

Nechronica 1.4
The Long Long Sequel

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

The protagonists of Nechronica are the girls of this world unfortunate enough to possess hearts-the Dolls.
To put it simply, it is a game in which the players become zombie girls and fight against other zombies.
The one who caused the dead to wake- the ruler of this shattered world- is the Necromancer.
The Necromancer serves as both the master of the game and the archenemy.
For it could be none other than the Necromancer who gave hearts to the Dolls.
For in a world filled with mindless puppets, the Dolls-
they alone whom possess wills of their own- are no more than toys.
For the tragic comedy wrought by the foes sent against them is a delightful spectacle.
Since Dolls are already dead, they will find no rest when they are broken.
The peace of death came to an end long ago, just as did the world itself.

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

+1000 CP to Get Through the Madness

Necromancy

The world revolves around a central point- that technology allows one "to make a living corpse.”

‘Necromancy’ and ‘undead’ might give an occult impression but is the product of science and technology. Necromancy is a technology that was established before human civilization collapsed. It is also the largest and longest lasting heritage that was left behind by human life. This technology directly allows the download of a personality.

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

Another pillar of Necromancy is personality downloading technology, perfected in the 22nd century. As its name suggests, this is the means and processes to copy and transfer one’s personality into another vessel such as a machine or clone. A slime mold computer is able to hold the vast amounts of data the human ego encompasses. By using the slime mold computer as well as personality downloading technology, the human mind is able to function without a brain; instead, residing in the slime mold itself.

State of the world - History of the collapse

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

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

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

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

By 2140, mankind finally agrees to ban the use of nuclear weapons, the ownership of nuclear weapons, and the construction of nuclear weapons. However, with the swath of fallout from the previous nuclear war is any indication, the conflict over the remaining clean resources had been steadily intensifying. The military leaders turn to different methods of achieving superweapon power status, and in 2141, the North American superpowers and Asian

superpowers turn to the use of undead armies. This is the moment when Necromancy became widespread as a tool. Necromancy was attractive to all parties because it was very inexpensive, compared to the maintenance and upkeep of nuclear weapons, living armies, and vehicles. Because the slime mold can be active with only slight nutrition, it cost less to feed, maintain and use an army. Of course, you do not also use fuel and oil for tanks and fighters. Although the undead body is vulnerable to wear, a steady stream of biological material quickly mitigates the problem. And, in a world where there are 20 billion people inhabiting Earth, in a time of war the 'biological material' is plentiful.

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

It can be said that the greatest loss mankind had faced so far was the loss of military morals, thanks to Necromancy. If the masses say that it is alright for a corpse to move and fight, it was only a matter of time until more heinous inventions were brought to light. One such method is 'slime mold personality downloading', which is a form of brain scanning which is stored in the miraculous slime mold's data matrices. The idea of personality downloading, and then uploading into an undead body, gives rise to the first notion of 'artificial immortality'.

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

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

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

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

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

For the rulers of this undead world, the Necromancers are holed up in their strongholds. Their vigilance is strong, not needing to know any more about the outside world than is considered necessary. Necromancers had adopted Cartesian

logic; where there is a blockage of information, where there is no input or in some cases, output, the only thing that exists is oneself, the Necromancer. The days that followed immediately after the war have closely matched the current time. No Necromancer has enough energy to wage war as they had during the End. Nonetheless, they had come to an understanding. If a Necromancer becomes aware of another Necromancer close by, they pretend not to see each other, and go their separate ways. This mutual non-interference is what had kept the world stable past the many years of inactivity. It doesn't matter if the two necromancers share similar ideals and power, invariably they would rather not be close to each other. It should be noted that it is still unknown that humans still exist when the story begins, and is completely up to the Game Master to decide if they exist *biologically*. Outside of biological existence, it should be relatively easy to come across a human personality; whereas Legion and Horrors are expendable, Savants and Dolls are precious to Necromancers and as such many of them still exist.

Name and Age

Dolls are all female for the most part but it's not necessary to specify your gender.
The dolls of old were made to resemble either girls or animals. Necromancers, too, make them in the shape of cute girls. Some of them may have been intended to be boys but the difference in appearance is a subtle one.
In this world inhabited by only the dead, the Necromancers too wish to remember the comforts of childhood.

A Doll's "Age" describes their outside appearance. This is not necessarily the same as the age of their Heart.
It is possible to have a spirit that acts as if twenty years old within a body that appears only six.
The reverse is equally possible.
"Age" refers to the age you were when you died, and is usually between 8 and 17.
If you're unsure, roll a d8 and add 7 to the result. This is the age of your doll.

Sisters

Dolls generally don't awaken just by themselves. Those Dolls that awaken in the same place and at the same time as them are their Sisters. As a Doll left alone would not be able to keep her sanity for long, this is the greatest blessing the Necromancers give them. However, perhaps the true reason is merely to prolong the amusement that they bring.

You may start with 1d8-4 (Min. 1) Sisters for Free made with starting Skills as normal and 400 CP to spend.
And/Or
You may Import Three Companions for Free who start with starting Skills as normal and 400 CP each.
And/Or
Import as many Companions as you want for 200 CP and they start with starting Skills as normal and 400 CP each.

Dolls' Memories

Though Dolls have lost most of their memories of their previous life, they have not lost them all. Just a few memories of their previous life remain. Each has a couple fragments of their memories they hold on to dearly. A blue sky, a kiss, mailing a letter, and standing in the rain are but a few ideas for memories.

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

These are the foundation of your Doll. They are the patches that hold the heart of your Doll together. Select Two Memories, drawn from your past. They are now a permanent part of you you can never forget. It'll be what helps keep you sane and "Human". Should you descend into madness too quickly though, your Memories won't be to helpful.

Locations - The landscape

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

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

Roll 1d8 for your starting Location or Pay 100 PC to choose where to start on Earth.

1: North America

You get to start anywhere in America or Canada. America is a bunch of blasted desert and Canada is a frozen wasteland filled with the burnt remains of trees. A surprising amount of undead still war with one another over urban areas no one has tried to claim to decades, still following orders from long dead commanders.

2: South America

A fetid hellscape of weaponized flora and fauna have taken over what is left of South America. What isn't glowing nuclear craters is endless miles of ever growing jungle in constant strife with itself, consuming and growing over itself again and again. Not surprisingly there is little undead presence here due to the crazy plant life.

3: Europe

Not much different then the rest of the world. The skeletal remains of the old cities litter the country side. More wastelands and more undead. Some areas are still locked in a perpetual Ice Age as rogue Weather Manipulators sputter to life periodically.

4: Africa

Not much has changed here except for the lack of wild life. Its even more desert now and crawling with undead more animal than man. Still a disturbing number of undead active here due to nearly 90% of the population being 'drafted'.

5: China

Like most of the world, China is filled with the burnt remains of trees, desert wastelands and the occasional fungal or forest patch around the wetter areas. Currently has the highest concentration of undead in the world. Also still one of the most urban places in the world with cities overlapping cities. Be careful not to get lost in the graveyard of cities.

6: Russia

A frozen tundra where even the Undead have a hard time functioning. The skeletal remains of Russia's cities hold what few undead there are here roaming the underground metro and such. Highest concentration of cyborg and robotic undead can be found here. Also a high number of still active bunkers and missile silos for what good they will do now.

7: Australia

The last bastion of Humanity to fall. Not that anyone remembers. Not anyone alive. Still more desert and undead. An oddly high number and assortment of jury-rigged vehicles still roam here. Strange. Also the last known headquarters of the original team that created the Corpse Manipulation Technique. Who knows what else they cooked up lays here.

8: Free Choice

You get to start anywhere you wish. Any place that had a high concentration of people will also have a higher concentration of undead so be careful. I hear Madagascar's fungal forests are lovely most times of the year.

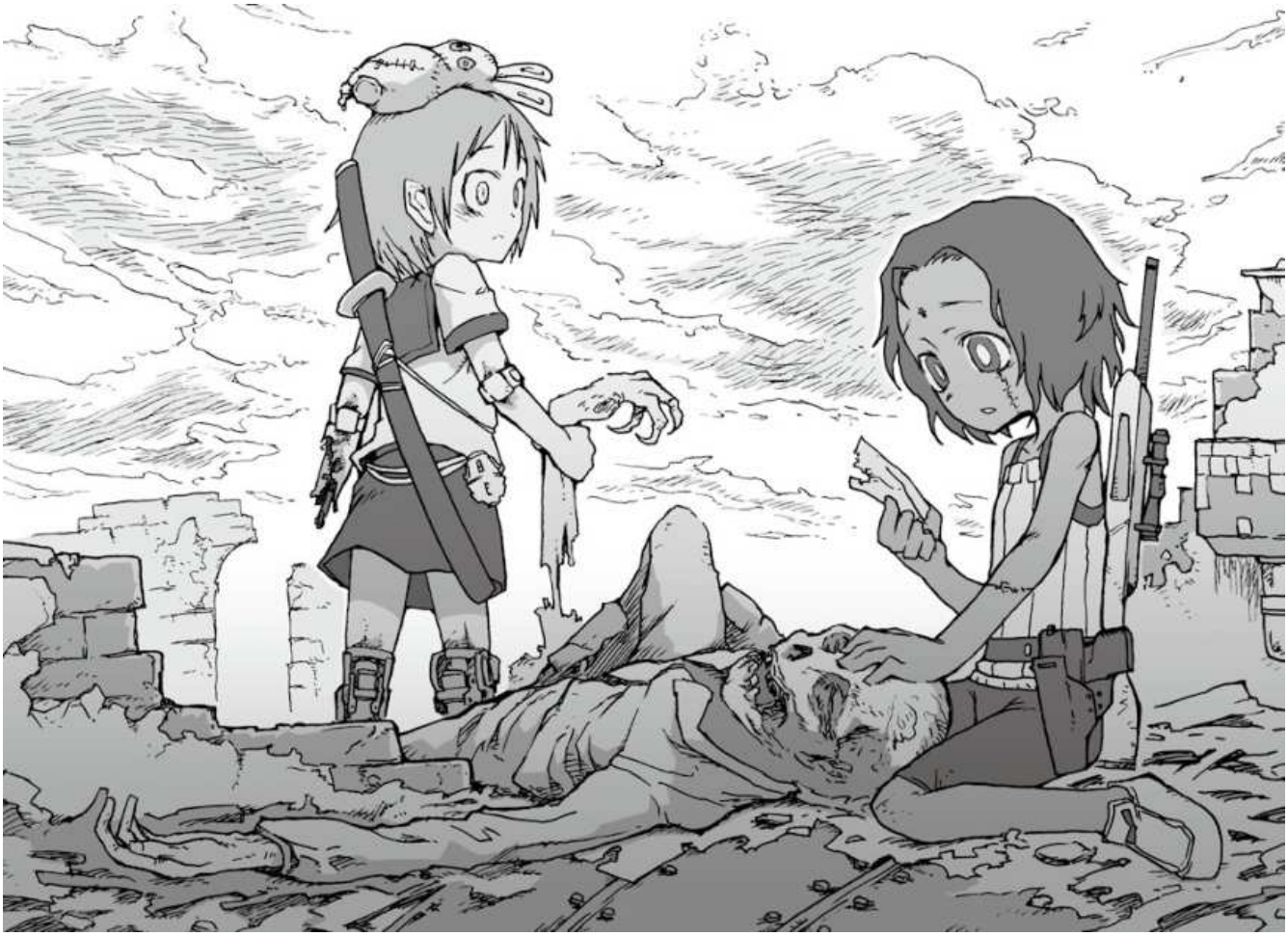
Positions

Dolls do not wander the world on their own; they have sisters with them. Among their fellow sisters, each of the Dolls fills a spiritual role- this is known as their Position.
From the six positions below, select a Position appropriate for your Doll.

