



*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.*

Description

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.*

Nchronica: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 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.

Premonition Table

01	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...
02	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...
03	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.
04	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.
05	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.
06	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.
07	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.
08	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.
09	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.
- Holic:** Irregulars whose egotistical desires have driven them to madness.

- Automaton:** Combat Dolls who have suppressed their selves in order to avoid suffering.
- Junk:** Veteran Dolls who have given up countless things, yet refuse to let go of it all.
- Court:** Tactical Dolls who analyze the situation calmly and make sound decisions.
- 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 six 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.

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

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.
- Mutations:** Special bodily organs. They warp one's appearance, but possess great power.
- Enhancements:** Mechanical parts attached to the body, often made of metal or plastic.

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.

Location	Name	Timing	Cost	Range
Any	<i>Treasure Name</i>	Auto	None	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, 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.				

Treasure Table

01	Photograph	A photograph taken when civilization still existed. A fragment of happiness cut short. Perhaps it's you from when you were alive...
02	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.
03	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.
04	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?
05	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.
06	Doll	A rather cute-looking doll. Perhaps it's broken somehow, just like you are?
07	Stuffed Animal	A cute stuffed animal. But you've had it for so long and carried it into so many fights, it's already...
08	Accessory	A ring, necklace, or another accessory that sparkles prettily. But to you, it has value beyond its beauty...
09	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 can withstand 3 Madness Points. Please mark off these Madness Points upon the character sheet.

You're now ready to start playing.

Fetter Table

01	Hateful	You feel fierce hatred for her. The reason doesn't matter. Everything she does annoys you. How frustrating!
Madness:	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.
02	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.
Madness:	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.
03	Dependent	The target is someone you just can't live without. If they aren't there, you are nothing.
Madness:	Infantile Relapse	<i>"Don't leave me alone... waaah, I'm scared!"</i>
		Your Maximum Action Points decrease by 2.
04	Attached	You want to stay by her side. To always be wherever she is. You'll never, never be apart.
Madness:	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.)
05	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...
Madness:	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.
06	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.
Madness:	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.)
07	Friendly	She's a friend and an important companion. As her dear friend, there's nothing you wouldn't do for her.
Madness:	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.
08	Protective	That girl's weak. She needs you to protect her. To help her. She can't do anything on her own.
Madness:	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.
09	Idoltrous	You want to be just like her. She's everything that you long to be... that you wish you could be.
Madness:	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.
Madness:	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 penalty of 1 to their Maximum Action Points.

Nchronica: Fragments of Memory Table

The full table contains 100 entries; this is just the first ten of them.

You should get the idea from these, so I suggest you make up your own.

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.

> Flower Garden (11)

> Father's Arms (12)

Memories of your father.

> Petals of Love (13)

> Curse (14)

> Song (15)

I remember a song. A very, very important song. //// I only remember one song. It's just a song that I whistled or hummed to myself, but it's very dear to me.

> Cake (16)

Sweet and delicious. I wonder if I'll be able to eat it again? //// I ate a cake.

>Flames (17)

Blazing amidst the flames engulfing my surroundings. In that flickering wave of heat, you felt more intoxicated than frightened. You want to feel those flames, that intoxication, one more time. Even though this is a world where even burnable things are scarce...

>Cut (18)

While doing housework, I cried and raised a clamor at the smallest cut. Now, though...

>White Room (19)

White sheets. Shining scalpel. A blinking life support system.

>Black House (20)

>Chains (21)

A butterfly with its wings torn off. Perhaps it was a bird? Now, even while I'm dead...

>Starry Sky (22)

>Young Girl (23)

>Treasured Item (24)

Cute clothes. //// Important treasured items. You must be bound to them by the string of destiny.

>Funeral Service (25)

>Party (26)

>Pet Dog (28)

>Everyday Life (30)

>Discarded (31)

thrown away. no dreams or hopes left

>Monetary Greed (33)

Wondrous magical pieces of paper...

>Death (34)

>Birthplace (35)

>Request (36)

>Water (37)

>Knitting (38)

You were knitting something. Who was it for? What were you knitting, a muffler or gloves or a sweater... your fingers still remember how to knit. If you had wool and needle, even now, you should be able to knit something...

>God (41)

There was an existence who you offered up prayers to. You believed that praying would bring me happiness. Are you happy as you are now? If you're not happy, perhaps you just didn't pray enough.

