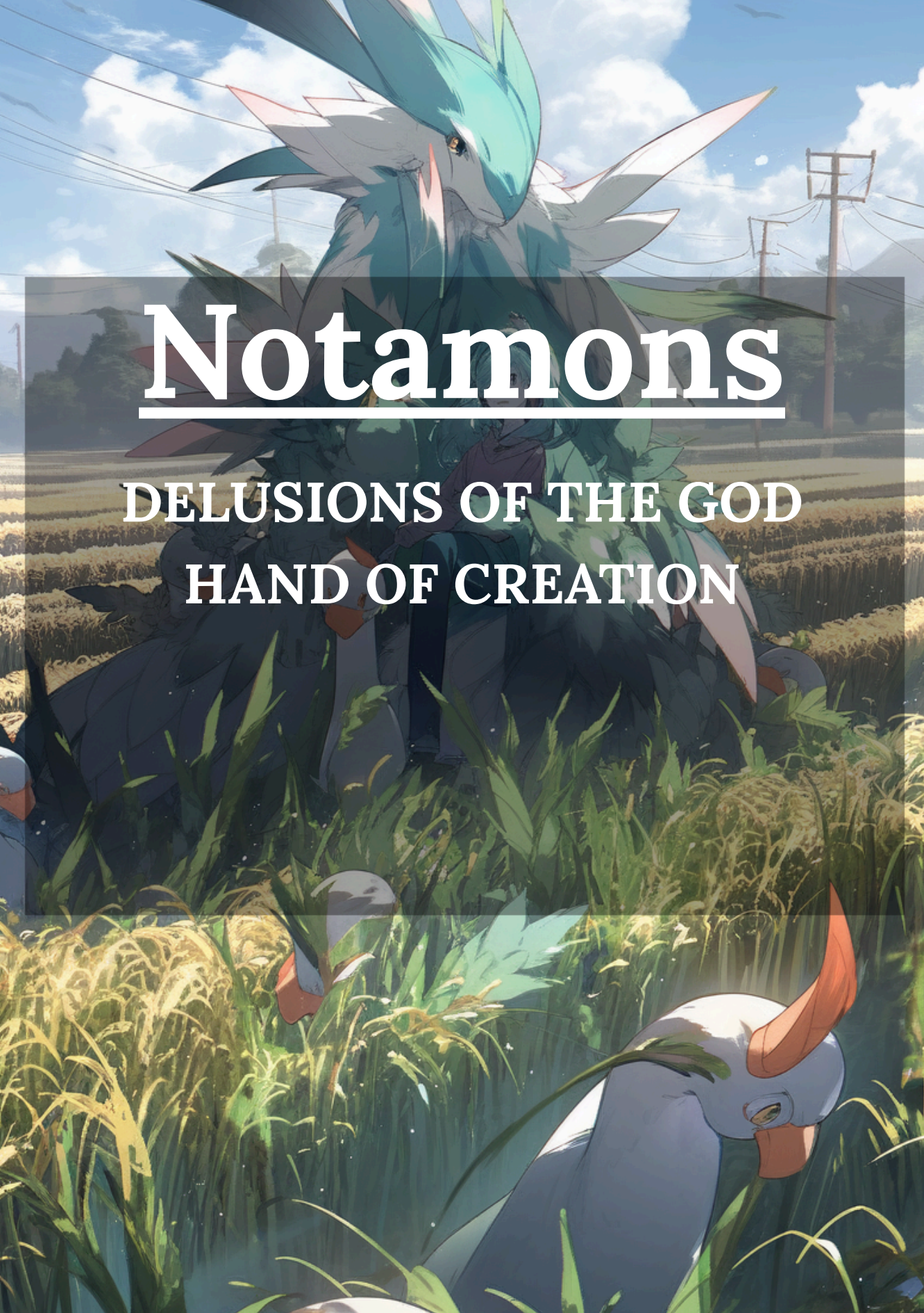




Notamons

DELUSIONS OF THE GOD
HAND OF CREATION

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Preface

Notamons started as the simple concept of "why don't we see summoning more prominent on the table," after my research and understanding, the answer is "because it's a pain in the ass to manage."

One of the other major parts of the endeavor was that Summoning was rarely the "Key Part" of the system, it was rather tacked on in addition to the main game. A "side thing" that gave a single character more options. These options tended to be either "break the action economy" or "do nothing of value." This prompted further research into the "mon genre" popularized by the various Pokemon games out there as well as the Not!Pokemon games like Majimonsters. These had the additional problems of being too close to the video games, being hundreds of pages long with rules for literally everything.

So I decided to make my own. Notamons is my attempt to make something interesting that covers a handful of different settings that don't get much love.

Side Note: Why You're REALLY Reading This

I understand, you don't want to play Notamon. That's the "point." Notamon is, at its core, the Chinese knock-off 'Mon game that your grandma buys you because she doesn't understand what a "Pokemans" or "Digimans" is and is concerned about the scary monsters on the front. You're here to run Pokemon, Digimon, Telefang, Geneforge, or SMT, something involving 'Mons and the process of using them. The rules and situations presented below can be easily used to do with as you, the Game Master, pleases.

You're not beholden to anything written here, edit it, twist it, break it, Notamons is a game with a purpose, to give you, the players and GM, entertainment.

At the Start, There Was Death

A long time ago, wizards fought. A lot. Seriously, they tried to kill each other so often that entire stretches of land turned to ash, endless winters across fields, and even letting horrible monsters for their legions of the damned roam free after their services ended. It got so bad that a conclave of the greatest wizards got together to quietly announce, between war declarations and reading off the dead wizards that month, that the world was going to end if they continued.

After agonizing over it for a few months, the wizards came to a new conclusion: they needed a method to fight one another, without dooming the world. So they devised, using devilish tricks, primal goop, and the corpses of everything they killed to create Notamon. Notamon are unintelligent automatons, requiring direct command of their creator to function properly. They decided to test their mettle, craftsmanship, and tricks against one another in Notamon tournaments rather than destroy the countryside with hellstorms.

It proved to be successful.

Too successful.

Generation after generation of wizards grew up as Notamon trainers, crafting and perfecting their own creations, building wondrous creatures and horrible devils to fight to the death against one another. Eventually, they even stopped teaching magic all together. There wasn't any need for anything outside the crafting of Notamon.

Boundaries were pushed, Notamon expanded in complexity and oddity. Soon wizards, now dubbed Creators, began to model their Notamon less for combat, but for logic and thinking. The Creators pushed everything to the limit until there wasn't anything left, only Notamon and the madness they created.

So, today, we may not have deadly floods or terrifying plagues of flesh eating anthrax beetles, but we have Notamon. A lot of Notamon. So many Notamon that many go rogue, forming their own communities and interacting with the local population and fauna. The world is ending, but ending because Creators keep accidentally releasing their monstrous fire breathing lizard monster that's immune to all forms of weaponry out into the wild, because it's their Notamon.

You're the fresh batch of Creators, just starting your journey into this mad world. Congratulations, you've made it this far, you've amassed enough material and skill to craft your first Notamon. From here, the world is yours to explore, just mind the fractures and beasts that want to eat you because you exist.

Which is everything.

That Fair Hero Rode a Pale Horse

The Godhand, the leading body and closest thing to an "Authority" on the Creators was established during the Cataclysm Wars to adjudicate conflicts. However, as the Notamons were introduced, the warring heads became bureaucratic, managing what was and was not legal in the grand panoply of Notamon creation.

In the Godhand there were five members, comprising one of the fingers. Three of the fingers wore the Rings: Copper, Silver, and Gold. This was both a symbol of power and dreadful responsibility to manage their affairs. As the three rings would compete for the coveted Golden Ring while those without would plot with one another to seize one ring for themselves. This nature of treachery and authority created a sense of distrust among the Fingers, but to understand that no one can be trusted, means they may always be trusted.

Yakub, of umber skin and massive intellect, was the thumb of the Godhand. Wielder of the Golden Ring and the weight of responsibility that befell that duty. For his scholarly works and obsessions, what he truly hungered for was forsaken knowledge, pushing the limit of the accepted. Until he created the perfect Notamon.

Its name was Magnum Opus, a culmination of a lifetime's work, a Notamon which could create other Notamon. The endless Goop factorium which powered its body allowed it to create a seemingly endless tide of horrors from its internal alchemical engine. Before Yakub could unveil his glorious creation, he was murdered. Discovered in his workshop by his servants, the Magnum Opus cut apart with surgical equipment, the accusations flew at the convention of the Godhand.

Gorehound, the Ring Finger and Silver Ring, was first accused, but ruled too honorable, and foolish, to assassinate his rival in cold blood. Mercury was accused next, the Index Finger and Copper Ring, but her words proved effective and her alibi correct. Guydo, the Middle, and Zosimos, the Little, were accused but both attested neither could fight the Golden Thumb by themselves. Bickering and arguments ensued, but secretly each of these four plotted for the Golden Ring now available.

And soon blood would be spilled over it.

Guydo's forces invaded Zosimos's territory, Gorehound waiting to name his true ally of the victor, however Mercury's deception would lead to a bloody clash on his exposed flanks. The Four Finger War had begun, all nations of the world and beyond mobilizing their forces for the titanic clash of will become the Golden Ring of the Godhand.



Abstract Notions of "Lore" for Notamons

I could go into intense detail about the lore, but let's be honest with ourselves here, you're not here for Notamons. You want a Pokemon, Mon, Temtem, Palworld, or whatever the hell else is out there. But on the off chance you are fascinated, here's some weird Lore bits.

- Adventuring Heroes tend to spring up every now and again, they get eaten by Notamon or murdered by Creators, occasionally they manage to ambush and mortally wound a few Creators in the meantime.
- Any pureblooded human being can become a Creator, around 60% die from the initial chemical tests and the remainder are weeded out to infighting, accidents, or abandoning the path.
- Creator Schools are institutions that are supported by the Creators to continue production and knowledge of Notamons for the future. Fierce rivalries between schools have led to all out warfare more than once.
- Creators don't tend to have deep relationships outside academic circles or traveling companions. Most "Creator Romance" is either arranged, but those which aren't are dangerous due to merged grimoires and knowledge.
- Creators travel around for adventure, resources, or simply academic purposes. They are regarded as bad omens wherever they go.
- Goop by itself is a potent alchemical good, able to produce wondrous effects such as transmutation and healing elixirs. Most Creators use it for poison, explosives, or Notamon.
- Goop can be processed from any living entity, the most common being animals, people, or other Notamon. While not uncommon, Goop Mills do require bloody tithes to continue the production of the volatile material.
- Gorehound is the second most powerful Creator, he focuses almost entirely on heavy offense and equipment for his Notamon. He was Yakub's closest friend and most hated enemy.
- Many Rogue Notamon tend to congregate together in smaller communities, when discovered they are almost always scoured and salted.
- Most people don't believe in a central religion, simply "The Cycle" which is a mixture of Reincarnation and Karmic Debts. One of the chief goals of the Creators is to harness the power of the Cycle.
- Most sentient creatures in the setting are human, there are more "Fantastical" races such as Dwarves, Elves, and such, but they are all byproducts of the Creator's more grandiose wars.
- Notamon can take anywhere from five to twenty minutes to fully construct. More detailed and lovingly crafted ones can take upwards of a day.
- Notamon find themselves employed in a variety of tasks from manservants to living room lights. They come in many different sizes and terrors.
- Of the nations of the world, most find "patronage" with one of the Fingers of the God Hand. This is a mixture of protection money and bribery to keep them from doing something.
- People don't hate Creators, they are terrified of them.

