



LOBOTOMY CORPORATION

PARALLEL BRANCH

A tabletop system based on the game by Project Moon

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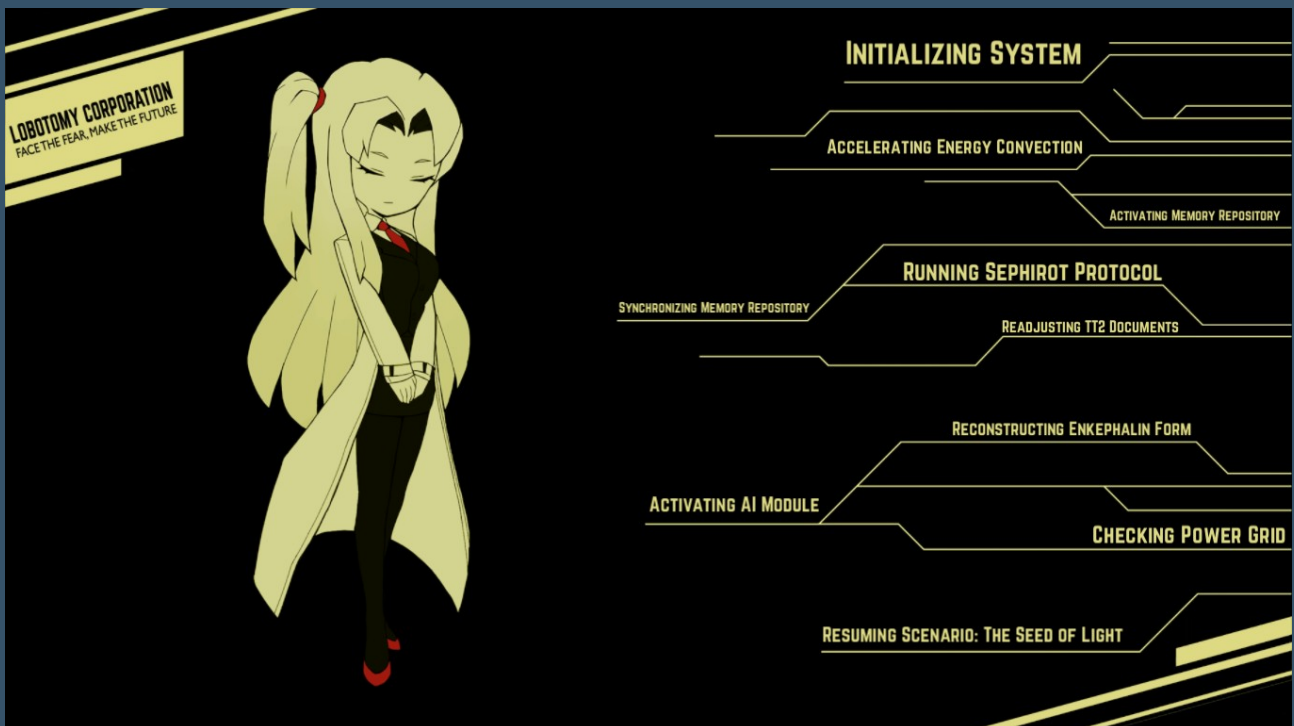
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Introduction

Preface

Wellest greetings, dear Manager. The following work contains spoilers for Lobotomy Corporation, Library of Ruina, and potentially other, future works by Project Moon. Lobotomy Corporation in particular is a much better experience when played blind, so if you have any love for management simulators or ant-farm style games, then pray look no further and close this document. Additionally, this work carries the same content warnings as the aforementioned games, in that it may contain potentially disturbing material.



What is Lobotomy Corporation?

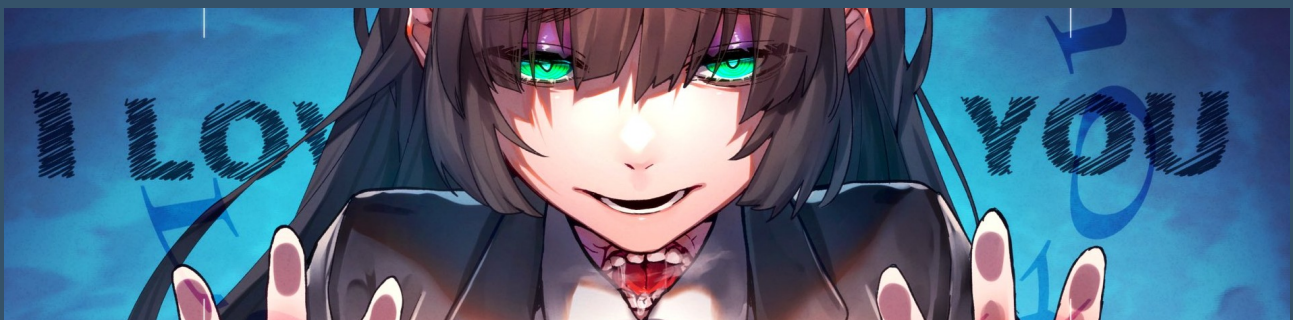
Lobotomy Corporation is one of the Wings of the World. It is known as such because it is one of 26 entities which utilise strange and wondrous technology, known as Singularities, to provide a product or service to the City in which they dwell. Each Wing is surrounded by a Nest, where life is calm and opulent thanks to the efforts of the Wings. Beyond the Nests are the Backstreets, a terribly vicious place where life has even less meaning. The Wings soar above the muck of the ground beneath their Nests, and the City continues to prosper.

Lobotomy Corporation produces vast quantities of energy through it's Singularity, helping fuel other Wings and ensuring it's own growth. The lives of the denizens of the City, even those born in the Nests, amount to nothing compared to the continued prosperity of these Wings. To become a Feather in a Wing is the highest aspiration one can have, and allows you to live in the Nest regardless of the circumstances of your birth. Such a thing is difficult, though, as the Wings typically select only the very best candidates. L Corp, however, has specific recruitment criteria, and so all manner of humans have found themselves suddenly able to become a Feather.

The Singularity of L Corp actually has nothing to do with energy production. In truth, it is the means to create that which the energy is drawn from: Cogito. To shatter the boundary of a human and draw something primordial from the river which runs at the bottom of all thought. To dredge up the water from a forgotten place. This is what it means to create the beings known as 'Abnormalities'.

Abnormalities, when interacting with humans, create large amounts of a substance known as Enkephalin, which can be refined to produce massive quantities of energy. However, Abnormalities are beings which defy common sense and often even physical laws. They cannot be killed, but can be suppressed via specific mechanics present in all branches of L Corp. Each day, these suppressions are lowered so that the brave employees can risk life, limb, and sanity, all to produce the energy which the company needs in order to fly.

The manager, of course, is the most important part of a typical L Corp facility, being the sole arbiter of the work being done, the selection of Abnormalities to add to the various departments, the selection of employees, and many other things. As such, a facility with a poor manager will surely crumble, while a facility with a manager who is decisive and efficient will soar beyond any others.



Necessary Materials

You will need:

- At least one d100, though having many will be better
- At least one of all other common kinds of dice, though having many will be better
- Graph paper, or something upon which you can draw the facility map grid
- Somewhere to record agents and abnormalities.
- A calculator

This game is better suited to being played digitally due to the uncommon varieties of dice which are used and the amount of bookkeeping involved, as well as the potentially very large map.



The Basics

The Players

This game can be played with one or more players, though larger groups will probably have trouble reaching a consensus and thus slow down the game flow. The players will take the role of a Manager, or a Managerial Council, governing the L Corp facility.