>Classroom (42)

Everyone talking together... laughing together. Class made you sleepy, but you still looked forward to going to school.

>Dresser (44)

>Operating Table (45)

Things with the same kind of faces as cut gems are scattered around...(?) (Single Session 1) //// You received it from someone who was probably important to you. It's a one of a kind treasure that's important to you. //// Tied to an operating table, your eyes wide open

in fear. Your mouth plugged up, you can't even scream. Blood-drenched doctors draw ever closer. Shining scalpels draw closer and closer, to your skin, your skin-!

>Stalker (46)

At the corner of your vision, thickening wrongness, terror

>Jealousy (47)

So jealous, so jealous. Why is everyone smiling, even though you were that unhappy? They must be happy. So jealous, so jealous. More than all else, you're jealous of your own self, back when you were still happy.

>Shower (49)

You think you still want to take a shower.

>Gunshot (50)

>Mask (52)

>All Alone (53)

Lonely all the time, all alone, you wanted friends.

>Musical Performance (54)

>Snow (55)

Memories of snow. Of looking up at the sky. White fragments drifting down. Was that... was that really snow?

>Sports (56)

You just wanted to get better, and although you did your best back then, here and now, even that meager dream is...

>Doll (59)

A pitiable broken doll. That's what you yourself are, aren't you?

>From the Window (60)

The view outside the window is pretty. Or it should have been.

>Fortune-Telling (61)

Memories of predictions of good luck. Someone promised you good luck. Words telling you that your good luck would surely make you happy. That might have been nothing but childish playing, but those words support you now, those important words.

>Holding Hands (62)

it may be impossible with one person, but with two-

>Hunger (63)

>Disgrace (64)

You were told that there's work that even a good-for-nothing like you can do.

>Cute Clothes (65)

>Cooking (66)

I made dishes

>Bully (67)

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 that person. Kicking, pulling hair, putting things on that person's head. ... that sure was fun.

>Disgrace///Picture (68)

>Senses (69)

The pleasure of lust.

>The Dead (70)

>Dozing (71)

Don't wanna get out from the futon.

>Conversation (72)

>The Moving Dead (73)

You were grieving over someone's death. That person's corpse got up. It started moving. You, who thought that that person revived, were attacked by that person's nails and teeth.

>Game (74)

A geek girl who loves games!

>Sold (75)

Something was sold. Was it blood, or hair, or organs? Or small buds or petals?

>Study (76)

You have to study and get good grades. You have to show everyone that you excel.

>Time of Blessedness (77)

>Burial (78)

You are being buried under the earth. The earth covering your limbs is cold, and then lukewarm, and even though you're conscious, you're being covered by a lot of dirt. You can't move your body, and then your face. You are going beneath the earth.

>Shopping (79)

Shopping sure was fun. Wonder who you went with?

>Amusement Park (80)

>Tea Party (81)

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 is those memories that allow you to continue on as a young girl.

>Flowerbed (83)

>Ghost (84)

>Refuge (85)

This place, separated from all else, was supposed to be a world just for me, my paradise, my flower garden, my world...

>Separation (86)

>Story (87)

>Big Brother (88)

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 remember if you met up with him...

>Lost Child (89)

>Beach (90)

>War (91)

Was it called universal conscription? /// 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...

>Corpse Handler (92)

Someone important to you died. No, that person is surely just sleeping. You've got to wake that person. Surely that person will wake up. That's because you woke up even though you were dead. But that person must still be sleeping out there somewhere.

>Medicine (93)

You've got to take it //// You've got to hurry and take it //// You need that medicine.

>Insects (94)

You hate them.

>Death Calls (95) (?)

Someone important to you has died. It would be nice if they died properly.

>Lie (96)

>The World After Death (97)

>Angel of Slaughter (98)

You were trained to kill people. Without any questions, you killed people many times over. If you killed people, you were praised for it. You now live in a world where you won't die. A world where you can keep killing. Perhaps if you kept killing, more and more and more, you will get praised. //// You get the feeling that you've been fighting since long ago.

>Necromancer (99)

Someone who turned me into a toy; I remember their existence.

>The Final War (100)

Information you received from the diary of an R&D employee. Your mood darkens. //// The knowledge and memories of one like a bystander who has seen the end of humanity.

Nchronica:Alice

Description

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.

