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 on the JTTRPG discord server.

What this book is for:
This book is intended to supply something for everyone. For players, there is a new class, a rework of two classes, Romanesque and Psychedelic, a new skill for every other class, and a slew of new parts. For GM there are tips for creating their own setting, setting ideas, adventure seeds, enemy stats, and parts to add to their own enemies.

Skills

Stacy:

Name		Timing	Cost	Range
Acid Blood		Damage	AP 0	0-1
Effect	When you take damage, you may make a range attack 3 against a target in range.			

Thanatos:

Name		Timing	Cost	Range
Parry		Damage	2 AP	0
Effect	Can only be used against Melee or unarmed attacks that originate in the same zone. Defend 1. Afterward make a Melee Attack 1			

Baroque:

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

Requiem:
Well Armed: Gain a T3 Armament that ignores tier restrictions.

Name		Timing	Cost	Range
Well Armed		See Below	None	Self
Effect	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.			

Gothic:

Name	Timing	Cost	Range
Play with Your Food	Auto	See Below	Self
Effect	Once per round, you may use a part destroyed in the same zone as you as if it was yours. It cannot be a part you already possess and the part is lost after use.		

Class Reworks

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

Romanesque:

Romanesque as a class really 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
Effect	Increase the potential value of all move maneuvers by 1.		

Name	Timing	Cost	Range
Mad Artist	Damage	See Below	Self
Effect	You may replace one of the additional effects of an attack with Area, Chain, Explosive, or Dismember. As the cost of this attack, take one madness point. -You cannot dismember the hit location being damaged by Explosive.		

Name	Timing	Cost	Range
Two to Tango	Action	3 AP	0
Effect	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
Effect	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 are not carried over. If your next maneuver does not require rolling, the use of this skill is lost.		

Name	Timing	Cost	Range
Battle Maiden	Auto	None	Self
Effect	+1 AP		

Name	Timing	Cost	Range
Improv	Auto	1 AP	Self
Effect	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.

Name	Timing	Cost	Range
Distorted Power	Rapid	1 AP	0-2
Effect	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
Effect	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
Effect	The target may remove a Madness Point from one of their Fetters. Afterwards, add a Madness Point to one of your Fetters that is not in a state of Madness. You may use this skill even if completely annihilated.		

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

Name	Timing	Cost	Range
Shared Loss	Rapid	2 AP	0-1
Effect	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.		

Name	Timing	Cost	Range
Redirect	Check	0 AP	0-1
Effect	Change a support to be a hinder or vice versa		

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
Effect	You may apply move 1 to blast attacks. You may use this multiple times per round, but only once per attack.		

Name	Timing	Cost	Range
Grenadier	Auto	None	Self
Effect	+1 to Attack Checks with Blast Attacks		

Name	Timing	Cost	Range
Reactive Armor	Damage	1 AP	Self
Effect	This can only be used on attack checks that damage you. The incoming attack is negated and both the user and attacker suffer a Blast Attack 2. The attack counts as having rolled an 8. If the attacker is not in range 0-1, only the user takes damage.		

Name	Timing	Cost	Range
Jury-rigged	Damage	1 AP	0
Effect	You may apply Explosive to an attack that does not otherwise have it.		

Name	Timing	Cost	Range
Heavy Payload	Damage	1 AP	Self
Effect	+2 damage to a blast attack		

Name	Timing	Cost	Range
Cluster Bomb	Auto	0 AP	Self
Effect	On a critical hit, you may apply chain to a blast attack. This may be used multiple times per round but only once per count.		

Name	Timing	Cost	Range
Careful Placement	Auto	0 AP	Self
Effect	You must declare this skill before rolling the attack. On an area attack, a success will only hit enemies while a failure will only hit allies. Critical failures will also hit all allies in the zone.		

Name		Timing	Cost	Range
Rocket Jump		Action	1 AP	Self
Effect	Move 1-3, Damage one of your own parts in the leg hit location. If you have no more parts left in the legs, damage a part in the next intact hit location up			

Parts:

ARMAMENT:

T1:

Location	Name	Timing	Cost	Range
Arms	Bomb Arrow	Action	2 AP	0-2
Effect	Blast Attack 1			
"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."				

Location	Name	Timing	Cost	Range
Any	Strap	Check	1 AP	Self
Effect	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
Effect	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
Effect	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
Effect	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
Effect	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
Any	Grenade Launcher	Action	3 AP	1-2
Effect	Blast Attack 2 + Explosive			

"A simple grenade launcher, point and pull the trigger and a thing flies out and explodes."

T3:

Location	Name	Timing	Cost	Range
Any	Mortar	Action	4 AP	2-4
Effect	Blast Attack 4 + 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."

Location	Name	Timing	Cost	Range
Arms	Sticky Grenades	Action	3 AP	1
Effect	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 though the air for a certain amount of time before they'll arm."

Location	Name	Timing	Cost	Range
Any	Nailgun	Action	2 AP	0-1
Effect	Range 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."

Location	Name	Timing	Cost	Range
Any	Charger	Action	3 AP	0-1
Effect	Range 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."

Location	Name	Timing	Cost	Range
Any	ADS	Damage	2 AP	0-1
Effect	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."

Location	Name	Timing	Cost	Range
Any	Six Shooter	Rapid	2 AP	0-1
Effect	Range 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
Effect	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
Effect	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
Effect	Hinder 1, for the next 6 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
Effect	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
Effect	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
Effect	This is only usable on attack checks. 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
Effect	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
Effect	Range 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
Effect	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
Effect	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
Effect	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
Effect	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
Effect	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
Effect	Blast 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
Effect	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
Effect	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 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
Effect	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
Effect	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 east				

The World
The default setting of Nechronica ia a dead world full of monsters with humans being absent and mysterious beings known as Necromancers. Necromancy is done by individuals who understand a process that involves nano-machines and green goo. For some, that will be enough. For others, they might want to have their players be as in the dark as their characters when it comes to the world. If you're a part of the latter, this is for you. To establish an engaging setting for Nechronica, it can be helpful to ask yourself a number of questions.

Where is it?
This is an important, yet pretty basic answer. What environment is it in, what former country, continent, is it even on Earth? While the arid "Mad Max"-esque climate is an easy choice, you can do arctic, a forest, jungle, or even the moon. It's not like dolls need a breathable atmosphere. Any of these environment can bring their own unique complications, if you want them too.

-Are there cities or other places the players can explore to find things?
-What things might have been made after things went downhill? (Have dolls/necromancers made shanty towns, factories, fortresses? Are they just squatting in whatever they find?)
-What things changed and what remained?

What is necromancy?
Is it magic? Sufficiently advanced technology? Nano-machines? What necromancy is can have huge impacts on the setting, if you let it. Depending on what you choose, it can even be possible for players to get a hold of it. It can even have a huge impact on how recurring characters can work.

-How long does it take?
-Does it have any side effects?
-Does it require any sort of resource that might cause necromancers to come into conflict with each other?
-Has it had side effects on the environment?

The Dolls themselves
How do they handle basic needs like eating and sleeping? While they might not require those to survive, are such things conducive to a doll's mental well being? Do they still feel those needs? Can they feel pain? Often times, you may want to let players choose, but establishing a base line can still be helpful.

-Do they require anything to keep going?
-Is there amount of time they work before their bodies just breakdown or stop working on their own?

What caused the end?
This is another thing that can have a major influence on your setting. It's assumed humanity is either dead or hiding in Nechronica. What caused this? Disease? War? Something unrelated to necromancy entirely? Maybe necromancy was brought in to try and fix whatever was going wrong.

-How long ago was it? This can help with determining what's left to use.
-Is what caused it still around?
-Is it a threat to the players or something they can exploit?

Final note: These questions are not meant to be definitive. Answering them all will not make a great setting nor will avoiding them make it bad. This is solely intended to help provide starting points for new GMs who may have difficulty getting things started.

Simple World building question checklist

Where is it?

What is Necromancy?

What caused the end?

Are there humans?

How do dolls work? Do they have any needs that are necessary to keep their bodies working?

Example:

Where is it? Europe, starting in France.