Players are encouraged to adopt the mindset of a denizen of the City, where there is constant pressure and expectation to perform, and the battle between efficiency and conscientiousness never ends.

Managers must dictate to the Game Master what commands they wish to give to their Agents. Agents are not privy to the plans of the Manager, but are obligated to follow their orders no matter what. An Agent who does not follow orders would not be recruited to L Corp in the first place. Additionally, the Manager will decide when to use the various tools at their disposal to ensure that the energy quota for the day's work is reached.



Managers must never enter the facility floor during the workday. They are not mentally or physically equipped to handle the things which take place there, and are shielded from the otherwise deleterious effects that the events which are commonplace in the facility could have on their psyche by a perception filter built into the Managerial Interface. Additionally, the facility is designed such that employees cannot access the Manager's office under ordinary conditions.

The Game Master

The Game Master takes on the role of a holographic instance of Angela, the controlling intelligence of L Corp. Angela is present in order to guide and assist the Manager, relaying orders to Agents and warnings from Department Captains. Work Success dice are rolled by the game master, and they also determine Abnormality behaviour, and the course of special events.

The energy quota of the day is dictated by the Game Master, as is the Abnormality selection at the end of each day. Failing to meet the energy quota may result in consequences as dictated by this controlling intelligence. Additionally, it is Angela's role to determine if the Manager is fit to continue serving L Corp. If it should be determined that the Manager is unfit for the task due to repeated failures to gather the requisite amount of energy, or due to repeated facility wipeouts, then the Manager will be disposed of and replaced. Such is the price of incompetence, especially for such an important Feather of a Wing.

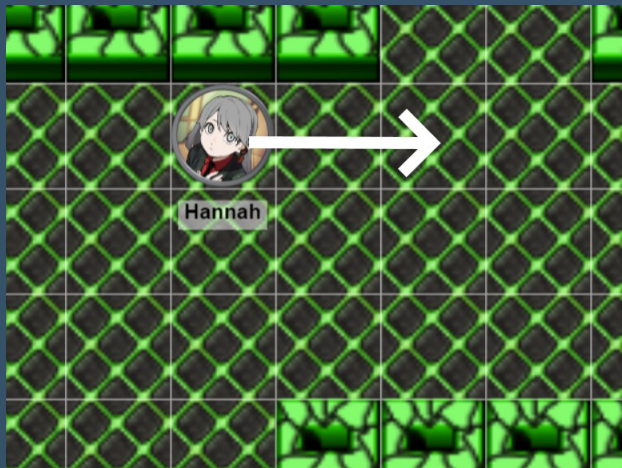
The Manager is expected to keep track of developments in the facility. No guidance will be provided as to the location of events, though Department Captains will generally move to inform the Manager when something happens, unless they are dead or otherwise indisposed.



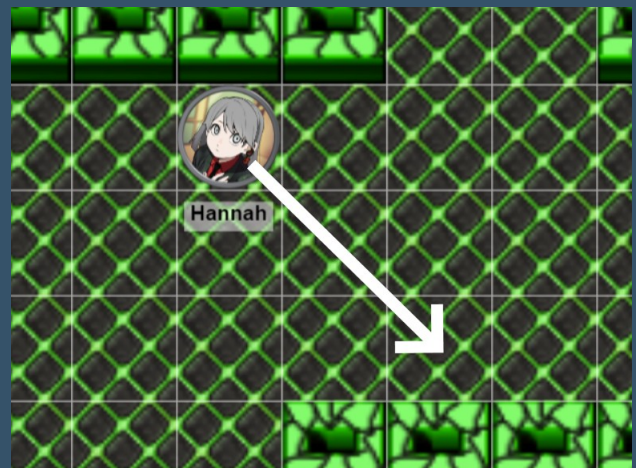
Core Mechanics

This game uses an action point (AP) system to determine entity capabilities. Both Agents and Abnormalities are subject to the same rules, though Abnormalities are treated slightly differently, which will be covered later.

The game takes place on a grid map of the facility. Each square on the grid is referred to as a 'tile'. Moving to an adjacent tile under normal circumstances costs 4AP. Moving diagonally counts as two tiles.



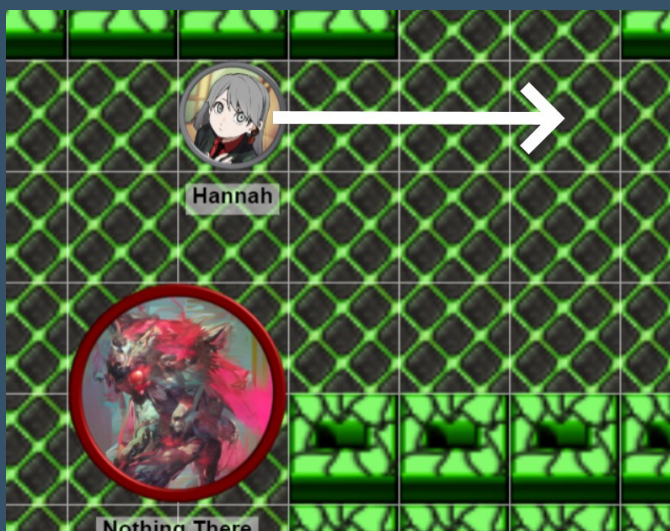
This movement would cost 8 AP



This movement would cost 16 AP

Attacking consumes an amount of AP based on the Speed statistic, and targets an entity or tile within the Range statistic. Typically, an attack which is declared always hits, unless there are specific exceptions.

An Agent attempting to move past an Abnormality uses 10 AP per tile while within 3 tiles of it, rather than 4 AP.



The first two tiles of movement here are within 3 tiles of the Abnormality, and so cost 10 AP. The last tile is not, and so costs 4AP as normal. The total cost for this movement would be 24AP.

Work with abnormalities uses work points (WP) per instance. For each instance of work in a single work order, a d100 is rolled, with the success rate being the DC. Rolling below the DC means that the work instance was a success, and a point of energy will be generated. If the work instance fails, then no energy is generated and the Agent takes damage.

Work success rate is determined by the work type, the Abnormality's preferences, and the agent's work success (WS) stat. There are also other effects which may increase or lower success rates throughout the day.

The Day

Each day consists of three distinct parts: The Preparation Phase, the Work Phase, and Abnormality Selection. The Work Phase is the most substantial part of the day, but the Preparation Phase almost entirely determines how well it will go. Abnormality Selection also includes some minor bookkeeping for the Game Master to perform.

During the Preparation Phase, the Manager is able to allocate Agents to departments, equip Agents with EGO suits and EGO weapons, and spend LOB to purchase new Agents, upgrade existing Agents, or purchase resources to be used in the Work Phase. To end the Preparation Phase, the Manager selects a department to expand, determining where the Abnormality selected during the previous day will be placed.



The Work Phase is itself divided into turns. Each turn, orders must be handed out to Agents, be it to work with Abnormalities, suppress a breaching Abnormality, or just move to a specific location in the facility. Events happen in a specific order on each turn, and this will be covered in more detail in the Turn Flow section. The Manager is free to use any of the many tools available to them at any time in the Work Phase.



The Abnormality Selection phase is where the Manager chooses from a choice of three Abnormalities. These Abnormalities may have appeared on the list before, or they may be new. The Manager must choose based only on the codename and an excerpt from the Abnormality origin description. Once the choice is made, the Abnormality will be added to the facility at the start of the next day, when the Manager decides which department to expand.