• **Alice**: Akin to people, akin to girls, their warmth inspires their sisters.
• **Holic**: Irregulars whose egotistical desires have driven them to madness.
• **Automaton**: Combat Dolls who have suppressed their selves in order to avoid suffering.
• **Junk**: Veteran Dolls who have given up countless things, yet refuse to let go of it all.
• **Court**: Tactical Dolls who analyze the situation calmly and make sound decisions.
• **Sorority**: Natural leaders who bring together their sisters' hearts and strength.
• **Drop In**: You are an anomaly in this world. Will you put it to rest or try to save it?

Skills

Positions and Classes are not mere labels.
The Dolls themselves can learn and acquire abilities that are not dependent on their body parts.
These abilities are known as Skills.
You gain 1 Skill from your Position for Free, 2 from your Main Class for Free and 1 from your Sub Class for Free. You can't take the same Skill twice.
Only Dolls which have chosen the same Class as their Main and Sub Classes may acquire that Class's "Special Skill." This Skill is the unique ability of Dolls who have specialized in that Class.
Dolls gain Skills from their chosen Position and Classes Discounted price for half.



ALICE



Skills

There are some Dolls that are never able to get used to fighting. Though their lives have been ones of unending battle for countless days, countless years, the memory of tranquil times remains in their hearts. It is for this reason that they remain human even now.	**200 CP: Maiden** Your voice and demeanor have a calming quality. A simple conversation with you has the benefits of warding off Madness and even bringing people back to Sanity if only a little.	**200 CP: Healing** Your touch and presence does more good then a week of therapy. When aiding others, they can always get back to their feet more quickly and shake themselves out of any funk they are in.
200 CP: Undefeatable Heart No matter the hardships, no matter the trials or tribulations, you know deep down that you will make it through no matter what. Its now much harder for you to fall into despair. You can resist corrupting influences and madness more easily then others.	**200 CP: Princess** All your companions, friends and allies are rallied by your presence. Should you ever be injured, they will fight all the harder to protect you by pulling out inner reserves of strength they never knew they had.	**200 CP: Angel of Eden** The thick of battle isn't always the best place for you. You find it extremely easy to path the quickest route to safety from any battle or at least somewhere safer. You also find it easier to lead anyone following you to safety.
200 CP: Prayer For some its just a bit of lip service. For you though, its a heart felt plea for help in saving those you care for deeply. Whether or not someone answers those prayers, those who your pray for that know you are trying to help find it easier to not give into Madness. Your prayers seem to have a warding effect against sanity loss as long as people are around to hear and or see you pray.	**200 CP: Warm Smile** Even in the bleakest of times, you find it in yourself to be able to smile no matter what. It keeps a spark of hope burning within you are all times and with effort, you can kindle this spark in others. Your smile and presence can once a day bring a person back from the depths of madness and give them hope. While this won't completely remove the effects of insanity and madness on someone, you can at least pull them back to something close to sane.	

HOLIC



Skills

To have an ego is to embrace one's selfishness and desires. There are things that you want. Are those power? Love? Your past? If you find one of them, you'll want another. If you find ten, you'll want a hundred more. Even then, you won't be satisfied. Even then.	**200 CP: Fury** Just let the fury flow! Stop holding back and start wailing on someone! You now find your attacks deal more damage when attacking with abandon.	**200 CP: Impulse** Control is for the weak. Giving yourself over to your Madness heightened instincts, you find your attacks are quicker and your movements swifter.
200 CP: Carnage Some say violence never solved anything. You think they just weren't using enough. Whenever you use aggression or a violent action to solve the problem at hand, you find you have a much higher chance of success. Equally applies in combat and for things like percussive maintenance.	**200 CP: Insane Swiftness** Sanity is for the weak! No longer hindered by things like control and restraint, you find the closer you drift towards Madness the more destructive you become. Your mind teems with countless new ways to injure and destroy those around you and you can pick the best choices for the job.	**200 CP: Drawn to Tartarus** When others are looking for safe paths of retreat or advancement, you are the one hurling yourself down cliff sides and into enemy gunfire. As long as it would bring you closer to the fight, you gain a degree of mobility and spacial comprehension that can only be described as insane.
200 CP: Fall Into Hades When your life is about ruining someone else day, you get a sixth sense for these kinds of situations. As long as you are actively looking for trouble, you gain a vague awareness of where to go and how to get there.	**200 CP: Limit of Madness** Even Madmen have their limits and you've found what yours are. Better yet, you figured out how to push your problems on other people! Once per day you can free yourself from some of the madness that torments you and push it onto other people to bear. You can't really control who it affects and it will affect your Sisters, Companions and Allies.	

AUTOMATON



Skills

Though you have a heart, you have suppressed it. In battle, you are no more than the gear of a machine. Dolls are Dolls, after all. It is only proper that dead corpses should have dead hearts. Those things you could not protect while you still lived, you protect now.	**200 CP: Cover** When working together with your Sisters and Companions, you work to better their intended results. Even if its just holding the tools or holding back the armies of the damned, your assistance helps get things done much faster.	**200 CP: Reckless** Sometimes success requires sacrifice and you've found that by sacrificing your body, you can get things done. By pushing your body to the breaking point you are able to increase the likelihood of success in anything you do. Note that this will hurt you.
200 CP: Heart of Ice You've seen the world end and the dead rise. The weaker parts of your sanity long ago committed suicide and now all that remains is the cold, hard parts. It takes a lot more to drive you insane and you are better at warding off Madness.	**200 CP: Foes are Foes** Attacks made against your soul and mind are a dime a dozen. You know this and plan to make your opponents work for those attacks. No longer can mooks and minions nip at your sanity. You are immune to weaker attacks that target your sanity and soul.	**200 CP: Tears of Blood** The damage in your head can't compare to the damage in your heart. Or your body for that matter. Whenever an attack is made against your mind, you can shrug off the damage by inflicting physical damage to yourself. The damage to your physical body must be proportionate to the damage intended for your mind.
200 CP: Prisoner in Limbo War never changes and neither do you. For as long as you stand on the battlefield and can swing your weapon, you will never falter. Minutes, hours, days, weeks or years. You can go without respite for as long as you are needed to fight and protect. But just because you are mentally ready doesn't mean your physical body can always keep up. Your body will probably break down before your mind and soul does.	**200 CP: I am a Doll** I am a Doll. I am a Doll. I am a Doll. I am a Doll. I am a Doll. I am a Doll. For just a short while, you can forget everything and become nothing more then a Doll in your mind. Madness and insanity are ignored for a short while cause you are just a Doll. If you could feel hunger, pain or fatigue then you can ignore it cause you are just a Doll. Be careful to not forget you aren't just a Doll.	

JUNK



Skills

You have found strength in the things you have given up. But there are those you refuse to surrender. You could hardly lose any more of your body. But there are surely things you have not lost. Though you struggle in vain, covered in scars, you persevere.	**200 CP: Follow** You find it easy to effortlessly follow along one person be they friend or foe. As long as you are able to, you may move in an opposing or complimentary direction, in response to someone else moving until you can no longer track them with any various senses you have.	**200 CP: Dweller in Hades** You've learned to do more then survive on the battlefield. You've learned to thrive there. As long as you are on a battlefield or some sort of war-zone, you find you function better and have an easier time finding supplies.
200 CP: Struggle Life is not always easy but you find a way. When faced with a situation you find yourself struggling, your chances of success are always a little higher. This doesn't guarantee success but will at least save you from absolute failure most of the time.	**200 CP: Lame Beast** A wounded beast is a dangerous foe and so are you. As long as you are physically capable of attacking then the more wounds you receive, the harder you fight.	**200 CP: Even Unto Tartarus** With everything breaking all the time, you've found out how to do with as little as possible. You've learned to economize your movements and energy to use as little as possible to get the intended effect. This works doubly so in battle as you learn to conserve your strength for when you really need it.
200 CP: Defender of Eden When you decide to protect something, you protect it for good. You may designate a small area such as a building to be under your defense. As long as you are actively trying to defend it, enemies find they have a much harder time doing anything. They will trip over obstacles, find pathways too narrow and other subtly hindering effects stalling them. Should you ever fall in battle, your will can linger on her and you may continue to defend an area.	**200 CP: Damaged Goods** Everything breaks in the end so why be surprised about it? Even if your body is shattered and your most precious possessions lay in tatters, it doesn't bother you. You can be saddened by your losses but it will never hinder you unless you are no longer capable. IE: Having your arm chopped off won't startle or frighten you but don't expect to be using it.	

COURT



Skills

Strength does not arise only when wielding a weapon. To think and to know are also strengths. Within this ruined world, it is not a strength easily understood... but you cultivate it nonetheless. Things could be no other way.	**200 CP: Advice** A word here. A subtle suggestion there. A not so subtle taunt. It all adds up in the end. A few words from you to the right person at the right time can be a serious boon. Anything you say to a friend or foe can help or hinder in a small way at your choice.	**200 CP: Anticipate** For those 'just as planned' moments. You gain brief flashes if insight and intuition on whats happening around you. You can now better anticipate the actions of those around you after watching them for awhile.
200 CP: Tactics Maybe its the countless battles you won in a previous life or possibly countless hours playing video games but you've gained a fairly solid grasp on basic tactics. When directing those willing, people more quicker and more effectively under your command.	**200 CP: Composure** Who's got two thumbs and keeps their composure at all times? Whoops....lost a thumb somewhere. While you can still panic and fret on the inside, you can keep a cool and calm demeanor on the outside with little effort on your part. Even if you have to fake it, looking composed also has a calming effect on others.	**200 CP: Foresight** By taking a moment to contemplate your next course of action, you gain a vague sense of things you will need to bring and courses of action you might need to take.
200 CP: Restraint Where others run wild, you lay in wait. You gain a great deal of control over yourself and your impulses. You are better in control of your emotions and may will yourself to not react to certain stimuli such as not blinking when someone swings at your face or gagging when smelling something foul.	**200 CP: Scapegoat** While not exactly the most honorable of tactics, should you need to you can convincingly place the blame elsewhere. Should emotions start to escalate or people begin to panic, you can rally them against a foe or target real or perceived. By directing their attention elsewhere, this gives you breathing room to plan or drive everyone towards a common goal. The more obvious the target, the more effective the result.	

SORORITY



Skills

That others depend upon you is not a burden. It is your strength. Though your body has long been dead, others still rely upon it. For as long as they do, you shall lead the way. Even if there's nothing left of you but your feet.	**200 CP: Order** You've got a natural talent for leading and the voice to back it up. Orders you give are more likely to be immediately followed and without confusion. Great for getting everyone on the same page.	**200 CP: Gathering in Elysium** Sometimes fanning out isn't the best idea and you need to regroup. You can now shout out a cry to regroup and anyone within visual sight of you will rally too you as quickly as possibly if they can.
200 CP: Self-Control When the world is teeming with undead horrors, your Sisters are all panicking and all seems lost, at least YOU haven't lost your cool. You are much better at controlling your emotions and actions then others even under the most stressful situations. Also helps keep you a bit more sane then most.	**200 CP: Secret Whisper** Sometimes all it takes is a few words to inspire confidence in others. As long as you are willing to share a true secret with someone, the bonds between the two of you will increase. This bond will reassure them when you are near and improve their trust in you. Mind you this won't work with all secrets as some are worth more then others and some will instead have the opposite effect intended.	**200 CP: Grace** You have a controlled, polite, and pleasant way of behaving even under pressure. This might not seem like much but when everyone is running about like a chicken with their heads cut off –and considering your Sisters might actually lose their heads and run about – your graceful behavior can help rein them in. As long as you are trying to have a modicum of poise and grace, your allies will too.
200 CP: Tough Love Sometimes when someone is freaking out, lost in their own sanity or just being a little bitch, you gotta show them some tough love. A good smack from you is enough to knock the sense into someone. If they have gone completely mad then you may need to slap them around more then once.	**200 CP: A Sister's Kiss** Oh misguided youth of the world! What has lead you astray? What untold loss has made you forsake others? Sometimes enemies aren't as bad as they seem and just need a reminder that there are people out there that care. Now with a gesture of good will you can help bring people to your side by knocking some sense into them with a simple kiss...be it of your lips or maybe your knuckles.	