What is Necromancy? It is a process that is literally magic. Necromancers seem to be born with it or have it awaken at some point. There doesn't seem to be any common factor that indicates someone could have it other than just having it.

What caused the end? A prolonged war after climate change caused major issues with food shortages and other such things. Necromancy had little to do with it, initially, however, they did decide to finish the job for more bodies to use in their own personal power plays against each other.

Are there humans? What few exist remain in well made, mostly self-contained underground structures. Their presence on the surface is non-existent

How do dolls work? Do they have any needs that are necessary to keep their bodies working? Bodily, the process that keeps a doll alive is self-sustaining, however, they go insane with out a poorly understood "anchor" to a necromancer. There is no immediate effect on a doll if their necromancer dies or severs the link somehow, but it does mean they will inevitably go mad without finding a new necromancer to anchor to.

From these alone you already know where it's happening and have a number of plot hooks. You could make the plot be about finding where humans are hiding for the player's necromancer, dealing with their own necromancer dying or severing the link, thus necessitating them to do something or be doomed to madness, or any number of things. You also have world building fodder in the last war, it provides justification for ruined structures, poor terrain, and weapons lying about everywhere. Following through on these ideas can help you develop your setting further. Another thing to keep in mind is that the players don't have to find this all out immediately, part of the game can be discovering these things. Players who are into that sort of thing will appreciate having an unknown world to explore, and even if your players aren't that sort, you have a framework within which to introduce things they will care about.

BADDIES:

Enemy threat levels do not provide a reliable indication of relative enemy strength. It is much better to take note of what damage an enemy's attacks do and other such things than relying on threat level for balancing a fight. Though attacks have special sections showing everything that works with them, all other parts on an enemy do not indicate what interactions they might have, such as long legs with moves. This must be figured at the time you use them.

Tags- Tags are intended to provide a easier way to mark out specific assets of an enemy. They are:

Penalizer- This enemy applies penalties of some sort to a player, usually as an additional effect of an attack maneuver

Supportive: This enemy has greater ability than usual to assist allies

Free Hinder/Support: As it sounds, they have access to Supports or Hinders that don't cost anything

Rapid Move/Attack: This enemy has either a rapid move or attack

Auto-separate: This enemy has auto-separate. This means dismembers won't do anything to them until you hit break that auto-separate

Automatic Defend: This enemy has a defend that is automatically used when the conditions for it are met, like Gauntlet being a defend 1 only on attacks aimed at the arms.

Repairs: This enemy can repair at least one of its parts in some way.

Area: This enemy has an attack with the Area property

Defend Negation: This enemy has an attack that ignores Defend maneuvers, such as drill

Hinder Move: This enemy has some way of hindering moves.

Spawner: This enemy can create more enemies somehow, usually legions

Rerolls: This enemy has some way of rerolling checks, usually attack checks

Corrupter				
Body Integrity	**Total AP**	**Threat Level**	**Enemy Type**	**Attack Types**
11	9	6	Horror	Blast, Unarmed
Tags	Penalizer, Free Hinder			

A bundle of torsos stitched together carried by four crudely sewn together limbs. Its eye-less face is a split open torso that has ribs for teeth. The true threat, however comes from the bulbous growths on its back that it can launch at threats. These growths burst to release a toxic gas that causes rapid and intense decomposition on any organic matter it touches, the same for anything struck by its lashing tongue. Both of these attacks also inflict minor disorientation on the target.

Attacks:

Name		Timing	Cost	Range
Corpse Gas Rack		Action	3 AP	1-2
Effect		Blast 1 + Explosive, +1 to hit, when this attack deals damage, the target takes a -1 to their next check.		
Bonus	**Affected By**			
+1	Decomposer			

Name		Timing	Cost	Range
Stinger		Action	3 AP	0
Effect	Unarmed 3, when this attack deals damage, the target takes a -1 to their next check.			
Bonus	**Affected By**			
0	Decomposer			

Parts:

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Entrails	None	None	None	None
Entrails	None	None	None	None
Brains	Auto	None	Self	+2 AP
Eyes	Auto	None	Self	+1 AP
Arms	Check	1 AP	0	Support 1
Foot	Check	1 AP	0	Hinder 1
Corpse Mushroom	Check	0 AP	0	Hinder 2
Corpse Gas Rack	Action	3 AP	1-2	Blast Attack 1 + Explosive, +1 to Hit
Stinger	Action	3 AP	0	Unarmed Attack 3

Skills:

Name	Timing	Cost	Range	Effect
Decomposer	Auto	None	Self	When this horror deals damage, the target takes a -1 to their next check.

Using the Corrupter: The corrupter is intended as support for more dangerous foes. At range, its damage dealing abilities are fairly low, though the disruptive ability of its attacks will encourage players to take it out. Up close, it deals more damage at a lower chance to hit in addition to being able to bring more hinders to bear. If the players are bringing AT rifles or Requiem/Requiems, it might be a good idea to give them 1-3 range on their racks. Giving them scope or Grenadier to boost their ability to hit at range can also help. Giving them super strength or instrument evil is also possible, though making them that high damage runs contrary to their intended role as ranged support.

Corrupted Power Armor

Body Integrity	Total AP	Threat Level	Enemy Type	Tags
31	14	38	Savant	Blast, Melee, Range, Spirit

Tags	Auto-separate, Rapid Move, Rapid Attack, Automatic Defends, Repairs, Area

A massive, bulky humanoid thing of 8.5 feet. The armor plating of what was once a well-made suit of power armor is being pushed out by the horrendously mutated flesh that was once inside it. Upon one arm is strapped a massive chainsaw and on the other is a flamethrower. On its body is a deadly pulse laser and a machine gun. It's been seen sticking pieces of the victims it violently dismembers onto its own body.

Attacks:

Name		Timing	Cost	Range
Jaw		Action	2 AP	0
Effect	Unarmed 2			
Bonus	**Affected By**			
0	Super Strength, Hand of Death			

Name		Timing	Cost	Range
Speaker		Action	2 AP	0-2
Effect	Spirit Attack 1			
Bonus	**Affected By**			
0	Hand of Death			

Name		Timing	Cost	Range
Chainsaw		Action	3 AP	0
Effect	Melee Attack 4 + Dismember			
Bonus	**Affected By**			
+1	God of Death, Gauntlet, Super Strength, Calamity, Judgment, Hand of Death			

Name		Timing	Cost	Range
Flamethrower		Action	2 AP	0-1
Effect	Blast Attack 1 + Explosive + Chain 1			
Bonus	**Affected By**			
+1	Grenadier, Hand of Death			

Name		Timing	Cost	Range
Fist		Action	2 AP	0
Effect	Unarmed Attack 3			
Bonus	**Affected By**			
0	Super Strength, Gauntlet, Hand of Death			

Name		Timing	Cost	Range
Pulse Laser		Action	3 AP	0-2
Effect	Range Attack 2 + Dismember, +1 to the attack check			
Bonus	**Affected By**			
+1	Hand of Death			

Name		Timing	Cost	Range
Machine Gun		Action	3 AP	1
Effect	Range Attack 1 + Area			
Bonus	**Affected By**			
0	Hand of Death			

Name		Timing	Cost	Range
Boot Knife		Action	2 AP	0
Effect	Melee Attack 3			
Bonus	**Affected By**			
+2	God of Death, Super Strength, Calamity, Judgment, Hand of Death			

Parts:
Head

Name	Timing	Cost	Range	Effect
Brain	Auto	None	Self	+2 AP
Eye	Auto	None	Self	+1 AP
Jaw	Action	2 AP	0	Unarmed 2
Kung-Fu	Auto	None	Self	+1 AP
Speaker	Action	2 AP	0-2	Spirit Attack
Extra eyes	Check	1 AP	0-1	Support 1
Boost	Rapid	0 AP	0	Move 1
Extra Head	Auto	None	Self	+2 AP

Arms

Name	Timing	Cost	Range	Effect
Shoulder	Action	4 AP	Self	Move 1
Arm	Check	1 AP	0	Support
Fist	Action	2 AP	0	Unarmed
Gauntlet	Auto	0 AP	Self	Defend 1 when the arm hit location is hit by an attack. +1 to melee or unarmed attacks made with parts on this location
Chainsaw	Action	3 AP	0	Melee Attack 2 + Dismember
Flamethrower	Action	2 AP	0-1	Blast 1 + Explosive + Chain 1
Armor Plating	Damage	0 Ap	Self	Defend 1 + Negate Explosive