The Abnormality Selection phase is also when experience gain is calculated for Agents, and LOB gain is calculated.



Turn Flow

Each turn has several parts, which happen in a specific order:

1. Ordeals
2. Meltdown Generation
3. Agent AP/WP restoration, Regenerator function
4. In-Progress Works
5. Abnormality Actions, Qliphoth Reduction
6. Agent Actions
7. New Works
8. Other/Miscellaneous
9. End

It is important to consider that Abnormalities take their actions before Agents each turn. Agent actions are performed one by one in whatever order the Manager wishes to hand out orders.

Damage Types

There are four damage types in Lobotomy Corporation, and all damage falls into one of the four categories. All damage types damage HP against Abnormalities, as they do not have an SP gauge. All weapons and Abnormalities will have a damage type listed, unless they are incapable of inflicting damage due to other effects.

Red damage represents raw physical harm and gratuitous violence, and damages HP. An employee who is reduced to 0 HP due to **Red** damage is assumed to have been dismembered, mutilated, incinerated, or otherwise harmed bodily to the point of death.



White damage represents mental trauma and psychological damage, and damages SP. An employee who is reduced to 0 SP due to **White** damage will Panic. The agent becomes uncontrollable, is not affected by Regenerators, and will begin to behave in a pattern determined by their highest Virtue. A Panicked employee can be bought back to reality by suppressing them with **White** damage using EGO weapons.



Black damage represents compound damage to both the body and mind, inflicting damage to both HP and SP simultaneously. **Black** damage can both kill an employee, or Panic them, depending on which of their stats is reduced to 0. **Black** damage can be used to suppress Panicked employees, but it will still inflict HP damage. **Black** damage is only applied to Abnormalities once.



Pale damage represents a direct attack on the spiritual essence of an employee, inflicting percentile damage. Each point of **Pale** damage removes 1% of the employees maximum HP. For this reason, 100 **Pale** damage will always kill an employee. **Pale** damage inflicted upon Abnormalities instead acts as a fixed amount. This is by far the rarest type of damage.



The Facility

Departments

The facility consists of a number of eight Departments. Each Department provides bonuses, which increase as the Department is expanded. Agents are assigned to Departments each day, though there is a limit on the number of employees which can be assigned to each. Each Department has a Captain, an Agent who has been granted control of it. Once the Captain has held the position for a total of 7 days, they gain a specific bonus depending on the Department.

Agents can freely move between departments during the work phase, but this will not affect the department they are assigned to, which is determined during the preparation phase.

If no Agents are assigned to a Department, then all Abnormalities in that Department will suffer a -50% penalty to success rate during work. This penalty is also applied if all Agents in a Department are killed during the day.

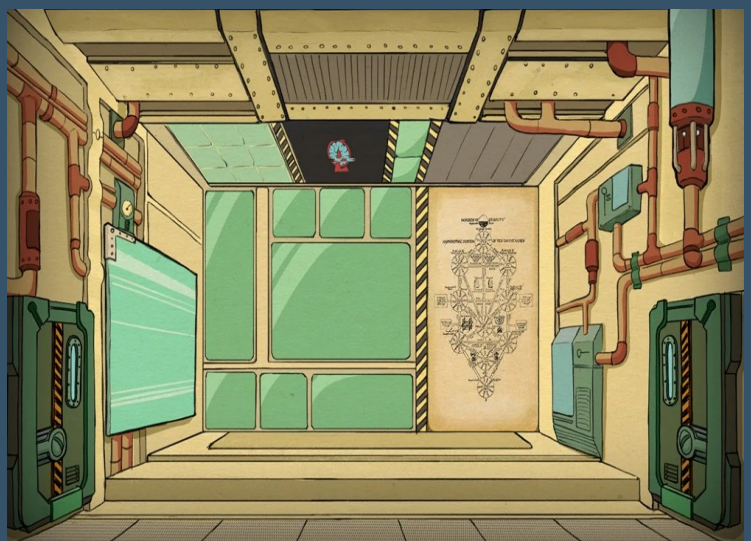
Each Department also contains a number of Clerks. These are administrative staff who have little combat capability and cannot work with Abnormalities. As Clerks die, the Department will run less efficiently, reducing the Department bonus. There are 12 Clerks per Department at the start of the day.

Control

The function of the Control team is to ensure that works orders are delivered properly and creating response procedures.

When fully expanded, the Control team provides a +8 AP bonus which can only be used for movement. Each Clerk which perishes reduces this bonus by 1 AP.

Captaincy in the Control team confers an additional +10 AP bonus.

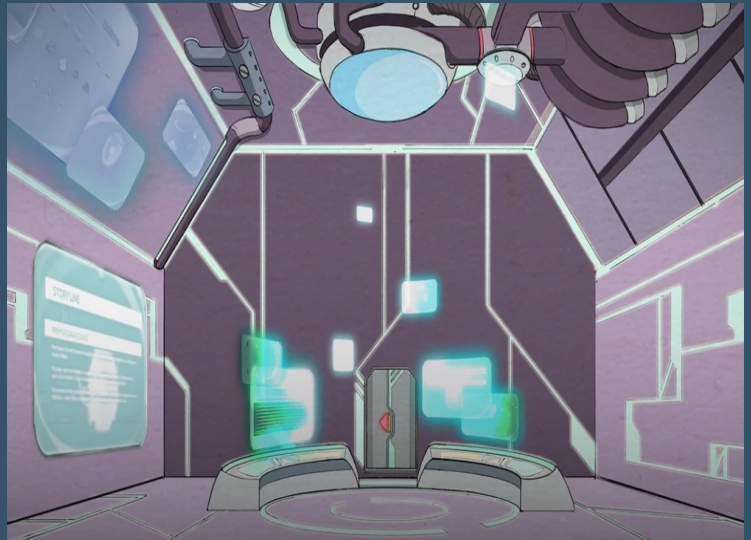


Information

The function of the Information team is to gather information on Abnormalities and document it, creating codex entries. Additionally, they keep records of employee information.

When fully expanded, the Information team provides a +10 bonus to success rate. Each Clerk which perishes reduces this bonus by 1 AP.

Captaincy in the Information team confers a +10 bonus to Temperance.



Training

The function of the Training team is to ensure that new employees are up to the task of facing abnormalities, creating training videos and preparing for emergency scenarios.

When fully expanded, the Training team provides a 10% increase to the rate at which Agent Virtues are improved. Each Clerk which perishes reduces this bonus by 1%.

Captaincy in the Information team confers a +4 bonus to all Virtues.



Safety

The function of the Safety team is to manage the operation of the Regenerator devices across the facility, as well as treat any injuries which agents may have suffered in the course of their duty.

When fully expanded, the Safety team provides an additional 5 HP per turn from the Regenerators. Each Clerk which perishes reduces this bonus by 0.5, rounded down.

Captaincy in the Safety team confers a +10 bonus to Fortitude and Prudence.

