

# Blast from the Past

A fanmade splat book for Nechronica

by Kiwi

## Foreword/Warning:

This book in its current state should be considered a test. The content in this book has seen testing in one form or another, but likely not enough to find all the holes. Also there may be formatting mistakes and such as it is has been a one man job. Any feedback, complaints, suggestions and all that good shit should be shouted at [KiwitheWeh#7005](#) on the JTTRPG discord server.

## What this book is for:

This contains the updated player relevant information for the Blast from the Past supplement for Nechronica. Version 1 contains advice and enemy stat blocks that can be used by prospective necromancer, however, those are based upon outdated translations, so some caution is advised. Check [Miraheze](#) for the complete book when it's done.

## Player Section

# Skills

### Stacy:

Name	Timing	Cost	Range
Acid Blood	Damage	AP 0	0-1
<b>Effect</b>	When you take damage, you may make a Ranged Attack 3 against a target in range.		

### Thanatos:

Name	Timing	Cost	Range
Parry	Damage	1 AP	0
<b>Effect</b>	Defend 1. Afterward you may make make a Melee Attack 1 at a target within range.		

### Baroque:

Name	Timing	Cost	Range
Pursue	Rapid	0 AP	Self
<b>Effect</b>	Move 1 This is usable when an enemy moves from the zone you reside in.		

### Requiem:

Name	Timing	Cost	Range
Well Armed	See Below	None	Self
<b>Effect</b>	When you learn this skill, you gain an additional Tier 3 Armament. This is not limited by your reinforcement points, and you may regenerate it as normal.		

*This skill replaces the original Rear Guard's Pride.*

Name	Timing	Cost	Range
Rear Guard's Pride	Auto	None	Self
<b>Effect</b>	When making a ranged or blast attack at range 2 or greater, you may choose where the attack lands if the result of the check is 7 or higher. Maneuvers that directly alter hit location struck overrides this skill.		

**Gothic:**

Name	Timing	Cost	Range
Thrill of the Kill	Auto	None	Self
<b>Effect</b>	When you annihilate a legion or horror, or destroy all parts in a savant's hit location at range 0, regenerate one basic part. This can only be triggered once per count.		

**Class Reworks**

Feel free to implement all, some, or none of these changes at your discretion.

**Romanesque:**

Romanesque as a class lacked its own niche beyond "What you pick for more enhancements." Despite being a class fluffed as being about mobility, it had no real mobility-centric skills. This is an attempt to bring its supposed mobility to the forefront while keeping their "dancing doll" theme.

**Special Skill:**

Name	Timing	Cost	Range
Dancer	Auto	None	Self
<b>Effect</b>	Increase the potential value of all move maneuvers by 1.		

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Name	Timing	Cost	Range
Two to Tango	Action	3 AP	0
<b>Effect</b>	Move 1  Both you and a target in range are affected by this maneuver. You may not use this maneuver on yourself. You may only use this once per round.		

Name	Timing	Cost	Range
Encore	Check	0 AP	Self
<b>Effect</b>	After rolling a check, you may declare this skill. On the next maneuver, instead of rolling, you may apply the previously rolled dice. Supports and bonuses from the previous check are not carried over, but applicable bonuses or skills for the current check can still apply. If your next maneuver does not require rolling, the use of this skill is lost. Auto timing maneuvers can be used without affecting Encore.		

Name	Timing	Cost	Range
Battle Maiden	Auto	None	Self
<b>Effect</b>	+1 AP		

Name	Timing	Cost	Range
Improv	Auto	1 AP	Self
<b>Effect</b>	Once per round, you may use this skill for free. You may use Supports as Hinders and Hinders as Supports		

### Psychedelic Changes:

These changes are intended to scale back Psychedelic's more absurd abilities while keeping a unique flavor and feel to its skills, in addition to making its weaker skills more worthwhile.

### Special Skill:

Name	Timing	Cost	Range
Project Thy Will	Auto	None	Self
<b>Effect</b>	Increase the range of Damage timing maneuvers by 2. If they are range Self, they become 0-1. This also increases the range of Check timing maneuvers by 1.		