- Ruins of previous civilizations, abandoned labs, and other such mishaps dot the landscape, exploration is encouraged (and incredibly dangerous).
- Technologically speaking the setting is a bit all over the place. With the massive amount of conflicts and Notamon experiments gone wrong over the centuries, some places are barely developed out of the Copper Age, while others are on the path of a Late Renaissance level.
- The Fae are entities which live between the fabric of reality, their creation and experimentation were the earliest implementations of Goop.
- The Four Finger War has started as small skirmishes, but more are starting to enter and quickly kill one another. The goal is indiscriminate at this point, all four of the remaining fingers seeking the authority to be crowned the Gold Ring.
- There are actual Animals, often strange and fantastical, Notamon entering the food chain either die quickly or rise to the apex due to their innate powers.
- To claim a seat in the Godhand, the Creator must demonstrate authority and devilish intent, being accepted not only as a powerful individual, but wise enough to survive the initial probing attacks by the others.

The Chaos Factor: How to Play

When starting their journey in the world of Notamons, a small group (2 to 4) of Creators and the Notamon Master (NM) will need to gather their supplies to create 'em all. Preferably each Creator will have their own full set of dice, but sharing is encouraged if a full set is not met.

When a Creator or Notamon attempts an action with a chance of failure, they are making a Check. The Player will roll a D20 and add any modifiers attempting to reach a Target Number (TN) set by the NM or an opposed roll.

Difficulty	Target Number (TN)
Simple	5
Average	10
Tough	15
Challenging	20
Formidable	25



If the Creator's combined roll is equal to or higher than the TN, they are successful and clear the situation. If they roll less, they will fail and suffer the consequences.

If the Creator is in a direct competition with another entity, both will roll and whoever scores the highest will be victorious. If a tie occurs, the priority will be given to Notamon first, then whichever competitor has the highest Attribute. If there is still a tie, reroll the Check. If there is a need for an Extended Check, the NM will set a TN and a time interval. The Creator attempting the Check may make one every interval, building up to the final Target Number.

An Important Note: When rounding, always round down unless stated. 1.5 would be 1, 2.75 would be 2, etc etc.

Advantage and Disadvantage

Throughout their adventure, the Creators will find themselves blessed with good fortune as well as hopeless misery. When this occurs, they have Advantage or Disadvantage.

Both of these are measured in D6's (preferably different colors) which are rolled alongside the D20. If the Creator has an Advantage, through luck, planning, or abilities they will add +1d6 to their final result. If they have a Disadvantage, often because of bad timing, lack of tools, or abilities they will lose -1d6 to their final result.

These two forces counter one another, having two Advantage and one Disadvantage would mean only adding +1d6 to the roll.

Critical

If a Creator rolls a 20 on their D20, they have scored a Critical, automatically succeeding at the action they were attempting. When a Creator Crits, depending on the situation, they will be able to gain additional benefits.

During Combat they may choose to . . .

- Deal Maximum Damage to a Target
- Make a Second Major Action
- Have Advantage on their next roll
- Recover 1d6 Health

If they are not in Combat, they may choose to . . .

- Have Advantage on their next roll
- Grant an Ally Advantage on their next roll

A Critical will end the next Check the Creator makes, however, they may spend Health equal to the difference of their D20 result and 20 to continue their Critical streak. This lasts as long as the Creator keeps rolling, or forcing, 20s.



Fumble

If a Creator rolls a 1 on their D20, they have Fumbled. They immediately fail the action they are performing and suffer other effects based on the situation they are currently in. The NM will choose an appropriate punishment for the situation.

During Combat . . .

- The Creator gains a Status Effect
- The Creator suffers 1d6 Damage
- The Creator cannot activate one of their Notamon or one of their Notamon's parts stop working.
- The Creator has Disadvantage on their next roll.

When out of Combat . . .

- The Creator suffers 1d6 Damage
- The Creator has Disadvantage on their next roll.
- The Creator suffers a catastrophic, miserable, failure in front of everyone and everything. It's pathetic.

When a Creator Fumbles, they automatically lose their Critical if they had it. There is no way to mitigate the rapid failures of a Fumble.



Birth of the Vessel of Flesh: Creators

Creators are a group of mystically inclined, alchemically dependent, sociopaths who have mastered the art of creating Noatmon and are able to manipulate the primal matter of reality, Goop. They are often regarded as powerful, mystical, and incredibly dangerous for their continued research and development of world-ending catastrophic beasts of war and competitive abomination-based gladiator combat.

With the War of Four Fingers kicking off, many Creators are being quickly graduated from various academies, hermetic schools, or returning from prolonged exile to stake their claim in the ensuing chaotic armageddon war.

Each Creator is assigned a Discipline, a reflection of their training, abilities, and mutagenic exposure. As they grow, the Creators will increase their strength and prowess, as well as begin to further mutate from the prolonged exposure to Goop. As they develop, so will their Notamon, allowing them to strike down their enemies and emerge victorious in a tumultuous world.

Disciplines

All Creators have a Discipline, a specialization of both body and mind in their approach to the creation and battling of Notamon. Often these different philosophies work together if needed, differences have erupted into open violence between the schools of thought. With the War of Four Fingers raging, many Disciplines have dedicated themselves philosophically to even more radical ideologies.

Creators are rarely peaceful people, and war brings out their true purpose: killing one another.

When first drafting a Creator, they will select one Discipline to determine their initial Attributes¹, Affinities, and Traits. After this, the Discipline has little influence on their future development, allowing them to create, and destroy, as they see fit.



¹ This is the starting value of all of their Attributes, ranging from 1 to 0.

The Warriors

Guardian	
Starting Attributes	1
Attribute Points	3
Affinity Points	1
Trait Points	1
Starting Goop	100
Guardians believe to train one's Notamon, one must be strong as well, training their bodies as well as mental acuity to become the best they can be. Often described by others to be "Weak in Skill" or "Low Personality," but are still strong in nature.	

Paladins	
Starting Attributes	1
Attribute Points	5
Affinity Points	0
Trait Points	0
Starting Goop	100
The Paladins are a natural extension of the Guardian philosophy, striving to perfect their physical and mental form above all else, a Paladin refuses to understand to grasp the ideas of such as "Personality" or "Actual Skills" and prefer to simply increase their gains.	

Breakers	
Starting Attributes	1
Attribute Points	3
Affinity Points	0
Trait Points	2
Starting Goop	100
Breakers are those who have put themselves through the rigors of Guardian training, but were found lacking for the Paladins. Supplementing themselves for more mutagenic properties to keep themselves up to par with their kin.	



The Wanderers

Agents	
Starting Attributes	0
Attribute Points	3
Affinity Points	5
Trait Points	2
Starting Goop	100
A Creator who subscribes to the Agent philosophy is one who would rather focus on personal development of their skills and abilities rather than worry about improving themselves. They care about getting the job done, and little else.	

Knives	
Starting Attributes	0
Attribute Points	0
Affinity Points	8
Trait Points	2
Starting Goop	100
The Knives are Agents who have gone the extra mile, prepared for everything, some call them paranoid who rely on their tools and tricks to win battles and secure victory. They simply refer to these people as weak-minded and not nearly as well prepared.	



Chemists	
Starting Attributes	0
Attribute Points	0
Affinity Points	5
Trait Points	3
Starting Goop	120
Chemists are Agents who have devoted themselves to the scholarly arts. While this pursuit may not put them in the league of their more focused allies, they bear companionship with their Shaper kin.	

The Shapers

Shapers	
Starting Attributes	0
Attribute Points	2
Affinity Points	1
Trait Points	3
Starting Goop	140
Shapers would like to fashion themselves as the "true" school of thought regarding Notamon creation as they pride themselves on their ability to create the most efficient and dangerous Notamon available. They are usually rather eccentric.	

Sorcerers	
Starting Attributes	0
Attribute Points	0
Affinity Points	0
Trait Points	6
Starting Goop	140
Sorcerers, taking the name from the Mad Wizards of old, push the boundaries of the creation of Notamon, and are responsible for most of the disastrous ecological effects that Notamon has. If there's a will, there's a way a Sorcerer will attempt to make a Notamon.	

Yakubian	
Starting Attributes	0
Attribute Points	0
Affinity Points	2
Trait Points	2
Starting Goop	160
The Yakubian Shapers are part of Yakub's many schools and scholarly programs, focused on pushing the absolute limits of Notamon creation to appease their overlord. Many fail, few create horrors beyond imagination.	



Attributes

A Creator is a person who has undergone the training and rigorous self experimentation to create, manipulate, and recycle Notamon. Their Attributes indicate how fit and able they are for tasks. Attributes can be as low as -5 and as high as +5, representing the worst and best of Creators².

The Discipline of the Creator dictates the starting value as well as additional Attribute Points that are able to be spent. A Creator may always reduce an Attribute by 1 to gain an additional Attribute Point wherever they wish.

Acumen (ACU)	Agility (AGI)	Body (BOD)
The Creator's cognitive intelligence and insight into scholarly knowledge. High Acumen is associated with scholars, adventurers, and writers.	The Creator's reflexes, dexterity, and hand-eye coordination. High Agility is associated with acrobats, archers, and thieves.	The Creator's physical condition and strength, including their constitution. High Body is associated with soldiers, laborers, or athletes.
Endearment (EDR)	Sense (SEN)	
The Creator's personality, manipulative nature, and ability to mask their intent. High Endearment is associated with actors, jugglers, or doctors.	The Creator's natural senses and innate feeling of unease in situations. High Sense is associated with watchmen, rangers, and the paranoid.	

² Standard Human Beings tend to gravitate around the -2 to +2 range

Affinities

Affinities are the Creator's method of refining their talents and abilities to a fine point. Affinities are broad, but directed, sets of skills that allow them to tap into training and knowledge to apply themselves. Each Affinity is one of the five primal elements, the most raw manifestation of Goop³, each given a philosophical backing highlighting their ability.

Each of the Affinities has five "Steps" to them, each Step adding a step of the die to it. Starting at D4, D6, D8, D10, and finally D12. Whenever one of the Affinities were to come up, the Creator adds their Affinity to their roll. For example, if they are attempting to break down a door, they will make a Body Check, adding their Pyros to their roll.

Notamon also have Elemental Affinities, but they can be further broken down into focuses, as discussed later during the Plasmolysis Process of Notamon Creation.

Aethos (⊗)

The Creator's understanding of the mystic and unreal, tapping into otherworldly senses and dealing with supernatural phenomena. Diviners, Witches, the like deal with Aethos.

Pyros (Δ)

The Creator's destructive and aggressive nature is given form, used for destroying, breaking, or burning. Soldiers and War Priests all indulge in Pyros.

Aeros (Δ)

The Creator's more observant and precise nature, finding minute details or avoiding the eyes of others. Wanderers and Hermits partake in Aeros.



