

A few notes and tips

You can just delete this part when making your fan abnormality.

If you want your abnormality to be balanced according to content from the original game, I would strongly recommend looking at existing canon abnormalities as a starting point when making your design. The [Lobotomy Corporation wiki](#) is very helpful for this.

Existing abnormalities will give you some basic guidelines by way of equipment cost, damage output, mood ranges, gift drop chances, resistances... The list goes on. Suffice to say, it's good to compare your abnormality against other abnormalities of equivalent rank, to see if it's overtuned or undertuned. Looking at the wiki will also show what kind of effects are considered as "employee alteration", "department/facility alteration", and so on and so forth.

- **ZAYIN** – low risk, not very threatening, won't breach but may cause some issues if mismanaged
- **TETH** – low-moderate risk, may have stat checks, more problematic abilities if mismanaged or not paying attention
- **HE** – moderate risk, can cause issues if manager does not take care in dealing with it, may have a wide variety of means of causing problems in the facility
- **WAW** – moderate-high risk, will cause havoc if mismanaged, often require stronger agents to be able to deal with them, and can overwhelm a weaker facility if unprepared
- **ALEPH** – high risk, requires high level agents just to be able to work them – extremely difficult to manage and/or keep in the box – unexpected breach may easily force a day reset or facility wipe

You can also use it to see how other similar equipment performs. For example, fist-type weapons consistently have "Very Short" range, and cannon-type weapons consistently have "Very Slow" attack speed.

The stronger the EGO of an abnormality, the fewer the copies that will be available to be obtained by default. For an example, see the difference between the number of copies of Solemn Vow armour, and Bear Paws armour.

When making your abnormality, if you want it to be at least somewhat balanced according to the normal game, it's generally a good idea to use WhiteNight as the absolute yardstick for your design. If your abnormality is *stronger* than WhiteNight in effect, potential devastation, EGO power, or in other regards, it may be advisable to re-think your idea.

That being said – **please don't feel you have to use this guide**. If you just want to make cool lore for a new abnormality and not bother with any of the other stuff, or sketch a fancy design for monsters or EGO, knock yourself out! **You don't have to make damage values or EGO, or any of the stuff listed here** – this document is just to provide a rough guideline, for people who are interested in such a thing.

O-06-120 “A Fan Abnormality Template”

(Name listed as “Fan Template” prior to observation level 3)

“What do I put here? The flavour text for the abnormality when it’s available to be selected by the manager? Seriously?”



A Fan
Abnormality
Template



Abnormality Origin Type: O

Subject Classification: 06

E-Boxes: 10

Damage Type: ~~Red~~ **White** (1-2) ~~Black~~ ~~Pale~~

Risk Level: ~~ZAYIN~~ ~~TETH~~ **HE** ~~WAW~~ ~~ALEPH~~

Good Mood Range: 8-10

Normal Mood Range: 4-7

Bad Mood Range: 0-3

Qliphoth Counter: N/A

~~This Abnormality is Capable of Instadeath~~

~~This Abnormality is Capable of Breach~~

~~This Abnormality is Capable of Department/Facility Alteration~~

This Abnormality is Capable of Employee Alteration

This Abnormality is Capable of Possession

~~This Abnormality is Capable of Spawning/Summoning/Converting an Employee to gain a Minion/Creature~~

This Abnormality can Benefit the Facility

Abnormality Managerial Works	
Managerial Tips 1	Keep the managerial tips relatively short. Ideally they should only be a few sentences each, and straight to the point.
Managerial Tips 2	Things that could normally be found in managerial tips, includes what increases or decreases Qliphoth counter.
Managerial Tips 3	Likewise, it's good to include information about things that trigger special effects of the abnormality (instakills and so forth).
Managerial Tips 4	You don't need to include everything about the abnormality's abilities here, though, just a rough outline of problems it might cause – or alternatively, help it might offer.
Managerial Tips 5	It's strongly advised to have a look at the Lobotomy Corporation wiki. You can find the entries for existing abnormalities there.
Managerial Tips 6	Looking at the entries for existing abnormalities can be very helpful for providing phrasing for managerial tips. Matching the phrasing for canon abnormalities will make your abnormality

Work	Level 1	Level 2	Level 3	Level 4	Level 5
Instinct	Common	Common	Common	Common	Common
Insight	Common	Common	Common	Common	Common
Attachment	Common	Common	Common	Common	Common
Repression	Common	Common	Common	Common	Common

Damage Type	Red	White	Black	Pale
Breach Resistance	0.7	0.5	0.5	1.2

Ability Description – One Template, Many Fan Abnormalities

- When it was made available on the internet, this abnormality was noted to propagate other fan abnormalities.
- If your abnormality has a special ability that takes effect while it's in containment, and that *isn't* just triggered by its Qliphoth counter reaching 0, this is the place to put in more detailed information about it.
- (Examples would be Army in Black's "Protection" ability, [CENSORED]'s "Sacrifice" work, One Sin's SP healing on a Good work result, Little Prince's hypnosis and mushroom conversion etc.)