Skills

Name	Timing	Cost	Range
Maiden	Rapid	0	0
Effect:	Make a Conversation Check with one of your sisters.		
<i>The replay lied about this skill having a high cost.</i>			

Name	Timing	Cost	Range
Healing	Auto	None	See Below
Effect:	When your other sisters make a Conversation Check with you, all of them receive +1 to their die rolls.		
<i>And the replay lied about what this skill does entirely.</i>			

Name	Timing	Cost	Range
Undefeatable Heart	Auto	None	Self
Effect:	When you make a Conversation Check, you may add +1 to the die roll.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Princess	Damage	0	0~1
Effect:	This Skill can only be used when you take damage. Your target sister receives -1 to the Cost of their next Action (minimum 0.)		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Angel of Eden	Rapid	2	Self
Effect:	Regardless of your current place on the Battle Map, you are instantly transported to Eden. This is not considered to be Movement.		
<i>Insert description here.</i>			

Nchronica:Holic

Description

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.

Skills

Name	Timing	Cost	Range
Insane Swiftness	Auto	None	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Impulse	Rapid	See Below	Self
Effect:	As the Cost of this Skill, add a Madness Point to a Fetter of your choice. You may use another Maneuver without paying its Cost in Action Points.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Carnage	Check	See Below	Self
Effect:	As the Cost of this Skill, add a Madness Point to a Fetter of your choice. Support 3.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Fury	Damage	See Below	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Drawn to Tartarus	Auto	None	Self
Effect:	During the Battle Phase, if you are moving in the direction towards Tartarus, the Cost of your Movement Maneuver is decreased by -1 (minimum 0.)		
<i>Insert description here.</i>			

Nchronica:Automaton

Description

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.

Skills

Name	Timing	Cost	Range
Cover	Rapid	1	0~1
Effect:	A target other than you can use an Action Maneuver with a cost of 0.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Reckless	Auto	See Below	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Heart of Ice	Auto	None	Self
Effect:	You gain +1 to the die roll on Madness Checks.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
I am a Doll	Auto	None	Self
Effect:	During the Battle Phase, you may ignore the consequences of Madness for a single Round of your choice.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Prisoner in Limbo	Auto	None	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.		
<i>Insert description here.</i>			

Nchronica:Junk

Description

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.

Skills

Name	Timing	Cost	Range
Follow	Rapid	0	Self
Effect:	This Skill can only be used when one of your Sisters uses a Movement Maneuver. Move 1.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Damaged Goods	Auto	None	Self
Effect:	At the end of a Round during the Battle Phase, even if your Treasure was damaged, you do not receive an Insanity Point.		
<i>This skill also appears to have changed from the replay.</i>			

Name	Timing	Cost	Range
Dweller in Hades	Auto	None	Self
Effect:	During the Battle Phase, if you are in Hades, you gain +1 to the die roll on Attack Checks.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Struggle	Auto	None	Self
Effect:	When you voluntarily take a Madness Point in order to reroll a die, you gain +1 to the die roll.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Even Unto	Auto	None	Self

Tartarus			
Effect:	During the Battle Phase, if you are in Tartarus, the Cost of all your Action Maneuvers decreases by 1 (minimum 0.)		
<i>Insert description here.</i>			

Nechronica: Court

Description

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

Skills

Name	Timing	Cost	Range
Advice	Check	0	0~2
Effect:	Support 1 or Hinder 1.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Composure	Auto	None	Self
Effect:	You gain +1 to the die roll on Action Checks.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Anticipate	Rapid	0	0~3
Effect:	You may negate a single Maneuver of the target's with the timing "Check", "Damage" or "Rapid."		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Tactics	Auto	None	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Foresight	Action	1	0~1

Effect:	The Cost of the target's next Action decreases by 1 (minimum 0.)
<i>Insert description here.</i>	

Nchronica: Sorority

Description

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.

Skills

Name	Timing	Cost	Range
Order	Rapid	2	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>Insert description here.</i>			

Name	Timing	Cost	Range
Self-Control	Auto	None	Self
Effect:	If you are afflicted with Madness, you gain +1 to the die roll on Conversation and Madness Checks.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Gathering in Elysium	Rapid	2	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Secret Whisper	Auto	None	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.
<i>Insert description here.</i>	

Name	Timing	Cost	Range
Grace	Auto	None	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.		
<i>Insert description here.</i>			

CLASSES

Nchronica:Stacy

Description

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.