Geos (∇)

The Creator's fortitude in the face of hardship, be it physical, mental, social, or maintaining bodily integrity. Judges and Flagellants represent Geos.

Hydros (∇)

The Creator's ability to flow and manage the situation in front of them, relying on their creativity and intuition. Tinkerers and Scholars rely on Hydros

³ Aethos creates the Air, which creates the Water, which feeds the Earth, to feed the Fire, to burn into Aether.

Traits

The Process of Plasmolysis to create Notamon is a dedicated and difficult process, requiring the proper tools, ingredients, and chemical mutagens to manipulate the Goop to take proper form. In the past century, amazing strides have been made to create easily manufactured implements and summoning containers for Notamon Creation. The final burden was the chemicals necessary for false-life.

Until it was determined that it was simpler to turn the body into a living alembic. The training of a Creator involves a set of injections, supplements, vapors, and outright baths of mutagenic chemicals to force the Creator to create their own necessary materials. The blood of a Creator is one of the most potent alchemical accelerants, but most other bodily fluids can suffice. These trials often involve mutation and imbalances in the body, causing not only their humors to be compromised, but also their own body shaping itself into an ideal form.

Traits are the expressions of the mutagenic process. Each Trait corresponds to a series of chemical intakes that are starting to express themselves. Each "Rank" of a Trait grants a stacking discount of the associated part in intervals of 2. So, a Rank 3 Zosimos would pay 6 less when designing their Automated Understanding.

Each Trait may be bought up to five Ranks for a total of -10 Goop Cost to the associated part. However, the Creator's mutation associated with it will grow and become more apparent as their Rank increases. By Rank 3 it's impossible to hide, and by Rank 5 it may even be a hindrance to their own health.

Mutagen	Mutation	Mutation Notamon	Mutagen	Mutation	Mutation Notamon
BOTTGER	Loss of Limb Function	Material	KHUNRATH	Sleep Walking	Elemental Affinity
BOYANG	Multiple Eyes	Sight	MARIA	Engorged Muscles	Natural Weapons
ESLAF	Gigantism or Dwarfism	Shape	NOTWEN	Enlarged Organs	Natural Armor
FLAMEL	Skin Loss	Size	OSTANES	Abnormal Hearing	Mouth
HELMONT	Elongated Legs	Legs	PAPHNUTIA	Numb Body	Pain Tolerance
HENNIG	Schizophrenic Delusions	Moves	PARACLES	Albinism	Movement Abilities
HONG	Voicebox Editing	Hearing	SIMIAO	Temporary Organ Failure	Attributes
JILDAKI	Appendage	Tail	SYNESIUS	Appendage	Wings
KANADA	Elongated Arms	Arms	ZOSIMOS	Enlarged Head	Automated Understanding

Side Note: **Perversion of Nature**

The Creators, by their unnatural practices and deviant arts, are considered by most to be a complete group of freaks. However, everyone knows that these same Creators command monsters beyond imagination and, if threatened, will most likely decimate entire cities to make a point.

The ancient wars of the Proto-Creators still have noticeable scars. Entire cities turned to unbreakable glass, the nightmarish fae, and even other lingering war machines all relics of a bygone era, just waiting for a repeat.



The Plasmolysis Cycle: Creation of a Notamon

A Notamon is created from the Primal Energy of the World twisted, molded, and tainted by the Creator's whims. This substance, an opaque and shimmering sludge, is known as Goop. Through the careful manipulation and proper tools, Creators are able to shape and build their ideal Notamon from this primal matter. As it is everything at once, but nothing at all, various accelerants and mutagenic chemicals (namely a Creator's Blood) are required to kickstart the process. After a short amount of time, a newly minted Notamon completes the Plasmolysis Cycle, and is ready to be ordered and die on the field.

When a Notamon reaches their expiration date, the Creator can break them down into their core components, then back to Goop to be reconstituted yet again. All will be, and all has been, Goop.

Notamon Control & Teams

Creators are only held back by their own willpower and experience, the more Notamon that are deployed into the field, the more of the Creator's "Self" is being spread thin. Each Creator will only have a number of Notamon on their team equal to their Current Level (Starting at 1) + 1.

Each of these Notamon will have a maximum amount of Goop they can sustain. More powerful Creators are able to manipulate more of the primal essence to shape into deadlier, larger, or more abstract creations. Each Notamon can have 100 Goop dedicated to them, each Level past the first adds 25 to that total.

Notamons Cycle of Life

Once crafted to specification, a Notamon is bound to their Creator until their inevitable death or recycling. Rogue Notamon are created by three situations: The Creator dies before they are able to recycle, the Creator severs the bond the Notamon has with them, or they build too much Deviancy.

Deviancy is gained by mistreating or abusing the Notamon in a more overt fashion. Punishment of a Notamon is, ultimately, worthless as they are unthinking automatons powered by basic neurotransmitters. Therefore those who go out of their way to torture them build up "Deviancy" which the Notamon's various fight-or-flight responses triggers to react to the pain negatively. Effectively, if a Notamon is in agony, it's thinking it's in agony, therefore it is thinking. Luckily, most Combat Notamon are either stuck into the fray for too long they succumb to their wounds or are victorious, having their wounds treated quickly (or recycled to not feel the pain anymore).

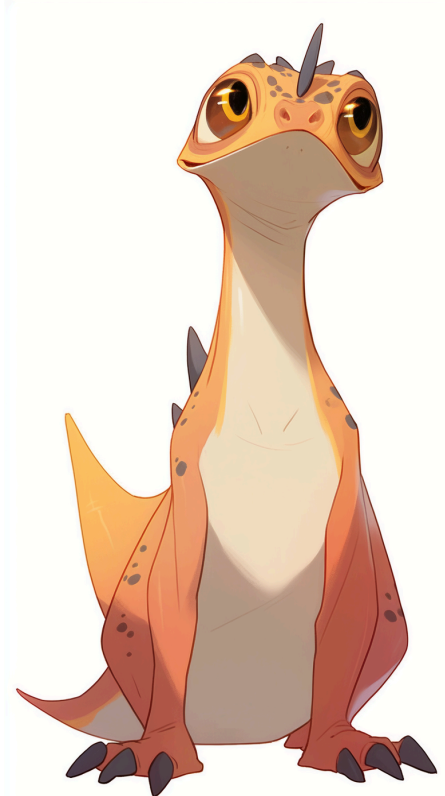
Notamon Intelligence

Notamon are not what many would consider to be intelligent, quite the opposite, most lower level Notamon are barely able to keep themselves alive or function properly without explicit orders. More advanced Notamon are able to perform functions and abilities without input, but still lack the drive to "expand" their horizons. Rogue Notamon, those with sufficient Deviancy, do learn things as their mind expands, free from the deliberate shackles.

To Creators, this is an abomination of their will, mostly because Rogue Notamon tends to be vastly more intelligent than the average Creator (by trying to avoid them).

Notamon Creation

When designing the Creator's Notamon, they will go through different steps of the process. Each step will have choices that may, or may not, be exclusive. A step-by-step guide will be at the end.



Side Note: **Can You Do That?**

Short Answer: Yes, you pervert.

Long Answer: Yes, you pervert, you can sleep with your Notamon. It's kind of like baking a pie only to violate it, but you can. At best it's more regarded as an act for the odd rather than straight up depraved (that's often reserved for people who create others to sleep with). If you **MUST** include it in your game, then yes, it occurs. That's it. We're done here. No eggs for anyone.



Attributes

Attributes form the core of a Notamon's abilities, each one must be individually purchased with Goop up to the desired amount. Additional Goop may be found by lowering unnecessary Attributes into the Negatives, but that Goop is only applied to that Notamon and cannot be redistributed.

When applying Trait Discount, it is applied to the TOTAL SPENT rather than individual amount per Attribute.

Acumen (ACU)	Agility (AGI)	Body (BOD)
The Notamon's cognitive function and rationale.	The Notamon's reflexes, dexterity, and coordination.	The Notamon's physical condition and strength, including constitution.
Endearment (EDR)		Sense (SEN)
The Notamon's empathy and sense of self.		The Notamon's natural senses and instincts.

Attribute ⁴	Goop Cost
6	12
5	10
4	8
3	6
2	4
1	2
0	0
-1	-1
-2	-2
-3	-3
-4	-4
-5	-5
-6	-6

Side Note: **How This Works**

Being a bit blunt here, but if you take a -4 for +4 Goop, you do not "Gain" that Goop, you can just redistribute it elsewhere. Keep this in mind when applying your Trait Discounts, you cannot GAIN anything from these Discounts, only reduce the cost.



⁴ The Notamon Attributes may go beyond the listed amount, simply follow the same numbers (so a -7 would refund 7 Goop, while a +7 would cost 14 Goop).

Size

Size is the Notamon's overall mass, how large it is on the field and its looming threat to others. Larger Notamon are slower, but have a higher base Pain Tolerance, but Smaller Notamon have the speed and agility to avoid them.

Each Size Category increases the Die Size of Extra Damage the Notamon will do to a smaller enemy. For example, if a Large Notamon is attacking a Small Notamon, they will have a +D6 (Large - Normal - Small) Damage due to smashing the small creature into the ground.

Size	Goop Cost	Base Pain Tolerance	Base Speed	Base Momentum	Mass	Height
Tiny	10	0	3	3	1/4	0
Miniature	5	5	2	2	1/2	1
Small	0	10	1	1	1	2
Medium	0	15	1	0	1	3
Large	10	20	1	0	1	4
Huge	20	25	0	-1	2	5
Massive	40	30	0	-2	4	6

The Base Pain Tolerance is the standard amount of punishment the Notamon can sustain before dying. Base Speed is how many Tiles a Notamon can move on the board. Base Momentum is the position of when the Notamon will be acting in combat. Finally, Mass is how many Tiles the Notamon takes up⁵

Side Note: **The General Rule of Thumb**

- Tiny can be held with no effort, they are like puppies.
- Miniature can be held with one hand, they are like Yorkshire Terrier's, Shih Tzu's, or Chihuahua's
- Small can be reasonable held with two hands Bulldogs, Boxers, Border Collies
- Medium can be held with some effort, Saint Bernard's, Bullmastiff, Great Danes, Bernese Mountain Dogs, etc.
- Large cannot be reasonably held for long periods of time, most humans would be considered large, but ancient Dire Wolves would be as well.
- Huge can reasonably carry a person if need be, what can be regarded as a jacked Werewolf would be considered huge.
- Massive can carry multiple people, they are truly impressive and imposing, this can reasonably be on the same level as the Great Wolf Sif from *Dark Souls*.

It may seem larger sizes are universally better, but they also come with the narrative consequences of bringing a creature larger than most human beings into town. There is no such thing as “subtlety” when dealing with anything larger than small.

⁵ Massive Notamon will choose to either be 2x2 or 4x1

Shapes and Forms

Not all Notamon are made equally. The Creators have pushed boundaries and come to understand the various nuances of creating Notamon over the centuries. The most important part of the Plasmolysis Cycle is determining the "Shape" and "Form."

