CORPS™

Complete Omniversal Role-Playing System

BTRC

Greg Porter

HYPERTEXT 1.0

CORPS™

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Dedicated to: Cathy

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Intro to the .pdf edition

As the advantages and limitations of .pdf documents evolve, so does the "standard" **BTRC** document format. The lightly shaded header and footer bars are kinder to the wallets of those using ink-jet printers, and color text in black bars has been removed because a few people were experiencing printing problems.

As usual for **BTRC** hypertext documents, text in **red** is usually a hyperlink to someplace. Due to some printing problems, we've left out the blue destination links. Colored text boxes serve the same function as in the hardcopy version of **CORPS**, **green boxes** for general info, **blue boxes** for alerts and **red boxes** for things you just shouldn't be doing. Items in reversed text are just for visual contrast and have no special function other than a major subject heading. If you have problems with the reversed text, check to make sure your printer driver is set to raster mode.

Printing this

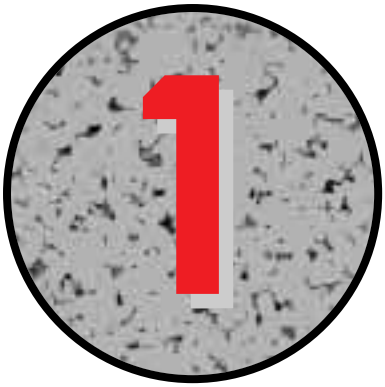
This should print well on normal 8.5" x 11" paper, and on the European A4 size as well. For best color printing we suggest a resolution of 360dpi or better, and the use of diffusion dither rather than regular halftones. The color mix is designed to be either a pure CMYK color or a 50-50 mix of two of them. Red is 50% magenta and 50% yellow, for instance. On laser printers, a modern 600dpi printer should do an excellent job. If you can adjust the level of halftone screening, it should be at least 85 lines per inch. Laser printers of 300dpi resolution provide adequate output for all pages of this document.

CONTENTS

CORPS is supposed to be remarkably easy to use. Each major section has its own distinctive icon, and major subheadings are easy to spot.

If you are just getting started in role-playing games, or with this game in particular, the sections of the contents with this label are the ones you should check out first.

If all else fails, use the table of contents and see the section that seems closest to what you are looking for.



INTRO-DUCTION

"Part of being a game designer is the grim knowledge that at any moment you could be replaced by an infinite number of monkeys..."

Greg Porter

What is CORPS?

CORPS is a role-playing game, an exercise of the imagination and mind, where you take on the role of an adventurer in an exotic setting, slaying dragons, foiling villains, righting wrongs and occasionally saving the universe for fun and profit.

The Rules

The rules of the game set the boundaries of this imaginary reality. They give the person running the game (the Gamemaster, or GM) a way to arbitrate sticky situations that in a movie would be handled by the script. In a role-playing game, there is no script, however. So, there are guidelines to cover these situations, like "how much can I lift?", "how skilled am I at my job?", or "just how much did that hurt, anyway?".

Information

Throughout the rules, you may see a number of symbols in the margins of the text. These are to help you with rule problems that may crop up, or answers to commonly asked questions. The first one is the information symbol, which explains a subject in a little more detail, or provides a quick synopsis of a longer rule topic.

Alert!

This is a notice. You may be referred to other related sections of the rules. There might also be a pitfall in the rules here, a paranormal power that can be exploited, or something that you really should remember about this section.

Don't do that!

This is a note that a particular rule or item *should not* be used in a particular manner.

There are other icons in the rules as well, designed to draw your eye to a particular topic faster than skimming the headings would.

The Genre

Is the type of story your game will tell. These can be of any type, and genres you might consider these rules for could be:

Espionage	Characters are secret agents working for a shadowy government agency.
High Fantasy	Characters are adventurers in some past or future world of magic and swordsmanship.
Post-ruin	Characters are survivors in a world devastated by natural or artificial disasters.
Superheroes	Characters are superbeings fighting crime and injustice.
Conspiracy	Characters are ordinary people caught in a global web of intrigue.
Time Travel	Characters travel through different times and dimensions to survive, avoid pursuit, or correct injustice.
Dark Nihlism	Characters are survivors in a violent, decadent society where financial and social advancement is based on combat and guile.
Exploration	Characters are exploring a new frontier of some type.
Space Opera	Characters are citizens of a interstellar empire, with its attendant intrigue and other sentient races.

Often, these genres can be combined and mixed with little difficulty. For instance, characters could be spies in a low-tech fantasy world, combining espionage and fantasy, or superpowered mutants in a post-ruin world, combining these two genres.

The Gamemaster

Is the one who runs the show. The GM provides the background setting (espionage, wizardry, space exploration, etc.), and provides the background personalities that the characters interact with (the street contact that you got a vital piece of information from, for instance). The GM also uses the rules to arbitrate actions between characters and these personalities, like using the levels of skill to determine who wins a fistfight. In movie terms, the GM provides the stage, plot and extras, while the characters are the stars.

The Players

These are the "real people" playing the game. They don't dress up for the part, or wander around a stage. Rather, they take the verbal setting provided by the GM, and provide the dialogue and descriptions of what they do. Most of the action takes place in everyone's head, although there are times when a map of things is useful to see where people are and what they are up to.

The Characters

These are the actors in the story, imaginary personalities that act and interact with each other and the other inhabitants of the game world. They may have abilities vastly different than the person playing them (the player), but they are still an aspect of the player's personality, since it is the player who controls their words and actions. A character is represented not only by these actions, but by a character sheet, a piece of paper that assigns numerical ratings to the character's abilities, like strength, agility, degree of skill and so on. This provides a permanent record of the character's abilities, and allows comparison of the character to other characters or inhabitants of the game world.

Dice

Dice are what you use to determine the random and semi-random outcomes of events in the game world. For instance, the chance of a lottery ticket being a winner is random. However, the chance that you can hit a target with a gun is semi-random. That is, you have a certain level of expertise with firearms that influences your overall chance of success, but your chance of a *particular* shot going where you want requires a die roll, with higher skills having a better chance of success. Using dice to resolve situations will be more fully explained later.

Plot

The plot is the second most important thing in the game. All good adventures or riveting stories have a good plot. If you look at your favorite movie or novel, you can probably write down the basic plot in a paragraph or so. The tricky part is turning this outline into an enjoyable adventure. The plot should not be confining. Players should not feel they are simply going through motions to reach a pre-determined outcome. The story written is a *joint* venture of the GM and players. The GM may have a story in mind, but characters will often surprise the GM, or go in directions totally unplanned for, and the GM needs to be flexible enough to take this possibility into account.

Having fun

Is the *most* important thing in the game. You don't play a role-playing game to create a story, or expound on a theme. You play to have a good time, and the story and theme should follow naturally from that. The GM needs to create an interesting world that players *want* to have characters in, and players need to create characters that they will enjoy running into the wonders and challenges of this world. Everyone is supposed to have a good time, even if you get annoyed and frustrated on occasion.

Designer's Notes

CORPS is (to me at least), a radical departure in RPG design and philosophy. While designing it in early 1990, the thought of creating a role-playing system without the "roll" was enough to make me totally abandon other projects until I had the bare bones of the system down on paper. **CORPS** makes it possible to phase out over 90% of the dice rolls you would have to make in a normal system, but yet retains a level of realism that is unmatched by any other game of equal ease of play. If you have to read a rule twice to understand it, we did something wrong. **CORPS** is a system where the same modifiers apply to *all* characters, and once you know a basic rule, expanding it to cover other situations should be easy and intuitive.

There are some who say that the story is everything, rules just get in the way, and that the system used is irrelevant...

The answer to that is that while you can pound nails with your forehead if you want to, a hammer is a much more effective tool for the job. Roleplaying is more than just a GM making up a story with occasional input from players to give the illusion of free will. It is the combination of plot, personalities, skills and sometimes blind chance that keeps everyone on their toes and coming back for more.

A role-playing game is a tool to help a group of people, the players and GM, tell a story. Game systems *do* matter. A good GM can make *any* game great, but it certainly does not hurt to have a good system to begin with.

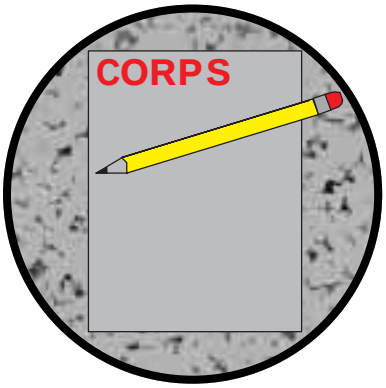
That is what **CORPS** is supposed to be. A fast-moving, easy to learn system that provides enough realism and chance to make players think of the consequences of their actions. A system that is detailed, without being so mired in minutia that doing things becomes more an exercise in indexing than tactics. A system where characters have some certainty in their ability to get things done *without* dice rolls, and the uncertain chance of doing things in haste or beyond your normal skills.

Just remember that *everything* here is only a guideline. If you can think of a better way to do something, go with it.

Last, thanks to those who made the 1st edition a success, and to all who read this, I hope you like it as well.

Good gaming,

Greg Porter



CHARACTER GENERATION

Basics

CORPS is the **C**omplete **O**mniversal **R**ole-**P**laying **S**ystem, a simple game system that lets you create characters for play in any genre.

What is a character?

A character is one of the inhabitants of the fictional world created by the GM. Like characters in a book or film, they have their own history and motivations, friends and enemies, and most importantly, a *reason* for doing things more exciting and dangerous than the average person. Your character is represented most of all by *you*, the player. It is *your* attitudes and motivations that make the character work. To assist this, your character will have certain skills and attributes that serve as a relative comparison between the character and those individuals or adventure situations that are encountered.

Example - You, as a person, are taking a walk, and a dog comes up and growls at you. You unconsciously make a threat comparison of your skill with the end of your foot and the dog's skill with its teeth. If the comparison is vastly in your favor, you stand your ground. If odds are against you, you run. If they are about even, you have to decide.

Likewise, if your *character* is confronted with the situation, you have a numerical rating that represents how well you kick, and how much damage you do, and the dog has a rating for its attack and damage. You as a *player* compare these numbers, decide what the likely outcomes are, and then have your *character* perform the appropriate action.

Your character will be built off a total of points, which are applied towards your skills and abilities. The better the ability, the more points it costs. So, all characters are more or less equal. Your character can get more points by taking on certain limitations that can influence the way they act in a certain situation, or how the other people in the campaign treat them. These are sort of a "reward" for placing a hurdle in your character's path that they must overcome.

Example - A player wants their character to be chivalrous to a fault. This can get them in trouble in a number of situations, so they get some extra points to compensate for it.

Character Points

Your **CORPS** character will be bought from two sets of points, *Attribute Points* and *Skill Points* (AP and SP). Characters have a default starting age of 16 years old, and get a number of AP and SP based on the campaign type, which usually falls into one of the four categories below. Note that AP and SP are *not* interchangeable.

"Real-world" campaigns	100AP	50SP
Cinematic adventure	150AP	100SP
High fantasy	200AP	150SP
Superheroic adventure	200AP	200SP

These points can be altered by taking ads or disads (p.16), through the purchase of special abilities (p.95), or invested in non-stat parts of character design.

⚠ The thing to do *right now* is get an idea of what your character is supposed to be like, get a rough idea of the cost in AP and SP, and see if you've gone totally overboard.

Attributes

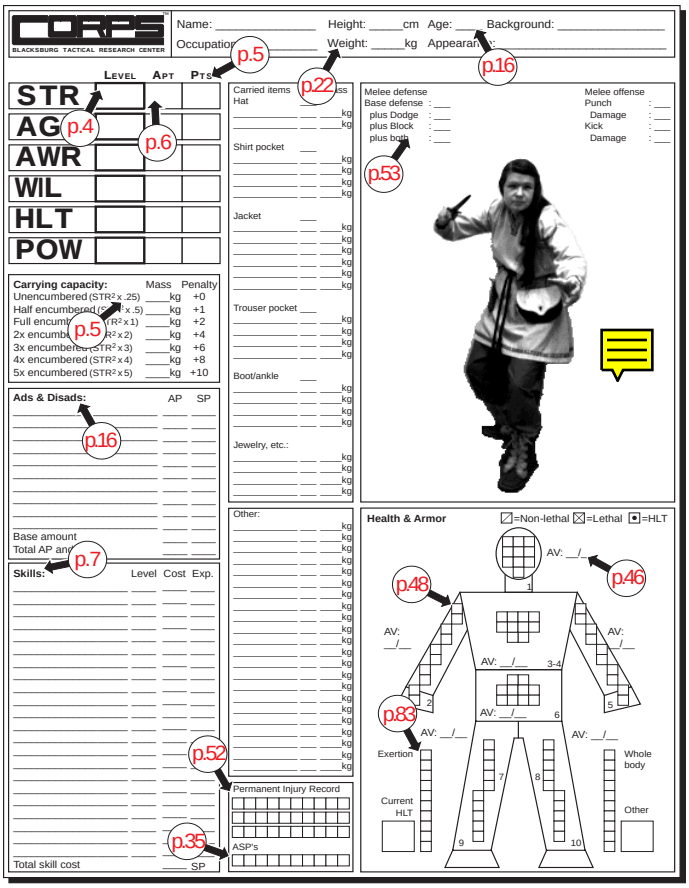
Your **CORPS** character will have 6 attributes, each of which will serve usually several functions. The character's score in each attribute is marked down on the character sheet in the appropriate spot, along with the cost in AP.

STR	**Strength** - physical strength
AGL	**Agility** - dexterity, coordination
AWR	**Awareness** - IQ, perception
WIL	**Will** - toughness, personality, looks
HLT	**Health** - constitution, recovery, stamina
POW	**Power** - psychic potential

People will usually range from 1-10 in each of these attributes, and the cost of a given Attribute level is the level times itself, so a level of 1 would cost 1AP, a level of 3 would cost 9AP, a level of 5 would cost 25AP, and so on.

Level	Cost	Average man*		Average woman*	
1	1	STR	5	STR	4
2	4	AGL	4	AGL	5
3	9	AWR	4	AWR	4
4	16	WIL	4	WIL	4
5	25	HLT	5	HLT	5
6	36	POW	1	POW	1
7	49				
8	64	*Based on 99AP			
9	81				
10	100				

Example - A player wishes their character to have an above average STR attribute, and buys a level of 6. This costs 36 of their AP, points which are now used up and no longer available to put towards other attributes or character advantages. You would place a "6" in the box for STR, and 36 in the box for the cost in AP.



These levels are sharply scaled, and 90% of an average human population will range from 3 to 7. Exceptional individuals have 8's or higher in an attribute, and most of the time it is obvious.

That is, a person with an 7+ in STR is *obviously* muscular, while a person with a WIL of 7+ has a penetrating, forceful personality that tends to overshadow those around them. Likewise, very low levels of an attribute are also noticeable. A low STR character *looks* like a weakling, a low WIL character is wimpy, a low HLT character *looks* sickly, and so on. For those attributes which do not usually have overt physical or emotional manifestation (like POW), low or high levels are not especially noticeable in casual encounters with the person.

If the idea you have for a character relies heavily on a particular attribute, the character should have at least a 6 in that attribute (10 for superheros). Combat oriented characters will require agility, and should have a 6+ in AGL. An academic character will have more intellectual skills, and should have a 6+ in AWR. Characters with high stamina should have a good HLT, and those who are tough, indomitable or charismatic should have a good WIL.

One of the options in character creation is that of a **Physical Ad** (**p.24**). This lets you have a bonus in a particular part of an attribute at a lower cost than buying all the uses of the attribute at a high level.

Strength (STR)

Strength is a measure of your overall physical strength, how much you can lift, and how much damage you can cause with melee attacks or weapons.

Your normal carrying capacity is your STR squared in kilograms (STR times STR), and you may carry up to a quarter of this (round to nearest kg) before you are impaired by the load. You take a +1 Difficulty to all *physical* actions if you are encumbered, and an *additional* +1 if carrying over half your capacity. If you carry *over* your normal capacity, each multiple of your normal maximum is an extra +2 to all physical actions, rounding up. Being encumbered means you tire quicker, and cannot run or fight as fast. Most routine adventuring will not encumber a character, but those times that require extended outdoor journeying or wearing of heavy armor will be at some encumbrance penalty.

STR	Unenc.(+0)	Half(+1)	Full(+2)	Max.(+10)
1	0kg	1kg	1kg	5kg
2	1kg	2kg	4kg	20kg
3	2kg	5kg	9kg	45kg
4	4kg	8kg	16kg	80kg
5	6kg	13kg	25kg	125kg
6	9kg	18kg	36kg	180kg
7	12kg	25kg	49kg	245kg
8	16kg	32kg	64kg	320kg
9	20kg	41kg	81kg	405kg
10	25kg	50kg	100kg	500kg

Example - A STR 5 character has a normal full load of (STR x STR), or 25kg, and can carry a quarter of this, or 6kg without being impaired. From a quarter load to half load (7-13kg), they take a +1 penalty, and from 14-25kg they take a +2. They *can* carry more, but at a higher penalty. For instance, they can move 26-50kg at a +4, 51-75kg at a +6, 76-100kg at a +8, and 101-125kg at a +10. You can never move anything past the +10 level, and most people will be unable to move at all past the +8 level, since the penalty to actions subtracts from the normal human maximum move of 9 meters per second.

Mark down your encumbrance levels in the area below your attributes for quick reference in play.

In the interest of providing minutia of possible game use, the amount of weight you can *hold* or *pull* with your arms is your maximum carrying capacity (half per arm). The amount you can *push* with your arms is *half* your maximum carrying capacity (half per arm). The amount you can *push* with your legs (braced) is four times your maximum carrying capacity (half per leg). For instance, a 90kg character with a STR of 6 can barely do a one-handed chin-up, since their maximum load is 180kg, and they can *pull* half that much with one arm (if they are not tired or at all encumbered).

Agility (AGL)

As a tool-using species, many of our skills will default to AGL. For instance, combat skills are AGL skills. Whenever you try to do a physical task that requires dexterity or fine control of your physical abilities, it is an AGL-based task.

Awareness (AWR)

AWR combines the attributes of intelligence, common sense and perception, and is a general measure of how aware you are of the world around you. If you see things, but can't interpret them, you do not have a high AWR. If you don't notice things, but are still intelligent, you do not have a high AWR. If you have common sense, see things, and intelligently use that information, *then* you have a high AWR.

Will (WIL)

A measure of the forcefulness of your personality, determination, self-image and sheer willpower. Trying to verbally coerce or con someone is a WIL task, as is bluffing. To resist temptation, fear, pain or intimidation is also a WIL task. WIL also has an aspect of your personal appearance, to the extent that you can use it to influence people.

Health (HLT)

This is your physical stamina, drug and disease resistance and recuperative ability. It is *not* a measure of how much damage you can take, although it is vitally important to your survival if you take a wound which would be eventually fatal, or if you recover at all under poor conditions.

Power (POW)

An imprecisely defined quantity that is a measure of your psychic potential. The abilities lie dormant in all but a handful of the population, and are never used. Even those with high potential have difficulty in learning to use it, and face constant hazards from an ignorant and unsympathetic public. An average non-psychic person will have a POW of 2, which is enough to "detect" some phenomena (a sense or foreboding, a chill in the air, and so on). In campaigns where there are *no* psychic phenomena, characters should have a POW of 1.

Aptitude

An attribute represents raw potential or broad, non-specific experience. This potential gives the characters a low level of skill in *all* areas governed by that attribute.

Example - A person with a high AGL would be naturally better at swinging a sword than a person with a low AGL, but would still not be as good as a person who was actually trained.