Reinforcement Points

Armament	Mutation	Enhancement
-----------------	-----------------	--------------------

1	1	0
---	---	---

Special Skill

Name	Timing	Cost	Range
Crawling Flesh	Check	0	0~2
Effect	You may only use this Skill after you have taken damage. Hinder 3.		
<i>Insert description here.</i>			

Skills

Name	Timing	Cost	Range
Unfazed	Auto	None	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Remain Dead	Rapid	0	Self
Effect	Regenerate a Basic Part of yours that was damaged.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Defend	Damage	0	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Meat Shield	Damage	0	0~1
Effect	Negate the damage of an attack and all associated effects (including Dismemberment, Chain Attacks, and Area Attacks.)		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Made to be Broken	Auto	None	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.
<i>Insert description here.</i>	

Nchronica:Thanatos

Description

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.

Reinforcement Points

Armament	Mutation	Enhancement
1	0	1

Special Skill

Name	Timing	Cost	Range
Unlimited Destruction	Damage	0	Self
Effect	You may only use this Skill when you receive damage. Until the next Count, you may use all your Attack Maneuvers upon the same target as if they had a Timing of "Damage".		
<i>Insert description here.</i>			

Skills

Name	Timing	Cost	Range
God of Death	Auto	None	Self
Effect	When making an Attack Check with a Melee Attack Maneuver, you may add +1 to the die roll.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Calamity	Damage	2	Self
Effect	You may only use this Skill when you hit with a Melee Attack. The Attack becomes an Area Attack. If you would damage yourself with this Attack, you do not.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Drama of Death	Damage	0	0~1
Effect	During the Battle Phase, when you make an Attack Maneuver on the same Count and against the same target as one of your sisters, you may add +1 to the die roll for the Attack Check and +1 to the damage dealt.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Instantaneous	Auto	None	Self
Effect	During the Battle Phase, when you perform an Attack Maneuver, nobody other than you can perform a Maneuver with the timing 'Check' or 'Rapid' in response.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Dead on Target	Auto	None	Self
Effect	During the Battle Phase, if you roll 6 on an Attack Check, you may choose which Location to deal damage to.		
<i>Insert description here.</i>			

Nchronica:Gothic

Description

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.

Reinforcement Points

Armament	Mutation	Enhancement
0	1	1

Special Skill

Name	Timing	Cost	Range
Voracity	Rapid	0	Self
Effect	Regenerate a Reinforcement Part of yours that was damaged.		
<i>Insert description here.</i>			

Skills

Name	Timing	Cost	Range
Feast of Flesh	Action	1	Self
Effect	Regenerate a Basic Part of yours that was damaged.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Predator	Damage	2	0
Effect	Stagger all enemies in the same Area as you.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Lick Jowls	Rapid	0	0~1
Effect	Hinder Move 1.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Vile Repast	Auto	None	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Delight in Corruption	Damage	0	Self
Effect	You may use a "Rapid", "Check" or "Damage" maneuver that you have already used once for a second time.		
<i>Insert description here.</i>			

Nchronica:Requiem

Description

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 guerillas. 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.

Reinforcement Points

Armament	Mutation	Enhancement
2	0	0

Special Skill

Name	Timing	Cost	Range
------	--------	------	-------

Magic Bullet	Auto	None	Self
Effect	During the Battle Phase, when you make a Ranged Attack Maneuver, its maximum range increases by +1.		
<i>Insert description here.</i>			

Skills

Name	Timing	Cost	Range
Gun God	Auto	None	Self
Effect	When you make an Attack Check for a Ranged Attack Maneuver, you may add +1 to the die roll.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Hand of Death	Rapid	0	Self
Effect	You may use an Attack Maneuver of your choice as if its Timing were "Rapid".		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Lullaby	Auto	None	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.)		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Gun Kata	Check	2	0~1
Effect	Hinder 2. Afterwards, you may make a Ranged Attack 1 against the same target.		
<i>Official FAQ says this is considered an Attack Maneuver and can be used with Lullaby, etc.</i>			

Name	Timing	Cost	Range
Concentration	Rapid	2	Self
Effect	Until the end of the Round, all your Attack Checks gain +1 to the die roll.		
<i>Insert description here.</i>			

Nchronica:Baroque

Description

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.