The Shape is how the Notamon will be formed and its main method of locomotion. It also determines how efficient and how many different parts may be shaped onto its core self. Often these "Templates" have been made to create wondrous creatures, many of which are mewling in a broken tone as a novice Creator attempts to create a sphere, only to create a Non-Euclidean entity whose organs are not properly placed.

The Form is how the Shape manifests itself. As technology marches on, more sophisticated Forms have been developed, including strictly mechanical entities. However, the traditionalist organic focused Creators balk at the use of these "Wind-Up Toys" as they forsake the intention of the Notamon⁶.

Shapes	Goop Cost	Available Forms	Starting Parts	Max Number of Parts
Amorphous	0	Organic	None	10
Bipedal	5	Organic or Mechanical	1 x Walker Legs	8
Non-Euclidean	15	Organic or Inorganic	None	16
Polygonal	10	Inorganic	None	12
Quadrupedal	5	All	2 x Walker Legs	8
Simulacrum	10	Inorganic or Mechanical	1 x Standard Arms, 1 x Walker Legs	6
Snakelike	5	All	1 x Dextrous Tail	8
Spherical	5	All	None	10
Abomination	25	All, but must be Size Large, Huge, or Massive	Three Parts under 15 Goop	20

Forms	Goop Cost	Pain Tolerance	Natural Armor	Recovery Method ⁷
Flesh	0	0	0	Natural
Organic	0	0	0	Natural
Inorganic	5	5	2	Repair
Mechanical	10	10	4	Repair

⁶ That intention being Bloodsport.
⁷ This will be detailed later, but in short: Natural is slow and reliable, Repair is fast and expensive.

Limbs and Exterior Parts

Limbs form for the active parts of the Notamon's form, allowing them to interact with the world and propel themselves without much effort. Each Limb is a "Set" of two, allowing the Creator to feel more comfortable purchasing symmetrically.

A traditional Notamon body can only properly sustain one kind of Arm or Leg set, as their internal biology demands it. However, if the Creator wishes to have additional types of Limbs attached to their Notamon, they will pay an additional Goop Cost in changing the bone structure to account for it. This Restructuring Cost is equal to the highest value of the two limbs. The effects of different limbs do stack, but multiple of the same type do not.

Limbs (Arms)	Goop Cost	Restructuring Cost	Hands	Effect
Grippers	12	10	Yes	Grapple (+2)
Integrated Combat	12	10	No	Strike Damage +1
Knuckle Walkers	12	5	Yes	Momentum + 1
Over Muscled Arms	15	10	Yes	Strike Severity +1
Standard	5	5	Yes	None
Steadies	15	10	Yes	Ranged Severity +1
Winged	20	15	No	Wings (Raptor or Speed)

Limbs (Legs)	Goop Cost	Restructuring Cost	Speed	Effect
Agility	12	10	+2	None
Bouncers	12	10	+1	Skip Step
Combat	15	10	0	Strike Severity +1
Floaters	10	20	0	Ignore Terrain Penalty
Lever Action ⁸	12	10	+1	Momentum +1
Tentacles	10	5	-1	Grapple (+2) Navigate Deep Water
Walkers	5	5	+1	None
Wigglers	12	5	-1	Cannot be Knocked Down

⁸ Velociraptor Legs

Mouth	Goop Cost	Restructuring Cost	Effect
Carnivore	10	30	Bite Severity +1 Bite Damage +1
Gaping Maw	15	45	Grapple (+2)
Human	15	45	Capable of Speech
Jaw	5	15	Bite Severity +1
No Mouth	0	0	None
Ripper Jaw	10	30	Bite Severity +2
Tearing Jaw	10	30	Bite Damage +2

Tails	Goop Cost	Restructuring Cost	Effect
Balanced	8	5	Momentum +1
Combat	10	7	Strike Damage +1
Dexterous	8	5	Speed +1
Gunner	10	7	Ranged Damage +1
Simple	5	5	None

Wings	Goop Cost	Restructuring Cost	Height Potential	Effect
Basic	15	15	1	
Endurance	25	25	4	
Raptor	20	20	2	Momentum + 1
Speed	20	20	2	Speed +1
Vetigel	10	10	0	No Flight

Quick Limb Q&A

- Can I stack various effects on a single set of limbs?

Yes, but you will take the lowest values for Hands (No) and Speed. As well as have one set of limbs.

- Can I have only ONE of a Limb?

Yes, pay half the base Goop Cost for it, but full restructuring cost. Also why?

- Do I get a discount for the starting limbs from my Shape?

No, you'll have to buy any new limbs.

Pain Tolerance & Armor

Notamon are expected to survive injury and push through mortal wounds to achieve victory. The natural toughness and durability of a Notamon is measured in Pain Tolerance and Armor. Pain Tolerance reflects the inability to feel, or register, the pain they are currently feeling. Should it reach 0, the Notamon's body begins to collapse in on itself as essential organs shut down and the Goop they are composed of begins to break apart to its original form. Armor is the plating and hides meant to dampen blows and protect vital parts of the body, reducing the amount of Damage it sustained by the value.

Pain Tolerance can be reduced to lessen the defensive ability of the Notamon, with more exposed organs or other vitals⁹. Armor being reduced to the negatives will refund Goop (as it is less protected), but the Notamon will take additional damage equal to the Armor.

Natural Armor	Goop Cost
5	20
4	16
3	12
2	8
1	4
0	0
-1	-2
-2	-4
-3	-6
-4	-8
-5	-10

Pain Tolerance	Goop Cost
+25	23
+20	17
+15	12
+10	8
+5	5
+0	0
-5	-3
-10	-6
-15	-9
-20	-12
-25	-15

⁹ If a Notamon is reduced to 0 or Negative Pain Tolerance, when summoned, it will immediately die, probably cursing its wretched existence.

Senses

Senses allow the Notamon to perceive their surroundings, this is through either Sight or Hearing.

Sight dictates the Perception Range directly in front of the Notamon, allowing them to react to threats and aim at their enemies. Hearing dictates the Perception range around the Notamon in a radius around them, allowing even blind Notamon to defend themselves.

Senses have a similar tax that limbs do, stacking additional sight types does not increase the range, but does allow a Notamon different sets of eyes in certain situations or if they are ever blinded by an attack.

Senses (Sight)	Cost	Sense Tax	Perception Range	Effects
Blind	0	0	0	The Notamon is blind and cannot see.
Nearsighted	5	10	0 - 3	
Farsight	5	10	4 - 6	
Good Vision	10	15	0 - 5	
Great Vision	20	25	0 - 7	
Special Vision	20	20	0 - 6	The Notamon does not suffer a penalty to Perception (Darkness, Bright Light, etc)

Senses (Hearing)	Cost	Sense Tax	Perception Radius	Effects
Deaf	0	0	0	The Notamon cannot hear
Limited Hearing	5	10	0 - 2	
Advanced Hearing	5	10	0 - 4	
Echolocation	15	20	0 - 6	Replaces Vision Perception, Unaffected by Modifiers, but loud noises interfere.

Elemental Affinity

Notamon, like their Creators, are tied to the Elemental Cycle due to their innate connection to the primal matter of Goop. An Elemental Affinity signifies not only alignment with one of the Elements, but also influencing their abilities to match their desired elemental connection. This Affinity is defined by their Primary Element.

The Primary Element is one of the core five: Aethos, Aeros, Hydros, Geos, or Pyros. Each being opposed to another one of the Elements in a strict combative nature. Aethos consumes Hydros, Hydros douses Pyros, Pyros ignites Aeros, Aeros erodes Geos, and Geos grounds Aethos.

When crafting a Notamon, a Creator may dip two additional Elements tied to their Primary Element. This is the Feeding and the Creating Element. Adopting additional Elements allows Moves and Attacks to be keyed to different Elemental Affinities, but their effectiveness may wane. The Primary Element will always define the Notamon and their weaknesses, unless a Creator willingly strips their Notamon of all Elemental bindings, creating an Empty Element.

Empty Elemental Notamon cannot use their Elemental bonuses for attacks, but are not weak to any particular attack either. Choose carefully.

Elemental Affinity Rank	Goop Cost
Empty Element	10
Primary Element	0
Creating Element	10
Feeding Element	10

Side Note: A Quick Reminder

For those who forgot: Aethos creates Aeros, Aeros turns into Hydros, Hydros feeds Geos, Geos promotes Pyros, and Pyros burns to create Aethos.

Therefore the Elemental Cycle is:
Aethos -> Aeros -> Hydros -> Geos -> Pyros -> Aethos. When choosing Pyros, for example, as a Primary Element, the "Feeding" Element is Aethos, the Creating Element is Geos.



Automated Understanding

Notamon are not intelligent creatures. At best, a Notamon is an extension of their Creator's will, an automaton crafted to specification to carry out singular orders at their behest. Some Creators opt to automate the process.

Automated Understanding is the complex process allowing a Noatmon to take free action during their Creator's turn if they are not chosen to act. They perform the Action at the end of the Creator's turn, but if they are unable to perform their duty, they will continue to stand stalwart (and doing nothing). Some of these Automated Understandings allow the Notamon to perform more "passive" functions.

Automated Understanding ¹⁰	Goop Cost	Effect
Attack	40	Notamon will attack anything in range on Creator's turn
Companion	15	Notamon responds to their name and has limited free-will, acting as a "Pet" to their Creator and can be given simple orders.
Flee	30	Notamon will flee the battle if they take over half their Pain Tolerance in battle.
Movement	25	Notamon is able to move on the Creator's turn
Special Abilities	50	Notamon will use their Moves if they are able to.
Intelligent	75	The Notamon has a limited intelligence, they understand and can speak the Creator's language. This is regarded as rather deviant behavior, Deviancy is set at 1.
Equipment Load	30	The Notamon is able to equip and use basic weapons and armor if they are able to use them.
Multi-Level Understanding	25	The Notamon is able to process different orders with different criteria at the same time ¹¹ .
Support	15	The Notamon will attempt to move and recover the Creator should they be injured, leaving the field immediately.

Notamon, by default, can understand one simple order at a time, often these are "Follow Me" or "Attack That" during off times. However, anything more complicated than "Go Here Do That" will require higher level thinking. Notamon are keyed to their Creator, which does allow the Creator finer control over them. This does include remotely shutting down organs to instantly kill one of their Notamon for recycling purposes.

¹⁰ Rogue Notamon suffer from an Automated Understanding that allows them to all move at once. All the time. Rogue Notamon really hate Creators, just a fun fact.

¹¹ "If a hostile opens the door, spit poison at them, but everyone here is an ally and should not be targeted."

Combat Moves

Notamon are crafted to fight. While many believe Notamon can be used for more academic or industrial capacities, a vast majority of literature and training boils down to creating a Notamon to kill others. This violent tendency is expressed through Moves, preprogrammed abilities the Notamon is given by the Creator during Plasmolysis.

Creation of a Move

All Moves in Notamons can be broken down into three key areas: Type, Effect, and Delivery.

