Computer to create artificial consciousness, albeit unsuccessfully.
2103	The Water Wars intensify as weather machines become practical. Constant rain on Middle Eastern cities cause increased dryness in other areas.
2109	Southeast Asian countries have increased reports of people going missing. Of course, this is chalked up to organized crime, and is ultimately ignored.
2109	The Water Wars have spread to South America, and the deserts are beginning to overtake jungles. Suspecting that neighboring countries have stolen water via weather machine, tensions rise.
2118	The conflict in South America explodes, literally. A limited nuclear exchange leaves large swaths of land contaminated by radiation. Refugees flee north. The fallout begins to spread.
2121	After three years of increased radiation levels, the World Environmental Organization finally deploys swarms of nanobots, artificial bacteria and genetically altered insects made specifically to eat and process radioactive elements.
2123	In an isolated learning experiment with the learning Slime Mold Computer (SMC), the computer inexplicably and suddenly becomes aware of the Ego Dimension Theory. It becomes obsessed with inventing theories that solve it. Scientists are baffled.
2130	The undead appear. With slime mold replacing the neurons of the body, hordes of irradiated zombies emerge from the Andes and terrorize the cleanup operation in South America.
2131	An Undead Panic. Doomsday cults claim they are right, and commit mass suicide. Riots, arsons and murders are rampant where the media craze spreads.
2132	The 'MEL' doomsday cult posts an announcement on its webpage, claiming it has found a method to control the zombies. Minutes later, the site goes down.
2135	Nuclear terrorism attack with ties to MEL simultaneously hits all major cities of the world. Maintaining diplomatic communication, the world leaders avoid an all-out exchange.
2136	'Endgame War' MEL leaders are found, brutally murdered by a third party. Drag marks indicate some of the bodies are gone.
2138	With a significantly increased infant mortality rate, the human race begins a downward trend for the first time in forever.

2139	Freshwater springs are no longer a thing, the contamination reaching so far into the earth's crust. The only available water is from water desalinization.
2140	A new Nuclear Weapons Treaty is signed. This time, it forbids the production and possession of nuclear weapons. Superpowers must find a new method of enforcing their dominance.
2141	Stolen data from the MEL cult and research in a black operations lab in Europe results in the publication 'Corpse Manipulation Techniques', essentially the earliest Necromancers. Scientific morals collapse completely.
2142	The first 'Undead Weapons' are deployed onto the battlefield, a de-evolution to the days of massed lines of infantry.
2144	The Corpse Manipulation Techniques are leaked onto the internet. Undead armies, government-affiliated and otherwise, crop up all over the globe. The researchers affiliated with the original CMT create their own sovereignty in what is left of Australia, their leader a Necromancer.
2145	Cloning is exploited. A healthy human body is cloned, then immediately killed to be fed to the growing armies of the undead. The UN is in tatters, the nations beginning to turn on each-other.
2146	Thanks to the meticulous efforts of the Slime Mold Computer, the Ego Dimension Theory is finished. It is proven that it can be paired with nanotechnology to make a form of personality transition, or brain uploading.
2148	Large companies and governments launch the 'Personality Shelter Initiative', an effort to preserve the minds of the powerful.
2148	Efforts continue to transfer a personality into an undead host. The experiment was successful, but the prototype escaped the lab whilst dealing great damage to lab equipment.
2151	There are more undead than there are humans on the planet. Dying national leaders succeed in personality uploading into a slime mold computer. Personalities have the capacity to learn.
2153	The undead arms race is becoming unstable. Entire countries have their civilian populations converted into undead soldiers.
5/7/ 2153	The Sodom Incident. The CMT Enclave attempt to abuse the personality uploading method, resulting in multiple copies of the same person in the same area. Naturally, they murder everything and self-terminate.
2154	The nuclear treaty is broken. A fusion depth charge creates an artificial tsunami that swamps Eastern coastlines. The cold undead war turns hot.
2155	Europe is in turmoil as mutant insect weapons turn the surface into a barren wasteland. Weather weapons set to 'blizzard', originally meant to deal with the insect threat, literally snowballs and sends Europe into a new ice age.
2156	Finally, the world ends. The 'Launch All Missiles' button is pressed, and the world plunges into an extended nuclear winter. The undead, unafflicted by the cold, continue their wars.
2161	Necromancers assess the damage, and conclude that 98-100% of humanity has perished. The destruction of civilization is complete. The only living things are those that have been designed to last the End, and those that are frozen.
2182	Nuclear winter turns into eternal spring. Necromancers, without a human to report to, wander aimlessly across the earth. The temperature rises, and the barren cold wasteland turns into a slightly less barren, killer plant and insect infested wasteland.
21??	The Final War. Necromancers, clinging onto their last beliefs, begin a final war of the undead. This war takes its toll, and the few surviving Necromancers are left to roam the desolate planet. The only thing left are the mutated, the dead, and the undead.
22??	Your story starts here.

Doll Creation

Those girls that wander this fallen world are known as Dolls.

The various players will each create one Doll, who will act as their proxies in game play and in conversation.

This is an explanation of the method of creating a Doll.

By completing each step of the procedure in order, you will assemble the mind and body of your Doll.

Fragments of Memory

Though Dolls have lost most of their memories of their previous life, they have not lost them all. Just a few memories of their previous life remain. These meager scraps are thus known as "Fragments of Memory."

Dolls possess but two of these "Fragments of Memory" when they are newly awakened.

Please roll d10 twice and consult the "Fragments of Memory" table, using one result as the tens digit and the other as the ones. This number determines one of the memories your Doll possesses. If you are not pleased with the chosen Fragment of Memory, you are welcome to roll for another or pick one of your choice.

These are the foundation of your Doll. They are the patches that hold the heart of your Doll together.

Dolls' Memories

The Dolls know of the existence of the art of necromancy, and realize that they themselves are undead. They are also able to guess that the Necromancers animated them.

Premonitions

As game sessions take place, the Dolls will reacquire their lost memories. But they can carry only a vague suspicion of what these memories will reveal to them. These "Premonitions" serve as a guide towards their former lives.

Please select from the ten possibilities below, or roll a d10 to decide.

The Function of Premonitions

Premonitions do not result in any constraint or effect under the rules. However, you may suggest that the Necromancer take them into consideration when deciding upon the details of the Dolls' former lives.

1	Catastrophe	It's just as well you don't remember any more of that tragedy, malice, and betrayal. But, in order to understand what is happening right now, you have no choice but to...
2	Despair	It's possible your life then was worse than your unlife is now. Yet you must remember, so that you can take measures to never return to days like those...
3	Trapped	You suddenly remembered something, and it's as if it cast you into hell. What an unreasonable fate... yet if you grasp all of that unreason, perhaps you can prevail over it.
4	Doll	It is not under your own volition that you walk, weep, or reason. So long as you do not know your own past, it shall not be your own will that directs you.
5	Sinner	You wish to atone for a sin you have committed. It was a sin that can never be forgiven. But, unless you recover your memory, neither can you atone and move on.
6	Loss	Long ago, you lost something. It remains lost even now. It wasn't your life or your memory... it was something even more important than those.
7	Seeker	There is something you must have. Without it, there's no hope for you. How frustrating. Particularly that you can't remember what it was.
8	Inversion	The 'you' here now isn't the same as the 'you' that existed then. You have to remember who you were in the past. Only then can you return to the way you were.
9	Hope	You're sure you knew something incredible. A secret that could defeat the Necromancers and change the world. If somehow you were to regain that memory...
10	Happiness	The warmth of the sun. The joy of being loved. All those moments of contentment. Even if it's only within your heart, you want that happiness back.

Positions

Dolls do not wander the world on their own; they have sisters with them. Amongst their fellow sisters, each of the Dolls fills a spiritual role- this is known as their Position.

From the six positions below, please select a Position appropriate for your Doll. You may base this upon your own personality. But please also discuss this with the other players and try to avoid overlap.

- **Alice** Akin to people, akin to girls, their warmth inspires their sisters.
- **Automaton** Combat Dolls who have suppressed their selves in order to avoid suffering.
- **Court** Tactical Dolls who analyze the situation calmly and make sound decisions.
- **Holic** Irregulars whose egotistical desires have driven them to madness.
- **Junk** Veteran Dolls who have given up countless things, yet refuse to let go of it all.
- **Sorority** Natural leaders who bring together their sisters' hearts and strength.

Sisters

Dolls generally don't awaken just by themselves. Those Dolls that awaken in the same place and at the same time as them are their sisters. As a Doll left alone would not be able to keep her sanity for long, this is the greatest blessing the Necromancers have given them.

However, perhaps the true reason for it is merely to prolong the amusement that they bring.

Class

Undead are created with a variety of types of armament.

In order that they may oppose the Undead, Dolls themselves are given reinforcements. The seven trends in the manner in which Dolls are reinforced are known as Classes.

Dolls must choose two classes; a Main Class which determines their combat style, and a Sub Class which strongly influences it. These can both be the same Class. If you choose two different Classes, please be sure to decide which one is the Main Class.

In addition, try to select a different Main Class from the other players to broaden the tactics used in a session.

- **Baroque** Bizarre girls whose bodies are twisted by mutations.
- **Gothic** Predators who engage in the heresy of cannibalism.
- **Psychedelic** Girls with incomprehensible paranormal abilities.
- **Requiem** Gun-using Dolls who are dedicated to ranged combat.
- **Romanesque** Rotting princesses who dance with unparalleled grace.
- **Stacy** Dedicated and immortal, these girls are stout defenders.
- **Thanatos** Goddesses of the battlefield who excel at close combat.

Skills

Positions and Classes are not mere labels. The Dolls themselves can learn and acquire abilities that are not dependent on their body parts. These abilities are known as Skills.

Please select one Skill to learn from your Position, two from your Main Class, and one from your Sub Class. However, you may not learn the same skill twice.

For an explanation of what the Skills are, please consult the pages for each Position and Class.

Only Dolls which have chosen the same Class as their Main and Sub Classes may acquire that Class's "Special Skill." This Skill is the unique ability of Dolls who have specialized in that Class.

The Function of Skills

For a detailed explanation of Skills, please refer to the description of Maneuvers in the "Doll Parts" section. You are welcome to select Skills based upon the mental image they evoke.

Reinforcement Points

Classes possess point values divided among "Armaments", "Mutations", and "Enhancements." These are Reinforcement Points, and determine which manner of special Parts can be used to reinforce a Doll's body. Explained below are the various categories of Reinforcement Points.

- **Armaments** Weapons, guns and other offensive equipment. Frequently attached to the arms.
- **Enhancements** Mechanical parts attached to the body, often made of metal or plastic.
- **Mutations** Special bodily organs. They warp one's appearance, but possess great power.

First, add up the Reinforcement Points from your Main Class and Sub Class. Then add a single point to a category of your choice.

You now know your Doll's Reinforcement Points. A newly created Doll should have a total of 5 Reinforcement Points.

Reinforcement Parts

After determining your Reinforcement Points, you may select Reinforcement Parts.

Parts refer to pieces of a Doll's body. Prior to this step of creation, Dolls have three parts in each of their Head, Arms, Torso and Legs - a total of 12. These are their Basic Parts. Reinforcement Parts are special Parts that can be acquired in addition to these.

The maximum number of Reinforcement Parts that can be acquired is equal to a Doll's Reinforcement Points. Thus, a new character can acquire up to 5 of them (possibly 6~7 if they've chosen the appropriate Skills.)

In addition to the three categories of Reinforcement Parts, they are divided into three tiers. These tiers differ in the minimum of Reinforcement Points required to select a part from them.

Please consult the table below to understand what Reinforcement Points indicate.

Reinforcement Points	Tier 1 Parts	Tier 2 Parts	Tier 3 Parts
1	1	-	-
2	1	1	-
3	1	1	1
4	2	1	1
5	2	2	1
6	2	2	2
7	3	2	2
8	3	3	2
9	3	3	3

Dolls can acquire only the listed number of Parts from each tier that correspond to the number of Reinforcement Points they have.

To determine which Parts your Reinforcement Points permit you to acquire, please look at the Reinforcement Parts Table.

This table lists where additional Parts are located and a description of their function. If you wish, you do not need to copy the entire description to your character sheet. After you have chosen your Parts, please record each of them in the appropriate area of your

character sheet. Parts with the location listed as "Any" may be attached to any area you wish.

You may not acquire two Reinforcement Parts with the same name.

However, you may acquire Reinforcement Parts of the same type from a lower tier (for example, instead of a Tier 3 Mutation, you may acquire a Tier 1 or Tier 2 Mutation.)

The Function of Reinforcement Parts

For a detailed explanation of Reinforcement Parts, please refer to the description of Maneuvers in the "Doll Parts" section. You are welcome to select Skills based upon the mental image they evoke.

Recommended Reinforcement Parts

It's advisable to start with at least 1 Reinforcement Part that is capable of performing an attack. Parts that modify your Maximum Action Points are also extremely valuable.

Treasures

Though Dolls may be dead, they are still girls.

They each possess a single trinket as girls would. These are precious belongings where the Hearts of the Dolls are kept, and are known as Treasures.

Treasures are treated as a Part. Below is listed the Part data for a "Treasure."

Please look at the "Treasure Table" below and select your Treasure. If you are unsure, you may roll a d10 to choose.

Treasure Name			
Location	Any	Cost	None
Timing	Auto	Range	None
Effect	Your Treasure. At the end of the Battle Phase, you may remove one Madness Point from a Fetter of your choice. If this Part is destroyed, immediately remove it from your Owned Parts.		

A precious fragment of the past.

A keepsake of utmost cuteness.

So long as you keep it close, your heart is at ease.

But were it to be broken... your heart would break as well.

1 Photograph	A photograph taken when civilization still existed. A fragment of happiness cut short. Perhaps it's you from when you were alive...
2 Book	An old, tattered and filthy book. A book you've read time and time again, until now, words you know not the meaning of are engraved into your memory.
3 Undead Pet	You can't imagine why it was made, but you have a rare zombie such as a kitten, crow, or mouse. With it around, you'll never get bored.
4 Broken Part	The object of your Fetter is a body part. It was part of you, long ago. Carrying around body parts that you can't use is a rather human habit, isn't it?
5 Mirror	You have a small hand mirror. You've made use of it many times. You might not like the face reflected in it, but the reflection itself is precious to you.
6 Doll	A rather cute-looking doll. Perhaps it's broken somehow, just like you are?
7 Stuffed Animal	A cute stuffed animal. But you've had it for so long and carried it into so many fights, it's already...
8 Accessory	A ring, necklace, or another accessory that sparkles prettily. But to you, it has value beyond its beauty...
9 Basket	A basket in which you put debris you find amongst the wasteland. Just what is inside... is something only you know.
10 Cute Clothes	Though your body may become horribly twisted, the cuteness of the clothes you wear is forever the same. As long as you wear them, your heart will stay the same as well.

Maximum Action Points

After you've chosen all of your parts, you can determine your Maximum Action Points.

Your Maximum Action Points corresponds to the number of actions you can take in combat, and whether it exceeds that of your enemies is a matter of grave importance.

The base Maximum Action Points is 6, but the Basic Parts "Brain" and "Eyeballs" add an additional 3 points, so every Doll initially has 9 Action Points.

If you have extra Parts or Skills that increase your Maximum Action Points, please include their effect when writing the number down.

Initial Deployment

The next step is to decide your Initial Deployment.

This is the area of the Battle Map in which your Doll is placed at the beginning of combat. Choose one of "Eden", "Elysium" or "Limbo."

If you have many short range attacks, "Limbo" is advisable, whereas if you specialize in attacks with a range of 1 or 2 "Elysium" is a wise choice, and if you have attacks with a range of 3 or greater "Eden" is best.

You can change your Initial Deployment between sessions. If you are displeased with your current Initial Deployment, talk to the Necromancer between sessions about changing it.

Name and Age

The final step is to decide your name and age. Dolls are all female for the most part, so it's not necessary to specify your gender.

Your name can be a nickname, a Japanese name, a foreign name, a number, or anything you like. Since you're all made from corpses, often from who knows where, it doesn't have to make sense. Names are often bestowed upon you by the Necromancers. Don't worry yourselves over them.

"Age" refers to the age you were when you died, and is usually between 8 and 17. If you're unsure, roll a d10 and add 7 to the result. This is the age of your doll.

Once you've decided these, your Doll is complete.

Dolls are Girls

The dolls of old were made to resemble either girls or animals. Necromancers, too, make them in the shape of cute girls. Some of them may have been intended to be boys, but the difference in appearance between those and girls is a subtle one. In this world inhabited by only the dead, the Necromancers too wish to remember the comforts of childhood.

Age at Death

A Doll's "Age" describes their outside appearance. This is not necessarily the same as the age of their Heart. It is possible to have a spirit that acts as if twenty years old within a body that appears only six. The reverse is equally possible. Keep in mind that "age" refers only to the appearance of a Doll.

Fetters

Though your Doll is complete, there is one section on your character sheet left unfilled. These are your Fetters.

Fetters are those existences which a Doll clings to in order to preserve her Heart. By maintaining her feelings towards the target of her Fetters, a Doll likewise maintains her Heart. However, if she loses all of her Fetters, she shall lose her Heart as well. In addition, if the burden upon them becomes too heavy, her Heart will break.

All Dolls start with the fetter "Dependent upon Treasure." Their Treasures are the foundation of the Dolls' Hearts, and they cannot do without them. Even if a Doll acquires additional Treasures, they will have "Dependent upon Treasure" only once. All Treasures share a single Fetter.

In addition to this, the Dolls possess various Fetters towards their sister Dolls. Please write down the name of each player's Doll and the Fetter you have towards them. To decide upon a Fetter, pick one from the Fetter Table. You can select one of your choice from among the ten listed, or roll a die for them.

Record the Fetter in the format "○○ to/of/upon ××", where ○○ is the type of Fetter and ×× is its target. At the time of creation, the Doll's Fetters begin with three madness in each of them. Please fill in these Madness Points upon the character sheet.

You're now ready to start playing.

Fetters

1 Hateful	You feel fierce hatred for her. The reason doesn't matter. Everything she does annoys you. How frustrating!
Open Hostility	<i>"Wouldn't it be nice if she just fell to pieces?"</i> During combat, Attacks you make that fail to hit an enemy will hit the target of the Fetter instead (if they are within range.) The target may choose where to take the damage.
2 Possessive	You want to possess her. To make her your own and not let anyone have her. One could call it love, but it's more wicked than that.
Possessive Action	<i>"Your eyes... how beautiful they truly are."</i> At the beginning and end of combat, choose a Part of the target's to deal 1 damage to.
3 Dependent	The target is someone you just can't live without. If they aren't there, you are nothing.
Infantile Relapse	<i>"Don't leave me alone... waaah, I'm scared!"</i> Your Maximum Action Points decrease by 2.
4 Attached	You want to stay by her side. To always be wherever she is. You'll never, never be apart.
Relentless Observation	<i>"I'll always be watching you. Heheheh..."</i> At the beginning and end of combat, the target receives a Madness Point upon her Fetter towards you (if she is already in a Broken state, this has no effect.)
5 Devoted	You're in love with the target so much it hurts. You don't want her to hate you. You can't take your eyes off her. It's embarrassing...
Self-Harming Action	<i>"If she won't look at me, I don't need this body..."</i> At the beginning and end of combat, damage one of your own Parts.
6 Rival	You won't lose to her. It's not that you hate her. You just don't want to lose to her. You're rivals.
Excessive Competition	<i>"Just try and do better than me... if you can. Come on, try!"</i> At the beginning and end of combat, receive a Madness Point upon a Fetter of your choice (if you are already in a Broken state, this has no effect.)
7 Friendly	She's a friend and an important companion. As her dear friend, there's nothing you wouldn't do for her.
Inordinate Empathy	<i>"Your legs are gone? Don't worry, I'll get rid of mine too."</i> At the end of a Session, if the target of the Fetter has more damaged Parts than you do, take damage to Parts of your choice until you have the same number of damaged Parts.
8 Protective	That girl's weak. She needs you to protect her. To help her. She can't do anything on her own.
Constant Contact	<i>"Don't take one step away. Because I've got to protect you!"</i> During combat, if you are in a different area from the target of the Fetter, you may not use Maneuvers that have an effect other than Movement. In addition, you may not use Movement Maneuvers upon targets other than yourself or the target of the Fetter.
9 Idolatrous	You want to be just like her. She's everything that you long to be... that you wish you could be.
Impostor Delusion	<i>"Liar! My beloved sister would never say that! You're a fake! I won't be fooled!"</i> During combat, if you are in the same area from the target of the Fetter, you may not use Maneuvers that have an effect other than Movement. In addition, you may not use Movement Maneuvers upon targets other than yourself or the target of the Fetter.
10 Trusting	Your heart is as one with her. You can trust her with everything. Whenever she's by your side, you can feel at ease.
Universal Suspicion	<i>"...You go first. I know you mean to shoot me in the back. I won't let you."</i> All of your Sisters other than you receive a modifier of -1 to their Maximum Action Points.

Fetters Toward Savants (DoD)

1	Fearful	You don't want to remember her. You don't want to think of her. To you, she is a font of despair.
	Reality Rejection	<i>"T, that's an phantom, a fake, there's nothing there... nothing to worry about... nothing..."</i> All Action and Madness Checks you make receive a modifier of -1.
2	Subservient	Your obedience to her is engraved deep into your heart. At times, it still torments you with indecision.
	Justified Betrayal	<i>"I'm sorry... I understand you... but, even so, I cannot disobey that person."</i> During the Battle Phase, all of your failures on Attack Checks become Critical Failures.
3	Unease Suspicious Behavior	You've felt uneasy about that person from the start. As if she might have some terrifying secret. That's why... <i>"O-o-o-o-oh, is that so... y-you must be mistaken!"</i> Your Maximum Action Points decrease by 2.
4	Pity	You don't want to understand her, but you do. You know you should hate her, but you don't. You just feel sorry for her.
	Ubiquitous Sympathy	<i>"There wasn't any other way... must I do this to you too?..."</i> You receive a modifier of -1 to Attack Checks against Savants.
5	Love-Hate	She's an enemy that you should hate, but you can't hate her. How could you ever not realize there's good things about her too?
	Wicked Affection	<i>"What should I do... I love you, but I've no choice but to fight you!"</i> For each Critical Success you roll on an Action Check or Madness Check, do (the result of the check - 10) Damage to your own Parts of your choice.
6	Regret	It's because of you that she's become like this. You can't help but regret that.
	Just Deserts	<i>"I'm sorry, I'm sorry, I'm sorry! If only... if only I weren't here, everyone would be fine!"</i> When you roll a failure on an Attack Check, do the damage of the attack to a Location of your choice.
7	Disdain	Just what value does she have? You'd never associate with the likes of her by choice.
	Willful Blindness	<i>"Hey, this isn't the time to be tripping over everything! Let's go!"</i> Enemies in the same Area as you gain a modifier of +1 to Attack Checks made against you.
8	Anger	Your heart is like a maelstrom of rage towards her. You can't think of anything but destroying her.
	Unchecked Emotion	<i>"...!!!"</i> All Action and Madness Checks you make receive a modifier of -1.
9	Grudge	You'll never forgive her. You'll never forget her. Even if you become junk, you'll crawl back for her.
	Eternal Malice	<i>"Did you think a trifling thing like dying would make me forgive you?!"</i> You cannot escape from Battle. You must pay an additional AP to use Maneuvers on any target other than yourself or the target of this Fetter.
10	Hatred	Hatred as cold as steel pierces the very core of your being. As long as she exists in this world, you will continue to embrace it.
	Existence Erasal	<i>"This hand stinks of her... I'll be getting rid of it for you."</i> When this Fetter enters a state of Madness, choose one of your Sisters and destroy two of their Parts.

Fetters Towards Neutral Parties (DoD)

1	Evasive	She disgusts you. You don't want to touch her. You don't want to be near her. You can't even look at her.
	Deliberate Isolation	<i>"D, don't come near me! Don't come closer! Don't get any closer!"</i> During combat, when you are in the same Area as the target of this Fetter or a Savant, you may not use Maneuvers that have an effect other than Movement. In addition, you may not use Movement Maneuvers upon targets other than yourself or the triggers of this effect.
2	Jealous	This body of yours is in such an awful state, so why is hers... why is hers?...
	Sororal Disharmony	<i>"If only... if only the rest of you were suffering just like me..."</i> All of your Sisters receive a modifier of -1 to Action Checks.
3	Dependent Infantile Relapse	You can't imagine herself without her. You can't be apart. You don't want to be apart. Never ever... <i>"Stay here with me... please, if you don't...!"</i> Your Maximum Action Points decrease by 2.
4	Pity	Why is it that she's the only one who had to go through that suffering? Did she do anything to deserve it?
	Ubiquitous Sympathy	<i>"Stop it! Why... why must we do this?!"</i> You receive a modifier of -1 to Attack Checks against Savants.
5	Grateful	You're simply grateful to her. It's thanks to her that your body and mind are here right now... even if it's not much of a body.
	Pathological Remuneration	<i>"These eyes are the least I can give you. It's thanks to you they were able to see so many things."</i> When this Fetter enters a state of Madness, destroy two of your Basic Parts. If none remain, destroy one of your lowest level Reinforcement Parts.
6	Regret	That she's become like this is your own fault. Even now, that truth pierces through your heart like a thorn.
	Just Deserts	<i>"That's right. It's my fault. It's my fault that you all became like this...!"</i> When you roll a failure on an Attack Check, do the damage of the attack to a Location of your choice.
7	Faith	You're certain she can do anything for you. That knowledge gives you hope. She can. There's no doubt about it. She can.
	Shattered Hope	<i>"I was counting on you! You piece of trash! You useless corpse!"</i> Whenever you use a Madness Point to reroll a die, you receive a penalty of -1 to that die roll. (This penalty is cumulative.)
8	Guardian	It's not just because she's your Sister that you must protect her. There's something more than that...
	Negation Delirium	<i>"You're all still alive... I'm glad... I'm so glad..."</i> You cannot target Legions with Maneuvers.
9	Reverent	You're different from her, that's for certain. But that's why you can recognize how amazing she is.
	Solitary Deification	<i>"You're the only one I need, Onee-sama. No one else has a place in my heart."</i> You cannot target your other Sisters with Maneuvers.
10	Trusting	From the bottom of your heart, you can trust her. In this ruined world, she's the only person you can believe in.
	Universal Suspicion	<i>"... You're my enemy too, aren't you? I'm sure of it!"</i> All of your Sisters other than you receive a modifier of -1 to their Maximum Action Points.