All characters have a minimum chance to perform skills, based on their level of the attribute on which the skill is based. Your default level of skill in each attribute is equal to one-quarter the attribute, rounding to the nearest whole number. This represents any natural common sense or ability that could be applied to performing the task.

Attribute	Aptitude	SP savings *per* skill
1	0	0SP
2-5	1	1SP
6-9	2	4SP
10-13	3	9SP
14-17	4	16SP
18-21	5	25SP

Example - A character with an AWR of 6 has a base skill of 2 in any skill based on the AWR attribute, while a person with an AWR of 5 has a base skill of 1.

This is *important*, since the cost of your skills in SP is based on how far up you buy them *from your Aptitude level*. That is, a skill level of 1 costs 1SP. So, if your Aptitude with AWR skills was 1, you would save 1SP off the cost of *each and every AWR-based skill*. If your Aptitude with AWR skills were 2, a skill of 2 costs 4SP, so you would save 4SP off the cost of *each and every AWR-based skill*.

In addition, the *maximum* Primary skill level you can achieve is equal to the level of the attribute the skill is based on, so a person with a AGL of 6 could not buy any *Primary* AGL skill past a level of 6.

Skills

Attributes represent mostly the physical abilities of the character, like how strong they are, how acute is their hearing, how good their stamina is, and so on, with some mental training components factored into how observant you are, or the strength of your will. Skills are the opposite. They are mostly those abilities which you have deliberately trained yourself in, but which often have a physical component or limit, like how good a dancer you are is dependent on your agility. Attributes represent the *potential*, while skills represent the *reality*.

Skills have the same cost as attributes (Level x Level), but broad skill categories (Primary skills) have the advantage that you subtract the "cost" of your Aptitude from the final cost. So, a person with an AGL Aptitude of 2 trying to buy an AGL skill of 5 would pay 21SP, since the skill costs (Level 5 x Level 5) = 25SP, and their Aptitude would save them 4SP (the cost of a skill of 2).

Equivalence

For purposes of your character background, a *total* skill level of 3 is high-school equivalence, with a 4 being an especially good student. A 6 is considered marginally professional, for instance, a Bachelor's degree with a so-so grade average. A 7 or more represents a solid professional level of skill, while anything at 8 or higher requires special advanced training, like a Master's degree (8), or a Ph.D. (9). Most of the time, this will be achieved through Secondary or Tertiary skills, rather than an overall level.

Total skill	Description	AWR sample	AGL sample
1	Aptitude	Untrained	Untrained
2	Good Aptitude	Grade school	Yellow belt
3	Hobbyist	High school	Green belt
4		Trade school	Blue belt
5	Serious amateur	Assoc. degree	Red belt
6	Low professional	Bachelor's deg.	
7	Professional		Black belt
8		Master's deg.	3rd level belt
9		Ph.D.	5th level belt
10+	World class	Nobel laureate	

Similar progressions apply to other fields, such as combat, trades or vehicle use. A character's background should reflect how the character achieved any exceptional level of proficiency, especially in combat skills, where total levels of 6 or better usually require GM permission and an unusual character background. The only combat skill that doesn't require justification for an overall level of 6 or 7 is martial arts, and this represents a black belt level of skill.

⚠ "Competitive" combat skills (martial arts, target shooting) are different than "the real thing". You aren't worried about being killed or the target shooting back. You can buy these skills for *competition* at -2 Difficulty (p.8), but use in a *real* combat situation would be as though your skill were 2 points lower.

Familiarity

Characters who simply want to be "familiar" with a field can spend 2SP for familiarity. This does not increase the skill level past the Aptitude level, but does allow a character to use an "out of combat" bonus on the skill, or have a basic conversational knowledge of the subject. Familiarity applies only to skills which can be bought as a Primary skill, so you could buy a Familiarity with Projectile Weapons, for instance, but not for Pistols.

Example - A character has Familiarity with "Air vehicles". They probably *do not* have a pilot's license, but perhaps have taken enough flying lessons to do simple tasks, and to understand what all the controls do.

If a skill is harder or easier to learn than normal, the cost for familiarity remains the same, but the cost to actually buy the skill past this level may be different. The SP you put towards *familiarity* with a skill *will* apply towards raising the skill past Aptitude level.

Example - If you have an AGL of 6, your Aptitude is a 2. If you have familiarity with "Air vehicles", you have spent 2SP to get it. The cost of a skill level of 3 is 9SP, minus the 4SP your Aptitude qualifies you for, minus the 2SP you already spent for familiarity, or 3SP. If you get 3SP worth of training or experience in flying, you will raise your skill to a 3.

ⓘ In many low-tech or medieval cultures, trades, skills and knowledges were only learned through long apprenticeships. A character without a particular skill who wished to learn it might spend years in the process. In game terms, having Familiarity means that the character has had a little training already, and can at least learn more through practice, something that would be much more difficulty if they didn't have the skill at all.

Skill types

Skills fall into one of three categories, Primary, Secondary and Tertiary, which represent broad, narrow and extremely narrow areas of expertise.

Primary skills

Primary skills are broad categories, like Firearms, and are the *only* skills that Aptitude is applied to the cost of.

Secondary skills

Secondary skills are subgroups of Primary skills, and *add* to the level of the Primary skill, like Pistols would be a secondary use of Firearms skill, and your level in Pistols would *add* to your Firearms skill when using a pistol. Secondary skills may never be more than half the level of the Primary skill, rounding fractional skills down, *but you can always have a Secondary skill at a level of 1*, *if* you have bought any level *above* Aptitude in the Primary skill. So, you could not buy a Pistol skill of +1 unless you had previously bought some level of Firearms skill. The cost for Secondary skills is like buying a Primary skill, except Aptitude does *not* reduce the cost. You *can* have more than one Secondary skill based on a Primary skill.

Tertiary skills

Tertiary skills are specializations of Secondary skills. For instance, Beretta semi-autos would be a specialization of Pistols, which is a secondary function of Firearms skill. Tertiary skills may never be more than half the level of the Secondary skill, rounding fractional skills down, *but you can always have a Tertiary skill at a level of 1*, *if* you have bought any level in the Secondary skill. The cost for Tertiary skills is like buying a Primary skill, except Aptitude does *not* reduce the cost. You *can* have more than one Tertiary skill based on a Secondary skill.

Example - A character wants to be moderately proficient at brawling, better with punching, and better still with a right jab. They buy a Primary skill of 3 in Brawling, a Secondary skill of +1 in Punches, and a Tertiary skill of +1 in Right Jab. So, for general Brawling tasks, they have a skill of 3, but when doing a punches, they have a skill of 3+1=4, and when using a right jab, they have a skill of 3+1+1=5.

⚠ Secondary or Tertiary skills in parentheses on a skill tree *may* be bought as *Primary* skills with -1 to normal difficulty, with suitable justification and GM permission. This takes into account cultural or training differences. For instance, one does not *have* to be a good hunter to be a good tracker. If a secondary skill is bought in this way, the character only gets proficiency in that *particular* skill, and has no knowledge in other areas of that skill hierarchy.

Example - An urban character wants "Tracking" skill to represent shadowing ability, but doesn't want Hunting (see third column, p.9). So, they buy Tracking with a reduced difficulty and lower cost, but get no knowledge of how to hunt.

ℹ The most economical way to get a good level of expertise in a given *specific* field is the 4-2-1 level, where you buy a level of 4 in the Primary skill for 16SP-Aptitude cost, a +2 in the secondary skill for 4SP, and a +1 in the Tertiary skill for 1SP, for a total skill of 7.

Example:	**Level**	**Cost**
Unarmed combat	4	16SP
Block	+2	4SP
Block w/hands	+1	1SP
Total	7	21SP

Since the Primary skill is at 4, you would need an appropriate attribute (AGL in this case) of 4+ to do this, and the final cost would be 21SP, minus any amount gained for Aptitude.

Averaging skills

A very few skills are “averaging” skills. These are skills which enhance the use of a number of other skills, but which are useless in and of themselves. The best example of this is “Autoweapons”. This skill *averages* with the appropriate weapon skill, and allows the user to control and fire automatic weapons.

An averaging skill is usually a Primary skill, so Aptitude *does* apply, even if you have *no* training at all. The skill is averaged with the main skill, and the result rounds down. This is applied whenever the two skills would be used together.

Example - A person with autoweapon skill would use it when autofiring a machine pistol, submachine gun, battle rifle or machine gun. If the person had no autoweapon skill, they would use their AGL Aptitude instead.

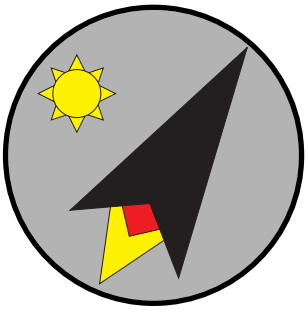
Difficulty

Some skills are inherently harder or easier to learn than others. Skills that are Difficult will have a +1 or more next to the skill, while those that are Easy will have a -1 or less. You have to add that number to the level of skill you want to get before figuring the *actual* SP cost. It has *no* effect vs. the *level* of secondary or tertiary skill you can get, only the cost.

Example - Piloting air vehicles is a normal skill. For a person with an AGL of 5 (Aptitude of 1) a skill of 3 in Air vehicles would cost 9SP, minus 1SP for Aptitude, equals 8SP. The Secondary skill “High performance vehicles” has a +1 difficulty. A +1 in this secondary skill would have the *cost* of a +2, or 4SP instead of 1SP.

If a skill has a *negative* difficulty (easy skills), you must buy the skill up to a level where you actually spend SP on it.

⊘ That is, you cannot buy an Easy skill at at a level where it would cost you *no* SP. To get such a skill, you have pay *at least* the SP cost for a level of Aptitude+1. However, for this investment you get a good level of skill.



Level	Cost
1	1SP
2	4SP
3	9SP
4	16SP
5	25SP
6	36SP
7	49SP
8	64SP
9	81SP
10	100SP

Space opera skill tree

Key

Category (Attribute)
- **Primary skills**
  - Secondary skills
    - Tertiary skills

Combat skills (AGL)
- **Projectile weapons**
  - Pistols
  - Longarms
  - Launchers
  - Crew-served weapons
- **Melee weapons**
  - Knife
  - Sword
  - Club
  - Thrown weapons
    - Grenades
    - Knives
    - Other
- **Unarmed combat**
  - Punch
  - Kick
  - Hold
  - Block
- **Martial Arts** (+1)
  - Punch
  - Kick
  - Hold
  - Block
  - Dodge
  - Throw
  - Lethal blow

Vehicle Operation (AGL)
- **Land vehicles**
  - Cycles
  - Automobile/truck
  - Tracked vehicle
  - Ground effect vehicle
- **Water vehicles**
  - Powerboat
  - Powerski
  - Minisub
- **Air vehicles**
  - Winged vehicles
  - Helicopters (+1)
  - Grav vehicles
- **Space vehicles**
  - Fighters (+1)
  - Cargo tugs
- **Equestrian**
  - Particular beast type

Medical (AWR)
- **First aid**
  - Each alien race
- **Medicine**(+1)
  - Biomechanics
  - Each alien race

Trades (AWR)
- **Mechanic**
- **Cook**
  - (Cuisine type)
- **Programmer**
- **Electronics**
  - (Security systems)

Trades (AGL)
- Entertainer
  - (Particular field)

Academics (AWR)
- **Astronomy**
  - (Astrogation)
- **Astrophysics**
- **Art**
  - (Particular art form)
- **Archaeology**
  - Alien ruins
- **Biology**
  - Xenobiology
- **Computer science**
  - Hacking
  - Artificial Intelligence
- **Economics**
  - (Bribery)
- **Foreign language (specify)**
  Spoken or written only (-1)
  - Related language
- **History**
  - (Secret societies (+1))
- **Investigative research**
  - Database research
  - Bureaucratics
  - Streetwise
- **Law**
  - (Nationality)
- **Mathematics**
  - (Cryptography)
- **Military science**
  - Unit tactics
  - Starship tactics
- **Music**
  - (Instrument)
- **Philosophy**
  - Alien religions
- **Physics**
  - (Starship maintenance)
- **Psychology**
  - Xenopsychology
  - (Influence)
  - (Interrogation)
  - (Seduction)
- **Theater**
  - (Disguise)
  - (Catfall)
  - (Pickpocket)
- **Writing**
  - (Journalism)

Area knowledge (AWR)
- **Very large area/subject** (+2)
  Example: Known space
  Known space politics
  Planetary leaders
- **Large area/subject** (+1)
  Example: Subsector geography
  Subsector politics
  National leaders
- **Medium area/subject** (+0)
  Example: Planetary geography
  Planetary politics
  Major industries
- **Small area/subject** (-1)
  Example: Country geography
  Country politics
  Major underworld figures
- **Very small area/subject** (-2)
  Example: City geography
  City politics
  Local criminals of note

Environment (AWR)
- **Survival**
  - Warm climate
  - Cold climate
  - Dry climate
  - Urban
  - Low gravity
  - High gravity
  - Vacuum (w/space suit!)
- **Hunting**
  - (Stealth)
  - (Tracking)

Environment (HLT)
- **Drinking**
- **Running**
- **Swimming**
- **Climbing**

Other (?)
- **Sports**
- **Hobbies** (-2)

Level	Cost
1	1SP
2	4SP
3	9SP
4	16SP
5	25SP
6	36SP
7	49SP
8	64SP
9	81SP
10	100SP

Modern adventure skill tree

Key

Category (Attribute)
- **Primary skills**
  - Secondary skills
    - Tertiary skills

Combat skills (AGL)
- **Projectile weapons**
  - Pistols
  - Longarms
    - Crossbows
  - Launchers
    - Grenade launchers
    - Anti-tank missiles
    - Flamethrowers
- **Autoweapons** (averaging skill)

- **Melee weapons**
  - Knife
  - Club
  - Sword
  - Polearm
  - Thrown weapons
    - Grenades
    - Knives
    - Other
- **Unarmed combat**
  - Punch
  - Kick
  - Hold
  - Block
- **Martial Arts** (+1)
  - Punch
  - Kick
  - Hold
  - Block
  - Dodge
  - Throw
  - Lethal blow

Vehicle Operation (AGL)
- **Land vehicles**
  - Automobile
  - Motorcycle
  - Tracked vehicle
  - Hovercraft
- **Water vehicles**
  - Sailboat
  - Speedboat
- **Air vehicles**
  - Ultralight
  - Light
  - Commercial
  - High performance (+1)
  - Helicopter (+1)
- **Equestrian**
  - Equestrian sports

Medical (AWR)
- **First aid**
- **Medicine** (+1)
- **Veterinary** (+1)

Trades (AGL)
- **Carpenter**
- **Jeweler**
- **Locksmith**
  - (Lockpicking)
- **Machinist**
  - Weapon repair

Trades (AWR)
- **Cook**
  - Cuisine type
- **Electrician**
  - (Security systems)
  - (Bomb disposal)
- **Farmer**
- **Mechanic**
  - Automobiles

Sciences (AWR)
- **Aerospace**
- **Astronomy**
  - (Astrology)
- **Chemistry**
  - (Explosives)
- **Civil engineering**
  - Demolitions
- **Computer science**
  - Hacking
- **Electronics**
  - Electronic countermeasures
- **Mechanical engineering**
- **Nuclear engineering**
- **Oceanics**

Liberal Arts (AWR)
- **Art**
  - Forgery
- **Biology**
  - Pharmacy
- **Economics**
  - (Bribery)
- **Foreign language (specify)**
- **Spoken or written only (-2)**
- **Related language (-1)**
- **History**
  - (Secret societies)(+1)
- **Investigative research**
  - Forensics
  - Library use
  - (Streetwise)
- **Law**
  - (Nationality)
    - Criminal law
- **Mathematics**
  - Cryptography
- **Military science**
  - Tactics
- **Music**
  - Specific instrument
  - Composition
- **Philosophy**
  - (Arcane religions)
- **Psychology**
  - **(**Influence)
  - (Interrogation)
  - (Seduction)
- **Theater**
  - (Disguise)
  - (Catfall)
  - (Pickpocket)
- **Writing**
  - Journalism

Area knowledge (AWR)
- **Very large area/subject** (+2)
  - Example: World geography
  - World politics
  - Major corporations
- **Large area/subject** (+1)
  - Example: US geography
  - US politics
  - The rich and famous
- **Medium area/subject** (+0)
  - Example: State/prov. geography
  - State/province politics
  - Underworld leaders
- **Small area/subject** (-1)
  - Example: Large city geography
  - City politics
  - Gang turf & colors
- **Very small area/subject** (-2)
  - Example: Small city geography
  - Local politics
  - Local fences/weasels

Environment (AWR)
- **Survival**
  - Warm climate
  - Cold climate
  - Dry climate
  - Urban
- **Hunting**
  - (Stealth)
  - (Tracking)

Environment (HLT)
- **Drinking**
- **Running**
- **Swimming**
- **Climbing**

Other (?)
- **Sports**
- **Hobbies** (-2)

Level	Cost
1	1SP
2	4SP
3	9SP
4	16SP
5	25SP
6	36SP
7	49SP
8	64SP
9	81SP
10	100SP

High fantasy skill tree

Key

Category (Attribute)
- **Primary skills**
  - Secondary skills
    - Tertiary skills

Combat skills (AGL)
- **Projectile weapons**
  - Bows
  - Crossbows
  - Slings
- **Melee weapons**
  - Knife
  - Sword
  - Mace/Club
  - Polearm
  - Staff
  - Thrown weapons
    - Axes
    - Knives
    - Spears
    - Other
- **Unarmed combat**
  - Punch
  - Kick
  - Hold
  - Block
- **Martial Arts**(+1)
  - Punch
  - Kick
  - Hold
  - Block
  - Dodge
  - Throw
  - Lethal blow

Vehicle Operation (AGL)
- **Land vehicles**
  - Wagon
- **Water vehicles**
  - Sail ship
  - Oared ship
- **Equestrian**
  - Particular beast type

Medical (AWR)
- **First aid**
- **Medicine**(+1)
- **Veterinary** (+1)

Trades (AWR)
- **Animal breeder**
  - Purpose or type
- **Armorer**
  - Armor or weapon type
- **Cook**
  - Nationality or cuisine
- **Farmer**
- **Mechanic**
- **Shipwright**

Trades (AGL)
- **Blacksmith**
- **Carpenter**
- **Jeweler**
- **Stonemason**
- **Locksmith**
  - (Lockpicking)

Academics (AWR)
- **Alchemy**
  - **Poisons**
- **Architecture**
  - **Fortifications**
- **Art**
  - Painting
  - Sculpture
- **Astronomy**
  - (Astrology)
- **Biology**
  - (Herbalism)
- **Economics**
  - (Bribery)
- **Foreign language (specify)**
  - Spoken or written only (-2)
  - Related language (-1)
- **History**
  - (Secret societies (+1))
- **Investigative research**
  - Library research
  - Bureaucratics
  - (Streetwise)
- **Law**
  - Nationality
  - Religious law
- **Mathematics**
  - (Cryptography)
- **Military science**
  - Unit tactics
  - Siege tactics
- **Music**
  - (Instrument)
- **Philosophy**
  - Arcane religions
- **Psychology**
  - (Influence)
  - (Interrogation)
  - (Seduction)
- **Sorcery**
  - Sorcery type
- **Theater**
  - (Disguise)
  - (Catfall)
  - (Pickpocket)
- **Writing**
  - Illumination

Area knowledge (AWR)
- **Very large area/subject** (+2)
  - Example: Known world geography
  - Known world politics
  - Royal genealogies
- **Large area/subject** (+1)
  - Example: Continental geography
  - Local kingdom politics
  - Thieves' Guild influence
- **Medium area/subject** (+0)
  - Example: Country geography
  - Single kingdom politics
  - Pirates and freebooters
- **Small area/subject** (-1)
  - Example: City-state geography
  - Duchy politics
  - Assassins for hire
- **Very small area/subject** (-2)
  - Example: City geography
  - City politics
  - Local criminals of note

Environment (AWR)
- **Survival**
  - Warm climate
  - Cold climate
  - Dry climate
  - Urban
- **Hunting**
  - (Stealth)
  - (Tracking)

Environment (HLT)
- **Drinking**
- **Running**
- **Swimming**
- **Climbing**

Other (?)
- **Sports**
- **Hobbies** (-2)

Skill trees

There are as many possible skill trees as there are types of campaign. What skills are available for characters depends on the Tech Level and the culture and the background of the individual characters. The ones you have just looked over cover several types of campaigns, but your personal conception of that campaign may include more, or delete ones that are already there. In different genres, the same skill may be based off different categories.