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Name	Timing	Cost	Range
Distorted Power	Rapid	1 AP	0-2
<b>Effect</b>	Pick a hit location, that location takes 2 damage. Horrors and legions simply take 2 damage. You may use this skill even if completely annihilated.		

Name	Timing	Cost	Range
Will to Refuse	Damage	1 AP	0-2
<b>Effect</b>	Defend 1. You may use this skill even if completely annihilated. This can be used multiple times per round but only once per attack		

Name	Timing	Cost	Range
Embrace of Souls	Action	1 AP	0-1
<b>Effect</b>	When a sister in range receives a madness point during the battle phase, they may ignore it. As the cost for this maneuver, put a madness point on your fetter towards them. This cannot be used if your fetter towards that sister is in a state of madness. You may use this skill even if completely annihilated.		

Name	Timing	Cost	Range
Pawn's Gambit	Action	2 AP	0-1
<b>Effect</b>	Move 1. You may use this skill even if completely annihilated.		

Name	Timing	Cost	Range
Shared Loss	Rapid	1 AP	0-1
<b>Effect</b>	Pick one of your hit locations, for every part damaged in that location, damage a part on an enemy's hit location of your choice. Horrors and legions simply take the amount of damage you've sustained to that location.		

Name	Timing	Cost	Range
Redirect	Check	0 AP	0-2
<b>Effect</b>	Change a support to be a hinder or vice versa		

Name	Timing	Cost	Range
Extend Aid	Auto	0 AP	Self
<b>Effect</b>	Increase the range of support maneuvers by 1. If a maneuver has the range "Self" it becomes Range 0		

## New Class

**Erudite-** Dolls of infinite care.

Those respectful of what they wield are trusted with the most dangerous of equipment.

The scars covering them are reminders of what can come from misuse.

-Erudites get 2 ARM for their reinforcements

### Special Skill:

Name	Timing	Cost	Range
Concussive Force	Damage	1 AP	Self
<b>Effect</b>	You may apply move 1 to blast attacks. You may use this multiple times per round, but only once per count. If used with an area attack, this only affects one target.		
<i>Your aptitude with explosives lets you not only inflict great harm, but move your enemies into more advantageous positions.</i>			

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Name	Timing	Cost	Range
Grenadier	Auto	None	Self
<b>Effect</b>	+1 to Attack Checks with Blast Attacks		
<i>"Close" tends to be good enough when using explosives, but you tend to be closer than most.</i>			

Name	Timing	Cost	Range
Reactive Armor	Damage	2 AP	Self
<b>Effect</b>	The incoming attack is reduced to 1 damage, with no other maneuvers being able to increase or decrease the damage, Explosive and Dismember properties are negated.		
<i>Whether by design or carelessness, some dolls carry explosives that go off when struck, greatly reducing the force of incoming blows.</i>			

Name	Timing	Cost	Range
Jury-rigged	Damage	1 AP	0
<b>Effect</b>	You may apply Explosive to an attack that does not otherwise have it.		
<i>You can rig equipment such that it strikes with additional force, and not just yours, but sometimes your friends' as well.</i>			

Name	Timing	Cost	Range
Heavy Payload	Damage	1 AP	Self
<b>Effect</b>	+2 damage to a blast attack		
<i>Special rounds that carry additional explosives, while not always available, are handy to have.</i>			

Name	Timing	Cost	Range
Cluster Bomb	Rapid	0 AP	Self
<b>Effect</b>	You may apply the chain property to a blast attack. If it already has chain, increase the value of the property by 1.		
<i>Explosives that explode into additional bombs. Good for damaging additional foes or hitting a single foe really hard, their rarity makes each use special.</i>			

Name	Timing	Cost	Range
Careful Placement	Auto	0 AP	Self
<b>Effect</b>	You must declare this skill before rolling the attack. On an area attack, a success will only hit enemies. A failure will hit one ally, a critical failure will hit all allies in the zone. You cannot deal additional damage with criticals when this skill is declared.		
<i>A deft touch, a slight adjustment, and the enemy is gone without a scratch on a friend, even in a melee. However such displays can easily go very wrong.</i>			