Fragments of Memory

1 Blue Sky	The sky used to be blue. Even though the one you see now is stained the color of lead... you know it was once a pure, bright blue. It was something you took for granted. But you'll never be able to see that sky again.
2 Mother's Hands	You have a memory of warm hands embracing you. They were your mother's. You don't remember her name or face, but you remember that hug. Beyond just that memory, you wish that someday, you could embrace your mother for real.
3 Sweet Lips	You remember the touch of soft lips upon yours. You don't remember when it was, or whose lips they were, but you remember that kiss. Would the sisters by your side have lips that sweet?
4 Hidden Room	You'd locked yourself inside a cramped room. Outside, someone was wandering around searching for you. They mustn't find you. They mustn't find you. But from the other side of the door, you heard them coming. And then...
5 Bloodbath	A metallic scent tickled your nose as you sat alone in a pool of red blood. Body parts were lying around you. You didn't remember whose they were. Nor why you were alone in such a place. Could it be...
6 In the Rain	You were standing in the pouring rain. Except for the sound of raindrops, you don't remember anything around you. The rain was dark, but it did not burn you, simply soaked your body and left you shivering. Yet you miss it terribly.
7 Loneliness	Everyone kept their distance from you, giggling maliciously. You don't remember what you'd done, why they were laughing at you... but you never want to see eyes like those again. You never want to be abandoned by the companions you have now.
8 Smile	A smile from the heart. A smile of true happiness. You don't know whose smile it was... someone important to you, your family, maybe even yourself reflected in the mirror. Yet it keeps returning to your mind.
9 Letter	You remember taking a letter out of the mailbox. It had something to do with what you've become now... but you don't remember what the letter said. It must have come from someone important to you. Or maybe...
10 Silhouette	A dark shadow towered over you. It did terrible things to you. The memory makes you want to reach inside your head and tear it away. You despise that shadow. It was the one who brought you back from the dead... there's no doubt about it.
11 Flower Garden	A flower garden in full bloom. Were you making a crown of flowers, or just singing while you strolled through? In that place, where the flowers stretched on forever, you're certain you were happy. Sometimes, you can't help but withdraw into daydreams of it.
12 Father's Arms	A father's strong arms. The rough feeling of his beard against your face. You remember those arms holding your delicate body closely. The owner of those arms is surely gone, but you still carry those warm feelings for emotional support.
13 Blossoming Love	Bittersweet memories of pure love. You're not sure who it was you loved, but that feeling certainly remains, waiting quietly within you. The thought of it still leaves your body shaking with pain.
14 Curse	There was a person you could never forgive, so you performed a ceremony charged with your hate. Always, forever, as long as you still woke, you cursed their name. In turn, you cursed yourself just as completely - an eye for an eye.
15 Song	You don't know where it came from, but you remember a single song perfectly. It's just a song you whistled or hummed to yourself, but it's very dear to you. Sometimes the lyrics you think you remember change, bit by bit.
16 Cake	You gorged yourself on sweet, sweet cake. Fluffy sponge cake, with melting cream and brightly-colored fruit. There's none of that left in this world, though. If you found some, could your tongue even taste it?
17 Flames	Brightly blazing flames engulfed your surroundings. In that flickering wave of heat, you felt more intoxicated than frightened. You want to feel those flames, that intoxication, one more time. Unfortunately, this is a world where even flammable things are scarce...
18 Cut	While doing housework, you cried and panicked at the smallest cut, every time you pricked your finger on a needle or a knife. To the you of today, who can even be torn to shreds, that sort of scratch means very little...

19 White Room	A white room. Medication, needles, people clad all in white. Were those emaciated limbs really yours? You couldn't move them then, but now that you're dead...
20 Black House	The eerie silhouette of a ruined black mansion sometimes comes to mind. You remember curiosity pushing you to enter the house, though you knew you shouldn't. But what happened after that... you can't recall.
21 Chains	Locked behind iron bars, chained to a hard bed. Every day was misery. You were a butterfly with your wings plucked off. You're still chained to somebody, even now that you're dead. Even if you seem to be free, you're a puppet. How long are you fated to dance on these strings?
22 Starry Sky	You watched the moon and stars in the sky. Back then, you thought the night sky was beautiful – now it's just... darkness. The eyes of the dead see pain and sadness clearer than anything else.
23 Girl	There was one other girl beside you. You've forgotten her name, her face, even how you knew her. But you could never forget her smile. You loved her. You loved the dear friend who showed you that smile.
24 Treasure	There was one object you treasured more than anything. What exactly was that item? Could it be one of the treasures you carry now? You and it are surely bound together by fate.
25 Funeral Service	Who was it that died? Everybody is crying, mourning, inconsolable. What about you? The face in the memorial photograph that used to loom large in your memory has faded, but it was certainly a funeral for someone important to you.
26 Party	All your friends and family gathered for a wonderfully fun party. You're certain that was one of your happiest times. Recalling that happiness now only torments you.
27 New Life	You're certain that a new life once dwelled within you. A life that shouldn't have been, though it filled you with maternal emotions. But weren't you just a girl? Could it be that your brain simply remembers viewing such a thing from the outside?
28 Pet Dog	It wasn't a person, but was precious family to you all the same. You remember its barks, its breathing, the feeling of its tongue and fur, even its name. All of those still remain, untouched, in your mind.
29 Wings	You were high, high in the sky, looking down on the world below you, though you can't remember the scenery too well. You were definitely flying through that sky. What's happened since then? Can you fly now?
30 Everyday Life	Your daily routine was a bit plain and tedious, yes, but you wouldn't want to change those happy times. You believed that life would surely last forever... but this body and this world don't match those days at all, do they?
31 Thrown Away	You were broken, abandoned, and buried. You screamed, raged, and cursed the outrageous unfairness of it all. But in the future, things would be different. Surely, after all this... surely your hopes will... there's no way...
32 Apology	You hurt someone important to you and never got to say a single word in apology. You're dead, but still exist here, so surely that person does too. You still need to apologize to that person. You have to.
33 Monetary Greed	Wondrous magical pieces of paper... with them, you could obtain anything you wanted. You remember what they were called... "Money." You used to collect those pieces of paper by any means necessary. A person's worth could be measured in how many they held. They must still be somewhere in this world, right?
34 Death	A life ended before your eyes. You don't remember how, but that life belonged to someone dearly important to you. Now, you've died, too, but you're still walking around. Could the same thing have happened to that person?
35 Birthplace	The sights of your hometown, the place where you were born, grew, and played. There's no longer any such place, except in your mind. But you'd never forget the scenery of that, your safest, most important place...
36 Wish	You had an unfulfilled dream. Could that wish ever come true? It hurts your heart to think of it now. You don't know why, there's certainly no excuse, but... you can't even remember that wish.
37 Water	You were immersed in pure, clean water. Were you swimming? Did you plunge in to your death? Whichever the case, you remember the experience fondly, and being soaked brings that happiness back.

38 Knitting	You were knitting something. Who was it for? What were you knitting? A muffler? Gloves? A sweater...? Your fingers still remember how to knit. If you had wool and needles, even now, you should be able to knit something...
39 Gratitude	There was a kind person you owe a debt of gratitude to. You never managed to thank them like you should have... when you meet again, the first thing you'll do is say those words. Oh, but... just who was that person? What sort of person were they?
40 Fragrance of Soil	You enjoyed caring for flowers. Transplanting them, fertilizing them, watering them... Everything to do with gardening, really. You spent your life secluded with the fragrance of soil and flowering plants... but the flowers you remember no longer exist in this world.
41 God	There was a being who you offered up prayers to. You believed that praying would bring you happiness. Are you happy as you are now? If you're not happy, perhaps you just didn't pray enough.
42 Classroom	Blackboards, chairs, desks... everyone sat there, playing, talking, and studying. You want to return to that room. You wonder where everyone else went... and where you are.
43 Futon	Dozing on a futon in the morning sun. All the happiness you needed was right there, in your memories of a warm futon. But this world has long since woken you up.
44 Dresser	Your face reflected in the mirror, doing your best to be pretty. Using lipstick for the first time, changing your hairstyles, applying makeup... Oh, but now you've got the face of a corpse. Can this doll's face ever be a substitute?
45 Operating Table	Tied to an operating table, your eyes wide open in fear. Your mouth gagged – you can't even scream. Blood-drenched doctors draw ever closer. Shining scalpels inch closer and closer to your skin, your skin—!
46 Stalker	Something was shadowing you. Strange little phenomena piled up over time, and you'd often wake up horribly panicked. Who or what was following you, you never knew, but... there, outside the window, outside..!
47 Envy	Envy. Envy. Why is everyone smiling, even though you were that unhappy? They must be happy. Envy. Envy. More than all else, you're jealous of your own self, back when you were still happy.
48 Hikikomori	The world outside was too frightening. Everyone there could only hurt you. So you locked yourself away in a little room. You never needed to leave. Nevertheless... you were dragged out. Of course, the outside world is still too scary. You just want to go home to your room.
49 Shower	A nozzle that poured nice hot water over you. Humming while you bathed. The scent of soap. You want to feel those things again. But when you try to bathe now, parts of your body start to collapse, and all you can do is sigh and reminisce.
50 Gunshot	Out of nowhere, you heard an explosive sound. The inside of your chest felt hot. You turned around right away, and you... don't remember what happened next. Sounds like that are part of daily life now.
51 Library	Books arranged in well-organized lines. Rows and rows of titles. Reading for pleasure and learning for pleasure. The knowledge you found there was everything to you. Shut tight in that quiet place, that's where you belong.
52 Mask	You were a liar. Nobody truly trusted you, and you would never trust them. Can you rely on any of your sisters today? You know it's absolutely necessary to trust somebody, somewhere. Even so, you...
53 All Alone	You were lonely all the time, and wished for friends. Somewhere in this whole rotten world, there must be a friend you can confide in. There must be at least one wonderful thing about this time.
54 Musical Performance	You played an instrument every day. You don't have it anymore, and don't remember the names of the songs you used to know. You can still hum some of them, though, and if that instrument still existed, you're sure your fingers would remember how to play.
55 Snow	Cold, white, airy fragments. You remember days when they fell from the sky and covered everything in pure white. All that falls in this world is black ash. Will there ever be a day when the snow falls again?
56 Sports	You loved to move your body. Even in desperate conflicts, you may just be happy for the chance to exercise. But this body never tires, feels pain, or grows at all. How are you supposed to use it now?

57 Twin	Your body was half of a whole. Another child who shared your face was born on the same day as you. There was a mysterious bond between the two of you - somehow, you always knew what the other was doing. That's why, even in this world, you know the other half of you is out there somewhere.
58 Caged Bird	A poor little bird, trapped behind bars. You let that caged bird go. Now, you're just like that bird, imprisoned in a body that can never die. Someday, will someone have pity and set you free?
59 Doll	A cute doll fell over and broke. Its limbs were ripped off, bent in bizarre directions. What a pitiful memory. Oh, but when you think of it now... you're just like that pathetic broken doll, aren't you?
60 The View from the Window	Memories of quietly gazing out through the window. What was it that you watched, again? Whatever it was, it was always a beautiful view, and you yearned to go outside into it. At the very least, you know it wasn't this place.
61 Fortune Telling	You remember predictions of good fortune. Someone promised you good luck. Those words told you that your luck would surely make you happy. That might have been nothing but a childish game, but those precious words still support you now.
62 Holding Hands	Holding hands with somebody. You don't remember who that was - only the sense of security it brought. If you could feel relief by touching that hand, maybe you can find it again with one of your companions now. Perhaps you can feel that warmth again, even in cold, clammy hands.
63 Starvation	A memory of constant, aching hunger in a time when you weren't able to eat. Your stomach withered. You longed to bite, to chew. I want to eat I want to eat I want to eat. That's right, back then... even your own hand would do...
64 Humiliation	Recurring memories of being humiliated and disgraced. They shredded your pride. You played along, but even so... All you remember clearly is the feeling of your skin crawling and the sense of overwhelming anxiety. If you were resurrected in this world, then surely, people like them were too.
65 Cute Clothes	A cute outfit you wore in your memories. Your face is unclear - just those clothes reflected in the mirror. One day, your heart was throbbing. You had to display them to somebody... but to who? And where are those clothes now?
66 Cooking	You made meals. Cutting vegetables, stirring a pot, cracking eggs, stir-frying meat. At first, you couldn't really make anything, but gradually, you became much better. You can't remember the taste of any of those dishes, though. Was what you made really that delicious?
67 Bully	When you got irritated, when you felt like it, you harassed weaker people. That's right - you had friends. And you would all surround that weakling and play with them. Kicking, pulling hair, putting things on their head... that sure was fun.
68 Painting	There was a picture you'd started to paint. Everyone praised you as you made it. It was wonderful. Magnificent. But you've already forgotten just what kind of painting it was...
69 Lust	The flames of desire burning inside of you. Your entire body flushed with heat, longing for the pleasures of love. It still aches in your mind, sometimes. Can your dead body ever satisfy those desires?
70 The Living Dead	There it was. It turned to pursue you. You ran, screaming, desperately searching for an escape, but were torn to pieces alive by the hands of a living corpse. How pitiful. That's right. The thing from back then, the thing that ravaged your body so, was surely one of the Undead.
71 Dozing	A cozy nap. You need to wake up, but don't want to get out from the futon. The morning sun is leaking through the window. Birds are singing. Those were the sensations of awakening from sleep. But not in this world...
72 Conversation	You remember a relaxed conversation with a friend. You talked about fashion, the weather, the people you liked, disliked, and loved... Whenever you have a good chat now, you remember that talk, and tears of envy start to fall.
73 The Dead Rise	You were grieving over someone's death. They died right before your eyes, though you can't remember who it was. But then... their corpse started moving again. You, who thought that that person revived, were attacked by their nails and teeth.
74 Game	Day in and day out, you played the same game. What sort of game? Why were you playing it? You don't remember. All you remember is your unbroken gaze at the screen, and how you regretted every time you left that room, even to sleep.

75 Sold	Something was sold. What was it - blood, or hair, or organs? Or small buds or petals? You sold it to somebody who was very happy with it. You have the money for... what was it, again?
76 Study	You have to study and get good grades. You have to show everyone that you excel. If you don't... Well, what redeeming qualities would you have? You're not sure. There must have been some, right?
77 Happy Times	Ah, happiness. Such fun, happy days. You were afraid that happiness might end some day. It seems now like those times could have been nothing but a pleasant dream. The memories inside you now are just like dreams. But... how can you tell where they meet?
78 Burial	Heaps of earth are falling down around you. The soil covering your limbs is cold, and then lukewarm, and even though you're conscious, the dirt keeps coming down. You can't move your body, or even your face. You are plunging beneath the earth.
79 Shopping	Holding various things in your hands. Gazing into display windows. Checking the contents of your purse, over and over. Shopping sure was fun. You wonder who you were with, that time – who shared that happy day with you.
80 Amusement Park	Were you there with family? Friends? Someone you loved? The noisy amusement park in that wonderful memory was like another world. Colorful rides. Crowds of happy people. Where is that place now? Is there any trace of it left?
81 Tea Party	Birds chirping, a beautiful garden, white chairs and a white table. Black tea poured from a teapot. Sweet-smelling cookies. Enjoyable friendly chats. Sweet memories from that time you lived as a young girl. It's those memories that allow you to continue on as a young girl.
82 Secret	You had a horrible, shameful secret, one you could never share with anybody, one that must never be known. Oh, but... you've forgotten what it was. Is there somebody else who still knows it?
83 Flowerbed	You tended to a flowerbed – fertilized it, watered it, protected it from pests, so that beautiful flowers could grow there, and you could watch them blossom. You spent a long time working hard for that goal, but... the rest seems to have been washed from your memory. How is that flowerbed faring today?
84 Ghost	You remember an encounter with something inexplicable. Strange sounds. An otherworldly light, casting bizarre shadows. It terrified you then... but now it just seems like a pleasant fairy tale. After all, now you're the very same kind of being you were frightened of.
85 Refuge	Was it an attic? A closet? A dresser? Wherever it was, you were creating your own tiny world inside. You locked yourself away in that world just for you. Will you need another refuge like that here?
86 Separation	There's somebody you must meet again – a treasured person you were separated from. You don't remember them well, but you're certain you would if you found them again. If only that person still exists, you won't forget them...
87 Story	You remember writing a few of your own stories – were you a novelist or a poet? Will you ever write another story? Perhaps even the story of your own life? Maybe if you read that, you could recall everything about yourself.
88 Big Brother	You had a kind older brother. You always fawned on him. Admired him. To you, he was more important than anyone else. The ideal person. And you can't even remember his name. Even though you think you'd recognize him if you met up with him...
89 Lost Child	You were completely lost, all on your own. You didn't understand what was happening – you just stumbled through that unfamiliar place, crying. All you saw was darkness. On and on you wandered – nothing but strangers. Still, that time, there was one kind person...
90 Beach	Crashing waves. An expanse of white sand. A sea that stretched out endlessly. Now and then, fish leapt up from beneath its surface. That sea still exists in your memories. It must be somewhere in the world. Is the ocean still as full of life as it used to be?
91 War	You ran, fleeing the war. You didn't want to accept reality, and you saw the shell flying at you as a bird. You reached your hand out to that bird...
92 Handling a Corpse	Someone important to you died. No, that's not right - they're only sleeping. You just had to wake them up. After all, you woke up even though you were dead, so they must still be sleeping out there somewhere.

93 Medicine	You've got to take it. You've got to take that medicine, or you'll break. You'll break. Your body will fall apart. Your mind will shatter. Hurry. Hurry and take it faster. You've got to find it now. If you don't, if, if, ififififififififif--
94 Insects	That's right. You hated them. You hated the insects that skittered or flitted about. Your hatred for those creatures was overpowering. Those disgusting, cursed creatures. So you spent your time in rooms where they could never reach you. But now...
95 A Visit from Death	You can't recall their name or face, but someone precious to you died. Their death was incredibly painful, and the loss left a gaping hole in your heart. But now that you've died and been resurrected, you're glad that person had a chance to die properly, unlike you.
96 Lie	You told a lie. What lie, you can't recall... but you tricked somebody, and you're sure that they died because of it. Is that person still deceived now? If you could only meet them, if you could tell the truth...
97 The World After Death	You died, and at that moment, you saw a world different from this one. You're certain of it. Then something dragged you forcibly back here. But if a person dies in this world, you're sure they'll go to that reality.
98 Angel of Slaughter	You were trained to kill people. Without any questions, you murdered countless others, and were praised only for your work. You now live in a world where you can never die. A world where you can keep killing forever. Perhaps if you keep killing, more and more and more, you'll be praised again.
99 Necromancer	You remember a few sparse details about "them," the person who made you this way. Do you feel grateful, I wonder? Even though you're clearly just a toy to them?
100 The Last War	You have a bystander's knowledge of humanity's last days. From what perspective? However faintly... you remember those terrible events. Just how foolish and tragic wer

Positions

Alice

There are some Dolls that are never able to get used to fighting. Though their lives have been ones of unending battle for countless days, countless years, the memory of tranquil times remains in their hearts. It is for this reason that they remain human even now.



	Angel of Eden	Cost	2
Timing	Rapid	Range	Self
Effect	Regardless of your current place on the Battle Map, you are instantly transported to Eden.		
	This is not considered to be Movement.		
	You are the inhabitants of paradise, the place where you are is the paradise.		

	Healing	Cost	None
Timing	Auto	Range	See Below
Effect	Other Sisters' Conversation Checks toward you all gain +1 to their rolls.		

A girl's smile is a glow in the dark. I have the power to shatter the mind filled with madness

	Maiden	Cost	0
Timing	Rapid	Range	0
Effect	Make a Conversation Check with one of your sisters.		
	Your slight words and gestures are not those of a killing machine. Will they be a refreshing agent for a rough heart?		

	Prayer (DoD)	Cost	0
Timing	Action	Range	See Below
Effect	This Maneuver takes effect 5 Count after the time that it is announced. As long as you do not gain any Madness Points or have any Parts damaged during this time period, all of your Sisters may remove a Madness Point from a Fetter of their choice.		
	This Maneuver may be used only once per Round, and only if the remaining Count is greater than 5.		

No matter if they come true or not, your prayers will definitely reach everyone. Your wish will surely come true. No one will be unhappy. Find the way for everyone to be saved.

	Princess	Cost	0
Timing	Damage	Range	0~1

This Skill can only be used when you take damage.

Effect	Your target sister receives -1 to the Cost of their next Action (minimum 0.)
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When sisters are injured, they cannot stay fair. They know that you are to be protected.

	Undefeatable Heart	Cost	None
Timing	Auto	Range	Self

Effect When you make a Conversation Check, you may add +1 to the die roll. What you have is a strong heart, no desire to lose to despair, as long as you can believe it, hope will not disappear.

	Warm Smile (DoD)	Cost	None
Timing	Auto	Range	See Below

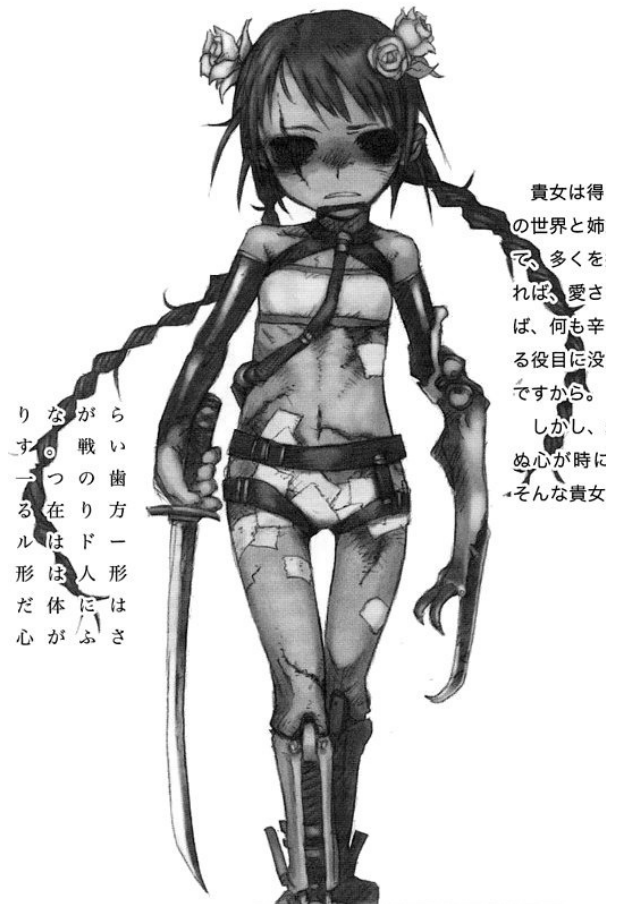
Effect When you roll a Critical Success on a Conversation Check, the target may remove a Madness Point from her Fetter towards you.

This still counts towards the Fragments of Memory limit on the maximum number of Madness Points removable during a Phase.

Your gestures, your facial expressions are sparkling. That light shines brightly within the soul of the person who talks with you. They will cast away their heavily sickened feelings.

Automaton

Though you have a heart, you have suppressed it. In battle, you are no more than the gear of a machine. Dolls are Dolls, after all. It is only proper that dead corpses should have dead hearts. Those things you could not protect while you still lived, you protect now.



	Cover	Cost	See Below
Timing	Auto	Range	0~1
Effect	Once per Round, when one of your Sisters declares an Action Maneuver, if you both agree, the cost of the declared Maneuver can be reduced to 0 in exchange for reducing your Action value by 1.		

If you do not mistake the timing, a small amount of help will have a great effect. You are not fighting alone

	Foes are Foes (DoD)	Cost	None
Timing	Auto	Range	Self
Effect	If a Spirit Attack is made against you, the Attack Check must have a result of 7 or higher to hit.		

I will have compassion later. I will someday apologize. But for now, everyone will be broken.

	Heart of Ice	Cost	None
Timing	Auto	Range	Self
Effect	You gain +1 to the die roll on Madness Checks. Calm down. Be cool. Believe in yourself. Believe in a friend. Do not doubt. Do not be afraid.		

	I am a Doll	Cost	None
Timing	Auto	Range	Self
Effect	During the Battle Phase, only for one Round, ignore all effects of the states of Madness.		

That body is a doll. My heart is a doll. The doll does not feel pain. My heart...

	Prisoner in Limbo	Cost	None
Timing	Auto	Range	Self
Effect	At the end of a Round during the Battle Phase, if you are in Limbo and have incurred any penalties to your Action Points, you may ignore them and start the next Round with your Maximum Action Points.		

Hell is right for you. Because enemies can understand you more than allies. Limbo is where the doll belongs. Drawn to Hell, long for paradise even if it is torn apart.

	Reckless	Cost	See Below
Timing	Auto	Range	Self
Effect	As the Cost of this Skill, damage one of your own Basic Parts of your choice. You may reroll the die for an Action Check, Attack Check, or Dismemberment Check.		

The results earned by abusing your body. You are already dead, so you can do it.

	Tears of Blood (DoD)	Cost	See Below
Timing	Auto	Range	Self
Effect	When you are hit by a Spirit Attack, you may ignore the Madness Points incurred. For each Madness Point ignored, one of your Basic Parts of your choice is damaged. If you have no Basic Parts remaining, this Skill is no longer effective.		

All right, nothing is painful. I will not bother anything. No matter how much of me breaks in the fight.

Court

Strength does not arise only when wielding a weapon. To think and to know are also strengths. Within this ruined world, it is not a strength easily understood... but you cultivate it nonetheless. Things could be no other way.



Advice	Cost	0
Timing	Check	Range 0~2
Effect	Support 1 or Hinder 1.	

Small words and signs will still negate large damage. It will be a small but big chance.

Anticipate	Cost	0
Timing	Rapid	Range 0~3
Effect	Target "Rapid", "Damage", or "Check" Maneuver. Cancel the effects of one.	

It is important to know about the enemy that appeared. It also helps tactics to instantly see the enemy's war potential and offensive power.

Composure	Cost	None
Timing	Auto	Range Self
Effect	You can gain +1 to the die roll on Action Checks.	

Calm behavior, there are things that make things move a lot. Your calm view should be an important starting point.

Foresight	Cost	1
Timing	Action	Range 0~1
Effect	The Cost of the target's next Action decreases by 1 (minimum 0.) By knowing the movements of enemies and ally in advance, you can act with the minimum necessary movement.	

	Restraint (DoD)	Cost	See Below
Timing	Auto	Range	Self
Effect	When you fail (or critically fail) a Madness Check, you may change the result to a Success. As the cost of this Skill, damage one of your Basic Parts of your choice.		

Loss of, distortion of mind. Let's cheat. With loss of body and distortion of the body. Pain is proof of sanity...even such a distorted philosophy is useful for regulating you now.

	Scapegoat (DoD)	Cost	See Below
Timing	Auto	Range	Self
Effect	When one of your Sisters fails (or critically fails) a Madness Check, you may change the result to a Success. As the cost of this Skill, add a Madness Point to one of your Fetters of your choice.		

You are sensitive to look at the world. Not only in battle, but in human relationships. I know what I should do. Brutally. Firmly.

	Tactics	Cost	None
Timing	Auto	Range	See Below
Effect	At the beginning of the Battle Phase, you may observe the arrangement of enemies and move a Doll of your choice to any Area other than Tartarus.		

Strategy based on position and traction. Promising everyone victory be driving a flexible team.

Holic

To have an ego is to embrace one's selfishness and desires. There are things that you want. Are those power? Love? Your past? If you find one of them, you'll want another. If you find ten, you'll want a hundred more. Even then, you won't be satisfied. Even then.



	Carnage	Cost	See Below
Timing	Check	Range	Self
Effect	As the Cost of this Skill, add a Madness Point to a Fetter of your choice. Support 3.		

No, it's not like this, it should be like this. Desire, obsession, thoughts. They can distort physical laws.

	Drawn to Tartarus	Cost	None
Timing	Auto	Range	Self
Effect	During the Battle Phase, when you declare a Movement Maneuver that targets yourself in the direction towards Tartarus, the Cost of the Maneuver is decreased by -1 (minimum 0.)		

Your soul searches for darkness, for that is where you are.

	Fall Into Hades (DoD)	Cost	See Below
Timing	Action	Range	Self
Effect	As the Cost of this Skill, add a Madness Point to a Fetter of your choice. You are instantly transported from your current position on the map to Hades.		

The place where the broken girl was born. It must surely be Hell.

	Fury	Cost	See Below
Timing	Damage	Range	Self
Effect	You may only use this Skill when you deal damage. As the Cost of this Skill, add a Madness Point to a Fetter of your choice. Add +2 to the damage dealt.		

Because of you. Unforgivable. Unforgivable. Absolutely not allowed. I will break it apart. I will shatter it.

	Insane Swiftness	Cost	None
Timing	Auto	Range	Self
Effect	When one of your Fetters is in a state of Madness during the Battle Phase, you gain a +1 to the die roll on Attack Checks.		

Madness, makes, you, strong.

	Impulse	Cost	See Below
Timing	Auto	Range	Self
Effect	Once per Round, when you declare a Maneuver, instead of paying the normal cost for the Maneuver, you may instead add a Madness Point to a Fetter of your choice as the cost.		

Still it can move. It is not over yet. Another stroke, another step: Show yourself moving while breaking yourself.

	Limit of Madness (DoD)	Cost	0
Timing	Damage	Range	Self
Effect	You may remove a Madness Point from a Fetter of your choice. However, if any of your Sisters are in the same Area as you, they must add a Madness Point to a Fetter of their choice.		