Example - Modern lockpicking is an AGL skill, based off Locksmithing. In a space opera campaign, it might be an AWR skill based off of Electronics.

These lists are not meant to be inclusive, but rather a guide to help you out.

Skills are *deliberately* not described in detail. The name of a skill should reflect what the character is going to do with it, whether or not it fits into a particular predefined niche. The player and the GM define exactly what a character's expertise is. Players are encouraged to make up new Primary, Secondary and Tertiary skills to match their conception of what their character knows.

Example - One player whose character has Biology and Pharmacy determines that it is a knowledge of how to make poisons and illicit pharmaceuticals, while another has it as a profession and is familiar with the usage and dosing of commercially available drugs. Each has an advantage in a particular area, and the GM should take this into account. Or, one character has Psychology and makes up a secondary skill in Interrogation, while another has Psychology and chooses Intimidation. Both characters have some knowledge of the human psyche. One is more adept at getting information out of people, while the other is better at psychologically bullying them to get their way.

Professions

There is a difference between a skill and a profession. A skill is a particular body of knowledge relating to a specific task or small group of tasks. A profession is several skills that combine to give the user a lot of flexibility and power in the areas where they overlap.

Example - A professional soldier knows more than how to use a weapon. They also know tactics, how to lead others and other skills based on the Tech Level and culture, like how to use a battle-trained horse, camping or foraging.

The **CORPS** system rewards characters that have professions by giving a bonus to the chance of performing a task that can have multiple skills applied to it. These characters also have a higher starting income and accumulated savings.

Tech Level skills

If the proper use of a skill requires a certain technological infrastructure or changes in knowledge over a period of years, a character may take penalties to their use of that skill. Tech Levels are explained in more detail on **page 91**.

Any major breakpoint in the development of a science is a Tech Level, or TL. For instance, the changeover from vacuum tubes to semiconductors is a Tech Level change, as would be the first use of atomic power, and when controlled fusion is attained, that will also be a Tech Level change.

Each TL of difference between the character's education and the actual application of the skill is a +1 penalty to the use of the skill. However, if a character is old enough that they learned the skill at a previous TL, and their background is such that they kept the education current (such as employment in the skill), these minuses are negated.

Example - A character in the 1990's who is 20 years old and has "electronics" as a skill, learned that skill at TL11. If they have to work on a device from the 1970's (TL10), they will take a +1 penalty to use their skill, because it is different than the devices they learned on. However, if the same character were 40 years old, they would have learned at TL10, and so there would be no penalty.

⚠ Obviously, this is only applicable in a campaign that crosses multiple Tech Levels. In a purely fantasy game, this would seldom apply, but in a space opera campaign, equipment of varying technological complexity will be common.

Free skills

All characters are assumed to get two particular skills free of charge. These are their native language and native culture, the first at a level of their AWR, and the second at half their AWR, *rounding fractions up*. Language covers everyday use, and may be tinged with regional accents. If the culture is bilingual, they may at GM option have the second language free of charge at a level of Aptitude+1. Culture covers the social, historical and geographical context of where the character was raised, and includes basic familiarity with simple technology used in that culture, forms of address, how to use cultural eating utensils and so on. Characters with an overall AWR of 4 or less can be considered ignorant of many aspects of their culture due to lack of intelligence or curiosity.

Example - A character with a Canadian background has an AWR of 5. So, they speak English at a level of 5, and have a basic knowledge of Canadian culture at a level of 3, which covers everyday history, sports, current events, and so on. The character might also have a second language at a level of 2 (their Aptitude+1). This might be French if they were near Quebec, or if they were from Quebec, French might be the native language at a level of 5, with English at a level of 2. If their AWR were 6, the languages would be at 3 and 6.

Any other skill that *everyone* in a society is assumed to have qualifies as a "free" skill. If *everyone* knows how to ride a horse, then in that campaign this skill would not require SP for the base level. In general, if the skill is used constantly, every day (like talking), the free skill is at a level of the governing attribute. If it is used only in a general sense, or is more limited in its scope, then it is at half the governing attribute, rounding fractions up. If it is something that everyone has, but can generally get by without, then it is only at Aptitude+1 for the governing attribute.

Automatic tasks

For players who like to have things written down, skills can be used to “prepare” a knowledge. For game purposes, if a skill is bought above familiarity, it lets the character automatically know one thing relating to that skill per level, appropriate to the way they learned it, *as long as it is written down beforehand*. So, a character with Chemistry of 4 can write down 4 chemical compounds that they *know* how to make, without having to make a skill roll. A character with a Firearms skill of 3 knows 3 different guns well enough that they need never make a roll to figure out how to load them, or where the safety is, etc. A character with an Area Knowledge of 5 on a city automatically knows the quickest way to get to 5 locations, a character with an Area Knowledge of 4 on a group of people automatically remembers the basic information on 4 people in that group, and so on.

This only applies to *unopposed* tasks. You cannot buy a level of a combat skill and say it can be used to automatically hit a small set of opponents, or automatically pick a pocket, since the chance of success is based partially on the actions of others. You *could* say you know how to pick several common kinds of lock, or memorize several epic poems, since the locks stay the same, and the poems are memorized and do not change. You *can* have a high enough level of skill to virtually guarantee success against opposition by an opponent or target, but a *predesignated* task is only for those actions which are not subject to interference by others.

Note that doing this will also result in more work for the GM, as they will then have to specify whether or not a task is one that matches a character's predefined ability. Is that door lock the same model the character knows how to pick without even thinking about it? Was the coded message in a form the character just happens to know how to decipher? The GM will have to set limits on how automatic tasks will apply in the game.

Cultural limits

The culture a character is raised in will limit the maximum level of some skills. This is *especially* true of combat skills. For instance, it may be culturally acceptable to have a high level of martial arts skill, *and* it can be practiced under near-combat conditions much more easily than a firearms skill (sparring is safer and cheaper than firing at each other with live ammo). So, while you can easily get low levels of training in either guns or martial arts, it should be more difficult to gain a high skill level with guns than with fists and feet.

Example - For a modern campaign, think of the difference in pistol training available to characters set in the United States, where gun ownership is common, to the level of training available to the average person in a country where gun ownership is extremely uncommon.

If your campaign will have cultural limits, they need to be made known to the players *before* character creation, along with ways to exceed these limits.

Example - In a modern setting, a GM places limits on any projectile weapon skills of 4 or less. No starting character may have a *total* skill with any projectile weapon (Primary + Secondary + Tertiary) of more than 4, although this can be increased once play begins. However, the GM also states that characters whose background included elite military training *can* exceed this. This training also means that the character must have certain minimum attribute levels, other associated skills, the disadvantage that they can be called to active service, or other character traits. Or, the player can think of an exotic and coherent character background, and the GM can consider raising the cultural ceiling by some amount, depending on how good the character concept is.

In general, use the following guidelines for creating a cultural limit package. The limits to a skill are generally for Primary skill *categories*, but the level limit is on the total skill bought (Primary + Secondary + Tertiary). The lowest a limit can be is Aptitude.

Legal restrictions	**Max. skill**
Skill is totally banned	Aptitude
Skill is heavily restricted	4
Skill is somewhat restricted	6
Skill is slightly restricted	8
Skill is not restricted	10

Social restrictions	**Alter by**
Skill is culturally frowned upon	-1
Skill is culturally approved	+1

Personal risk restrictions	**Alter by**
Skill involves severe personal risk to increase	-2
Skill involves personal risk to increase	-1
Skill involves no personal risk to increase	+0

Example - If all artistic expression in a country had to go past official censors, Sculpting skill would be "heavily restricted", with a maximum skill of 4. If artistic expression was a part of the culture, however, and somewhat encouraged (although heavily monitored), it would be a 5.

Skills that involve "severe personal risk" to increase are generally those where you would be in mortal peril if someone were using the skill on you. "Personal risk" means that you risk being put in the hospital (or maybe killed) if someone used the skill on you. Just getting casually beat up does not count as "personal risk". Skills that have social restrictions mean that in addition to legal strictures, there may be family or community values that apply. For instance, even if a particular skill is legally restricted, it may be that there is a minority culture in which it is approved of, and in which the character can acquire training, or that while a skill is not legally prohibited, it is considered "immoral", and thus more difficult to practice or find qualified teachers.

General exemptions

For each point *below* 10 a skill category is limited to, there is an "option package" that lets you exceed this limit, and each point will cost 1 "exemption". Each Secondary or Tertiary skill which *does not* apply to the cultural limit from a limitation negates one of these required exemptions.

Example - If the limit on Projectile weapons was 4 (6 below 10), but there was no limit on how good you could be with a crossbow, then the option package for Projectile weapons would only cost 5 exemptions instead of 6.

An "exemption" is some other facet of the character that provides a rationale or justification for the higher than normal level of skill or ability.

Option package item	Exemption Points
A Contact, Enemy, or Psych. Lim	1 point per level
Minimum skill level in other skill of 3+	1, +1 per point over 3
Minimum attribute level of 5+	1, +1 per point over 5

Example - If the cultural limit on projectile weapons *and* melee weapons was a 4 (6 lower than 10 in each), the exemption package would require 12 exemptions in other areas (6 points lower for each of melee and projectile weapons, times 1 point per level). This exemption package means that the character can buy *any* level in that skill for their character, provided they can find the SP to do it with.

The GM decides that these 12 levels are part of a special military program, and the character must buy:

Package	Exemption Points
STR of 5+	1
AGL of 6+	2
HLT of 5+	1
Paramedic of 4+	2
Demolitions of 4+	2
Tactics of 3+	1
Survival of 4+	2
Climbing of 3+	1
Total	12

The character must pay for *all* of these attributes and skills from their normal AP and SP *before* they can buy the melee or projectile weapon skills they are trying to get. Obviously, this will take a fair amount of the character's points, and will strongly influence how the character came to be the person they are. Note that they do not have to be *active* duty military characters to have these skills, but must have been in the military at some time before play starts.

Limited exemptions

There can be more than one "option package" for a given skill. A character could also have a criminal background that gives a certain exemption, for instance. It might imply having certain police of underworld organizations as Contacts or Enemies, but might also be much more limited.

If a character wants to exceed the cultural limit only in a *particular* Secondary or Tertiary skill, it will cost a number of exemptions equal to the amount they exceed the cultural limit.

Example - A character wants to exceed their cultural limit of 4 on projectile weapons, but only for pistols. If the character wants to get a Pistol skill of 6, this is 2 more than the cultural limit, and will require 2 exemptions.

Limited exemptions must *always* have something to do with the skill being bought, and are seldom a simple attribute or skill minimum. If the character has acquired training illegally, then the exemption must reflect this somehow. If it was acquired legally (membership in a shooting club, for instance), then there will be exemptions relating to this (authorities know about any weapons you own).

⚠ Remember to note that for combat skills, your skill level relates to use *in combat*, not standing still at a range, shooting at pieces of paper. A character might be a marksman at the range after standing still and taking numerous bonuses to hit, but not have the training or experience to shoot accurately in a firefight. See the note on p.7.

Sample cultural limits

The following limits generally apply to a modern campaign, and characters from a given culture will generally have to conform to these limits for combat skills. There *are* local variations, especially in areas painted with a broad brush. Getting a firearm is usually harder in urban areas than rural ones, for instance. These are first in terms of the general category, and then for specific Secondary skills within a category, for purposes of getting limited exemptions.

If you wanted, you could expand this out to include other skill categories besides weapons, but that is campaign dependent.

Character background

The background of a **CORPS** character is very important, and the skills your character has acquired before the start of play are an integral part of that background. To give you some assistance, the following chart is provided. It gives you the hours per week a character would have had to study a skill to get a certain number of SP.

	Total time spent acquiring the skill				
Total SP	**1 year**	**2 years**	**4 years**	**8 years**	**16 years**
4SP	2hr/wk	1hr/wk	2hr/mo	1hr/mo	1hr/2mo
8SP	4hr/wk	2hr/wk	1hr/wk	2hr/mo	1hr/mo
16SP	16hr/wk	4hr/wk	2hr/wk	1hr/wk	2hr/mo
32SP	-	16hr/wk	4hr/wk	2hr/wk	1hr/wk
64SP	-	-	16hr/wk	4hr/wk	2hr/wk
128SP	-	-	-	16hr/wk	4hr/wk

Example - Your character is 24 years old and has spent around 32SP on various martial arts or unarmed combat skills. If you started when you were 16, that would mean that for the past 8 years, your character has devoted about 2 hours per week to training. This could be a few workouts a week at the local gym. This is something that is common enough that people who watch you would know about it, friends would know that they can find you there sometimes, and that you take it seriously enough to keep at it and constantly improve yourself.

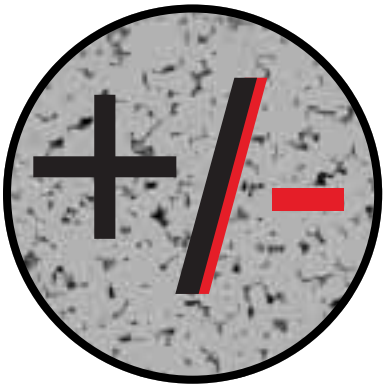
If on the other hand, if you did this in 2 years, that would be 16 hours a week of training. Aside from working for a living, you eat, sleep and breathe your training regimen. Practicing 2-3 hours per day is far above the average level, so what is there in your character's background that caused this sudden obsession with becoming a fighter?

⚠ Any level of skill gain of *more* than 4SP per year *requires* professional training. Any amount of 4SP or less per year means the character could learn it on their own. Take this into account when working on a character background.

Cultural limits, late 20th century Earth

	USA	Austria	Australia	Finland	Germany	Netherl.	N. Zealand	Norway	S.Africa	Sweden	Switz.	England
Projectile weapons	5	5	3	4	3	3	4	4	3	4	5	3
Pistols	5	4	3	4	3	3	4	4	3	4	5	3
Longarms	5*	5	3	4	4	3	4*	4	3	4	5	3*
Launchers	2	Apt.	Apt.	Apt.	Apt.	Apt.	Apt.	Apt.	Apt.	Apt.	2	Apt.
Autoweapons	2	Apt.	Apt.	2	Apt.	Apt.	Apt.	Apt.	Apt.	Apt.	2	Apt
Bows	7	7	5	7	7	5	7	7	7	7	7	5

* 1 point less for semi-auto, or military-type longarms.



ADS & DISADS

"My character has loads of guns, and bombs, and more guns, and is dead cool..."

*How **not** to design a character, Volume 1*

Basics

Usually (actually, almost always), you will find that you don't have nearly enough points to make the character you want. You've listed the cost of all those attributes and skills, and found that you have far less AP and SP than you need to get the character you want. Trying to get those 6's in the Attributes can get expensive, much less 7's or 8's. This happens to everyone. You can solve some of these woes by taking disadvantages on your character, which give extra AP or SP for you to use, the rationale being that these limitations will make the character either less likely to survive, and these points help counter that by allowing higher skills or attributes, or that these limitations help you create and play a character with more personality, and these points are a reward for having a three-dimensional character concept.

Example - Being color blind is a minor *limitation*, and not worth many points, since it doesn't often affect the character in life-threatening ways. Being pursued and hunted by armed fanatics because of some action in your character's past is worth a lot of points, because it affects the character's actions constantly, and a slip-up could cost the character their life.

Advantages, on the other hand, are positive traits that enhance the abilities of the character, and cost either AP or SP. You should look through these and see how they might apply to your character concept.

Example - Having a street contact who feeds you information on local criminal activity is an *advantage*, since this is not a resource available to everyone. Being able to ignore pain is an advantage, as is having a set of false identity papers.

⚠ GM's should make a note of which ads & disads will be allowed. Any item with a "Ω" beside it is extremely unusual for normal humans, but which *can* occur in the game world. Whether or not there are characters who are mutants or other paranormals in a campaign is up to the GM.

Age

The base age for **CORPS** characters is 16 years, at which point you have 100AP and 50SP (or whatever the default amount is). You get 2AP and 4SP for each year of character age over 16.

Age	Extra AP	Extra SP
16	+0	+0
18	+4	+8
20	+8	+16
22	+12	+24
24	+16	+32
26	+20	+40
28	+24	+48
30	+28	+56

Characters over 30 years old may suffer aging effects, which are determined *after* character creation is complete. For *each* year over 30 years old, you need to roll a HLT task equal to your age/5, rounding fractions up (see **Tasks**, **p.37**). If failed, you lose age/10 (round up) in AP *and* SP, from attributes and skills of your choice. Normally, characters over 30 years old are not allowed, as too many people will use it as an excuse to build up character points rather than character background.

If there is a good reason to have a *much* older character (veteran soldier, eccentric professor, etc.), then you will have to go through the aging process. This can be streamlined by making 1 roll per 5 years instead of 1 roll per year, but failure multiplies AP and SP losses by 5.

Characters *may* start the game as children, in which case they *lose* AP and SP, at *double* the rate they would gain them for being older (4AP and 8SP per year below age 16). Characters of less than a certain age (usually 13) will also have a level of reduced size (**p.26**). While limited to lower attributes initially, a child character naturally gains these AP and SP back as they get older, at the same rate they lost them (4AP and 8SP per year), and the only real limit on how they are spent is that all of the reduced size must be bought off using AP by the time the character reaches age 13.

⚠ Age is the only tedious disadvantage to figure out, but only because it is so important. With age comes increased experience and skill, but at a certain point, the degenerative processes of aging catch up with and overwhelm the rate at which you can increase your abilities. The random chance of losing points always makes having an older character potentially risky. If a player generates an older character and then decides they don't want to play it because of bad rolls, then their future characters should be restricted to age 30 or less.

⚠ These age-related gains in AP and SP assume the character has a high enough standard of living that they do not prematurely age due to malnutrition and other factors.

Authority

This is a nebulous category, and is meant specifically to be used with the **Duty** ad/disad. *You usually cannot have an Authority without a corresponding Duty*. An Authority is an official sanction of some activity which a higher power has declared off-limits to just about everyone else. For instance, if a policeman pulls you over and decides you are acting suspicious, he has Authority to search you and the vehicle, and if there is something illegal there, he has Authority to arrest you. A specific profession may have a number of Authorities, depending on rank and experience within that profession, and the legal and social background of the campaign.