Drop In



Skills

What are you doing here? No, seriously. You aren't dead. Your a living being. You are a pillar of normality in a world gone mad. As a Drop In, you are in a unique position. Pun intended. For starters, you don't have to have the body of a Doll. Second, you have all of your memories. You also start as a living person and can choose the option to be a Doll. All Reinforcement Parts are now a form of wearable equipment for you or you can make them a part of yourself cybernetic like. As a Drop In you still get to choose a Class and a Sub Class. Your powers work as normal meaning some weird interactions. Even alive, you can be dived into Head, Torso, Arms and Legs Parts for the use of Skills.	**200 CP: Mint Condition** You gain a brand new, straight out of the box Doll body based on your own body. You are now undead and have significantly reduced biological functions such as having to eat or breath, capable of living off a fraction of the normal amount of feed to replaced lost mass. Your parts are now replaceable and you can incorporate Reinforcement Parts as normal. Note: This becomes and Alt-form after the Jump if you wish	**200 CP: Toy Makers Apprentice** Upon waking up in the world of Nechronica, you find a worn book next to you and your head filled with weird, abstract memories. The book is filled with crayon doodles that are barely legible. You find with each passing day and every one of the undead you break apart, the doodles and memories become clearer. By the end of year 10 here, you will fully understand how to replicate the Slime Mold Nanomachines and to craft Dolls of your own from human and non-human body parts. Early on you start with the understanding on how to better repair them. Now if only you knew how to copy and download peoples' minds....
200 CP: Necromancy for Dummies: Volume 8 Waking up here, you find a partially burnt book titled 'Necromancy for Dummies: Volume 8'. Its mostly crusty pages, crayon scribbles, and reads like stereo instructions. Every day you spend reading it, you learn a bit more about how the basics of creating the undead works. It'll take years to figure any of this stuff out but should you dedicate yourself to it then you will learn how to copy minds and then download them into a suitable host or storage device. Now if only you could find the first 7 Volumes.	**200 CP: Combat – A Guide to Kicking Ass and Taking Names** Waking up, you find a thick field guide to Melee, Ranged, and Close Quarters Combat. Its very detailed and seemed well used. The guide seems to have stopped at least one bullet and may have been used to kill something. It gives you the Basics and Advance techniques needed to survive most forms of combat, how to build defensible positions, how to work as a team, and also have detailed instructions on how to use any and all Reinforcement Parts you've picked up as either attachments or equipment.	**200 CP: The Fourecks Survival Guide to Finding Food in the Wild** A strange book apparently printed in XXXX. Weirdness aside, it explains the basics to finding food in the wilderness. The opening chapters starts with how to lift a rock and find a simple sandwich. You'd think it was a joke but you quickly try it out and you find a sandwich. Later chapters also cover how to find Hot Coffee in a bush and meals for two around the back of large boulders. Strangely, it never seems to work when anyone is watching and no one else but you can read it or use this ability. You aren't entirely certain if this actually has anything to do with nanomachines or if its actually magic. Maybe the Benefactor is taking pity on you?

200 CP: The Anarchists Cook Book to Dolls	**200 CP: Reaching Nirvana –1/2**	**Special Notes:**
Reinforcement Parts always breaking down? Running out of spares? Wish you could craft your own? One part Alchemy, four parts Science, and several parts things I can't mention on the internet without attracting attention from the Government. The first couple chapters is all about crafting Armaments. Most of them are fairly simple to make with the right ingredients and parts. Starts with Molotovs and ends with crafting Mono-filament wire. Next comes Enhancements which comes with a crash course in robotics, metallurgy and alchemy to create the fascinating mechanical Parts here. The last part of the book seems to have been crudely stapled on and written in crayon. Its filled with crawling script, obscene formulas and often indecipherable runes that seem to be cooking instructions for Mutations. Seems this section will take several years at least to figure out and require a well stocked laboratory.	You awaken to find a small pamphlet next to you talking about proper breathing techniques, sitting posture, mindfulness and comes with several simple mantras. Reading and practicing from this pamphlet brings calmness and helps to center yourself. Daily practice will help to ward off insanity, fear, nervousness and improve your quality of sleep. The last page starts with explaining what Nirvana is and how to achieve it in three easy steps which are listed in 2/2. Sadly you don't have pamphlet 2/2.	As the game doesn't originally have Drop Ins, you are in a unique place when it comes to some of the skills. Many of the skills mention regrowing Parts and damaging Parts. As a living being, this brings up some interesting questions. As such, all the Skills work as they entail but you must keep in mind that if you are a living being that some of them will do strange things. Basic Parts still cover your original body and are covered in the four categories of Head, Torso, Arms and Legs. If you take Toy Makers Apprentice, Necromancy for Dummies, and the Anarchists Cook Book to Dolls then you gain the title of Necromancer and be acknowledged as such by other Necromancers in setting should you pursue the use of your skills here. For good or ill.

Class

Undead are created with a variety of types of armament.
In order to oppose the Undead, Dolls themselves are given reinforcements,
the seven trends in the manner in which Dolls are reinforced are known as Classes.

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

• **Stacy**: Dedicated and immortal, these girls are stout defenders.

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• **Thanatos**: Goddesses of the battlefield who excel at close combat.

•

• **Gothic**: Predators who engage in the heresy of cannibalism.

•

• **Requiem**: Gun-using Dolls who are dedicated to ranged combat.

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• **Baroque**: Bizarre girls whose bodies are twisted by mutations.

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• **Romanesque**: Rotting princesses who dance with unparalleled grace.

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• **Psychedelic**: Misunderstood with powers distort the laws of nature.

Skills purchased from your chosen Classes are Discounted at half price.
Only Dolls which have chosen the same Class as their Main and Sub Classes may acquire that Class's "Special Skill." This Skill is the unique ability of Dolls who have specialized in that Class.

Each class also offers Free Reinforcement Points. Each Jumper and their Companions/Sisters gets these Free Reinforcement Parts plus either 1 Free Tier 1 Reinforcement Part of their choice or they can upgrade a previous Tier 1 to a Tier 2 OR a Tier 2 to a Tier 3.



Stacy

The most conventional of Dolls.
Corpses that move even now.
Soldiers that are dead even now.
And yet they walk even now.
The specialty of this Class is immortality.
They are designed foremost for the stoutness of their bodies.
All the menace of the walking dead are embodied in the Stacies.

Skills

Reinforcement Points You gain 1 Free Tier 1 Armament and 1 Free Tier 1 Mutation	**Special Skill** **200 CP: Crawling Flesh** The flesh, meat and bone of your body actively move about to keep your body functioning. While not true regeneration, the broken bits will cling and hold themselves together as to still be useful. Even better, severed parts can still move if you will them to. Parts torched by fire, dissolved by acid or similar are rendered useless.	**200 CP: Remain Dead** Being dead means little to you. Losing parts even less. Even if broken and torn, you know won't die from the damage you take so you can push your body further then others. Unless completely destroyed or fully severed from your body, you can pull your Basic Parts back together through sheer force of will over time. Muscles will push broken bones back together and skin will hold itself in place.
200 CP: Unfazed Nothing but utter destruction of your soul and madness can stop you and you know it. Nothing can faze you and you learn to ignore distractions at will. You can now walk straight on into a machine gun barrage or a burning building and treat it like a stroll through the park. This doesn't mean you are immune to damage. You can just ignore the psychological effects and similar distractions.	**200 CP: Defend** As long as you are within close proximity of someone, you can freely place yourself in the way of any oncoming attacks targeting them. As long as you will it and are willing to take the damage, no harm will befall those you protect.	**200 CP: Meat Shield** What the point of having an immortal body if you aren't going to use it like one? You can will your flesh to become extremely durable for a short while ever minute or so. This lets you shake off or even fully negate most forms of damage and all its associated effects.
200 CP: Made to be Broken You can push your body to the breaking point to be more effective. By removing your physical limiter, you can unleash all the potential in various parts of your body to increase their output for several seconds. Doing so immediately breaks that part after wards though so be careful. With this you can put all your effort into running or jumping at the cost of your legs, punch with all your might at the cost of your arm, or even see extended distances by pushing your eyes to bursting.	**200 CP: Organ Donor** You can freely donate your Basic Parts to your Sisters and allies. Any part you donate to a Sister will always work and parts you donate to anyone else have a near 100% chance of successfully grafting. Great for sharing an eye with a Sister who has lost one or getting someone more capable back on their feet---or yours to be exact.	**200 CP: Corpse Style** A specialized form of Martial Arts suited for those who are undead. It revolves around the fact that you can do more with an undead body then you can a living body. As such you are adept with all Reinforcement Parts installed or equipped and know how use your body to its fullest. Some might find it weird that you are using your entrails as a flail or braking off your Hand to jab someone with a jagged piece of bone but you do what you have to to survive.



Thanatos

Dolls made for battle.
Warriors that fight eternal.
Incarnations of death and destruction.
Leading roles upon the stage of slaughter.
The specialty of this Class is combat power.
They are corpses made weapons, designed completely for their offensive ability.
Burning with fury despite the chill of their dead flesh, they are as storms of destruction.

Skills

Reinforcement Points You gain 1 Free Tier 1 Armament and 1 Free Tier 1 Enhancement.	**Special Skill** **200 CP: Unlimited Destruction** You have mastered the art of the counter attack. By taking someones attack head on, you leave them open to an immediate assault from yourself. Once their attack hits, time seems to slow down around you to give you enough time to hit them with every attack at your immediate disposal be it fist, foot, head-butt, ranged or melee.	**200 CP: Queen/King of the Underworld** You don't have time to worry about the peons holding you back from glory. While in a combat situation, the likes of mooks and swarms of weaker foes will never slow you down or impede your movements. As an added bonus, as long as there is a more worthier foe to fight one on one, it becomes extremely hard for any mooks and swarms of weaker foes to hit you in combat.
200 CP: God of Death Melee weapons seem to fit perfectly in your hand after only a few swings and you can always use them with some skill.	**200 CP: Drama of Death** Where one warrior can kill a dozen men, two warriors can kill two dozen. With you though, two people can easily kill three dozen! When fighting in conjunction with an ally against the same foe or target, your attacks land more frequently and deal even more damage.	**200 CP: Dead on Target** You rarely miss when it comes to melee. The melee attacks you make have greatly increased accuracy when you are targeting a specific part of your opponent. Great for when you are aiming to take out a single finger or maybe just targeting their heel.
200 CP: Calamity With a single swing, a dozen foes seem to fall. When using a melee weapon, the collateral damage you inflict seems to go through the roof in the most devastatingly way possible. A single swing from a sword always manages to cut several people, spears punch through one person to hit someone else and so on. Be wary as this includes Friend and Foe alike.	**200 CP: Instantaneous** Called Iaijutsu or the Quick Draw. You've mastered the art of drawing first and attacking in the same motion. When facing an opponent, your attack will always go first. This doesn't guarantee you will hit your opponent or that you will even do damage. This doesn't work with any attacks that have to charge up; only attacks that are ready to go can be used.	**200 CP: Judgment** Some believe more is better. You know that is not true. You gain a clear understanding of just how much is enough in a combat situation. In a fight you have an intuitive understanding of the minimal amount of force necessary to get the intended result. No longer will you need to double tap then you know a single bullet is enough.