Body

Name	Timing	Cost	Range	Effect
Entrails	None	None	None	None
Entrails	None	None	None	None
Entrails	None	None	None	None
Spine	Action	1 AP	0	A maneuver made next count has its cost reduced by 1 AP
Machine Gun	Action	3 AP	1	Range Attack 1 + Area
Pulse Laser	Action	3 AP	0-2	Range Attack 2 + Dismember, +1 to the check
Cyborg	Damage	0 AP	Self	Defend 2
Auto Separate	Auto	None	Self	Negate Dismember
Reinforced	Auto	None	Self	Defend 1 when this hit location gets damaged by an attack
Heart	Auto	None	Self	+1 AP

Legs

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Bone	Action	3 AP	Self	Move 1
Boot Knife	Action	2 AP	0	Melee Attack 2, +1 to the check
Foot	Check	1 AP	0	Hinder 1
Sticky Pads	Action	3 AP	Self	Move 1, this cannot be hindered
Tail	Auto	None	Self	+1 AP
Bloodstained	Check	1 AP	0-1	Hinder 1

Skills

Name	Timing	Cost	Range	Effect
Super Strength	Auto	None	Self	+1 damage to Unarmed and Melee Attacks
Trusted Companion	Rapid	1 AP	Self	Repair a Damaged Range or Melee Attack Part
Hand of Death	Rapid	0 AP	Self	Make an attack maneuver as if it was a rapid
Grenadier	Auto	None	Self	+1 to Blast Attack Checks
God of Death	Auto	None	Self	+1 to Melee Attack Checks
Parry	Damage	2 AP	0	Defend 1, may make a Melee Attack 1 at the attacker if they are within range
Judgment	Check	0 AP	Self	When rolling an attack check, declare this maneuver to have the check count as rolling a 6
Calamity	Damage	2 AP	Self	When dealing damage with a Melee Attack, you may add the Area effect
Feast of Flesh	Action	1 AP	Self	Repair 1 basic part
Pursue	Rapid	0 AP	Self	Move 1, you may only use this when an enemy moves out of the same zone as you.

Using Corrupted Power Armor: This one's intended to be usable as an introductory boss against new parties on its own. For more advanced parties, he should be able to hold his own with support from other savants or horrors, like the corrupter. His dangerous attacks and obvious toughness is going to see him focused on early on, so supporting him with enemies that have defends can also help him survive to dish out more damage. Do be careful against parties that have minimal defends or no dismember negation, it's pretty easy for him to break important bits.

The Faithful				
Body Integrity	**Total AP**	**Threat Level**	**Enemy Type**	**Attack Types**
N/A	9	3 for 5	Legion	Unarmed, Blast
Tags	Penalizer, Hinder Moves			

Whether they are made of random scrap parts or bodies unsuitable or not worth converting to more useful forms, the faithful are a horde of frenzied bodies that lack any real physical strength, instead relying on sheer numbers to bring opponents down. The true danger from these is two fold, one their ability to apply a -1 penalty to a character and secondly, their ability to detonate explosive charges hidden in their bodies.

Name		Timing	Cost	Range
Grab		Action	3 AP	0
Effect	Unarmed 1 + Chain (Size / 10) For each successful hit, the target takes a -1 to their next check			
Bonus	**Affected By**			
0	Size			

Name		Timing	Cost	Range
Mob Sacrifice		Rapid	2 AP	Special
Effect	When an enemy has been hit by Grab at least once in the current round from this legion, they make make a Blast 1 + Explosive attack that counts as rolling a 6, nothing may modify this check. For each additional hit from grab, increase the damage by 1. For each point of damage this blast inflicts, reduce legion size by that much. If the target successfully moves out of the zone this legion inhabits, they do not count as having been grabbed for the purpose of this maneuver.			
Bonus	**Affected By**			
0	Times Grab was successfully used			

Name		Timing	Cost	Range
Sacrifice		Action	3 AP	0
Effect	Blast 2 + Explosive This may only be used when the legion has fewer than 10 members. When this attack is made, reduce the legion size by one. If size is below 6, then the attack gains chain 1. The legion size is reduced every time a roll is made.			
Bonus	**Affected By**			
0	None			

Name	Timing	Cost	Range	Effect
Mob	Rapid	0 AP	0	Hinder Move 1

Using The Faithful:
The faithful are intended to start off as a low-damage, yet disruptive legion. However, as their numbers are reduced, they become more frenzied and destructive, both to themselves and others. To deal with more advanced parties, you may wish to give them unarmed 2 attacks instead of Unarmed 1 for Grab, otherwise you'll see them futilely plinking off people's gauntlets. Another possible approach is increasing the damage of Grab by +Size/20 rounded down, that is to say, for every 20 in size, increase their damage by 1.

Crusader

Body Integrity	Total AP	Threat Level	Enemy Type	Attack Types
24	11	17	Savant	Melee

Tags	Rapid Move, Rapid Attack, Automatic Defends

Quadrupedal with legs coated in chitin, and an upper body covered in scavenged metal plates, the fanatical crusaders charge lance first into any fight against infidels.

Attacks:

Name		Timing	Cost	Range
Lance		Action	2 AP	0
Effect	Melee Attack 2, Melee Attack 3, +1 to hit, and defends are ineffective if used on same count as Boost or Crab Legs			
Bonus	**Affected By**			
+1 or +2	Gauntlet, Crab Legs			

Name		Timing	Cost	Range
Katana		Action	2 AP	0
Effect	Melee Attack 2 + Dismember			
Bonus	**Affected By**			
+1	God of Death, Gauntlet, Crab Legs			

Name		Timing	Cost	Range
Fist		Action	2 AP	0
Effect	Unarmed Attack 2			
Bonus	**Affected By**			
0	Gauntlet, Crab Legs			

Name		Timing	Cost	Range
Jaw		Action	2 AP	0
Effect	Unarmed Attack 1			
Bonus	**Affected By**			
0	Crab Legs			

Parts:
Head:

Name	Timing	Cost	Range	Effect
Brain	Auto	None	Self	+2 AP
Eye	Auto	None	Self	+1 AP
Jaw	Action	2 AP	0	Unarmed 2
Kung-Fu	Auto	None	Self	+1 AP
Boost	Rapid	0 AP	0	Move 1, this may not be used in rep

Arms:

Name	Timing	Cost	Range	Effect
Shoulder	Action	4 AP	Self	Move 1
Arm	Check	1 AP	0	Support
Fist	Action	2 AP	0	Unarmed
Gauntlet	Auto	0 AP	Self	Defend 1 when the arm hit location is hit by an attack. +1 to melee or unarmed attacks made with parts on this location
Lance	Action	2 AP	0	Melee 1, +1 to hit, when used on the same count as the one where this character uses a move action, the attack deals 1 additional damage and cannot have its damage reduced by defends
Shield	Damage	0 AP	Self	Defend 2
Armor Plating	Damage	0 Ap	Self	Defend 1 + Negate Explosive
Katana	Action	2 AP	0	Melee Attack 1 + Dismember

Body:

Name	Timing	Cost	Range	Effect
Entrails	None	None	None	None
Spine	Action	1 AP	0	A maneuver made next count has its cost reduced by 1 AP
Armor Skin	Damage	0 AP	Self	Defend 1
Charge	Rapid	1 AP	Self	This can be used only during a Movement Maneuver. If the Movement is successful, Unarmed Attack 3 against one target in either your current Area or the one you began the Movement in.
Heart	Auto	None	Self	+1 AP

Legs:

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Bone	Action	3 AP	Self	Move 1
Foot	Check	1 AP	0	Hinder 1
Crab Legs	Auto	0 AP	Self	During Damage Timing, you gain "Defend 1" for Legs only. Additionally, when you successfully move with your Move maneuver, you may use a Melee or Unarmed maneuver against one target in either your current Area or the one in which you began your movement.
Tail	Auto	None	Self	+1 AP
Animal Legs	Action	2 AP	Self	Move 1-2

Skills:

Name	Timing	Cost	Range	Effect
God of Death	Auto	None	Self	+1 to Melee Attack Checks
Follow	Rapid	0 AP	Self	Move 1, usable only when an ally moves from the same zone as you

Using the Crusader: The crusader is made to be a fast assault enemy. Their combination of Crab Legs and their lance lets them do a good chunk of damage that can't be defended against. Their defends and both Gauntlet and Crab legs make them very durable enemies. Operating as a pair or in groups of threes will allow for dangerous cavalry charges and the katana will allow them to deal decent damage without moving. Their main downsides are the fact that without spending extra AP to move, their lances are pretty poor weapons, and they lack any way of countering dismembers. It's recommended to use Crusaders against a more experienced party, though one leading a group of weaker enemies could also work. Giving them a banner and Advise can make them more suited for the "leader" role.