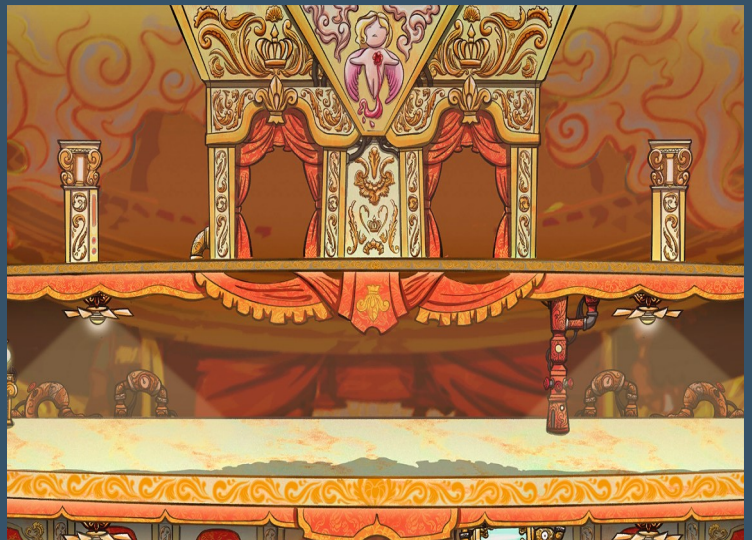


Central Command

The function of the Central Command team is to assist other Departments, filling in gaps where necessary and providing a core around which the rest of the facility is structured. The Central Command team is separated into two identical Departments, Upper Central and Lower Central.

When fully expanded, the Central Command team increases the turn timer for Meltdowns by 1. Each Clerk which perishes reduces this bonus by 0.1 turns, rounded down, but shared between Upper and Lower Central.

Captaincy in the Central Command team confers a +5 bonus to all Virtues.



Welfare

The function of the Welfare team is to support the Safety team in preventing Agents from succumbing to secondary threats such as infection or insanity, as well as improve the working conditions of the employees.

When fully expanded, the Welfare team provides an additional 5 SP per turn from the Regenerators. Each Clerk which perishes reduces this bonus by 0.5, rounded down.

Captaincy in the Welfare team confers an additional 0.8x multiplier to damage taken.

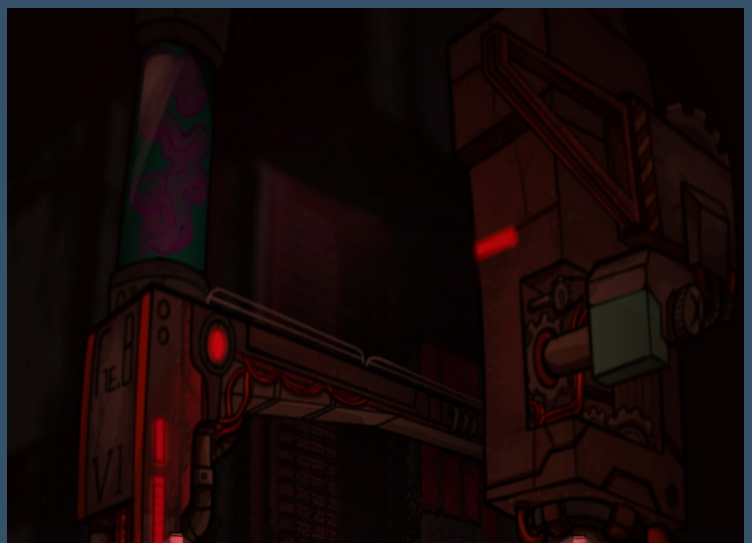


Disciplinary

The function of the Disciplinary team is to create and enforce rules, and control and sanction situations in the facility, whether employees or Abnormalities.

When fully expanded, the Disciplinary team grants an additional 10% bonus damage. Each Clerk which perishes reduces this bonus by 1%.

Captaincy in the Disciplinary team confers an additional 10% bonus damage.



Energy

The purpose of the L Corp facility is to create energy. This is done by having humans interact with Abnormalities.

The energy is produced in the form of Enkephalin, stored in boxes and then later refined. There are two varieties of Enkephalin: Positive, and Negative. Negative Enkephalin is considered a worthless waste product, and is disposed of. Positive Enkephalin can be processed and refined into energy.

Each Positive Enkephalin box produced creates a single unit of energy. After a certain number of turns, the work phase will end. If sufficient Energy has not been produced, then consequences will follow. If the energy quota is met before the work phase is ended, then the Manager can choose to end the work phase at any point. The Manager will gain additional LOB based on how many turns remained after the work phase is finished.

LOB

At the end of the work phase, before choosing the new Abnormality to be added to the facility, the Manager is rewarded LOB based on their performance during the day. An effectively managed facility will provide a large quantity of LOB, while a Manager who scrapes by on the skin of their teeth will gain only a paltry amount. LOB is spent on a variety of things, including hiring new Agents, improving the Virtues of existing Agents, and purchasing tools to be used in the coming days.

LOB gain is calculated by the Game Master, accruing penalties and bonuses based on events which occur during the day.

The base amount of LOB gained is 1, plus an additional amount equal to 40% of the total number of Abnormalities in the facility.

Specifically, LOB gain is reduced by the total percentage of Agents who died during the day. The LOB gain is also reduced by half of the sum risk level of all Abnormalities who breached during the day. If there are Abnormalities breaching when the day is ended, the total LOB gained is halved.



Emergency Level

During the work day, emergency events may occur, things may go wrong, and agents may start to crumble or die. L Corp utilises a gauge to determine the current danger level of the facility, announcing that the situation has reached a specific threshold when certain criteria are met. These thresholds are known as Trumpets. The Game Master will determine when a threshold has been reached.

First Trumpet



During a First Trumpet situation, the Department captains will notify the Manager of Abnormality Breaches. This level of emergency is considered to be fairly routine, and a well-managed facility will be able to handle it with ease.

Second Trumpet



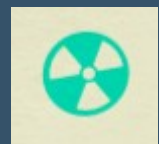
During a Second Trumpet situation, the Department captains will notify the Manager of Abnormality Breaches, as well as Agent deaths or Panicks. This level of emergency is considered to be somewhat serious, but still controllable with some decisive and prudent actions taken. It is likely that several employees have died by this point.

Third Trumpet



During a Third Trumpet situation, the Department captains will notify the Manager of Abnormality Breaches, as well as Agent deaths or Panicks. This level of emergency means that the facility is likely to fall very soon, and will be extremely difficult to recover from without miraculous performance from both the Manager and whichever Agents are still alive, across the entire facility.

Fourth Trumpet



If the Fourth Trumpet is heard at any point, then the correct procedure is to slowly lower yourself into a comfortable position on your knees, carefully consider your life up to that point, and then gracefully perish. The nuclear device at the heart of the facility has been automatically armed, and the facility will be collapsed in order to contain the Abnormalities which would otherwise escape into the City. The Manager has failed so catastrophically in their duty that the facility has been rendered non-viable, and the punishment is to be entombed with the failure which they have created.

Tools

The facility is equipped with a projectile delivery system which will assist the Manager in producing energy or managing unexpected scenarios. Ammunition for this system can be purchased with LOB during the preparation phase of the day. Additionally, other devices are present which can be utilised, but must be purchased during the preparation phase.

Healing Bullet: Restores 30HP to an Agent. Cannot be used on Agents who are currently working.

Sanity Bullet: Restores 30SP to an Agent. Cannot be used on Agents who are currently working.

Red Shield Bullet: Provides a shield which lasts for 1 turn and blocks 50 Red damage.

White Shield Bullet: Provides a shield which lasts for 1 turn and blocks 50 White damage.

Black Shield Bullet: Provides a shield which lasts for 1 turn and blocks 50 Black damage.

Pale Shield Bullet: Provides a shield which lasts for 1 turn and blocks 50 Pale damage. Note that the damage it blocks is after percentage calculations.