Type	The Moves Elemental Affinity. Each Move can be Strong, Neutral, or Weak against other Notamon. If it is Strong, then it will be super effective and cripple the enemy. If it is Weak, then it will barely injure them. If the move is Neutral, then it will not modify its damage potential.
Effect	What the Move is attempting to accomplish. This is broken down into five separate parts: • <i>Damage</i> - Reducing Notamon Pain Tolerance • <i>Enhancements</i> - Applying Benefits to Allies • <i>Curses</i> - Applying Debilitations to Enemies • <i>Movement</i> - Traversing the Battlefield • <i>Specials</i> - Unique Moves of the Notamon
Delivery	The distance and area affected by the Move. Larger areas allow for greater impact, but will always risk friendly fire. Smaller payload delivery forces more intricate positioning and risk.

When Creating a Move for a Notamon, the Creator will be using their Goop to craft and edit the above three areas to deliver the desired effects of the Move. Certain Moves require specific parts to function properly or have access to, such as Natural Weapons.

Damage and Severity

Actual harm toward an enemy is measured in Damage and Severity. The Damage is the Die Type of the attack, shifting upwards as the attack grows deadlier. The Severity is the number of that Damage Die being rolled for the attack. For example, an attack with Damage D6 and Severity 3 would deal 3d6 Damage to the enemy.

Various effects and problems may increase, or decrease, the Damage and Severity of an attack. Notably Elemental Affinities as explained below. Provided here is the basic chart of Damage Die available for attacks.

Damage Die	
D0	D10
D2	D12
D3	D14
D4	D16
D6	D18
D8	D20

Starting Moves

A Notamon will always have a method to protect itself and its Creator, these "Starter Moves" are determined by the Notamon's various parts. If they do not have the requisite part, then they will be unable to use these Moves. Various parts may augment these Starting Moves. These Starting Moves do obey the Damage / Severity system and are augmented by Limbs.

MOVE	LIMB	EFFECT
TACKLE	None	The Notamon slams into the enemy, dealing 1d3 + Body Damage.
STRIKE	Arm, Leg, or Tail	The Notamon attacks with one of its limbs, dealing 1d4 + Body or Agility Damage
BITE	Mouth	The Notamon bites down on their enemy, dealing 1d4 + Acumen or Body Damage.



Natural Weapons

Most Notamon are built with combat in mind, meaning that many of them are built with natural weapons embedded into their body in some place. Each Natural Weapon designed opens up a new method to make an attack by changing various factors with it. Each Natural Weapon is tied to a Limb, granting all the bonuses of being a Tackle, Strike, or Bite from Parts.

Natural Weapons may be Melee or Ranged. Each Natural Weapon may only be attached to a single Limb¹². Melee Weapons only determine their Severity and Damage, while Ranged Weapons must also determine their overall range.

Melee Severity	Goop Cost (Increase)	Melee Damage	Goop Cost (Increase)
1	0	D4	0
2	5 (5)	D6	4 (4)
3	12 (7)	D8	10 (6)
4	21 (9)	D10	18 (8)
5	32 (11)	D12	28 (10)
6	45 (13)	D14	40 (12)
7	60 (15)	D16	54 (14)
8	77 (17)	D18	70 (16)
9	96 (19)	D20	88 (18)

Ranged Severity	Goop Cost (Increase)	Ranged Damage	Goop Cost (Increase)	Range	Goop Cost
1	0	D4	0	1	0
2	6 (6)	D6	5 (5)	2	5 (5)
3	15 (9)	D8	12 (7)	3	12 (7)
4	27 (12)	D10	21 (9)	4	21 (9)
5	42 (15)	D12	32 (11)	5	32 (11)
6	60 (18)	D14	45 (13)	6	45 (13)
7	81 (21)	D16	60 (15)	7	60 (15)
8	105 (24)	D18	77 (17)	8	77 (17)
9	132 (27)	D20	96 (19)	Anywhere	96 (19)

¹² If using the rule for stacking parts on a single limb, then this applies to the "Number" of enhancements on the singular part

Creating a Move

As stated above, a Notamon has a series of unique moves that grants them a benefit on the field, consulting the following charts, one may craft and create a Notamon Move to be used. For ease of use, consult the four step process below.

STEP 1	Create a catchy, referential, or direct name of the Move.
STEP 2	Determine Elemental Affinity from the Notamon's Affinities.
STEP 3	Determine the Effects
STEP 4	Determine Range and Delivery



Damage Effects

If the Move is built for dealing Damage, the Creator will apply a Damage Effect. This will deal direct damage to the Target of the Move, the damage may be independently bought OR use a Natural Weapon created above using a new Damage Severity and Die.

Damage Severity	Goop Cost	Damage Die	Goop Cost
1	0	D4	0
2	4 (4)	D6	3 (3)
3	9 (5)	D8	8 (5)
4	15 (6)	D10	15 (7)
5	22 (7)	D12	24 (9)
6	30 (8)	D14	35 (11)
7	39 (9)	D16	48 (13)
8	49 (10)	D18	63 (15)
9	60 (11)	D20	80 (17)

When determined, the Damaging Effect may add one of the Notamon's Attributes as a bonus to the damage. Physical Attacks use Brawn or Agility, while more Power focused attacks use Acumen, Endearment, or Sense.

Buff s and Debuff Abilities

Enhancements and Curses cover a wide range of status effects, good or bad, that can affect a Notamon. Any effect imparted will tick down by one during the End of the Round in combat or last 10 Minutes when not in a stressful situation.

When Attributes are in [Brackets] there is a choice for which Attribute is chosen during the Move’s creation.

Buff Type	Effect	Goop Cost	Debuff	Effect	Goop Cost
Gain Armor	Target Notamon gains Armor equal to [Acumen / Endearment].	5	Reduce Damage	Target Notamon decreases their Damage by 2 for the next attack.	10
Gain Damage	Target Notamon Increases their Damage by 2 for the next attack.	10	Damage Over Time	Target Notamon will take Damage equal to [Acumen / Endearment] for [Acumen / Sense] Rounds.	12
Gain Severity	Target Notamon increases their Severity by 2 for the next attack.	10	Taunt	Target Notamon will move up to half Speed closer to the user.	8
Resistance	Target Notamon increases their Defensive Check by [Acumen / Endearment / Senses]	5	Hobble	Target Notamon’s Speed is halved.	5
Impart Affinity	Target Notamon’s next attack is considered to be [Elemental Affinity] instead of their standard.	15	The Affinity Cycle of Destruction	Target Notamon is considered to be [Elemental Affinity] instead of their Default	15
The Affinity Cycle of Feeding	Target Notamon is considered to be [Elemental Affinity] instead of their default.	15	Reduce Severity	Target Notamon decreases their Severity by 2 for the next attack.	10
Heal	Target Notamon increases their Pain Threshold by 1dX + [Acumen / Endearment]	5 / Die Level ¹³	Demoralize	Target Notamon’s Momentum is halved, if it is negative, reduce it by 1 instead	10
Speed Up	Target Notamon increases their Speed by Sense Amount.	10	Knockback	The Target Notamon is knocked back by X Tiles	5 / Tile
Combat Instinct	Target Notamon increases their Momentum by [Acumen / Senses].	10	Impair Senses	Target Notamon has both their Perceptions cut in half.	10

¹³ Starting at D4

Movement Abilities

Movement Abilities allow the Notamon to reposition themselves quickly or allow them to quickly disengage from danger. When a Movement Ability is added to a Move the Notmon will have to determine where the rest of the Move is triggered, specific methods have methods only available to them.

Movement	Effect	Move Trigger	Required Parts	Goop Cost
Bounce	The Notamon may bounce between every other space going up and down equal to their [Agility + 1].	Any Bounce Target	Legs	12
Bulldoze	The Notamon doubled their Speed in a straight line, any target smaller than them will be either placed left or right of their current position. Stops immediately at anything larger than them.	End of Movement	Legs or Arms	12
Charge	The Notamon moves their Full Speed toward the opponent, cannot move left or right.	End of Movement	Legs	8
Flow	The Notamon moves half of their Speed, they cannot be impeded and are allowed to move through enemies.	Once During Movement	Legs	12
Follow Through	The Notamon uses their Move before charging forward toward their target, moving their Full Speed toward them.	Start of Movement	Legs or Arms	8
Leap	The Notamon takes [$\frac{1}{2}$ Agility + 1] leap toward a location, not being impeded except by Flying enemies.	End of Movement	Legs or Arms	10
Reposition	The Notamon moves up to [Speed / 2] in any Direction.	Any	Legs or Arms	12
Retreat!	The Notamon fires off their Move before Disengaging from a Target moving Speed - 1 away from them.	Start of Movement	Legs or Arms	12
Slide	The Notamon moves their Full Speed to the next location, if they are smaller than Notamon between them, they are able to pass through unimpeded.	End of Movement	Legs or Arms	8
Swoop	The Notamon picks and swings down to attack a foe from their flight, moving [Height + Agility]	Once During Movement	Wings (Flight)	12
Trail	The Notamon creates a trail behind them, moving their current Speed. The effects of the Move apply to all targets who move through the location.	Special	Legs or Arms	15

Special Abilities

Special quirks and abilities can tie Moves together allowing devastating combinations. But the most important part of these Special Abilities is the cost reduction for the Move in its entirety. These effects allow the Creator to cut corners or subvert the overall costs of certain Moves by imparting flaws on their Notamon should they use the Move.

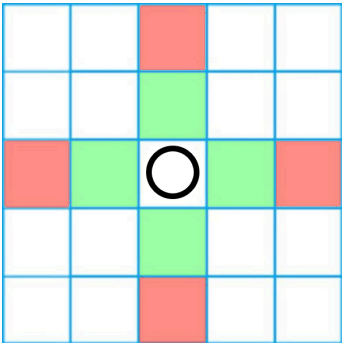
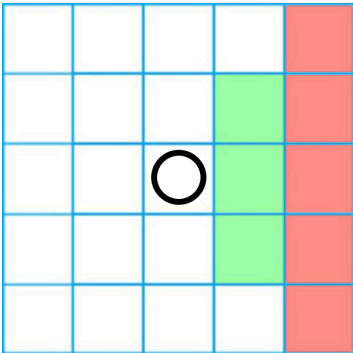
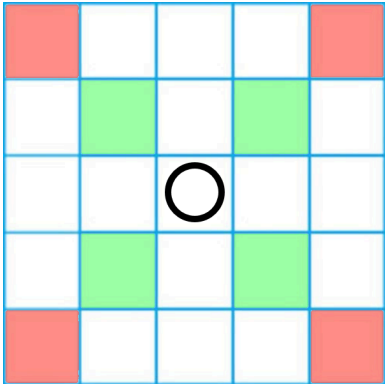
Special Abilities	Effects	Goop Cost	Can it be Stacked?
Armor Melt	The Notamon reduces their Armor by the amount specified for a number of Rounds.	-1 / Armor, -2 / Per Round	Yes
Breakdown	The Notamon cannot use any other Move until the Breakdown in Rounds ends. Breakdown starts at the end of the Round.	-5 / Base -2 / Per Round	No
Charon's Coin	The Notamon reduces their own Health by an amount to use the Move. This cannot be blocked by armor or resistances.	-2 / Per Health	Yes
Contamination	The Notamon's use of the ability contaminates them, rolling Disadvantage on their next Check and Ending Momentum.	-5	Yes
Cooldown	The Notamon cannot use the Move until the Cooldown in Rounds ends. Cooldown starts at the end of the Round.	-3 / Per Round	Yes
Die	The Notamon reduces their Pain Threshold to 0 and is considered out of the battle. The move will execute before this triggers and cannot be resisted. If Deviancy is above 5, immediately make a Deviancy Check.	-10	No
Exposed	The Notamon becomes Weak to all Elements after the ability is used. Effect starts immediately.	-2 / Per Round	Yes
Self-Targeted	The Notamon unleashes the effect of the ability on themselves in addition to everything else.	-5	Yes
Stagnation	The Notamon cannot move after using their move for a number of turns. Stagnation starts at the end of the Round.	-5 / Base -2 / Per Round	Yes
Blown Off	The Notamon uses the ability successfully, but must completely sever one of their limbs to do so.	-10	Yes
Zoned Out	The Notamon is slightly zoned out from the Move. Their Momentum next Round is set at -10.	-5	No