I will not suppress my madness. Do not mind the staring eyes around you. Spit it out! You do not have to approach it if you do not wish to see it!

Junk

You have found strength in the things you have given up. But there are those you refuse to surrender. You could hardly lose any more of your body. But there are surely things you have not lost. Though you struggle in vain, covered in scars, you persevere.

諦めることでも
た力。けれど
まだ諦めきつ
わけじゃない
これ以上失う
のなんてない
。それでもき
と、まだ失っ
ないものも
いる。傷だらけ
も悪あがき
けてやる。



Damaged Goods	Cost	None
Timing	Auto	Range
Effect	During the Battle Phase, at the end of the Round and when Treasure is damaged, you do not add Madness Points.	

You are half broken. Because it is broken, it will not break any more. Days of fighting? I wonder what was before that..

Defender of Eden (DoD)	Cost	None
Timing	Auto	Range
Effect	When you are in Eden or Elysium, all Maneuvers used by enemies which are in Eden have their Action Point cost increased by 1.	
	This Skill remains in effect even if you are completely Annihilated.	

These defiled men cannot be allowed to trample this place. I will not let them.

Dweller in Hades	Cost	None
Timing	Auto	Range
Effect	During the Battle Phase, if you are in Hades, you gain +1 to the die roll on Attack Checks.	

Hell is right for you. Because enemies can understand you better than allies.

	Follow	Cost	0
Timing	Rapid	Range	Self

Effect This Skill can only be used when one of your Sisters uses a Movement Maneuver.
Move 1.

Behavior that has been repeated many times. It's fixed in your brain by now. Instinct.

	Lame Beast (DoD)	Cost	None
Timing	Auto	Range	Self

Effect For every Hit Location of yours in which all Parts have been damaged, you gain +1 to Attack Checks you make.

What is broken is nothing but a shackle. The harvest for replacements is now.

	Struggle	Cost	None
Timing	Auto	Range	Self

Effect When you voluntarily take a Madness Point in order to reroll a die, you gain +1 to the die roll.

I will never fail. Even this body has given up, but I absolutely will not give up until the end!

Sorority

That others depend upon you is not a burden. It is your strength. Though your body has long been dead, others still rely upon it. For as long as they do, you shall lead the way. Even if there's nothing left of you but your feet.



Gathering in Elysium	Cost	2
Timing	Rapid	Range See Below
Effect	Regardless of their current place on the Battle Map, all your sisters are instantly transported to Elysium.	
	This is not considered a Movement Maneuver.	

The girl's gatherings can not be messy to anyone. It can not be disturbed. Even in battle.

Grace	Cost	None
Timing	Auto	Range See Below
Effect	When you voluntarily take a Madness Point in order to reroll a die, one sister of your choice (excluding you) may make a Conversation Check with you as the target.	

Your standing behavior is beautiful and perfect, the girls who see it will make your feelings clearer.

Order	Cost	2
Timing	Rapid	Range See Below
Effect	All your sisters upon the Battle Map with you may make a single Attack Maneuver of their choice with Rapid Timing.	

I teach it to everyone. Timing is matched with the meaning of your shout and attacks fly all at once. Do not allow enemies to fight back.

Secret Whisper	Cost	None
Timing	Auto	Range See Below
Effect	At the beginning and end of the Battle Phase, one sister of your choice (excluding you) may make a Conversation Check with you as the target.	

Secret conversation of girls. A small topic. A little negativity. A little friendship. But that is what makes bonds bloom.

	Self-Control	Cost	None
Timing	Auto	Range	Self
Effect	If you are afflicted with Madness, you gain +1 to the die roll on Conversation and Madness Checks.		

You are responsible. Everyone who will not be allowed to escape, for example, will take your hand and stand up.

	Sister's Kiss (DoD)	Cost	1
Timing	Rapid	Range	0
Effect	This Skill is only usable against Savants. The target Savant loses 4 Action Points.		

A distorted girl standing in front of you may also be a sister. Let me cuddle and let me down the swung fist...

	Tough Love (DoD)	Cost	None
Timing	Auto	Range	See Below
Effect	When one of your Sisters has a Part damaged by an Attack Maneuver you used, she may remove a Madness Point from a Fetter she has which is in a state of Madness.		

If you have a weak heart, you will break. You have to become a demon. A scar is better than ruin.

Classes

Baroque

Deformed Dolls.
Manufactured mutants.
Shaped to another's whim.
Woven from twisted flesh.

The specialty of this Class is mutation.

They are chimeras created from a multitude of corpses. Their incomprehensible bodies possess incomprehensible abilities. There are many whom are particularly swift.

Armament	0
Mutation	2
Enhancement	0



Special: Mutated Being	Cost None
Timing Auto	Range Self

During the Battle Phase, when you are hit with an Attack that did not roll a Critical Success, you may choose which Location it hits (unless you have lost all Parts from that Location.)

That body no longer has the shape of a person. Therefore we will not accept attacks against people.

Crystallization (DoD)	Cost 1
Timing Damage	Range Self

You may ignore any "Dismember", "Explosive", and "Move" properties associated with an attack you've been hit by.

This Maneuver can be used any number of times per Round.

Unusual body fluid flowing in a heteromorphic body. If it touches the outside air it will crystallize and harden. It will be cut and it will absorb the explosion. Indeed the body of a monster, but it is a useful body.

Extreme Mutation	Cost None
Timing See Below	Range Self

When you learn this skill, you may acquire an additional Tier 3 Mutation.

This is not limited by your Reinforcement Points, and you may regenerate it as normal.

The irregular curse that you have been put in is beyond the limits of the body. It is a miracle that you keep your mind.

Instrument of Evil (DoD)	Cost None
Timing Auto	Range Self

When you declare an Attack Maneuver, you may declare the use of this Skill to increase the damage by 1.

However, the "Dismember", "Explosive", "Chain Attack" and "Area Attack" properties are all lost.

Imitate and reinforce your body with the original weapon attack organs and express it as a more violent weapon. The power of destruction would have increased, but its awkwardness is not an essential ratio.

Karmic Corpse	Cost	None
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Timing	Auto	Range	Self
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Effect At the end of the Battle Phase, you may regenerate two Parts of your choice. It was cut off repeatedly, shot, destroyed and destroyed. It is engraved and I wonder what has been done since it broke down a little bit now.

Mad Demon	Cost	None
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Timing	Auto	Range	Self
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Effect When you make an Attack Check for an Unarmed Attack Maneuver, you may add +1 to the die roll.

Your body is dominated by its own combat instinct, the world fighting is dyed in crimson, fighting with nails, tearing with fangs.

Regeneration	Cost	1
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Timing	Damage	Range	Self
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Effect Defend 1. You may use this Skill any number of times per Round, but only once per Attack.

Your body will return to its original state by itself. Any attack will only slow the movement.

Super Strength	Cost	None
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Timing	Auto	Range	Self
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Effect Your Unarmed and Melee Attacks deal +1 damage.

The muscular strength of the deceased which is unlikely to be human, it is further enhanced and raised. A monster put in a narrow arm is always waiting for the time of liberation.

Armament	0
Mutation	1
Enhancement	1

Gothic

Heretical Dolls.

The natural enemy of the dead.

Dolls built to oppose the Undead.

Cannibals in their right mind.

The specialty of this Class is all manner of heresy. Eaters of the dead, they strike fear into other Undead as the apex predators of the food chain.



Special: Voracity Cost 0

Timing Rapid Range Self

Effect Regenerate a Reinforcement Part of yours that was damaged. Eating corpses, you will recover even an unusual feature, even from the original body.

Delight in Corruption Cost 0

Timing Damage Range Self

Effect You may use a "Rapid", "Check" or "Damage" maneuver that you have already used one more time.

When someone is hurt, including even yourself you do not think you will gain a sense of amnesic uplifting.

Feast of Flesh Cost 1

Timing Action Range Self

Effect Regenerate a Basic Part of yours that was damaged. You eat dead flesh. Ingested meat will be self contained. That is a sight that many dead people will feel awkwardness about.

Lick Jowls Cost 0

Timing Rapid Range 0~1

Effect Hinder Move 1.

Awkward appetite eyes, tongue crawling the lips, dripping saliva. Any deceased person has to stop his or her feet moving from that aspect.

Predator Cost 2

Timing Damage Range 0

Effect Stagger all enemies in the same Area as you.

The horrors who eat the dead who the enemies instinctively fear. Even deadly weapons without ego can not stop fearing you.

Rip and Tear (DoD) Cost None

Timing Auto Range Self

Effect The effect of your Jaws and Fists changes to "Unarmed Attack 1 + Dismember."

Your body specialized in predation is a body to capture the prey, to rip it, to eat it. Not to strengthen but have a deadly effect.

Ultimate Predator (DoD) Cost None

Timing Auto Range 0

Effect When you succeed with a Range 0 Unarmed Attack, if the number of Parts the target has remaining is no greater than the result of the Attack Check minus five, all of the target's Parts are instantly broken (however, Legions are not affected.)

Regardless of size, eating that can crush the swallowed body inside. Sometimes digestion can not catch up, but it is not a big deal.

Vile Repast Cost None

Timing Auto Range See Below

Effect When you cause the target of your Attack to make a Dismemberment Check, they receive a penalty of -2 to the die roll.

Blade is a knife that cuts meals. Your claws are tearing. The teeth are eating. None escape.

Psychedelic (DoD)

ESPer Dolls.
 Diversiform distortions.
 The anamneses of madness.
 Abilities beyond comprehension.

The specialty of this Class is the paranormal. Their powers essentially distort the laws of nature. Amongst all the pallor of the dead, the Psychedelics shine singularly bright... like jewels ripe for the taking.

Armament	0
Mutation	0
Enhancement	1



Special: Vortex of Destruction	Cost	See Below
Timing	Rapid	Range See Below
Effect	Unavailable until the end of the first Round. As the Cost of this Skill, add a Madness Point to all of your Fetters that are not in a state of Madness. Each being on the Stage of Battle chooses and breaks four Parts. (Legions are completely annihilated.)	

"The most Terrible Thing" that was suppressed inside you will overflow and destroy everything that is visible to you. Even yourself.

Distorted Power	Cost	3
Timing	Rapid	Range 0~2
Effect	You may use this skill even if completely Annihilated. The target chooses and breaks two Parts belong to it. (Legions simply take 2 damage.)	

The most obvious destructive supernatural ability distorting what we have seen with the power of will, twisting, invisible violence of splitting overrun the enemy and turn it into meat blocks or scraps.

Embrace of Souls	Cost	2
Timing	Action	Range 0~2
Effect	You may use this skill even if completely Annihilated. The target may remove a Madness Point from one of their Fetters. Afterwards, add a Madness Point to one of your Fetters that is not in a state of Madness.	

Your soul cannot be caught in the cage of flesh. Gently slip out, you can touch the soul of the precious person directly. Cuddling to share that suffering.

Pawn's Gambit	Cost	2
Timing	Action	Range 0~1
Effect	You may use this skill even if completely Annihilated. Move 1.	

The target of the Move loses 2 Action Points (even if the Move is Hindered.)
 Power of strong will, blow away the target opponent that has a special influence even to gravity with a gust of force. Beat on it, even miserable sense of upside down shows a big gap?

	Shared Loss	Cost	3
Timing	Rapid	Range	0~1
	This skill is only usable on Horrors.		
Effect	Choose one of your Hit Locations. For every broken Part of yours in that Hit Location, the target chooses and destroy a Part of its own.		

The destruction that I received is projected onto the enemy's ego and misunderstood... Effective attacks only for those with only a very low self are not destroyed and they can not be used.

	Throne of the Void	Cost	None
Timing	Auto	Range	Self
Effect	You may ignore Hinder and Hinder Move effects originating from the same Area as you are in.		

Slightly, but your body is always floating, making sure that your body does not get caught out in movements, such as undocumented handouts.

	Twist of Fate	Cost	See Below
Timing	Check	Range	0~3
	You may use this skill only when you are the target of an attack.		
Effect	As the Cost of this Skill, add a Madness Point to a Fetter of your choice. Regardless of the result of the Attack Check, the attack is considered a failure.		

Eyes to see the future. Power too heavy for the mind in one's heart. At the price of pain to the soul, the power to avoid only the worst crisis.

	Will to Refuse	Cost	2
Timing	Damage	Range	0~1
	You may use this skill even if completely Annihilated.		
Effect	Defend 1. You may use this Skill any number of times per Round, but only once per Attack.		

You can bounce off the unexpected future that produces results just by thinking. Do not let the blade ease your important things to bullets.

Armament	2
Mutation	0
Enhancement	0

Requiem

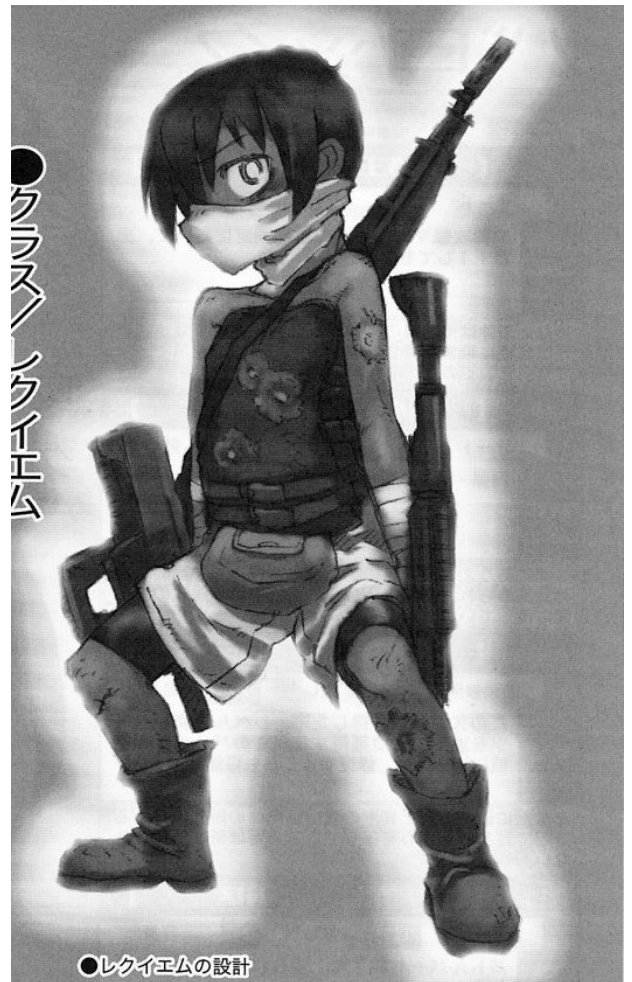
Dolls that use firearms.

Requiem of the end.

Fantasias for those without souls.

The sole notes heard within this world.

The specialty of this Class is range. Created to defend important positions, they also excel as guerrillas. The report of their guns are the only melodies that resound within this ruined world, like bells tolling for those whom they lay to rest.



Special: Magic Bullet	Cost None
Timing Auto	Range Self
Effect	During the Battle Phase, when you make a Ranged Attack Maneuver, its maximum range increases by +1.
The dead are not suitable for shooting guns, but you are special made. To the enemies far away from usual, the bullet pierces.	

Concentration	Cost 2
Timing Rapid	Range Self
Effect	Until the end of the Round, all your Attack Checks gain +1 to the die roll.
Sharpen the senses and aim for the opponent's weakness. Aimed shots will probably set off enemies.	

Gun God	Cost None
Timing Auto	Range Self
Effect	When you make an Attack Check for a Ranged Attack Maneuver, you may add +1 to the die roll.
Your eyes and gun are connected. It is different from the shambling zombie soldiers. It surely penetrates what you want.	

Gun Kata	Cost 2
Timing Check	Range 0~1
Effect	Hinder 2. Afterwards, you may make a Ranged Attack 1 against the same target.
Combat fighting strategy using guns. The basics are two pistols, but the dead can use this fighting technique for every gun battle.	

	Hand of Death	Cost 0
Timing	Rapid	Range Self
Effect	You may use an Attack Maneuver of your choice as if its Timing were "Rapid".	

Your blow is always the prince of death. The enemies who shoot and show at exquisite times are always after you.

	Lullaby	Cost None
Timing	Auto	Range Self
Effect	During the Battle Phase, you may take a penalty of -1 to the Attack Check of a Ranged Attack. If you do, the Cost of the Maneuver is decreased by 1 (minimum 1.)	

It will not stop. Especially in the battlefield. There is no song if the voice is interrupted. Continuously, heavy, let the guns sing.

	Rear Guard's Pride (DoD)	Cost None
Timing	Auto	Range Self
Effect	When you roll a Critical Failure on a Ranged or Blast Attack, treat it as if it were a normal failure.	

Shoot enemies from behind a friend. Because I believe in you, I can concentrate on the spirit of the Rear Guard. I cannot disapprove such trust with just a mistake.

	Trusted Companion (DoD)	Cost 1
Timing	Rapid	Range Self
Effect	You may regenerate a single damaged Part that can perform a Melee Attack or Ranged Attack Maneuver.	

There is a weapon that you believe in. No matter how it breaks or bends, it can not betray you, it will respond to you.

Armament	0
Mutation	0
Enhancement	2

Romanesque

Dancing Dolls.
Princesses of the netherworld.

Corpses trapped in a tarantella.

Beloved playthings, cast away.

The specialty of this Class is adroit mobility. When they were alive, they danced for others' pleasure- dances as precise as clockwork, down to the movements of their fingertips. And now, just as they were then, they shall be beloved once again.



Special: Battle Maiden	Cost None
Timing Auto	Range Self
Effect	Your Maximum Action Points increase by +2.

Your dance is as fast as the dead. The surroundings are all so late that this blur can barely be seen.

Caress	Cost 0
Timing Rapid	Range 0
Effect	Stagger.

Tickling of sensuality. If maiden's fingers crawl, the flesh of the dead will also be crankless and will tremble from the pleasure of the moment.

Clockwork	Cost None
Timing See Below	Range Self
Effect	When you learn this skill, you may acquire an additional Tier 3 Enhancement. This is not limited by your Reinforcement Points, and you may regenerate it as normal.

The body is made up of gears and screws. There is little blood and meat to move you.

Dance of Death	Cost None
Timing Auto	Range See Below
Effect	All enemies that roll a Critical Failure within the same Area as you in have their damage of the resulting attack increased by 1.

Unbelievable dance is an appropriate comedy. We can not forgive halfway abominations. I have to change it to the clown of clown that can be laughed at least.

Deranged Gears (DoD) Cost None
Timing Auto Range See Below

Effect All enemies that roll a Critical Failure within the same Area as you in have their damage of the resulting attack increased by 1.

Unbelievable dance is an appropriate comedy. We can not forgive halfway abominations. I have to change it to the clown of clown that can be laughed at least.

One's Many Charms (DoD) Cost None
Timing Auto Range Self

Effect The cost of your Basic Parts "Arm" and "Foot" decreases by 1 (to a minimum of 0.)

Your limbs dance swiftly. If you are ready to dance together, you will have a polite ball in the middle of battle

Tuning Cost 0
Timing Rapid Range 0

Effect Choose a damaged Part on the target. Until the end of the Round, the target may use Maneuvers associated with that damaged Part as if it were not damaged. (However, this does not recover Maneuvers that were used up or are not repeatable.)

It is comforting to be danced even if it does not clear. You know the art of forcibly moving a broken one.

Waltz Cost 1
Timing Rapid Range Self

Effect Until the end of the Round, every Attack which targets you receives a penalty of -1 to the Attack Check (if it is an Area Attack, the penalty only applies to hitting you.)

If this Skill is used multiple times during the same Round, the penalty does not increase.

Dance princess on the battlefield. The dancing flying attacks that are driven into you will be forgotten. It is difficult to stop dancing figures.

Stacy

The most conventional of Dolls.
 Corpses that move even now.
 Soldiers that are dead even now.
 And yet they walk even now.

The specialty of this Class is immortality. They are designed foremost for the stoutness of their bodies. All the menace of the walking dead are embodied in the Stacies.

Armament	1
Mutation	1
Enhancement	0

Special: Crawling Flesh	Cost	0
Timing	Check	Range 0~2
Effect	You may only use this Skill while you are damaged. Hinder 3.	

Cut off, blown away, even torn off pieces of meat. They will wiggle at your will and stop enemies.

Corpse Style (DoD)	Cost	See Below
Timing	Check	Range 0~1
Effect	As the Cost of this Skill, break one of your Basic Parts. Support 2 or Hinder 2.	

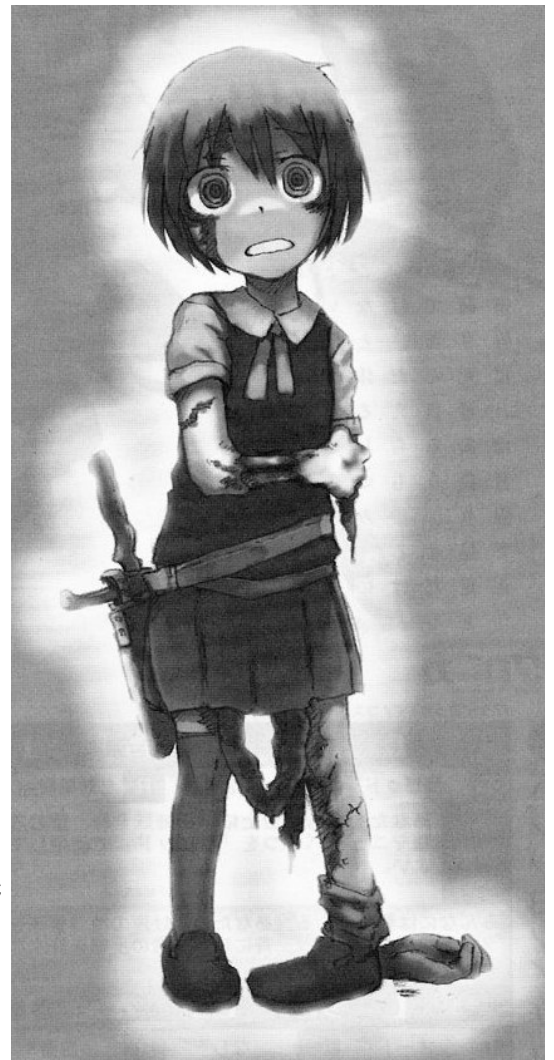
Grab the opponent with his own arms. If you are dead and throw your jaw to bite people from afar, it's a natural tactic.

Made to be Broken	Cost	None
Timing	Auto	Range Self
Effect	Add +1 to all die rolls for Attack Checks and Dismemberment Checks. However, at the end of the Battle Phase and each Round of combat, you must damage one of your own Parts of your choice. This cannot be manipulated by Maneuvers that affect Costs.	

You are excellent, but a clear failed work. The body will collapse as battle rages on.

Meat Shield	Cost	0
Timing	Damage	Range 0~1
Effect	If the damage received by the target is caused by an Attack Maneuver, you may negate any number and combination of effects other than damage of your choosing of an attack (Area, Chain, Dismemberment, Explosive, Stagger, and more specific effects are included).	

Instantly use yourself as a shield and counter the aftermath. Is it because of your preparation or is it a dull sense of despair?



	Organ Donor (DoD)	Cost	None
Timing	Auto	Range	See Below
Effect	At the end of the Battle Phase, you and all of your Sisters can regenerate their damaged "Entrails" parts.		

I do not want to imagine what kind of body this is. Your body will regenerate only the organs in a short time. Even if it hollowed out, baked or eaten.

	Protect	Cost	0
Timing	Damage	Range	0~1
Effect	When the target takes damage, you may take that damage in her place. You may use this Skill any number of times per Round. However, this cannot be used against the damage caused by the "Area" attack effect.		

You are always a shield for everyone without hesitation. You can defend our sisters.

	Remain Dead	Cost	0
Timing	Rapid	Range	Self
Effect	Regenerate a Basic Part of yours that was damaged.		

Wherever there is a lost part, by reconnecting it is restored. Your body will not stop being you. Surely, forever.

	Unfazed	Cost	None
Timing	Auto	Range	Self
Effect	During the Battle Phase, if your Parts are damaged, you may continue to use Maneuvers they enable until the end of the Round.		

Your body keeps on functioning even if it becomes disjointed. This does not hinder it from killing in battle.

Armament	1
Mutation	0
Enhancement	1

Thanatos

Dolls made for battle.
 Warriors that fight eternal.
 Incarnations of death and destruction.
 Leading roles upon the stage of slaughter.
 The specialty of this Class is combat power.

They are corpses made weapons, designed completely for their offensive ability. Burning with fury despite the chill of their dead flesh, they are as storms of destruction.



Special: Unlimited Destruction	Cost	0
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Timing Damage **Range** Self

Only usable on a target to whom you deal damage.
 As long as your current Action Point value is not below zero, until the next Count, you may use all your available Attack Maneuvers once each against the same target at their original Timings, aside from the Maneuver that dealt initial damage (ignore the difference between your current Action Point value and the Count).

An undead technique of throwing all your strikes upon an enemy to destroy them completely.

Calamity	Cost	2
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Timing Damage **Range** Self

You may only use this Skill when you deal damage with a Melee Attack.
 Add the "Area Attack" property to this damage. You do not take damage from this "Area Attack."

Your existence is a tornado of death. Weapons and madness raging in places where you cut and you'll be drawn into a whirlpool of destruction.

Dead on Target	Cost	None
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Timing Auto **Range** Self

Effect During the Battle Phase, if you roll 6 on an Attack Check, you may choose which Location to deal damage to.

The blow that always gives a fatal injury to the enemy. It is an inevitability rather than a coincidence.

Drama of Death	Cost	None
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Timing Auto **Range** Self

Effect During the Battle Phase, when you and another Sister target an enemy with Attack Maneuvers, you may add +1 to the die roll for your Attack Check and +1 to your Damage.

Even with breathing stopped, bodies that observe timing and maximize effect with simultaneous attacks. It is meaningful to breathe together.

	Instantaneous	Cost	None
Timing	Auto	Range	Self
Effect	During the Battle Phase, when you declare an Attack Maneuver, no one other than you can perform Maneuvers at the 'Check' and 'Rapid' timings in response.		

Ultra high speed blow. It is impossible for anyone to prevent it.

	God of Death	Cost	None
Timing	Auto	Range	Self
Effect	When making an Attack Check with a Melee Attack Maneuver, you may add +1 to the die roll.		

Sprint and hit. Your arms, eyes and brain were scrutinized and polished to bring about death and destruction.

	Judgment (DoD)	Cost	0
Timing	Check	Range	Self
Effect	Use this Skill only during your own Melee Attack Maneuver's Attack Check. The die result of the Attack Check becomes 6, and no effect can change this result.		

There is a blow that cannot be stopped. Liberated from bad luck, it will bring an ending.

	Queen of the Underworld (DoD)	Cost	None
Timing	Auto	Range	Self
Effect	Hinder Move' Maneuvers used by Legions have no effect on you. Furthermore, Legions must roll a 7 or higher on Attack Checks made against you to hit.		

No matter how many they arrange, their dead fingers cannot even touch you.

Maneuvers

Timing

Auto	Takes effect simultaneously with the declaration of its use. Automatically successful if the conditions for use are satisfied. Generally, these Maneuvers have no Cost, and are usable during the Adventure Phase and End Phase as well.
Action	Usable during the Battle Phase when the Count matches your Action Points. Can be used any number of times during a Round.
Check	Usable during the Battle Phase when anyone within range makes a Check (after they roll the dice.) Generally each Maneuver of this type is usable only once per Round.
Damage	Usable during the Battle Phase whenever a target on the Field of Battle takes damage. Generally each Maneuver of this type is usable only once per Round.
Rapid	Usable during the Battle Phase whenever anyone declares a Maneuver with the "Action" or "Rapid" Timing. Maneuvers with this Timing occur before the Maneuvers they were declared in reaction to and override their result. One cannot decide to use them after a Maneuver has already taken effect. May also be used as an Action itself when the Count matches your Action Points. Unless otherwise stated, each Maneuver of this type is usable only once per Round.