Shield Bullets do not function during work, and shatter when entering a Containment Chamber.

Slow Bullet: Movement requires 6AP per tile for 1 turn to any target hit

Execution Bullet: Immediately kills any Agent or Clerk which it hits.

Each bullet costs 1 LOB.

J Corp Barrier: Can be deployed to block access to a Department for five turns. Nothing can enter or exit that Department while this is active. Costs 3 LOB.

W Corp Pod: Can be deployed to instantly move a single employee to another point in the facility. Costs 2 LOB.



Clerks

Clerks are administrative staff who man the departments, performing various duties which are quite possibly important, but require no special talents. As part of company policy, Clerks are not to be referred to using their given names, but a combination of a character and a number.

Additionally, Clerk deaths do not factor into the Emergency Level calculations. When a Clerk dies, they are easily replaced in the following day, and the Manager is encouraged to not devote too much time to mourning them.

Clerks are equipped with a basic EGO suit and a 9mm pistol. They can sometimes contribute to the suppression of the most basic classes of Abnormalities, but the true purpose of the pistol is not for self-defense, despite what the Clerk training manual states.



TT2 Protocols

Under specific circumstances, the Manager may be allowed to utilise additional features of the TT2 system installed in each L Corp facility. For a cost in LOB, the manager will be able to slip free the shackles of time and rewind to the start of the day, returning to the Preparation phase. Each use of these protocols costs 5 LOB. If there is insufficient LOB and the situation cannot be salvaged, then the facility will instead proceed to a Fourth Trumpet state. For a cost of 10 LOB, the Manager will be able to restart the day and replace the most recent Abnormality with a new selection.

Agents

If the Manager is the mind behind the facility, then the Agents are the heart. Agents act according to the carefully considered instruction of the Manager in order to maximise the production of energy. A good Agent is an indispensable tool which the Manager must wield with finesse and decisiveness. Alas, though, as Agents are only mortal, and are liable to perish during the workday, even if no wrong decision was made. A good Manager will move on, and avoid wallowing in guilt.

Virtues & Ranks

Agent characteristics are divided into four fundamental Virtues, four statistics which dictate their effectiveness at performing the duties that their position entails. The four Virtues are **Fortitude**, **Prudence**, **Temperance**, and **Justice**.



Fortitude dictates the maximum HP of the Agent, and is governed by Instinct work.



Prudence dictates the maximum SP of the Agent, and is governed by Insight work.



Temperance dictates both WS and the maximum WP of the agent, and is governed by Attachment work.



Justice dictates the maximum AP of the Agent, and is governed by Repression work.

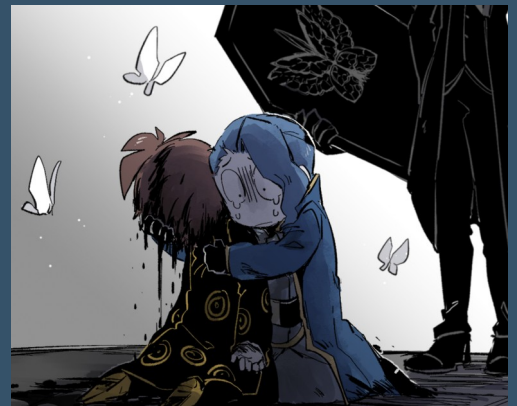
Each Virtue has an associated level, from I to V. The value of the Virtue determines its level, as shown in the table below. When a Virtue reaches a new threshold, its level is increased.



Statistic Value Threshold	Virtue Level
0	I
30	II
50	III
70	IV
90	V
100+	EX

The Agent rank can be determined based on the values of the four Virtues. Agent rank determines how fit an Agent is to work with more dangerous Abnormalities, and how valuable they are to the facility. Naturally, a higher ranked Agent perishing will have a severe effect on the morale of remaining employees.

Total Virtue Levels	Agent Rank
4	I
6	II
9	III
12	IV
16	V



An Agent's Virtues might be affected throughout the day by the influence of Abnormalities, and they may be increased or decreased by EGO gifts. These alterations do not affect Agent Rank or Virtue Level unless they persist through the end of the day. Such effects are, however, rare.

Experience

When Agents work with Abnormalities, they learn and grow, and their Virtues increase. However, a veteran agent with high Virtues will gain virtually nothing from working with a basic Abnormality, while a rookie will die before learning anything if they attempt work with a dangerous Abnormality. It is important to train your Agents properly to prepare for future days.

An Agent can only improve so much in a single day, and such improvements will not manifest themselves until they have been given time to process and consider themselves.

An Employee can gain a maximum of 10 stat points per day. Each stat point requires 100xp. A single work grants 100xp as a baseline, but this can increase or decrease depending on the circumstances

- Abnormality class vs Virtue Level:

Difference	+2/+3	+1	-1	-2	-3
Modifier	x1.4	x1.1	x0.6	x0.2	x0

- Matching damage type (Except for **Pale**): x1.2
- Bad Work Result: x0.4
- Normal Work Result: x0.8

Traits

Agents come from widely varied backgrounds and can have very different personalities, which makes them more suited to certain roles or work types than others. It is important for a Manager to tailor their directions to properly take advantage of the eccentricities of their employees, in order to maximise the production of energy.

When an Agent is hired, they are generated with 1d3 traits from the table on the next page, determined by a d100 roll. The Manager may spend 1 LOB to gain an additional trait, up to a maximum of 4. Additional traits may be granted to Agents at the Game Master's discretion during the course of the game. Traits are not necessarily positive.

1	Blunt (+3 HP)	2	Indecisive (+3 HP, -2 SP)
3	Lazy (+3 HP, -2 WP, -2 WS)	4	Timid (+3 HP, -1 Attack Speed)
5	Survivor (+3 HP, -2 AP)	6	Athletic (+3 HP, +2 AP, -5 WP)
7	Thug (+5 HP)	8	Augmented (+4 HP, +2 AP)
9	Crippled (-3 HP)	10	Numb (+3 HP, +3 SP, -10 WS)
11	Arrogant (+5 HP, +3 SP, -2 WP, -2 WS)	12	Audacious (+5 HP, +3 AP, -5 SP)
13	Optimistic (+3 HP, +3 SP)	14	Dedicated (+3 HP, +3 SP, +3 WS)
15	District 23 Resident (+5 HP, -3 SP, +3 AP)	16	Smoke War Veteran (+6 HP, -5 SP, -5 WS, +3 AP)
17	Radical (+3 HP, +3 SP)	18	Frail Constitution (-3 HP, +10 WS)
19	Backstreets Rat (+3 HP, +3 AP)	20	Blade Lineage Acolyte (-3 HP, +4 AP)
21	Amicable (+3 SP)	22	Quiet (-2 HP, +3 SP)
23	Stuffy (+3 SP, -2 WS, -2 WP)	24	Suave (+3 SP, -2 AP)
25	Ex-Zwei Fixer (+2 HP, +2 SP, +2 AP)	26	Scholar (-2 HP, +3 SP, +5 WS)
27	Traumatized (-5 SP)	28	Paranoid (-3 SP, +5 AP)
29	Index Proselyte (+3 HP, +3 SP, +5 WS, +3 WP, -6 AP)	30	Researcher (+5 SP, +5 WS, -3 AP)
31	Tactician (+3 SP, +3 AP)	32	Grounded (+5 SP)
33	Lackadaisical (+5 SP, +10 WS, -3 WP, -3 AP)	34	Shattered Boundary (-6 SP, +10 WS, +3 WP)
35	Fastidious (+3 HP, +3 SP, -5 WP)	36	Addict (+3 HP, -3 SP, +3 AP)
37	Pessimistic (+3 SP)	38	Sly (+5 SP, -5 WS, -2 WP)
39	Philosopher (-3 HP, +6 SP)	40	Wise (+5 SP, -3 AP)
41	Honest (+5 WS, +3 WP)	42	Earnest (-2 HP, +5 WS, +3 WP)
43	Attentive (-2 SP, +5 WS, +3 WP)	44	Gloomy (+5 WS, +3 WP, -2 AP)
45	Intellectual (+2 SP, +5 WS, +3 WP)	46	Prim (+10 WS, -3 AP)
47	Modest (+2 HP, +2 SP, +5 WS, +2 WP)	48	Negotiator (+10 WS)
49	Empathic (-3 SP, +10 WS)	50	Sociopath (+6 SP, -15 WS)
51	District 9 Survivor (+3 HP, -5 SP, +3 AP)	52	District 19 Fisherman (+3 SP)
53	Church of Gears Follower (+6 SP, -4 AP)	54	Bloodfiend (+6, -15 WS)
55	Bright (+3 AP)	56	Frivolous (-2 HP, +3 AP)
57	Plucky (-2 SP, +3 AP)	58	Cold (-5 WS, +3 AP)
59	Old Tmer (-2 HP, +2 SP, +3 AP)	60	Cheery (-3 SP, +5 WS, +3 AP)
61	Generous (+2 HP, +2 SP, +2 AP)	62	Selfless (-4 HP, +2 SP, +10 WS, +3 AP)
63	Steadfast (+4 AP)	64	Cowardly (-2 AP)