Weapons Team				
Body Integrity	**Total AP**	**Threat Level**	**Enemy Type**	**Attack Types**
15	12	18	Horror	Unarmed, Range
Tags	Repairs, Area, Rerolls			
A quadrupedal girl with her stomach distended and an extended neck approaches. There's the upper half of another girl stitched to her side. The second half has elongated arms, both ending in gnashing teeth				

Attacks:

Name		Timing	Cost	Range
Bone Cannon		Action	3 AP	1-2
Effect	Range Attack 1 + Explosive + Area			
Bonus	**Affected By**			
+2	Made to Be Broken, Gun God, Devouring Maw			

Name		Timing	Cost	Range
Devouring Maw		Action	2 AP	0-1
Effect	Unarmed 2, if this attack deals damage, the Range attack value of the next Bone Cannon attack is increased by 1			
Bonus	**Affected By**			
+2	Mad Demon, Made to Be Broken, Dance of Death			

Parts:

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Entrails	None	None	None	None
Entrails	None	None	None	None
Brains	Auto	None	Self	+2 AP
Eyes	Auto	None	Self	+1 AP
Arms	Check	1 AP	0	Support 1
Foot	Check	1 AP	0	Hinder 1
Spine	Action	1 AP	0	A maneuver on the next count costs 1 less AP
Scope	Check	0 AP	Self	Support 2, this can only be used on Range or Blast Attack
Steel Bones	Damage	1 AP	Self	Defend 1 + Negate Dismember
Heart	Auto	None	Self	+1 AP
Extra heads	Auto	None	Self	+2 AP
Long Arms	Auto	None	Self	+1 Range for Unarmed and melee Attack
Devouring Maw	Action	2 AP	0	Unarmed 2, if this attack deals damage, the Range attack value of the next Bone Cannon attack is increased by 1
Bone Cannon	Action	3 AP	1-2	Range Attack 1 + Explosive + Area

Skills:

Name	Timing	Cost	Range	Effect
Mad Demon	Auto	None	Self	+1 to Unarmed Attack Checks
Made to Be Broken	Auto	None	Self	+1 to Attack and Dismember checks, break 1 part at the end of each round
Gun God	Auto	None	Self	+1 to Range Attack Checks
Careful Placement	Auto	None	Self	You must declare this skill before rolling the attack. On an area attack, a success will only hit enemies while a failure will only hit allies. Critical failures will also hit all allies in the zone.
Remain to be Dead	Rapid	0 AP	Self	Repair 1 Basic Part
Dance of Death	Rapid	0 AP	Self	Reroll an Attack Check

The Weapons Team is a ranged support horror, this time focus on ability to punish players clustering together. Against single targets at range 0-1, they can use Sabertooth, a hit from which will boost the damage for their next shot with the bone cannon. However, they lack good mobility options and with their only defend being steel bones, it won't take much before they're losing useful parts. Magic bullet can be added to let them bombard the players from further away, quite effective against parties with poor long range capabilities or poor movement options. If you do that, you may want to consider shaving off a few parts to balance it out.

Chapel				
Body Integrity	**Total AP**	**Threat Level**	**Enemy Type**	**Attack Types**
27	12	20	Horror	Unarmed
Tags	Damage Timing Attacks, Spawner, Repairs, Rapid Move, Auto-separate, Defend Negation			
A massive maw and long limbs, as well as just being massive in general, gives this monster an imposing presence. Yo make matters worse, from its massive maw pours out fanatical legions, ready to swarm over foes and sacrifice their pathetic bodies to stop them.				

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Entrails	None	None	None	None
Entrails	None	None	None	None
Brains	Auto	None	Self	+2 AP
Eyes	Auto	None	Self	+1 AP
Arms	Check	1 AP	0	Support 1
Foot	Check	1 AP	0	Hinder 1
Spine	Action	1 AP	0	A maneuver on the next count costs 1 less AP
Kung-Fu	Auto	None	Self	+1 AP
Tail	Auto	None	Self	+1 AP
Sticky Pads	Action	3 AP	Self	Move 1, Hinder moves are ineffective against this maneuver
Auto-separate	Auto	None	Self	Negate Dismember
Armor Skin	Damage	0 AP	Self	Defend 1
Limiter	Auto	None	Self	+2 AP after this part is damaged
Cracked Flesh	Damage	0 AP	Self	Defend 2
Armor Plating	Damage	0 AP	Self	Defend 1 + Negate Explosive
Heart	Auto	None	Self	+1 AP
Vomit	Damage	1 AP	0-1	Unarmed 3 this may only be used when the owner takes damage.
Release the Faithful	Action	3 AP	0	Create 1d10+1 Faithful
Long Legs	Auto	None	Self	+1 to the value of Move Maneuvers
Last Service	Rapid	1 AP	0	Create (1d10+3)*2 Faithful, Chapel is destroyed when this is used
Spill	Damage	0 AP	0	Create 1d10 Faithful, this can only be used when you are taking damage
Bloodstained	Check	1 AP	0-1	Hinder
Maggots	Auto	None	Self	At the end of each round or the end of the battle-phase, if this part is damaged, it is repaired
Crushing Maw	Action	3 AP	0	Unarmed 3, Defends are ineffective against this maneuver

Skills

Name	Timing	Cost	Range	Effect
Super Strength	Auto	None	Self	+1 to Melee and Unarmed Attack Damage
Follow	Rapid	0 AP	Self	Move 1, only usable when an ally moves in the same zone as you.

The chapel is an obvious boss monster. Big and intimidating and capable of spewing out more legions, it's a target the players will want dead fast. Its actual damage output isn't very stellar. Pairing it with more dangerous foes can force the players to have to decide if they want to try and punch through everything the chapel has to stop it from creating more legions or deal with bigger threats. For turning it into a more dangerous foe in its own right, giving it Mad Demon is an easy first step. Crystallize can also help boost its resilience against explosive weapons.

Choir

Body Integrity	Total AP	Threat Level	Enemy Type	Attack Types
17	11	22	Horror	Unarmed, Spirit

Tags	Rerolls, Supportive, Free Hinders, Free Supports

A towering pillar of faces and limbs, the base has a much greater number of hard to distinguish appendages that pull it forward and lash out at those that come near as the many faces wail mind-shattering songs and prayers.

Parts

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Bone	Action	3 AP	Self	Move 1
Entrails	None	None	None	None
Entrails	None	None	None	None
Entrails	None	None	None	None
Brains	Auto	None	Self	+2 AP
Eyes	Auto	None	Self	+1 AP
Arms	Check	1 AP	0	Support 1
Foot	Check	1 AP	0	Hinder 1
Spine	Action	1 AP	0	A maneuver on the next count costs 1 less AP
Meatsnake	Action	3 AP	0	Unarmed 2 + Chain 2, Reroll one attack check
Condemnation	Action	3 AP	0-2	Spirit Attack 1 + Chain 3, +1 to the check
Steel Bones	Damage	1 AP	Self	Defend 1 + Negate Defend
Armor Skin	Damage	0 AP	Self	Defend 1
Sticky Pads	Action	3 AP	Self	Move 1, this move may not be hindered
Tail	Auto	None	Self	+1 AP
Extra Eyes	Check	1 AP	0-1	Support 2
Heart	Auto	None	Self	+1 AP

Skills:

Name	Timing	Cost	Range	Effect
Advise	Check	0 AP	0-3	Support or Hinder 1
Mad Demon	Auto	None	Self	+1 to Unarmed Attack Checks
Extol	Check	1 AP	0-2	Support 2

While physically frail, the Choir's ability to deal up to 4 madness every three count will make it top priority to kill. The meat snake will also be a very nasty surprise to anyone who gets close. It's not

recommended to deploy more than one unless you want to run the risk of having the party broken hearted. Giving it extra parts to pad it out is an option, if you're afraid of players killing it too quickly. You may also want to have its chain target different characters to make it slightly less painful to have screaming .