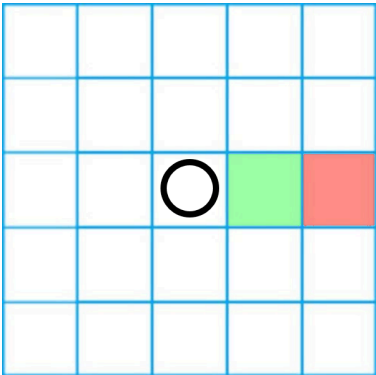
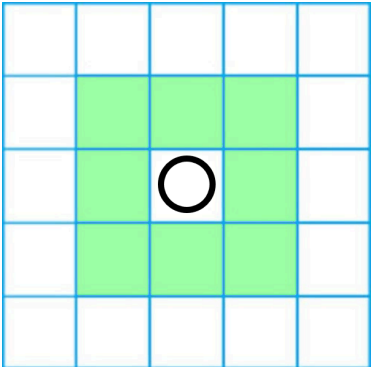
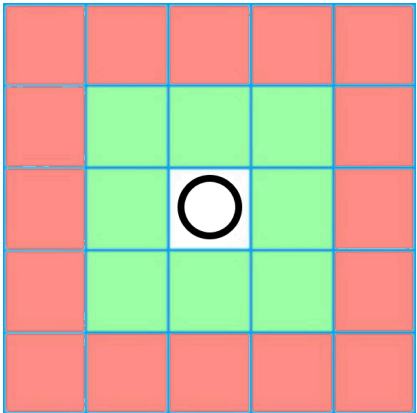
Side Note: **Esoterica**

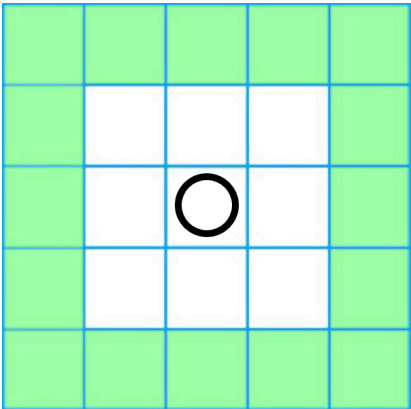
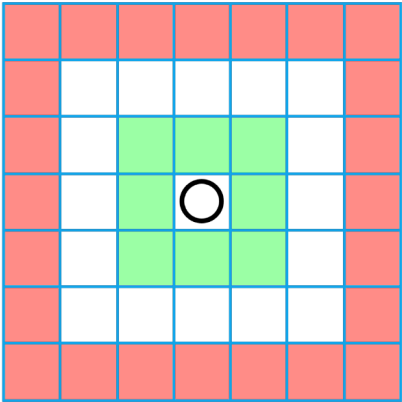
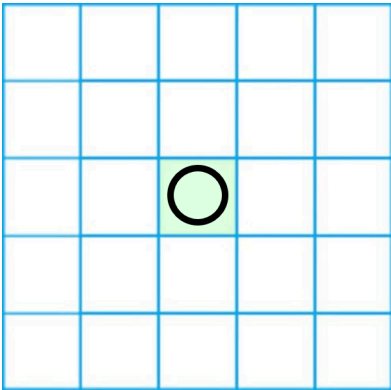
If there are any additional functions of a move not covered here, especially for Non-Combat situations, they are considered to be Esoterica. These range from -15 to 15 Goop Cost effects which impart special advantages or bonuses to certain Non-Combat Situations. NM is the final arbiter of what is appropriate.

Delivery Method

The Delivery Method is how the Move leaves the Notamon and affects the battlefield, whether in a straight line, a cone, or any variation of such. The Move is indiscriminate and affects every target it comes into contact with, so one must aim carefully for explosive attacks just as much for healing auras. Delivery Methods are absolute and cannot be aimed diagonally unless it is clearly stated.

Delivery Method	Look	Description	Goop Cost	Size Goop Cost
4-Line		The Notamon radiates their Move in a straight line in four-directions around them.	12	3
Arc		The Notamon shoots forward an arc in front of them.	12	3
Cross		The Notamon delivers its move in a diagonal line around themselves	15	5

Line		The Notamon throws their move in a straight line in front of them.	0	3
Melee Strike		The Notamon delivers the Move in a distance around them, within melee range.	0	0
Radiate		The Notamon radiates their Move around them	18	7

Ranged Strike		The Notamon is able to deliver the move to anything within ranged attack distance.	0	0
Ring		The Notamon radiates the move around them, but skips every other space.	18	5
Self		The Notamon's Move affects only themselves with no one else affected by the ability.	0	0

- Size: Small (0)
- Pain Threshold: 10 (Size) + 15 (12) + 15 = 40
- Speed 1
- Momentum -1
- Mass 1

- Over Muscled Arms (15)
- Good Vision (10)
- Limited Hearing (5)

Goop Punch (Strike / Over Muscled Arms / Hydros / Melee) (4D8+3 Damage) - 22

Damage Over Time (2 : 1 Round) 12

Reconstitute (Slide / Heal 1d6+2 / Cooldown 2 / Self) 7



Derived Statistics

Health and Pain Threshold

Creators and Notamon are not immortal beings, they are made of flesh, metal, and Goop that can break down and lead to an unfortunate, grisly, end. Every character, Creators, Notamon, Heroes, Animals, etc, have either Health or Pain Threshold to represent their physical wellbeing and ability to endure.

Creators, Heroes, and Animals all have Health, a representation of their current bodily function and ability to remain conscious. Should one of these reach 0 Health, they will enter a Critical Condition, when this occurs they are not dead, but clinging to life by a thread. They will have $[3 + \text{BOD}]$ Rounds before they fully succumb to their wounds and bleed out, however any entity can finish them off in this state. Creators in Critical Condition still have a small amount of control over their Notamon, but they will not be able to act themselves.

When a Notamon's Pain Threshold reaches 0, they begin to break down. The Goop comprising their body collapses in on itself causing organ failure and brain death. They may stagger temporarily and twitch violently, but by the end of the Round, they will be nothing more than a pile of Goop and discarded parts. In game terms, when a Notamon is reduced below zero Pain Threshold, they will continue to function until the end of the Round.

Creator	$10 + [\text{Body} \times 3]$
Living Entity	$15 + [\text{Body} \times 2]$
Notamon	$\text{Size} + \text{Modifiers} + [\text{Body} \times 3]$

Side Note: Three Things to Note

First major note, that yes, many Living Entities, including Creators, are fairly fragile in the grand scheme of things. This is on purpose. If there is a need to bump their health up, add $[\text{Level} \times 5]$ amount of their total.

Second major note, "What if I, or my Notamon, have a Negative Body?" You lose total Health or Pain Threshold instead.

Third Note, "I want to increase my Notamon's Pain Threshold more!" Guess what, you're going to add the $[\text{Creator Level} \times 5]$ to their total as well. Numbers are kept low for a variety of reasons, chief of which is speed of play.

As discussed in Forms and Shapes, each Notamon Form will be either a Repair or Natural Healing. After a battle concludes, the Notamon are not automatically patched up. Instead they will recover at a different speed depending on their regeneration ability.

Natural healing Notamon will recover 1d6 Pain Threshold daily. However, repairing a Notamon is an (Daily) Extended Acumen or Endearment Check with the TN being the missing Pain Threshold of the damaged Notamon.

Speed & Momentum

During the heat of combat, two statistics stand side by side as fundamental to the flow of the battle. Speed and Momentum are the "Giddy Up and Go" of Notamon warfare. Speed dictates the number of Tiles that can be traversed when the Notamon or Creator choose to make a Movement Action. Momentum on the other hand is when the Notamon or Creator will be making their action.

Managing when and where the Creator and Notamon are positioned will be the key factors in determining a victorious triumph or an unmarked grave for the Creator.

	Speed	Momentum
Creator	1 + [Agility / 2]	[Acumen + Sense / 2]
Notamon	Size + [Agility / 2]	Size + [Acumen + Sense / 2]

If an entity is reduced to 0 Speed, being unable to Move at all, they will instead be able to crawl forward one Tile, reducing their Health / Pain Threshold by 1d6.



Perception

The ability to see is an ability to react, both Notamon and Creator have a Perception score which dictates their ability to see and react to threats on the battlefield. If a Creator or Notamon has an enemy within their perception range, they are able to attack with any attack or move they may possess, secondly if a Creator or Notamon has an enemy within their Perception range, they are able to resist any Moves or Attacks performed on them.

If a Creator or Notamon is attacked by an entity outside of their Perception range, they roll at a Disadvantage to resist the attack. However, if a Creator or Notamon is attacking an entity that cannot see them, they gain Advantage to their Attack¹⁴.

	Sight (Front Facing)	Hearing (Radius)
Creator	5 + Sense	2 + Sense
Notamon	Part Reliant	Part Reliant

Side Note: Perception and Why It's Here

Overall Perception is here for two reasons:

1. To prevent people from making blind, deaf, and horribly stupid Notamon that cannot physically function to squeeze a few points out of them.
2. To allow interesting encounters in situations that prevent perfect perception.

In a normal open grassy field, most Notamon Perception isn't going to matter all that much, but when the Notamon and Creators enter areas with less than optimal lighting or conditions, suddenly having a Notamon who can see in the dark becomes a MAJOR ADVANTAGE.

Ultimately, this is a mechanic for you, the GM, to abuse your players with if they create horrifying abominations of heaven that by all accounts do not function. Punish them, hurt them, engage in Notamon battle.