Name	Timing	Cost	Range
Rocket Jump	Action	1 AP	Self
<b>Effect</b>	Move 1-3, to use this maneuver, you must make a Blast Attack 2 at yourself that has an automatic result of 7		
<i>An improper use of explosives, the right time and place of a blast can be used to send you soaring through the air before you come crashing back down.</i>			

Name	Timing	Cost	Range
Creative Thinking	Auto	None	Self
<b>Effect</b>	Once per round, you may use a single maneuver that can normally be used on attacks other than blast on a Blast Attack.		
<i>Where others see limitations, you see possibilities. You can use things in ways others can't imagine.</i>			

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**Parts:**

**ARMAMENT:**

**T1:**

Location	Name	Timing	Cost	Range
Arms	Bomb Arrow	Action	2 AP	0-2
<b>Effect</b>	Blast Attack 1			
<i>"A crossbow with bolts that have a small explosive in the tip. Against a living target, it'd be pretty dangerous, but these days, most things won't be that phased by the damage."</i>				

Location	Name	Timing	Cost	Range
Any	Strap	Check	1 AP	Self
<b>Effect</b>	Negate a single hinder maneuver made against an attack check. This may be used multiple times per round but only once per attack			
“A simple strap. Not a whole lot more to say about it. It's cheaply made, but it helps keep your weapon steady and less likely to be knocked away.”				

Location	Name	Timing	Cost	Range
Any	Lucky Charm	Check	0 AP	0-2
<b>Effect</b>	When you make a critical hit on an attack roll with a Range or Blast Weapon, you may make a mutual conversation check with a sister in range.			
“People have always attributed success to fortune from a coin, a shell or whatever, this is one of those types of things.”				

## T2:

Location	Name	Timing	Cost	Range
Arms	Blast Hammer	Action	2 AP	0
<b>Effect</b>	Blast Attack 3, on a critical it gains explosive. This weapon does not gain additional damage from critical hits, only explosive.			
“The instructions say this big hammer looking thing was used for clearing mines. Just swing at the ground and the blast would set off mines. Does a pretty good job of hurting people too, especially if you hit them with the hammer itself.”				

Location	Name	Timing	Cost	Range
Head	Focus	Damage	0 AP	Self
<b>Effect</b>	When inflicting damage on a single enemy with a Melee Attack, you may mark them as the subject of your focus. While this is in effect, you get a +1 to attack checks against this target. The effect is lost if you move beyond range 1 from the target or attack another target, including via area attacks.			
“Some people can just focus on one enemy to the exclusion of others. They can be pretty scary but tend to lose it if they have to deal with something else.”				

Location	Name	Timing	Cost	Range
Arms	Rocket Racks	Action	3 AP	2-3
<b>Effect</b>	Blast Attack 2 + Chain 1			
“A thing holding a bunch of missiles, just like in those shows about giant robots.”				

Location	Name	Timing	Cost	Range
Arms	Grenade Launcher	Action	3 AP	1-2
<b>Effect</b>	Blast Attack 2 + Explosive			
“A simple grenade launcher, point and pull the trigger and a thing flies out and explodes.”				



**T3:**

<b>Location</b>	<b>Name</b>	<b>Timing</b>	<b>Cost</b>	<b>Range</b>
Body	Mortar	Action	3 AP	2-3
<b>Effect</b>	Blast Attack 3 + Area			
“A simple mortar tube. Great range and a pretty decent blast. These things were used all the time to bombard an area and they still do a great job of hurting any bastards they land near.”				

<b>Location</b>	<b>Name</b>	<b>Timing</b>	<b>Cost</b>	<b>Range</b>
Arms	Sticky Grenades	Action	3 AP	1
<b>Effect</b>	Blast Attack 2+Explosive, defends are ineffective against this maneuver.			
“A bunch of grenades that stick to what they hit. Some fancy sensors inside let them direct the explosion into what they're stuck to, so most types of armor won't work very well against them. Though, apparently, they had too many accidents with these so they have to fly through the air for a certain amount of time before they'll arm.”				