65	Sharp-Tempered (-5 WS, -3 WP, +4 AP)	66	Heroic (+4 HP, +2 AP)
67	Fair (+3 SP, -5 WS, +2 AP)	68	Reliable (+2 SP, +2 WP, +2 AP)
69	Ex-Shi Fixer (+3 HP, +3 AP)	70	Clumsy (-2 AP)
71	Grim (+4 SP, -2 AP)	72	Determined (+3 AP)
73	Violent (+4 HP)	74	Nestborn (+10 WS, +3 WP, -2 AP)
75	Ex-Workshop Employee (+4 WS, +2 AP)	76	Distant (-10 WS)
77	Spiteful (-5 WS, +3 AP)	78	Battle Hungry (-2 SP, -2 WP, +4 AP)
79	Blasé (-10 WS, +5 WP)	80	Slow Witted (+6 SP, -5 WS, -3 WP, -3 AP)
81	Ex-Seven Association Fixer (+3 SP, +3 WP)	82	Slacker (-4 WP)
83	Eccentric (-3 SP, +10 WS)	84	Genuine (+10 WS)
85	Phobia (-3 SP)	86	Natural Talent (+2 HP, +2 SP, +2 WP, +2 AP)
87	Bad Augments (-3 HP, -2 AP)	88	Terminally Unlucky (-2 HP, -2 SP, -2 WP, -2 AP)
89	Vengeful (+3 HP, -5 WS)	90	Virtuous (+2 to all starting Virtues)
91	Restraint (+5 to starting Temperence)	92	Guts (+5 to starting Fortitude)
93	Faith (+5 to starting Justice)	94	Vigilance (+5 to starting Prudence)
95	Colour Trained (+6 HP, +4 AP)	96+	Add another trait and reroll

EGO

EGO is equipment that is created from the substance of Abnormalities. It defies conventional logic, being far more effective in untrained hands than one would expect, and far less effective in trained hands. To wield EGO is to grasp the shell of another, so only through extraordinary circumstances can one use it properly, by properly resonating with the psyche of the EGO. Nonetheless, it is an effective means by which to face down Abnormalities and protect your Agents from them.



EGO comes in three forms: Weapon, Suit, and Gift. Wearing an EGO weapon or suit without the necessary Virtues is possible, but is extremely deleterious to an Agent's physical and mental health.

An EGO weapon is held in the hands, and can take many forms, such as a sword, a gun, or even a large cannon. The form which it takes does not appear to hold any real pattern, though is generally loosely related to the Abnormality from which it was extracted.

EGO weapons have multiple statistics which determine their capabilities:

Class	EGO class is compared to the class of the target to determine damage modifiers.
Damage	The damage which the EGO deals. This will have a colour and a dice value.
Speed	How much AP the EGO costs to use. An EGO weapon can be used as many times in one turn as you wish, as long as you have the AP for it.
Range	How far away the EGO can strike, in tiles.
Special	Any special effects which the EGO might have, as well as the requirements to activate them.
Requirements	The Virtues which the Agent must possess in order to avoid being overcome by the EGO that they wield.

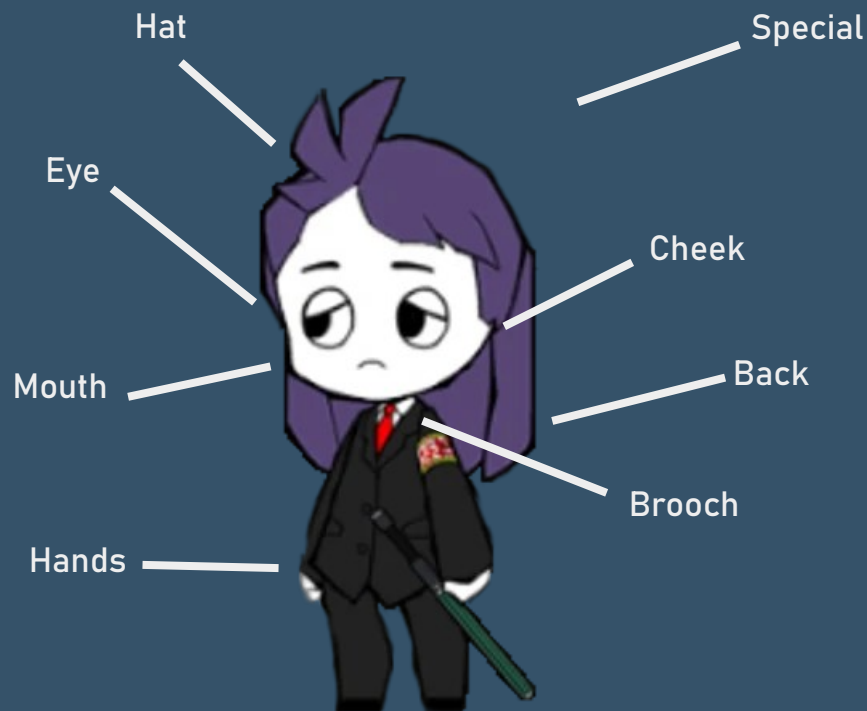
An EGO suit will always take the form of a set of dress clothes, though the exact aesthetics may vary greatly. They are one-size fits all, adjusting to their wearer, and are the only thing capable of providing defense against the attack forms of many Abnormalities. They will work effectively against mundane damage, as well.

EGO suits have multiple statistics which determine their capabilities:

Class	EGO class is compared to the class of the damage source to determine damage multiplier
Resistance	The resistance that the EGO provides against the four damage types. Each colour will have a multiplier.
Special	Any special effects which the EGO might have, as well as the requirements to activate them.
Requirements	The Virtues which the Agent must possess in order to avoid being overcome by the EGO that they wield.