Gothic

Heretical Dolls.
The natural enemy of the dead.
Dolls built to oppose the Undead.
Cannibals in their right mind.
The specialty of this Class is all manner of heresy.
Eaters of the dead, they strike fear into other Undead as the apex predators of the food chain.

Skills

Reinforcement Points You gain 1 Free Tier 1 Mutation and 1 Free Tier 1 Enhancement.	**Special Skill** **200 CP: Voracity** As a Doll, you were made to destroy all others that got in your way. To further this goal, with a days time and sufficient mass consumed from your prey you may Regenerate your Reinforcement Parts.	**200 CP: Predator** With a roar, a mad cackling or even just the right posturing, you can make it apparent to all you witness you that you are top of the food chain. Using this skill makes all roughly your equal or lower quell in fear, stand in amazement or something similar as they gaze upon you. This does little more then make everyone stand around for a few seconds but maybe that is all the time you need?
200 CP: Vile Repast Killing is your business and business is good. Some killers go for efficiency and then there are those who do it for the spectacle. Whenever you make an attempt to tear your opponent limb from limb, or just rip something off in general, you can always find just the right hand hold. Just the right leverage. Just the right timing.	**200 CP: Delight in Corruption** When killing must be done, time can be a hindrance. You find that you work at an accelerated pace when you are actively hunting or trying to kill someone or something. Your movements become swifter, your attacks quicker and the cool down of any of your abilities related to combat and killing are reduced somewhat. It all adds up to let you kill quicker and sooner.	**200 CP: Rip and Tear** Huge guts! You get back to basics. The REAL basics. When attacking with your Jaws and Hands, you find you deal more damage then most and its a great deal easier to dismember your foes. One good bite can completely chomp through a leg and one good pull can rip off an arm.
200 CP: Feast of Flesh Waste not, want not. By cannibalizing the dead, you can grow back Basic parts given enough time and mass. A good rule of thumb is equal mass to lost mass ratio and an hour per pound of flesh.	**200 CP: Lick Jowls** Such a base and primal action such as licking your lips is enough to incite fear and horror in others. By making your intent to bring harm known to others by licking your lips or some similar action involving your mouth such as a biting motion, you can slow, hinder and slightly alter the travel of your prey. Lure them into ambushes, make them take the long way around, or possibly just play with them awhile. Make them know they are next on the menu.	**200 CP: Ultimate Predator** Designed to destroy, you have a knack for getting the most bang for your buck. When inflicting damage with your Unarmed attacks, the damage you inflict has a way of spreading or widening across a larger area. Breaking an arm and you also break the wrist and elbow. Scratch someone and you always seem to snag and tear their flesh.



Requiem

Dolls that use firearms.
Requiems of the end.
Fantasias for those without souls.
The sole notes heard within this world.
The specialty of this Class is range.
Created to defend important positions, they also excel as guerrillas. The report of their guns are the only melodies that resound within this ruined world, like bells tolling for those whom they lay to rest.

Skills

Reinforcement Points You gain 1 Free Tier 1 Armament and 1 Free Tier 2 Armament.	**Special Skill** **200 CP: Magic Bullet** Distance is a problem for some people. Not you though. Whenever making a ranged attack, your attacks fly true and far. Really far. Were talking chucking afootball across two or more fields length wise or knocking tin cans of a fence a mile away with your pistol. God have mercy on the poor fools who face you when you have a good rifle or bow. They won't even hear the shot.	**200 CP: Hand of Death** You put the term Quick Draw to shame. As long as you have the capability to make a ranged attack, no matter the condition or position you are in, you can draw your weapon and make a ranged attack with it. Time also seems to slow around you long enough for you to take in a situation and all visible targets whenever your hand touches your gun or ranged weapon.
200 CP: Gun God Everyone is good at something. You happen to be really good with guns. Not just guns. Any ranged attack just works better for you. A few moments familiarizing yourself with a weapon and a few practice shots is all it takes to become proficient in most forms of ranged weaponry. You also find you become pretty darn good at making trick shots.	**200 CP: Lullaby** The song of war is something you know well. You can fall into a trance during combat to greatly increase a single aspect of yourself at the cost of others. By giving up evasion and defense, you can increase your offense. By sacrificing offense and defense you can increase your evasion. And by no longer going on the offense or evading you can focus entirely on defending yourself.	**200 CP: Rear Guard's Pride** You take pride in your dedication and effort put into your attack. This goes a bit beyond just normal pride though. Every ranged attack your make or attack involving explosives can miss but will never miss in a way that brings you catastrophic failure. Neither will the attacks unknowingly injure random people such as civilians or passerby. Note that your explosives will still possibly injure people should you set off a bomb in a crowd, you never have to worry a stray bullet will kill someone you don't intend.
200 CP: Concentration All it takes is a single breath, a heart beats time, to bring yourself to focus and concentrate your attentions on a single target. While in this focused state, your accuracy increases significantly and you find you can ignore most distractions.	**200 CP: Gun Kata** The focus is style and the usage of firearms in ways that they were not designed to be used. A gun in each hand while jumping to the side at the same time, shots from behind the back, as well as the use of guns as melee weapons are all common. Other moves can involve shotguns, submachine guns, rocket launchers, and just about anything else that can be worked into a cinematic shot. If it would look cool in a movie while you are holding a gun or similar ranged weapon, you can probably pull it off .	**200 CP: Trusted Companion** To some a weapon is little more then a tool. You know that its more then that. A good weapon will see you make it through a hundred or more battles and might have a dozen uses no one has thought of. Constant care and maintenance goes a much longer way in keeping your gear in working order. Your weapons seem to respond to that TLC and will perform even when others would consider them broken or ruined. Better yet, unless the weapon is complete disintegrated or molten slag, you find its always repairable after a little more tender love and care.

Baroque

Deformed Dolls.
Manufactured mutants.
Shaped to anothers whim.
Woven from twisted flesh.
The specialty of this Class is mutation.
They are chimeras created from a multitude of corpses.
Their incomprehensible bodies possess
incomprehensible abilities.
There are many whom are particularly swift.



Skills

Reinforcement Points You gain a free Tier 1 Mutation and a free Tier 2 Mutation.	**Special Skill** **200 CP: Mutated Being** Your form is more abstract and free form then anything else found in nature. As such, you have a great deal of control over your body and freely shift around your internal organs while also twisting and contorting your body into near impossible shapes. This lets you dodge attacks more easily while also keeping the bits you like constantly moving and out of danger.	**200 CP: Instrument of Evil** By tossing aside all form and flashy techniques, you can imbue an attack with nothing but pure destructive power. When you make an attack, you can put everything you have behind it to greatly increase the damage it will inflict. This doesn't help with accuracy but even mundane items used as weapons or attacks with parts of your body you don't normally attack with can potentially now deal lethal damage. Were talking finger flicks to destroy bricks and using a broom to crush bone.
200 CP: Super Strength Nothing fancy to say about this. You got super strength! All of your Unarmed and Melee attacks deal more damage. Do you even lift? Of course you do.	**200 CP: Regeneration** You find the lesser wounds and damage to your body disappearing as your flesh knits itself back together near instantly. You won't be growing back lost body parts with this but at the least it helps mitigate larger damage and shrug off smaller wounds.	**200 CP: Extreme Mutation** Seems a bit more care was put into your creation by the Necromancer then most. You gain a free Tier 3 Mutation that counts as a basic part of your body.
200 CP: Mad Demon In combat you are a demon of destruction. You physical form is your weapon and as such your find it easier to use your Unarmed attacks. You gain a greater deal of control over your physical body to inflict more damage and gain better precision with your strikes.	**200 CP: Karmic Corpse** Time and time again you've been sliced, smashed and shattered to pieces. What does it matter if you get a little broken now? Hands grow back in hours and more complex parts such as eyes and brains in a day. Won't regrow any bought Mutations or Enhancements sadly. Careful not to lose those.	**200 CP: Crystallization** A strange mutation to be sure. Your body can explosively grow defensive crystal-like bone structures in reaction to the damage you take. You will find you can now ignore the concussive properties and some damage from most explosives, that you're extremely hard to dismember now, and that by growing into your surrounding can root yourself into place so you won't be moved around unless you want to be.



Romanesque

Dancing Dolls.
Princesses of the netherworld.
Corpses trapped in a tarantella.
Beloved playthings, cast away.
The specialty of this Class is adroit mobility.
When they were alive, they danced for others' pleasure-dances as precise as clockwork, down to the movements of their fingertips.
And now, just as they were then, they shall be beloved once again.

Skills

Reinforcement Points You gain a free Tier 1 Enhancement and a free Tier 2 Enhancement	**Special Skill** **200 CP: Battle Maiden** You're faster, your movements are far more efficient and you're generally streamlined and designed with battle as the sole purpose. For you there is no such thing as not ready for combat. You can go from relaxed to combat mode faster then someone can blink.	**200 CP: Caress** A touch here, a subtle push there, or a slight bump. That is all it takes to throw someone off balance and you know all about balance. While in combat, you know just where and what to do throw someone off their game if only few a few seconds at a time. Those few seconds add up though.
200 CP: Tuning You know the benefits of staying in shape. Constant maintenance of your Parts and Reinforcement Parts and those of others has some obvious benefits. You and others you take care of will have their Parts function perfectly even when damaged but not entirely destroyed.	**200 CP: One's Many Charms** Posture, grace, elegance, and beauty. You keep these things in mind at all time and it helps to dramatically cut down on wasted movement. You've legs move swifter and your hands move more deftly. This makes your attacks involving your arms and legs more efficient and deadly.	**200 CP: Deranged Gears** Its not enough that you should win but that your enemies should fail. As you dance about the battlefield, you choreograph the fight in your favor. You dip and bow at just the right times so that enemies collide into each other and missed attacks hit their allies. You jump and spin just so that your foes fall into friendly fire and unbalanced enemies flail into oncoming traffic.
200 CP: Clockwork An exquisite Doll such are yourself requires exquisite parts. You gain a free Tier 3 Enhancement that counts as a Basic part.	**200 CP: Dance of Death** You gain great flexibility and mobility, seemingly even beyond your bodies limits. This lets you contort, leap and bound about in a grandiose manner.	**200 CP: Waltz** Are we human or are we dancers? In this case you are a dancer and as such have moves like no other. As long as you are dancing, enemies find it harder to see and target you.

Psychedelic

ESPer Dolls.
Diversiform distortions.
The amanuenses of madness.
Abilities beyond comprehension.
The specialty of this Class is the paranormal.
Their powers essentially distort the laws of nature.
Amongst all the pallor of the dead, the Psychedelics shine singularly bright... like jewels ripe for the taking.