Reinforcement Points

Armament	Mutation	Enhancement
0	2	0

Special Skill

Name	Timing	Cost	Range
Mutated Being	Auto	None	Self
Effect	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.)		
<i>Insert description here.</i>			

Skills

Name	Timing	Cost	Range
Mad Demon	Auto	None	Self
Effect	When you make an Attack Check for an Unarmed Attack Maneuver, you may add +1 to the die roll.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Super Strength	Auto	None	Self
Effect	Your Unarmed and Melee Attacks deal +1 damage.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Extreme Mutation	See Below	None	Self
Effect	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.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Karmic Corpse	Auto	None	Self
Effect	At the end of the Battle Phase, you may regenerate two Parts of your choice. <i>Time and time again you've been sliced, smashed and shattered to pieces.</i>		
<i>What does it matter if you get a little broken now?</i>			

Nchronica:Romanesque

Description

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.

Reinforcement Points

Armament	Mutation	Enhancement
0	0	2

Special Skill

Name	Timing	Cost	Range
Battle Maiden	Auto	None	Self
Effect	Your Maximum Action Points increase by +2.		
<i>Insert description here.</i>			

Skills

Name	Timing	Cost	Range
Waltz	Rapid	1	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.)		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Dance of Death	Check	0	Self
Effect	You may reroll the die for an Attack Check.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Tuning	Rapid	0	0
Effect	Until the end of the turn, the target may benefit from the effects of a damaged Part as if it were not damaged.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Caress	Rapid	0	0
Effect	Stagger.		
<i>Insert description here.</i>			

Name	Timing	Cost	Range
Clockwork	See Below	None	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.		
<i>Insert description here.</i>			

Nchronica: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 within range 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 (this includes other Maneuvers with 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.)</p> <p>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 style="text-align: center;">Unarmed Attack</p> <p>Hand-to-hand attacks made with one's own body.</p> <p style="text-align: center;">Melee Attack</p> <p>Attacks made using blades or blunt weapons.</p> <p style="text-align: center;">Ranged Attack</p> <p>Long-ranged attacks generally made with firearms.</p> <p style="text-align: center;">Blast Attack</p> <p>Large-scale attacks made using explosives or cannons.</p>
Move X	<p>A target within range can move to an Area of the Battle Map up to X Areas distant.</p> <p>Ordinarily, the target is 'Self', but there also exist Maneuvers that enable others to move.</p>

	<p>In these cases, the target can be forced to move in a direction of the Maneuver user's choice.</p> <p>However, to move entirely off the Battle Map from Eden or Tartarus, it is necessary to do so voluntarily using the "Escape" rules.</p> <p>Regardless of the range of movement, always stop at Eden or Tartarus.</p>
Support X	<p>A target within range adds +X to the result of a die roll.</p> <p>If the final sum is 11 or greater, the result becomes a Critical Success.</p>
Hinder X	<p>A target within range takes a penalty of -X from the result of a die roll.</p> <p>If the final sum is 1 or less, the result becomes a Critical Failure.</p>
Defend X	<p>A target within range takes a penalty of -X from damage they have just taken (to a minimum of 0.)</p> <p>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.</p>
Hinder Move X	<p>A target within range executing a Movement Maneuver has its range reduced by -X (to a minimum of 0.)</p>
Stagger	<p>A target within range takes a penalty of -2 from their current Action Points.</p> <p>If written in the format "Attack X + Stagger", the effect does not occur unless the attack hits.</p>
Dismember	<p>Typically written "○○ Attack X + Dismember". If the attack hits, the target must make a Dismemberment Check. In the case of failure, 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" property is lost.</p>
Explosive	<p>Typically written "○○ Attack X + Explosive". If the attack hits, both the Location that was hit and an adjacent Location suffer the same amount of damage. However, if Defend or similar effects negate the damage of the attack, its "Explosive" property is lost.</p> <p>For example, if the Torso is hit, either the Arms or the Legs suffer the same amount of damage. If the Head was hit the damage must be applied to the Arms, and if the Legs were hit the damage must be applied to the Torso.</p>
Area Attack	<p>Typically written "○○ 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.)</p> <p>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 property is lost, and it is</p>

	treated the same as any other Critical Failure.
Chain Attack	Typically written "○○ 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.