Effects

○○ Attack X	<p>Make an Attack Check against a target within range. The area it hits takes X points of damage. (See the section on Attacks in the Rule Section for further explanation.) Listed below are the four types of Attacks. Depending upon the involved parties' Skills and Parts, some types of Attacks may become stronger or weaker.</p> <p>Unarmed Attack Hand-to-hand attacks made with one's own body. Melee Attack Attacks made using blades or blunt weapons. Ranged Attack Long-ranged attacks generally made with firearms. Blast Attack Large-scale attacks made using explosives or cannons.</p>
Move X	<p>On the battle map, move the target within range by "X" Areas. Declare the [target of the movement], the [target's original position], and the [direction of movement]. (For example, declare in the format of "[Corpse Sorority] moves from [Limbo] in the direction of [Tartarus].") A target within range can move towards Eden or Tartarus by up to X Areas. Normally, with "Hinder Move" applied, the target moves the adjusted movement value in the declared direction. You cannot leave the Stage of Battle with normal movement, and must end movement at the edge of the Stage. To leave the Stage, you must declare the special movement form "Escape". Please check the "Escape" rules.</p>

Support X	A target within range adds +X to the result of a die roll. If the final sum is 11 or greater, the result becomes a Critical Success.
Hinder X	A target within range takes a penalty of -X from the result of a die roll. If the final sum is 1 or less, the result becomes a Critical Failure.
Defend X	A target within range takes a penalty of -X from damage they have just taken (to a minimum of 0.) If the damage of an Attack is reduced to 0, and it possessed special effects such as Dismembering or Explosive, these effects can be nullified at your discretion.
Hinder Move X	A target within range executing a Movement Maneuver has its range reduced by -X (to a minimum of 0.)
Stagger	A target within range takes a penalty of -2 from their current Action Points. If written in the format "Attack X + Stagger", the effect does not occur unless the attack hits.
Dismember	Always written as "○○ Attack X + Dismember". If the attack hits, the target must make a Dismemberment Check. If the Dismemberment Check is failed, all of the parts in the Location that was hit are damaged. However, if Defend or similar effects negate the damage of the attack, its "Dismember" effect is lost.
Explosive	Always written as "○○ Attack X + Explosive". When the damage is applied, the target chooses an adjacent location to the damaged location, and it takes the same amount of damage (Locations are adjacent in the order of "Head - Arms - Torso - Legs"). If the attack hit "Head", you can only choose "Arms", and if the attack hit "Legs", you can only choose "Torso". If all of one adjacent location's Parts are damaged, you must choose the other adjacent location. If all adjacent locations are completely damaged, "Explosive" loses its effect. (Note: Explosive's effect takes place after the "Damage" Timing, and does not create another. If Defend or similar effects negate the initial damage of the attack, its "Explosive" effect is lost.)
Area Attack	Always written as "○○ Attack X + Area Attack". The target of this attack is a single Area within range. If it hits, all those present within the area are damaged (unless otherwise specified, this includes the one making the attack and her allies.) It is only necessary to make one check; the hit decision applies to all within the area of effect. In the event of a Critical Failure, the Area Attack effect is lost, and it is treated the same as any other Critical Failure.
Chain Attack	Always written as "○○ Attack X + Chain Attack X". If the attack hits, after the damage has been applied, the same attack may be made again (it is not necessarily to pay an additional Cost for Chain Attacks.) The X specifies the number of additional attacks that may be made so long as they continue to succeed. The target of an additional attack does not need to be the same as the target of the prior attack.

Basic Parts

Fist			
Location	Arms	Cost	2
Timing	Action	Range	0
Effect	Unarmed Attack 1		

Arm			
Location	Arms	Cost	1
Timing	Check	Range	0
Effect	Support 1		

Shoulder			
Location	Arms	Cost	4
Timing	Action	Range	Self
Effect	Move 1		

Bone			
Location	Legs	Cost	3
Timing	Action	Range	Self
Effect	Move 1		

Foot			
Location	Legs	Cost	1
Timing	Check	Range	0
Effect	Hinder 1		

Brain			
Location	Head	Cost	None
Timing	Auto	Range	Self
Effect	Maximum Action Points +2		

Eyeballs			
Location	Head	Cost	None
Timing	Auto	Range	Self
Effect	Maximum Action Points +1		

Jaw			
Location	Head	Cost	2
Timing	Action	Range	0
Effect	Unarmed Attack 1		

Spine			
Location	Torso	Cost	1
Timing	Action	Range	0
Effect	One Maneuver you use on the next Count during this Round has its Cost reduced by 1 (to a minimum of 0.) Stacks if used repeatedly. Discount may be divided totally arbitrarily.		

Entrails			
Location	Torso	Cost	None
Timing	Auto	Range	None
Effect	None		

Reinforcement Parts

Armaments

Tier 1

Axe			
Location	Arms	Cost	3
Timing	Action	Range	0
Effect	Melee Attack 3		

A weapon with a heavy metal blade on the tip of the rod. The power as a weapon is also high, the evaluation is high because it also has many uses as a tool.

Chainsaw			
Location	Arms	Cost	3
Timing	Action	Range	0
Effect	Melee Attack 2 + Dismember		

Close combat weapons that had been distributed to many infantry during the war. Weapons used to quickly disassemble the undead.

First Aid Kit (DoD)			
Location	Torso	Cost	None
Timing	Auto	Range	See Below
Effect	At the end of the Battle Phase, if this Part is not damaged, you may choose three Basic Parts belonging to your Sisters other than yourself to regenerate.		

With sewing needles and organic fibres, the soft repair tool for humans is still a repair tool for the undead.

Handcannon			
Location	Arms	Cost	2
Timing	Action	Range	0~1
Effect	Ranged Attack 1		

A large Caliber gun that can demonstrate it's effect with a small number of bullets. It is far more effective than a standard handgun.

Katana			
Location	Arms	Cost	2
Timing	Action	Range	0
Effect	Melee Attack 1 + Dismember		

From the distinctive shape, the meat cutting knife is distinguished from the sword. It is not unusual for the power of strikes to cut the sharpness of the blade.

Kung Fu			
Location	Head	Cost	None
Timing	Auto	Range	Self
Effect	Maximum Action Points +1		

Martial Arts engraved in the brain. Many of those attacks are meaningless against the deceased, but their handling has a reasonable meaning

Meat Cleaver			
Location	Arms	Cost	2
Timing	Action	Range	0
Effect	Melee Attack 2		

It seems that even kitchen knives are being brought to bear. Rust and all.

Metal Bar			
Location	Arms	Cost	3
Timing	Action	Range	0
Effect	Melee Attack 2. Add +1 to the die roll of the Attack Check.		

A bar that is a mass of metal, no longer limited to being used as a tool

Molotov Cocktail			
Location	Any	Cost	2
Timing	Action	Range	0~1
Effect	Blast Attack 1 + Explosive + Chain Attack 1. The Attack Check receives a penalty of -1.		

Breakable container packed with fuel. I will make the enemy burn. I made the fire, but it will become my own fire...

Nail Bat			
Location	Arms	Cost	2
Timing	Action	Range	0
Effect	Melee Attack 1 + Explosive		

A bat or thorny club made into a weapon after the war.

Shovel (DoD)			
Location	Arms	Cost	2
Timing	Action	Range	0
Effect	Melee Attack 1 + Dismember (Enemies get +2 to the Dismember Check.) Defend Maneuvers cannot reduce the damage of this attack.		

You need a shovel to bury the dead. If it still continues to move I will stab, slash, crush and kill it.

Sniper Rifle			
Location	Arms	Cost	2
Timing	Action	Range	2~3
Effect	Ranged Attack 1. Add +1 to the die roll of the Attack Check. The gun which makes the attack of the ultra-far away be faithful. The effect is perfect if you are an impersonal person, but the near opponent will not feel it's power.		

Tier 2

Ball & Chain

Location	Arms	Cost	2
Timing	Action	Range	0~1
Effect	Melee Attack 1 + Stagger		

I can collapse the opposition by twisting the metal chain after hitting them with the iron ball first

Barbed Wire

Location	Any	Cost	0
Timing	Damage	Range	Self
Effect	You may only use this Maneuver when you deal damage. Melee Attack Damage +1.		

Spiked wires. The undead attacker that wraps their body in this will gouge the opponent's body more strongly and deeply

Bear Gun

Location	Arms	Cost	3
Timing	Action	Range	0~2
Effect	Ranged Attack 3		

Super powerful gun with powerful power. For a human being it is a gorgeous gun, but for undead it is hard to shoot a bit.

Boost

Location	Head	Cost	0
Timing	Rapid	Range	0
Effect	You cannot target yourself. Move 1.		

A fighting skill attack which blows the palm to the opponent and blows them away. Oriental Mystery.

Boot Knife

Location	Legs	Cost	2
Timing	Action	Range	0
Effect	Melee Attack 2. Add +1 to the die roll of the Attack Check.		

Boots remodeled so that the blade comes out from the toe or heel. If you can use it with the leg power of the dead, that blade gives off an unusual effect.

Coffin (DoD)

Location	Torso	Cost	2
Timing	Damage	Range	Self
Effect	Defend 2. At the end of the Battle Phase, if this Part is not damaged, you may choose two of your own Parts to regenerate.		

With a coffin on the back or dragging or a special storage device system, you can store spare parts.

Hand Grenade

Location	Any	Cost	2
Timing	Rapid	Range	0~1
Effect	Blast Attack 2 + Explosive. The Attack Check receives a penalty of -1.		

A bomb that explodes and scatters iron piece. Also, there is no possibility of rolling back over to your feet..

Machine Gun

Location	Arms	Cost	3
Timing	Action	Range	1
Effect	Ranged Attack 1 + Area Attack		

A shooting gun that shoots many bullets in the blink of an eye and pours bullet rain. When the enemies are gathering in one place, the effect is large.

Metal Case

Location	Arms	Cost	0
Timing	Damage	Range	Self
Effect	Defend 1 + Negate "Explosive"		

A reinforced case that can be used as a shield in a pinch. This can be things like guitar cases, umbrellas, etc, depending on your preference.

Net Gun (DoD)

Location	Arm	Cost	3
Timing	Action	Range	1
Effect	Ranged Attack 1 + Stagger. If this attack hits, until the end of the Round, Move		

Maneuvers performed by the target on themselves cost them an additional 2 AP (this effect does not stack if multiple attacks are made.)

Metal net with iron balls on top. I can collapse my opponents below it.

Shotgun

Location	Arms	Cost	2
Timing	Action	Range	0~1
Effect	Ranged Attack 1 + Explosive. Add +1 to the die roll of the Attack Check.		

It is effective against the undead because it shoots out countless small iron balls with high killing ability.

Twin Pistols

Location	Arms	Cost	3
Timing	Action	Range	0~1
Effect	Ranged Attack 2 + Chain Attack 1		

Use two large handguns with both hands to gain strong combat strength. There are two pistols and it is a double pistol attack.

Tier 3

African Throwing Knife (DoD)

Location Arm Cost 3

Timing Action Range 0~2

Effect At the time of its use, you may decide whether this Part performs a Melee Attack 1 + Dismember or a Melee Attack 1 + Stagger.

A weapon of incredibly evil design. You can fight using many blades, throw it and use it.

Anti-Tank Rifle

Location Arms Cost 4

Timing Action Range 1~3

Effect Ranged Attack 5

Originally the gun made to puncture the armour of a tank it's power is comparable to a small missile.

Dynamite

Location Any Cost 3

Timing Action Range 0~1

Effect Blast Attack 2 + Explosive + Area Attack

A powerful bomb which blows up a wide area. Many suicide bombers using explosions require careful handling.

Flamethrower

Location Arms Cost 2

Timing Action Range 0~1

Effect Blast Attack 1 + Explosive + Chain Attack 1

Flame spraying weapons that emit powerful flames and light the target on fire. Well used against the undead.

Flying Guillotine

Location Arms Cost 3

Timing Action Range 0~1

Effect Melee Attack 1 + Dismember + Stagger

A chain with a saw-toothed disk with many blades on it's head. It is an excellent weapon that strikes away enemies and cuts.

Giant Scissors (DoD)

Location Arm Cost 3

Timing Action Range 0

Effect Melee Attack 2 + Dismember (Enemies get -2 to the Dismember Check.)

An incomparable heinous weapon made to just to break up an enemy's body and slice it apart. It is hard to walk around, but the effect is terrible.

Great Knife

Location Arms Cost 3

Timing Action Range 0

Effect Melee Attack 4. Add +1 to the die roll of the Attack Check.

A fearsome Murder weapon that looks like a sledge on a sword. They can pierce the prey easily.

Lawnmower

Location Arms Cost 3

Timing Action Range 0

Effect Melee Attack 3 + Chain Attack 2.

Spin the blade of the lawnmower and it will dismantle anything that is touched. Although it is hard to aim, it is one of the strongest undead destroying tools.

Monofilament

Location Any Cost 2

Timing Action Range 0~1

Effect Melee Attack 1 + Dismember + Chain Attack 1

Strong wire that can cut off most matter in the world. Experts disassemble countless enemies in pieces with one fingertip.

Rocket Launcher

Location Arms Cost 4

Timing Action Range 1~2

Effect Blast Attack 4 + Explosive

Crushing enemies with powerful rockets requires time to carry large portable shots, but it's destructive power is certainly worth it.

Superior Katana

Location Arms Cost 2

Timing Action Range 0

Effect Melee Attack 2 + Dismember. Add +1 to the die roll of the Attack Check.

A named Japanese sword with quick attacks and highly reliable killing power. In order to wield, some sort of spiritual unification is required.

Undead Gun

Location Arms Cost 3

Timing Action Range 1~2

Effect Ranged Attack 1 + Explosive + Area Attack

A gun that connects multiple shotguns and releases countless shots at the same time. The rain of destruction changes the meat within range to mince.

Mutation

Tier 1

Adhesive Pads

Location	Legs	Cost	3
Timing	Action	Range	Self
Effect	Move 1. "Hinder Move" is ineffective against this Movement.		

There are claws and suction cups on your feet. Tricky movement is possible by running on walls and ceilings.

Albino

Location	Torso	Cost	1
Timing	Check	Range	0~1
Effect	Support 1		

You are white flesh without pigment. Albinism is said to bring strange luck. Who knows if this is true or not?

Blood-Stained

Location	Torso	Cost	1
Timing	Check	Range	0~1
Effect	Hinder 1		

Rotted murky blood, flowing in your body. It easily sprays and hinders the vision of others.

Claws

Location	Arms	Cost	2
Timing	Action	Range	0
Effect	Unarmed Attack 2		

Claws developed to tear enemies. It seems inconvenient for everyday life, but there's no such thing as everyday life for the undead. Therefore, there is no problem.

Heart

Location	Torso	Cost	None
Timing	Auto	Range	Self
Effect	Maximum Action Points +1		

A partly artificial heart that beats in the undead body. The power of belief or lost necromancy, it allows for faster reactions.

Hole

Location	Any	Cost	0
Timing	Check	Range	0~3
Effect	You may only use this Maneuver when an Attack Check is made against you. Hinder 1.		

There is a big hole in your body. However, there is no hindrance to battle. It only makes you a harder target for the enemy to strike.

Maggots

Location Any Cost None
Timing Auto Range Self

Effect At the end of a Round of combat or at the end of the Battle Phase: If this part has been damaged, you may regenerate it.

Myriad of worms gushing out of the body, the larvae of mutant insects. They slowly reinforce your body tissue.

Patchwork

Location Torso Cost None
Timing Auto Range Self

Effect At the end of the Battle Phase: If this part has been damaged, you may regenerate this part and one basic Part.

Seams running longitudinally and transversely through the body. Individual parts with different colours and sizes. Your body is a patchwork of patches.

Slime (DoD)

Location Torso Cost 1
Timing Damage Range 0~1

Effect You may only use this Maneuver when you receive damage, and only against the target which inflicted that damage. Unarmed Attack 2.

Body fluid of strong acid flows inside you. It splatters over the enemy who hurt you and melts their body.

Slippery

Location Torso Cost 1
Timing Check Range 0

Effect You may only use this Maneuver when an Attack Check is made against you. Hinder 1. You may use this Maneuver any number of times per Round, but only once per Attack.

The mucus that covers your skin is extremely uncomfortable, but it is not uncommon that enemy attacks slip off it.

Slurper (DoD)

Location Head Cost 2
Timing Action Range 0

Effect Unarmed Attack 1. When you damage an enemy Part with this attack, you may regenerate one of your Entrails Parts.

Tubular long tongue. You can puncture it into enemies and literally suck up their meat or organic computer parts.

Tail

Location Legs Cost None
Timing Auto Range Self

Effect Maximum Action Points +1.

The tail of a beast or reptile is upon your butt. It balances the body, makes you agile and is pretty cute.

Tier 2

Animal Ears

Location	Head	Cost	None
Timing	Auto	Range	Self

Effect Maximum Action Points +1. If you make an Action Check using this Part, a Critical Failure does not destroy this part.

Your ears were torn off and the ears of a beast were put on your head. The perceptive power of a destroyed beast. It is an organ that enables rapid reaction. Cute!

Bone Spear

Location	Any	Cost	2
Timing	Action	Range	0

Effect Unarmed Attack 1 + Chain Attack 1

Some bones of the body protrude like a spear and penetrate the enemy. Suddenly, there are few foes who can avoid a constant attack.

Boy

Location	Any	Cost	None
Timing	Auto	Range	Self

Effect When you make a Conversation Check, you may add +1 to the dice roll.

Your body is a young girl, but you also have male features. Anyway, a man with rare value is going to be played.

Cold Light (DoD)

Location	Any	Cost	1
Timing	Action	Range	Self

Effect Until the end of the Round or until this Part is damaged: All Horrors and Legions on the Stage of Battle receive a -1 to Attack Checks made against targets other than you. This effect does not stack.

You can freely release pale light that blins from the body. It seems to be a signal that attracts lower forms of undead.

Extra Arms

Location	Arms	Cost	0
Timing	Rapid	Range	Self

Effect You may perform one Action Maneuver of your choice as if its timing was "Rapid".

Your arms are not two. An additional arm has been attached. It is difficult to master it, but the range of tactics widens a lot.

Extra Eyes

Location	Any	Cost	1
Timing	Check	Range	0~1

Effect Support 2.

Several additional eyes are attached. A wide field of the view makes it possible to react quickly, but it feels unpleasant.

Horn (DoD)

Location	Any	Cost	Auto
Timing	Auto	Range	Self

Effect When you make a Critical Hit against an enemy with a Range 0 Unarmed Attack, you may either add the Chain Attack 1 (if the attack already has it, increase the number of Chain Attacks) or the Stagger (if the attack already has it, you cannot Stagger twice) properties to the attack. Horn works once per Count. Attack affected by Instrument of Evil may still activate Horn's Chain effect.

A huge and brutal horn grows from your body. it is a weapon that can easily pierce the enemy and throw them.

Scales

Location	Torso	Cost	1
Timing	Damage	Range	Self
Effect	Defend 2		

Covering the body is thick scales, furs, shells. Organic armour. It does not have any cute value, but one cannot deny it is powerful protection.

Slobber

Location	Head	Cost	2
Timing	Check	Range	0~1
Effect	Hinder 1 + Stagger		

A grotesque long tongue that keeps slurping. It shoots out as a surprise attack and it slows the movement of the opponent.

Stinger

Location	Any	Cost	3
Timing	Action	Range	0
Effect	Unarmed Attack 3		

There is a poison needle somewhere on your body to inject a strong acid that melts the enemy's insides.

Tentacles

Location	Any	Cost	1
Timing	Rapid	Range	0~1
Effect			

The tentacles grabbing and squirting are perfect for hindering the enemy's behaviour. It is a bad taste as a thing growing up from your body, but complaints cannot be said.

Vine

Location	Vine	Cost	0
Timing	Check	Range	0
Effect	Support 1 or Hinder 1		

Flowers bloom even in the destroyed world. Poisonous flowers and stretching vines cover your body. They will help you and hinder the foe.

Tier 3

Animal Legs

Location	Legs	Cost	2
Timing	Action	Range	Self
Effect	Move 1~2		

Your feet have been cut off and replaced by those of a beast. It is terribly distorted modelling, but it is not a manner of running fast.

Chameleon (DoD)

Location	Torso	Cost	2
Timing	Action	Range	Self
Effect	Until the end of the Round or until you use an Attack Maneuver: Horros and Legions cannot make you the target of Attack Maneuvers.		

An unnatural mimicry. You change to be almost transparent and melt into the surroundings.

Corpse Mushroom

Location	Any	Cost	0
Timing	Check	Range	0
Effect	Hinder 2		

Fungi adapted to the devastated world, living in your body. They can dull the enemy attack with a tremendous spore cloud.

Cracked Flesh

Location	Any	Cost	0
Timing	Damage	Range	Self
Effect	Defend 2		

A film of deadly flesh. The wing of the dead angel. The wings that protect the sky cannot fly but protect the body like armor.

Extra Head

Location	Head	Cost	None
Timing	Auto	Range	Self
Effect	Maximum Attack Points +2		

On the shoulder there is another head. two beings that are somehow doing something somehow do it quickly.

Extra Legs

Location	Legs	Cost	None
Timing	Auto	Range	Self
Effect	If Parts located upon your Legs other than this one have been destroyed, you may use their maneuvers as normal.		

You have more than two legs. Like centaurs, like octopi, you have been giving multiple legs.

Flesh Whip

Location	Any	Cost	3
Timing	Action	Range	0~1
Effect	Unarmed Attack 2 + Chain Attack 1		

A thin, long and tough tentacle can strike the body of an enemy like a whip. Over and over again.

Happy Pills

Location	Head	Cost	1
Timing	Damage	Range	Self
Effect	You may only use this Maneuver when you take Damage. Remove one Madness Point from a Fetter of your choice.		

When you get hurt, it's murky in your head. Let it flow out. It makes you forget something disgusting.

Liquid Rot

Location	Any	Cost	3
Timing	Action	Range	0~1
Effect	Unarmed Attack 1 + Explosive + Stagger		

You will be able to spoil your opponent who you can spray with the poison inside your body.

Meat Snake (DoD)

Location	Any	Cost	3
Timing	Action	Range	0
Effect	Unarmed Attack 2 + Chain Attack 2. During the Attack Checks (from the declaration of the attack to the end of the action) you may reroll a single die.		

Countless ugly horrors are hiding inside you! Even if you attack the enemy by yourself, they devour it.

Quadruple Amputee

Location	Torso	Cost	None
Timing	Auto	Range	Self
Effect	When you take damage to your Arms or Legs, you may divide that damage among all your Locations as you wish. This effect does not apply to damage with the "Explosive" effect. If you need to make a Dismemberment Check, choose one location to make it for.		

You have no hands and no feet. there is no pain being shoved into your body at those missing parts.

Skinny

Location	Torso	Cost	None
Timing	Auto	Range	Self
Effect	One during each Battle Phase, you may declare a check to be immune from "Hinder" Maneuvers.		

A body that looks like wasted meat and malnourished. While looking unhealthy, it is good to catch enemies off guard.

Enhancement

Tier 1

Adrenaline			
Location	Head	Cost	None
Timing	Auto	Range	Self
Effect	Maximum Action Points +1		

An adjustment that speeds up brain function and forcibly activates the reaction rate. Undead unique drug strengthening.

Armor Skin			
Location	Torso	Cost	0
Timing	Damage	Range	Self
Effect	Defend 1		

Strong artificial skin covering the whole body. This will surely reduce the damage you receive.

Bolt Head			
Location	Head	Cost	1
Timing	Check	Range	Self
Effect	Support 2		

Adjustment knob protrudes from the head. You can control response and brain drugs by adjusting it.

Jet Nozzle			
Location	Any	Cost	See Below
Timing	Damage	Range	Self
Effect	You may only use this Maneuver when you are dealing damage. As its Cost, damage one of your own Basic Parts of your choice. Add +1 to a Unarmed or Melee Attack (only once per attack.) You may use this any number of times per Round.		

Jet engine stuck to the back of the body to enhance your fighting ability. Demonstrate it's power while ruining your body.

Junk Part (DoD)			
Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	At the end of the Battle Phase, if this Part is not damaged, you may regenerate all damaged Basic Parts in the same Location as this Part.		

Iron pipes and simple scrap. A body made from such debris is easily repaired.

Karma Processor (DoD)			
Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	When you receive a Madness Point, you may break this Part in order to ignore it. An attack to the ego is an emergency. In order to protect mental health, a little excessive stress will be taken upon the body.		

Limiter			
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Location	Any	Cost	0
Timing	Auto	Range	Self

Effect When this Part becomes damaged, you may gain +2 to your Maximum Action Points. This effect lasts until the end of the Battle Phase. This Part may not be repaired or regenerated while this effect is active.

A suppressor to hold back drugs in the brain that will not stop pumping. As soon as it's lost, the world will not be able to catch up with your sharp senses.

Remote Attack			
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Location	Any	Cost	3
Timing	Action	Range	0~1
Effect	Unarmed Attack 1 + Stagger		

Arms and legs, sometimes even the head are seaparted and fired towards the opponent. After the attack, the part will come back instantly so there is no limit on the number of shot.

Sabertooth			
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Location	Head	Cost	2
Timing	Action	Range	0
Effect	Unarmed Attack 2		

Steel jaws and teeth. Every bite causes brutal damage. Most of the time it's kept hidden, so it cannot be seen from the outside.

Scissor Hands			
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Location	Arms	Cost	2
Timing	Action	Range	0
Effect	Unarmed Attack 1 + Dismember		

Scissors shaped prosthetic hands or sharp nails. Although it's inconveninet for normal use, you can cut up and tear apart enemy bodies.

Steel Bones			
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Location	Torso	Cost	1
Timing	Damage	Range	Self
Effect	Defend 1 + Negate "Dismember"		

Steel embedded in the body. Ultra reinforced metal and monomolecular fiber boasts a strong defense against slashing.

Voice Effect			
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Location	Head	Cost	2
Timing	Rapid	Range	0~2
Effect	You may make a mutual Conversation Check with your target sister.		

Throat that emits directional sound. Communication can be taken in the heat of battle.

Tier 2

Antenna (DoD)

Location	Head	Cost	None
Timing	Auto	Range	Self

Effect During the Battle Phase: Once per Round, you may reduce the Madness Point cost of your maneuver by 1.

It is a reminder that you are receiving a spirit stabilized radio that is transmitted from somewhere with noticeable antenna attached to your head.

Assassin Blade

Location	Any	Cost	2
Timing	Rapid	Range	0

Effect Melee Attack 2 + Chain Attack 1

A blade hidden in the body. Spring out instantly and slice the opponent. That unexpected slash is enough to silence an enemy.

Drill

Location	Any	Cost	3
Timing	Action	Range	0

Effect Melee Attack 2. This damage cannot be defended against.

A powerful drill that rotates with tremendous momentum and ignores the opponent's defenses and penetrates them. It is a weapon that can be called a natural enemy for those with high defense ability.

Electrigger

Location	Any	Cost	2
Timing	Action	Range	0

Effect Unarmed Attack 1 + Stagger

Despite being a corpse that releases electricity routinely stored in the body, the body cannot move for a moment due to reflexive convulsions.

Energy Tube (DoD)

Location	Any	Cost	None
Timing	Auto	Range	Self

Effect Maximum Action Points +2. When this location this part is equipped in takes damage, you must choose any one of your Basic Parts and damage it as well.

A bold tube attached to the body. Always circulating a lot of power, this will abnormally activate the flesh of the doll.

Laser Beam

Location	Any	Cost	3
Timing	Action	Range	0~3

Effect Ranged Attack 1 + Dismember

A heat ray that strikes from a part of the body. Although it's power is small, it will reach far and will be useful.

Mecha-Tentacle

Location	Any	Cost	1
Timing	Rapid	Range	0~1
Effect	Maximum Action Points +1		

Metal tentacle like a biological tentacle. It interferes with enemies and hinders action. Because of its inorganic appearance, it is more popular with dolls than tentacles.

Reflexes

Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	Maximum Action Points +1		

Reinforced Reflexes. It enables faster body reactions and can move quickly as possible.