<b>Location</b>	<b>Name</b>	<b>Timing</b>	<b>Cost</b>	<b>Range</b>
Arms	Nailgun	Action	2 AP	0-1
<b>Effect</b>	Ranged Attack 1, +1 to the attack check Defend maneuvers are ineffective against this attack			
“A gun that shoots big spikes or nails or whatever you want to call them. They're big and sharp which helps them punch through armor, though the amount of damage they do is pretty low. It's pretty easy to aim, but since it relies on the size of the projectile to do the work, they don't travel very far.”				

<b>Location</b>	<b>Name</b>	<b>Timing</b>	<b>Cost</b>	<b>Range</b>
Any	Charger	Action	3 AP	0-1
<b>Effect</b>	Ranged Attack 3 for a 1 AP cost action, apply +2 damage to the next attack with this weapon. A second 1 AP cost action may be done to apply explosive to the next attack with this weapon.			
“This is a weird one. It's a gun that shoots lightning. You charge it by pumping it a bit and it hits harder. Pump it a bit more and it hits even harder. Not really sure what it was meant to do originally, but it works pretty well on most monsters.”				

<b>Location</b>	<b>Name</b>	<b>Timing</b>	<b>Cost</b>	<b>Range</b>
Any	ADS	Damage	2 AP	0-1
<b>Effect</b>	Defend 1 on target. The target may choose to have the attack hit a location one higher or lower. (Ex: If the attack will hit the body, it can be made to hit the arms or legs instead). This can be used multiple times per round but only once per attack.			
“The manual for this one says it was going to be used to protect drones from rockets and shit. 'Safe to use in civilian occupied areas.' What that means is that it doesn't do a damn thing if it shoots someone. It does weaken incoming attacks, which isn't too bad.”				

<b>Location</b>	<b>Name</b>	<b>Timing</b>	<b>Cost</b>	<b>Range</b>
Any	Six Shooter	Rapid	2 AP	0-1
<b>Effect</b>	Ranged Attack 2 + Chain 2			
“A really fancy looking revolver. Has big bullets and kicks like a mule. Even comes with a fancy holster so you can quick draw like a cowboy.”				

## ENHANCEMENT:

### Tier 1:

Location	Name	Timing	Cost	Range
Any	Laser Designator	Check	AP 1	0
<b>Effect</b>	Support 1 or Hinder 1			
“It's a fancy laser pointer. You can use it to point at someone or shine it in their eye.”				

Location	Name	Timing	Cost	Range
Arm	Stunner	Damage	0 AP	0
<b>Effect</b>	Stagger, you may only use this when damaging a target at range 0 and only on the target you are hitting.			
“It's a tazor. There's really not much more to say about that. Some crazies shove it into their fist.”				

### Tier 2:

Location	Name	Timing	Cost	Range
Any	Spotlight	Check	2 AP	0-2
<b>Effect</b>	Hinder 1, for the next 7 count, all attacks made by others against this target are made at a +1 until this part is destroyed or they move.			
“A small spotlight. It's great for blinding someone and for helping your buddies focus on them, at least until they run away from it.”				

Location	Name	Timing	Cost	Range
Any	Stun Grenade	Action	AP 3	0
<b>Effect</b>	Blast Attack 1 + Explosive + Stagger			
“Ever heard of a flash bang? That's what these are. Blinds and deafens people, though we seem to be harder to affect by it these days, so it basically has to go off in your face to do anything.”				

Location	Name	Timing	Cost	Range
Arm	Repair Arm	Action	2 AP	0
<b>Effect</b>	Repair a single basic part on the target			
“A robotic arm meant for making quick repairs to vehicles and stuff, with a bit of tweaking it's pretty good at sticking body parts back on too.”				

Location	Name	Timing	Cost	Range
Any	Smoke Screen	Check	2 AP	0-3
<b>Effect</b>	This is used on the target of the attack check. For the next 6 count the target of the attack check has all attack checks made against them at a -1.			
“Lets you shoot out smoke to protect you or a friend from people trying to hurt you.”				

Location	Name	Timing	Cost	Range
Legs	Leg Mounted	Auto	See Below	Self
<b>Effect</b>	At the beginning of the battle phase the player may choose one part. For the rest of the battle, that part can be considered to lie in both the legs and whatever location the declared part is already in. If the declared part takes damage during the battle phase, the character may continue to use this part for as long as Leg Mounted is intact as if the part was always located on the legs.			
“There's a lot of prosthetic limbs lying around with hidden compartments and such for sticking all kinds of useful things in.”				