Breach Behaviour/QC = 0

- This abnormality is incapable of breach.
- However, if it *were* capable of breach, this would be the place you would put information about what it does when it breaches.
- That would include breach behaviour (e.g. wandering randomly or aggressively; breaching to set position; teleporting; seeking out a location or abnormality), attacks when breaching, special effects when breaching, and so on.
- This abnormality also does not have a Qliphoth counter.
- ...but if it did, it would mention what happens when it reaches 0, too.
- That might include effects inflicted directly upon employees, other abnormalities, or even the facility itself.

Abnormality Story

Observation level 0

The lore of the abnormality was listed here.

Observation level 1

Further parts of the lore can be unlocked when the observation level is increased, as denoted by the text just above.

Observation level 2

If you want certain parts of your abnormality lore to be hidden behind certain observation levels, break up your lore accordingly.

Observation level 3

That being said, if you don't need to break up your abnormality lore as much – you don't have to use all of the observation levels.

Observation level 4

Many canon abnormalities don't unlock extra lore snippets at every observation level increase. Likewise, some abnormalities don't have any lore available at observation level 0.

Notes

Ego Weapon “Fanwork”

Grade	Cost	Max Amount	Damage Type	Attack Speed	Range	Observation Level
ZAYIN	20	5	White	Average	Long	2
Requirements :	If the EGO has any requirements for an agent to use it, list them here.					
Description:	“A short lore description of the nature of the EGO weapon is normally listed here. This might include details about its nature, or its story effects (as opposed to considering purely its in-game mechanics).”					
Details:	This is a more matter-of-fact description of the weapon, listing a short description of the weapon’s appearance, as well as its basic attack patterns.					
Special Ability:	If the weapon has a special ability or special attack, list it here. Examples include: Gold Rush’s temporary buff/debuff effects; Mimicry’s healing; Lamp’s Black damage amplification; Frost Splinter’s slow effect; Twilight’s general bullshit damage output; and so on. Examples <i>should</i> canonically include Magic Bullet’s ‘friendly’ fire effect, but don’t, leaving the manager to wonder why their nuggets are all dying or going insane every time a suppression work is ordered that involves the so-called Safety Team. Mr. Black, please stop killing people.					

Ego Suit “Fanwork”

Grade	Cos t	Max Amount	Red Resist	White Resist	Black Resist	Pale Resist	Observation Level
ZAYIN	20	5	0.9	0.8	1.0	2.0	2
Requirements :	Again, if there are any requirements for the EGO to be used, list them here.						
Description:	“A short lore description of the nature of the EGO suit. Again, potentially including details about its nature, or its story effects. It usually differs from the description of the EGO weapon, at least by a little bit.”						
Details:	This is a more matter-of-fact description of the weapon, listing a short description of the armour’s appearance.						
Special Ability:	If the EGO armour has a special effect, list it here. Examples include: Paradise Lost’s bullshit in presence of WhiteNight; Hypocrisy’s (nonfunctional) SP regen bonus; Smile’s “free lunchbox” effect when passing over corpses; and Twilight’s bullshit passive damage.						

	Examples <i>should</i> canonically include Feather of Honour's instant death effect if exposed to Snow Queen, but inexplicably leaves it to the manager to discover such a thing when their nugget dies for no apparent reason, when visiting an otherwise low-risk abnormality. No, I'm not salty.
--	---

Ego Gift "Fanwork"

Gift Slot:	Head 1 / Head 2 / Eye / Face / Mouth 1 / Mouth 2 / Cheek / Brooch 1 / Brooch 2 / Left Back / Right Back / Hand 1 / Hand 2 / Special
Description:	A description of the gift's visual appearance.
Effects:	Basic boosts or penalties to stats or substats.
Special Effect:	If the EGO gift has any special effects (e.g. Da Capo's White damage immunity when coupled with EGO equipment), list them here.
Drop Chance:	Percentage chance of obtaining the gift on any given completed work.
Observation Level:	Observation level at which the gift details are unlocked.