An authority which is "reasonable" costs 1SP, an authority which is "unreasonable" costs 2SP, and an Authority which can be delegated costs 2SP extra. A reasonable authority is one which is limited by law or custom. For instance, the authority to arrest someone or confiscate property may be a "reasonable" one, in that it requires cause, warrants and the like. If an "unreasonable" one, the authority can be used for warrantless seizures, breaking down doors, or dragging people off in the middle of the night on unspecified charges. A delegated Authority is one where the character can authorize *other* people to act with the character's Authority in the character's name.

The benefit of an Authority is that it is a cultural construct, and if you have an Authority, it is almost immediately recognized and accepted by a majority of the people in that culture. They don't have to like it, but they are aware of the power it represents. Modern examples of this are a police badge, clerical collar or military uniform.

Any civil power that can be of potential use to a character might be an Authority, but note that whomever grants this can generally revoke it at will if the character abuses it.

Reasonable	**Cost**
Authority to perform marriage ceremony	1SP
Authority to arrest within jurisdiction	1SP
Authority to use lethal force to stop violent crime	1SP
Authority to search persons or premises with cause	1SP
Authority to render civil judgements	1SP
Authority to render criminal judgements	1SP
Authority to openly carry weapons	1SP

Unreasonable	**Cost**
Authority to excommunicate	2SP
Authority to collect taxes	2SP
Authority to use lethal force more or less at will	2SP
Authority to confiscate property without cause	2SP

Delegated	**Cost**
Authority to deputize	+2SP
Authority to give military orders (rank)	+2SP

Challenging an "authority" is usually either ignored or a crime, depending on the authority. The usual recourse is to go to whoever does the authorizing, and complain. Of course, if this individual or group approves of that use of the authority, you aren't likely to get anywhere (tell the captain that you don't like the sergeant's attitude...).

⚠ Note that Authorities are *very* powerful for their point cost, *and* that the GM *must* approve all Authorities, and make sure the characters are aware of their restrictions. The Authority/Duty package is especially suitable for characters who are members of some official organization, like a guild, military unit, espionage agents (licensed to kill), and so on.

Background

It has been stressed before that your character is more than just numbers on a page. To encourage character conception, motivation and history, you can get up to 5 extra AP or SP for giving a written background to the GM before play. Each 100 words of background is worth 1 AP or SP, and the background should include some if not all of the following information:

1. Description of your family, including the whereabouts and professions of parents, brothers and sisters. If any of them are deceased, how did it happen, and did this have any effect on the way your character views life?
2. At least one important event from your childhood that influenced who you are today.
3. Your physical description, including hair and eye color, style of dress, accents on your voice, and any birthmarks, tattoos or scars, with explanation of how and where you got the latter two.
4. Your favorite food, type of music, and color.
5. Four things you really don't like (see if any qualify as Psych Lims).
6. Your character's goals for the next week, month and year. These can range from the mundane to the exotic. Also include something your character has never done, but which they would really like to do someday, like climb a mountain, sail around the world, etc.
7. Justification for unusual skills, weird abilities, contacts, enemies or unusually high levels in a skill or attribute.
8. What will motivate the character to live the dangerous lifestyle they are about to enter.

This gives both you and the GM a better idea of exactly who and what your character is, and the AP or SP will help the character survive to reach the goals they have set for themselves. This gives the character "life", and gives the GM much more to build on when designing adventures. As an example, the "Background" section you have just read is around 300 words long.

ℹ A picture may not be worth a thousand words, but a good character sketch, regardless of source, should be worth an extra 2AP or SP.

Contacts

You know people, or have friends who will stick their necks out for you, if only a little. Each level of contacts *costs* 5SP to get. The way contacts work is that a given "favor" will have a certain level of difficulty. If the level of the contact is greater or equal to the difficulty of the favor, you can get it, provided the contact is capable of providing it. The frequency with which these favors can be granted is inversely proportional to their magnitude. Easy favors may be on a daily basis, but big ones may only be on a monthly or yearly basis. If the difficulty of the task is higher than the level of the contact, the favor can still be granted, provided that the player is willing to *permanently* lose the difference from the level of the contact. Or, the difference could be made up by a bribe or other inducement, at GM option. Contacts may also ask the same favors of characters, which the characters *must* perform or risking losing levels in the contact. The GM will have to assign contact ratings according to their campaign, but guidelines are below. Illegal or black market contacts are less worried about the law, but have other concerns and reasons why they will or won't help you out.

Contacts

Level 1	You are *acquainted* with someone, and they will do you favors that involve little hardship or risk, like anonymous phone tips, street rumors, or looking up publicly available information from files they have at their place of work.
Level 2	You are *friends* with someone, and they will do you favors on occasion that may involve the risk of a reprimand if caught, like leaving a confidential file within your sight while they go for a cup of coffee, or processing paperwork for you first, instead of earlier or more legitimate requests for the same.
Level 3	You are *close friends* with someone, and they will occasionally do you favors that could put them at risk of losing their job, and they will perform these only if there is little chance of being caught. Examples might be trying to alter motor vehicle records, tamper with police files, or reveal information that has been classified by the government.
Level 4	You have been *lifelong friends* with someone, and they will risk prosecution on your behalf, at least once, and only if there is virtually no chance of being caught, or they really believe in the reason they are being asked to do the favor. Examples include computer fraud, theft of government property, or divulging information classed as "Secret" by the government.
Level 5	The contact is *as close to you as humanly possible*, and is willing to risk almost anything for you at least once, including personal injury, financial hardship or imprisonment. Examples might include assisting a jail break, theft of military hardware, revealing top secret information or stealing police evidence.

Like Enemies (see **p.20**) characters should be limited in the level of contacts they can have, and have a reason in their character backgrounds for such. This does not mean that characters cannot have close, loyal friends at younger ages, but that they are not "on call" at the character's whim.

Most of us have friends we could think of as Level 3+ Contacts, but they usually don't have skills or influence that would help us out in an adventuring sense. Characters may claim friends as part of a character background at no cost, but the GM gets to determine their personalities, skills, motivations and limits. Your close friend may pick you up at the airport, but will they help you rob a bank? As they say, friends will help you move, *real* friends will help you move bodies... Contacts that are paid for with SP are still under GM control, but the player has a little more certainty of what kind of help to expect.

Characters working for an organization may have "contacts" both inside *and* outside the organization. Remember that contacts are people *outside* the normal lines of authority. For instance, the group you work for may tell you something, but *conceal* something else. Obviously, they didn't want you to know. A contact there *might* be able to help you out, but then again, the organization probably does good background checks (finding out relationships to the contact). They might suspect you would try this angle, and could feed the contact *false* information, which would then make its way to the characters.

Contacts are *not* the same as **Influence** (**p.125**), although they might be able to provide similar assistance at times. For instance, your Level 2 Contact in the records branch of the police force is not going to intercede with the judge to try and get you out on bail, although they might "overlook" certain files which might cause you to have bail denied altogether, should the judge get wind of them. It is a GM call whether or not a Contact can add to any Influence used in a particular situation. This can be helped by having the player specifically describe the abilities and limits of the contact. Since a level of a Contact costs the same regardless of how powerful it is, the GM should make sure that more powerful contacts ask favors more often.

Example - One character has a Level 2 Contact with "the king" because the character's father once did the king a great service. Another character has a Level 2 Contact with "street urchins" because the character used to be one. Guess which contact is going to put the character's lives on the line more often...

Those with less scruples could also use the contact rules to represent blackmail instead of friendship. In either case, being caught performing an illegal, immoral or unethical act for the character will likely result in a loss of contact levels, and implication of the character. Contacts who are arrested, implicated or publicly humiliated are likely to go down one or more levels as a result. Contacts can be gained as a result as a result of play at no cost in points, gaining in level at an equivalent rate of 1 or 2 SP per adventure in which the character and contact are useful to each other, and this is totally dependent on how well the character and the potential contact interact with each other. They might end up Enemies!

A short sampling of contacts is below. Note that some can *also* be used for an **Enemies** disadvantage, at one level or another.

Sample Contacts/Enemies

Private detective	Local organized crime
King's Guard	Member of Parliament
Central Intelligence Agency	Ex-Special Forces member
Police records clerk	Guerrilla group
Private medical clinic	Street gang
Computer hackers	Eccentric wizard
Fence	Tax collectors or other Gestapo
Smuggler	Evil cultists

Dependence

This is an addiction or dependence on a substance or some other condition which the character requires to stay healthy and/or sane. A Dependence can be wither physical or psychological. A psychological craving starts at zero, and increases 1 per day, and the character loses their rationality if they fail a WIL task equal to the current level of the craving (which means they get a number of free days at least equal to their WIL). At the point when the craving takes over, the GM acts for the character instead of the player, and the player might not get to know what happened between when they lost control and when they woke up after their last "fix". For a physical need, the number is compared to HLT, not WIL, and each time the character fails, they take a +1 cumulative impairment on all their actions, which is not recovered until the character gets what they need, and is recovered then like a lethal injury. If total impairment reaches +10, the character dies. This level of Dependence is worth 5AP or SP, and if the character increases the rate of increase to 2 per day, it is worth 10AP or SP. If a physical dependence has a maximum penalty to actions that can accumulate, it is worth 1 AP or SP less per point this is below 10.

A Dependence, *if* it can be bought off, can only be done so by spending age-related AP and/or SP, combined with a desire by the character to "kick the habit".

This disadvantage can cover everything from a vampire's need for blood, to an addict's drug habit, to an alien species requiring trace elements in their diet.

Destiny Ω

The character has an appointment with fate, but they don't know *what* fate it is. This requires thought by the player, and permission from the GM. An example of Destiny might be that as a child, the character's parents were killed by agents of Fu Manchu. This traumatic event so influenced the character that they devoted their life to fighting injustice. This has placed the character in direct opposition to the fiendish Manchu, and they are destined to struggle until one or the other is eliminated. Events in both their lives will tend to draw in the other party, either by choice or coincidence. Sometime in the campaign, the destiny *must* be confronted. If the character survives, they lose the points for this disadvantage, and must replace them with some appropriate Psych Lim, like losing your sense of purpose, or other disads that total up to 25 points. A character may only have one Destiny, and this is worth 25AP or SP.

Duty

This is a combination advantage/disadvantage, and is a package of benefits and restrictions that usually costs no AP or SP. This is appropriate for any character who acts in an official capacity for some organization. A duty package *must* be taken as a whole, and each one is designed by the GM to suit a particular organization. Guidelines for point equalization are below:

Item	Points
Minimum/maximum age requirement	+2
Attribute minimum of 4	+1
each point over this	+1
Skill minimum of 3	+1
each point over this	+1
Contacts	-value
Papers (legitimate, see p.24)	-value
Special authority (per)	-1,-2 or more
Wealth	-value in SP
Enemies	+value
Each category of ads/disads you *can't* have	+2
Each category of ads/disads you *must* have	+2
Each category of ads/disads which you *may* have	+1

For ads or disads which are "can't", "may" or "must", "can't" means that you may not have *any* level in that category. "May" means that you can have a level up to half(d) any governing attribute if such applies, or a level of 2, whichever is *lower*. A "must" category is one that is at least equal to any governing attribute, if such applies, or a level of 5, whichever is *higher*.

For instance, a low-level police package might be made up of the following (higher police ranks would differ, or countries like the US might assume a driver's license and substitute something else for the points).

Negatives	Points
Minimum age of 20+	+2
Minimum STR and HLT of 4	+2
Pistol skill of 3+	+1
Investigative rsch skill of 3+	+1
Criminal law skill of 3+	+1
Level 1 Enemy (Internal Affairs is watching you)	+5
Can't have any physical lims	+2
Can't be outside normal height/weight range	+2
Total	+16

Positives	
Level 1 Contact (mutual police support)	-5
Local/state concealed weapon permit	-5
Driver's license (or substitute other Authorities)	-3
Authority to arrest within jurisdiction	-1
Authority to use lethal force to stop violent crime	-1
Authority to search persons or premises with cause	-1
Total	-16

Enemies

Someone out there doesn't like you. If you want enemies, you get 5AP *or* SP per level of enemies you choose to have after you. These enemies you start the game with, and you may pick up additional ones in play, but you will not get points for them.

The level of an Enemy is below. Note that a character who is not *currently* in trouble with the law cannot have any *legitimate* authority as an Enemy at higher than a level of 2. Like **Contacts**, an Enemy (especially legitimate authority) may add its level to its Influence in affecting you, like a Level 1 Enemy with the police might cause your bail to be raised a level if you are arrested. Like Contacts, when and whether or not this happens is based on how well the character has defined the Enemy. A broad, general Enemy may cause less trouble, but over a wide area, while a local Enemy may cause greater grief, but only while within their sphere of influence.

Enemies	
Level 1	They don't know who you are yet, but they have a file on activities that will eventually get your name. An example might be an open police file in which the character may be one of several suspects.
Level 2	They know who you are, and some of the things that you have done, and would like to see you out of the picture. An example would be a past police record (but no current warrants), or suspected major tax evader.
Level 3	They have a complete file on you, and your actions have been such that minor operations may be altered simply by your presence in an area. You are to be captured if spotted. An example would be being on the FBI "Most Wanted" list.
Level 4	You are extensive thorn in their sides, and while they have as much of your history as it is possible to know, they would rather close your file altogether. You are to be terminated on sight. An example would be the relationship between an army and a known guerrilla leader in a Latin American country.
Level 5	Your actions have been so detrimental to this organization that you are the only work of several agents, whose job it is to do nothing less than kill you as soon as possible. An example would be a known secret agent running loose in a hostile country.

Obviously, having a Level 3 Enemy or greater in the area of the campaign means that you can have no fixed address, and that all your known relatives, friends and acquaintances may be watched to see if you show up there or contact them.

⚠ Like Contacts, Enemies can be upgraded or downgraded during play. For instance, that Level 2 criminal record could easily turn into a Level 3 warrant for the character's arrest if they engage in too many shady activities. They would *not* get any extra SP for this, however.

Extra Limb Ω

Humans get four limbs, two of which can be used for fine manipulation of objects (arms), and all of which can be used for combat purposes (arms & legs). If your character is of some race or species which has a different number, then you may gain or lose points. A limb which can be used for fine manipulation, but which has little or no strength (STR 0) costs 5AP. If it has the character's normal STR and can be used in unarmed combat, it costs 5AP extra. If it can be used for locomotion, it costs 5AP extra. If for some reason it has a higher STR than the character, *each* point of extra STR costs 5AP. A limb which has a STR of 0 and no ability to manipulate objects costs *no* points, although it may have some social, status or cultural significance (like a zero cost dog's tail, wagging to show a friendly attitude). Humans have two limbs with no manipulation, but normal STR and locomotion capability (legs), at 10AP each, and two which are capable of manipulation and normal STR (arms), which are 10AP each. This is a total of 40AP which humans get "free". A race with more than 40AP of limbs must pay an extra cost, while a race which has less gets extra AP for development in other areas.

Limb	Cost
No manipulation, no STR	0AP
Add manipulation	+5AP
Add STR	+5AP
Add locomotion	+5AP
Human arm (STR, manipulation)	10AP
Human leg (STR, locomotion)	10AP

Example - A race which has a STR 0 prehensile tail capable of fine manipulation would have to pay 5AP for it. If they didn't pay the AP, they could be assumed to still have the tail, but lack the skills at the moment to use it. This might be improved later, with experience.

Note that a "limb" can be flexibly defined. A snake might have *no* limbs, but its body can be used in combat for crushing, and its muscles for moving, so it would be bought as 1 limb. Likewise, a centipede-type creature might have *many* limbs, but group them into a smaller number, since individually they cannot propel the creature, but a certain minimum number can.

Movement ability is split between applicable limbs. Loss of function in half the limbs (round fractions up) usually results in near-immobility due to body geometry, and loss of less than this amount drops mobility by some proportional fraction.

Example - A creature with 4 legs would be almost immobilized if 2 of them lost function. This is a 100% drop in movement for loss of 2 legs, so losing function in 1 would reduce movement by half. A creature with 6 legs would lose a third of their movement if 1 leg was incapacitated.

Fame

This is both an advantage and disadvantage. Each level of "positive" fame costs 2AP or SP, and each level of "negative" fame gets a character 2AP or SP, with a maximum of 10 levels in either type. Each type may also require a similar number of total levels in Contacts or Enemies.

Positive fame acts as a limited form of influence and protection. Other public figures may provide some support to or give deference to the character in public, in hopes that some of the fame will rub off, or to prevent the public from being unhappy with the public figure. Movie stars promoting charity causes are an example. In general, each level is a -1 to the Difficulty of any task in getting to meet people more important than yourself, or getting casual cooperation from those less important than yourself. It can add or subtract up to 2 to the character's influence for their ability to get things done. For instance, a person with an Fame of 2 might be able to get out of a speeding ticket (Influence 2 crime), or a serious offense might be downgraded a level or two. Or, a member of a notorious gang might have offenses "upgraded", because they are part of a "famous" organization. Negative fame has the opposite effect. Anyone with a public image will shun the character and deny them assistance for fear of adversely affecting their image. Politicians distancing themselves from radical groups are an example.

The highest level of any fame adds to the chance a character will be recognized. However, fame is usually for a given field or category, and if the category is not immediately known to the general public, the level for recognition purposes is dropped 2 points (or to zero).

Example - A shadowy assassin might be known in the circles of power, whose members would not want to be seen publicly with the assassin. However, the average person on the street is unaffected, since the field of fame is not one they are acquainted with.

Both forms of fame also have a counter-culture, or a smaller segment of the population that is opposite the normal opinion. For instance, a vocally racist politician might have a few negative levels of fame, which on the whole is bad. However, this *increases* that politician's popularity with certain racist splinter groups. Or a rock star might have a few levels of fame with the public, but some police will watching the character to see if they are using illegal drugs.

Note that a character might not be famous, but have up to 1 level of fame for being part of a famous group, in which case a Level 1 Contact is *required* with that group as well, regardless of whether the Fame is positive or negative.

Note that the famous always get more attention from the media, and have more trouble doing things in secret. Tabloids thrive on publishing secret details of the lives of the rich and famous.

Frailness Ω

This is the opposite of the Toughness advantage (p.27). A Toughness of x.8 multiplies damage by x.8, making it *smaller*. A Frailness of x1.3 multiplies damage by x1.3, making it *larger*. Normal humans have a multiple of x1.0, and Frailness alters this multiple, rounding damage nearest. The adjusted damage is used when figuring out autokill or eventually fatal results, total impairment for healing purposes, and so on. Frailness applies *after* location modifiers on damage. Each level of Frailness increases the multiple by x.1, and gains the character 5AP or SP. Note that characters may take up to a total of x1.3 in Frailness as a result of failed aging rolls.

Example - A character fails an aging roll at age 50, which results in the loss of 5AP and SP. The player opts to give the character a level of Frailness to counter the AP loss, preventing any attributes from going down at this time.

⚠ Frailness adds some unnecessary complexity to damage calculations, so characters should be aware of the breakpoints for increased effects so as not to slow play. For instance, since it rounds nearest, a multiple of x1.1 means you take 6 points of effect if hit through armor for 5 points or more, so hits of 4 points or less are unaffected.

ⓘ Both Frailness and Toughness are excellent for modeling animals or alien races who may have different body structures. Low-gravity worlds may have frail creatures, while high gravity worlds may have tough ones.

Habitual Behavior

This is not quite a **Psych Lim** or **Physical Lim**, but contains elements of both. It is something that the character does unconsciously, and which can only be controlled by consciously trying *not* to do it. Examples might be holding doors open for members of the opposite sex, smoking after dinner, scratching your nose while thinking, a preferred cuisine when eating out, or a *modus operandi* when committing a crime. There is no direct penalty for this, but it is a +2 penalty to any acting, disguise or ability to blend in, *if the watcher knows about the behavior*. A Level 2 Enemy automatically has enough information to know this, and the knowledge makes it more difficult for a character to "hide in plain sight".

