CRUCIAMEN 9X









CRUCIAMEN 9X - SH MELEE is a melee-focused tabletop roleplaying game inspired by survival-horror video games, built on the Cruciamen 9X system focused on melee combat. You need a group of mature friends, copies of this game, pencils, and sixsided dice.

- One of you will be The Villain, while the rest will be The Fighters. You can also play alone, fulfilling both Roles and using The Generator.
- The Fighters create and play the main characters, explore the settings, describe their actions and beat up monsters.
- The Villain describes the Scenarios and places Enemies, **Obstacles**, **Items** and other **Characters**. You can alter any option or result to make it more context sensitive.

CRUCIAMEN 9X - SH MELÉ (v.6.6) & Cruciamen 9X were made by Benjamín Aníbal Reyna (original: July 2018 / this edition: September 2022)



- Thanks to: Ana Laura Pulzoni.
- Fonts: Titillium Web [Accademia di Belle Arti di Urbino]. Oswald [Vernon Adams, Kalapi Gajjar, Cyreal]

| P | R | El | | SE | [choose one] |
|---|---|----|--|----|--------------|
|---|---|----|--|----|--------------|

□ / \[
\bigcap \quad \text{"Rise of The Dead"}
\]

Madness spreads"

M / III ► T "Hell Rift"

GROUP'S OBJECTIVE [choose one]

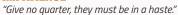
Fighters stay together because they are looking for the same thing, establish their *connection* with what they are looking for.

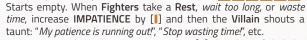
- A very important person.
- Revenge against something/someone in particular.
- The cure/solution for this evil.
- A way to escape.
- Other:
- The Villain defines the details. They can agree to change their **Objective** as a group according to some event within the story.

TIME TRIAL [choose one]

- Choose the reason why you should hurry. Knowing the exact time is unnecessary.
- ☐ Time bomb. ☐ Toxic gas leak. ☐ Burning.
- Nocturnal creatures. Summoning ritual. Other:
- The Villain defines the details. Events during the story may alter or change the Premise, the Group's Objective or the Time Trial.

IMPATIENCE





- Tragedy: when IMPATIENCE reaches [6] they have failed the Time Trial and the Villain describes a terrible consequence with death and destruction. But the story will continue... the Villain describes how *something* or *someone* saves the **Fighters** and then sets another Time Trial.
- Patience: at the end of each session, reduce your IMPATIENCE by [1]. Also, on certain occasions, the Villain may feel generous and reduce **IMPATIENCE** in [1].

References & Inspiration

- Friday the 13th franchise (Sean S. Cunningham, 1980-2018)
- Evil Dead franchise (Sam Raimi, 1981-2018)
- Splatterhouse franchise (Bandai-Namco, 1988-2010)
- Condemned: Criminal Origins (Monolith Productions, 2005)
- Condemned 2: Bloodshot (Monolith Productions, 2008)
- Saw: The Videogame (Zombie Games, 2009)
- Saw II: Flesh & Blood (Zombie Games, 2010)
- Dead Island franchise (Techland, Sumo Digital, Fatshark and Stunlock Studios, 2011-2014)
- 31 (Rob Zombie, 2016)
- Resident Evil VII: End of Zoe DLC (Capcom, 2017)
- Mandy (Panos Cosmatos, 2018)

THE GENERATOR

"Your duty is to make them suffer. You want to see them suffer." The Villain draws a Map of a Scenario to their liking, with a number of interconnected **Zones**. In each **Zone**, the **Villain** place any number of Obstacles and/or Enemies (they may roll one die to resolve). For each **Enemy** and/or **Obstacle** they must place a **Random** Item. Finally, choose a Zone to place the Group's Objective. After presenting a **Zone**, the **Villain** will ask "what will you do now?".

HAUNTING SCENARIOS

- Abandoned mansion Swampy forest
- Sewers Subway line
- Secret Lab Building under construction

OBSTACLES

ENEMIES+VARIANTS

Spectre Locked door

- Slasher Narrow hallway
- Barricade Armored
- Assaulter Collapse
- Burster Fence
- **Giant Hole**

All **Enemies** are [+fierce], [+bloodthirsty], [+bulletproof]. The **Villain** can add additional Traits.

RANDOM ITEMS Roll two dice.

- **□** / **□** + **□ Gun** [*useless*]
- / + Fuel [flammable] [throwing]
- Strange compound [toxic] [semi-organic]
- Metal junk [nails, blades, screws] [throwing]
- Med-kit [first-aid]
- / + Drink [energy]
- Chainsaw [heavy] [noisy] [fueled]
- Axe [heavy] [slashing]
- ✓ I + ✓ Pipe [heavy] [bludgeoning]
- Machete [versatile] [slashing]
- / ** + ** Crowbar [heavy] [bludgeoning]

ANSWERS



When in doubt, ask a question and roll a die.