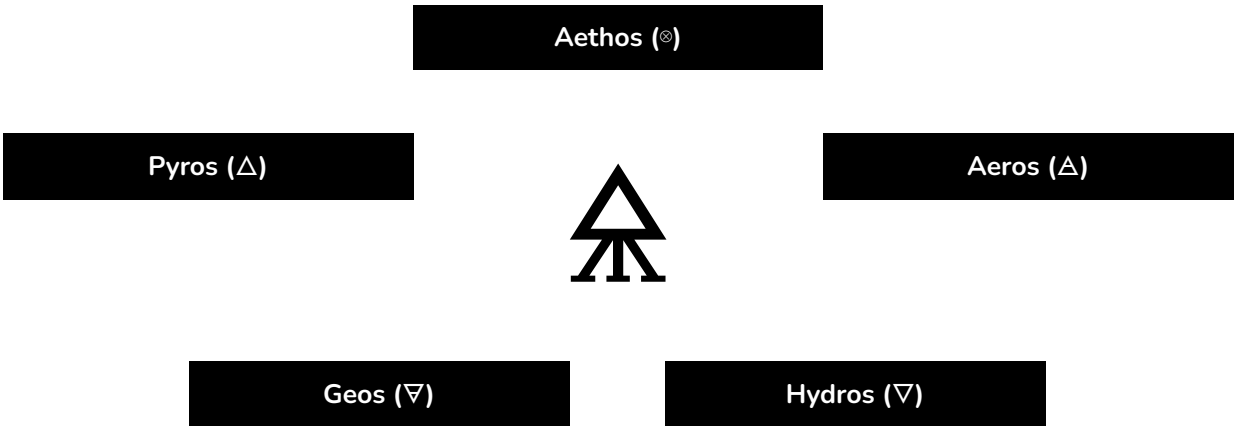
¹⁴ Meaning that an attack, in ideal circumstances is being rolled with Advantage for one side and Disadvantage for the other.

The Elemental Cycle

All Notamon are derived from one of the five primal Elements, each one possessing a Feeding, Creating, Destroying, and Agonizing Element.

If a Notamon is attacking a target with a Destroying Element (Pyros attacking Aeros), then they will increase the Damage of the Attack by two steps (D6 to D10). If a Notamon is attacking a target with a Agonizing Element (Pyros attacking Hydros) then they will reduce the Damage by two steps (D6 to D3).

Those with the Empty Element are unaffected by the Elemental Cycle



Goop & Gore: Combat

The first Notamon was not crafted to be a Creator's friend, to impress others, or to show the world the Creator's mastery of the elements. Instead, it was created to wage war, to kill, to maim, to destroy the Creator's enemies in pitched battles against others. Every subsequent Notamon has been built with ethos engraved into their being. All Notamon are simply weapons of war given purpose by their mad Creators.

And with the Four Fingered War, blood must be shed.

The Battlefield

When the Creators are confronted by an enemy, they will enter the field of battle. Traditionally the battlefield is divided into a 8x8 grid of squares, each representing a location where a Notamon, or Creator, may stand, hinder or collapse in a heap on.

The battlefield may appear simple, but terrain hazards and problems may force the Creators and their Notamon to adapt to the situation. Especially if Hazards, such as falls or traps, litter the field or their enemies have claimed the high ground.

Battlefield Obstructions

Dotted along the field will be a series of possible obstructions the Notamon and Creators must traverse or use as improvised cover. Each Obstruction has a height of 1 to 10 signifying how tall the object is¹⁵. Each Notamon's size¹⁶ will determine if they are able to traverse the Obstruction easily, or will be forced to navigate around it.

A Notamon within 1 Size of the Height will be able to mantle the object easily, increasing the cost to enter the obstructing Tile by 1. Notamon who are two or larger than the Obstruction are not impeded at all by it. However a Notamon two or less smaller than the Object will either need to spend an entire action climbing the Obstruction (if they possess hands) or be forced to move around it.

However, Obstructions can also be used as Cover, allowing the combatant to break line of sight, stopping the Perception range of Ranged Attacks¹⁷. If the combatant is two or less smaller than the Obstruction, then they cannot be attacked at all, being completely hidden behind it. However if they are two or greater, then they gain no cover and can be attacked freely.

¹⁵ Can be represented with a coin or marker indicating the height

¹⁶ Creators and other Humans are Size 4 for Reference.

¹⁷ Meaning they will attack at Disadvantage.

Unique Spaces

Certain Tiles on the field may have special, or hazardous, qualities for the Notamon. Each of these Spaces will be clearly marked if they are within the perception range of a friendly Notamon (and if they are being deliberately hidden a Senses Check can detect them).

Below are a set of example Tiles that the Creators may face and the associated problems with entering them, as well as potential counters.

Deep Water	Deep water permeates the Tile, any Notamon that is Medium or Larger Sized, Inorganic, or has a Pyros Affinity will immediately end their Movement and must spend an action to climb out.
Hazardous X	The Tile has a variety of hazards, such as spikes, that moving onto the Tile will deal XD6 Damage.
Pit	The Tile has a pit going down, should a combatant fall into the Pit, it will take a full Action (if they have hands) to climb out.
Unstable	The Tile is unstable and shaking violently, any Move targeting the Tile will cause it to turn into a Pit and / or Hazardous (1d6).
Enflamed	The Tile is engulfed in flame, any combatant that is not Pyros Aligned will take 2d10 Damage (if they are Aero Aligned, it will be 2D14 Damage).

Occasionally a Font of Power will be on the field, these are features which are not directly influencing events, but will augment any Notamon's Move should they stand where the Font of Power is. Each one is tied to a certain Element, and any Move using that Element will increase its Severity by 2, increase effects by +2 (such as range), or restore +1d6 Pain Threshold to the Notamon when using a move tied to it.

If using a Move that is opposed to the Font, either its Annihilating or Destroying Element, then the opposite will occur, reducing the Moves potency.



Deployment

At the start of the battle, all Creators and their Opponents will roll D20 + Agility (or have a flat value of 10 + Level) to determine their Deployment order. Whoever is victorious will have their side deploy first, placing down any of their allies on their edge of the field.

Alternating placement until every actor has been deployed.

Then, the Creators with the highest Momentum will place down one of their Notamon adjacent to them, taking up a number of Tiles equal to the Notamon's Mass. After every Creator has deployed one of their Notamon, the battle will begin.

Certain situations, such as tournaments and ambushes, will force the Creators to deploy in particular locations and may allow for additional Notamon to be deployed. Often these are scattered in the middle of the field (rolling 1d8 x 1d8 to determine the X/Y coordinates for an ambush) or in a dedicated section for defensive situations. Tournaments will have a Creator not placed on the field at all, instead only deploying their Notamon on their side of the field.

Momentum, Turns, and Rounds

After Deployment has finished, the NM will start counting down from 20. Whoever has the highest Momentum will take their Turn. When all of the Turns have been taken, the End of Round will occur.

During the End of Round, Notamon in Critical Condition will perish, Living Entities in Critical Condition will countdown toward their demise, effects will process and reduced by one, and if surrender or routing is available a demoralized group may attempt to flee¹⁸.

After everything has been processed, the NM begins counting down yet again until one side surrenders or is annihilated.

¹⁸ There is no roll for fleeing, if the other side seeks to pursue the fleeing enemy, they will make an opposed Agility / Sense versus Agility Check, with the winner catching up or fully escaping

Actions in Combat

After deployment, combat begins in earnest. Both the Creator and the Notamon will have a Momentum to determine when they are able to perform an Action. Every combatant will be able to perform a Major and Minor Action on their turn.

Creator Actions	
Major Action	Minor Actions

Attack

The Creator lashes out at an enemy making a [Body vs Agility / Body] Check. If successful, they will deal [BOD + Weapon] Damage to the Target.

Blood Sacrifice

The Creator deals 1d6 Damage to themselves and restores the amount of [Damage x 2] in Pain Threshold to an adjacent Notamon with Natural Healing.

Minor Action

The Creator takes a second Minor Action.

Other

The Creator performs a simple action that takes some time to resolve.

Movement

The Creator moves up to their Speed in Tiles

Step

The Creator moves up to half of their Speed in Tiles.

Order

The Creator orders one of their Notamon to take a Major or Minor Action of the Creator's choice.

Use Item

The Creator uses an item on their person.

Other

The Creator performs a complicated action that takes some time to resolve.

Repair

The Creator, if adjacent to one a Notamon capable of repair, makes a [Acumen] Check with a TN of 10 to repair [Acumen + Endearment + Sense] Pain Threshold to the Notamon.

Summon

The Creator calls forth another one of their Notamon onto the field adjacent to them.



Notamon Actions	
Major Action	Minor Actions

Attack¹⁹

The Notamon lashes out at an enemy with a Basic Attack, dealing damage if Successful.

Other

The Notamon performs a simple action that takes some time to resolve.

Minor Action

The Notamon takes a second Minor Action.

Step

The Notamon moves up to half of their Speed in Tiles.

Move

The Notamon performs a Move they are able to use, resolving its effects as dictated.

Movement

The Notamon moves up to their Speed in Tiles. If they are capable of flight, they are able to move vertically.

Use Item

The Notamon uses an item on their person.

Grapple²⁰

The Notamon attempts to grapple and hold another Notamon in place. The acting Notamon rolls BOD against the Defending Notamon's AGI. If the acting Notamon succeeds, the Defender is unable to move or act unless it is to break out.

Other

The Notamon performs a complicated action that takes some time to resolve.

If a Notamon has an Automated Understanding that will allow it to attack, move, or use Moves, then it will trigger at the end of the Creator's Turn.

¹⁹ Tackle - BOD vs AGI / BOD // Strike - AGI / BOD vs AGI / BOD // Bite - ACU / SEN vs AGI / BOD // Ranged - AGI vs ACU / AGI

²⁰ Bigger Notamon receive a -2 / Size Difference to Grapple smaller Notamon // Tiny Notamon receive a -2 / Size Difference to Grapple Larger Notamon

On Equipment

While most warfare has been reduced to intense spats between Notamon battles mixed with conventional ground warfare, the Creators are still somewhat trained to defend themselves in the heat of combat.

Creators and their Notamon, assuming the Notamon has the proper understanding, may use various types of weapons and armor to protect themselves.

Weapons

A sharp object or blunt instrument may be the only thing preventing the Creator from being eviscerated by a wayward Hero. When equipping a weapon, it will apply a flat bonus to damage from Strikes that the Creator or Notamon will use. Each weapon category will have a certain Tag associated with it.

Concealable weapons can be easily hidden from view and two-handed weapons require two hands to use. When designing your own weapons, add a Tag to it to give it a unique flair.

Weapon Type	Bonus	Tag
Small	+2	Concealable
Medium	+4	
Large	+6	Two-Handed
Massive	+10	Two-Handed, -2 Momentum

Armor

Armor will increase the amount of, unsurprisingly, Armor that the Creator or Notamon has. Armor reduces all damage by a flat amount, shaking off potentially lethal damage.

Heavier armor has more defenses with it, but comes at the cost of reduced Speed and Momentum, slowing the wearer down in exchange for surviving a little longer.

Armor Type	Bonus	Speed / Momentum
No Armor	0	0 / 0
Light	+1	0 / -1
Medium	+2	-1 / -2
Heavy	+4	-2 / -4
Superheavy	+8	-4 / -8

Medicines and Tools

Vials	Effects	Natural / Repair
Blue Vial	Restore 1d6 Health / Pain Threshold	Natural
Brown Vial	Restore 2d6 Pain Threshold	Repair
Elixir of Body	Restore 1d10 Health / Pain Threshold	Natural
Potion of Cure Body	Remove any Status Effect	Natural
Worm Juice	Remove any Status Effect, Deal 2d6 Damage	Natural / Repair
Yellow Vial	Deal 2d8 Damage, Increase Severity of next attack by +2	Natural
Red Vial	Deal 2d8 Damage, Increase Damage of next attack by two steps.	Natural
Explosive Vial	An explosive compound, range 2, deals 5d8 damage to the target	N/A
Purifying Talisman	Treat a Notamon as being an Empty Element for the Round	N/A



Advancement of a Creative Kind

Creators are always pushing the limit of their research and experimentation, whether that's by exploring new lands, uncovering new mysteries, or decimating their opponents in open combat. As they grow in power, they will gain "Levels," which are enhancements to their body and soul as they develop as a person.