Example - A character "on the run" has dyed their hair, shaved off a mustache and altered their normal wardrobe. However, the pursuers have been warned that their target may have changed appearance, but has a tendency to use their thumb and middle finger to whistle loudly for taxicabs, and wears a wristwatch on the right arm instead of the left.

The character can negate the behavior for a specific short encounter, but *cannot* say "I won't do such-and-such today", as it happens without thinking. This is worth 3SP as a disadvantage, provided it is common enough to get the character into trouble. Several less common behaviors may be used to equal one common one.

Height/Weight

Unless otherwise noted, characters are assumed to fall into human or other racial norms for a height and weight proportional to their STR. Normal mass for a human character is centered on an amount equal to their STR x 15, in kilograms. Height is an average of 180cm for men, and 175cm for women. Altering these heights by 5% or more, or masses by 10% or more requires GM permission. Height may never vary by more than 20%, and mass may never vary by more than 40%. Each 5% change will gain the character 2AP or 2SP, and is a liability of some type. Excessively large or small characters may stand out, or take minuses to skills that would allow them to blend in. Each 10% *total* modifier (altered height + altered mass) will be a +1 modifier to affected skills, or a bonus to others to recognize or remember the character. Extra weight is also a permanent encumbrance that is added to any normal load carried, and characters with extremely low mass (total of 20% or more in reduced height and mass) may also be required to have a level of Frailness as well.

Immortality Ω

This advantage is *extremely* useful. A character with this advantage does not age, or does so only very slowly. In addition, they will regenerate lost body parts, although this takes 10 times as long as it would for the injury that caused it to heal. Lost heads do *not* grow back, instantly fatal injuries are still instantly fatal, but eventually fatal injuries will seal themselves when the character reaches a HLT equal to their starting HLT Aptitude. There are two forms of immortality, permanent and limited. The permanent form costs 100AP, and is immutable. The limited form must be renewed from some outside source every few years, or the character irreversibly reverts to their true age at the rate of a year per day. This only costs 50AP.

The only way to have an immortal character of equal skill to a regular character is to be very old, which should also give you a large complement of Enemies, something not conducive to continued survival. Even with this advantage, no character can start the game at over 100 years old without GM permission.

⚠ Characters who are immortal are *not* limited in the amount of savings they can buy with the Wealth advantage.

If a form of limited or permanent Immortality has certain harmful side effects that can be represented by other character limitations, the cost of that particular Immortality "package" should be reduced by an appropriate amount. Vampirism is a typical example (Dependence on human blood, vulnerability to sunlight, etc.).

⚠ One of the limits of immortality is that it takes a lot of time to keep attributes and skills at their peak. See the note on p.124.

Inheritance

This advantage only applies to a new character who enters the game because a previous character played by that person dies or is retired for some other reason. In addition to any physical objects bequeathed or passed on, the new character can have any *one* character advantage (up to 10AP or SP) of the previous character at no charge. This is subject to GM approval, and must have some rational basis, based on the background of the new character.

Example - A character dies, and his "brother" takes up the torch. If the recently deceased character had a Natural Aptitude in Strength, the brother could claim it as a family trait. If the character died and a close friend started looking into the character's affairs, there would be no basis for the Natural Aptitude being transferred. However, a Contact might.

Players just starting the game can *never* have this advantage, nor can the Inheritance advantage be passed by a character who has survived less than 10 play sessions.

Luck Ω

This is either an advantage or disadvantage, depending on if it is good luck or bad luck. Good luck means that any time there is a rounding of numbers, it rounds in your favor. Tie votes are resolved in your favor, dice rolls that are a little crooked count in your favor, random disasters that could happen to several people don't affect you first, and so on. Bad luck is just the opposite. Rounding goes against you, ties go the other way, you bear the brunt of random disasters, and so on. Good luck costs 5AP, and bad luck gives you 5AP. This may usually not be acquired after game start, as it is something a character is born with.

Natural Aptitude Ω

This advantage means that you are genetically gifted with a "knack" for certain things. This costs 10AP, and *halves* (round up) the cost of getting a *single* Attribute *or* Primary skill. The catch is that you *must* have GM approval for Natural Aptitude on that specific Attribute. You may choose also choose a "natural skill" rather than a "natural attribute". This advantage is *not* recommended in "real world" campaigns, and strongly limited in other campaigns.

For campaigns bordering on the "superheroic", this advantage may be purchased multiple times, and each time halves the attribute or skill cost again. However, a character who is entirely human could only have one level of Natural Aptitude.

A level of Natural Aptitude is only cost effective if the Attribute is at a level of 5 or more.

Natural Debility Ω

This disadvantage means that you are genetically cursed with an inability to do certain things. This gets you 20AP or SP, but *doubles* the cost of getting a single Attribute or Primary skill, to represent things that you just can't do as well as anyone else. This is useful to represent things like the STR of a physically small or weak race, and does not normally apply to humans. Multiple levels of this can be bought as necessary. Regardless of what it is bought on, it must be something that will limit the character in that particular campaign. Obviously, a debility in Journalism will be of no concern if the character is in a pre-literate culture, or a debility in POW will not matter if there are no paranormal abilities allowed.

For one level of debility, it ceases to be cost effective to have an Attribute higher than 4. For two levels, it is not cost effective to have higher than a 2 in the affected Attribute.

Option - Another way to apply this to skills is to treat a Natural Debility as a total +4 Difficulty in one or more Primary skills. For instance, a close-minded culture might have increased difficulty in doing theatre, art, dance or other expressive skills. Or, this might also be a Psych Lim.

Non-combatant

The character was never raised or trained towards violent or physical criminal activity. They may have *no* military, weapon or combat related skills at more than their Aptitude (familiarity), and may not have Secondary or Tertiary skills in these categories. They *may* have AWR-based criminal skills, and may learn any of the prohibited weapon or military skills in play. The "average" person has this disadvantage. It is worth 5SP, and is basically an extra bonus for a character conception that does not rely on martial abilities or fighting prowess.

If cultural limits on skills are such that the character has no choice but to be a non-combatant, they may not have this disadvantage.

Pain Tolerance

This is an extremely useful advantage, and represents physical conditioning, and knowledge of how best to take inevitable hits. This costs 5AP, but allows you to ignore *non-lethal* impairment on any attack, up to your WIL Aptitude. You must be conscious and aware of the attack in order for the advantage to work.

That is, with a WIL of 2-5, you can ignore non-lethal attacks of 1 point, and with a WIL of 6-9 you can ignore non-lethal attacks of 2 points.

This advantage does *not* protect you against sneak attacks, drug effects or non-lethal attacks which cause impairment without causing pain (like a "nerve pinch").

Papers

Any documents, permits or papers which a character *legally* qualifies for at the start of the game are "free", that is, they cost no points and no money, although certain papers may have renewal fees, like medical licenses, etc. If the papers come as part of an obligation or Duty, the "cost" will be factored into the Duty or be part of an Authority. Normally "free" papers include a driver's license or pilot's license (if you have the skill), passport (if not a wanted felon), credit cards, national identity card, and so on.

In the case of *illegal* or forged papers (credit cards, gun permits, passports, etc.), an appropriate contact *might* be able to procure them, but this would require a Contact level equal to the Influence needed for that particular item (p.18). These would have to be acquired during play, and this might take some time. Likewise, a shady employer might be able to provide these, but they would be of the employer's choice, easily traceable by the employer, and might have to be returned after use. Independently procured, false papers may be in a character's possession at the start of the game, if the character is willing to pay SP for them equal to the Influence level of the item. This basically means that the character has spent time establishing a false identity instead of applying their time to skill improvement. At GM option, it might also require at least a Level 1 contact or prior employment with the appropriate agency to represent familiarity of how to procure or produce said items. Papers are more fully detailed on p.88, but the basics and SP costs of some common forged or phony papers are below.

20th Century Papers	Cost
Automatic teller machine card	2SP
Credit card	3SP
Driver's license	3SP
International driver's license	3SP
Local weapon permit	3SP
Local concealed weapon permit	5SP
Federal concealed weapon permit	6SP
Automatic weapon permit	5SP
Passport	4SP
Resident visa (on a per country basis)	4SP
Pilot's license	4SP

These papers have a life of more or less a year, from the start of the game. After that, the real ID's may have changed format, data files might have been purged, real permits would have expired, and so on. If used judiciously, the items will be good for a full year. If subjected to close scrutiny or suspicion, they will be good for less than a month after the first detailed check, like not showing up in court for a major traffic accident after you gave the police a false registration and license. Otherwise, they should flawlessly pass visual and casual computer scrutiny. Note that some papers require *other* papers as secondary items, like a credit card often requiring a driver's license to back it up.

Physical Ad

This is the opposite of a physical limitation. You have a known but uncommon physical advantage of some type. This costs 5AP, and exact effects must be determined by the player and GM. Examples would be ambidexterity, a slightly higher than normal running speed, or an especially keen physical or mental ability. Normally, the end result is up to a +2 bonus in a certain, specific aspect of an attribute's functioning. In certain situations, this may provide a +1 to a character's skill, like when the increased attribute function also increases character Aptitude for a certain skill.

A character can combine a Natural Aptitude and a Physical Ad to get an "extraordinary advantage", like eidetic memory, being able to alter your height or voluntarily dislocate and relocate your joints, or other known but *extremely* rare talents. This requires GM permission.

Sample Physical Ads
Extra upper body strength (STR bonus to punches)
Contortionist (AGL bonus to escape)
Light sleeper (AWR bonus to wake up)
Good memory (AWR bonus to recall things)
Keen eyesight (AWR bonus for spotting things)
Forceful personality (WIL bonus for persuading people)
Good looking (WIL bonus for sex appeal)
High stamina (HLT bonus for exertion)
Healthy (HLT bonus for recovering from injury)
Ambidextrous (negate AGL skill penalty for using off-hand)

A character may have no more than 2 Physical Ads on a given attribute. More than this means they are good enough with that attribute that they should buy up the *overall* level.

Physical Ads may *never* be cumulative. For instance, a player *may not* have +2 "upper body STR" and +2 "hand STR" to get a +4 "grip STR".

It is also possible to model "charisma" or "looks" as a level or two of Fame, with the justification that people enjoy your company and are more likely to give you the benefit of the doubt. You will also have a segment of the population that *resents* your looks or charisma.

Physical Lim

A character with this limitation has some sort of non- or partially correctable physical problem that interferes with their daily activities. Each level of limitation gets the character 2AP *or* SP, but subtracts directly from some action of the character, usually *part* of the use of an attribute. For instance, 10 levels of limited AWR could represent total blindness, a +10 Difficulty on AWR rolls when trying to see something. A few levels applied to movement could represent a limp, or a level applied to WIL might represent muteness, which could conceivably also be a strong Psych Lim vs. public speaking. Specific effects vary, and also depend on whether or not there is some substitute for the limitation. For instance, a person missing a hand could not normally fire a gun with that arm, but might if they had a grasping hook.

Limitations which the GM feels are only partly effective at negating certain kinds of actions only get half the points, like deafness or glasses (AWR), loss of a hand (AGL) or stuttering (WIL). Similar rules apply to appearance limitations, each level being a +1 modifier to the AWR roll of onlookers when trying to remember a character's appearance, like a tattoo, clothing, hair color, etc.

A missing or crippled limb can also be bought as a *negative* "extra limb" (**p.21**), i.e. missing an arm or leg is worth 10AP.

Sample Physical Lims	Cost
Blind	20AP or SP
Missing an eye	10AP or SP
Strong corrective lenses (+5 to vision without them)	5AP or SP
Mute	10AP or SP
Stuttering	5AP or SP
Deaf	10AP or SP
Partially deaf	5AP or SP
Loss of a hand or foot	5AP or SP
Loss of an arm or leg	10AP or SP
Forgetful (+2 to remember details)	2AP or SP

Psych Lim

This is some irrational trait you have which will affect your interaction with normal society, or your ability to act in certain situations. You get 2AP *or* SP for each level of this limitation, and it adds to the Difficulty of *any* task you perform which is done in that situation, or increases the chance of success for anyone using a skill against you that plays on that limitation, and *any* level of limitation makes you vulnerable to situations a normal person could ignore. For instance, a person with a combative streak at level 3 would have to perform a WIL task with a Difficulty of 3 in order to back down from a direct challenge. Normally, this would be no problem, but what if their resistance had been lowered by alcohol? A person with level 4 claustrophobia would add 4 to the Difficulty of any task performed in an enclosed space, and so on. The maximum limitation is +10, which makes the person totally non-functional in that situation. There are situations in which Psych Lims can *add* together for their effect. For instance, someone who is both shy *and* afraid of open spaces would be severely limited in trying to make an open-air speech before a crowd. If a Psych Lim is such that *any* level would tend to make the person an outcast (say a fondness for human flesh), the point value is doubled.

Level 1 Psych Lim

In general, a Level 1 Psych Lim is "personality", minor traits that give your character some life, and act as a guide to how they would behave in a particular situation. For instance, Level 1 Shyness means you add 1 to the Difficulty of any inter-personal tasks, especially those that are in public. However, it is not crippling, and you can overcome it with preparation. Players are encouraged to give their characters a few non-overlapping Level 1 Psych Lims as a relatively painless way to get a few extra AP or SP.

Level 2 Psych Lim

A Level 2 Psych Lim is a "bias", some aspect of the character that influences many of the things they do. It is also obvious enough that any of the character's friends or professional colleagues will know about it or suspect it. The extra Difficulty to tasks involving the limitation is enough to make the character's chance of success significantly more difficult. Cultural biases often fall into this category, even if the character is aware of them and tries not to let it affect them.

Level 3-4 Psych Lim

A Level 3-4 Psych Lim is a "borderline psychosis", a character trait that refuses to budge in the face of reason, and which colors almost everything the character does. Anyone who deals with the character for any length of time will notice the trait or side effects of the trait in the character's conversation or actions. For interpersonal traits, this may adversely affect other characters in the group, as the reputation of the one character colors the perception of the group as a whole. Religious fervor, strong racism or mild phobias towards a relatively common item or situation fall into this category.

Level 5+ Psych Lim

A Level 5 Psych Lim, or any Psych Lim which exceeds the WIL of the character (even temporarily) is an "obsession", a character trait that regardless of intellect, the character is powerless before. Strong phobias are like this. Even if the character is aware that fear of closed spaces is irrational, they cannot control the panic they feel when stepping into an elevator. Fanaticism is another example, except the character *doesn't* know that they are irrational. Rather, anyone or anything which contradicts their particular worldview *must* be wrong, because the character is "right".

Note that groups of people with a similar Psych Lim often increase the effect of the Psych Lim by 2 or more points, leading otherwise rational people to perform acts they would not do otherwise. This is the "lynch mob effect", and can be *very* dangerous.

Cultural Psych Lims

A given culture or sub-culture may have "mandatory" Psych Lims that go with it, and for a character to be fully accepted as a member of that culture, they must have these Psych Lims as well. Normally, this is worth *no* points, and the character gets points only for *not* having the Psych Lim. For instance, there might be respect for the elderly, deference to authority, obeying the results of majority votes, reluctance to kill, and so on. Note also that even if the characters do not have these limits, most "average" people in that culture will, and it will shape how they act and interact with the characters. In a culture which reveres the wisdom of the elderly, a character who does not follow this will not be respected by others, and will take penalties when interacting with anyone who recognizes the character's "anti-social" attitude.

⚠ Cultural packages of Psych Lims are a *very* important GM tool for shaping a campaign, as it provides a quick reference to the attitudes and likely actions of everyday people when confronted with a given situation.

Sample Psych Lims

Shyness	Short attention span
Overconfidence	No sense of humor
Short-tempered	Obsessions
Talkative	Compulsive behaviors
Paranoia	Bully
Curiosity	Gullibility
Racism (believes one race is superior to another)	
Jingoism (believes one country is superior to another)	
Sexism (believes on sex is superior to another)	
Cannibalism (believes some people taste better than others)	
Acrophobia (fear of heights)	
Agoraphobia (fear of open spaces)	
Claustrophobia (fear of enclosed spaces)	
Technophobia (fear of machines/technology)	
Xenophobia (fear of the unknown)	

Size Ω

This is a permanent physical characteristic, unlike a paranormal power which may temporarily change the size of a creature. Each level of size will increase or decrease the mass of the character, or be any amount between the norm (1x size) and this level. Note that this is separate from simply being an over- or underweight character. A level of size implies a *marked* difference in size and appearance. One or two levels of increased size for a human would be a "giant", and one or two levels of reduced size would be a "dwarf".

Usually, a level of increased size is accompanied by a level of **Toughness** and **Natural Aptitude** in STR, and a level of decreased size is accompanied by a level of **Frailness** and **Natural Debility** in STR (see the appropriate advantage/limitation), which has the normal point cost. The benefits or penalties of Size are as follows:

Each level of increased size
+1 level of reach with any melee attack
x1.5 normal mass

Each 2 levels of increased size (round down)
-1 to be hit with any weapon
+1 to normal maximum movement
Character completely fills 1 hex
+1 meter of height or length

Each 4 levels of increased size (round down)
+1 hex reach with any melee attack at no penalty

Each level of decreased size
-1 level of reach with any melee attack
+1 to be hit with any weapon
-1 to normal maximum movement
x.5 normal mass

Each 2 levels of decreased size (round down)
Half normal height/length

Example - A "giant" with 2 levels of increased size is -1 Difficulty to be hit with any weapon, completely fills one hex, runs 1 meter per second faster than normal, adds 2 to the length of any melee weapon, is 3m tall and masses (1.5 x 1.5) = 2.3 times as much as their normal STR would indicate.

Each level of Size costs 5AP, and may only be altered in play if the character starts as a juvenile, and "grows" during play. In this case, some portion of *base* age-related AP must be devoted to buying off or buying up their original size.

Example - A child character has a level of reduced size, for 5AP. Since the character normally gains 4AP/year through aging, the GM says that 1AP/year for the next 5 years must be devoted to "growing up", and the character will be full-size at the end of this time. As it is bought off, the character gradually loses the benefits, in an order of the GM's choice.

Toughness Ω

Toughness means you are harder to injure than normal. It *does not* provide armor against attacks, but reduces the effects of larger attacks. Normal humans can have limited amounts of Toughness. Non-humans and large creatures can have several levels, with a minimum damage multiple of x.1, which is what a whale might have. Toughness costs 5AP or SP per level, and the damage multiple applies *before* any pain resistance and *after* hit location modifiers.

Sample scale	Damage multiple	Ratio
Small dog	x3.0	3:1
Medium dog	x2.0	2:1
Large dog	x1.5	3:2
Child	x1.5	3:2
Frail person	x1.2	6:5
Average person	x1.0	1:1
Very tough person	x.8	4:5
Average horse	x.5	1:2
Elephant	x.2	1:5
Large whale	x.1	1:10

Example - A character is large and burly, and wants to be able to shrug off damage that would knock other people flat. So, they have a high WIL, Pain Tolerance, and spend 10AP or SP for two levels of Toughness, dropping their damage multiple from x1.0 to x.8 (round down). Now, the character only takes 4 points out of 5 that they are hit with (5 points times the x.8 multiple from two levels of Toughness). And, of these points that the character feels, they can stop some of the non-lethal effects with their Pain Tolerance.

⚠ It is suggested that each level of Toughness after the first cost *double* the previous level *unless* the character also has a corresponding level in a trait that explains the Toughness.