Skills

Reinforcement Points You gain a free Tier 1 Enhancement Yes, just a single. Not a typo. **Special Rule** Dolls of other classes cannot acquire Skills from the Psychedelic Class using CP.	**Special Skill** **400 CP (Non Discountable):** **Vortex of Destruction** Some people just want to watch the world burn. Once every 24 hours, at the cost of most of your sanity, you can compress a 3ft wide sphere of space into a 1in sphere and send it hurtling across the battlefield. Anything caught in its path gets compressed into that 1in sphere. Legions and Swarms are completely destroyed and most other foes are certain to suffer great damage if not limb loss.	**300 CP: Pawn's Gambit** Time is relative or something. The point is with great effort, you can distort time around yourself or others every couple minutes. Doing so lets you or one other gain a couple seconds now at the cost of losing a couple seconds a few moments later. Within the next couple minutes of using this power, whoever was targeted seems to blur and freeze in place for the same amount of time gained earlier. If attacked during this time, they can do nothing to prevent it and will immediately take all the damage accumulated during that time instantly. This can only grant and take 15 seconds at most and can even be used when all your Parts have been Destroyed.
300 CP: Distorted Power Even if all your Parts are destroyed, your mind is still a powerful weapon. You can shatter bone and twist flesh at a range of roughly sixty feet with a thought. It takes several moments to ready yourself between uses.	**300 CP: Will to Refuse** Mind over Matter. Through sheer force of will and the power of your mind, you can negate some of the damage around yourself and others up to a range of roughly 30ft. This can be used even if all your Parts are destroyed.	**300 CP: Shared Loss** If you have to be a Doll then why not a Voodoo Doll? You can link yourself to one target within 30ft of you and should you suffer damage, they suffer the same damage. All physical damage is copied in a like manner to the target as long as they have a form similar to yours.
300 CP: Twist of Fate The wounds of the body are nothing compared to the wounds of the soul. By distorting reality around you, you can completely negate attacks made against you at the cost of gaining a roughly equal amount of insanity due to the stress and backlash of your powers. You will quickly go insane with constant use.	**300 CP: Embrace of Souls** Sometimes you need to bear the weight of the world on your tiny shoulders. You can freely draw the Madness and Insanity out of others at the cost of inflicting it on yourself. You gain their paranoia, their afflictions and their phobias. You can only hold one persons Madness and Insanity at a time though. Once or if you ever cure yourself, you can then freely draw in someone else.	**300 CP: Throne of the Void** Its time you escaped your Earthly chains. Gravity no longer shackles you to the ground and you may now freely hover several feet off the ground and move at the same speed you could walk or run. This also allows you to move around even if you've lost your other modes of locomotion.

Reinforcement Parts

A Doll is separated into two kinds of Parts.
Basic Parts and Reinforcement Parts.
Basic Parts are what compose your body and in turn come in four sections: Head, Arms, Torso and Legs.
When a Reinforcement Part refers to being added or installed somewhere, its one of those four sections. If not stated you may install them anywhere.
Reinforcement Parts are purchased during Doll creation and are very rarely found attached to enemies.

The main difference between the two is that normal Parts are easily replaceable either by simple taking them from other Undead or grafting them from a Sister. Several Position and Class abilities also let you replace, regrown or regain Basic Parts over time or for a simple cost such as consuming mass.

Reinforcement Parts are different in the fact that they were specially crafted or created for your Doll or the Undead they were attached to and or wielded by. If damaged or destroyed, they take a lot more time, effort and resources to repair or replace.
This can be for a variety of reasons but the simplest would be to attribute it to lack of proper or rare resources of which you would be aware you are lacking.



Nechronica: Armaments
Weapons, guns and other offensive equipment. Ammo and fuel is replenished over time by nanomachines.
Tier 1 Armaments: 100 CP

Kung Fu: You know Kung Fu. You aren't a master but you know more then the basics. A computer chip in your head holds all this knowledge. Don't lose it!	**Nail Bat** A good old solid piece of oak studded with screws and nails. Has an unusual tendency to turn your foes into a bloody mess. The heads of undead in particular seem to pop like ripe melons.	**Molotov Cocktail** Not very accurate and doesn't discriminate between friend and foe. Sometimes you just need to burn something to the ground though. You get a backpack full of these. Seems to always refill itself at the end of the day too.
Crow Bar The Crow Bar. A solid, multi-use tool made of titanium. Use it to stab, jab or bash. Maybe even use it for its intended purpose. Wait, that's killing zombies, right?	**Axe** Time to kill zombies and cut down trees. And it looks like you are all out of trees. A well used looking fire-ax. Still has the red paint on the head. Well, its probably paint.	**Meat Cleaver** He keeps hackin' and whackin' and smackin' He just hacks, whacks, choppin' that meat. One very well used looking cleaver that cuts through bone and flesh with ease.
Katana Folded a thousand times from superior Japanese steel! Possibly also found in a novelty store somewhere.	**Shovel** Gardening implement and zombie decapitation tool. Can you dig it?	**Handcannon** Dirty Harry wants his gun back. Enjoy your new 44 Magnum Revolver. It kicks like a mule and is heavy enough to pistol whip someone to death.
Sniper Rifle One of any of the dozens of long rifles that carries the title of Sniper Rifle. Comes with a hundred round box of ammo that refills each night. Someone seems to have etched, "Reach Out and Touch Someone" into your gun.	**First Aid Kit** Used band-aids and crusty gauze! Just kidding, you get a nice, shiny, new First Aid Kit. One of those huge red ones with the white cross on the front. Comes with a free matching satchel! Don't help a whole lot considering everyone is dead but it will help keep everyone together a bit longer by letting you fix some damage to Basic Parts.	**Chainsaw** A classic staple of any undead fighting arsenal. The sound it makes has a psychological bolstering effect. Loves to cut off limbs and never seems to need fuel.

Tier 2 Armaments: 200 CP

Barbed Wire Wrap your weapons in it! Wrap your armor in it! Wrap yourself in it! Come on! It'll hurt those guys more then it'll hurt you! You get a spool of barbed wire to cover yourself in. There is only enough to wraps yourself and your weapons in. It'll give you a bit of extra protection and has the habit to seemingly lash out at those that attack you.	**Coffin** You wake up inside a coffin. It has your name on it! Its also made of some really sturdy stuff so it makes a great shield. The best part? As long as its not molten scrap or something, it will help regenerate your Basic Parts at one every 24 hours.	**Net Gun** A strange weapon that doesn't deal a whole lot of damage but is great for capture people or at least slowing them down. Doesn't work very well vs crowds. You can reload the net and the weapon builds pressure overtime on its own.	**Armor Plating** Sometimes you just need to start bolting metal plates to your body. While it won't cover you completely as to leave you mobility, a little extra protection never hurt. As an added bonus, you get a fairly significant resistance against explosives!
Boot Knife Its a knife! In your boot! Comes with a free pair of boots! The blade pops out when you need it and goes away when you don't! Your enemies will rarely see it coming! Whats not to love?	**Boost** A hand to hand technique on a chip installed in your head that allows you to reflexively leap away at an enemy's touch. Its not a hundred percent effective but it could save your life by letting you put some distance between you and a foe.	**Ball & Chain** A huge metal ball on the end of a chain. Spikes are optional. Great got knocking things over be they buildings or beings.	**Shotgun** THIS IS MY BOOM STICK! The twelve-gauge double-barreled Remington. S-Mart's top of the line. You always seem to have a couple shells in your pocket when you use this gun.
Machine Gun For when you need to lay down some cover fire or just mag dump into some poor sod. Unusually effective versus crowds.	**Bear Gun** Small gun. Big Boom. This packs a large punch in a small package. Careful you don't break your wrist.	**Twin Pistols** For when you need to think you look like a bad-ass. A matching pair of pistols and complimentary gun holsters.	**Hand Grenades** Its a satchel of hand grenades that refills at the end of the day. Have fun.

Tier 3 Armaments: 300 CP

Great Knife A huge knife! Extremely damaging for something so simple.	**Monofilament Wire** Battle gloves, special rings, sword like hilts and more! You get about 60ft of this stuff. Be careful, its sharp.	**Flying Guillotine** A kung-fu movie classic that actually seems to work like intended here. Have fun cleaning it out.	**Dynamite** For all your mining and undead exploding needs! Have a satchel with two dozen sticks. Refills itself every night.
Lawnmower Exactly what it sounds like. A bit silly but trust me. Its effective. Yes, it was used in a zombie move. Chews through zombies like it does thick grass. Don't choke it.	**Superior Katana** Folded over a million times! Taken from a far off, distant battlefield...or a really nice antique shop. Seems to be extremely effective at removing limbs and easy to handle.	**Anti-Tank Rifle** Don't know how many tanks you've come across here but its great for when you truly need to ruin someones day. Has some amazing distance to go with its amazing stopping power.	**Undead Gun** Its not one shotgun. Its not two or three shotguns! Its in fact FOUR double-barreled shotguns all jury-rigged together! Pull one trigger to fire four barrels! Pull both triggers to fire eight!
Flame Thrower Flammenwerfer! For when you need to werfer flammen! Compact 60 second tank that refills slowly over time at a fuel time ratio of 10:1. IE Every ten seconds is another one of fire.	**Rocket Launcher** It launches rockets! Oh. I did that joke already. It only comes with two spare shots but they replenish each night. Not recommended for pointblank combat but thats all you.	**African Throwing Knife** A silly looking knife that has not so silly results. This thing will cut you a dozen different ways and seems to be fairly accurate when you chuck them. You get a half dozen.	**Giant Scissors** This comically large pair of scissors are nothing to laugh at...unless you are laughing madly or something. Very unwieldy at first but should you figure out how to use them, you find they cut through bodies like paper. Watch out for equally large rocks.

Nechronica: Mutations
Special bodily organs. They warp one's appearance but possess great power
Tier 1 Mutations: 100 CP

Maggots Freakishly large maggots. They will never turn into flies and are adapted to live inside your Torso. Almost impossible to kill and seem to regenerate from the tiniest bits, they will burst from your body to sacrifice themselves to protect you from attacks. As a neat side effect, they also keep you clean and are great for cleaning up dead bodies.	**Adhesive Pads** Spider man! Spider man! Does whatever a spider can! Well now you too can climb on walls and ceilings. Just be careful that they'll support your weight. You gain gecko like gripping pads on your hands and feet.	**Blood-Stained** You are covered head to toe in blood and gore. It seems dry when you need it and wet when you want it to be. You leave bloody foot and hand prints everywhere. Stuff also seems to be unusually slippery and gets tracked everywhere. Luckily for you this means that enemies always seem to be on loose footing around you.	**Hole** A strange mutation but oddly effective. You have one or more holes going through your body. They don't seem to impede you at all and make it some what harder to harm you. Its sort of hard to blow your brains out when you have a six inch hole going through your head.
Heart An oddity in an undead world. You have a beating heart that pumps something other then blood through your body. You find your quicker then most now. Careful you don't break it.	**Tail** Your choice of animal or asthetic. Helps increase balance and as a result your much quicker on your feet.	**Claws** A solid set of claws that do a bit more damage then just your Fists. Counts as an Unarmed attack. Fist, Feet or both! Up to you!	**Albino** You gain a small luck bonus. Yeah, I'm not sure how this is supposed to help you but apparently being white increases your chances of success in life. Wait a minute....
Patchwork You find your body more patchwork then most and this is a good thing. It much easier to repair and replace lost parts as long as you can find something vaguely similar. Broken arm? Someone's leg might do. Why not try animal remains?	**Slime** Your body produces copious amounts of an acidic slime on command. It only affects organic materials and can be used at range if you don't mind throwing it at people. Careful who you hug.	**Slippery** You gain a protective coating of slippery slime covering your body. Blades have a harder time cutting you and some attacks just slide right off. You're also your own slip-n-slide!	**Slurper** It's like a long tongue. A long tongue you can use to eat pieces of people with! Eating people in this fashion helps regenerate damage from minor wounds. Downside is that its an Unarmed attack and requires getting into melee. Reach out and lick someone.