Dog Mutant				
Body Integrity	**Total AP**	**Threat Level**	**Enemy Type**	**Attack Types**
12	10	10	Horror	Unarmed, Spirit
Tags	Hinder Moves			
These come in a variety of forms whether they are actual mutated canines or body parts stitched together to resemble dogs, these beasts like to hunt in packs to take down foes, and for one reason or another, they possess psychic abilities which allows them to assault the minds of victims, usually subject them to sensations of being torn apart by the teeth and claws of the pack.				

Parts

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Entrails	None	None	None	None
Entrails	None	None	None	None
Brains	Auto	None	Self	+2 AP
Eyes	Auto	None	Self	+1 AP
Arms	Check	1 AP	0	Support 1
Foot	Check	1 AP	0	Hinder 1
Spine	Action	1 AP	0	A maneuver on the next count costs 1 less AP
Animal Legs	Action	2 AP	Self	Move 1-2
Sabertooth	Action	2 AP	0	Unarmed 2
Lunge	Action	3 AP	1	Unarmed 1 Move into the same zone as the target. If the move is hindered, the attack is negated.
Animal Ears	Auto	None	Self	+1 AP

Skills:

Name	Timing	Cost	Range	Effect
Psychic Attack	Check	2 AP	0-1	Hinder 2, you may then make a Spirit Attack 1 against the target
Psi-Disruption	Auto	None	See effect	At the start of the battle-phase or when the first dog mutant arrives on the field the pack attempts to overwhelm the minds of their prey with horrific images. All players on the field must make a madness check
Lick Jowels	Rapid	0 AP	0-1	Hinder Move 1

These are relatively easy to defeat enemies, at least individually. Psychic attack, which is basically Gun-kata but with spirit attacks, will likely annoy the players enough to want to kill these things fast, and they really don't have the means after psychic attack to defend themselves from attack. The most obvious way to mitigate this is to, well, use them in packs. Do be careful using larger packs though, never landing a hit because the enemy has 8 hinder 2's is not going to be very fun for the players. Armor skin or boost can help over come their frailty and for making them more dangerous, giving them Mad Demon will help them land more hits and Drama of Death can really drive home the fact that these are pack hunters. The reason they don't default to having Drama of Death is more for the sake of keeping them at the level of "beginner" enemy. Another thing to consider is that if you are deploying a large amount of them, replacing the Sabertooth on some with Stinger can make it so that you aren't rolling 8 attacks every 2 count. Just increasing their Sabertooth's cost to 3 can also achieve this without making them deal more damage.

Riot Trooper				
Body Integrity	**Total AP**	**Threat Level**	**Enemy Type**	**Attack Types**
14	11	9	Horror	Melee, Range
Tags	Automatic Defends			
Clad in armor still bearing some signs of the force these bodies once served, these corpses still retain a respectable amount of the skill and discipline they had in life, even if they lack the intelligence and will. Making use of heavier body armor as well as sturdy riot shields, they advance on their foes until they get the chance to strike either with shotguns or Cattleprods or even use their shields to take a blow for more important allies.				

Attacks:

Name		Timing	Cost	Range
Cattle prod		Action	3 AP	0
Effect	Melee Attack 2 + Explosive, if this attack does damage, the target must make a madness check at +2.			
Bonus	**Affected By**			
+1	God of Death			

or

Name		Timing	Cost	Range
Shotgun		Action	2 AP	0-1
Effect	Range Attack 1 + Explosive, +1 to the attack check			
Bonus	**Affected By**			
+2	Gun God			

Name	Timing	Cost	Range	Effect
Bone	Action	3 AP	Self	Move 1
Bone	Action	3 AP	Self	Move 1
Entrails	None	None	None	None
Entrails	None	None	None	None
Brains	Auto	None	Self	+2 AP
Eyes	Auto	None	Self	+1 AP
Arms	Check	1 AP	0	Support 1
Foot	Check	1 AP	0	Hinder 1
Heart	Auto	None	Self	+1 AP
Kung-fu	Auto	None	Self	+1 AP
Ballistic Armor	Damage	0 AP	Self	Defend 1, this can be used multiple times per round but only once per attack (Horror Only)
Riot Shield	Damage	0 AP	0	Defend 2
Armor Plating	Damage	0 AP	Self	Defend 1 + Negate Explosive
Attack Part	Action	(See above)		

Skills:
Gun God or God of Death, depending on attack part given

The riot trooper is one that some may find egregious thematically, due to the fact that zombie soldiers are a very weak enemy in the core rule book. If that is an issue, or the idea of a wall of riot shields advancing in formation doesn't excite you, feel free to refluff them to be something you find more appropriate. Regardless, they are intended to be an enemy used in groups. Their cattleprods are fairly dangerous, especially with the addition of potential madness gain, even if it's only a 30% chance of madness. Equipping them with shotguns, and possibly with Magic Bullet, will give them some fairly low but consistent ranged damage output that would be most effective against PCs with low defends (while letting players with crab legs or gauntlet feel cool as the buckshot plinks off). For making them more dangerous, slapping on instrument of Evil on the Shotgunners can help them better deal with players that have automatic or reusable defends. For general increased danger on ranged troops, slapping on flamethrower (swapping Gun God out with Grenadier), bear gun, and or Lullaby can make them more dangerous. Nailgun could also be a fun option for putting on a pack of soldiers. For melee, the most obvious is to put on super strength to make Cattleprod very dangerous. If you want to emphasize a defensive nature, pilebunker (fluffed as a shield bash) can be a good part for them to have the job of keeping melee attackers away from more vulnerable allies. For skills, Drama of Death can be a good one for emphasizing that they can work together as a unit and, once again, for emphasizing a guard role, defend can work. Lastly, you can always slap both a ranged and melee option on them if you don't want to worry about positioning which ones where.

Buzzer

Body Integrity	Total AP	Threat Level	Enemy Type	Attack Types
13	10	9	Horror	Unarmed

Tags	Rapid Movie, Rapid Attack

Four spindly legs connected to an unassuming fleshy mass in the center may not be the most dangerous looking creature prowling a dead world, but their fondness for lunging onto victims in packs and the gnashing maw on the bottom of the mass will teach dolls the price for underestimating it based on appearance.

Name	Timing	Cost	Range
Rending Teeth	Action	3 AP	0

Effect	Unarmed 2 + Dismember

Bonus	Affected By
+1	God of Death, Drama of Death, Hand of Death

Name	Timing	Cost	Range
Lunge	Action	3 AP	1

Effect	Unarmed 1, Move the user into the same zone as the target regardless of the result of the attack check. This move can be hindered. If the move is hindered, the attack is negated.