Example - A human with 3 levels of Toughness would pay 5 points for the first level, 10 for the second, and 20 for the third. An ogre with 1 level of increased size would pay 5 points for the first level, 5 points for the second, and 10 points for the third.

Tricks

A character may have a "trick", or something that they can reliably do that is *not quite* a skill or paranormal ability. For instance, being able to whistle two tones at once to dial a phone would be a "trick". No roll is needed under most circumstances, and there is no skill involved. The limitations of a trick are that it *cannot* supplant a regular skill, although it may act as a +1 modifier in certain circumstances. For instance, "can put feet behind head" would be a trick, and might get a character a +1 when trying to get out of being tied up. "Can hotwire old Volvos" would be a trick, but "can hotwire cars" is too broad and useful to be allowed. No two characters can have the same trick, just to prevent abuse. A trick costs 5AP or SP, and the player *must* have a note in their background on how they learned it.

Vulnerability Ω

A character with this disadvantage has a susceptibility to a condition which normal people find mildly irritating at the worst. The character gets 2AP or SP for each level of Vulnerability, and each level means they take the effect of a non-lethal hit of that level to any area exposed, upon exposure (for more than a few minutes), and again every hour.

Sample Vulnerabilities	
Pollen-induced asthma	Bee sting allergy
Sunlight vs. vampires	Cold iron vs. Sidhe
Alcohol intolerance	Adverse drug reaction
Rare blood type (adverse reaction to normal transfusions)	

If the damage is lethal instead of non-lethal, the character gets 5AP or SP per level. For instance, an albino might have Level 1 vulnerability to sunlight on exposed skin. A person with alcohol intolerance might have Level 1 vulnerability to liquor, or an epileptic might have Level 1 or 2 vulnerability to strobe lights (damage being from seizures). Extreme cases might be a vampire's vulnerability to sunlight (or holy symbols), but a "normal" person would rarely have more than a Level 2 vulnerability from any known medical condition.

Wealth

Normally, characters will start with an amount of money based on their skill and age. Choose the skill your character has been making a living with, based on the character background. If more than one skill applies, use the best one, and if the character has three or more job related skills at the same level (a profession), add 1 to the skill level for determining income and savings. If the character does not have any marketable skills (for instance, career opportunities for a person whose best skill is "Knife" are fairly limited), they use an Attribute score instead, and subtract 2. Only active duty military and police can claim to make a legal living from combat skills, unless you run a training school for the same (like maybe a martial arts instructor).

Example - A character has a job as a "mechanic", with skill in Mechanical Repair, Electronics and Metalworking of 5. Since all three of these would be useful in maintaining or repairing vehicles, the character is counted as having a skill of 6 for purposes of income.

Savings Table	Skill Level						
Years	3	4	5	6	7	8	9
1	180Cr	320Cr	500Cr	720Cr	980Cr	1280Cr	1620Cr
2	360Cr	640Cr	1000Cr	1440Cr	1960Cr	2560Cr	3240Cr
3	540Cr	960Cr	1500Cr	2160Cr	2940Cr	3840Cr	4860Cr
4	720Cr	1280Cr	2000Cr	2880Cr	3920Cr	5120Cr	6480Cr
5	900Cr	1600Cr	2500Cr	3600Cr	4900Cr	6400Cr	8100Cr
6	1080Cr	1920Cr	3000Cr	4320Cr	5880Cr	7680Cr	9720Cr
7	1260Cr	2240Cr	3500Cr	5040Cr	6860Cr	8960Cr	11.3KCr
8	1440Cr	2560Cr	4000Cr	5760Cr	7840Cr	10.2KCr	13.0KCr
9	1620Cr	2880Cr	4500Cr	6480Cr	8820Cr	11.5KCr	14.6KCr
10	1800Cr	3200Cr	5000Cr	7200Cr	9800Cr	12.8KCr	16.2KCr

This effective level of skill squared (Skill x Skill), times 20Cr, times the number of years of employment, equals the total funds in the bank that you have to your name. Naturally, you can have access to more cash through things like credit cards, but the amount you just calculated is your "money in the bank".

⚠ Most attribute-based jobs (untrained) have a starting age of 16, most non-degree professions have a starting age of 18, those requiring some degree of professional training have a starting age of 20, and those requiring college education have a starting age of 22. If characters reach "adult" age sooner than 16 in your game, adjust the starting ages downward by an appropriate amount. So to be realistic, a 26 year old character can only have money from that college training for 5 years (age 22-26), not 11 years (age 16-26).

ℹ **CORPS** really isn't meant for characters to start off filthy rich. It's next to impossible to start the game as a millionaire dilettante, just as a matter of play balance.

For each 2SP you *spend*, you can increase your *effective* employment term at a particular job for wealth purposes by 1 year, with a maximum increase of your WIL. Spending 1 year's worth of SP gained from the age disadvantage (p.16) translates into 2 years of additional savings. Likewise, you may sell off any amount of age, at the rate of 2SP a year, and with GM permission, even begin the game in debt.

Example - If a character spent 3 years at a job, and wanted 5 years of accumulated savings, it would cost them 4SP. If they wanted only 1 year's savings, they would *get* 4SP.

Characters may assume they are employed up to the start of the game (that may change), and their monthly salary is equal to the skill they are using, squared, times 50Cr. Characters starting the game unemployed should opt to have less personal savings to represent this.

Optional rule - You can add 5Cr to the 50Cr for each year of experience at that particular job to represent seniority, promotions and experience (up to double the base amount). So, a person with 5 years experience would multiply by 75Cr instead of 50Cr. This gives starting characters with stable jobs a greater income base.

Taxes

The amount of take-home pay depends on the local tax rate. Late 20th century United States characters can assume a 30% bite is taken out before they even see it, from state and federal taxes. European characters are likely to lose even more. This does not affect the starting level of savings a character has.

Starting goods

The amount of savings a character starts with automatically generates twice as much value in material goods. For instance, a character with 2,000Cr in the bank can *also* have a 2,000Cr computer, *and* 2,000Cr worth of furniture and sundry possessions without having to dip into their savings amount. These should be bought appropriate to the character's lifestyle, and to some extent can be converted back into cash, like selling your car, although this is usually at a loss.

If desired, the amount of material goods "owned" can be multiplied by 10 to represent items bought on loan but not paid for yet. So a character with 3,000Cr in the bank could have 6,000Cr in owned goods *and* 60,000Cr in "loaned" goods, like a car, house, etc. This presumes that the culture has developed a good way to keep track of individuals and loaned money. The GM will have to determine the length of loan, loan payments and things that happen if you miss too many of those payments...

Supply and Demand

If a particular profession or attribute is in high demand, the character can add 1 or 2 to their level for determining their savings and pay. Likewise, if there is a surplus of talent, those hiring can pay less, and characters would subtract 1 or 2 from their level when determining savings and pay.

If a job is hazardous, this will tend to increase the effective skill of the character for savings and income by 1 or 2, but should roll 1d10 for each year of employment. If the number comes up equal or less than the amount their skill is increased for "hazard pay", they suffer some sort of physical limitation that is job-related. This is relatively minor, at a level equal to the "danger bonus" on their skill, and the character *does* get points for it.

Example - A character is working as a "bodyguard", and fails a hazard roll. The player states the game result is that the character was shot in the leg and now has a permanent limp (which they get a few AP or SP for).

Lifestyle

Characters will have a certain standard of living to maintain. While they may go on extended journeys to distant places, they will still have a number of fixed expenses that may have to be paid. This is especially important during extended times between adventures, or if there is no well-off patron paying the character's bills.

Sample living expenses

Car payments + insurance	per month
10,000Cr car	250Cr
20,000Cr car	500Cr
30,000Cr car	750Cr
40,000Cr car	1,000Cr
Sports car	x1.5
Bad driving record	x1.5
High accident rate city	x1.5
Insurance only (if car is paid for already)	x.25

Housing + insurance + fees	per month
Apartment	400Cr
Townhouse	700Cr
House	1000Cr
Mansion	2000Cr
Cheap	x.75
Average	x1.0
Luxury	x1.5
Bad location	x.5
Average location	x1.0
Good location	x2.0
Prime location	x5.0
In/near major city	x2.0

Food	per month
Fixed at home	150Cr
Restaurant once a week	200Cr
Restaurant twice a week	250Cr
Restaurant once a day	400Cr
Restaurant all the time	750Cr
Cheap	x.75
Average	x1.0
Luxury	x2.0

Example - An employed character with a Computer Science skill of 7 and 5 years experience will have (7 x 7) x 20Cr x 5 years = 4,900Cr in the bank, and 9,800Cr in assets. The character has a current monthly salary of 3,675Cr (using the optional seniority rule). In the US, after taxes (30% bite), this leaves about 2,600Cr per month to live on. Our programmer lives in an average apartment in a major city (800Cr per month), eats out at least twice a week (250Cr per month), drives a 30,000Cr sports car (1,125Cr per month), and has about 400Cr a month left over for sundries, clothing and savings.

They have a computer worth 3,000Cr, 2,000Cr worth of furniture, an 800Cr stereo (including music), and a second car worth about 2,000Cr (paid for, but eats insurance money), leaving 2,000Cr for clothing and other possessions.

Your lifestyle at the start of the game should not exceed your monthly take-home pay. This will give you an idea of your financial status at the start of the game.

Winning the lottery

If a character wants to start poor, and later on have the chance to get a cash windfall like an inheritance, the GM *may* allow extra AP or SP to be devoted to this at character generation. When the opportunity arises, each AP or SP counts as one or more years of starting savings, depending on difficult it is for the character to get the money.

Example - A character who starts off with their best employable skill at 5 would have 500Cr, and 1,000Cr worth of goods for each year of experience. If they set aside 4SP towards some distant relative giving them an inheritance, the GM might count each SP as 1 or *more* years of savings, depending on the conditions attached. If it just "happened", then it might be less than if the character had to meet some sort of condition (getting married, clearing a dishonored relative's reputation, completing some test of skill or ability, etc.). The money might also be in the form of an heirloom, property or other material goods, which might have some conditions of their own (property haunted, etc.).

Non-humans

A character race which is not human may have differing ads, disads or paranormal powers open to them. For instance, a science fiction race from a high gravity world might get Natural Aptitude in STR, or a winged race from a low-gravity world might get a limited Telekinesis to get the effect of those wings.

These are part of a "racial package", just as humans have a "package" that covers their basic senses, arms, legs, etc. Racial packages should balance in points, or end up giving or taking points away from a character, so that no package has a distinct point advantage.

Example - The low-gravity race with flight might have this countered by a few levels of Frailness to represent a lighter bone structure. Since this will not pay for the flight ability, to be a member of this race will either cost extra AP or SP, or there must be some other disadvantages, like a Natural Debility in STR for carrying things, for instance.

Of course, it is only a play balance issue that requires this. It is quite possible that there could be races in your game which are superior to other races in every respect, but how you handle this in play is your own problem.

Character Templates

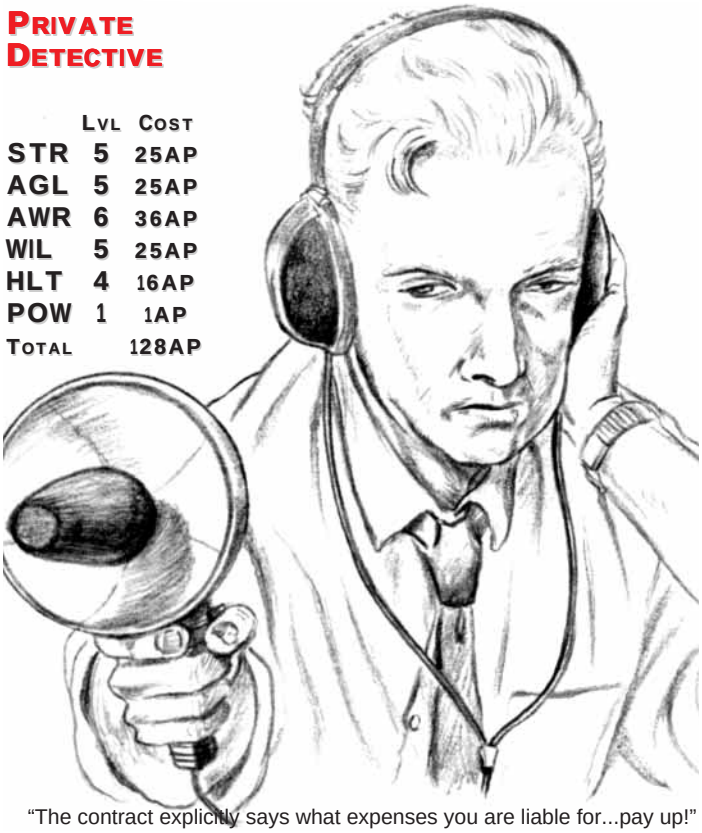
The **CORPS** system is very fast, but character generation can take as long as you want. People who want a lot of detail in their characters will find what they need, but if you insist on dropping right into the game, try grabbing one of the following character templates. They have everything you need, but still give you the flexibility of some customization. Since **CORPS** is a multi-genre system, the "name" of a character type may change across cultures. For instance, "police" in one game might be the same as "local militia" in another, and skill with guns might change to that with a bow or crossbow. Most templates are suitable for either sex.

You can also usually switch attributes around, as long as the attributes have the same Aptitude, so while you could exchange a 3 and a 5 (Aptitude 1) or a 6 and a 7 (Aptitude 2), you could not exchange a 4 and a 6. This is because the different Aptitudes would alter your skill costs.

None of these templates have AP or SP from being given a **Background** (**p.17**), so remember that you can add up to 5AP or SP to any template just by making up your own character background. This will be enough to let you buy a Physical Ad. (ambidextrous, good looking, keen vision, etc.), or a new skill at a level of 3 if your Aptitude is a 2, or a level in a Contact, a Trick, or Familiarity with two new skills and a point left over for ASP. The best thing to do is just play the character as it comes to you, and after a session or two work out the background with the GM. Then put these 5AP or SP towards some of the things you think the character should have.

PRIVATE DETECTIVE

	Lvl	Cost
STR	5	25AP
AGL	5	25AP
AWR	6	36AP
WIL	5	25AP
HLT	4	16AP
POW	1	1AP
Total		128AP



"The contract explicitly says what expenses you are liable for...pay up!"

Advantages	AP	SP
Level 1 Contact - Local police (you have some friends)	0	-5
Level 1 Contact - Mafia (your sister married into "family")	0	-5

Disadvantages	AP	SP
Level 1 Enemy - Various (old investigation targets)	5	0
Age - 28	24	48

Other	AP	SP
Local weapon permit	0	0
P.I. license	0	0
Starting points	100	50
Total	129	88

Skills	Level	SP
Projectile weapons	3	8
Pistol	+1	1
Unarmed combat	3	8
Law	5	21
Land vehicle operation	2	3
Hobby (saxophone)	4	3

Skills	Level	SP
Investigative research	5	21
Streetwise	+2	4
Records search	+1	1
Psychology	4	12
Intimidation	+1	1
Total (note leftover points)		83

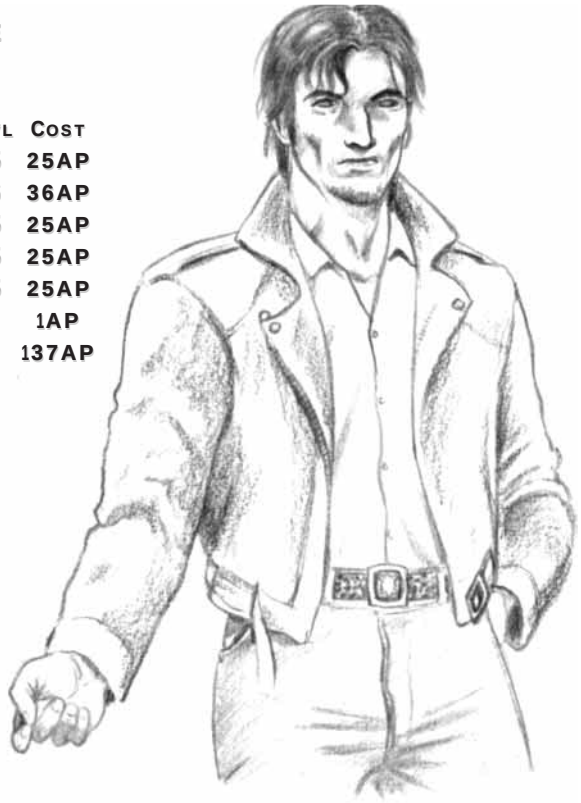
Background

You quit the local police after being passed up for promotion to detective, and decided to go it on your own. You had the experience, right? Wrong. Your business keeps the bills paid, but it's hardly booming. Lots of boring stakeouts of cheating spouses, the occasional skip trace, and if you're lucky, a bit of snooping for the the local politicos. You could use some excitement for a change. The grind is starting to wear you down.

You've got 19,600Cr in assets and 9,800Cr in cash to start with. Make sure you have the tools of your trade, a weapon, maybe some light armor, transport, an office and a place to call home.

ROGUE

	Lvl	Cost
STR	5	25AP
AGL	6	36AP
AWR	5	25AP
WIL	5	25AP
HLT	5	25AP
POW	1	1AP
Total		137AP



"Of course I can do it! I said I could...right?"

Advantages	AP	SP
Level 2 Contact - Local fence (he'll buy, no questions asked)	0	-10

Disadvantages	AP	SP
Level 2 Enemy - Police (you have a record)	10	0
Level 2 Enemy - Local gang (they think you robbed them)	0	10
Level 3 Psych Lim. - Impatient	6	0
Age - 27	22	44

Other	AP	SP
Fake driver's license & credit card	0	-6
Starting points	100	50
Total	138	88

Skills	Level	SP
Projectile weapons	3	5
Unarmed combat	4	12
Melee combat	3	5
Land vehicles	3	5
Hobby (fast cars)(-2)	4	3
Area knowl.(city)(-2)	5	8

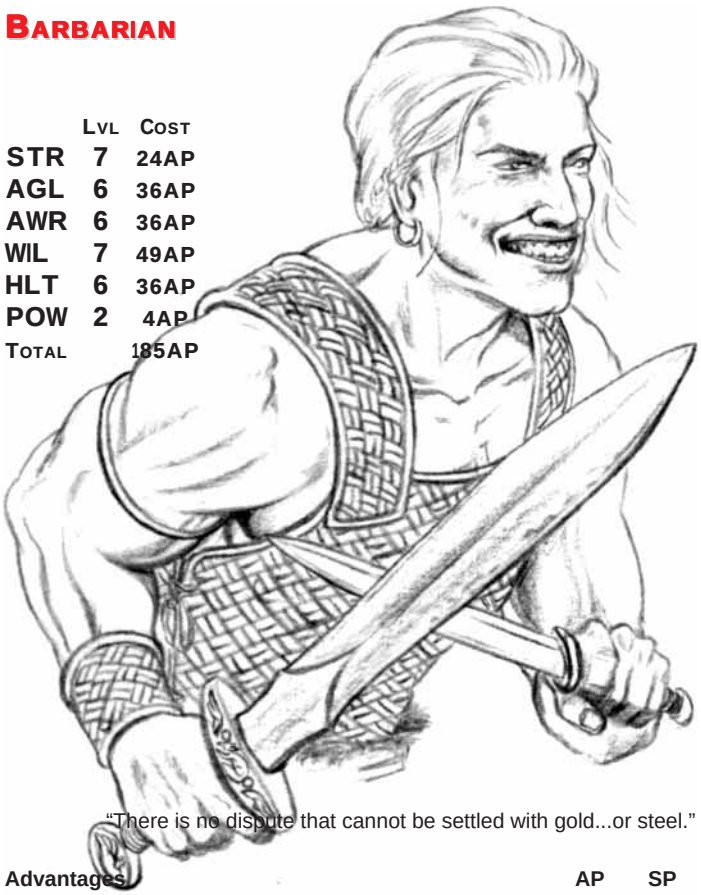
Skills	Level	SP
Streetwise (-1)	6	24
First aid	2	3
Law	3	8
Lockpicking (-1)	4	5
Security systems (-1)	4	8
Total (note leftover points)		86

Background

Slightly smarter than average low level crook. Has dreams of grandeur, but lacks the motivation to do the work needed to get them. Is often looking for a quick fix, a fast scheme, and usually lives beyond their likely income, which requires even more schemes to pay the bills. Despite this, they are broadly skilled and fairly competent in a number of areas, just not professionally so.