Tier 2 Mutations: 200 CP

Animal Ears You gain super sensitive animal ears that at the least double your base hearing capability. Free choice of base animal.	**Extra Arms** An extra set of arms. Do you really need more information then that? Twice the number of punches! Double the amount of guns you can hold!	**Stinger** A nasty insect-like stinger you can attach to any part of your body. Its retractable for your convenience and does an amazing job at puncturing through things like armor. Counts as an Unarmed Attack.	**Scales** Another fairly straight forward Mutation for you. You gain a miss-mashed covering of small and large scales all over your body. This adds a bit of extra armor and durability to your otherwise fragile body.
Bone Spear You gain a spine like protrusion of bone with a wicked sharp tip that you can manipulate. Your choice of where you want to attach it be it as a tail, hanging off your arms or maybe even extending out of your head! Counts as an Unarmed Attack.	**Slobber** So maybe projectile spit isn't your thing but it does a great job at blinding foes and staggering people. Slightly sticky and adhesive to make it even more annoying. Now go hock a loogie on someone you hate.	**Extra Eyes** Extra, unusually large eyes you can place anywhere on your body. Try one on each shoulder! Or maybe one on your chest and another on your back. You can see perfectly through these new eyes and they don't disorient you. They have the obvious benefit of increasing your field of vision and gives you a bit more accuracy.	**Vine** Doll used Vine Whip. A strange collection of spindly vines grow from your body. Not as numerous as the Tentacles but are several feet in length each. You can grow them from any one part of your body at-will and retract them. Great for distracting your foes or for other tasks such as used as rope. They don't grow back very fast so don't go trying to harvest them all the time.

Tentacles You gain several dozen foot long tentacles on some part of your body that automatically grope and grab things near them. Not dexterous enough to hold things but are great for hindering opponents, assisting in climbing and harassing your Sisters. If place on Arms or the like, it does pair them. If on Torso you can have them place where you want.	**Cold Light** A strange mutation that lets you glow with an unearthly glow. In this light, horrors and legions of monsters find themselves mesmerized by you. Those you consider monsters find it increasingly harder to target or pay attention to anyone but you. Careful as this makes you a large target.	**Horn** A single large animal horn juts from a part of your body. Normally your head but you can have it on your chest, arm, or so on. Great for charging people and seems to combo extremely well with other Unarmed Attacks. Counts as an Unarmed Attack.	**Good Looks** Well ain't you the fancy one? You now have a series of minor but cumulative cosmetic upgrades that make you more attractive to those around you. Very borderline on Uncanny Valley but hey, sometimes being pretty has its advantages like people paying attention to you!

Tier 3 Mutations: 300 CP

Extra Legs Another pretty straight forward Mutation that gives you another set of legs attached at the waist. As an added benefit, you new legs get copies of previously purchased Parts applied to your legs for free. Have fun with that.	**Extra Head** Whats better then one head? Two of them of course. You gain a second head attached to your neck or fused to your original head that shares your memories and abilities. Its basically you. Comes with free Copies of Reinforcement Parts attached to your Head. Obvious benefits are another set of Eyes and another Bite attack! Not so obvious is now you can tell yourself knock knock jokes!	**Liquid Rot** You gain a disgusting sac somewhere on your body that stores a noxious liquid that explodes on contact with organic matter not your own. You can splash this on undead foes or squirt it a short distance. The sac slowly refills over time. This counts as an Unarmed Attack.	**Meat Snake** A freaky name for a freakishly effective attack. Remember the movie Aliens? That thing it shoots out of its mouth? Yeah, you got something like that you can attach to any part of your body. I'd recommend your head and hiding it in your mouth but you could also attach it to your palm or something. Its retractable, counts as an Unarmed attack and can attack extremely quickly.
Skinny No fat shaming here or talk of weight issues. Were talking Slender Man levels of Skinny. You are the Thin Man. You are much harder to hit due to having a smaller profile and can squeeze through small spaces more easily.	**Animal Legs** You replace your legs with those of an animal of your choice scaled up to your size. Common replacements are Big Cats and larger Canines or another favorite is Rabbit. You gain a greatly enhanced movement speed, increased mobility and a larger jump distance.	**Corpse Mushroom** A fungus grows on your body. It can release clouds of spores to disorient your enemy. A bit disgusting but you can't argue with the results. You can release small puffs of spores at will to blind and hinder your opponents or once a day expend all your spores to exhale a large cloud of spores to act as a smoke screen that fills a 15ft radius around you for several seconds.	**Happy Pills** You've found your brain is only mostly dead and can still react to certain strong stimulants. You find a small pill bottle in your pocket when you arrive filled with red/blue pills. These pills greatly reduce the amount of stress you feel, kill any feelings of dread and even remove the effects of Madness over time. They refill each day. Sadly they only work for you. Warning: Don't mix with alcohol or recreational drugs unless you want to find out what its like to FREAK. THE. FUCK. OUT as an undead Doll.
Flesh Whip Whip it! Whip it good! A long, fleshy whip that extends from some part of your body. It can extend nearly twenty feet but isn't prehensile. You can retract it freely. Counts as an Unarmed attack.	**Cracked Flesh** You gain a ceramic like skin covering your entire body that acts like ablative armor and constantly replenishes itself over time. It takes a day to fully regrow so be careful you don't break it off too quickly.	**Chameleon** You gain chameleon like skin that changes to match your background. It can't do complex patterns but it does the job well enough to confuse the undead.	**<Chameleon Continued** Greatly increases your hiding capabilities and can completely hide yourself from the undead should you hold completely still and not draw attention to yourself.

Nechronica:Enhancements
Mechanical parts attached to the body, often made of metal or plastic.
Tier 1 Enhancements: 100 CP

Limiter A strange black box that gets installed in your Head or Torso. Its limits your body to prevent yourself from doing actions that would put to much strain on your Parts resulting in harming yourself. Should it break or you chose to turn it off, you can then tap into that unleashed power all at once for a short while as your body suddenly pushes itself to its limits and beyond.	**Jet Nozzle** You get to add a jet nozzle to some part of your body! This is exactly what it sounds like! It shoots flames and everything! This gives you a short burst of speed and when placed behind an Unarmed or Melee attack it greatly increases damage. Note that doing so WILL probably break what you are attacking with or at the least the limb its attached too. Never seems to run out of fuel but can't be used to fly.	**Bolt Head** Seems you got a few screws loose. A strange computer based on seemingly random computer components and some sort of clockwork gear assembly has been installed in your head. Your thinking becomes a bit clearer and more mechanical. Numbers are easier for you to understand now then most. Its now possible to crunch numbers on the fly to help give you slightly better odds of success in and out of battle.	**Junk Part** A strange system of braces, pulleys and gears that you attach to your Head, Torso, Arms or Legs. As long as this system is undamaged, you can now quickly and easily replace all the damaged Basic Parts in the chosen part of your body as the system forces just about any random parts attach to it to function as Basic Parts. IE: If placed in your Arms, should you damage any of the Basic Parts, you can quickly remove them and replace those part with random junk parts. The system will then reassemble the junk into usable Arms.
Adrenaline Well something like it that seems to work the same in your undead body. Comes with post adrenaline shakes!	**Sabertooth** You gain two long fangs protruding from your mouth. Hope you brought a toothbrush. Counts as an Unarmed attack. Upper or lower, your choice!	**Scissor Hands** You get bladed fingers to become just like Edward! Equally as good at cutting off body parts as it is cutting hair and shrubbery.	**Steel Bones** Replaces your weaker calcium based bones with ones made of steel. Makes it near impossible to cut off your limbs and adds a bit more durability to you.
Armor Skin Armored plates are bolted to your body and some of your skin is replaced with a much more durable substance such as a thick rubber. A little weighty but the added protection is probably worth it.	**Remote Attack** ROCKET FISTS! FWOOOOSH! You install a complex system in your body to launch a chosen body part at someone up to 30ft away and then reel it back in! You still have full control of the body part launched. Can be any body part and counts as an Unarmed Attack.	**Voice Effect** A device akin to Auto-Tune which adjusts your voice in a pleasing and pleasant way. People listening to your voice find themselves becoming calmer and its now easier to get and keep someones attention. You can also adjust the volume of your voice to barely above a whisper to near megaphone levels.	**Karma Processor** A brilliant piece of technology combining science and magic or something. Installed into your body, it monitors your sanity and should you start to suffer a mental breakdown or take a sudden descent into madness it'll kick in. It'll shunt the damage elsewhere and snap you out of your breakdown. The process breaks the device and takes a week to repair itself.

Tier 2 Enhancements: 200 CP

Zombie Bomb Not something one should take without some serious thought. Makes for a perfect suicide bomb or for those with a bit more ingenuity a perfect surprise attack. This is a shaped charge you can install into any part of your body. When triggered or damaged enough it will detonate, exploding violently in a blast of ball bearings and hate. It has a large blast zone so expect to get damaged when you set it off. When triggered, you WILL lose any section of the body its installed in. BOOM!	**Electrigger** Danger! Danger! High Voltage! A high voltage output weapon you can attach to any part of your body. It can be used to make Unarmed attacks that shock your opponent, possibly stunning them or you can connect it up to any other Unarmed or Melee attack installed into your body.	**Laser Beam** Its a frickin' laser beam! A compact laser is installed somewhere of your choosing. It packs a bit of a punch and has a fairly long range. Has a fairly decent chance of severing limbs too! Can be fired for up to 30 seconds and then has to recharge for 60 seconds. Just don't point it in your Sisters' eyes.	**Energy Tube** A strange, humming device that crackles with green light. It can be installed anywhere on your body and as long as its intact, you find that the energy coursing through it also courses through you. You move quicker, you think faster, and your base reaction time doubles. Note you do become a bit twitchy and should the device be broken, it'll pop in a burst of electricity that will damage your nearest parts so be careful.

Reflexes A bundle of reflex myomers that get spread throughout your body. The significantly increase your reaction time and how quickly you move. The control chip can be installed anywhere in your body but if it breaks, you lose the benefits till repaired.	**Drill** Its an industrial drill mounted to your body. The drill bit is fairly thick but its not made to bash people with. Great for digging through armor, rock, concrete or the bodies of your enemies!	**Assassin Blade** A retracting blade made for puncturing that can be installed and hidden anywhere in your body. Your opponent will never see the first attack coming.	**Scope** Dial in on your enemies and let lose. You get a couple of scopes installed into your head to help increase your vision. Greatly increases your accuracy when making ranged attacks.
Spikes Short, sharp metal spikes cover a portion of your body. They can be installed anywhere and can help add a little extra damage to your Unarmed and Melee Attacks.	**Tentacle** A mechanical manipulator. You get to install this anywhere on your body. Not dexterous enough to fire a gun but you might be able to swing a weapon with little skill, warp around your foes, and help brace yourself.	**Wire Reel** A motorized winch system that can be used to pull yourself about. It has roughly 60ft of braided wire that can hold a significant amount of weight but doesn't mean your body can. Can be installed anywhere on or in your body. Great for rappelling or a quick retreat.	**Antenna** A bundle of various mechanical antenna and components get installed on your body. They can broadcast and pick up radio signals. With enough practice, you can start using it like a radar system.