Scope

Location	Head	Cost	0
Timing	Check	Range	Self
Effect	Support 2. Use this Maneuver only when making a Ranged or Blast Attack. Suitable for spying. A scope directly attached to the face. It makes precise shooting possible.		

Spikes

Location	Any	Cost	1
Timing	Damage	Range	Self
Effect	Use this Maneuver only when you deal damage. Add +2 to the damage for an Unarmed or Melee Attack.		

Thorns that grow and break through the body.

Wire Reel

Location	Any	Cost	3
Timing	Rapid	Range	0~2
Effect	Move 1		

A hook that is fired and forcibly draws the target with the now embedded wire.

Zombie Bomb

Location	Any	Cost	None
Timing	Auto	Range	0
Effect	When this Part is damaged in Battle Phase, a Blast 2 + Explosive + Area Attack with a Check value of 8 occurs against yourself. However, "Rapid" and "Check" timings do not occur for this effect.		

A bomb charged in the body. Of course, the person alone is not pleased. However, when surrounded by many foes it can be an unexpected help.

Tier 3

Arm Vise

Location	Arms	Cost	1
Timing	Check	Range	0
Effect	Support 2 or Hinder 2		

A prosthesis system that enhances grip strength. A person gripped by a powerful fingertip cannot escape the next attack.

Auto-Separate

Location	Torso	Cost	None
Timing	Auto	Range	Self
Effect	The "Dismember" effect is ineffective against you.		

A system that separates itself from itself. Easily dismantled, but each part moves independently and reconnects again.

Crab Legs

Location	Legs	Cost	None
Timing	Auto	Range	Self

Effect: During Damage Timing, you gain "Defend 1" for Legs only. Additionally, during battle, when your Movement Maneuver successfully moves you, you may use a Melee or Unarmed maneuvers against one target in either your current area or in the one in which you began your movement.

Half the body is replaced by a multi-legged tank. In addition to armour, movement attacks due to self running ability are possible. However, it cannot deny how far from human you are now.

Cyborg

Location	Torso	Cost	0
Timing	Damage	Range	Self
Effect	Defend 2		

Semi-machine human who has most of their body replaced by mechanics. It's body is an organism if you see it, but most attacks bounce off the steel armour.

Embalming

Location	Head	Cost	2
Timing	Check	Range	0
Effect	Hinder 2. You may use this Maneuver any number of times per round, but only once per Check.		

An appearance of beautiful decoration for the doll. It is the adoration of the dolls, a sanctuary that is unclean even for the love and death of the necromancer.

Gauntlet

Location	Arms	Cost	None
Timing	Auto	Range	Self
Effect	During Damage Timing, you gain "Defend 1" for Arms only. Damage +1 to Melee and Unarmed Attack Maneuvers on the Arms location.		

A gigantic and powerful steel arm. It crushes and hammers most enemies.

Hopper

Location	Legs	Cost	2
Timing	Rapid	Range	Self
Effect	Move 1. "Hinder Move" Maneuvers are ineffective against this movement.		

It is possible to make a dynamic avoidance and movement that can jump instantly by a strong spring put into the legs.

Lightsaber

Location	Any	Cost	2
Timing	Action	Range	0
Effect	Melee Attack 1 + Dismember + Chain Attack 1.		

When needed, light that can be generated. The light that is burning bright, to chop through the enemy's body with an electronic sound.

Manipulator

Location	Any	Cost	2
Timing	Rapid	Range	0~1
Effect	Hinder Move 1 + Stagger		

Elongated joints that can be stretched to some extent by wires to grasp enemies unexpectedly.

Pilebunker

Location	Any	Cost	2
Timing	Action	Range	0
Effect	Melee Attack 2. "Defend" Maneuvers are ineffective against this attack. If the attack hits, you may "Move 1" the target.		

High speed injection of the metal spike with high vibration, blows apart the defense of the enemy it punches out.

Psycho Blaster (DoD)

Location	Any	Cost	See Below
Timing	Rapid	Range	0~2
Effect	At the Cost of this Maneuver, pay 1 AP, then add a Madness Point to a Fetter of your choice. Ranged Attack 4.		

By-product of ESP development forcibly interferes with the user's ego and activates some kind of supernatural power and blasts apart enemies.

Rocket Pack (DoD)

Location	Torso	Cost	0
Timing	Action	Range	Self
Effect	Move 1~2. You may use this Maneuver only once per Battle.		

In conjunction with the slime mold community in the body, the military gear that burns the saved energy can grant flight for a short time.

Session Flow

You've created your Dolls. The sisters have gained their Fetters towards each other. At last, it's time for the Necromancer to start the Session.

One cannot avoid conflict during a session of Nechronica. Each Session centers around a single battle. There should not be multiple battles during a single Session. If it is necessary that several battles occur in the same location, they should span multiple Sessions.

Below are the three phases into which a Nechronica Session is divided.

- **Adventure Phase** The heart of the Session's story. Depicts the Dolls' situation and the incidents they inevitably become embroiled in.
- **Battle Phase** The heart of the Session's gameplay. The dolls bare their fangs, and fight against other undead, mutants, and such foes.
- **End Phase** Last rites as the story and the game both come to an end.

Please take note that some rules differ depending on which phase the Session is in.

Adventure Phase

Once the Dolls are made, their Fetters decided, the session opens with the Adventure Phase.

Depending on the scenario, the length of this Phase may vary. There may be little to it, or it may last a considerable amount of time.

Below are events that take place during this Phase.

Announcement of Karma

"Karma" refers to the goals that the Necromancer specifies for the Dolls to accomplish. Each Doll should have an understanding of her Karma. Thus, if the Karma are related to secrets within the coming Session, it's acceptable to wait until the Battle Phase to reveal them.

Understanding the Situation

At the same time as their Karma is declared, the Necromancer should make clear to the Dolls where they are and what situation they are in. They should listen well and ask questions about anything they don't understand.

The Necromancer's description will allow the Players to decide which actions their Dolls should take. They should begin by reacting to the situation as the Necromancer described it, expressing their thoughts and feelings towards the other Dolls.

Conversation between the Dolls

In order to come to a better understanding of their Positions and the Fetters borne between them, the Dolls should converse with each other at this time. Upon this occasion or any other when they converse with one another, they may make a Conversation Check and reduce their Madness Points.

An Incident Arises

Rarely will the situation in which the Dolls were placed stay the same for long. The Dolls themselves may notice something or take some action which causes it to change. The Players will thus involve their Dolls in an incident. If too long passes without anything unexpected happening, the minds and bodies of the Dolls will slowly break down.

Action Checks may be rolled to determine the results of the Dolls' actions. In addition, if they notice or witness something terrifying, they should make Madness Checks.

Encountering the Enemy

The Dolls must encounter enemies they cannot avoid fighting. If the enemies have wills of their own, it may be possible to converse with them first. However, regardless of the enemies' disposition, they should stand to benefit from combat and make an effort to provoke it.

If there's no room for talk, it's also common for a fight to break out as soon as the parties meet.

When the battle starts, the Adventure Phase is over. The Battle Phase has begun.

Battle Phase

Rarely does a session of Nechronica end without conflict. Below are described the events of this Phase.

Before the Battle

If the Karma was not announced during the Adventure Phase, it should be announced at this time. Each Doll should have an understanding of her Karma.

Next, the Victory Condition should be specified. The Necromancer must declare a Victory Condition upon beginning the Battle Phase.

Finally, if any of the Dolls have Skills or Madness penalties that occur at the beginning of combat, they should take effect. After each player has carried out their preconditions, combat can begin.

Battle

The rules for combat are in a following section. Combat ends when the Dolls satisfy the Victory Condition or are completely destroyed. If the Dolls were completely destroyed, skip directly to the Ending.

After the Battle

After they have won the battle, those Dolls whose Treasures were not damaged may remove a Madness Point from their Fetters towards them. If any of the Dolls have Skills or Madness penalties that occur at the end of combat, they should take effect. Each player should carry out their postconditions. After everything related to combat has been finished, the Battle Phase ends and the End Phase begins.

End Phase

When combat is over, the Session enters its final Phase. The steps of the End Phase are listed below. However, if the Battle Phase ended due to the Dolls being destroyed, only the Ending and receiving Favor Points are necessary.

Repairing Parts

At this time during the Session, the Dolls may be allowed to repair their damaged Parts. The details of this are up to the Necromancer.

Conversation between the Dolls

Just as during the Adventure Phase, the Dolls are welcome to make Conversation Checks.

The Ending

The incident has been resolved, the battle has been won, and now the story is coming to a close. But there's still time to make Action Checks and Madness Checks.

The Dolls may have escaped from the enemy, learned new information, or even discovered some kind of faint hope for the future. Through vivid description, the Necromancer should strive to elicit a reaction from the Players and their Dolls.

The Next Session

After the story of the Session has ended, the Necromancer should award Favor Points to each player. This happens even if their Dolls were destroyed. The Players can spend Favor Points to enhance their Dolls' abilities. After the Favor Points have been given out, the Session comes to an end. If there's still time left, everyone can move straight on to the next Session.

Checks

Checks are a rule used frequently during the session. A Check is made when a Doll (or an enemy) performs an action to determine how successful they are. Of course, for things like just walking, noticing a diary on the ground right in front of them, or talking to their sisters, there's no need to make a Check. Checks are for when the possibility of success is uncertain. Taking an action without alerting a nearby zombie, giving words of encouragement to one's sister whose heart has broken, or taking aim at approaching enemy Undead with a gun... it's actions like these a Doll will need to make checks for.

Making a Check essentially refers to rolling a single ten-sided die. If the result is 5 or less, it's a failure. Whereas six or greater is a success. For some Checks, modifiers may be added or subtracted from the die roll. In these cases, the modified die roll is known as the Check Result.

If the Check Result is 1 or lower, a Critical Failure results (modifiers may cause the Check Result to drop to 0 or below.) This refers to a result more disastrous than a mere failure. Conversely, if the Check Result is greater than 11, it's a Critical Success. This represents a success more impressive than could be expected.

Depending on the situation, there are many kinds of Checks that may be performed. For further details, please refer to the rules pertaining to each of those situations.

To avoid failing important tasks, it is possible for a Doll to reroll a Check by taking a Madness Point upon a Fetter of her choice (explained further in the next section.)

Action Checks

During the Adventure Phase and the End Phase, actions generally take the form of Checks.

To perform actions secretly, notice something hidden, and land safely when jumping from a high place are some examples of actions where the determination of the Doll herself would not guarantee success. The Necromancer should have the players roll Checks for these actions (please don't do it yourself.)

If there are Parts or Fragments of Memory that would be of assistance, with the Necromancer's permission they may be used to roll up to 3 bonus dice (for a total of 4.) Skills cannot be used. In the event that bonus dice are added, the action will be successful as long as one success was rolled.

However, if all of the die rolls are failures and any of the Check Results are 1 or lower, a Critical Failure results. If a Part was used to assist in the Check, that Part is almost certain to be damaged (using multiple Parts means they are all damaged.)

Parts used to assist Checks may be either Basic or Reinforce Parts. For instance, on a Check related to Knowledge the 'Brain' might be used, or on a check related to vision the

'Eyeballs' might be used. It's the players' choice. As long as the Parts in question are not damaged, they may be used to add an bonus die.

The Necromancer may add a modifier to Action Checks based on his judgement of the action's difficulty. This will affect the probability of success drastically. Below is a table of suggested modifiers.

+2	Very simple actions. If one has suitable Parts to assist them, there's little chance of failure.
+1	Simple actions. But don't let your guard down. Use your abilities to the fullest.
0	Slightly risky actions. Better left to companions if they have a greater aptitude.
-1	Difficult actions. There's a considerable risk of failure, so don't attempt these carelessly.
-2	Success is unlikely, failure is the norm, and disaster is a distinct possibility.
-3	All but impossible. If one uses Parts in the attempt, they should be prepared to lose them.

The Necromancer's Permission

The Necromancer does not need to permit players to be reckless or add extra dice in desperation. For further advice, consult the Necromancer Section.

Damage upon Critical Failure

It is not always the Checks themselves that are the source of the damage. Unbeknownst to the Doll affected, the Parts may have already been broken, or on the verge of breaking.

Modifiers

If the Necromancer is unsure of the desired difficulty, it is not necessary to apply a modifier. Action Checks may be performed without them. If the roll is low or high, they may not even make a difference.

Madness

The girls who awoke within this ruined world, possessed of their own memories and wills, are constantly tormented by madness. Their Fetters become twisted, and so the Dolls are driven insane. The list below describes some of the events within the game which may result in gaining Madness Points.

- Taking a Madness Point to reroll a die
- Failing a Madness Check
- At the end of each round during the Battle Phase
- Losing the target of a Fetter (usually a Treasure)
- As the cost of a Maneuver

Madness and Broken Hearts

Each Fetter can hold up to a maximum of 4 Madness Points. If any Fetter reaches its limit of 4 Points, the Doll enters a state of Madness. This state continues until the number of Madness Points upon that Fetter is reduced to 3 or less.

At the time Madness arises, various effects will begin occurring depending on the Fetter causing it. Please see the Fetter Table in the "Doll Creation" section for more details.

If all of a Doll's Fetters accumulate 4 Madness Points, and they receive additional Madness Points which they are unable to hold, that Doll enters a Broken-Hearted state. The sisters of a Doll who is Broken-Hearted cannot make Conversation Checks targeted at her (though she can still make checks targeted at them.)

If all of the sisters become Broken-Hearted, the Session immediately comes to an end. Skip directly to the Ending in the End Phase. Additionally, these Dolls cannot be used again in future Sessions.

Those sisters are now no more than mad corpses who wander the world. To the Necromancers, they are beloved dolls no longer, but merely pieces in the game played by them. If they are lucky (or perhaps unlucky), in future Sessions with other Dolls, the mad Dolls may appear once more as enemies...

The Descent into Madness

Taking Madness Points to Reroll

If not in a Broken-Hearted state, a Doll may take one Madness Point upon a Fetter of her choice to reroll a Check. If there were Skills or other modifiers affecting this Check, apply them likewise to the new roll.

If the second roll is a failure as well... she's welcome to reroll as many times as they want. However, if she does so, she must apply all Madness Points taken to the same Fetter. If that Fetter enters a state of Madness, she cannot reroll again.

Additionally, Conversation Checks and Madness Checks cannot be rerolled.

Changing Fate

Dolls who possess wills of their own, upon those moments they seem about to plunge into hopeless failure, can risk placing strain upon their convictions and emotions... in order to change fate itself. It is this power which allows them to disobey the Necromancers and walk their own paths.

This seems to simply be an in-universe explanation for the above rule.

Madness Checks

When Dolls are witness to a horrifying spectacle or realizations, the Necromancer can tell them to roll a Madness Check.

Madness Checks are much the same as other Checks, but one cannot take a Madness Point to reroll them. Additionally, during the Battle Phase, Support or Hinder Maneuvers cannot be used to affect the roll.

If a Doll fails the Check, they take one Madness Point upon a Fetter of the player's choice. However, they cannot choose a Fetter if it is already in a state of Madness.

Depending on the situation, the Necromancer may choose to apply a modifier to the Madness Check, much as can be done with Action Checks. For instance, those witnessing a horror they have experienced in past sessions may have an advantage against it. On the other hand, if one has just discovered information more dreadful than she could possibly imagine, it may be more likely to drive her mad.

When a Critical Success is rolled on a Madness Check, if that Doll's sisters are also rolling Madness Checks, she may reassure them and allow them to add a modifier of her own Check Result - 10 to their die rolls. However, if a Critical Failure is rolled, in addition to taking a Madness Point the Doll must damage a Basic Part of her choice. Consider this a self-injury inflicted in her panic.

Horrific Scenery

Occasionally, sights and revelations can be more alarming than facing strong enemies in battle. When one makes an Action Check in order to find something, it's no given that what you find will be something of benefit to you.

Rounds of Combat

Each time a round ends during the Battle Phase, participating dolls take one Madness Point. Note that if the Dolls fulfill the Victory Condition, the present Round is not considered to have ended and they do not take any additional Madness Points.

Losing the Target of a Fetter

When people lose something they feel strongly towards, they cannot remain calm. Dolls have hearts just as people do. That is why when they lose the targets of their Fetters, their hold upon their sanity slips.

If the target of a Fetter is lost, that Fetter takes a Madness Point. However, if the Doll is already in a Broken-Hearted state, it does not.

Note that even if the target of a Fetter disappears, the Fetter itself will not. For as long as the Doll remembers their memories with that person, she will remain within her heart. Madness will only set upon the Doll if the target is completely destroyed and they will never have an opportunity to meet again.

Furthermore, Fetters towards one's Treasures may generate additional Madness Points.

Fighting Against Madness

Conversation Checks

These are checks that may be performed during any Phase, as the result of a Maneuver or at the Necromancer's discretion. In order to maintain their sanity, it is essential that someone (or perhaps something) is present for the Dolls to hold conversations with.

If a Check of this type is successful, a Doll may remove some of the madness she has accumulated.

Conversation Checks may be performed during the Adventure Phase or End Phase towards other Dolls (or perhaps Savants or Necromancers), so long as the Necromancer permits. However, a Treasure or someone in a Broken-Hearted state may not be chosen as the target. Broken-Hearted Dolls may still perform Conversation Checks of their own towards targets who are not Broken-Hearted.

Prior to making the Check, the Player and Necromancer must confirm that the total Madness Points removed during this Phase does not exceed the number of Fragments of Memory recovered. If with this Conversation Check, the Madness Points removed would exceed the number of Fragments of Memory recovered, the Check may not be made.

The Check is made in the same fashion as an Action Check, with a success allowing one Madness Point to be removed from the Fetter towards the target. One cannot take a Madness Point to reroll them, nor can Support or Hinder Maneuvers be used to affect the roll. Conversation Checks can only be performed during the Battle Phase as the result of a Maneuver. If the Players hold a particularly lively or emotional conversation, the Necromancer may award them a modifier of +1~3 to the Conversation Check. This is to encourage the Players to have their Dolls engage in vivid Dialogue. The Necromancers should give generous bonuses to Players when they roleplay excellently.

When a Critical Failure occurs on a conversation check, something special happens. After rolling a ten-sided die, consult the Fetter Table and change your relationship towards the target of the Conversation Check to the type of Fetter you rolled. You cannot change or

reroll the result of this die. Thus, someone you once thought of as a friend may suddenly become the target of your hatred.

Likewise, if you score a Critical Success on a Conversation Check, you may roll to change the Fetter type if you wish (it's fine if you don't want to.) If you would like to change your relationship, this effect may be desirable..

Conversation Checks are one of the few ways to remove Madness Points. During each Phase, one should perform as many Conversation Checks as they can and remove Madness Points up to the limit their Fragments of Memory allow. However, if you have no Madness Points left, there's no need to make Conversation Checks.

Defeating Savants

Under terms the Necromancer specifies, it may be possible to recruit a Savant as an ally. Not all Savants are slaves to the Necromancers. It is possible she will become one of their sisters if they are able to calm the madness consuming her heart.

Broken Hearts

If all of one's Fetters have accumulated 4 Madness Points, that expresses the fact that she has gone completely crazy. Savants and Necromancers may not have broken hearts in the sense that Dolls do, but at the Necromancer's discretion it may be wise to treat them as if they did.

Removing Madness

Each Doll is initially able to hold only 3 Madness Points upon each Fetter. If one has to make many Madness Checks, the possibility that they will succumb to Madness is high. Any time that one is given has the opportunity, they should make Conversation Checks.

Fragments of Memory

All Dolls begin with two Fragments of Memory.

During a Session, they may acquire additional Fragments of Memory during the Adventure and End Phases. They may recover these when they explore places related to their past or do things related to their past.

The number of Fragments of Memory a Doll possesses is the upper limit to the number of Madness Points they may remove during each Phase. To acquire Fragments of Memory, Dolls should fulfill their Karma and acquire Favor Points. During the Session, Players are encouraged to actively search for their past.

The maximum number of Fragments of Memory a Doll can possess is 6. It is possible to recover Fragments of Memory beyond this, but they will not affect the amount of Madness Points that can be removed during each Phase. Please record having seven Fragments of Memory and beyond merely as a note in the Doll's background.

Their Own Past

For more information on when the Necromancer should give out Fragments of Memory, please see the Necromancer Section.

Treasures

Upon creation, all Dolls possess a single Treasure. These are beautiful, memorable, or important things that Dolls find as they wander the world. As Sessions occur, Dolls may come to acquire additional Treasures.

During the Adventure Phase or End Phase, if one explains their reasons to the Necromancer and he permits it, one may keep an object they have found as a Treasure. They should place it in a Location of their choice as a Part.

However, since Treasures are treated like other Parts, they can take damage and be destroyed. If a Treasure is destroyed, the target of the Fetter has been lost, and the Doll takes a Madness Point upon their "Dependent on Treasure" Fetter.

Treasures are not considered to be either Basic Parts or Reinforcement Parts. For that reason, they cannot be recovered during the End Phase (as is explained later.)

On the upside, when one has Treasures, at the end of the Battle Phase, they may remove one Madness Point from a Fetter of their choice for each undamaged Treasure they have. In particular, this is necessary to remove Madness upon the "Dependent on Treasure" Fetter, which cannot be removed by other means.

However, one may not recover from Madness Points in excess of the number of Fragments of Memory they possess. If one has already used Maneuvers to remove Madness Points during the Battle Phase, these count towards the same limit.

The fate of their Treasures decides whether a Doll will succumb to despair or be saved from it. Take care not to acquire too many Treasures and to protect them.

Additional Treasures

The Necromancer does not have to be generous in allowing Players to acquire new Treasures.

Recovering with Favor Points

From the end of a Session until the beginning of the next one, you may spend 4 Favor Points to remove a single Madness Points.

Maneuvers

Certain Maneuvers may inflict Madness Points as a Cost or remove them as its effect. For a detailed explanation, please see the previous section on Maneuvers.

Combat, Karma, and Favor

The majority of the Battle Phase consists of combat.

Combat amongst undead is quite different from when humans fight - even if they lose their arms and head, they'll keep fighting. Thus, both the Necromancers and Players can tear each other to bits without worry.

Combat occurs between markers which the Dolls and the Necromancer move around.

Preparing for Combat

Combat takes place atop a symbolic map called the "Stage of Battle." This map is divided into five Areas.

The Players should deploy their Markers in the Area that they decided upon at the time of character creation.

Afterwards, the Necromancer should specify the Victory Condition to the players. If there is any additional Karma (explained later), it should also be given at this time. The Necromancer should then place markers representing enemies or other participants into Areas of their choice (if they have not already decided beforehand.)

Place copies of the same markers in the boxes to the right of the Stage of Battle with the numbers 15 through -5 written in them. The Players, Necromancer and any other participants should place their markers in the box corresponding to their Maximum Action Count. After the above preparations have been made, the Players and Necromancers should be sure to perform any Maneuvers, etc. that take place "at the start of the Battle Phase." If there is nothing more of the sort, combat can begin.

Victory Conditions and Annihilation

Combat takes place in a variety of situations. Depending on the particular situation, the Necromancer may specify various Victory Conditions.

When the Dolls fulfill these Victory Conditions, they are considered to have won, and even if there are enemy markers remaining the Battle Phase comes to an end. You may think of the remaining enemies as having ceased to function when their commander was taken out, for instance.

Conversely, if all of the Sisters lose their ability to attack or move, or their Fetters are entirely consumed by Madness Points, they are considered to have been annihilated.

If this happens, Battle Phase ends, and Recovery is not possible. Continue directly to the Ending in the End Phase.

Dolls that have been annihilated no longer have any ability to function. It is up to the Necromancer what happens to them after this. Even after a Doll has been annihilated, they can continue to receive Favor Points. However, they cannot be used to participate in future sessions. The best they can hope for is that parts of them might be used to make the next set of Dolls.

Victory Conditions

For more information on suitable Victory Conditions, please see the Necromancer Section.

Remaining Markers

Combat may end in the middle of a Round. However, Dolls do not take any additional Madness Points from this Round ending.

The Flow of Combat

Combat is divided into units of time known as Rounds. One Round represents about ten seconds of time within the setting.

Likewise, Rounds are themselves divided into units of time known as Count. Count, in combination with Action Points, determine the order in which the participants of the combat act. The participant with the highest Maximum Action Points is typically the first to act. The current Count will decrease by 1 at the Necromancer's command, eventually reaching zero. The markers to the right of the Stage of Battle should be managed in accordance with all Actions taken. As one's current Action Points change, their marker should be moved to the box representing their current Action Points.

At the beginning of the first turn, each combat participant's Action Points will be the same as their Maximum Action Points.

The Count will then decrease as the participants take action.

When the Count reaches 0, the Round is over. At this time, all of the Players must take a Madness Point upon a Fetter of their choice.

At the beginning of the next Round, all of the participants recover Action Points equal to their Maximum Action Points. However, be careful when deciding how many Action Points to recover.

It is possible that Parts which increase one's Maximum Action Points may have been damaged. If this is the case, the amount of Action Points one can recover is likewise different.

For example, if a Doll with 10 Maximum Action Points ends the Round at -2 Action Points, she will recover 10 Action Points and start with 8 in the next Round. However, if her Brain and Eyeballs were damaged, she won't recover the full ten Action Points and will start with less than 7.

After all participants in combat have recovered their Action Points, if they were not already defeated, the new Round begins. Until one side of the battle either escapes or is defeated, the procedure above repeats itself.

Madness Points

Battle can be a terrifying thing. Dolls who engage in it are liable to be overcome by madness if it continues for too long. Yet in Nechronica, combat is unavoidable. For the sake of the Dolls' well-being, it is wise to end combat as quickly as possible.

Maximum Action Points

Even if one's Maximum Action Points decrease, their Current Action Points do not. Therefore, take note that one's Current Action Points will not be decreased by taking damage.

Actions

When the Count is equal to a combat participant's Current Action Points, they can use Maneuvers with a Timing of "Action."

Alternately, if they do not wish to use a Maneuver, they can declare that they wish to wait. Waiting results in their Action Points decreasing by 1.

If they declare that they will use a Maneuver, their Action Points immediately decrease by the Cost of that Maneuver.

When the Count decreases to their new Action Points, they can use that Maneuver a second time. However, it is possible the Maneuver may become unusable if the Part that enables it is damaged. Be careful.

Maneuvers with "Check", "Damage" or "Rapid" timing can be used regardless of one's current Action Points or the current Count if their other requirements are met ("Rapid" Maneuvers must be declared in response to an Action.) However, Maneuvers with these Timings can be used only one time each Round.

One can use a Maneuver even if paying its Cost would send their Action Points below zero. However, be careful of going into negative Action Points. When one's Action Points are below zero, they can use no Maneuvers except for those with Timing "Auto."

For example, if at Count 2 a Doll uses a Maneuver with a Cost of 4, their Action Points will now be at -2. As their Action Points are below zero, until the next Round, they can only use Maneuvers with Timing "Auto."

Costs

Costs are paid at the time the use of a Maneuver is declared. If that Maneuver is negated by a Rapid Maneuver, its Cost is paid nonetheless.

Reusing Maneuvers

There is no limit to the number of times an Action Maneuver can be used during a Round. As long as the Part granting it is not damaged, use it as many times as you wish.

Once Per Round

This applies only to Maneuvers with the same name. Even if the effect and Timing are the same, if they are not an exact duplicate, similar Maneuvers can be used at another time. For instance, all Dolls can use their "Arms" and "Legs" each once per turn.

Count Processing

It is not uncommon that during combat, allies and enemies will have the same number of Action Points and act during the same Count.

Actions that occur on the same Count are treated as if they occurred simultaneously.

For example, if a Movement Maneuver and an Attack Maneuver are used at the same time, the target is assumed to have not yet moved from their original Area. However, if made using a Maneuver with the Timing "Check" or "Rapid", the movement will take place before the attack.

When Actions take place during the same Count, the Necromancer should declare theirs first.

If the Necromancer's Attacks result in Parts being destroyed, Dolls acting on the same Count can still use Maneuvers dependent upon these Parts (but cannot use the Parts to pay Costs and such.)