Anytime a Creator completes a major goal, finishes a research project, or defeats a powerful enemy, they will increase their Level by 1. There are a total of 9 Levels for the Creator to explore, each one granting new opportunities as well as hardships. Yesterday's victories are tomorrow's memories, and the Creator must always strive toward perfection of body, mind, soul, and Goop.

When a Creator increases their Level, a variety of different effects will occur, and some the Creator must focus on themselves.

Every Level the Creator will . . .	
Total Notamon Capacity +1	The Creator is able to manage more Notamon at once, allowing them to deploy more on the field and keep in reserve.
Maximum Goop Per Notamon +25	The Creator refines their process down further, allowing them to create more powerful Notamon by increasing the amount of Goop per Notamon.
+1 Attribute	The Creator improves themselves, becoming stronger, smarter, more aware, or unlocking their natural talents, increasing an Attribute by one.
+1 Affinity	The Creator's mastery over the Elements improves, increasing one of their Affinities by one.
+1 Trait	The Creator's mutagenic expression improves, or worsens, increasing a single Trait by one, with the associated problems.

Every Level the Creator will take one . .
+1 Affinity
+1 Attribute
+1 Trait
+100 Goop



Deviancy

As mentioned throughout, Deviancy builds slowly as long as the Notamon continues their cursed existence. Whenever a Notamon is abused by their Creator, actively sent to die, is reduced to half their Pain Threshold, survives a battle, or any other act of vaguely cruelty toward the barely thinking creature, it will build Deviancy²¹ by 1d6.

Deviancy is built in tiers, every 10 Deviancy, the Notamon will gain a bonus to all of their Actions as they are beginning to become slightly more aware from their usual vague haze of orders and subservience. However, beyond this point, the Creator anytime they would normally gain Deviancy, will make an Endearment Roll. If they succeed, the Notamon continues to be subservient.

If they ever fail, the Notamon has gained enough self-awareness to realize their own existence and will attempt to escape. For lack of a better term, it has gone rogue, taking its precious Goop with it! There is only one real way to get rid of Deviancy, it's not love and friendship, it's recycling. When recycled, Deviancy is removed and the reconstituted Notamon is as loyal as before.

Deviancy Amount	Bonus to Actions	Command Check
0 - 9	0	TN 0
10 - 15	+2	TN 5
16 - 20	+3	TN 10
21 - 25	+4	TN 15
26 - 43	+6	TN 20
44+	+10	TN 44

²¹ Another, less fun, way of this is more of a punishment. Creating more Notamon than necessary or overcosting a Notamon will increase Deviancy by 1 for all Notamon.

So, You Wanna Run . . .

Welcome to the actual section you care about, I know, amazing that it took this long. Dropping the formality at this point because I can, we're going over 'Mon games and you can't stop me.

So this section is going to be me going through various franchises and IPs and telling you how to do it and if it's possible. I won't say I'm an expert on it, but if you have questions, I don't know, leave a comment or something.

Pokemon

The Big Kahuna. Pokemon for all its worth is pretty damn easy to do. Make your trainer (i.e. Creator) and have them try to mimic their favorite starter using the basic generation. My only major stipulation for this is as follows.

- Pokemon cannot add or remove parts unless they evolve, this has to be curated by the NM and they should know the extent. Goop gained through time and effort can be spent on Improving Attributes, Automated Understanding (all Pokemon start with Companion by default), and Moves.
- Wild Pokemon can be caught if they are below half Pain Threshold, have a Pokeball, and successfully hit it with a ranged attack. With the hundred other factors going in, roll a D20 and try to beat a TN to successfully capture the thing²².
- This system cannot perfectly mimic the game, that's not the point.
- Let people be creative with their moves, but keep it within the spirit of the Pokemon and setting (so no, you can't teach your Pikachu "Electric Chair" to murder someone).
- A battle is won/lost by the fainting of their Pokemon, Trainers should not move or attack unless there's a macguffin or situation requiring them to. Keep them off to the edge during deployment.



²² So if I want to catch a Rattata, a simple Pokemon, and I have it down to 50% health and I have a basic Pokeball, I'll have to beat a raw TN 10 roll. If I reduce it to 1 HP, it may only be TN 3.

Shin Megami Tensei

Starting as a trilogy of Science Fiction books by Japanese author Aya Nishitani, the SMT franchise (1987 was the first) is a massive sprawling saga of demons, devils, and creatures of the night and the people who deal with them. While most SMT stories are separate, there are a plethora of similarities between the various games, books, and comics, notably the employment of Demons to do their work.

SMT proper has been somewhat pushed to the wayside by its much more popular spawn Persona (originally Revelations: Persona (1996) and re-released as Shin Megami Tensei: Persona (2009)), but there's still a charm about forcing the demonic incarnation of death to sucker punch double-satan for you.

- As above, SMT Demons cannot add or remove parts unless they evolve, this has to be curated by the GM and they should know the extent. Goop gained through time and effort can be spent on Improving Attributes, Automated Understanding (all Pokemon start with Companion by default), and Moves.
- However, a key thing to understand is the “Fusion” system, allowing Demons who have outlived their usefulness²³ to merge into a new one, maintaining some of the abilities between both. In Notamon terms, you're combining your goop cost to get new parts and forms, while keeping your abilities.
- Demons are recruited mostly by conversation and convincing them to join. As a suggestion to the GM, write up a set of Demons in any given area to allow players to recruit them if need be, but be mindful of their total goop and not to exceed it (which can be represented by sheer magnetic personality).
- Keep in mind the dynamic of Law - Neutral - Chaos, as it is the closest thing to an alignment system Notamons can use. Law Demons don't want to deal with Chaos Demons, Chaos Demons hate Law Demons, Neutral Demons can work with everyone to an alright degree.
- Creating Abominations:
 - Some Demons are *horrifying abominations of God and should be killed* or befriended to fight for you. These unholy abominations can adopt the **Abomination** form.



²³ Demons are not your friends and hate you.

Geneforge

Notamons actually owes its roots to Geneforge and a few people's attempts at making such a game, so as a bone to throw to the franchise, here it is.

- All things considered, most of Notamon can be ported one-to-one over to Geneforge, the only difference is the curation on the GMs part for Shaper-approved Creations.
- If you're forging new paths in the timeline, then using the rules as written are entirely appropriate. My only other major note is to add the **Intelligent** Automated Understanding, to allow Creations free-thought and ideas (as appropriate for some of the higher-tier ones).

Medabots

Time for a more radical departure from the traditional mon structure being MEDABOTS BABY! Medabots started in 1997 and has the main gimmick being that each bot is customizable with various tools and armaments for BATTLE.

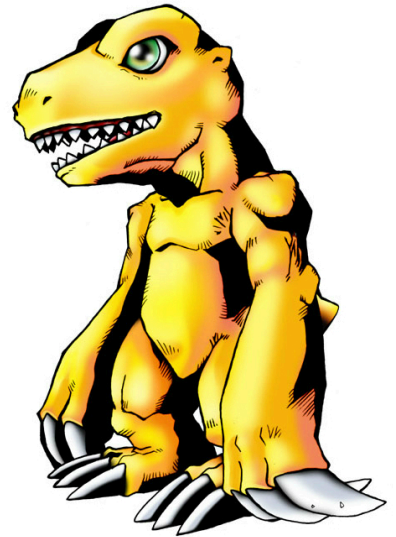
- Outside the obvious fact that everything has to be Mechanical (with a new cost of 0), with the customizability of Medabots each part is an individual limb rather than a full one. Reduce Restructuring Cost to half as it will only kick in after two of any part are added (two arms, two legs, etc).
- 95% of Medabots are also Bipedal, double the cost of everything else.
- The only other major thing to note is that Medabots get vored if they lose, losing one of their parts if your side loses. This does mean that you can also vore enemies for their parts. Am I using the correct terms? Absolutely not.
- One of the last key things to note is that Medabot ranged weapons are guns, like legitimate ammo-fed small arms fire that allows the destruction and death of those who get caught in the crossfire.



Digimon

Created in 1997 as a "Boys" Tamagotchi, Digimon, or "Digital Monsters" are a brand of digital pets that can fight one another. While the lore has expanded dramatically over the years including a variety of horrifying things. A few consistent notes remain, notably, that everything is technically digital. Hence the name.

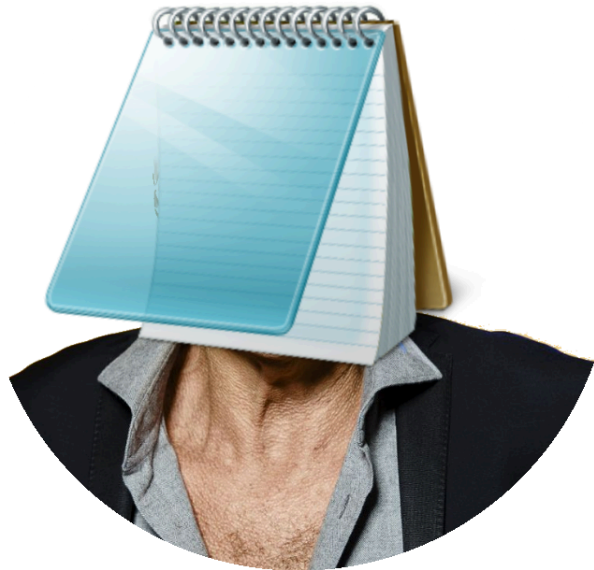
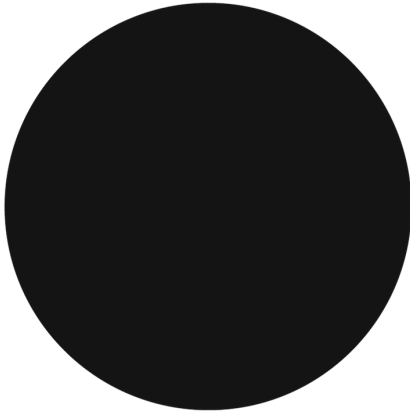
- Digimon can be built with the same assumptions as Pokemon as stated above, but far more loose interpretations due to the Digital World's nature. Everything has the Automated Understanding of Companion to Intelligent.
- Digi-Evolution can take place naturally and is relatively set in stone and follows the same concepts as above. However, Rapid Temporary Evolution can occur if the bond of Tamer and Digimon is strong enough. In game terms, Deviancy is replaced by Bond and can be burnt to temporarily Digivolve your Digimon into a Digital Behemoth until the end of the fight.
- After acquiring your first Digimon, you don't necessarily "Catch" additional ones. Instead the team will need to research, investigate, and scan to acquire additional Digimon to eventually hatch one. In game terms, you're not building Notamon consistently, instead only during Level Ups will you be able to acquire new Digimon.



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Thank you, and I'll catch you on the flip-side,
Notepad Anon.