Tier 3 Enhancements: 300 CP

Crab Legs You gain four Tachikoma like legs to wheel and stomp about on. They extend from your waist, are highly armored and durable. As an added benefit, Unarmed and Melee attacks made using your Legs gain increased destructive power now that you have four powerful legs to put to use. Count as Legs.	**Cyborg** From the base up, your entire body is laced with electronics, wiring, plating and more to give you a cyborg body. Muscles are replaced with synthetic muscle fibers and pistons. Bones are laced with metals and ceramics. You skin is armored and durable. This all greatly increases your defenses and durability.	**Auto-Separate** Magnets! How do they work? By spreading specialized, magnetic couplings through out your body, you can now briefly separate your limbs at the joints and your head from your neck. Its much harder to dismember you now.	**Rocket Pack** An honest to god rocket pack. It has about a thirty second cool down time and you can't really fly very well with it but you can make long distant jumps. Landing can be jarring but if you time your bursts right, you can chain them pretty quick. Attaches to or is built into your Torso. Now if only you had some way to steer.
Manipulator Just what it says in the title. A mechadendrite like mechanical limb extending from some part of your body. Yours completely prehensile and can extend several yards. Effectively a third arm with ball joints.	**Hopper** Installed into your legs are a set of pneumatic pumps capable of devastating kicks and launching you several yards.	**Vise Arm** Built into the Arms of your Doll, you have large, sturdy, mechanical vices that can be used to quickly grip on to things. Capable of breaking bone or just bracing something. Creativity is key.	**Pile-bunker** A melee weapon that drives forward a large metal spike designed to pierce heavy armor. The spike is fired and retracted over a short distance, making it useless beyond close combat.
Light Saber A beam of plasma emitted from a tiny hilt. Easily cuts through flesh and armor alike.	**Gauntlet** Reinforced plating and augmentation that greatly enhances the defensive and offenses output of your Arms. Equally capable of deflecting bullets as well as most mundane melee attacks. The cybernetic boost from these also help add more destructive power to your Unarmed and Melee attacks made with your Arms.	**Psycho Blaster** A complex array of focusing devices and arcane machinery that channels the power of your mind into a devastating blast of energy. The only draw back is that its mentally fatiguing and over-use drives the user insane. The device can be installed anywhere on your body.	**Embalming** Your body has been chemically treated to lost longer than anyone else. While some may consider this little more then a cosmetic effect the fact is that your body is still very “fresh” compared to most and doesn’t seem to naturally rot away like some undead do.

General Items and Other Things

Of course the world isn't JUST weapons and weird body parts. Maybe you have enough of those and want to pick up something a bit more mundane or well practical? Well, most of it is practical.

A Pretty Dress: 100 CP
Or maybe a suit, a coat, or just a pair of boots. Whatever they are, you have a piece of clothing you love and just wearing them always seems to cheer you up a bit. It'll keep you a bit warmer, keep you a bit cooler, and it'll always last as long as you do if a bit worn and tattered so don't give up. You can also import a piece of clothing for this.

A Pretty Big Pile of Bits: 100 CP
Everything around here is a bit broken but with a bit of rummaging you solved that problem. If you try hard enough, you will always find a bit or piece of something to patch up whatever you have. It may not look pretty, and it won't no matter how hard you try, but it will work if only for a little longer. Not true repairs but it'll get you by.

A String Bound Book: 100 CP
Something of an oddity, the book itself only has a couple blank pages and some sort of writing utensil that never seems to run out. Whats special about this is that whenever you stick another piece of paper in it be it a page or photo, you will never lose it as long as you have the book which always seems to be at hand. And it always seems to have just enough room in it yet never seems to stay clean or stain-free.

A Piece of Hope: 100 CP
You just have to look hard enough and there it is. Well maybe you had to make it up or someone had to tell you about it. But here we are, offering you a bit of hope. No matter how dark or grim your times are, this is a shining light in the dark. Maybe its a rumor or just a dream someone shared, or a note left behind, a bit of graffiti on a wall or such, but its always a promise for something better. Just waiting.

Tools of a Forgotten Trade: 100 CP
You stuff isn't going to maintain itself is it? Or does it? Can it do that? Well if it can't then here is your solution. A bag full of miscellaneous tools, oils and waxes, strings and threads, and some other random junk. It might not fix anything have but it will keep it going longer.

Spare Parts Bin: 100 CP
Remember, your body is a temple! Or maybe an amusement park. But one of those run-down ones that no one maintains anymore. This is a container of some sort such as a handbag or backpack. It comes with a few spare fingers, eyes, and organs in it. Its horribly stained in ways that will never come out but body parts put in never seem to completely rot so you can save them for later.

An Overlooked House: 200 CP
Boarded up windows, cob-webs and broken shingles. This house comes with the bare necessities to get by which include a living room, kitchen, three bedrooms, a bathroom, a kitchen and small garage. Its set up for but lacks power on its own yet seems to have access to water that doesn't have the right color, smell or taste. It will look like a run down version of whatever is setting appropriate. You get a Doornob that when left alone and unattended will slowly grow into the house using materials around it and attach itself to the surroundings.

A Forgotten Lab: 200 CP
Bubbling chemicals, glass vials, worn out generators arcing with electricity, and glass vats with what looks to be bits of bodies in them. Looks like with some repairs and replacements, you have everything short of raw materials and the know how to create Mutations. This abandoned lab will look like a run down version of whatever is setting appropriate if possible. You get a Chemistry Kit that when left open and unattended will slowly grow into the lab using the materials around it and attach itself into the surroundings.

A Neglected Shop: 200 CP
Tool benches, over-stacked shelving units, whirring computer banks and piles of broken items. This shop looks to have all the tools needed to craft Enhancements. Just need the raw materials and know-how. This shop will look like a run down version of whatever is setting appropriate if possible. You get a Laptop that when left open and unattended will slowly grow into the shop using materials around it and attach itself into the surroundings.

A Misplaced Foundry: 200 CP
Metal lathes, fabrication units, C&C machines, chemical dyes and tool boxes. Looks like you have everything except the parts and know-how to craft and build all the Weapons here. This rundown foundry will like a run down version of whatever is setting appropriate if possible. You get a Tool Kit that when left open and unattended will slowly grow into the foundry using the materials around it and attach itself to the surroundings.

Something Best Left Forgotten: 300 CP
Hidden beneath the Earth, horrible machines of destruction have been left unattended for ages now. Some still run to this day, creating earthquakes, breeding massive insects, or growing hyper-invasive plants. This is a petabyte hard-drive containing the science and schematics for these terrestrial doomsday machines. Have fun figuring out what it all means.

Something Best Left Behind: 300 CP
Hidden behind the Clouds, terrible engines of destruction still run to this day after hundreds of years. KillSat systems, Weather Control Devices, and Plague Machines. This is a petabyte hard-drive containing the science and schematics for these aerial and space based doomsday devices. You might have to be a rocket scientist to understand this stuff.

Broken Hoses, Busted Screens and Bubbling Vats: 400 CP
What you have here is the bare minimum to grow more slime mold nanomachines to create Slime Mold Computers. Right now its been disassembled but once put together and fed raw materials, this self-powered device will start producing more of the slime you need to reanimate and control the Undead. Right now it only produces ½ a cup a day and you need at least a gallon to animate a child sized body, with the right know-how and better parts you can start producing several gallons or more as you repair and expand the machine. This also comes with a How To Guide to use the machine and schematics for the Mind Upload device which you have to build yourself if you can. Be warned, almost no one knows how to build these anymore and many Necromancers will come after you if they learn you have a working one.

Treasures

Though Dolls may be dead, they are still kids. They each possess a single trinket as kids would. These are precious belongings where the Hearts of the Dolls are kept, and are known as Treasures. A precious fragment of the past. A keepsake of utmost cuteness or coolness.So long as you keep it close, your heart is at ease.
But were it to be broken... your heart would break as well.

You may also Import a small Item of your choice to fill in for your Treasure.

The item become breakable for the duration of your stay here. As long as you have your Treasure with you, you will slowly regain sanity over time. It may takes takes months or years to cure complete Madness but it will help you in the long run. Should your Treasure ever be destroyed, you lose a valuable piece of yourself you can never regain.
Once the Jump is over, the Treasure still keeps its function and will repair itself over time.
If destroyed or lost during the Jump then its gone for good and so is a piece of yourself.

Treasure Table

Just a short list of items you can roll on or choose from or maybe use to get an idea for an item of your choice.

01 Photograph A photograph taken when civilization still existed. A fragment of happiness cut short. Perhaps it's you from when you were alive...	**02 Book** An old, tattered and filthy book. A book you've read time and time again, until now, words you know not the meaning of are engraved into your memory.	**03 Undead Pet** You can't imagine why it was made, but you have a rare zombie such as a kitten, crow, or mouse. With it around, you'll never get bored.	**04 Mirror** You have a small hand mirror. You've made use of it many times. You might not like the face reflected in it, but the reflection itself is precious to you.
05 Doll A rather cute-looking doll. Perhaps it's broken somehow, just like you are?	**06 Stuffed Animal** A cute stuffed animal. But you've had it for so long and carried it into so many fights, it's already...	**07 Accessory** A ring, necklace, or another accessory that sparkles prettily. But to you, it has value beyond its beauty...	**08 Cute Clothes** Though your body may become horribly twisted, the cuteness of the clothes you wear is forever the same. As long as you wear them, your heart will stay the same as well.



DRAWBACKS

You may take as many Drawbacks as you want but can never gain more then +800 CP total.

Lost In Translation: +0 CP
Sometimes things are lost in translation and now so are you. This world is now a whole lot more vague and less concrete. Maybe its nanites or maybe its magic making the Undead. No one quite knows who or what the Necromancer is or if there is more then one. Things will a bit weirder here but try to have fun, okay? After the Jump, perks, items and powers remain magical in nature of they would be so in their nature.

Loli-nomicon: +100 CP For the duration of your stay here, you, your Companions, Allies and Sisters are all stuck in child-like bodies no more then 5ft tall. Even Alt Forms are restricted to being child-like and no more then 5ft tall.	**Night of the Living Dead: +100 CP** For your entire stay, the Sun will never rise and the world is locked in perpetual night. Any source of light draws in the horrors lurking here.
Year of the Zombie: +100 CP Hm? Did we say 10 years here? Sorry, buddy. You are going to spending a LOT longer here. How long? Well another 10 years for each time you take this Drawback up to another 80 years max. Hope you have a good way to pass the time and keep your sanity.	**Dead Snow: +100 CP** Hey so you know how all those crazy weather control devices ended up putting parts of the world into another Ice Age but eventually thawed out? Well guess what just activated up again out of the blue? Expect crazy, uncontrollable weather your entire time here. Like we're talking sudden floods, clear sky lightning storms, flash freezing, and tornadoes. Heh, Zom-Nado. Hey, it worked with sharks!
Drama of the Dead: +200 CP Your entire stay here will be one narrated and over seen by the Necromancer. They will always seem to know exactly where you are and what you are doing. As such, they will incite party conflict an drama with your Sisters/Companions and throw challenges your way to keep things interesting.	**High School of the Dead: +200 CP** For your stay here you no longer have to look after just yourself. You gain 10+2d8 Sisters to look after who are convinced they are high-schoolers and you are their teacher. You must keep them sane and intact for the duration of the Jump.
Land of the Dead: +200 CP Shortly after arriving, you will come across a derelict town somewhere remote. It has access to water and a source of power but all the machinery is broken. A weary party of Dolls will show up moments after you arrive and ask if they can join your town, Mayor. For your stay you must now rebuild the town, bring in citizens, protect your citizens and survive the horrors of an undead world. Seems like you have your work cut out for you.	**Diary of the Dead: +200 CP** Remember that thing about having all your memories and stuff? Well now you don't. Well not all of them. You are going to start fairly clueless like most Dolls do with only a vague sense of who you are and what your name is. You will find that your memories will only slowly come back during your stay here and only when you trigger them doing familiar activities or seeing familiar sights. This will also extend to any Companions you bring. Any record you have of yourself or your Companions will be faded, worn and/or corrupted enough to make this quite an interesting mystery.
World War Z: +300 CP Oh, geez. So remember how the Necromancers are all minding their own business and holing up in their divided territories? Well apparently word of your arrival has sparked some interest in more then a couple of them. What kind of interest? Well congrats, you just started World War Z. The Necromancers realized they aren't done playing and have turned their War Factories back online. Have fun!	**The Re-Animator: +300 CP** Well it seems that while originally there were maybe on a hundred or so Necromancers left in the world still active, that was a bad guess. There is in fact a couple thousand. Yeah, a couple thousand entities capable of twisting, reshaping and crafting Undead to their whims, all of varying degrees of sanity and none are keen on sharing you. All of them will slowly become aware of you over time and want a piece.
Children of the Dead: +400 CP Seems luck is not on your side. Every Sister and Doll you come across will now have the mind of a child around the age of 9 and react as thus. They will cry, throw fits, and come running to you when you are in trouble. Even the Necromancer's Undead and the roaming Savants will act like children. If taken with High School of the Dead, you are now a Kindergarten Teacher. Have fun with that.	**Killing Floor: +400 CP** Once every month for your entire duration here, waves of undead will start to attack you wherever you are. Early on its only 10 waves of roughly a dozen undead each round with a hundred at most on the 10th wave then you have to face down a very tough undead Boss. Each month that passes, another Wave is added and every 10th Wave you must face another Boss. The difficulty and number of undead rise with each wave added. On the upside, the undead seem to drop a lot of resources, weapons and ammo.