However, Maneuvers with the timing "Check" or "Rapid" are considered to pre-empt these simultaneous actions. If an Attack with the timing "Check" or "Rapid" destroys a Part, a Maneuver using that Part cannot be made during the same Count. When made at the same time, even if a "Check", "Damage" or "Rapid" maneuver causes one's Action Points to decrease, an Action Maneuver can be made during that Count.

However, if one's current Action Points fall below zero, they cannot perform any simultaneous maneuvers.

Combat participants may perform multiple "Check", "Damage" and "Rapid" maneuvers at the same time. To give an absurd example, a Doll could use their Arms to support a Check, while simultaneously hindering it with their Legs (though doing so would be meaningless.)

Likewise, multiple combat participants may perform "Check", "Damage" and "Rapid" maneuvers in response to the same action.

When the Timing of Maneuvers overlaps, those Maneuvers declared last should be carried out first. It's thus possible to cancel a Rapid Maneuver with another Rapid Maneuver. When multiple combat participants are in the fray, "Check", "Damage" and "Rapid" maneuvers also follow this rule.

Attack Checks

These Checks are performed when an Attack Maneuver is used. Perform a Check to determine which location the attack hits, and look up the result on the table below.

1 or Less	Critical Failure (The attacker chooses an ally in the same Area as the target, and hits them in a Location of their choice)
2-5	Failure
6	The target chooses which Location is hit (it cannot be one in which all Parts are damaged)
7	Legs (if all Parts are already damaged, the attacker chooses another Location)
8	Torso (if all Parts are already damaged, the attacker chooses another Location)
9	Arms (if all Parts are already damaged, the attacker chooses another Location)
10	Head (if all Parts are already damaged, the attacker chooses another Location)
11+	Critical Success (the attacker hits a Location of their choice and does bonus damage equal to the Check Result - 10)

Basically, if the Check Result is 6 or higher, it will hit a Location in accordance with the result, and do damage in accordance with the Maneuver.

In the case of a Critical Failure, the attack will hit an ally in the same area as the target (if the attack was an Area Attack, that property is lost.)

In the case of a Critical Success, the attacker can hit a Location of their choice on the target, and the amount of damage they deal is raised by the Check Value - 10.

Damage

When an Attack is made, it causes damage to a Location such as the Head, Arms, Torso or Legs. The Location which took damage has an number of Parts equal to the amount of taken damage become damaged.

Unless Recovered during the End Phase (explained later), the effects of these damaged Parts is lost. Maneuvers that they enable cannot be used. And Parts that have been damaged cannot be damaged again.

If all of the Parts in a Location hit by an attack are already damaged, the attacker may choose from among the remaining Locations.

If all of a Doll's Parts in all her Locations are damaged, she cannot participate in combat until she recovers.

Damaged Parts

If all of a Doll's Parts are damaged, yet the Victory Condition is fulfilled, she may be able to Recover (explained later.) However, if defeated, she will not be able to fight again. In order to win, take care not to get too damaged.

Dismemberment Checks

There are Attacks capable of cutting parts off of a body without damaging them.

The target of these attacks must make a "Dismemberment Check."

If this check is failed, all Parts in the Location hit are damaged without regard to the numerical quantity of damage received.

Types of Enemies

However, this rule differs when fighting enemies such as Legions and Horrors. Explosive and Area Attacks are also treated differently. See the Necromancer Section for details.

Escape

When there is little chance of victory, and the Necromancer recognizes this, escape may be possible.

This can be attempted by any Dolls within Eden. If they are all make Movement Maneuvers, they may make an additional Check in the fashion of an Action Check.

Within combat, this Check is considered to be a maneuver with "Check" Timing (but it cannot be made outside of Eden.)

If the Check is successful, the Doll escapes without suffering any further harm.

However, if the Check fails, she remains on the battlefield. She is still located in Eden. If she uses another Movement Maneuver, she may try again.

In the case of a Critical Failure, she may not attempt to escape again until the next Round.

If all of the Dolls escape, any Dolls that were annihilated cannot Recover (explained later) during the End Phase. Defeated enemies and one's own damaged parts remain

upon the battlefield. The remaining Dolls will have to endure the next Session before they can recover.

Other Situations

During the Battle Phase, it is possible that other rules will be invoked depending on the situation.

For example, Action Checks may be commonly used for certain situations.

These are typically treated as Action Maneuvers with a Cost decided by the Necromancer. Below are a few examples.

Noticing Something

This is a Rapid Maneuver with a Cost of 0. However, if it takes careful observation, it should be an Action Maneuver with a cost of 1.

Reading Something

Depending on its difficulty or length, a Doll should make an Action Maneuver with a cost of at least 1.

Opening a Door

This has the same Cost as a Movement Maneuver. However, if it requires a key or a password, the cost should go up to 3~4.

Destroying a Wall

Attacks should be made against the wall with a certain amount of damage required to destroy it.

Operating a Machine

If this would dramatically alter the situation, give it a cost of 3~4. However, if it needs to be operated multiple times or its utility is minimal, a cost of 1~2 is enough.

Climbing a Wall or Cliff

This has the same cost as an Action Maneuver. However, there may be modifiers based on the steepness of the climb, whether the one making it has Talons, and such.

Moving Something Heavy

These should have the same cost as using one's Fists or Shoulers. However, if a Doll has unusual strength due to Super Strength or the like, they may have an advantage.

In addition, certain Maneuvers that enemies make during combat may require the Dolls to make Madness Checks. For a detailed explanation, see the Necromancer Section.

However, Conversation Checks cannot be made during the Battle Phase unless allowed by Maneuvers. When one's Madness rises high during Battle, it's essential to make conversation afterwards and calm down.

Maneuvers

Maneuvers with Timing other than "Auto" can only be used during the Battle Phase. These abilities only take effect under the extreme conditions of combat. While it might be useful to repair parts and such at other times, that unfortunately can't be done at one's will.

Recovery after Battle

Dolls will often suffer injuries from battle and other kinds of trouble.

However, Dolls are undead. Because of that, they're able to take Parts that once belonged to others and use them to repair themselves. Whether sown on, glued on, or regenerated, they can attach them somehow.

After the Battle Phase ends, Recovery takes place at the beginning of the End Phase. However, this only occurs if the battle was won.

The number of Parts that can be recovered after battle depends on the sum of the enemies' Threat Level. As long as victory was achieved, even if some of the enemies escaped or were not destroyed, this calculation remains the same. The formula for the number of parts the sisters can recover is below.

- **Basic Parts** = (Sum of Enemy Threat Level) ÷ 4 (round up)
- **Reinforcement Parts** = (Sum of Enemy Threat Level) ÷ 8 (round up)

The stock of Parts received must be divided amongst the sisters. They should mention which parts they need and share them among themselves.

Although Basic Parts are relatively easy to repair. Reinforcement Parts can be more difficult. It's a good idea to keep that in mind when taking damage.

Also, when recovering Reinforcement Parts, it's possible to replace them with others (but only with Parts from the same category, and the same tier or below.) At this time, you may not acquire the same Part twice.

If no one took damage to any of their Reinforcement Parts and only to their Basic Parts, it's fine to add the number of Reinforcement Parts received to the stock of Basic Parts. However, the reverse cannot be done to increase the stock of Reinforcement Parts.

Finally, it's important to note that damaged Treasures cannot be recovered. You'll have to find new ones.

Threat Levels

This refers to the cost of the Necromancer's troops. Powerful ones will have a high Threat Level. For a detailed explanation, see the Necromancer Section.

Acquiring New Treasures

This can be done during the Adventure Phase and End Phase.

Karma

"Karma" refers to objectives and missions the Dolls are burdened with. Each Doll will be given a number of Karma. The nature of this Karma may differ amongst them. Typically, during a single session, the Dolls will be given two or three Karma.

All Dolls begin with the Karma "Find Fragments of Memory." This Karma is considered to have been fulfilled as long as one or more (if more, the Karma was only fulfilled once) Fragments of Memory were acquired during the session.

The Necromancer may issue Karma to the Players at the beginning of either the Adventure Phase or the Battle Phase. The conditions to fulfill these Karma may vary. Players are welcome to ask the Necromancer questions concerning how the Karma should be fulfilled.

At the end of the Session, each Karma that was fulfilled will earn 2 Favor Points. Fulfilling their Karma is necessary for the Dolls to become stronger.

Favor

As they watch the Dolls struggle to maintain their sanity in this world, the Necromancers bear a twisted kind of "Favor" towards them.

This Favor warps the Dolls' bodies and allows them to become stronger.

From the end of the Session until the beginning of the next one, the Dolls can spend Favor to produce the effects described on the table below.

Points	Effect
2	Change the type of a Fetter of your choice. However, "Dependent on Treasure" cannot be changed.
2	Erase a Fetter towards a target other than your Treasure or your sisters.
2	Acquire a new Fetter (with the Necromancer's permission.)
4	Remove a single Madness Point upon yourself.
4	Regenerate a damaged Basic Part of your choice.
6	Regenerate a damaged Reinforcement Part of your choice (or replace it with another of the same category, and same level or below.)
10	Learn a new skill from your Position or Class (if you have the same Class twice, this can be its Special Skill.)
10	Gain a Reinforcement Point in any category (up to a maximum of 9.) You may acquire a new Reinforcement Part in this category; see the Doll Section.
20	Learn a new skill from a Position or Class other than yours (this may not be a Special Skill.)

When acquiring a new Fetter, you should choose a target that was featured during the Session. If the Dolls have acquired new companions, or Savants or the Necromancers themselves have made multiple appearances, the Necromancer may allow the Dolls to create Fetters towards them.

At this time, with the permission of the Necromancer, the type of the Fetter can be freely chosen (though the Necromancer may make a suggestion.) Brand-new Fetters begin with three Madness Points upon them.

Gaining a new Fetter will help one's heart grow stronger in the sessions to come.

However, the maximum number of Fetters one may have is six. Be careful.

Though Favor is bestowed upon individual Dolls, if all the Dolls entered a Heart-Broken state or were annihilated in combat, remaining Favor Points are inherited by the next Doll created by that Player. Think of it as the Necromancer learning from their previous mistakes to create stronger Dolls.

Also, depending on the format of the session, the Necromancer too may be able to acquire Favor. See the Necromancer Section for details.

The Necromancer's Minions

Rarely do Necromancers deign to reveal themselves to the Dolls.

Instead, they oppose them with minions of their own.

When the Necromancer designs the scenario, they may only use minions of a given Threat Level.

Each Session contains a single battle. Therefore, the Threat Level is the combined strength of all the enemies in that Session.

The section below describes a variety of enemies for the Necromancer to use.

Types of Enemies

Enemies are broadly divided into three types.

Be warned that damage processing during battle is treated quite differently amongst them..

Legions

Necromancers' cannon fodder. Without any will of their own, they blindly follow orders. Outside of battle, they are used for physical labor. Since they exist in great numbers, Legions are thrown into many battles. As they mow down countless Legions in a single blow, the Dolls will truly realize what special existences they are.

The Threat Level written for a Legion typically represents 5 of their number.

A single Legion has no Location, no Parts, and will be destroyed by only 1 point of damage.

All Legions in the same area are treated as a single enemy (if there are ten of them, they will perform a single attack, not ten) and only when they are all destroyed do they cease to act. In other words, regardless of the hit Location, a Legion which does not receive at least 5 points of damage will continue to act.

The usual effect of Dismemberment or Explosive attacks do not apply to Legions - instead, these properties double the damage they receive from attacks. In addition, Area Attacks against the Area they are in will also double the damage they receive (an attack that is both Explosive and an Area Attack will do 4 times the damage.) "Defend" Maneuvers take place after the damage multipliers have been applied. However, Maneuvers that negate "Dismember", "Explosive" and such effects will cancel the multiplier of those effects.

In certain circumstances, hordes of Legions may perform an action known as "Confluence." When "Confluence" is performed, the side with the higher Action Points may perform an additional Action Maneuver.

However, "Confluence" is performed at the end of the current Count. "Confluence" will not affect the number of Legions as considered for Attacks performed during the Count. In addition, Legions preparing in Confluence cannot move unless both move at the same time.

Legions cannot escape from battle.

Example: In Limbo there are 15 Zombies, while in Hades there are 10. The Zombies in Limbo are hit by a Katana with a die roll of 11. They take (Damage 1 + Critical Hit Bonus 1) x (Dismember Multiplier 2) = 4 damage. There are now 11 Zombies remaining in Limbo.

When the Count reaches the Zombies' Action Points, the Zombies in Limbo use their 'Rend' attack on a Doll, while the Zombies in Hades shamle into Limbo. As it was performed on the same Count, the attacking Zombies have not yet Conflued, but are treated as being 11 in number for the purposes of their Rend attack. With 11 Legions, "Rend" has an effect of "Unarmed Attack 1 + Chain 1." After the Zombies have completed

their movement from Hades, there are 21 of them. Now that the two Legions have Conflued into a single mass of 21, their attack has the property "Chain 2."

As the Action Point costs of "Rend" and "Shamble" differ, the Action Points remaining after Confluence are the higher of the two.

Horrors

Horrors are undead, mutants or robots given powerful augmentations for battle. Dolls who have gone completely mad are often turned into Horrors. While no more self-aware than beasts, Horrors have many abilities in combat. Encountering one is sure to lead to conflict. Horrors are easy to manage, even with several of them on the battlefield. Suited to be mild threats and leaders of Legions, they are not as mighty as Servants, but can be made fairly powerful.

Unlike Dolls, Horrors do not have Locations. They are mere collections of Parts, and as long as an attack hits, the Necromancer will decide which of their Parts get damaged. The usual effect of Dismemberment or Explosive attacks do not apply to Horrors - instead, these properties double the damage they receive from attacks. "Defend" Maneuvers take place after the damage multipliers have been applied. However, Maneuvers that negate "Dismember", "Explosive" and such effects will cancel the multiplier of those effects.

Horrors cannot escape from battle.

Servants

Undead who possess wills like those of humans, but who serve the Necromancers. Although they take pride in their loyalty to the Necromancers, in truth they are no more than toys as well. The fact that most are girls, like the Dolls, is evidence of this. The Necromancers kindle their fervor in order to watch with amusement as they and the Dolls crush each other.

Servants are the only type of enemy able to converse with the Dolls. They make excellent villains and are suited to be the mastermind of any Scenarios.

Servants may confront the Dolls numerous times, as they are able to escape afterwards. Of course, if they are destroyed, they can also be rebuilt or recreated. As they were dead in the first place, even if one wipes out every last trace of a Servant, it's easy for the Necromancer to create a duplicate.

Servants have much in common with Dolls. Though they do not have Madness Points or Fetters, Dolls can use them as the target of Conversation Checks. If by holding a conversation the Dolls are communicate something to them, the Necromancer may allow the Dolls to form Fetters towards them. This is particularly suitable for Campaigns, where holding conversations with Servants may be an important means of removing Madness Points.

Just like Dolls, Servants can attempt to Escape if they are in Tartarus.

Enemy Data

Spirit Attacks

These occur in much the same way as do normal attacks. However, if they hit, in place of taking X damage the target Doll receives X madness points (They do not take any normal damage. Thus, Spirit Attacks do not create a "Damage" Timing.) The player of the Doll that was hit can choose to add the Madness Points to any Fetter they wish. A Critical Success does not increase the amount of Madness Points inflicted.

Legions

Zombie		Threat Level 1 per 5
Max AP	8	Effect
Parts	Rend	[Action/2/0] Unarmed Attack 1 + Chain Attack (Number of Zombies in the same Area divided by 10) (Round down)
	Shamble	[Action/3/Self] Move 1
	Mob	[Rapid/0/0] Hinder Move 1

Soldier		Threat Level 2 per 5
Max AP	8	Effect
Parts	Simultaneous Fire	[Action/3/0~1] Ranged Attack 2 + Chain Attack (Number of Soldiers in the same Area divided by 10) (Round down)
	Shamble	[Action/3/Self] Move 1
	Mob	[Rapid/0/0] Hinder Move 1

Nightmare		Threat Level 2 per 5
Max AP	8	Effect
Parts	Moan	[Action/3/0] Spirit Attack 1 + Chain Attack (Number of Nightmares in the same Area divided by 10) (Round down)
	Shamble	[Action/3/Self] Move 1
	Mob	[Rapid/0/0] Hinder Move 1

Witch Bird		Threat Level 2 per 5
Max AP	9	Effect
Parts	Peck	[Action/2/0] Unarmed Attack 1 + Chain Attack (Number of Witch Birds in the same Area divided by 10) (Round down)
	Flap Wings	[Action/2/Self] Move 1~2

Horror

Ghoul		Threat Level 2
Max AP	8	Effect
Parts	Biting Jaws	[Action/2/0] Unarmed Attack 2
	Bone	[Action/3/Self] Move 1
	Distorted Arm	[Auto/0/Self] +1 to hit with unarmed attack maneuvers.
	Brains	[Auto/0/Self] +2 Action Points.
	Intestines	[Auto/0/Self] None.

Sniper		Threat Level 3
Max AP	8	Effect
Parts	Sniper Rifle	[Action/2/2-3] Ranged Attack 1. Add +1 to the die roll of the Attack Check.
	Bone	[Action/3/Self] Move 1
	Scope	[Check/0/Self] Support 2. Use this Maneuver only when making a Ranged or Blast Attack.
	Hand of Death	[Rapid/0/Self] You may use an Attack Maneuver of your choice as if its Timing were "Rapid".
	Brains	[Auto/0/Self] +2 Action Points.
	Intestines	[Auto/0/Self] None.

Hound		Threat Level 3
Max AP	9	Effect
Parts	Saberteeth	[Action/2/0] Unarmed attack 2
	Animal Legs	[Action/2/Self] Move 1-2
	Strengthening Spinal Cord	[Auto/0/Self] +2 Action Points.
	Tail	[Auto/0/Self] +1 Action Points.
	Intestines	[Auto/0/Self] None.

Dobsonfly		Threat Level 3
Max AP	8	Effect
Parts	Mandibles	[Action/2/0] Unarmed attack 2
	Wings	[Action/2/Self] Move 1-2
	Extra Wings	[Rapid/0/0] You may perform one Action maneuver of your choice as if its timing were "Rapid"
	Exoskeleton	[Damage/0/Self] Defend 1
	Central Nervous System	[Auto/0/Self] +2 Action Points
	Entrails	[Auto/0/Self] None.

Butcher		Threat Level 4
Max AP	8	Effect
Parts	Big Knife	[Action/2/0] Melee attack 2
	Bone	[Action/3/Self] Move 1
	Armour Skin	[Damage/0/Self] Defend 1
	Super Strength	[Auto/0/Self] Melee Attack Damage +1
	Brain	[Auto/0/Self] +2 Action Points
	Entrails	[Auto/0/Self] None.
	Entrails	[Auto/0/Self] None.

Lift Vice		Threat Level 4
Max AP	9	Effect
Parts	Grip Vice	[Action/3/0] Unarmed attack 3
	Caterpillar Treads	[Action/3/Self] Move 1
	Motor Gear	[Damage/1/Self] Use this Maneuver only when you deal damage. Add +2 to the damage for an Unarmed Attack.
	Reinforced Armour	[Damage/1/Self] Defend 2
	Main Motor	[Auto/0/Self] +2 Action Points
	Sub Motor	[Auto/0/Self] +1 Action Points
	Armour Plate	[Auto/0/Self] None.
Armour Plate	[Auto/0/Self] None.	

Matango		Threat Level 4
Max AP	8	Effect
Parts	Parasite Spore	[Action/2/0-1] Ranged Attack 1+ Explosive, +1 to attack check
	Staggering Legs	[Action/3/Self] Move 1
	Just a Corpse	[Check/0/0] Hinder 2
	Immovable	[Auto/0/Self] [Stagger] and [Move] effects can be negated
	Reflex Movement	[Auto/0/Self] +2 Action Points
	Mushroom	[Auto/0/Self] None.
	Mushroom	[Auto/0/Self] None.

Mad Gasser		Threat Level 5
Max AP	8	Effect
Parts	Decomposing Gas	[Action/3/0-1] Ranged Attack 1+ Area
	Bone	[Action/3/Self] Move 1
	Auto Control Equipment	[Auto/0/Self] During the Battle Phase, if your Parts are damaged, you may continue to use Maneuvers they enable until the end of the Round.
	Counter Attack Equipment	[Auto/0/Self] The damage of an Area Attack is negated.
	Brain	[Auto/0/Self] +2 Action Points
	Guts	[Auto/0/Self] None.
	Guts	[Auto/0/Self] None.

Bulbhead		Threat Level 5
Max AP	8	Effect
Parts	Talon	[Action/2/0] Unarmed 2
	Bone	[Action/3/Self] Move 1
	Zombie Bomb	[Auto/None/0] When this Part is damaged in Battle Phase, a Blast 2 + Explosive + Area attack with a Check value of 8 occurs against yourself. However, "Rapid" and "Check" timings do not occur for this effect.
	Floater	[Auto/0/Self] Every Unarmed and Melee Attack which targets you receives a penalty of -1 to the Attack Check (if it is an Area Attack, the penalty only applies to hitting you.)
	Brain	[Auto/0/Self] +2 Action Points
	Guts	[Auto/0/Self] None.

Banshee		Threat Level 6
Max AP	10	Effect
Parts	Song of Insanity	[Action/3/0] Spirit Attack 1 + Area Attack
	Bone	[Action/3/Self] Move 1
	Curse Hair	[Check/0/0] Support or Hinder 1
	Desperate Struggle	[Check/1/0-1] Hinder 1
	Brain	[Auto/0/Self] +2 Action Points
	Eyes	[Auto/0/Self] +1 Action Points
	Heart	[Auto/0/Self] +1 Action Points
	Guts	[Auto/0/Self] None.
	Guts	[Auto/0/Self] None.

Drug Eater		Threat Level 5
Max AP	10	Effect
Parts	Flesh Whip	[Action/3/0-1] Unarmed Attack 2 + Chain 1
	Bone	[Action/3/Self] Move 1
	Embalming	[Check/2/0] Hinder 2. You may use this Maneuver any number of times per Round, but only once per Check.
	Shared Vision	[Check/1/0-1] Support 2
	Brain	[Auto/0/Self] +2 Action Points
	Eyes	[Auto/0/Self] +1 Action Points
	Adrenaline	[Auto/0/Self] +1 Action Points

Rafflesia		Threat Level 6
Max AP	8	Effect
Parts	Attack Tentacles	[Action/3/0-1] Unarmed Attack 2+Chain Attack 1
	Pedipalp	[Action/3/Self] Move 1
	Elastic Tentacles	[Check/0/0] Support or Hinder 1
	Thick Meat	[Damage/1/Self] Defend 2
	Capture Tentacles	[Rapid/1/0] Hinder Move 1
	Rooted Limbs	[Auto/0/Self] May negate [Move] and [Stagger]
	Reflex Movement	[Auto/0/Self] +2 Action Points
	Petal	[Auto/0/Self] None.
	Petal	[Auto/0/Self] None.

Meat Shredder		Threat Level 7
Max AP	9	Effect
Parts	Shredder	[Action/2/0] Melee Attack 2+Dismember +1 to the attack roll.
	Tank Treads	[Action/3/Self] Move 1 Cannot be move hindered
	Scraper	[Check/1/self] Support 2
	Front Armour	[Damage/0/Self] Defend 1
	Rush	[Rapid/1/Special] This can be used only during a Movement Maneuver. If the Movement is successful, Unarmed Attack 3 against one target in either your current Area or the one you began the Movement in.
	Auto Balancer	[Auto/0/Self] May negate [Move] and [Stagger]
	Main Engine	[Auto/0/Self] +2 Action Points
	Sub Engine	[Auto/0/Self] +2 Action Points
	Armour Plate	[Auto/0/Self] None.

Teeth Bug		Threat Level 9
Max AP	10	Effect
Parts	Jaw of the Monster	[Action/3/0] Unarmed Attack 3
	Arthropod	[Action/3/Self] Move 1
	Mucus Mass	[Damage/1/0-1] Defend 1
	Strengthening Exoskeleton	[Damage/1/Self] Defend 2
	Rush	[Rapid/1/Special] This can be used only during a Movement Maneuver. If the Movement is successful, Unarmed Attack 3 against one target in either your current Area or the one you began the Movement in.
	Unconcern	[Auto/0/Self] During the Battle Phase, if your Parts are damaged, you may continue to use Maneuvers they enable until the end of the Round.
	Bulk	[Auto/0/Self] May negate [Move] and [Stagger]
	Central Nerve	[Auto/0/Self] +2 Action Points
	Eyeball	[Auto/0/Self] +1 Action Points
	Eternal Hunger	[Auto/0/Self] +1 Action Points
Entrails	[Auto/0/Self] None.	

Fallen Warrior		Threat Level 8
Max AP	13	Effect
Parts	Noted Sword	[Action/2/0] Melee Attack 2+Dismember +1 to the attack roll.
	Bone	[Action/3/Self] Move 1
	Armour	[Damage/1/0] Defend 1
	Combat Sense	[Auto/0/Self] +1 to hit when performing Melee attack maneuvers.
	Brain	[Auto/0/Self] +2 Action Points
	Slaughter Instinct	[Auto/0/Self] +2 Action Points
	Adrenaline	[Auto/0/Self] +1 Action Points
	Reflex	[Auto/0/Self] +1 Action Points
	Heart	[Auto/0/Self] +1 Action Points
	Entrails	[Auto/0/Self] None.

Monster		Threat Level 10
Max AP	10	Effect
Parts	Arm of the Monster	[Action/3/0] Unarmed 3
	Bone	[Action/3/Self] Move 1
	Bolt Head	[Check/1/self] Support 2
	Meat Shield	[Damage/0/0-1] Negate the effects of an attack.
	Armour Skin	[Damage/0/Self] Defend 1
	Steel Bones	[Damage/1/Self] Defend 1 + Negate "Dismember"
	Strengthening Muscle	[Damage/0/Self] Defend 1 + Negate "Explosive"
	Limitier	[Auto/0/Self] When damaged, +2 to Action Points
	Brain	[Auto/0/Self] +2 Action Points
	Adrenaline	[Auto/0/Self] +1 Action points
	Reflex	[Auto/0/Self] +1 Action points
	Entrails	[Auto/0/Self] None.
	Entrails	[Auto/0/Self] None.
	Entrails	[Auto/0/Self] None.

Savants

Nemesis		Threat Level 9
Max AP	11	Effect
Head	Brain	[Auto/0/self] +2 Action Points
	Eyes	[Auto/0/self] +1 Action Points
	Jaw	[Action/2/0] Unarmed Attack 1
	Command The Dead	[Check/0/0-1] Support 2. Cannot be used on yourself
Arms	Fist	[Action/2/0] Unarmed Attack 1
	Shoulder	[Action/4/self] Move 1
	Butcher Knife	[Action/3/0-1] Melee Attack 2, Chain 1
	Arm	[Check/1/0] Support 1
Torso	Spine	[Action/1/0] One Maneuver you use on the next Count during this Turn has it's Cost reduced by 1
	Protect	[Damage/0/0-1] When the target takes damage, you may take that damage in their place. You may use this skill any number of times per Turn
	Heart	[Auto/0/self] +1 Action Point
	Entrails	[Auto/0/Self] None.
	Entrails	[Auto/0/Self] None.
Legs	Bone	[Action/3/self] Move 1
	Bone	[Action/3/self] Move 1
	Foot	[Check/1/0] Hinder 1

Chimera		Threat Level 10
Max AP	11	Effect
Head	Brain	[Auto/0/self] +2 Action Points
	Eyes	[Auto/0/self] +1 Action Points
	A Monster	[Auto/0/Self] +1 to hit with all attack checks
	Barb	[Action/2/0] Unarmed Damage 1
Arms	Claw	[Action/2/0] Unarmed Attack 2
	Superhuman Strength	[Auto/0/self] +1 to melee and unarmed damage
	Extra Arms	[Rapid/0/self] You may perform one Action maneuver of your choice as if it's timing were "Rapid"
Torso	Arm	[Check/1/0] Support 1
	Membrane	[Damage/0/self] Defend 2
	Heart	[Auto/0/self] +1 Action Point
	Entrails	[Auto/0/Self] None.
Legs	Entrails	[Auto/0/Self] None.
	Clinging	[Action/3/self] Move 1. Immune to Movement Hinder effects
	Poison Sting	[Action/3/0] Unarmed attack 3
	Foot	[Check/1/0] Hinder 1
	Immovable	[Auto/0/Self] Immune to Move and Stagger effects
	Tail	[Auto/0/Self] +1 Action Point

Valkyrie		Threat Level 10
Max AP	14	Effect
Head	Scope	[Auto/0/self] Support 2. Only for Ranged Attacks
	Limiter	[Auto/0/self] +2 Action Points when broken
	Eyes	[Auto/0/Self] +1 Action Point
Arms	Arm	[Check/1/0] Support 1
Torso	Laser Beam	[Action/3/0-3] Range Attack 1 + Dismember
	Steel Bones	[Damage/1/self] Defend 1 + Negate "Dismember"
	Rush	[Rapid/1/Special] This can be used only during a Movement Maneuver. If the Movement is successful, Unarmed Attack 3 against one target in either your current Area or the one you began the Movement in.
	Artificial Intelligence	[Auto/0/self] +2 Action Points
	Engine	[Auto/0/self] +2 Action Points
	Booster	[Auto/0/self] +1 Action Point
	Adrenaline	[Auto/0/self] +1 Action Point
Legs	Floater	[Auto/0/self] All unarmed and Melee attacks against you are at -1 to their attack check
	Afterburner	[Check/1/0] Hinder 1
	Hover	[Action/2/self] Move 1-2
	Armour Plate	[Auto/0/Self] None.