Nechronica:Basic Parts

Jump to: [navigation](#), [search](#)

Location	Name	Timing	Cost	Range
Arms	Fist	Action	2	0
Effect	Unarmed Attack 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Arm	Check	1	0
Effect	Support 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Shoulder	Action	4	Self
Effect	Move 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Bone	Action	3	Self
Effect	Move 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Foot	Check	1	0
Effect	Hinder 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Brain	Auto	None	Self
Effect	Maximum Action Points +2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Eyeballs	Auto	None	Self
Effect	Maximum Action Points +1			
<i>Insert description here.</i>				

Location	Name	Timing	Cost	Range
Head	Jaw	Action	2	0
Effect	Unarmed Attack 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Spine	Action	1	0
Effect	One Maneuver you use on the next Count during this Round has its Cost reduced by 1 (to a minimum of 0.)			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Entrails	Auto	None	None
Effect	None			
<i>Insert description here.</i>				

Nchronica:Armaments

Tier 1 Armaments

Location	Name	Timing	Cost	Range
Head	Kung Fu	Auto	None	Self
Effect	Maximum Action Points +1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Nail Bat	Action	2	0
Effect	Melee Attack 1 + Explosive			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Metal Bar	Action	3	0
Effect	Melee Attack 2. Add +1 to the die roll of the Attack Check.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Axe	Action	3	0
Effect	Melee Attack 3			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Meat Cleaver	Action	2	0
Effect	Melee Attack 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Katana	Action	2	0
Effect	Melee Attack 1 + Dismember			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Chainsaw	Action	3	0

Effect	Melee Attack 2 + Dismember			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Handcannon	Action	2	0~1
Effect	Ranged Attack 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Sniper Rifle	Action	2	2~3
Effect	Ranged Attack 1. Add +1 to the die roll of the Attack Check.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Molotov Cocktail	Action	2	0~1
Effect	Blast Attack 1 + Explosive + Chain Attack 1. The Attack Check receives a penalty of -1.			
<i>Insert description here.</i>				

Tier 2 Armaments

Location	Name	Timing	Cost	Range
Any	Barbed Wire	Damage	0	Self
Effect	You may only use this Maneuver after you have taken damage. Melee Attack Damage +1.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Boot Knife	Action	2	0
Effect	Melee Attack 2. Add +1 to the die roll of the Attack Check.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Boost	Rapid	0	0
Effect	You may not use this in response to your own Maneuvers. Move 1.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Armor Plating	Damage	0	Self
Effect	Defend 1 + Negate "Explosive"			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Ball & Chain	Action	2	0~1
Effect	Melee Attack 1 + Stagger			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Shotgun	Action	2	0~1
Effect	Ranged Attack 1 + Explosive. Add +1 to the die roll of the Attack Check.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Machine Gun	Action	3	1
Effect	Ranged Attack 1 + Area Attack			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range

Arms	Bear Gun	Action	3	0~2
Effect	Ranged Attack 3			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Twin Pistols	Action	3	0~1
Effect	Ranged Attack 2 + Chain Attack 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Hand Grenade	Rapid	2	0~1
Effect	Blast Attack 2 + Explosive. The Attack Check receives a penalty of -1.			
<i>Insert description here.</i>				

Tier 3 Armaments

Location	Name	Timing	Cost	Range
Arms	Great Knife	Action	3	0
Effect	Melee Attack 4. Add +1 to the die roll of the Attack Check.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Lawnmower	Action	3	0
Effect	Melee Attack 3 + Chain Attack 2.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Superior Katana	Action	2	0
Effect	Melee Attack 2 + Dismember. Add +1 to the die roll of the Attack Check.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Monofilament	Action	2	0~1
Effect	Melee Attack 1 + Dismember + Chain Attack 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Flying Guillotine	Action	3	0~1
Effect	Melee Attack 1 + Dismember + Stagger			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Anti-Tank Rifle	Action	4	1~3
Effect	Ranged Attack 5			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Undead Gun	Action	3	1~2
Effect	Ranged Attack 1 + Explosive + Area Attack			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Flame Thrower	Action	2	0~1
Effect	Blast Attack 1 + Explosive + Chain Attack 1			
<i>Insert description here.</i>				

Location	Name	Timing	Cost	Range
Any	Dynamite	Action	3	0~1
Effect	Blast Attack 2 + Explosive + Area Attack			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Rocket Launcher	Action	4	1~2
Effect	Ranged Attack 4 + Explosive			
<i>Insert description here.</i>				