You've got 11,000Cr in assets and 5,500Cr in cash to start with. Make sure you have the tools of your (current) trade, a weapon, a stash, some flash, and a place to bed down that has a good lock and a back door.

BARBARIAN



	LVL	COST
STR	7	24AP
AGL	6	36AP
AWR	6	36AP
WIL	7	49AP
HLT	6	36AP
POW	2	4AP
TOTAL		185AP

"There is no dispute that cannot be settled with gold...or steel."

Advantages	AP	SP
Natural Aptitude - STR	-10	0
Pain Tolerance	-5	0
Luck	-5	0

Disadvantages	AP	SP
Level 3 Enemy - Evil cult (a misunderstanding, honest!)	15	0
Level 3 Enemy - Kingdom (that was *whose* daughter?...)	15	0
Age - 24	16	32
Level 3 Psych Lim. - Overconfident	6	0
Level 2 Psych Lim. - Taciturn	4	0
Starting points	150	150
Total	186	182

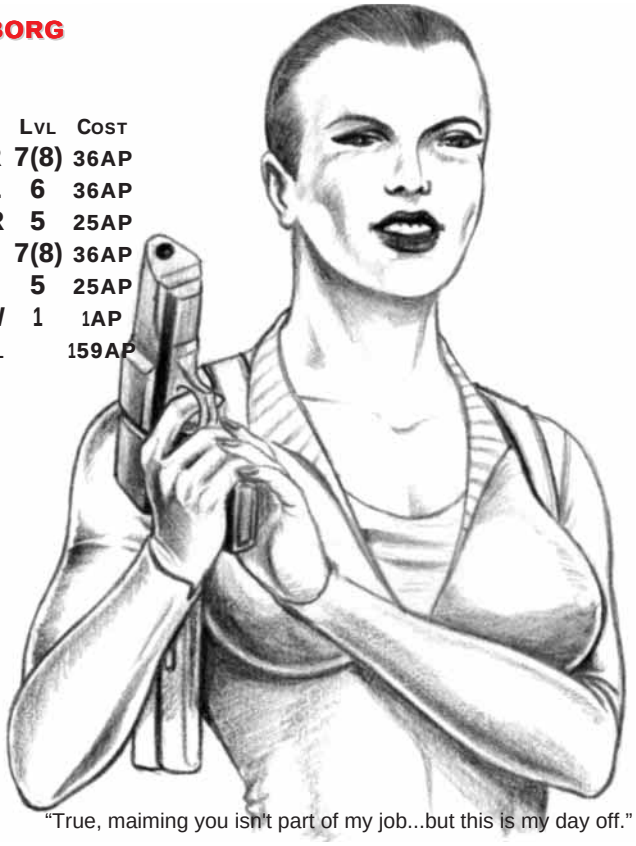
Skills	Level	SP	Skills	Level	SP
Projectile weapons	3	5	Military science	4	12
Melee weapons	6	32	Area kn.(continent)(+1)	4	21
Sword	+3	9	Survival (general)	4	12
Unarmed combat	6	32	Running	5	21
Equestrian	5	21	Climbing	3	5
First aid	4	12	**Total** (note leftover points)		182

Background

Brash, young and strong, you make a living by the sword and a pretty good one at that. Blessed with a strong arm and a sure hand, your skill is almost unmatched, and you may have even seen temporary command in a military unit or two. However, your career has been marred by a few indelicate incidents involving important people, and for now, you prefer employment that doesn't tie you to one place for too long.

You've got 26,000Cr in assets and 13,000Cr in cash to start with. Make sure you have the tools of your trade, some armor, transport, and perhaps a few magic talismans to protect your hunted hide.

CYBORG



	LVL	COST
STR	7(8)	36AP
AGL	6	36AP
AWR	5	25AP
WIL	7(8)	36AP
HLT	5	25AP
POW	1	1AP
TOTAL		159AP

"True, maiming you isn't part of my job...but this is my day off."

Advantages	AP	SP
Inherent 1/1 armor	-4	-13
Enhanced STR, WIL (+1 always, +2 boosted)	-8	-36
Night vision, AWR 2	-4	-24
Toughness, x.8 damage	-10	0
Pain tolerance (up to 2 points non-lethal)	-5	0

Disadvantages	AP	SP
Age - 30	28	56
Level 3 Enemy - Someone who wants your employer dead	12	3
Level 4 Psych Lim - Loyal to employer	0	8
Starting points	150	100
Total	161	94

Skills	Level	SP	Skills	Level	SP
Projectile weapons	4	12	Streetwise (-1)	4	8
Pistols	+2	4	First aid	3	8
Melee weapons	4	12	Area kn.(employer)(-3)	5	3
Martial arts (+1)	5	32	Area kn.(city)(-2)	4	3
Lethal blow	+1	1	Running	3	5
Land vehicles	3	5	**Total** (note leftover points)		93

Background

Slightly wired muscle, worked your way up from the streets to be an executive bodyguard, able to deal out and stop damage without having to carry a weapon, although you usually do (and are quite good with it). Your job is to stand around and look intimidating, and keep an eye out for all threats.You also escort your employer to all sorts of interesting places. Keep them safe though, because dead clients don't pay...

You've got 20,160Cr in assets and 10,080Cr in cash to start with. Make sure you have some serious body armor, a selection of weapons, and a few tricks up your sleeve just in case.

CRAZED PILOT

	Lvl	Cost
STR	5	25AP
AGL	6	36AP
AWR	5	25AP
WIL	5	25AP
HLT	4	16AP
POW	1	1AP
Total		128AP

"Of course I'm not worried about the landing! *(thank God it's not my plane!)*"

Advantages	**AP**	**SP**
Level 2 Contact - Airport crews (favors here and there...)	0	-10
Physical Ad. - Keen eyesight (+2 to AWR for spotting)	-5	0
Disadvantages	**AP**	**SP**
Level 2 Psych Lim. - Cocky	4	0
Age - 30	32	64
Other	**AP**	**SP**
Pilot's license	0	0
Passport	0	0
Starting points	100	50
Total	131	104

Skills	**Level**	**SP**	**Skills**	**Level**	**SP**
Projectile wpns. fam.	2	2	Cooking	3	8
Unarmed combat	3	5	Second language	4	15
Land vehicle familiarity	2	2	Area kn. (airports)(-2)	5	8
Air vehicle operation	6	32	Survival	3	8
Light planes	+2	4	Hobby (photogr.)(-2)	4	3
Mechanic	4	15	**Total** (note leftover points)		104

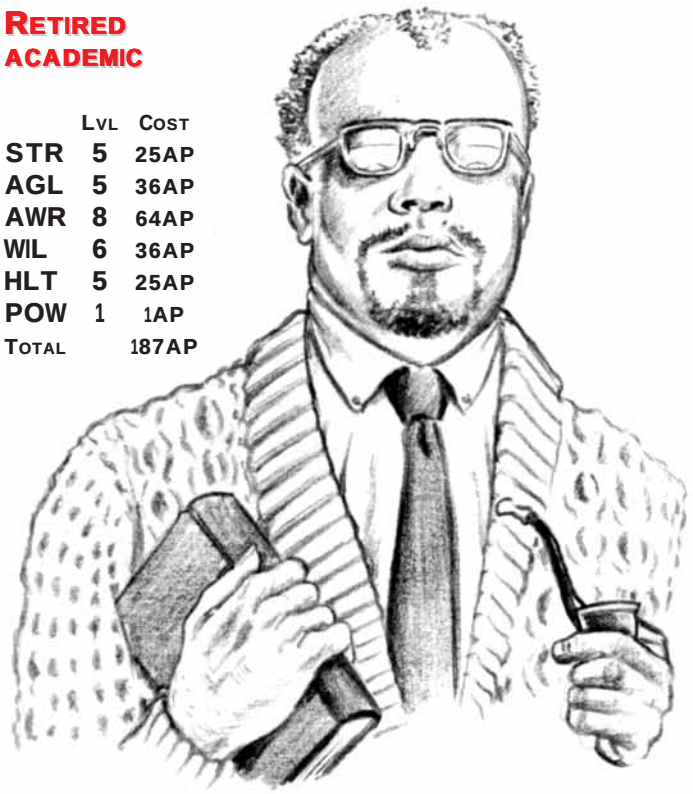
Background

You learned how to fly in the service, quite a few years back. You loved the toys, but couldn't take the attitude, so you bailed out and became an independent. You do pretty well, but only because you take work that requires your level of expertise, and don't ask too many questions. Eventually you want a plane of your own, and a nice bush pilot outfit somewhere out of the way, but that takes money you don't have yet...

You've got 35,840Cr in assets and 17,920Cr in cash to start with. You don't need much, but make sure you have the tools of your trade, and put your money into investments, maybe a down payment on a plane.

RETIRED ACADEMIC

	Lvl	Cost
STR	5	25AP
AGL	5	36AP
AWR	8	64AP
WIL	6	36AP
HLT	5	25AP
POW	1	1AP
Total		187AP



"You wouldn't believe what I've seen, but I'm going to tell you anyway..."

Advantages	**AP**	**SP**
Level 2 Contact - Longtime colleague in distant country	0	-10
Disadvantages	**AP**	**SP**
Level 2 Enemy - Mexican police (they can't prove anything)	5	5
Level 4 Psych Lim. - Intolerant of the willfully ignorant	8	0
Level 2 Psych Lim. - Condescending	6	0
Age - 55	78	156
Other	**AP**	**SP**
Passport and visa to country of choice	0	0
Starting points	100	50
Total	197	201

Skills	**Level**	**SP**	**Skills**	**Level**	**SP**
Projectile wpn. fam.	1	2	History	4	12
Unarmed combat	3	8	Second culture	4	12
Land vehicles	3	8	Second language	4	12
Professional skill	8	60	Survival (general)	4	12
Related skill	6	32	Hobby (-2)	4	8
Investigative rsch.	6	32	**Total** (note leftover points)		198

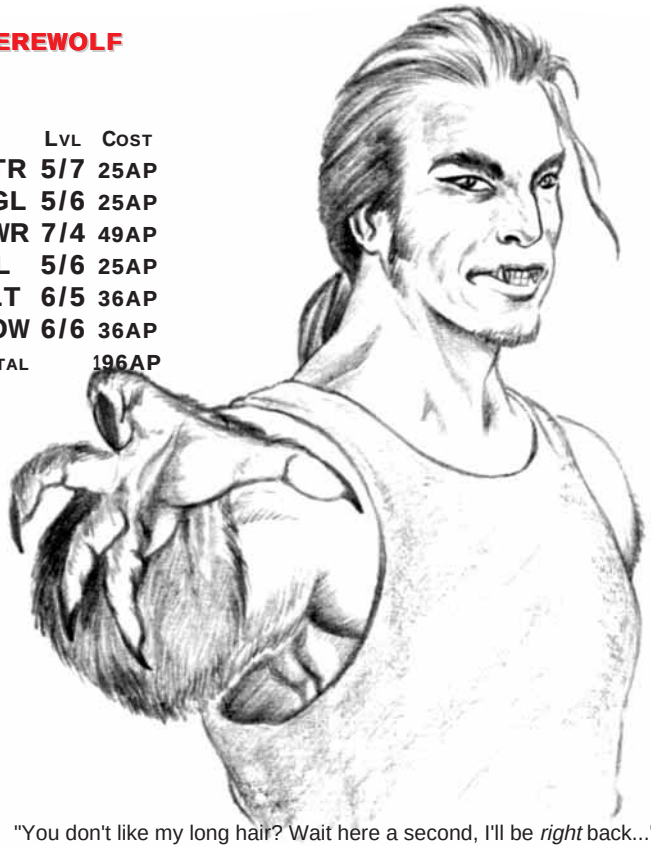
Background

You've been around, done the field work, gotten the grants, even taught a few classes when you had to. Now, you're on extended sabbatical, maybe with personal savings, maybe with a small grant to cover travel expenses. Now's the time to do those investigations that no one else would fund...

You've got 84,480Cr in assets and 42,240Cr in cash to start with. But, you have to make a number of aging rolls first, at age 30 and 5 year intervals (p.16). Make sure you have your papers in order, all the tools of your trade, and get ready for the unknown!

WEREWOLF

	Lvl	Cost
STR	5/7	25AP
AGL	5/6	25AP
AWR	7/4	49AP
WIL	5/6	25AP
HLT	6/5	36AP
POW	6/6	36AP
Total		196AP



"You don't like my long hair? Wait here a second, I'll be *right* back..."

Advantages	AP	SP
Level 3 Contact - Other weres/paranormal creatures	0	-15
Pain tolerance	-5	0
Trick - Can scare off most dogs with a stare	0	-5
Shapeshift ability (requires Difficulty 8 skill roll and 1 sec.)	0	-18

Disadvantages	AP	SP
Level 2 Enemy - Various (monster hunters, tabloids, etc.)	10	0
Level 3 Psych Lim. - Aggressive	6	0
Age - 29	26	52
Level 2 Lethal Vulnerability - Silver	10	0
Starting points	150	100
Total	197	114

Skills	Level	SP	Skills	Level	SP
Projectile weapon fam.	1	2	Music	3	5
Unarmed combat	5	24	Area kn. (game)(-1)	4	5
Claws	+2	4	Hunting	4	12
Land vehicle fam.	1	2	Survival	4	12
Carpentry	5	24	Shapeshift skill	5	21
First aid familiarity	2	2	**Total** (note leftover points)		113

Background

You're a type of werewolf, living a normal life, but hunted by those who fear you. You have the Shapeshift power, which lets you change to a humanoid wolf (rearrange attributes, do lethal melee damage with claws, adds AV1/1, +1AWR in animal senses and +1m/sec to movement). The change process requires a skill roll, and a full second of preparation.

You've got 19,600Cr in assets and 9,800Cr in cash to start with. Make sure you have the tools of your trade, a weapon, maybe some light armor, transport, an office and a place to call home.

JOURNALIST

	Lvl	Cost
STR	4	16AP
AGL	5	25AP
AWR	6	36AP
WIL	6	36AP
HLT	5	25AP
POW	1	1AP
Total		139AP

"I'm a reporter, I'm allowed to have a double standard...and you're not."

Advantages	AP	SP
Level 2 Contact - Wire service (hot tips go back and forth)	0	-10

Disadvantages	AP	SP
Level 2 Enemy - Fanatic group (opposite political views)	10	0
Level 2 Enemy - City Hall (that exposé didn't win any friends)	7	3
Level 2 Psych Lim. - Nosy	0	4
Level 1 Psych Lim. - Doesn't know when to quit	0	2
Age - 27	22	44

Other	AP	SP
Press pass	0	0
Starting points	100	50
Total	139	93

Skills	Level	SP	Skills	Level	SP
Projectile wpn. fam.	1	2	Investigative rsch.	4	12
Unarmed combat fam.	1	2	Streetwise	+2	4
Land vehicles	2	4	History	5	21
Writing	5	21	Area knowl.(city)(-2)	5	5
Journalism	+2	4	Hobby (Internet)(-2)	5	5
Photography	4	12	**Total** (note leftover points)		86

Background

Investigative reporter, unwilling to make a living just rehashing other people's press releases. You want to be *the* one covering the story, because only you were able to get the information. You have to work for someone, and do the normal routine, but if you can convince the editor that it's news, and it won't break the expense account, you're the one to do it.

You've got 9,800Cr in assets and 4,900Cr in cash to start with. While your paper may provide some equipment, there's some stuff they won't. Make sure you've got the latter, you never know when you'll need it....

ASP's

Or Ass-Saver Points. These are entirely optional, and it is up to the GM whether they will be used or not. If a character has points saved towards ASP, either from experience or leftover from character creation, they can use these to modify die rolls.

Why?
Because no one likes to lose characters, any many GM's don't like to creatively alter circumstances to keep characters alive. ASP's put the "creative alterations" in the hands of the players, and they can decide how exactly to spend this form of luck. But, like all luck, it can run out.

Villain ASP's
Major enemies of the characters, who you would like to remain around for a while, should have ASP's of their own. Medium level NPC's should have 2ASP, and major ones should have 4ASP. These are renewed between adventures, since the villains are assumed to get experience too, but generally do not increase beyond the starting level. This makes major villains a pain in the neck, since you know that they are going to be able to dodge a few bullets, make miraculous escapes and get away with stunts normally reserved for the characters.

Using ASP's

The GM tells players at the start of the campaign exactly how ASP may be used, from one or more the following guidelines. In any given "encounter", the character may spend up to 2 of these points, as follows.

Ha! You missed!
1 point can alter the type of success by 1 level. That is, a normal success could be made into a graze, and a graze could be made into a near miss (or 2 points could make a normal hit into a near miss). This is usually done to NPC's who are trying to injure the character. If the use of a skill use generates multiple successes, each ASP will negate an extra success, but the original success must be turned into a graze. Multiple characters must all contribute ASP (if they have them) to avoid a group fate (like having their plane shot down).

Example - A character without body armor is shot, and spends 2ASP to turn the hit into a near miss. Or, if they were hit by a shotgun blast and took 2 hits, 1ASP would negate one pellet hit, and the other would turn the remaining pellet hit into a graze.

You know, that's really going to hurt...
For a campaign where the previous option is not allowed, 1ASP may *temporarily* negate the effects of all weapon hits in a given turn for a number of turns equal to the character's WIL. That is, the character takes a blow, but the pain and shock effects don't actually kick in for several seconds. This is good to represent those actual instances where a person takes mortal or near-mortal wounds and keeps on coming. This also negates an instantly fatal result for the same duration, at GM option, making it very suitable for creating those unstoppable psychopaths you see in the movies.

Example - The drug-crazed hockey-mask maniac bursts through a doorway...and into a hail of lead from a few well-armed characters. He crashes to the floor, spilling gore...and then gets back up and lurches towards the incredulous characters...

I knew I could do it...
An ASP can alter *any* die roll by a maximum of 1 point in either direction. If used on a table (like hit location), a roll that is moved off the table is counted as no effect or a miss. This is usually done to a character to change a marginal failure to a success.

Example - A character with torso armor is hit, but the location roll is "head". They spend 1 ASP to change the location roll of "1" to "0", which is off the table, and therefore a near miss. The GM decides that the character's ear is creased, and bleeding profusely, but with no other game effect.

I'm not quite dead yet...
All of your ASP's will give you a "left for dead" result, at GM option. In a situation where the character would normally be killed outright (capture and execution, for instance), the character still suffers the damaging effects of whatever "killed" them, but instead of instant death, the character is just barely alive, but those responsible assume the character *is* dead, and then leave, dump the body, etc. Obviously, this will not protect you from a firing squad, the electric chair or being dumped into a blast furnace, but it might save you from a single burst of autofire, falling from a height, being strangled or drowned, and so on. The quality of the "left for dead" is based on how many ASP went into it. The character is unconscious, and wakes up at a time and place of the GM's choosing. Given the circumstances, the character will almost certainly have taken enough lethal damage to suffer a permanent effect, but at least they're alive. Note than an enemy is unlikely to make the same mistake twice, so don't let it happen again...