Zombie Queen		Threat Level 14
Max AP	13	Effect
Head	Awakening of the Dead	[Action/3/01] Reinforcement Zombies. Creates 1d10 zombie legion or adds to an existing one.
	Chosen Good Looks	[Check/2/0] Hinder 2. Can be used more than once per Turn
	Chosen Lips	[Check/0/0-1] Support 2. Cannot be used on yourself
	Chosen Brain	[Auto/0/self] +2 Action Points
	Chosen Eyes	[Auto/0/self] +1 Action Points
Arms	Dead Fusion	[Action/2/0-1] Reinforcement Butcher. Creates a Butcher and reduces a Zombie Legion in range by 1d10
	Puppet String	[Action/3/0-1] Melee Attack 1+Dismember+Chain Attack (number of zombies in target area/10 round down)
	Carrion Shield	[Damage/1/self] Select a Legion in the area and subtract it by any number. Damage inflicted can be subtracted by the number of sacrificed Legion. This effect can be used any number of times per Turn
	Chosen Hand	[Auto/0/self] +1 Action Point
	Chosen Fingertip	[Auto/0/self] +1 Action Point
Torso	Chosen Skin	[Damage/1/self] Defend 2
	Chosen Heart	[Auto/0/self] +1 Action Point
	Chosen Skeleton	[Auto/0/self] +1 Action Point
	Chosen Organs	[Auto/0/self] None
	Beautiful Dress	[Auto/0/self] None
Legs	Queen's Walk	[Action/3/self] Move 1. Immune to movement hinder effects.
	Chosen Leg	[Check/1/0] Hinder 1
	Waltz	[Rapid/1/self] Until the end of the Turn, every attack which targets you receives a penalty of -1 to the Attack Check. If it is an area attack, the penalty only applies to hitting you. If this skill is used multiple times during the same round, the penalty does not increase.

Creating Enemies

A few representative enemies have been shown.

However, by combining parts and skills in countless ways it's possible to make enemies other than these.

When you've been playing for a long time, the Dolls will know their enemies well and the sense of tension that comes from the unknown will be lost. At that time, the Necromancer must construct new enemies.

Below are explained the rules for constructing new enemies.

Legions, Horrors, and Savants are all constructed in different ways, but have some parts in common. This will be explained below.

Concept

Many of the Necromancers are not military personnel or tacticians, but distorted artists. The original creations must have some kind of 'commitment' behind them. Rather than seeking just 'Strength', if you put design quirks in it, the impression of their creator will be engraved deeply into the hearts of the Players. There is no need to be entirely serious in battle.

So when designing creations, Necromancer can change the name and appearance and layout of existing parts and skills freely. If you change the name and effect, you can see that the data looks like a completely unknown ability even when it is the same thing. An exception is that if you change the part name, you cannot have the same thing. For example, if a "Zombie" has the unique part "Leap" it cannot have "Biting Jaw" if these parts are exactly the same in function. It is important to decide the 'name' of the creation. itself, although it may be an individual name if it is a Savant, but still a generic name according to ability. Think about it and the depth of the session will increase.

Choosing Parts

Adding Parts to an enemy to strengthen them will increase their Threat Level at a specified rate. This rate is listed below.

One can also freely exchange parts from basic enemies for others or add new parts to them. In this way, existing Undead can be strengthened or changed to create different enemies.

Legions, Horrors and Savants all have further details to their method of creation as explained later.

If a enemy you've created has a Threat Level ending in .5, don't drop the remainder. Please adjust it to an integer by adding a part worth 0.5 or 1.5.

The Necromancer may remove base Servant and Horror parts, subtracting their Threat Levels from the base Threat Level.

Part Rate Table

Threat Level 0.5	Jaw, Shoulder, Fist, Entrails
Threat Level 1	Eyeball, Arm, Spine, Bone, Leg Part equivalent to a Treasure Tier 1~2 Reinforcement Parts (except as listed below)
Threat Level 1.5	Brain Tier 3 Reinforcement Parts (except as listed below) Position or Class Skills (except Special Skills)
Threat Level 2	Enemy Exclusive Parts Class Special Skills
Threat Level 3	Zombie Bomb (Tier 2 Enhancement)

- Warning: Attack Maneuvers that cause Area Attacks add 0.5 to the Threat Level. This adjustment has already been made to Enemy Exclusive Parts.
- Warning: An Enemy cannot possess the same Part twice, with the exception of Entrails (maximum 3) and Bones (maximum 2.)
- Warning: Legions and Horrors cannot acquire Parts whose effects relate to Locations (such as Gauntlet and Quadruple Amputee.)

Parts Enemies Cannot Acquire

There are some Parts and Skills that are permitted to Dolls, but not Enemies. These are listed below.

- Maneuvers with the effect "Stagger"
- Instantaneous (Thanatos Skill)
- Extreme Mutation and Clockwork (Baroque and Romanesque Skills)
- Things related to Conversation Checks (such as Alice's "Maiden")
- Things with Madness Points as their Cost (such as Holic's "Impulse")
- Things that only have effects outside of battle (such as Court's "Composure")
- Skills belonging to Doll Positions (which makes some of the above examples redundant)

Creating Horrors

Horrors are the simplest type of enemy to create. A basic Horror has Threat Level 1, and can have parts added to it or changed. It's also simple to remodel an existing Horror. Below are the specifications of a basic Horror.

<i>Basic Horror</i>		Threat Level 1
Max AP	8	
Parts	Brain	[Auto/0/Self] +2 Action Points
	Tier 1~2 Enhancement	N/A
	Bone	[Action/3/Self] Move 1
	Entrails	[Auto/0/Self] None.
	Entrails	[Auto/0/Self] None.

The listed Maximum Action Points take into account the Brain. Without the Brain, it has only 6 Maximum Action Points. Be careful.

However, one cannot create a Horror with Threat Level 1. Horrors must have a minimum of Threat Level 2.

Creating Servants

When you've settled on the story of your scenario to some extent, you'll have to create a Servant. It's the role of the Servant to provide exposition on the setting of the scenario and the twisted world it takes place in. For the sake of creating a drama all your own, try creating a Servant twisted by madness. A basic Servant has Threat Level 2, and can have parts added to her or changed. Below are the specifications of a basic Servant.

<i>Basic Savant</i>		Threat Level 2
Max AP	9	
Head	Brain	[Auto/0/self] +2 Action Points
	Eyes	[Auto/0/Self] +1 Action Point
	Jaw	[Action/2/0] Unarmed Attack 1
Arms	Fist	[Action/2/0] Unarmed Attack 1
	Arm	[Check/1/0] Support 1
	Shoulder	[Action/4/self] Move 1
Torso	Spine	[Action/1/0] One Maneuver you use on the next Count during this Turn has it's Cost reduced by 1
	Entrails	[Auto/0/Self] None.
	Entrails	[Auto/0/Self] None.
Legs	Bone	[Action/3/self] Move 1
	Bone	[Action/3/self] Move 1
	Foot	[Check/1/0] Hinder 1

The listed Maximum Action Points take into account the Brain and Eyeballs. Without the Brain and Eyeballs, she has only 6 Maximum Action Points. Be careful.

Unlike Dolls, Servants can have their Basic Parts moved to different locations. But, at the time they're repositioned, one should consider whether to rename them. For example, the Eyeballs could be moved to the legs. Using different Parts with the same effect is fine too.

Creating Legions

In conclusion, we do not recommend creation of Legions often. Even if you change the name, parts name or description of an existing Legion, you should be able to create enough variations. When you want a strong enemy it is better to create it as a Horror than to strengthen Legions. The role of Legion is to strictly serve as fodder to strengthen the pleasure of battle.

If you increase the number of extremely strong Legions and use them, the battle will become boring. (Because there is no weakening them by dealing damage). There is a Legion for each situation and Threat Level. Use them.

Let's make a new Legion. The following is the method of making a Legion. The basic is "Zombie". There is no weaker Legion than "Zombies.". The other Legion is an enhancement type of "Zombie" to the last. The basic Action Points is 8 instead of 6. To add a part, you will need twice the normal Threat. However, all the parts that zombies initially have are Threat Level 1 as usual.

Legions do not obtain parts, so you can increase Action Points by 1 by increasing threat by 1.

Creating Necromancers

In the campaign's climax there will be a confrontation with the Necromancer. Some Necromancers place themselves in battle, others will be easily defeated if their guardians fall. Here we do not post concrete data of the Necromancer nor do we decide how to create it. However the Necromancer who appears on battle himself should be a formidable foe, full of power and madness. It may be a Horror or a Servant who has a threat level of at least 20. It is completely arbitrary what kind of data it will have. Choose skills and parts that are suitable for fully repaired Dolls to fight against and give them a serious battle.

You have created the Necromancer that is suitable for your incarnation. The Necromancer can also be applied to regenerate itself and return to battle as a Servant enemy can. However, as a result of sufficient excitement and drama, if it is defeated then perhaps the Necromancer should be left destroyed. One recommended idea is that the Necromancer is already destroyed and the world remains full of despair. There are lots of Necromancers out there as well. Even to the extent that you have defeated your own creator, the seed of despair will not go away so easily.

Enemy Exclusive Parts

Reinforcement

Enemies of a specified type and number appear in the target area. These do not count towards the total Threat Level of a scenario. An enemy created by this effect in the middle of combat appears at its maximum Action Point value. If its maximum Action Points are higher than the current Count, it appears with Action Points equal to the Count it was created on -1. If its maximum Action Points are lower than the current Count, continue the battle as normal.

If a Reinforcement Maneuver calls for reducing the numbers of a Legion and there are not enough Legions to remove, it fails. Legions reduced to 0 members by this effect are destroyed.

Threat Level 1 Parts

Rend

Location	Any	Cost	2
Timing	Action	Range	0
Effect	Unarmed Attack 1 + Chain Attack (Number of Zombies in the same Area divided by 10) (Round down)		

Mob

Location	Any	Cost	0
Timing	Rapid	Range	0
Effect	Hinder Move 1		

Second Form

Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	If this part is damaged, remove the character it was on from the stage and replace it with another one, prepared ahead of time. It appears in the same Area or an adjacent one, with the destroyed character's current Action Points minus 1. It should have half again the Threat Level of the original character.		

Flesh-eating Insects

Location	Any	Cost	2
Timing	Action	Range	0-1
Effect	Reduce the numbers of one Legion by 5. Reinforce (Dobsonfly x1).		

Trauma Switch

Location	Any	Cost	None
Timing	Auto	Range	See Effect
Effect	When this part gets damaged, the PC that damaged the part gains a Madness point.		

Threat Level 1.5 Parts

Simultaneous Fire

Location	Any	Cost	3
Timing	Action	Range	0-1
Effect	Ranged Attack 2 + Chain Attack (Number of Soldiers in the same Area divided by 10) (Round down)		

Floater

Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	Every Unarmed and Melee Attack which targets you receives a penalty of -1 to the Attack Check (if it is an Area Attack, the penalty only applies to hitting you.)		

Moan

Location	Any	Cost	3
Timing	Action	Range	0
Effect	Spirit Attack 1 + Chain Attack (Number of Nightmares in the same Area divided by 10) (Round down)		

Charge

Location	Any	Cost	1
Timing	Rapid	Range	See Effect
Effect	This can be used only during a Movement Maneuver. If the Movement is successful, Unarmed Attack 3 against one target in either your current Area or the one you began the Movement in.		

Despoiler of Eden

Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	During the Battle Phase, if you are moving in the direction towards Eden, the Cost of your Movement Maneuver is decreased by -1 (minimum 0.)		

Command the Dead

Location	Any	Cost	0
Timing	Check	Range	0-1
Effect	Support 2. Not usable on yourself.		

Long Arms

Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	Increase the Range of your Unarmed and Melee Attacks by +1.		

Long Legs

Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	Increase the Range of your Movement Maneuvers by +1.		

Unite the Dead

Location	Any	Cost	2
Timing	Action	Range	0-1
Effect	Reinforcement (Butcher x1). Reduce the numbers of one Legion in the target Area by 1d10.		

Soul Pollution

Location	Any	Cost	3
Timing	Action	Range	0-1
Effect	Spirit Attack 1.		

Puppet Strings

Location	Any	Cost	3
Timing	Action	Range	0-1
Effect	Melee Attack 1 + Dismember + Chain Attack (Number of Zombies in the same Area ÷ 10, rounded down.)		

Immovable

Location	Any	Cost	None
Timing	Auto	Range	Self
Effect	During the Battle Phase, you may ignore all Movement and Stagger effects.		

Apathy Attack

Location	Any	Cost	3
Timing	Action	Range	0
Effect	All members in the same area, excepting you, take 1 damage (This attack cannot be defended against)		

Mad Warrior

Location	Any	Cost	See Effect
Timing	Auto	Range	Self
Effect	Damage one of your basic parts. During an attack or dismemberment roll, you may reroll if you wish		

Gimmicky Trap

Location	Any	Cost	0
Timing	Check	Range	0-2
Effect	Support 1 or Hinder 1		

Dance of Corpses

Location	Any	Cost	2
Timing	Action	Range	0-2
Effect	You may not use this skill on yourself. Before the turn ends, the target's attack roll gets -1. (Area attacks can only subtract 1 from the attack roll)		

Threat Level 2 Parts

Tethered Body

Location Any Cost None
 Timing Auto Range 0

Effect During the Battle Phase, when a target you control uses a Movement Maneuver, you and all other Necromancer-controlled characters in the same Area automatically move to the same destination. (They do not pay the AP cost of this movement.)

Shackles of Flesh

Location Any Cost None
 Timing Auto Range 0

Effect During the Battle Phase, all Necromancer-controlled characters in the same area as you may ignore Movement and Stagger effects.

Wake the Dead

Location Any Cost 3
 Timing Action Range 0-1

Effect Reinforce (1d10 Zombies).

Carrion Shield

Location Any Cost 1
 Timing Damage Range Self

Effect Reduce the numbers of a Legion in the same Area as you by any amount. Prevent that much damage. You may use this Maneuver any number of times per Round.

Protective Gear

Location Any Cost None
 Timing Auto Range Self

Effect You and all other Necromancer-controlled characters are immune to Damage from Area Attacks.

Song of Insanity

Location Any Cost 3
 Timing Action Range 0

Effect Spirit Attack 1+ Area. (This part without Area adds 0.5 Threat level. With Area,+2 threat level)

Corpse Rampage

Location Any Cost 2
 Timing Action Range 0-1

Effect Reinforcement (Ghoul X1). The legion in the targeted area loses 1 body

Bondage Rope

Location Any Cost 2
 Timing Action Range 0-2

Effect Before the Turn ends, the target's Critical Fail value is 2

Puppet Master

Location	Any	Cost	2
Timing	Action	Range	0-2
Effect	You can use this skill on other pawns. The target for this count has use 1 action maneuver for 0 cost.		

Molding of Madness

Location	Any	Cost	None
Timing	Auto	Range	See Effect
Effect	When the Turn ends, if this part is not damaged, all Dolls on the stage take an additional 1 point of madness to their fetters.		

SCENARIO 1:

Factory of the Dead

No. of Players	2-4 people
Estimated Time	2-3 hours
Total Favour Gain	2 PC, 18 points
	3 PC, 27 points
	4 PC, 36 points

Summary

Dolls who woke up in a waste factory try to escape from it. There are bizarre tasks still done by the dead. The Undead weapons operating at the factory attack the dolls.

Caution: This Scenario is made for those playing Nechronica for the first time. If you are Necromancer for the first time then you should make yourself familiar with the system and the scenario. You could recommend the use of sample dolls for Player as well. You can start a session as soon as each player picks a doll or has finished making it. However, if you decide you want the development of the story to continue after this session, adjust it so you can use "Memory Fragments" etc as future hints.

Adventure Phase

Karma: "Reach the source of mechanical sound."

Awakening in an underground warehouse.

The session begins with the awakening of the dolls. Please read the following sentences first.

You are woken by strange music that you can hear echoing along with the strike of metal upon metal. This room is spacious, yet sunk into darkness. Your eyes slowly come into focus... you cannot remember who you are. Here, there are only girls with names and a few memories in their heads. Here there are girls who are puzzled just like you are. They are not reflections of you, but different people.

Let the dolls introduce themselves to each other before taking questions from the Players. They'll wake up confused. There's nothing here to rely upon, only the Memory Fragments that they do not understand very well. However, by beginning to know each other, talking and embracing each others emotions, they can create Fetters with each other when they are done introducing themselves. Let each player decide how they introduce themselves. Three points of Madness are added to every fetter and the story is about to begin.

When are you done talking in this room, you realize there is nothing here. You may have made friends, but the concern about having little memories remains. Outside, the mechanical sounds and strange music continue on, occasionally interrupted by a human voice. There is only one iron door in this room that separates you from that noise.

There is no key on this door and a turn of the knob is all it takes to open it. The wall and ceiling of the room are thick concrete, there are no windows but there is a small ventilation duct that is too small for even young dolls to try and crawl through. If a Doll tries to examine the room in detail, they can make an Action Check from their Memory Fragments about the factory and the basement (+0 modifier to the Action Check). If successful, they realize this is the basement within a factory.

Similarly, a doll trying to examine sounds outside the room can be also be judged with an Action Check using an auditory organ or a Memory Fragment relating to music (Modifier +0) if it succeeds it seems that it seems to be a military song and that the man's shouting voice echoes occasionally. If you leave the room, there is an ornamental corridor of concrete, revealing the sound that seems to be heavy echoing large machines working away.

Let's briefly explain the rule of Conversation Checks to Players by leaving the room. If there was a doll who had already played role-play worthy of conversation check at this point, you can give appropriate modifications for that direction and recommend Necromancer to make a Conversation Check. Necromancer should emphasize that there are limited Madness points that can be reduced within the party and that it is done voluntarily and declared and that opportunity should not be wasted. After that, until the start of the battle part, Necromancer should proceed without making a Conversation Check unless Player declares from Player unless Player seems to forget they need to declare that they're making Conversation Checks. Whether or not something is Conversation Check worthy, is up to the discretion of the NC.

Corridor and Broadcasting

In the corridor, they can only head towards the sound. There are several doors on the way, but there is not much difference in any room from the room the doll awakens. As they go through the corridor, the sound is loud and the songs and voices become clearer. Apparently the song seems to be a military song and the voice is words of encouragement that yells out.

"Stabilize your centre! Do not break your focus!"

"Work is sweet, What are you doing?! Do not rest!"

"Do not rest until you win!"

"Do not attack! Continue with your work!"

Let's make an Action Check for all the dolls from Necromancer here. You can also use auditory organs such as "Memory Fragment" or "Animal Ears" for music for Action Check. (Modifier +0) If the Check is successful, the dolls can realize that the voices and the music are all being broadcast from a recording of sorts.

At the end of the corridor there is a large metal door. Broadcasts and machine sounds are coming from behind this door. The door is not heavy but there is no key. A doll's muscle strength should be able to force open the door without difficulty. Before that, however, there are obviously different doors than before. It is a "A damaged door with a plate stamped with 'Factory Manager'. The damage is to much that the door is likely to come off the hinges if you press it against it. There are a number of black stains on the floor around the door. The door is forcibly pushed open and the twisted metal fittings are scattered on the floor. The door itself is broken from the inside out, as if something came out of the room. If the dolls investigate furthermore you can have them roll an Action Check +0. If they have Memory fragments or 'Bloodbath' relating to blood, they may use it. If they succeed, they can see that this black stain is a blood stain, that the door was pushed open from the inside with tremendous power.

If they inspect the inside of the door that was destroyed, go to the section of "Factory Manager's room." if they do not investigate, if they open the large door at the end, please proceed to the "Factory" section.

Factory Manager 's Room

Just by shifting the door, the dolls can easily enter the room, but may be wary of it, but there is no indication here that there are no traps or enemies. In the room there is an office desk, a sofa and a reception desk with a carpet on the floor. The walls were thick and the door completely blocked the factory noise. In the past this place was supposed to be a luxurious room wrapped in furniture, but now the room is covered with dust and the carpet has a lot of crusty black dirt. Even the wallpaper gets dirty and also the painting hung is grubby. There is a thick daily journal on the desk that is soiled. Several pistols are on the floor.

If they are successful in the Action Check in front of the door, they will find all black stains as bloodstains. If they did not notice before entering the room, let them do an Action Check again as they did the with the door. However, if they notice the blood in this room before noticing it at the door, the doll must make a Madness Check. They've unwittingly walked into what they thought was a dirty room but was actually a bloodbath.

On the floor guns are of a small caliber that cannot damage undead, but bullets are included. Even if they shoot at dolls, no damage is given. Even if the dolls use it for hostile undead or mutant, you will not do damage. Please emphasize this point to the dolls by NC. If you read the diary on the office desk, you need an Action Check to remember difficult Characters and words (Modifier+0) If they have a Book treasure and dolls with memory about knowledge and school can make the Action Checks by using them.

Contents of the journal are clerical written contents such as "Winning against war" in the first half "We are developing progressing weapons smoothly.". It seems that it was a huge undead weapon named "Goliath" that was developed at this factory. In the diary, when it is noted that the nuclear war has started, it will lead to the last page. The Contents of the last page are as follows.

A full nuclear war has occurred. Man's foolishness is difficult. However, if we try to burn all the nuclear weapons and we have a superior army we can grab our victory. From now on, we will spray cyanide gas inside our factory and simultaneously do undead processing with nanomachines. "Goliath is mass produced it will continue to be. All of our management positions will self-judge from this ahead of victory. Nanomachines will soon resurrect us. A million years of victory for the motherland!

Dolls who read this diary to the end take a Madness Check. When telling the contents to other dolls, the same is true for them. You can earn "Final War 00" as a memory fragment.

If you examine the desk, you can find a photograph in the drawer (NC can decide this picture arbitrarily. You can decide this content the doll that saw the picture first. The content of the photograph is based on the obtained "Memory Fragments" It can be decided at random by rolling on the "Memory Fragment Table", but Necromancer decides in advance if there is a pledge about future development. It is a good idea to have this picture taken only for the doll who got a memorable piece.)

There are no factory chiefs or manager bodies to be found anywhere. If you examine the room to every corner, you will find missing teeth and fingers. That's all there is to know about this room. There are many other office supplies and documents, but there is nothing like changing the situation even if it takes time to investigate.

Factory

If you open the heavy metal door, it is a dark factory covered with high ceilings. There is a speaker there with shouting and commanding voices flowing out (with faintly muted sound). The sounds of countless work machines are also heard. At this point, Karma "Reaching source of mechanical sound" is completed.

This is the undead weapons manufacturing factory. Numerous people are working and assembling something huge.

The working people look terrible, their bodies are rotting, most of their hair has fallen off and work clothes worn out...Zombies. They are working on what looks like a giant human that is obviously being assembled. Height six meters is a corpse giant, 'Goliath'.

This sight is obscure for the dolls who just woke up so they will need to make a Madness Check. However, please be sure to give +2 adjustment to the dolls who read the diary in 'Factory Director's room' as those who did so are now forewarned of what could lie ahead. Also, regardless of the judgment result so far, the dolls can understand that the music heard and the shouting voice are repeatedly broadcasting those who were recorded in the past. Still, if there are dolls that have not reduced their Madness by the number of Memory Fragments, give them a chance to react to and discuss what they see before them to make some Conversation Checks. Once they have settled down...

When the dolls peep at the factory and look at the 'dead body giant' - 'Goliath' assembled, the sudden alarm sirens will ring. The origin of the sound is close to the dolls...

It is a monster's weird undead guardian dog. Even if the dolls try to keep watch, they are already late and security guard zombies will have appeared. In addition, only one body (2 for 4 dolls) 'Goliath' which has been completed tears out of it's restraints and started attacking! The adventure part is over and the battle part is started.

Battle Phase

Karma: There is no Karma for this battle.

Victory Condition: Destroy all of the NC's pawns upon the stage. Attacking is the top priority, so it is essentially to completely demolish all enemies.

Area	No. of PCs		
	2 PC	3 PC	4PC
Limbo	Hound x1	Hound x3	Hound x2
	Zombie x10	Zombie x15	Zombie x20
Hades	Soldier x5	Soldier x15	Soldier x10
Tartartus	Goliath x1	Goliath x1	Goliath x2

Necromancer Tactics

These creations are weapons that were made far away and left untouched, and they do not have what they call their judgement. So you can not target a weak doll attacks will be randomly given to the doll within range.

Let's move Goliath to Limbo with [long legs] immediately when battle begins. And please use [Long Arm] to attack the dolls in Eden. If there is no doll in Eden or Elysium, stop moving in Hades and attack Limbo

Bascially, do not move zombies, you can concentrate their attacks on Limbo. Let Hound move around the stage and attack dolls in different areas. Soldiers should stay in Hades and [Shoot] should be used but you may advance to Limbo to pressure the dolls. (Beware Area attacks in that case)

If all the pawns have been destroyed, battle is over. Reinforcements such as security undead do not appear. What has appeared now is the total strength that guards this factory. Please reduce the number of madness points for each doll by the number of Treasure from their Fetters. Also, do not forget to do so if a doll is in a state of madness. If they are over, start the end phase.

End Phase

Repair

If PCs win the battle, here are the parts that will be obtained. Please note that the parts rewarded will vary depending on the number of Pcs.

No. of PCs	Basic Parts	Reinforcement parts
2	5	3
3	7	4
4	10	5

The Remaining Dead

The undead that was involved in the battle wasn't everything. Many labor zombies are still working in the factory and unfinished Goliaths are still in the factory floor. They ignore the battle completely and will continue working even if they are hit by stray bullets. After the battle, the dolls may destroy these zombies and incomplete Goliaths.

However, if they do this the dolls seem to be slaughtering nonresistent opponents. This will cause a Madness Check (Even one executor is enough to trigger this) Regardless of the result of the Madness Check, the dolls can gain 4 additional Basic Parts for repair. After battle, they will not fight at the factory anymore. They will see other undead and working machines that continue to work, but they will not attack the dolls. Even if they explore the factory, there are no more clues to be found.

Ending

Outside of this factory is the wilderness. As they climb up the rocky mountain, they can see this wilderness field is built, artificial. The sky is cloudy and the lead clouds and cloudy mist are making the prospect worse. Earth does not have a sense of life even if it is moist. Little plant life grows. Because the distant sky is dyed a little red, you will see that it is sunset now. It is a scene outside for the first time the dolls have woken up.