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NAME

| • Name examples: Arcadia Arisaka Bauer Benelli Beretta Cain Colt Glock Heckler Kimber Phoenix Remington Tokarev Xander | | | | | |
|--|--|--|--|--|--|
| | CKGROUND ☐ In The Army. ☐ In The Streets. ☐ In The Dojo. ☐ In The Gym. | | | | |
| should | LOOKS do they know they not mess with you? Robust. Fearsome tattoo. Deep Scar. Defined. | | | | |
| • Spend STAMINA [I] marked on each Skill to activate it (if they have a cost). You can activate them even after rolling the dice, before resolving the result. You can sacrifice a Weapon to avoid consuming [I], but it is left [broken] or [damaged]. | | | | | |
| IGHTING STYLE [choose one] | LIGHTNING FLURRY OF HITS: if you use a [light] or [versatile] Weapon, add +1 | | | | |
| SIDE SKILL [choose one] | ENERGETIC [-]: when restoring STAMINA, recover [III]. GUARD [I]: describe how you block all attacks and evade being WOUNDED. You can spend an extra [I] to get in the way and defend a nearby ally. GOOD AIM [I]: if you use a [throwing] Weapon, add +1 to the dice roll. It becomes [precise] and [long range]. MECHANIC [-]: you can Improvise [complex] Items and it doesn't take much time. Also, you can spend STAMINA [I] to hit a device and make it work as you need. RAGE [II]: enter a berserker state until the end of the Fight. Ignores the WOUNDED's effects and adds +1 to your rolls, but you can't run away. FIRST AID [-]: describe how you heal someone by putting bones back on its place or by cauterizing their bleeding without spending Items. That Fighter reduces their STAMINA by [I] out unchecks their WOUNDED box. OPPORTUNIST [I]: add +1 when attacking from behind or by surprise. | | | | |

STAMINA [starts at max.]

• Your **STAMINA** represents your energy and vigor. If it reaches [0], you pass out and become [incapacitated].





■ WOUNDED: discard all in your dice rolls. Additionally, after each dice roll, reduce your STAMINA by [1]. If your STAMINA is [0] while you are Wounded, The Villain describes how you brutally die.

Recovery

- Take a rest: outside of a Fight, raise IMPATIENCE by [1], all Fighters increase their STAMINA by [1].
- **Healing**: describe how you use an **Item** to *give first aid* to someone. Describe how you *put back your bones in place* or *cauterize your bleeding*. That **Fighter** removes their **WOUNDED** status.
- Boost: describe how you consume an Item to give you energy. Increase your STAMINA in [1].

INVENTORY

- Choose a Starting Weapon:
- ☐ Folding knife [light] [throwing] [slashing]
- ☐ Iron knuckles [versatile] [bludgeoning]
- ☐ **Electric taser** [*light*] [*electrical*]
- Each **Fighter** chooses two of the following **Items** as part of their starting **Inventory**.
- Flashlight. Booze flask. Tool case.
- Portable Med-kit. Grappling hook. Lighter.
- The Villain can give you additional starting Items.

| • | | |
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IMPROVISE

You can spend an **Item** to describe how you use it to repair another **Item** or to describe how you alter or upgrade another **Item**. If this should take a long time, increase **IMPATIENCE** in [I]. You may need an appropriate space to work. Explain what alterations and improvements you want to achieve, **The Villain** tells you what new **Traits** it gets or changes, such as: [electrified], [flammable], [temporary], [dangerous], etc. If the **Traits** of your **Items** are substantially beneficial, you receive +1.

EXPLORATION

- If possible, The Villain will draw a Map. To explore a place, you just have to declare it. The Villain must describe everything that is reasonably perceptible within the limits of the abilities and resources of the Fighters. If it takes you too long, it will increase IMPATIENCE in [1].
- You find everything that makes sense in that place. **Items** may be found behind an **Obstacle** or **Enemy**, at the **Villain's** discretion.
- You can spend time looking for useful things in a place where there are no **Enemies** left. The party gets a **Random Item**. For each **Random Item** found, increase **IMPATIENCE** by [1].

OVERCOME OBSTACLES & ENEMIES

- If you have an appropriate (and sufficient) Item (or Weapon) simply describe how you use it and remove the Obstacle or Enemy. The Item may become [spent], [damaged], [broken] or [consumed] as result and cannot be used until its condition changes.
- If The Villain considers that you are in Danger, then you must roll a dice (♠). Roll an extra one for each ♠ that you stack. If the Item is of substantial aid, you add [+1♠]. If any of your dice result in ♣, ♥ or ♣, you evade the Danger. Otherwise, you receive any number of negative consequences chosen and defined by The Villain.
- When the **Fighters** overcome a **Danger**, they describe their actions and their maneuvers: *feints, disarms, executions, shouts, assistance*, etc. **Fighters** can always choose whether to *execute* their **Enemies** or just leave them *severely injured*, but keep in mind what will happen later.
- In a **Competition** between **Fighter**, they roll their respective dice, the one that obtains the highest result, wins.

Examples of Consequences

- A **Fighter** or a companion is **WOUNDED** and/or results [trapped] or far from the **Fight**.
- One or more **Items** are [spent], [damaged], [stolen], or [disposed].
- \bullet One or more Fighters reduce their STAMINA by [$\hspace{-0.1cm}\blacksquare\hspace{-0.1cm}$].
- A new **Danger** or **Obstacle** appears.
- ◆ You waste time. Increase IMPATIENCE in [▮].
- One or more **Fighter**(s) are separated from the rest.

OPTIONAL: EXPERIENCE



- ◆ Increase your **EXPERIENCE** in [1] each time you:
- ► Survive a very dangerous **Fight**.
- ► Complete a mission or rescue a character from **The Villain**.

- ► Compete and win against another Fighter.
- Spend [1] to receive a reward as gratitude.
- Spend [III] to unlock a new Side Skill.