Nchronica:Mutations

Tier 1 Mutations

Location	Name	Timing	Cost	Range
Any	Maggots	Auto	None	Self
Effect	At the end of a Round of combat or the end of the Battle Phase, if this Part has been damaged, you may regenerate it.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Patchwork	Auto	None	Self
Effect	At the end of the Battle Phase, if this Part has been damaged, you may regenerate a Basic Part.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Heart	Auto	None	Self
Effect	Maximum Action Points +1.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Tail	Auto	None	Self
Effect	Maximum Action Points +1.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Adhesive Pads	Action	3	Self
Effect	Move 1. "Hinder Move" is ineffective against this Movement.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Slime	Damage	1	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.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Claws	Action	2	0
Effect	Unarmed Attack 2,			
<i>Insert description here.</i>				

Location	Name	Timing	Cost	Range
Torso	Albino	Check	1	0~1
Effect	Support 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Blood-Stained	Check	1	0~1
Effect	Hinder 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Hole	Check	0	0~3
Effect	You may only use this Maneuver when an Attack Check is made against you. Hinder 1.			
<i>Insert description here.</i>				

Tier 2 Mutations

Location	Name	Timing	Cost	Range
Head	Animal Ears	Auto	None	Self
Effect	Maximum Action Points +1. If you make an Action Check using this Part, a Critical Failure does not destroy the Part.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Boy	Auto	None	Self
Effect	When you make a Conversation Check, you may add +1 to the die roll.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Extra Arms	Rapid	0	Self
Effect	You may perform one Action Maneuver of your choice as if its timing were "Rapid".			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Bone Spear	Action	2	0
Effect	Unarmed Attack 1 + Chain Attack 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Stinger	Action	3	0
Effect	Unarmed Attack 3			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Slobber	Check	2	0~1
Effect	Hinder 1 + Stagger			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Extra Eyes	Check	1	0~1
Effect	Support 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range

Any	Tentacles	Rapid	1	0~1
Effect	Hinder Move 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Vine	Check	0	0
Effect	Support 1 or Hinder 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Scales	Damage	1	Self
Effect	Defend 2			
<i>Insert description here.</i>				

Tier 3 Mutations

Location	Name	Timing	Cost	Range
Legs	Extra Legs	Auto	None	Self
Effect	If Parts located upon your Legs other than this one have been destroyed, you may use their maneuvers as normal.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Extra Head	Auto	None	Self
Effect	Maximum Action Points +2.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Skinny	Auto	None	Self
Effect	Once during each Battle Phase, you may declare a Check to be immune from "Hinder" Maneuvers.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Liquid Rot	Action	3	0~1
Effect	Unarmed Attack 1 + Explosive + Stagger			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Flesh Whip	Action	3	0~1
Effect	Unarmed Attack 2 + Chain 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Cracked Flesh	Damage	0	Self
Effect	Defend 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Animal Legs	Action	2	Self
Effect	Move 1~2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Corpse Mushroom	Check	0	0

Effect	Hinder 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Quadruple Amputee	Auto	None	Self
Effect	When you take damage to your Arms or Legs, you may divide that damage among all your Locations as you wish. If you need to make a Dismemberment Check, choose one Location to make it for.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Happy Pills	Damage	1	Self
Effect	You may only use this Maneuver when you take Damage. Remove one Madness Point from a Fetter of your choice.			
<i>Insert description here.</i>				

Nchronica:Enhancements

Tier 1 Enhancements

Location	Name	Timing	Cost	Range
Any	Limitier	Damage	0	Self
Effect	You may only use this Maneuver if this Part is damaged. Maximum Action Points +2.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Adrenaline	Auto	None	Self
Effect	Maximum Action Points +1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Sabertooth	Action	2	0
Effect	Unarmed Attack 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Jet Nozzle	Damage	See Below	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 damage to a Unarmed or Melee Attack (only once per attack.) You may use this any number of times per Round.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Scissor Hands	Action	2	0
Effect	Unarmed Attack 1 + Dismember			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Armor Skin	Damage	0	Self
Effect	Defend 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range

Torso	Steel Bones	Damage	1	Self
Effect	Defend 1 + Negate "Dismember"			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Bolt Head	Check	1	Self
Effect	Support 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Remote Attack	Action	3	0~1
Effect	Unarmed Attack 1 + Stagger			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Voice Effect	Rapid	2	0~2
Effect	You may make a mutual Conversation Check with your target sister.			
<i>Insert description here.</i>				