Bonus	Affected By
+1	Mad Demon, Drama of Death, Hand of Death

Parts:

Name	Timing	Cost	Range	Effect
Entrails	None	None	None	None
Entrails	None	None	None	None
Entrails	None	None	None	None
Bone	Action	3 AP	Self	Move 1
Brain	Auto	None	Self	+2 AP
Eyes	Auto	None	Self	+1 AP
Kung-fu	Auto	None	Self	+1 AP
Rending Teeth	Action	3 AP	0	Unarmed 2 + Dismember
Lunge	Action	3 AP	1	Unarmed 1, Move the user into the same zone as the target regardless of the result of the attack check
Arms	Check	1 AP	0	Support 1

Foot	Check	1 AP	0	Hinder 1
Long Legs	Auto	None	Self	+1 to move maneuvers

Skills:

Name	Timing	Cost	Range	Effect
Drama of Death	Action	0 AP	0	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.
Mad Demon	Auto	0 AP	Self	+1 to Unarmed Attack Checks
Hand of Death	Rapid	0 AP	Self	You may make one attack maneuver as if the timing is rapid

Like the dog mutants, these monsters like to pick a target and mob them, but unlike the dogs, they start with Drama of Death. This means that the bit about ganging up is more than just fanciful description. The ability to boost both the damage and the attack check means that a hit from these can turn out much worse than expected. To facilitate them being able to make use of Drama of Death, they also get Hand of Death to ensure that, no matter what, at least once per round more than one can get an attack on the same target on the same count. This can also be used to allow them a rapid move in the form of Lunge. Despite them liking to gang up on people, using too many can lead to nastiness as they all get to use their Drama of Death and rapid attacks, courtesy of Hand of Death. If you want some variety, swapping out the rending teeth on some of them with nailbat, and potentially super strength if you want to ensure that gauntlet or crab legs can't automatically stop the attack, can create an unpleasant experience for the doll that's the focus of their attention. Though do keep in mind that with nailbat being explosive, any damage added on is effectively doubled so Drama of Death isn't adding just one point of damage with them but two.

Encounter Advice:

This section should be taken as advice. Following these guidelines can help to make good encounters, but they should not be treated as infallible and perfect. Some encounters can be memorable because they buck the trend.

-Most encounters should be designed, first and foremost, to be winnable. This may seem like a no brainer, but it is important to keep in mind. It can be tempting to make your amazing, terrifying monsters to be absurdly powerful to reflect your mental image of them, but you should make sure that in attempting to be "true" to a particular vision that you don't create something that ends up killing the entire party in 4 attacks. However, winnable does not necessarily mean easy, or that they can kill everything. If the objective of the combat is to escape, destroy a certain target or something like that, more overwhelming opposition may be appropriate. Some exception can be made if this is an obvious situation the PCs should not even be getting into to begin with, but if you're doing that, make sure it actually was clear this was a bad idea.

-Make sure there are weaknesses. More importantly, *relevant* weaknesses. An enemy being vulnerable to stagger is not much of a weakness if no one has any thing that causes stagger. Particularly engaging ways to handle this is to have enemies that are vulnerable to something, but have another enemy covering that weakness. If something has a long reach, a minimum range can help motivate closing on it rapidly. Costs, minimum ranges, unusual requirements, or dependencies on another enemy are all viable choices for potential weaknesses. If the enemies are fairly basic or not terribly strong to begin with, weaknesses might not be necessary.

-Consider the impact: When giving enemies attack parts, keep in mind the kind of impact they can have. 1 damage attacks are always going to be either shrugged off or considered trivial unless the location is severely damaged, attacks that deal 4 or more damage on a single attack are particularly hazardous to players as that means a single hit will break reinforcement parts, even on a previously undamaged hit location. An enemy that deals 4 or more damage every 2 count is a reason to start sweating.

-Let player choices be relevant: If a player chooses to get Giant Scissors and Vile Repast, they probably won't appreciate only ever facing horrors. While not every combat needs to cater to every ability the player has, letting players have those moments where that one combination they built for gets to go off can help prevent dissatisfaction when that stuff is mitigated or countered.

-Mitigate, don't negate: Anticipate and Meat Shield are great abilities for their ability to negate things, but over use of them can make players feel dissatisfied and as if there is very little they can do. Defends, while a little annoying, aren't the same as the enemy using a single ability to negate that great critical hit. Facing an enemy with multiple Anticipates and Meat Shields can be very unfun.

-Be aware of player fatigue: There may be a better term for it, but this is basically to be watchful of players just getting tired of having to deal with bullshit. While it is great fun to make all these intricate encounters with amazing enemies who have massive bags of tricks, players can get tired or dishearten if everything they do will just be countered, especially if it's being done via meat shields or anticipates. This can manifest itself both in the short term and the long term, and can lead to the players playing poorly or not being willing to try more interesting, riskier tactics as there's no point getting smart if the enemy can just immediately counter it.

-Higher attack bonuses means more damage: Nechronica's critical hit system means that higher bonuses to the attack checks also increase the chance of a critical hit, not only that, but it means those

critical hits will pile on more damage. Going above +2 means enemies are more likely to land critical hits than to miss.

-*Be careful with range*: It's tempting to give enemies 0-3 range attacks, but that can kill motivation for players to invest in rapid movements. Narrower range bands helps provide player choices as they can choose to remain in place where the enemy can hit them or try and get out of the way of attacks. A particularly potent effect on longer ranged attacks is Defend negation. At longer ranges, defends are the only real response that can be made against these as hinders are usually limited to 0-1 range.

-*Don't go solo*: Due to the way action economy and damage works, lone enemies will get ruined fast. Always have at least some back up for enemies. Also if you are pitting large monsters or big obvious important targets, give them unmovable unless you want to see them staggered to death. Usually you don't want to have fewer than one less than the number of players on the field. So if you have 4 players, having fewer than 3 enemies will see one getting dog piled fast. Unless you're running a game for two people, in which case, go ahead.

-*Figuring how long it takes:* Adding up the total parts that enemies have in an encounter can help you figure out how long a fight lasts, especially with horrors or legions. One thing that can be helpful is figuring the maximum damage the party can put out. If you're not the sort into heavy number crunching, than just damage from every attack they make in a round will suffice. This can help you figure out how long a fight will likely last if the players are extremely lucky. Base accuracy for attacks is 50% so cutting max damage by half should usually be what you can expect the PCs to be dealing. Don't like how numbers add up? Then tweak the amount of defends, or parts, or even number of enemies. Taking the time to figure how much damage your encounter can put out can also be helpful. This is not an iron clad formula and there are many variables that can shift things, gauntlet and meat shield are just two examples of things that throw a wrench in the formula, but it can be useful for a basic idea of combat length.

-*Enemy types*: Legions are best used as filler, or in some cases as meat shields or something to keep people in place. While horrors are what you should expect to be the mainstay in most encounters. Horrors and legions both take double damage from dismember and explosive attacks, so keep that in mind. If you're not overly concerned with the default setting's fluff for savants, then they can be a good way to add more variety as their hit locations adds an extra dimension to damaging them, though they can technically suffer more to weak dismember attacks as dismember doesn't really care about the base damage as long as it deals any. Savants are also the only rules legal way to field certain parts like gauntlet and crab legs as an enemy must have hit locations to have parts that interact with them. When designing savants you may want to include attack parts on other hit locations so a single lucky shot doesn't render them useless, or give them trusted companion or voracity, or just let the savant get disabled by a lucky hit and forcing them into a weak support role as a reward for PC luck or tactics.

-*Single Use and Self Destructive Fun:* Giving the enemy something that breaks after use can be a good way to bring in skills like meat shield without making it occur every round if you feel skills like that would be appropriate but not to have constantly. Another way is to break parts as a cost to use maneuvers. Whatever you're throwing against the players? Their destruction is a foregone conclusion so what does it matter if it dies a little faster breaking out whatever special things its got tucked away? It also explains why they don't use these things at the earliest opportunity.

-*The things the GM isn't allowed to have are there for a reason:* If you don't understand why the restriction is in place, you shouldn't be considering using those parts as you're probably going to end up

doing exactly what that restriction was meant to prevent. Going beyond part limits for something like entrails is relatively harmless, but putting stagger onto enemies? Just don't, especially since players don't have any way to negate stagger, as they were never meant to face it.

-*Be descriptive:* Always have fun with describing how hideous your monsters are, but those descriptions are also a good way to clue players in to aspects about the enemy. If their character can see it, the player might want to know. For example, telling the player that a particular enemy, and labeling or pointing them out will give them some opportunity to figure out what to target at the start. While you don't have to describe it mechanically until you swing it at them, you can settle for describing a Superior Katana as a sword.

Enemy Only Parts:

Once again, these are guidelines and shouldn't be taken as word of God. Never less keeping these things in mind should help with designing decent parts.

-*Is this part necessary?* This may seem like an obvious one, but it's a common one to forget. If a part+skill combination can already fulfill the role, why not use them? Refluffing is also always a thing, even if you're not fluffing it as a pilebunker, if it has the same effect, just say it counts as a pilebunker rather than "creating" a new part. Many times, refluffing existing parts will work.

