

# CRUCIAMEN 9X

## S.H. MELEE



1-4 Participants



Six-sided dice



3+ Hours

**CRUCIAMEN 9X - SH MELEE** is a melee-focused tabletop role-playing 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 six-sided 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]



### PREMISE [choose one]

- 🎲 / 🎲 ▶ 🎲 **"Rise of The Dead"**
- 🎲 / 🎲 ▶ 🎲 **"Madness spreads"**
- 🎲 / 🎲 ▶ 🎲 **"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

"Give no quarter, they must be in a haste."



Starts empty. When **Fighters** take a **Rest**, *wait too long*, or *waste time*, increase **IMPATIENCE** by [1] and then the **Villain** shouts a taunt: "My patience is running out!", "Stop wasting time!", etc.

- ♦ **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
- 🎲 Sewers
- 🎲 Secret Lab
- 🎲 Swampy forest
- 🎲 Subway line
- 🎲 Building under construction

### ENEMIES+VARIANTS

- 🎲 Spectre
- 🎲 Slasher
- 🎲 Armored
- 🎲 Assaulter
- 🎲 Burstier
- 🎲 Giant

### OBSTACLES

- 🎲 Locked door
- 🎲 Narrow hallway
- 🎲 Barricade
- 🎲 Collapse
- 🎲 Fence
- 🎲 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]
- 🎲 / 🎲 + 🎲 Pipe [heavy] [bludgeoning]
- 🎲 / 🎲 + 🎲 Machete [versatile] [slashing]
- 🎲 / 🎲 + 🎲 Hatchet [light] [slashing] [throwing]
- 🎲 / 🎲 + 🎲 Crowbar [heavy] [bludgeoning]
- 🎲 / 🎲 + 🎲 Knife [light] [slashing] [throwing]
- 🎲 / 🎲 + 🎲 Hammer [heavy] [bludgeoning]
- 🎲 / 🎲 + 🎲 Cane [heavy] [bludgeoning]
- 🎲 / 🎲 + 🎲 Shovel [heavy] [bludgeoning]
- 🎲 / 🎲 + 🎲 Taser [light] [electric]
- 🎲 / 🎲 + 🎲 Bottle [light] [fragile] [throwing]

### ANSWERS

- 🎲 🎲 🎲 ▶ NO
- 🎲 🎲 🎲 ▶ YES

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



# FIGHTER

NAME

- ♦ Name examples: ☐ Arcadia ☐ Arisaka ☐ Bauer ☐ Benelli  
☐ Beretta ☐ Cain ☐ Colt ☐ Glock ☐ Heckler ☐ Kimber  
☐ Phoenix ☐ Remington ☐ Tokarev ☐ Xander

## BACKGROUND

Where did you learn to fight?

- ☐ In The Army. ☐ In The Streets.  
☐ In The Dojo. ☐ In The Gym.

## LOOKS

How do they know they should not mess with you?

- ☐ Robust. ☐ Fearsome tattoo.  
☐ Deep Scar. ☐ Defined.

- ♦ Spend STAMINA [1] 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 [1], but it is left [broken] or [damaged].

## FIGHTING STYLE

[choose one]

### ☐ LIGHTNING

[1] **FLURRY OF HITS:** if you use a [light] or [versatile] Weapon, add +1 to the dice roll.

[1] **PARKOUR:** describe how you evade an Obstacle using your intrepid agility.

[1] **REFLEXES:** avoid being WOUNDED by describing how you *dodge quickly* or *fall nimbly*.

### ☐ BONE-BREAKER

[1] **MIGHTY BLOW:** if you use a [heavy] or [versatile] Weapon, add +1 to the dice roll.

[1] **FORCE:** describe how you go through an Obstacle using your *brute force*.

[1] **RESILIENCE:** avoid being WOUNDED by describing how you *firmly block* or *hold*.

## SIDE SKILL

[choose one]

☐ **ENERGETIC** [-]: when restoring STAMINA, recover [1].

☐ **GUARD** [1]: describe how you *block all attacks* and evade being WOUNDED. You can spend an extra [1] to *get in the way and defend a nearby ally*.

☐ **GOOD AIM** [1]: 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 [1] to *hit a device and make it work as you need*.

☐ **RAGE** [1]: 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 [1] but unchecks their WOUNDED box.

☐ **OPPORTUNIST** [1]: 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.

## 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 [1]. 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 (6). Roll an extra one for each 6 that you stack. If the Item is of *substantial aid*, you add [+1 6]. If any of your dice result in 6, 6 or 6, 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].

♦ One or more Fighters reduce their STAMINA by [1].

♦ A new Danger or Obstacle appears.

♦ You waste time. Increase IMPATIENCE in [1].

♦ 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 [1] to unlock a new Side Skill.