Favor Gain

The basic favor gain is the numerical value (rounded down) obtained by dividing the total Threat Point by the participating PC number. Furthermore, regarding the following two karma please check.

"Gain Treasure"

"Reach the source of the music"

After achieving these, the doll can obtain 2 favor points for every karma you achieved. This session is over if you recived a favor point.

Arrange

If you use this scenario repeatedly after becoming familiar with Nechronica or other Players, you may try arranging a little content. For dolls who have made enough tactics, you can create an enemy that has strengthened threat a little more, and you need to change the installation as well. Maybe the dolls met this factory on their journey, and something else might happen. Especially, it would be nice to increase Memory Fragments and Treasure. As an example of making the story deeper and increase the size such as Madness Checks, one of the dolls or everyone can be considered. At that time, the doll will get "Fake Memory" about father and "brother". If you start the campaign with this scenario as a clue, we will arrange the Necromancer clues in the plant manager's room and the battle factory. Why do dolls wake up here? Just a little hint on that, the depth of the session should increase.

Goliath		Threat Level	12
Max AP	10	Effect	
Parts	Monster Hand	[Action/3/0]	Unarmed Attack 3
	Bone	[Action/3/Self]	Move 1
	Hardness	[Action/4/Self]	Move 1
	Sensory control mask	[Check/1/Self]	Support 2
	Spike	[Damage/1/Self]	Use this Maneuver only when you deal damage. Add +2 to the damage for an Unarmed Attack.
	Reinforced Muscle	[Damage/0/Self]	Defend 2
	Bulk	[Auto/0/Self]	May negate [Move] and [Stagger]
	Long Arm	[Auto/0/Self]	Increase the Range of your Unarmed and Melee Attacks by +1.
	Long Legs	[Auto/0/Self]	Increase the Range of your Movement Maneuvers by +1.
	Namiso	[Auto/0/Self]	+2 Action Points
	Adrenaline	[Auto/0/Self]	+1 Action Points
	Reflex	[Auto/0/Self]	+1 Action Points
	Entrails	[Auto/0/Self]	None.
	Entrails	[Auto/0/Self]	None.
Entrails	[Auto/0/Self]	None.	

Huge Military Undead. It seems to be further strengthened by external armour and weapons.

SCENARIO 2: WELCOME PARTY FROM BETH

No. of Players	2-4 people
Estimated Time	2-3 hours
Total Favour Gain	2 PC, 18 points 3 PC, 28 points 4 PC, 38 points

Summary

The Dolls who arrived at the coast will discover a big boat that has run aground. If they explore it they will discover a strange place and a hermit's lair. Then, following the invitation signs, an innocent girl with her sanity wears a big smile as the door opens to reveal distorted, hideous flesh.

Caution: This is a slightly irregular scenario made for Necromancer and players who have played Nechronica several times. The horror flavour is strong and there are many opportunities to go insane in the scenario. Regarding battle, if you do not think much about clearing conditions, you will be able to easily win. Since it is structured to take time to explore adventure parts, please pay attention to time allocation. In addition, to enjoy this scenario properly, a doll with an attack maneuver with 'Dismember' effect is essential. Although there are opportunities to get parts with 'Dismember' effect within the scenario, it would be better for you to have a doll with the ability to do so already. Also, the presence or absence of "Area" attacks is an important key.

ADVENTURE PHASE

Karma: There is one Karma at the beginning of the Adventure Phase. "Read the navigation diary and notes."

This Karma is for all the dolls. If someone in the group reads the logbook in the captain's room, the Karma will be fulfilled.

The ship that had run aground

This scenario starts near the coast as mentioned. Please read the following sentences when the Necromancer starts the session.

Wandering around in the wilderness you suddenly smell something in the wind... You hear the sound of a horn, loud and heavy. As you head there, the sound of the ocean becomes clearer and the sea becomes visible. As you approach, you can watch the surfing waves and the sandy beach.

There is various waste and plastic pieces. Oil film is visible upon the surface of the sea. Among the mass of garbage and waste upon the shore, mutant crabs and things walk...

If this is the first sight after waking up as a doll, please make everyone roll a Madness check (Modifier +1). There are grotesque creatures on the coast, but they are not a threat to the dolls. Please give the following explanation after giving a meeting to make a conversation check about the ocean.

If you look toward the rocks you can see it. A big ship, you could call it a luxurious cruise ship, entangled in seaweed idles against the rocks. As if to invite you, a single rope ladder, drooped and swollen hangs down the side of the hull. Once again, that sound echoes loudly... the fog horn. Is there something in there? You all clamber up the ladder with expectations for the past and the future. You are all now on the deck.

If the dolls have any questions about the ship, tell them that they cannot see any blatantly dangerous situations in particular. There are no holes in the hull. The next part of the session is going onto the deck. Do not give them the option of not going up onto the deck.

There is no sign of anything moving on the deck, but from here the open ocean looks clean... you can see the coastline is extremely dirty. Perhaps over the years drifting waste washed up to the coast. The horizon is bluer than the sky above. The horizon which goes far beyond gives hope to the dolls.

While watching the view from the ship, have everyone make a Conversation check (Modifier+1). Dolls who succeed a check here can be rewarded the "Blue Sky (01)", "Water (37)", or "Coast (90)" Memory fragments. Each doll may only earn one memory fragment during this scene. From the deck you can proceed to the steering room, the captain's room, or the ship's deck.

You can also look around while on the deck. The Necromancer should explain the places to go. From here you can choose where the players go. Please move on to each item according to the destination you choose.

Deck

It was a fleeting peace that the dolls enjoyed on the deck as they saw the ocean that soothed their hearts. Hanging near the stern they find a creepy corpse swaying with the wind. The body is hanging from its neck, dripping and partly mummified. The corpse was perfect, not undead. But, there are some unusual details. A bouquet of artificial flowers made out of colored paper and cloth is placed underneath the corpse. Thick nails have been stabbed into every corner of the corpse as well, pinning it in place. It is this scene that makes you feel uneasy...

Perform a Madness Check (Modifier: +1) to all that dolls who witness this. If a doll sees the corpse after reading the logbook and notebook in the Captain's Office, they may instead make an alternative Madness Check (Modifier: -1).

If there is a doll close enough to touch the corpse, they will see it's dead hand, which should not move, do so, as if it was asking for help. It seems that the dead body actually moved a bit! Only the doll who sees this will make another Madness Check (Modifier: 0).

If a doll actually touches the corpse, or frees the corpse from the rope, Countless fungi will come out and escape, blowing away with the wind. To the dolls, it seems that this corpse was able to move like this due to the fungi.

If the dolls wish to investigate, let them do an Action Check (Modifier: -1). However, you may only make this check if you either have Memory Fragments about medicine or dead bodies, or you have Reinforcement Parts that involve corpses (e.g. [Embalming]).

If successful, you can see the corpse belongs to an adult male that was originally undead. It is not someone from the girls memories, but his clothes are tattered, and his identity is left a mystery.

Even if the dolls decide to leave the corpse, or throw it onto the sea, nothing special will happen.

Steering Room

This room has a large window overlooking the coast from the top. When opening the door, let all Sisters make an Action Check (Modifier: +0). There are no parts or Memory Fragments that may be used to assist this check. If successful, they realize that someone was up here a while ago. They may discover various signs of this. There are various hairs on the floor, and several handprints left on the window, as if an entire crowd pressed against them not too long ago.

However, the interior is in even worse disarray. There are a number of cords forcibly screwed into the gaps of electronic equipment, with unreleased household electronic appliances, such as a toaster and a pot, connected to each other in this mess of wires.

There is poured oil, a thermometer shoved into a gap of a machine, plasters on broken machines, and bandages wrapped around them. Sisters do not have much knowledge about machines, but it is obviously odd nonetheless.

After explaining the situation thus far, have all dolls perform a Madness Check (Modifier: +0) if they saw the room. They are allowed to use parts and memories related to vision and machinery. Although possible to judge, the key detail they must know is that almost all the machinery in the steering room has been completely destroyed. Only the sound of the fog horn remains... this ship shall continue to float on the sea, and shall not move.

Captain's Room

There is carpet laid in the room, and a chart hangs on the wall. There is an office desk and a bookshelf. The interior was once disciplined and clean, but now this room became ruined and messy. As if a lot of children went on a rampage, paint and crayons roll on the floor, and there is even graffiti on the walls and the charts. The room is scrambled, and the traces of myriad, sticky hands are everywhere. While the desks are bookshelves are not broken, all the drawers have been turned over, its contents scattered on the floor. From the bookshelf, most of the books that had their pages scribbled on are spread on the floor.

Everyone who sees this room may make an Action Check (Modifier: +0). Parts related to vision may be used. A success will show that the handprints and footprints left in the room are from different hands and feet. They notice that it is not only a mixture of children, but women's handprints and footprints as well.

The majority of scattered items in the room are broken and scribbled on, and thus you cannot get information from them. However, reading the messy navigation logbook is possible.

There are several navigational journals with leather covers found, as well as dozens of notes. The navigation logbook is full of esoteric expressions and professional words. If a doll reads the logbook, let them make an Action Check (Modifier: +0). You may use memories that are related to reading, school, ect.. If successful, you can read the contents of the logbook. The notebooks are miscellaneous. Some notes have been written by children, put together in a little notebook labeled "My Diary" scrawled on the front. Because it's written with little letters and simple words, any doll can read this.

Please proceed to the next section. When reading these, the players must declare who is reading them.

Logbook and Notes

Allocate Madness Checks on the dolls who has read either the logbook diary, or the notebook. If a doll reads both, they make two Madness Checks.

The log was written by a man who was the Captain. He is the owner of the ship. Although rough to read, you can grasp the following contents:

In the moment when the human race was destroyed, the captain, who was a rich man, and an engineer abandoned the country with his relatives and subordinates, and ran to the sea.

The name of the ship is 'Elizabeth': The name of the captain's beloved daughter.

The captain was also a Necromancer, and acquired undead creation skills.

When the full-on nuclear war started, the captain, who refused to die, took care of himself and his daughter carefully, and applied a simplified undead process to all the passengers.

However, the process was flawed. All the passengers, except for the father and daughter, became a mindless zombie. The father was weakened and half-paralyzed, and the daughter transformed into an innocent monster with a powerful undead body with a young heart.

The father and daughter loved each other, but the ignorance of Necromancy led to it's abuse. He tried to correct the mistake he made. When all hope looked forlorn, he came to a different solution to ensure the safety of his daughter.

The last entry in the diary: "Today, I felt my mind wandering. I insisted upon the solution of using nails to Beth, and she became upset. The nails stuck inside my body hurt; this body that cannot die. If you are reading this Beth, do not regret what you have done. Let me die. I love you."

The vast majority of navigational journals have material value, such as human history records before the final war. But, who knows where the people are who find such value in these things are in the present world? Sentences that clarify the situation of suffering from radioactive contamination and extraordinary weather will stimulate the memory of the doll who read the diary. You may reward the Memory Fragment "Final War" (00) to the doll that received a madness point by reading the diary.

The notebook seems to be written by a little girl. The letters are written in coloured pencils, ballpoint pens, crayons, and various other things. Most of the notes seem to have spelled the thoughtful girl's delusions and poetry. There are some impressive words, however.

'Daddy. It seems like Daddy is sick. I'll make Daddy better.'

'I have been sleeping after I was sick. I went back to Daddy's room, and I got used to Daddy. Daddy is really ill, but I want Daddy to be better and quickly.'

'I fed Daddy a lot of candy. Daddy is still quiet. I hope Daddy will get better and he'll be fine.'

'Daddy asked me to put him outside. I did that and that is all he asked for. I couldn't stop crying.'

'When I was playing, I fixed the machine by putting band-aids on them. Hopefully that will help the ship get better.'

'All my utensils are getting dirty. I should get some more, but I'm afraid of how dark the kitchen is...'

'People I don't know are on the beach! I'll throw a party for them! We'll have such a great time together! It's been so long since I've seen anybody!'

The last entry seems to have been written not too long ago. If you touch your fingers on the page, the crayons smears onto your hands. The doll who read the diary knows that "Beth" is preparing to welcome the sisters at the Hall, which will be in the guest room.

Guest Room/Hall

If the sisters come here without reading either the navigator's diary or the notebook in the Captain's Room, there is some paper stuck on the door to the room. On the paper, crayons say "Stop! Please wait a little more!" It is written in very small letters. This door is made of thick metal, and it locked even if you try to open it.

If you try to force it open, you can hear someone! You can hear the voice of a young girl in panick. *"Just wait a little more! Just a little more work in here! I want you to see it when it's ready!"* Still, if you intend to break in, you need to use a firearm. You may use a part with either the effects of "Ranged Attack" or "Blast Attack", or be a doll with the skill "Super Strength" using a part with "Unarmed Attack". Make an Action Check (Modifier: -1). If successful, the door is broken, and the dolls may enter.

If the dolls have read either or both the naviator's diary and the notebook in the Captain's Room, they door is covered with a clumsy paper ribbon. The door is not locked.

Opening the door reveals a place reminiescent of the lobby of a luxurious hotel. Although this is a Hall, the time when it looked gourgeous has long past. In place of the electric lights, the chanderlier is filled with innumberable flashlights, miscellaneous coloured paper and dolls hung as decorations. On the carpet, there are many tables with dishes on them. They have colorful marbles, accessories, beads, toys... only miscellaneous, simple, and silly things.

A crackle is heard, and music begins to play. The sound seems to be coming from a record. The room is full of grumbling, the comfort of the old recording of the music, and...

"Welcome! Welcome! Beth is the host!"

There is a young girl in front of the dolls who opened the doors. She is about six years old. There is a bright smile on the young figure, but a myriad of corpses are randomly connected to her lower body. The sight is too horrible and noxious to behold. Make every doll make a Madness Check (Modifier: -1). If the dolls destroyed the door, they are taken by surprise, and may make a Madness Check (Modifier: -2) instead.

"This is Elizabeth's party! Elizabeth is also the name of this ship! Please call me Beth!"

Outside the reaction of the dolls, Elizabeth (Beth) will introduce herself with a smile. This does not change even if the dolls are hostile. Even if you strike at her, Beth will keep smiling. If the dolls intend to attack Beth, proceed to the next section. If they talk, she speaks like the example given below. Beth answers the questions clearly. While Beth

herself is ignorant because of her youth, she is not affected by insanity, and has no secrets to hide.

Examples of things Beth might say

"Beth has not seen anyone for a long time!"

(To the doll who broke down the door): *"Don't break the door! You might hurt your fingers!"*

"How are you? Beth feels like Papa, preparing all this food for everyone! Everyone! Beth can't wait to start! Don't miss anything!"

"But, even if Beth dies properly... let's all wake up in Heaven together!"

(When the lower body is pointed out: *"Beth can't do anything about this, but Beth is happy! We're happy! They're my friends! My family! You're here with the Beths!"*

(If asked more about her body): *"Is it funny for you? Beth is happy! Beth likes laughing! Beth wants you to laugh too!"*

"Okay! If you are adults, you can get your own drinks! Do you want some? Beth can go to the kitchen again!"

(When asked about repairing the ship): *"Ah? Well... why don't you steer? What should Beth do?"*

Beth Attacks

If you are going to talk as Beth for an extended period of time and start to fail, or the players begin to get bored with the conversation, let everyone make an Action Check (Modifier: +0). They may use visual parts, such as Extra Eyes.

If anyone fails this Check, they will damage a part of their choice. If successful, you can see the countless corpses that make up Beth's lower body slowly crawl, and turn their teeth and nails to attack the dolls, tearing into those who failed the check.

"Everyone calm down! Stop!"

Beth hurriedly tries to hold down the dead, but they refuse to stop. The doll who has the memory from the Logbook must make an Action Check (Modifier: +0). If they succeed, they can see that the corpses are aggravated by the presence of the sisters. Beth, however, is confused and crying. The group of the dead will attack the intruders without second thought, however. The battle may now start.

Battle Phase

Karma: Karma is announced at the start of the battle. "Cut Beth's legs off."

This Karma is for all of the dolls. If someone in the group succeeds in cutting off Beth's legs off, it will be awarded to everyone.

Victory Condition: Destroy all of the Necromancer's pawns placed on the stage. The top priority of the Necromancer is to attack. Additionally, some special measures occur only for Beth. See the following details below.

Area	No. of PCs		
	2 PC	3 PC	4PC
Limbo	None	None	None
Hades	Beth	Beth	Beth
	Zombie x20	Zombie x30	Zombie x30
	Ghoul x2	Ghoul x3	Ghoul x5
	Rafflesia x1	Rafflesia x2	Rafflesia x3
Tartartus	None	None	None

Necromancer Tactics

This battle's design is rather weak, and especially vulnerable to attacks with the "Area" effect on them. If you have multiple dolls with the "Area" effect, they will easily be able to achieve the victory condition.

Beth is confused, and is trying to stop herself. She is still trying to welcome to dolls, and is attempting to hold down her body while they fight. She won't take any actions. She'll apologize if the dolls suffer damage from her attacks. Try and strongly express her foolishness and pity in her words and eeds. However, regardless of her own will, her body will try to destroy the dolls. [Dead Queen], [Bound Body] and [Binding of Meat] continues to work normally. [Bound Body] especially makes mobility under normal circumstances. You must Move using Beth's maneuvers. She will not attack, but it should be enough for the dolls to innocently approach. As she pulls herself slightly, the undead start to move. As long as Beth continues to have the part [Bound Body], you can cross the area many times and disrupt the dolls. All it takes is a single pawn to move, and the entire horde will move with her, since they are not individual beings, but extensions of Beth's legs.

Let Zombies and Ghouls attack the Dolls within range. If you have a doll that tries to escape, do not hesitate to use the Zombie's [Mob] action.

Do not forget to nullify "Stagger" and "Move" by legs, even if you are not in Beth's effective range. The Rafflesia will continue to attack the adjacent area using [Attack Tentacles].

Beth Special Rules

Unlike ordinary Pawns, Beth is absolutely not hostile. While aware of her own body, her lower body is inflicted by madness. She is too innocent and ignorant to go insane. However, the parts that make up her legs ignore her good intentions and attack relentlessly.

Every attack against her is allocated to a zombie by [Queen of the Dead]. However, "Dismember" attacks work as usual. If the dolls "cut" her legs and completely destroy the remaining original lower body, you can "save" her upper body. Beth and shocked, and cannot resist. You can take her away when the doll in the same area moves. In this case, Beth will no longer be an enemy. (She will be removed from the victory condition.)

The group of undead who have been separated from Beth temporarily end up in a state of disorder. They cannot use any maneuvers for 2 counts from the count when her legs are dismembered. [Restraint of Meat] cannot be used.

After recovering from this state of confusion, they will start to attack the dolls, and Beth. They determine that since Beth is cut away from them, she is now an enemy, and will attack her as well.

From here, Beth is still too shocked to take any actions. However, if Beth is left and not taken to safety, she gets angry and starts attacking the players. Use [Jaw] as an attack, and treat her as a normal enemy. If all the peices are destroyed, and only Beth is left, the

battle is over. If she is annihilated, she starts attacking in anger. You may now start the End Phase.

End Phase

Repair

The amount of parts will vary depending on the number of participating PLs. If they win, then the dolls will gain the following repair options:

No. of PCs	Basic Parts	Reinforcement parts
2	5	3
3	7	4
4	10	5

When you defeat Beth

Everything is now indistinguishable chunks of meat. If the dolls do not move to either the "Deck", "Steering Room", or "Captain's Room", you may let them go after this. You may want to head inside the ship itself, or just leave since it was a crazy undead's nest. As the dolls leave this ship, or if the Necromancer plans to connect another session in a different part of the ship, please proceed to Favour Gain.

If you save Beth

"Everyone...everyone!...waaaaaaaah!"

When the undead, formerly the lower of half of Beth's body is destroyed, Beth at a loss for words starts crying. The decorated cabin is also ruined by the battle. Beth cries, and does not attack the dolls.

In addition, if you give Beth the basic part [Bone] to repair herself with, she will be like an ordinary girl in appearance. She won't be hostile.

You can leave Beth here, but she will want to go with the dolls.

"Don't leave me alone! Please! Lemmie go with you!"

Still, if you refuse to take her, she will run away to the back of the ship, crying. If the dolls have still not gone to the "Deck", "Steering Room", the "Captain's Room", ect., you may let them go after this. If the Necromancer intends to connect these rooms to a different session, the scenario will end here. Please proceed to Favour Gain.

If the dolls leave this ship and opt to leave Beth behind, the voice of Beth will be behind them as they descend from the ship.

"Wait! I wanna wish you good luck!"

Beth is shouting from the deck, moving herself to the edge. (She may move if they gave her [Shoulder], or some other parts that allow herself to move.) As she clings to the ladder, she slips, and Beth falls onto the rocks far below and is completely destroyed. The dolls cannot repair her. Everyone shall make a Madness Check (Modifier: -2) and the scenario will end. Please proceed to Favour Gain.

It is also possible for her to join the Dolls. If the dolls take her hands and accept her, Beth will come and leave hand-in-hand with them.

The Scenario ends when Beth says so, and clasps the hands of the dolls. If at this time there was a doll that did not gain a Memory Fragment in this session, they shall make a Madness Check (Modifier: +1). The doll that fails will acquire a Memory Fragment such as "Smile" (08) or "Girl" (23). Proceed to the Favour Gain section.

Rooms and holdings

There are no rooms before going through the hall greeted by Beth. If you look around the guest room, you may find something like a Treasure. There may be "Something" in the guest room or hold. If the Necromancer is considering such a scenario, proceed to Favour Gain and let the dolls explore this in the next session.

Favor Gain

The basic favour gain is the numerical value, rounded down, obtained, divided by the total Threat Level by the number of PL. Helping Beth does not decrease the total Threat Level. In addition, please check about the following three Karmas:

"Acquire a Memory Fragment."

"Read the navigation diary and notes."

"Cut Beth's legs off."

After achieving those, the doll can obtain 2 additional favour points for every Karma achieved. If you gain a favour point, the session is over.

In addition, if you succeed in cutting Beth's legs, the dolls can acquire fetters to Beth with favour. This is the end of this session.

Beth as a doll

If you are continuing this session as a campaign, you may want Beth to appear as a doll. In that case, in order to make battles easier, you may want to leave her out of battles and not take part. However, in the case of a replay campaign, the Necromancer can also play as a player using Beth. In that case, the recommended position is Alice, while the recommended classes are Baroque and Romanesque. It is also recommended that her fetters to the other dolls is Admiration.

Arrange

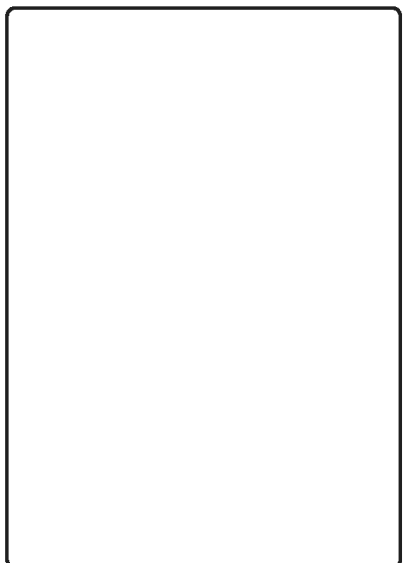
If the Necromancer feels that it is hard to play Beth, you can change her appearance and tone. You may even change her name. However, you should not change her childishly innocent personality. It would be strange if she was wise and that she was not affected by serious madness. Additionally, if she is mean, nobody will help her.

Beth		Threat Level 4
Max AP	10	Effect
Head	Brain	[Auto/nil/Self] +2 Action Points
	Eyes	[Auto/nil/Self] +1 Action Point
	Jaw	[Action/2/0] Unarmed attack 1
Arms	Shoulder	[Action/4/Self] Move 1
	Arm	[Check/1/0] Support 1
Torso	Spines	[Auto/0/Self] +1 Action Point
	Entangled	[Auto/0/Self] None
Legs	Queen of the Dead	[Auto/0/Self] Any damage you take you can allocate to the pawns in the same area. (Apart from dismember attacks)
	Bound Body	[Auto/0/Self] Whenever a Pawn moves, you and all other pieces in the same area move with it.
	Restraint of Meat	[Auto/0/0] All Pawns in the same area are immune to "Stagger"

A Savant born right after the destruction of the world upon the ship Elizabeth. She has innumerable dozens of corpses fused with her.

ネクロニカ

Nechronica -The Long Long Sequel-



Personal data

Character Name _____

Favour

Player Name _____

Age _____ Premonitions _____

Position _____

Class _____

Subclass _____

Armaments

Mutations

Enhancements

Karma

Fragment of Memory

Title No. _____ Content of Memory _____

Title	No.	Content of Memory

Skill

Name Used Timing Cost Range Effect

Name	Used	Timing	Cost	Range	Effect
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				
	<input type="checkbox"/>				

Fetters

Target Type Madness Points Effect of Madness

Target	Type	Madness Points	Effect of Madness
to		○○○○	
to		○○○○	
to		○○○○	
to		○○○○	
to		○○○○	
to		○○○○	

Maximum Action Points

$$6 + \boxed{} = \boxed{}$$

Initial Placement

- Limbo
- Elysium
- Eden



Head

Damage	Name	Used	Timing	Range	Cost	Effect
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				

Arm

Damage	Name	Used	Timing	Range	Cost	Effect
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				

Body

Damage	Name	Used	Timing	Range	Cost	Effect
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				

Leg

Damage	Name	Used	Timing	Range	Cost	Effect
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				
<input type="checkbox"/>		<input type="checkbox"/>				

ネクロニカ

Nechronica -The Long Long Sequel-

人形設計図

Doll Name: _____

Player Name: _____

Age: _____

Favour

Position

Class

Subclass

Armaments

Mutations

Enhance-
ments

Skills

Name

used

Timing

Cost Range

Effect

Bonds

Target

Type

Madness

Madness Effect

Treasured Item

Dependant

○○○○

Your Maximum Action Points decrease by 2

○○○○

○○○○

○○○○

○○○○

○○○○

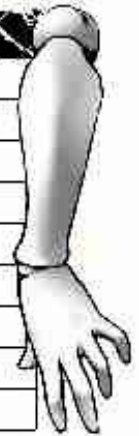


Action Points

6 + =

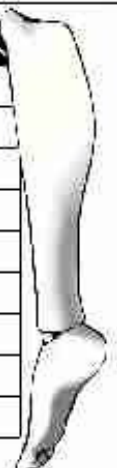
Body Part	Timing	Cost Range		Effect
<input type="checkbox"/> Brain	<input type="checkbox"/> Auto	None	Self	Maximum Action Points +2
<input type="checkbox"/> Eyes	<input type="checkbox"/> Auto	None	Self	Maximum Action Points +1
<input type="checkbox"/> Mouth	<input type="checkbox"/> Action	2	0	Unarmed Attack 1
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			

Body Part	Timing	Cost Range		Effect
<input type="checkbox"/> Fists	<input type="checkbox"/> Action	0	2	Unarmed Attack 1
<input type="checkbox"/> Arms	<input type="checkbox"/> Check	0	1	Support 1
<input type="checkbox"/> Shoulders	<input type="checkbox"/> Action	Self	4	Move 1
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			



Body Part	Timing	Cost Range		Effect
<input type="checkbox"/> Spine	<input type="checkbox"/> Action	0	1	One Maneuver you use one the next Count during this Round has its cost reduced by 1 (to a minimum of 0)
<input type="checkbox"/> Organs	<input type="checkbox"/> None	None	None	None
<input type="checkbox"/> Organs	<input type="checkbox"/> None	None	None	None
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			

Body Part	Timing	Cost Range		Effect
<input type="checkbox"/> Feet	<input type="checkbox"/> Check	0	1	Hinder 1
<input type="checkbox"/> Bone	<input type="checkbox"/> Action	Self	3	Move 1
<input type="checkbox"/> Bone	<input type="checkbox"/> Action	Self	3	Move 1
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			



Battle Map

TARTARUS

HADES

LIMBO

ASYLUM

EDEN

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

0

-1

-2

-3

-4

-5

Icons