-*Remember what it goes on:* A part may appear fine, on paper, but on a particular enemy or on four, it may turn out to be stronger then expected.

-*Restrictions and Costs:* Like what was mentioned in the enemy design section, attaching specific costs or limitations to enemy only parts can help add some additional complexity and depth to things, it can also help explain why particularly powerful attacks aren't immediately used.

-*Consider why it might not exist:* There's a good reason a 2 AP Range Attack with Dismember doesn't exist. Balance concerns like these are something to keep in mind when designing a part so that you don't accidentally cause a thing the designers wanted to avoid for good reason.

-*Do it to avoid undesired interactions*: An example of this is the buzzers shown in the enemy section. Instead of giving them Fist with Rip and Tear and Super Strength, they got a new part to be Unarmed 2 + Dismember because their lunge is intended to do 1 damage and not two. While possible to just not declare Super Strength for lunge, keeping part and skill interactions tight like that can help a lot with running combats.

-*Sometimes, it ain't balanced:* This is especially true for necromancers, but even for other enemies, sometimes, their parts are just things that would be plain OP in the hands of the players. Since these parts are both tier-less and have no category, the players don't really have a grounds for acquiring them. As these parts belong to enemies that will probably be gone by the end of the fight, it doesn't really matter if the parts are not as well balanced as what PCs have. Just don't use this as an excuse to just not give a damn about how the parts actually work.

-*Spirit Attacks:* Spirit attacks are a good way to inflict damage and put some pressure on without actually limiting PC options with the first blow. Attacking two different "health pools" so to speak (madness and parts) means you can keep pressure on without breaking as quickly. Do keep in mind, however, that Madness is a lot harder to heal than parts, partly due to the fact that the primary means

for removing madness, conversation checks, is based on a dice roll and therefore random. Avoid using Spirit Attacks with a value higher than 2 because, by default, that's the limit that starting characters can bleed off in a single phase, so dealing that much at once means it's a hit that's gonna last a while. On the plus side, you can stack Attack Check bonuses on spirit attacks with less consequence as the rules don't really seem to grant them any bonuses. (If this is actually incorrect in some way, by something confirmed in some untranslated part of the book/Official FAQ/Errata, feel free to send an email or whatever)

-Part or Skill? This mainly affects whether the thing you gave the enemy can be broken. Keeping in mind that while it means they can lose access to something if it is a part, it also makes them a little bit more durable as they have one additional thing that has to be broken before they are disabled. For things in this book, it's usually arbitrary or for a mechanical reason whether something is a part or a skill.

Example Enemy Only Parts:

Name	Timing	Cost	Range
Rending Teeth	Action	AP 3	0
Effect	Unarmed 2 + Dismember		
The reason this is a part instead of just using Fists and Rip and Tear with Super Strength or Gauntlet is that it goes on a horror (so no gauntlet) and Super Strength would have added additional damage to their Lunge maneuver as well, which was not desirable for the difficulty that they were intended to be.			

Name	Timing	Cost	Range
Ballistic Armor	Auto	0	Self
Effect	Reduces Incoming Damage by 1 (Horrors only)		
Since this doesn't interact with hit locations, it is a rules legal way to bring a defensive ability similar to gauntlet or crab legs. Use this sort of thing sparingly as it can be annoying for PCs to have to deal with this sort of thing on a regular basis.			

Name	Timing	Cost	Range
Riot Shield	Damage	0 AP	0
Effect	Defend 2		
Simply a Cyborg/Cracked Flesh that can be used to defend others in the same zone without giving them the ability to take all hits for attacks heading towards a target in the same zone as them.			

Name	Timing	Cost	Range
Cattleprod	Action	3 AP	0
Effect	Melee Attack 2 + Explosive, if this attack does damage, the target must make a madness check at +2.		
While it does equivalent damage to a character with nailbat and Super Strength, the risk of madness makes these blows more dangerous, even if the +2 means that they only have a 30% chance of inflicting that madness point.			

Name		Timing	Cost	Range
Condemnation		Action	4 AP	0-2
Effect	Spirit Attack 1 + Chain 3, +1 to the attack check			

While each individual hit is not overly concerning, the fact that it can inflict up to 4 madness a go is no joke. This means it's putting out enough madness in an attack to send a single fetter into madness, if the target puts all the points into the same fetter.

Name		Timing	Cost	Range
Vomit		Damage	1 AP	0-1
Effect	Unarmed Attack 3, this may only be used when the owner takes damage.			

The reason for this one was to have a stronger slime that does more damage without boosting the strength of its other attacks.

Name		Timing	Cost	Range
Release the Faithful		Action	AP 3	0
Effect	Create 1d10+1 Faithful			

The primary purpose of the Chapel, not much more to say

Name		Timing	Cost	Range
Crushing Maw		Action	AP 3	0
Effect	Unarmed Attack 2			

Basically an unarmed drill. This part should go on the head for any savant that uses it. This is to keep the number of attack type specific skills that some enemies would other wise need, and make a drill that could be usable with horn.

Name		Timing	Cost	Range
Last Service		Rapid	AP 1	0
Effect	Create (1d10+3)*2 faithful, Chapel is destroyed when this is used			

A maneuver that an enemy can use to spite an enemy before going down. The easiest and arguably most effective way to use it is to declare it in response to an attack that will kill it, but if that seems a little cheap, feel free to use it earlier.

Name		Timing	Cost	Range
Spill		Damage	0 AP	0
Effect	Create 1d10 Faithful			

Just a way to put more pressure on the PCs and encourage them to knock out the Chapel quick instead of just tossing a few attacks its way every now and then.

Name	Timing	Cost	Range
Corpse Gas Rack	Action	AP 3	1-2
Effect	Blast Attack 1 + Explosive, +1 to hit		
A weak attack with respectable range. Intended to be more of a nuisance than a serious threat.			

Name	Timing	Cost	Range
Grab	Action	3 AP	0
Effect	Unarmed 1 + Chain (Size / 10) When this attack inflicts damage, the target takes a -1 to their next check, this penalty does not stack with multiple hits		

Name	Timing	Cost	Range
Mob Sacrifice	Rapid	AP2	0
Effect	Blast 1 + Explosive attack that counts as rolling a 6, nothing may modify this check. For each additional hit from grab, increase the damage by 1. For each point of damage this blast inflicts, reduce legion size by that much. If the target successfully moves out of the zone this legion inhabits, they do not count as having been grabbed for the purpose of this maneuver.		
Something to make the faithful more dangerous so that PCs can't just ignore their grabby little hands. It's easily stopped by guantlet and can only be used once per round.			

Name	Timing	Cost	Range
Sacrifice	Action	3 AP	0
Effect	Blast 2 + Explosive This may only be used when the legion has fewer than 10 members. When this attack is made, reduce the legion size by one. If size is below 6, then the attack gains chain 1. The legion size is reduced by 1 every time a roll is made.		
The above three parts are legion only parts, as shown by the mention of size. The idea was to make a legion that remains some sort of threat no matter what their size, with them arguably being more dangerous when reduced to a smaller size.			

Name	Timing	Cost	Range
Banner	Auto	None	0-1
Effect	All necromancer controlled characters with in range get a +1 to attack checks. This does not apply to the owner or any other character who might be equipped with Banner. A character can only benefit from 1 Banner at a time.		
A viable way to designate leaders and mark them as priority targets. The reason for the limitations is to make it so you can have back ups, if you wish, without getting +3 or 4's on Attack checks. Feel free to tweak this part to better fit what you might want in the fight thematically or mechanically.			

Enemy Only Skills:

Name	Timing	Cost	Range
Psychic Attack	Check	2 AP	0-1
Effect	Spirit Attack 1 + Hinder 2		
Basically gun-kata, but with a spirit attack. There's not much to explain about this skill otherwise.			

Name	Timing	Cost	Range
Psi-Disruption	Auto	None	Self
Effect	At the start of the battle-phase or when the first dog mutant arrives on the field the pack attempts to overwhelm the minds of their prey with horrific images. All players on the field must make a madness check		
Just a way to drive home their fluff about how the allegedly hunt.			