EGO Gifts are a special category. These strange objects are gained by interacting with Abnormalities. Some are rarer than others. EGO gifts have various effects, ranging from straightforward stat bonuses and penalties, to more esoteric situational modifiers.

Once gained, EGO gifts can be manifested at-will by the Agent who possesses them. They cannot be traded or given away. However, an Agent can only have so many EGO gifts before they run out of space to put them on their body. A new EGO gift will always overwrite an old one in the same slot.



Some EGO gifts are purely positive, but many will have negative side effects. Some EGO gifts are temperamental, and will require certain conditions to be fulfilled in order to transform into a different version of themselves. Each Abnormality has a single gift associated with itself, though that gift can be given out any number of times.



Hiring Procedures

Agents are hired during the preparation phase. By default, they have a single level in all four virtues, but LOB can be spent to improve their base statistics. The LOB cost to upgrade a single virtue to the next level is equal to the current level, except for in the case of Justice, where this cost is multiplied by 3.

Abnormalities

Abnormalities are strange beings born from an abstracted human consciousness. They are a manifestation of fears, wishes, dreams, and old stories. Abnormalities can come about as a natural phenomena, slipping through the cracks where the boundary between the world and the river is weakest. Most Abnormalities are created by L Corp using it's Singularity, however. Some Abnormalities are capable of speech and thought, and may even sometimes appear to be human, but they are not.

Abnormalities are the focus of the facility. Each one is housed in a special containment chamber, connected to one of the Departments. All containment chambers are built identically, and provide virtually no resistance to an Abnormality which wishes to escape – That is not their purpose.



Each containment unit has a single entrance, though there are cameras which observe the interior. Agents working with Abnormalities suffer damage as the work progresses, depending on how successful it is. In the worst case, an Agent will be killed during the work, and their body will be retrieved, if there is anything left, by the next Agent to enter the containment chamber.

Classes

Abnormalities are divided into five discreet classes, also known as risk levels, which determine the level of risk that they pose to Agents working with them, as well as how dangerous they are if they should breach. There are five classes in total.



ZAYIN

With little to no aggression, **ZAYIN** Abnormalities will cause the least harm to your Agents. Their damage tends to be miniscule, and many will even carry positive effects and help Agents who work with them in various ways.

TETH

These Abnormalities are capable of causing injury to poorly trained and equipped Agents, but if proper managerial guidelines are followed, they pose little risk. Even if they escape, they can swiftly be suppressed with decisive action.

HE

Abnormalities in this class can easily kill several employees if not enough attention is paid to them. With good management, though, a **HE** class Abnormality can be controlled before too much damage is dealt.

WAW

This class of Abnormality is high risk and failure to properly control them has devastating consequences. A poorly equipped facility might crumble to a poorly handled **WAW** Abnormality. Working with them is dangerous, and should only be attempted by experienced Agents.

ALEPH






Extremely dangerous. The Manager should devote as much care and attention as possible to Abnormalities in this class. If an **ALEPH** Abnormality should escape, you should be thankful if you can suppress it without it ravaging entire Departments.

The class of an Abnormality is compared to the class of it's target when it attacks, to determine the damage multiplier used. When two equal classes clash, the damage multiplier is x1.0, and for each level of difference, this increases or decreases by 0.2.

For example, if an **ALEPH** class Abnormality attacks an Agent wearing a **HE** class EGO suit, the Abnormality's damage multiplier would be x1.4. A **ZAYIN** class abnormality attacking an Agent wearing an **ALEPH** class EGO suit, on the other hand, would be have a damage multiplier of x0.2.

All damage modifiers are multiplicative with each other. If an Abnormality has a class multiplier of x0.6, and a resistance of x0.5, it would be taking only 30% of the total damage.

Additionally, Abnormalities inflict Fear damage upon agents which are of a lower rank than their class. Fear damage is always white unless otherwise specified, and varies based on the rank difference. An Agent entering the containment chamber of an Abnormality which matches their rank, for example, automatically inflicts 10% of their maximum SP as Fear damage.

Abnormality Class – Agent Rank	Fear Damage
+4	Overwhelmed (100% of max SP) 
+3	Hopeless (60% of max SP) 
+2	Terrified (30% of max SP) 
+1	Nervous (10% of max SP) 
0 or below	Relaxed (No Fear damage) 



Work & Enkephalin

The primary purpose of the L Corp facility is to produce energy, in the form of Enkephalin boxes.

Each Abnormality produces a set amount of Enkephalin boxes when work is performed on it, but each box can take one of two forms: Positive Enkephalin, or Negative Enkephalin. Negative Enkephalin boxes are completely worthless and are discarded, and their generation causes the Agent to take damage. Positive Enkephalin boxes can be refined into energy, and are also used to extract EGO equipment from an Abnormality.

Work orders can take four forms: Instinct, Insight, Attachment, and Repression.



Instinct - A work to satiate physiological needs; it requires physical contact. As it involves touching the Abnormality frequently, Agents will need to display a high level of bravery and Fortitude to perform high level **Instinct** Work.



Insight - A work to improve the Abnormality's living conditions. As it involves realizing what environment each Abnormality favors the most and making appropriate adjustments to ensure optimal conditions, meticulous observation is required; Agents need to show a high level of intellect and Prudence to perform high level **Insight** Work.



Attachment - A work to satiate social needs. All Abnormalities carry desires and a will, and as such social needs are included. As this work involves acting as a playmate or companion, great care is required as only limited interaction is allowed; to avoid crossing the line, Agents need to show a high level of caution and Temperance to perform high level **Attachment** Work.



Repression - A work to restrain existence. While the other works focus on handling desires, this one stifles them. As this work involves regulating various emotions and desires, careful and objective decision making as well as strong rationality is needed to control the pace of the work; Agents need to show a high level of Justice—the ability to make definite judgements—to perform high level **Repression** work.

When an Agent enters the containment chamber, they may not leave until the work is finished, unless specifically mentioned. Each E box requires 2d10 WP to produce. When an agent runs out of WP, they perform no more work during that turn, but can continue when their WP is refilled during the next turn.



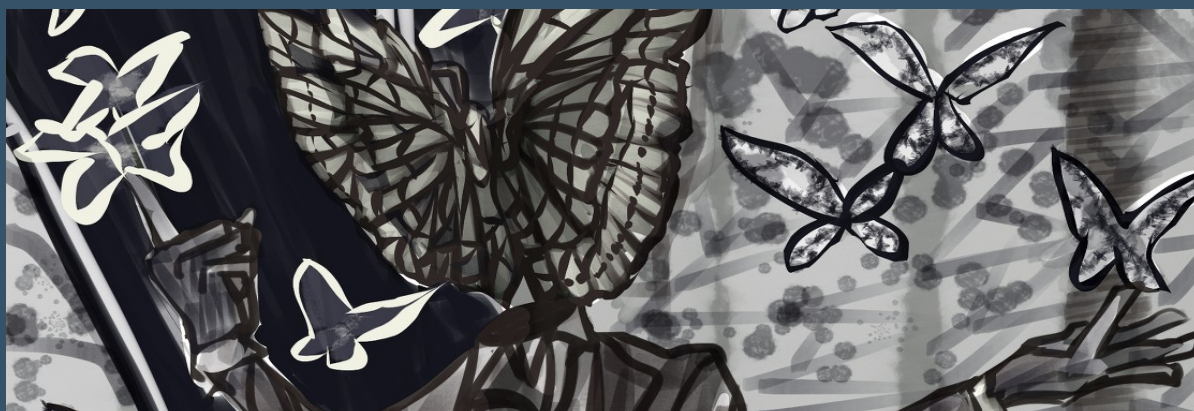
Work success is determined by Abnormality preference. This will be listed as a percentage chance, and acts as the baseline, to which other things are added, to determine the final work success chance. Each E box rolls a d100 against this success chance, and if the dice result is under the success chance, the work instance is successful, and a PE box is produced. If the dice result is over, then the work instance is a failure, an NE box is produced, and the Agent takes damage.