Dead Zone: +800 CP

Your Warehouse and powers from other Jumps are all locked away for the duration of this Jump.

And so the long long sequel comes to an end one way or another…

Now where to from here?

I Want To Go Home	**Do It For Her**	**Lets Go**
You've have enough of this world. Enough of the sadness and the death. You'll wake up in bed, safe at home in your original world.	You've decided to stay here. You can't leave everyone behind like this. Maybe you can make a difference. Maybe you can't.	Its time to leave this place behind. You have other worlds to explore and more places to see. Now take their hands...

Ending for Sisters

Whatever option chose, you can take your Sisters with you. They count as Companions now and anywhere is probably better then here.



What? You wanted more? Alright, alright.
Any Sisters you claim as Companions gain new bodies upon leaving here with you.
If they identified as male then they receive such a body. Females receive female bodies.
They are still children though. Now its up to you to show them the life they should of received.

永い後日談のネクロニカ

Nechronica -The Long Long Sequel-

Notes:
What the hell is a Slime Mold Computer? TL DR version: Basically someone found a Slime Mold that showed some amazing potential so they made a nanomachine goo that mimic's said slime mold.

What the hell is with the +0 CP Drawback? TL DR: Originally we only had a partial translation of the setting and it all pointed to everything being magical in nature for resurrecting the dead. Fast forward 2 years and we got a final translation that made it all Nano-Tech. Its simply a drawback to allow people to grandfather their magic builds.

Undead can be broadly divided into the following four types.

• Legion – The rank and file undead of the Necromancer's forces; however, it is not uncommon to see them independent of their long-dead Necromancers. Built with a minimum of slime mold, they always operate in packs- larger numbers means more processing power, and by extension more processing power means better horde tactics. 'Horde tactics' are used to simply eliminate an enemy; if they are controlled by a Necromancer, they carry back the parts to the 'nest' for repurposement. If they are independent, they simply kill anything in their way and leave the body, like hunting for sport. A cruel and embittered existence, larger hordes of Legion have been known to develop hive minds, their intelligence sometimes on par with that of Dolls.

• Horror – The Horror is the next step in evolution of Legion. Whereas Legion are completely expendable, Horrors are expensive in resources as well as mold, and are brutish and efficient when it comes to killing. With a minimum of personality and a maximum of combat power, they are the strong-arms of the ended World; a Doll would have a difficult fight with one of these.

• Savant – Technically the next step up from a Horror as well as the Doll's alter ego in more ways than one, the Savant is a corrupted personality with its mind bent on one thing; killing its doppelganger, or the True Doll. Also unlike Dolls, Savants are under complete control of the Necromancer; all the NC has to do is put in a personality value, crank it up to eleven, and point it at the nearest Doll party. Savants will unquestioningly obey the order of a Necromancer.

• Doll – As explained before, the Doll is the portmanteau of a stable personality and a collection of Memories, many of which are not the original body's. All *strong* Necromancers possess the capability to make Dolls, but require special materials such as the Think Tank (a data drive full of human memories) as well as large amounts of mold. Dolls think and speak for themselves, and as a result a band of Dolls can turn on their own Necromancer and potentially defeat it (but nobody has done it… yet.) It is also possible for two groups of Dolls from opposing Necromancers can become friends. In this world of the autonomous undead, Dolls are the true wild card.

• Necromancer – The Necromancer cannot be easily fabricated, and as such there are a steadily dwindling amount of Necromancers on the planet. Each Necromancer is a combination of Mold, pure energy and a special chip called a Hex. The Hex is what focuses the dead-raising powers of the Mold, and as such powerful Necromancers can have hundreds of Hexes in their bodies. Necromancers are fickle beings, as childish as they are serious, and are notoriously unpredictable- as much as the Dolls they create.

Necromancer and Doll

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

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

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

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

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

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

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

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

The Time Line

2049: In the South American Andes, a new species of slime mold is discovered.

2055: The completion of the Grand Unified Theory results in the first workable quantum computer. Performing millions of complex calculations per millisecond, humanity's technological progress seems hopeful.

2063: A theoretical physicist announces the 'Ego Dimension Theory', a radical conclusion to the multiverse problem. Denounced because it was so religiously centric, he is dismissed.

2065: The physicist that announced the EDT is murdered by an unknown group.

2076: Desertification, rising sea levels and air pollution gives rise to a new agency monitored by the UN.

2088: The slime mold discovered in 2049 finally is integrated into the quantum computer. The computer is able to learn at an astounding rate. This prototype is constructed in various development labs around the world.

2091: Local weather manipulation is a success. Meteorologists conclude that weather will become predictable within the next decade or so.

2099: Nuclear power is now the leading source of energy, after oil wells have started to dry up nearly forty years back. Coastline facilities, however, are at risk of rising sea levels.

2100: The Middle Eastern Water Wars begin. As desalinization plants are monopolized by governments, a revolt begins due to the lack of water.

2101: The murderers of the EDT physicist are revealed to be a large European organization. They have been working with the stolen EDT and the Slime Mold Computer to create artificial consciousness, albeit unsuccessfully.

2103: The Water Wars intensify as weather machines become practical. Constant rain on Middle Eastern cities cause increased dryness in other areas.

2109: Southeast Asian countries have increased reports of people going missing. Of course, this is chalked up to organized crime, and is ultimately ignored.

The Water Wars have spread to South America, and the deserts are beginning to overtake jungles. Suspecting that neighboring countries have stolen water via weather machine, tensions rise.

2118: The conflict in South America explodes, literally. A limited nuclear exchange leaves large swaths of land contaminated by radiation. Refugees flee north. The fallout begins to spread.

2121: After three years of increased radiation levels, the World Environmental Organization finally deploys swarms of nanobots, artificial bacteria and genetically altered insects made specifically to eat and process radioactive elements.

2123: In an isolated learning experiment with the learning Slime Mold Computer, the computer inexplicably and suddenly becomes aware of the Ego Dimension Theory. It becomes obsessed with inventing theories that solve it. Scientists baffled.

2130: The undead appear. With slime mold replacing the neurons of the body, hordes of irradiated zombies emerge from the Andes and terrorize the cleanup operation in South America.

2131: An Undead Panic. Doomsday cults claim they are right, and commit mass suicide. Riots, arsons and murders are rampant where the media craze spreads.

2132: The 'MEL' doomsday cult posts an announcement on its webpage, claiming it has found a method to control the zombies. Minutes later, the site goes down.

2135: Nuclear terrorism attack with ties to MEL simultaneously hits all major cities of the world. Maintaining diplomatic communication, the world leaders avoid an all-out exchange.

2136: 'Endgame War' MEL leaders are found, brutally murdered by a third party. Drag marks indicate some of the bodies are gone.

2138: With a significantly increased infant mortality rate, the human race begins a downward trend.

2139: Freshwater springs are no longer a thing, the contamination reaching so far into the earth's crust. The only available water is from water desalinization.

2140: A new Nuclear Weapons Treaty is signed. This time, it forbids the production and possession of nuclear weapons. Superpowers must find a new method of enforcing their dominance.

2141: Stolen data from the MEL cult and research in a black operations lab in Europe results in the publication 'Corpse Manipulation Techniques', essentially the earliest Necromancers. Scientific morals collapse completely.

2142: The first 'Undead Weapons' are deployed onto the battlefield, a de-evolution to the days of massed lines of infantry.

2144: The Corpse Manipulation Techniques are leaked onto the internet. Undead armies, government-affiliated and otherwise, crop up all over the globe. The researchers affiliated with the original CMT create their own sovereignty in what is left of Australia, their leader a Necromancer.

2145: Cloning is exploited. A healthy human body is cloned, then immediately killed to be fed to the growing armies of the undead. The UN is in tatters, the nations beginning to turn on each-other.

2146: Thanks to the meticulous efforts of the Slime Mold Computer, the Ego Dimension Theory is finished. It is proven that it can be paired with nanotechnology to make a form of personality transition, or brain uploading.

Large companies and governments launch the 'Personality Shelter Initiative', an effort to preserve the minds of the powerful.

2148: Efforts continue to transfer a personality into an undead host. The experiment was successful, but the prototype escaped the lab whilst dealing great damage to lab equipment.

2151: There are more undead than there are humans on the planet. Dying national leaders succeed in personality uploading into a slime mold computer. Personalities have the capacity to learn.

2153: The undead arms race is becoming unstable. Entire countries have their civilian populations converted into undead.

May 7, 2153: The Sodom Incident. The CMT Enclave attempt to abuse the personality uploading method, resulting in multiple copies of the same person in the same area. Naturally, they murder everything and self-terminate.

2154: The nuclear treaty is broken. A fusion depth charge creates an artificial tsunami that swamps Eastern coastlines. The cold undead war turns hot.

2155: Europe is in turmoil as mutant insect weapons turn the surface into a barren wasteland. Weather weapons set to 'blizzard', originally meant to deal with the insect threat, literally snowballs and sends Europe into a new ice age.

2156: Finally, the world ends. The 'Launch All Missiles' button is pressed, and the world plunges into an extended nuclear winter. The undead, unaffected by the cold, continue their wars.

2161: Necromancers assess the damage, and conclude that 98-100% of humanity has perished. The destruction of civilization is complete. The only living things are those that have been designed to last the End, and those that are frozen.

2182: Nuclear winter turns into eternal spring. Necromancers, without a human to report to, wander aimlessly across the earth. The temperature rises, and the barren cold wasteland turns into a slightly less barren, killer plant and insect infested wasteland.

21??: The Final War. Necromancers, clinging onto their last beliefs, begin a final war of the undead. This war takes its toll, and the few surviving Necromancers are left to roam the desolate planet. The only thing left are the mutated, the dead, and the walking dead.

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Your story starts here.