### Tier 3:

Location	Name	Timing	Cost	Range
Any	Pulse Laser	Action	3 AP	0-2
<b>Effect</b>	Ranged Attack 2 + Dismember, +1 to attack check			
“Remember those lasers we saw before and how they were actually pretty weak? This is a stronger laser. Shoots a beam a whole bunch of times quickly as opposed to a single longer lasting one. Easier to hit with and does more damage. The main downside is that it can't reach quite as far.”				

Location	Name	Timing	Cost	Range
Any	Reinforced	Auto	AP 0	Self
<b>Effect</b>	Automatic Defend 1 when location is hit			
“We found stuff that was supposed to be used to reinforce the body of man-shaped robots. Turns out it's good for reinforcing our bodies too.”				

## MUTATIONS

### Tier 1:

Location	Name	Timing	Cost	Range
Leg	Lunge	Action	4 AP	1
<b>Effect</b>	Unarmed Attack 1, the user is moved into the same zone as the target. If this move is hindered, the attack is also negated. The move is counted as a move 1 maneuver and the user is still moved if the attack misses.			
“Sharp claws on the legs and stronger muscles making it possible to jump at someone and hurt them upon landing on them.”				

Location	Name	Timing	Cost	Range
Head	Stress Suppressor	Auto	0 AP	Self
<b>Effect</b>	You may remove 1 additional madness point than your memory fragments would allow during the battle phase.			
“A mutation that lets you keep your cool just a little longer in a fight.”				

Location	Name	Timing	Cost	Range
Legs	Spiked Legs	Action	2 AP	0
<b>Effect</b>	Unarmed Attack 1 + Explosive			
“Spikes growing of the legs allow some people to tear up more flesh with their kicks. Leaves nasty wounds.”				

### Tier 2:

Location	Name	Timing	Cost	Range
Arm	Grasping Claw	Action	AP 3	0-1
<b>Effect</b>	Unarmed Attack 1, the target can be moved into an adjacent zone			
“Weird elongated arms with very strong muscles letting the user tear into the target and drag them close or even throw them further away”				

Location	Name	Cost	Timing	Range
Any	Fluid Sprayer	3 AP	Action	0-1
<b>Effect</b>	Blast Attack 2  If the attack deals damage, then the affected location becomes trapped. No maneuvers may be used from parts on that hit location until the character takes a 1 AP action to clear it. Horrors and Legions are staggered instead.			
“A weird mutation that lets the owner trap limbs with some gross stuff they spray at the target.”				

Location	Name	Cost	Timing	Range
Any	Survival Instinct	0 AP	Damage	Self
<b>Effect</b>	When the location this part resides in takes damage, the character may reduce the cost of their next maneuver by 1, to a minimum of 0.			
“When the going gets tough, the tough start having strange shit kick in to make them go faster.”				

### T3:

Location	Name	Timing	Cost	Range
Arm	Hammer Hands	Action	3 AP	0
<b>Effect</b>	Unarmed Attack 4 When this attack hits you may damage a number of parts in the hit location this part resides in to increase the damage by 2 for each part damaged. This property can only be triggered once per attack.			
“Massive damaging hands, they pack a decent punch on their own, but they have some weird stuff about them that lets them hurt harder, but messes up your arm.”				

Location	Name	Timing	Cost	Range
Head	Acid Spit	Action	AP 3	0-1
<b>Effect</b>	Blast Attack 2 + Explosive, the target suffers a -1 to all checks for 5 count. A character may be under the effect of only 1 acid spit at a time.			
“Be gross and spit burning stuff at people. Takes a while for them to get over the burning sensation.”				

Location	Name	Timing	Cost	Range
Any	Steel Breaker	Damage	See Below	Self
<b>Effect</b>	When attacking with an unarmed attack, you may spend an amount of AP up to the amount of defend used to negate that same amount of Defend. This may be used multiple times per round.			
Enhanced muscles, razor sharp fangs, or any other number of changes to one's natural weapons enables them to tear through hardened skin or metal with ease				