When a PE box is produced and refined, there is a small amount of Enkephalin left over which cannot be used for energy production, and is tied to the Abnormality which it was produced from. This energy can be used to extract EGO equipment. One Unique Enkephalin Box (UB) is produced per PE box.

Qliphoth Deterrence

The Qliphoth Deterrence is what causes Abnormalities to slumber soundly during work hours. It is capable of rendering an Abnormality completely inactive and thus, harmless. However, no energy could be produced in such a state, and so for a number of hours each day, this deterrence is lowered, and may not be raised again until the end of the day outside of extraordinary circumstances. A complete facility collapse is not a circumstance extraordinary enough to prompt such action, so a Manager should not rely on it.

Each Abnormality has a Qliphoth Counter (QC), which determines how content it is. If the QC of an Abnormality reaches 0, it will adjust it's behaviour appropriately. Some Abnormalities will simply escape their containment chamber, while others will make life difficult in more esoteric ways. If an Abnormality is handled properly, the risk of the QC reaching 0 can be minimised.



Information

The most powerful weapon against any Abnormality, and the most potent tool in regards to efficient energy production in the L Corp facility, is information. The Codex entry for each Abnormality will guide the Manager in exploiting it to the fullest, providing details such as damage type, work preference, qliphoth counter, and breach information.

However, information is not free. Knowledge is produced as a product of pain and observation. Agents must first be sent to work with an Abnormality with no guidance, before the Codex entry can be filled out.

Each element of an Abnormality's entry is purchased with UB. Different parts of the entry cost different amounts of UB, and information for Abnormalities of higher threat levels will cost more. It is required to unlock all of an Abnormalities Codex entry before EGO equipment can be extracted.

The Codex entry is divided into four parts:

- Basic Information – The name of the Abnormality, work results, E-Box count, and work result ranges, as well as the damage type and value of NE boxes.
- Managerial Guidelines – A series of tips which instruct the Manager on certain behaviours which the Abnormality displays, as well as any special procedures which should be followed when working with it. Each one needs to be unlocked separately.
- Work Preference – The various success rates of the different varieties of work, as well as the Virtue level associated with it. Sometimes, high Virtue Agents will perform more poorly than low Virtue Agents. Each work type must be unlocked separately.
- Escape Information – Displays the Qliphoth Counter of the Abnormality, whether or not it is capable of leaving its containment chamber, it's maximum HP, the damage type and value of the escaped Abnormality, as well as it's resistances to the four damage types.

Fully unlocking the Codex entry will also grant access to the Abnormality's origin, the thoughts and stories associated with its extraction.



Meltdowns

Qliphoth Meltdowns are caused as a matter of course during the work phase of the day. As work is performed on Abnormalities, Enkephalin builds up in the processing system, and eventually overflows, causing Abnormalities to become active.

After a certain number of turns, a Qliphoth Meltdown will occur. A number of Abnormalities in the facility will be struck by special timers, which last for a number of turns. If no work is performed on those Abnormalities before the timer expires, then energy will be lost, and the QC of that Abnormality will immediately drop to 0.

Additionally, a Qliphoth Meltdown will clear Qliphoth Overload from any Abnormalities which are subject to it. Qliphoth Overload is generated from work done to a **WAW** or **ALEPH** Abnormality, and will reduce the success rate of future work performed upon it.

Breaches

As previously mentioned, the containment chambers are not designed to restrain the Abnormality, except in the most vague of sense. Their primary purpose is to ensure the energy collection process is as effective as possible. If an Abnormality wishes to escape, the containment chamber will not stop it from doing so.

In this case, the Abnormality will begin to wander the facility, causing damage or harming employees. An Abnormality that has breached must be suppressed by Agents to return it to its containment chamber.

An Abnormality which is active in the facility has a number of statistics:

Statistic	Description
HP	Works similarly to Agents, but is also reduced by white damage. Abnormalities do not have an SP gauge.
AP	Works similarly to Agents. An Abnormality also spends 4 AP per tile to move, but is not hindered by Agents. It is, however, hindered by other Abnormalities which are hostile to it.
Speed	Determines AP cost to attack.
Damage	The type and dice used for the Abnormality's damage.
Range	The number of tiles which an Abnormality's attack can reach.
Special	Any specific abilities that the Abnormality has.
Resistance	How vulnerable the Abnormality is to the four damage types.

Ordeals

Ordeals are a different form of Abnormality, which can manifest instead of meltdowns when a Qliphoth Meltdown threshold is reached. Ordeals consist of a number of entities which will appear randomly within the facility. Upon suppressing these entities, they will vanish without a trace, and an amount of energy can be refined from their appearance.

Ordeals are categorized by colour, and can appear in many hues. The later an Ordeal appears in the day, the more threatening it will be, according to which of the four classes it occupies: Dawn, Noon, Dusk, and Midnight. Dawn Ordeals are comparable in threat level to **TETH** Abnormalities, while Midnight Ordeals are at least as dangerous as **ALEPH** Abnormalities.



Generation Guidelines

The Game Master is expected to create Abnormalities, as well as the EGO equipment associated with it. This section contains some very rough numbers to follow. Abnormalities are expected to vary greatly, and a particularly dangerous TETH might be more concerning than a docile HE, so these numbers do not need to be strictly followed.

Abnormality HP	
ZAYIN	300
TETH	600
HE	1000
WAW	1600
ALEPH	2500

Abnormality Damage per Turn	
ZAYIN	-
TETH	15
HE	35
WAW	60
ALEPH	100

EGO Weapon Damage	
ZAYIN	4
TETH	5
HE	7
WAW	9
ALEPH	12

Abnormality NE Box Damage	
ZAYIN	1-2
TETH	3-4
HE	4-6
WAW	5-8
ALEPH	6-10

Abnormality Box Count	
ZAYIN	10
TETH	12-14
HE	15-19
WAW	20-27
ALEPH	28-35

Remember: When generating abnormalities, a high attack cost and high AP will create a fast abnormality with a low max number of attacks, while a low attack cost and a low AP will create a slow abnormality which makes a lot of attacks if it reaches a target. A low attack cost and a high AP will create a very mobile abnormality.

Useful Resources

[Tokentool](#)

Creates clean and effective tokens for online play without having to worry about layers and whatnot in whatever art program you use.

[Agent Portrait Creator](#)

Helps create portraits which are distinguishable, which is important for readability in the facility.

[Art Generator](#)

An art generator which can be used to create images for abnormalities. Somewhat finicky, might require you to fiddle with keywords and settings to produce anything usable.

Glossary

[Here will go a list of key words and what they mean, plus the page to find them on]

Credits

Project Moon, obviously. I hate gacha in all forms but I still have hope for the future! This entire thing isn't just a way of coping with LCB being mobile exclusive, I swear.

Various artists (I would give more specific credit but most of this art was pulled from an unsorted folder, and I have no idea who made what ˘_(ツ)_/˘ so I guess this is just credit to people who make Project Moon art in general. Shine on you crazy diamonds.)

[TBA]