Tier 2 Enhancements

Location	Name	Timing	Cost	Range
Any	Zombie Bomb	Damage	0	0
Effect	Use this Maneuver only when this Part has been damaged. Blast Attack 2 + Explosive + Area Attack. Do not roll an Attack Check; the result of the Check is automatically 8.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Reflexes	Auto	None	Self
Effect	Maximum Action Points +1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Electrigger	Action	2	0
Effect	Unarmed Attack 1 + Stagger			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Drill	Action	3	0
Effect	Melee Attack 2. "Defend" Maneuvers are ineffective against this attack.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Assassin Blade	Rapid	2	0
Effect	Melee Attack 2 + Chain Attack 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Laser Beam	Action	3	0~3
Effect	Ranged Attack 1 + Dismember			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Scope	Check	0	Self
Effect	Support 2. Use this Maneuver only when making a Ranged or Blast Attack.			

<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Spikes	Damage	1	Self
Effect	Use this Maneuver only after you have taken damage. Add +2 to the damage of an Unarmed or Melee Attack.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Tentacle	Rapid	1	0~1
Effect	Hinder Move 1			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Wire Reel	Rapid	3	0~2
Effect	Move 1			
<i>Insert description here.</i>				

Tier 3 Enhancements

Location	Name	Timing	Cost	Range
Arms	Gauntlet	Auto	None	Self
Effect	Defend 1 (can only defend the Arms.) When a Unarmed or Melee Attack is made using a Part located on the Arms, add +1 to the damage.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Crab Legs	Auto	None	Self
Effect	Defend 1 (can only defend the Legs.) When a Unarmed or Melee Attack is made using a Part located on the Legs, add +1 to the damage.			
The description references 鬼太郎, which you probably know as Fuchikoma or Tachikoma from 'Ghost in the Shell'.				
Location	Name	Timing	Cost	Range
Any	Manipulator	Rapid	2	0~1
Effect	Hinder Move 1 + Stagger			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Cyborg	Damage	0	Self
Effect	Defend 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Arms	Arm Vise	Check	1	0
Effect	Support 2 or Hinder 2			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Torso	Auto-Separate	Auto	None	Self
Effect	The "Dismember" effect is ineffective against you.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Head	Embalming	Check	2	0
Effect	Hinder 2. You may use this Maneuver any number of times per Round, but only once per			

	Check.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Pilebunker	Action	2	0
Effect	Melee Attack 1. "Defend" Maneuvers are ineffective against this attack. If the attack hits, you may force the target to Move into an adjacent area.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Any	Light Saber	Action	2	0
Effect	Melee Attack 1 + Dismember + Chain 1.			
<i>Insert description here.</i>				
Location	Name	Timing	Cost	Range
Legs	Hopper	Rapid	2	Self
Effect	Move 1. "Hinder Move" Maneuvers are ineffective against this movement.			
<i>Insert description here.</i>				

Nechronica: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.

Nchronica: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.
None	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.

Nchronica: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.

Horrifying 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, now can Support or Hinder Maneuvers cannot 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.

Nchronica:Combat

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 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 Lower	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 or Higher	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 Shoulders. 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.

Nechronica: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 shamble 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 Savants, 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.

Savants

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.

Savants 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.

Savants 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 Savant, it's easy for the Necromancer to create a duplicate.

Savants 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 Necromance may allow the Dolls to form Fetters towards them. This is particularly suitable for Campaigns, where holding conversations with Savants may be an important means of removing Madness Points.

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

Nchronica: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.) 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	Maximum Action Points	8
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
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Soldier

Threat Level	2 per 5	Maximum Action Points	8
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	Maximum Action Points	8
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	Maximum Action Points	9
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		

Nchronica: 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

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 Savantrs 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.

Part Rate Table

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

- 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 Emeny 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")

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.

Basic Horror

- Threat Level 1
Maximum Action Points 8
- Brain
- Tier 1~2 Enhancement
- Bone
- Entrails
- Entrails

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 Savants

When you've settled on the story of your scenario to some extent, you'll have to create a

Savant. It's the role of the Savant 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 Savant twisted by madness. A basic Savant has Threat Level 2, and can have parts added to her or changed. Below are the specifications of a basic Savant.

Basic Savant

- Threat Level 2
- Maximum Action Points 9
- Head: Brain, Eyeballs, Jaw
- Arms: Fist, Arm, Shoulder
- Torso: Spine, Entrails, Entrails
- Legs: Bone, Bone, Leg

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, Savants 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

TL;DR- don't. Fighting strong Legions is not fun because they don't weaken significantly when they get hurt.