Name	Timing	Cost	Range
Decomposer	Auto	0	Self
Effect	When this character deals damage, the target takes a -1 to their next check.		
Arguably the real danger to the Corruptor's attacks, this helps solidify their position as supporting units and makes them pose a greater danger beyond higher damage numbers. However, this doesn't stack.			

Name	Timing	Cost	Range
Extol	Check	2 AP	0-2
Effect	Support 2		
An extra eyes with longer range. The reason for this is that it's more like advise in concept than Extra Eyes.			

General GM Advice
This stuff isn't really specific to Nechronica, and if you normally look into GM advice, you're probably seen this sort of thing before. This stuff is also pretty subjective, being stuff gleaned from personal experience.

-Make sure you discuss it with players before it starts.
One of the earliest things you should do,possibly before even accepting them into the game. Most important and obvious things you should discuss are things like tone and what behavior is acceptable or not. The behavior part is especially true in Nechronica. As a game with pretty extreme content, people can and will assume that they can do whatever they want, so you should attempt to communicate things you don't want going on before they occur in game. Also give the players an opportunity to have a say in what behavior they may be uncomfortable allowing. If everyone's on the same page in this regard, or at least aware of where going to far starts, you can get up to some pretty crazy things without worrying about making people want to walk. Even if you'll let anyone do whatever, it can still help to discuss things like tone of the game, expected difficulty, and other such things. If you want to run a hard, combat heavy game and one of the players hates combat, it's better that it get resolved now before the game gets going.

-Get input, acknowledge it
This is another important one. Input from players can help shape the game for the better. Maybe try to get in the habit of asking after every game or whatever. Also make sure that they know they can say what they don't like in addition to what they like. It's also important to act on feedback. If they feel like they're just saying things and you immediately chuck what they say, they're going to get less inclined to say more and may even feel more discontent about the game itself.

-Acknowledge does not mean obeying
On the other hand, you don't need to slavishly follow feedback. "All things in moderation" applies to GMing just as much as it does with your diet. Always bending over backwards to follow player whims can kill the game. On the flip side, never acknowledging or acting on that feedback will fuel discontent and may make any issue the player has seem worse as such actions will convince them that things never get better.

-Make sure you enjoy it.
GMing may be harder than being a player, but it can be a lot more rewarding as well. While it shouldn't be the only thing guiding what you do, as a GM, you should try to own and have fun with whatever you're doing. If you're rolling with players whose taste differ significantly from yours, and you will, then there is going to be some give and take, you're going to have to find a balance, and it's rare that the balance doesn't exist. Even beyond whether your and the players taste match, when making new things, you should ask yourself "Do I like this?" If the answer is "no," why are you including it? Not every NPC or enemy or location will be your favorite, but at the same time, what's stopping you from implementing them in ways that can be fun, even if there are aspects of them that aren't appealing. This runs especially true for NPCs, if you hate playing them, you better figure out why and fix it, because that will be the ones the players latch onto.

-Be consistent with rulings
Nechronica is a game that, even in its original language, had a lot of gaps and ambiguity. Some of which has been alleviated with, mostly untranslated, errata. You are inevitably going to be required to make a call on how certain things work. When you do, memorize it, write it down, whatever makes you best to remember it. Players are going to be a lot more willing to swallow ruling, especially ones that hurt them, if they know that it will work both ways. Constantly changing how things work, or making it work one way for one character and another for a different character is going to undermine the players' trust in your rulings.

-Minimize the asspulls, or at least get good at covering it up
It's going to happen, you're going to make a mistake or the players will do something unexpected and you're going to have to make things happen. First off, avoid going "oh shit," or some other thing that makes it plain that what's coming next is something you're making on the spot, especially if this is something that's gonna hurt the players rather than work to their advantage. It's not even a secret that a good chunk of what comes up in sessions is off the cuff, but if you can help obscure when they're happening, it will prevent feelings of "You just make shit up to fuck with us." Some players may be okay with the feeling, but it's not wise to bank on it.

-Make plans, but don't cling to them
As a famous figure said, "Plans are useless, planning is indispensable." Just because a plan isn't going to be followed doesn't mean the work is wasted. If you had prepared an encounter after a players got out of an underground facility where the players get attacked for taking a specific object out of that

facility. What if the players choose not to grab it? Do the characters who make up the encounter just not exist? You could, or you can have the players run into them and the characters react differently. Maybe they don't attack the players on sight, maybe they will on principle, or maybe they'll ask for something. This is where planning the encounter before hand can come in handy. Take a moment to consider what would instigate them wanting to attack and use that to inform how they react to a different circumstance. By planning things, you lay out a frame work that you can use to help guide responses to all the different things players can do in the game

-Make the punishment match the responsibility
This applies mainly to guilting players for choices. Properly done, this can lead to memorable situations, but it's all to easy to get it wrong. All too often, you get situations where the outcome is almost impossible to be predicted or there is no alternative and then GMs try to milk it by guilt tripping constantly. This can damage the game investment severely. On the other hand, when players make decisions knowing full well the alternatives or what will happen, go ahead and let them have it.

Action Checks

-Only roll it if it's necessary
It can be tempting to make lots of things rolls that don't really need it. If there's no conceivable way to succeed at a task, don't ask for a roll, likewise for if there's no way to reasonably fail. By bringing out the dice, you're saying that the outcome is in doubt.

-Part betting, get it sorted early, make it make sense
Players can bet part, but if you give them free reign, or as the book says, three dice, there's almost no chance of failure on most checks. You might want to make sure to limit it to things that only make sense and on some checks lower the amount amount of possible bonus dice they can get.

-Modifiers are there, use them
Typically, the rules cover having modifiers that range from -3 to +3. Beyond that, it starts to get pointless. It is actually impossible to fail a check made at a +5 with a 50% chance of a critical success. Favorable conditions can provide bonuses while unfavorable things provide a penalty. This stuff seems obvious, but can be easy to forget. Providing bonuses for arranging favorable set ups and negative modifiers for poorer choices can help encourage players to get creative and actually role play stuff. Just make sure to try and keep things in check to stop players from getting out of hand and spending 2 hours doing everything to get that +3, using things like time limits and such.

-Let character stuff matter
Part of the fun of making characters in Nechronica is making strange twisted monsters. Having those choices affect how the characters interact with the world can bring a lot of fun to the game. Sometimes even being able to attempt things most others can't. A character with super strength can lift things most can't while a character with Trusted Companion will may have some mechanical ability. On the flip side, certain aspects of a character may actually make checks harder. Use your imagination, just try not to go overboard either way. Do note, the only thing that the rules currently say about skills and action checks is that they cannot be used to grant bonus dice, not that they cannot have any effect. Another thing to consider may be forbidding players from betting parts that enable them to try the check to begin with.

Madness Checks

-Modifiers still exist, use them
Just like with action checks, modifiers can run from -3 to +3. Don't be afraid to use them depending on the situations. Just be careful as unlike with action checks which have betting and can be rerolled with madness points, madness only has certain position skills affecting them. So a critical fail is going to break a part, it is only a basic part, but it is still damage that can't be answered or mitigated very easily. Suddenly being isolated, the horrific mauling happening to a friend, and numerous other things can cause horrific scenes to carry significant emotional punch, which can call for another check, or a penalty to the check.

-How much comes out is in your hand
A GM can determine how much madness can be inflicted. For example, a particularly horrific scene may inflict 1 madness regardless of success or failure and more on a failure. So you not only control how many checks occur, but how hard they are, and how hard they are to pass. Just be careful as each fetter can only hold 4 madness and normally, madness obtained from a single source must all be stacked onto a single fetter.

-Madness is risky to dole out
The primary means of inflicting madness, madness checks, and the means of recovering are both random. In addition to that, unlike combat where recovery is proportional to the danger, madness actually has a limit. Starting out, characters can only lose 2 madness points per phase, by any means. So getting 3 or more madness means a starting character is already gaining more than they can lose.

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Template for those who want it.

Body Integrity	**Total AP**	**Threat Level**	**Enemy Type**	**Attack Types**