Note that if ASP are used in this fashion, only 2 characters may do so in a given encounter. So, if a group of 5 characters is thrown out of an airplane, only 2 can survive the impact. No mass miracles here, it would be *too* much coincidence. This makes things scary. Given a choice, characters with the most ASP to spend will be the winners.

Example - After a number of bad judgements, a character is staked out in the Australian desert and left for the buzzards and dingos to feed on. Clueless and with no way to get out, they spend all their ASP and pray the GM is kind. Some time after the character passes out from dehydration and before the buzzards start pecking at eyeballs, a bushman happens by and cuts the character free. The character wakes up delirious and disoriented somewhere in the Australian interior, with some GM-induced memory lapse to make life more difficult, surrounded by aboriginal faces...

More ASP stuff

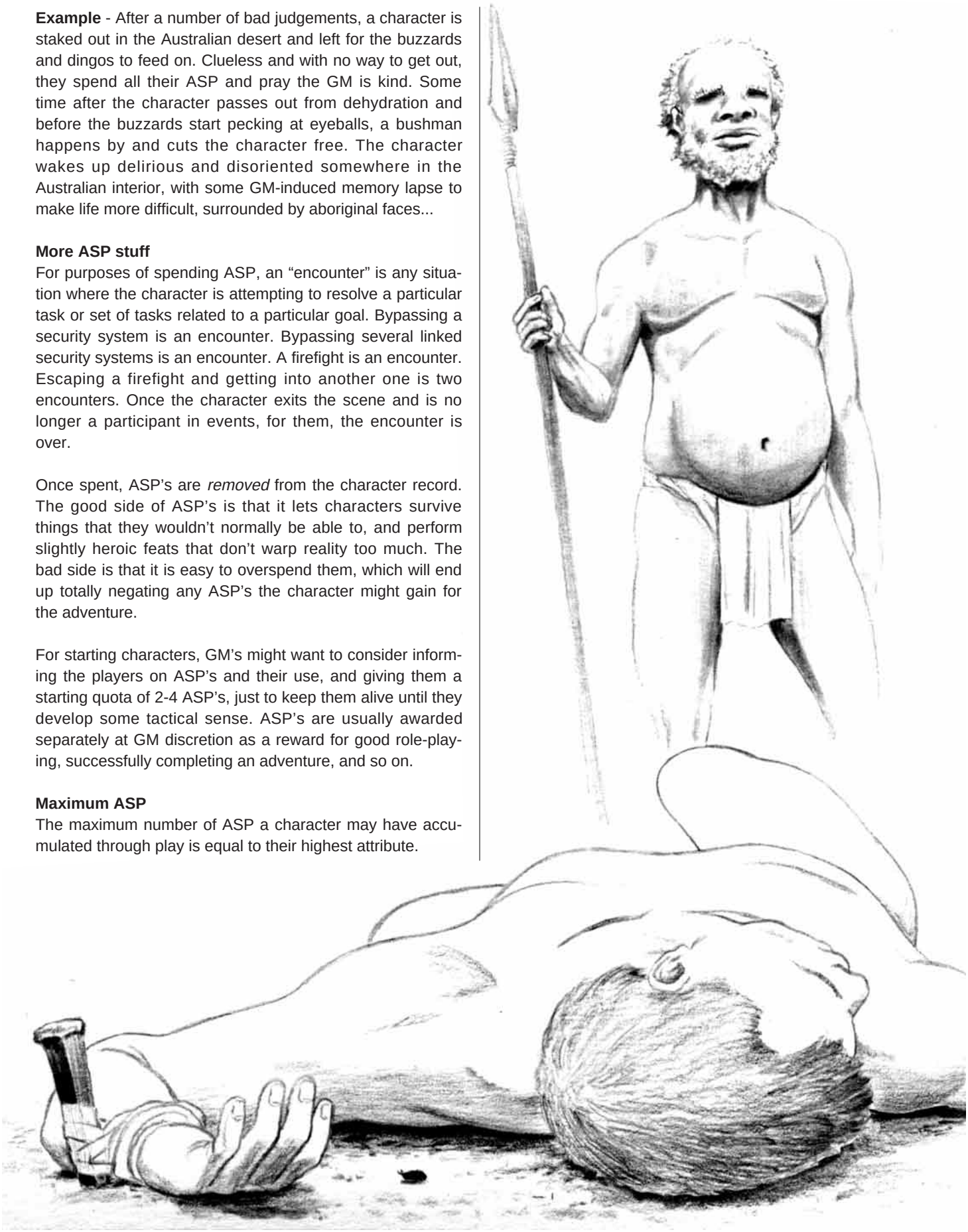
For purposes of spending ASP, an "encounter" is any situation where the character is attempting to resolve a particular task or set of tasks related to a particular goal. Bypassing a security system is an encounter. Bypassing several linked security systems is an encounter. A firefight is an encounter. Escaping a firefight and getting into another one is two encounters. Once the character exits the scene and is no longer a participant in events, for them, the encounter is over.

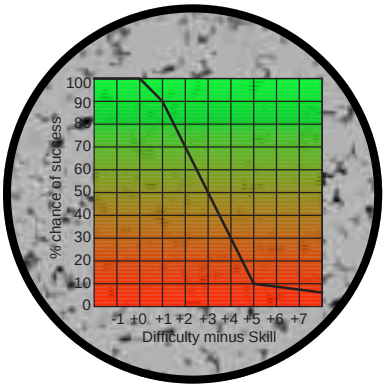
Once spent, ASP's are *removed* from the character record. The good side of ASP's is that it lets characters survive things that they wouldn't normally be able to, and perform slightly heroic feats that don't warp reality too much. The bad side is that it is easy to overspend them, which will end up totally negating any ASP's the character might gain for the adventure.

For starting characters, GM's might want to consider informing the players on ASP's and their use, and giving them a starting quota of 2-4 ASP's, just to keep them alive until they develop some tactical sense. ASP's are usually awarded separately at GM discretion as a reward for good role-playing, successfully completing an adventure, and so on.

Maximum ASP

The maximum number of ASP a character may have accumulated through play is equal to their highest attribute.





SKILL USE

"All skill is in vain when an angel pees in the touchhole of your musket."
German mercenary proverb

Basics

The **CORPS** skill system makes the basic assumption that *everyone*, regardless of their level of skill, has a 100% chance of success, *at their level of competence*. Everyone, regardless of talent, can *automatically* succeed at some tasks.

That is, a person with a Skill of 1 can automatically perform tasks that have a Difficulty of 1 or less, a person with a Skill of 4 can automatically perform tasks that have a Difficulty of 4 or less, and so on.

Any use of a skill or attribute is called a **task**. Tasks have a **Difficulty**, which is a measure of how hard they are to do. If the Difficulty of the task is *equal or less* than your level in the skill or attribute, you *automatically* succeed at the task. No dice roll is required, even in combat, so there *are* cases where you can automatically hit someone.

For tasks with a Difficulty *greater* than your level of skill, you have to roll for success on 1d10. Your base chance of success is 11 or less, -2 for each level of Difficulty over your skill. So, the progression looks something like this:

Extra difficulty	Chance on 1d10 for success
-0	automatic
1	9
2	7
3	5
4	3
5	1
6+	none

So, a person with a Skill of 3 attempting a task with a Difficulty of 6 has a 50% chance of success (5 or less), as does a person with a skill of 7 attempting a Difficulty 10 task.

Just think "11 or less, minus 2 for each point over your skill". Future examples in the rules will assume you can figure this out.

Situational modifiers of any kind add or subtract to the Difficulty. Increased Difficulty *decreases* your chance of success, decreased Difficulty *increases* your chances, i.e. a Difficulty of 3 is easier than a Difficulty of 4.

Tasks can apply to skills *or* attributes. For instance, a person might have to complete a HLT task to avoid catching a disease, or be affected by a drug. It might be an AGL task to catch a thrown object, or run on a slippery surface, or a WIL task to avoid falling asleep while staying up very late. Virtually any number in the game can be compared to another to get a Difficulty for the task.

Automatic success

One of the nicest features of the **CORPS** skill system is that you don't need to roll dice to do a lot of things. *If the modifiers make your skill equal or greater than the Difficulty of the task, you* ***automatically*** *succeed.* So, for instance, if you were attempting to sneak by someone and the Difficulty was 2 points greater than your Stealth skill, you would have to roll a 7 or less, but if you prepared or did something else for a +2 modifier to cancel this out, you would *not* have to roll to sneak by. It would be *automatic*. The only exception to this is that if you only have Aptitude as your skill level, you *always* have to roll, and a roll of 10 always fails. If you have purchased Familiarity with the skill, you *can* get automatic successes, however. A character who has a marginal automatic success (skill exactly equal to Difficulty) may *choose* to roll instead to try for a better success. The Difficulty of the task is increased by 1 for this roll (which allows the character a chance to miss entirely).

Example - A character takes a shot during combat. Their skill is 4, and the Difficulty of hitting the target is also 4. This is a marginal success or "graze", which would do minimum damage (using the "graze" rule, p.40). The player decides this isn't good enough, and decides to roll. This increases the Difficulty by 1, to a Difficulty of 5. So, if they roll a 10, they miss. A roll of 9 means they succeeded exactly, and the result is *still* a graze, and any result of 8 or better means a more solid hit than the original graze.

Complementary skills

If a character has more than one skill to apply to a given task, generally in a non-combat situation, they may get a bonus to their ability. If a character has two or more separate skills at the *same* level which they can apply to a task, the Difficulty of the task is reduced by 1, or they can get a -1 for having 3 or more skills at a level *over* their Aptitude which can be applied. This represents the benefits of broad experience. You can not get more than a -1 bonus from complementary skills. Hobbies are not a skill that generally is used in play, but a character who has a "hobby" that relates to the use of another skill is eligible for a bonus to use of that skill, just like any other. A person whose hobby is "sports cars" would be more apt to recognize a particular model, know it by its sound, or spot it from a distance than the average person, just as a person who has a hobby of "horses" would be able to recognize different breeds, gear or riding styles easier than a person who didn't care.

General Task Difficulty

The following list gives you an idea of how difficult to make tasks in your game and time guidelines for mental.or complex physical tasks Naturally, you can assign your own Difficulties and times to tasks, or just use the general modifiers to create them as the need arises. Note that many skills have time increments. Shooting a gun is takes an *action*, drawing a gun takes a *second*, but reloading a gun takes *several seconds*.

Task	Difficulty	Base time
Extremely easy	1	1 action
Very easy	2	1 second
Easy	3	2 seconds
Average	4	5 seconds
Moderate	5	10 seconds
Hard	6	20 seconds
Professional level	7	1 minute
Impossible without training	8	2 minutes
Impossible without professional training	12	1 hour
Impossible for just about anyone	16	1 day

Example - You might say that breaking into a museum without triggering the alarm system is impossible without professional training, and even then it takes at least an hour. So, this task would have a Difficulty of 12, and a base time of 1 hour. That is, you take penalties for trying to do it in less than an hour, and bonuses for taking more than an hour.

General Task Modifiers

While many skills will have specific modifiers, the following list applies to most skills.

Task	Modifier
"Out of combat"*	-2
.25x time spent	+2
.5x time spent	+1
1x time spent	+0
2-4x time spent	-1
5-9x time spent	-2
10-16x time spent	-3
17-25x time spent	-4
Fortuitous circumstances (good equipment, etc.)	-1 to -2
Impairing circumstances (no idea how to do it, etc.)	+1 to +5

"Out of combat" means any situation where there is no pressure on the character to succeed, there are no specific time constraints or penalties for failure. You do *not* get this modifier if using a skill which you have not bought (using your Aptitude instead), since *any* use is under pressure, because you don't know what you are doing. For instance, target practice is "out of combat", unless you are sweating under the watchful eye of a drill sergeant. Free rock climbing is not "out of combat" climbing, because you have penalties for failure.

Time modifiers apply *only* if you are willing to forego automatic successes for using some other time increment. For instance, if you had a lockpicking skill of 4, and were trying a lock with a Difficulty of 6, you would have a 7 or less to open it in the normal time (10 seconds). Or, you could use 5-9x the time and succeed automatically, *but not both*. One is several hurried attempts, each of which can be failed, while the other is a single, careful one.

Time modifiers will *never* be a larger bonus than *half* your Primary skill (rounding fractions up), so a person with a Primary skill of 4 could never get more than a -2 from extra time.

Sometimes, it doesn't matter. You *can* blow the lockpicking roll as many times as you want until you get it right. Sometimes it *does* matter. You *can't* just botch a bomb defusing roll until you get it right. You *have* to spend the time to get as many positive modifiers as you can.

Likewise, you can take modifiers to do something *quicker* than normal. If a task normally took 2 seconds, you could take a +2 modifier for using x.25 normal time. If you succeeded, you would do the task in *less than* a second, and therefore you would get to do something else in that second. If you fail when hurrying to get something done, you have fumbled somehow, and act as though you used the normal time increment...and failed. Not only did you *not* do the task quickly, you waste the entire *normal* time increment recovering from the failure.

Doing it in a hurry

If a character *can* complete a task in *less than* a second, they *may* perform another action on their movement Initiative. If the character can complete the task in *less than* half a second, they may count it as a normal action during a turn, and act again on their normal Initiative.

Example - To draw a weapon from a holster is a Difficulty 4 task, with a base time of 1 second. If you have a weapon skill of 4, you can spend an entire second drawing the weapon, and *automatically* have it ready for use at the start of the next second. Or, you can attempt to draw it quicker. To draw it in half the normal time (less than a second) would be a Difficulty 5 task, and to draw it in less than half a second would be a Difficulty 6 task. Failing either of these tasks would result in wasting a *full* second doing nothing until you had a chance to try again. In many circumstances, the GM may allow such failed rolls to be "aborted" so that the character can perform a different action. For instance, a character who botched a roll to *draw* a weapon might be allowed to *drop* the weapon so that they could block an incoming melee attack.

Skill vs. skill

The last category of normal skill use is that of skill vs. skill, one character's skill pitted against another's. There are two varieties of this:

Adversarial

This would be a situation where one side is attempting to do something, and the other is trying to negate it. The first character sets the Difficulty of the task equal to their skill, and then adds to the Difficulty for situational or time modifiers they choose to use in preparation (up to the maximum time bonus they would normally get). The opposing party then attempts to undo the first character's work at that level of Difficulty, with the same base time increment.

Example - A good example of this would be one character making a time bomb, with time bonuses put into the construction, and the opposing character using this as a Difficulty in trying to defuse it. Of course, the character defusing the bomb has less time to defuse it than the builder had in making it...

Competitive

This is a situation where people are competing against each other. In direct competition, the other person's (skill+2) is the Difficulty for each character, and whoever makes their roll by the most wins. The same time increment is used, although one side may have equipment or other advantages. Indirect competition is similar, except all competitors use a fixed Difficulty for the overall task.

Example - A game of chess would be direct competition (compete against one opponent), while a marathon would be indirect competition (competing against the clock).

Options

The above rules are all you need for the basic skill system. For more flexibility, you may use any of the following options that *you* think would make your campaign more enjoyable or realistic.

The "On a 10" rule

In order to prevent characters from having their heads blown off by gunmen who are good enough to automatically hit, or similar situations, GM's may wish to have attacks vs. characters have a minimum 10% chance of failure, that is, a roll of a "10" misses in a situation that would normally be an automatic success, and may cause a temporary setback.

The "Long shot" rule

If the chance to successfully use a skill is less than 1, a roll of 1 *may* indicate a success. The Difficulty is given an *additional* -5 modifier, and rerolled. Success here indicates a successful use of the skill.

Example - Normally, a task whose Difficulty exceeds a character's skill by 7 is "impossible". However, if the character rolls a 1, they get a second roll, but this time treated as though the Difficulty only exceeded their skill by 2. If this second roll is successful as well, the character lucks out and successfully does whatever they were trying to accomplish.

The "Random disaster" rule

In order to take into account things that can happen to disrupt the use of skills, but which are far too unlikely to occur on a 1d10 roll, do the following:

Roll 1d10 once for a single long encounter, twice for a short adventure, and three times for a long session, and write the numbers down. Then, whenever appropriate (for instance, at the beginning, middle and end of a session), the next time one of those numbers comes up as a task Difficulty, the Difficulty of the situation is increased by 2, *without* the player knowing it beforehand, or a piece of equipment malfunctions, and is a +2 to the Difficulty of the task to quickly fix it.

Example - Kragmar is sneaking down an alley, to get past a local cop, which he thinks is a Difficulty 4 task, no problem for his Stealth skill of 4. However, 4 is the "random disaster" number that was rolled for the first phase of the adventure. Kragmar fails to notice the tail of a tomcat sticking out from behind a garbage can until the last moment, and he must successfully complete a Difficulty *6* Stealth task to avoid making a racket.

Another example might be to say that a gun malfunctions, adding 2 to the Difficulty of the shot and/or jamming up afterwards, being a AGL or weapon skill task to clear up.

The "Random disaster" rule is optional, but recommended, otherwise, characters have *too* much certainty about the success of their actions.

The "Graze" rule

For most skills, making a skill roll *exactly* or having a skill *exactly* equal to the Difficulty means that the task is successful, but just barely. The character takes no penalties for the success, but any bonuses the skill or maneuver would bestow do not apply. For instance, exactly making a throw means the target is unbalanced and must make an AGL roll to correct this, but you do not get the normal bonus to hit them before they recover.

For *all* combat skills (including guns), such a barely successful task is counted as a grazing hit, which does 1 point of damage, *if armor is penetrated*. If a combat roll is made by 1, the hit does up to half the damage remaining (round up) after armor is penetrated. Non-combat skills are normally successful. An automatic success by 2 points or more, or a roll which is successful by 2 points or more, always does full effect.

⚠ Called shots increase the Difficulty of a combat task, but allow a more precise aim. Sometimes, it is not worth it to try for *too* precise a called shot. For instance, a full-damage hit to a larger hit location is better than a graze to a smaller one. That is, a roll good enough *solidly* hit a large target (and do full damage) might only be good enough to *graze* a smaller target (and only do grazing damage).

The "Point blank" rule

No matter how badly a character is mutilated, they can automatically succeed (any roll but a 10 is a solid success) at a *single*, *unopposed*, *unmodified*, *basic combat task* if:

1. They are physically capable of holding the weapon.
2. They do absolutely nothing else.
3. They spend at least a full second preparing to do the action.
4. The Difficulty for range is equal or less than the Range Mod of the weapon *plus* their skill.

Example - Knocked down, bleeding and battered, Kragmar awakes to see a thug gloating over the prone form of a friend, ready to crush their neck under a booted heel. Kragmar is suffering from numerous penalties, but slowly lifts his pistol, desperately attempts to steady his wavering aim, and pulls the trigger. If Kragmar were defending himself, looking around to see what else is going on, attempting a called shot, or the target was aware of his presence, he would have to check his skill normally. However, since he isn't trying anything else, and the target is unaware of him, this can count as a "point blank" shot.

ℹ The "point blank" rule can also apply to many non-combat tasks like flipping switches, croaking out a hoarse warning, crawling a short distance, non-strenuous skill use, etc. This makes it good for those dramatic game moments where the evil sorceror croaks out the last syllables to an incantation, or a nearly dead character saves the day by helping out in unexpected ways.

Sample Tasks (various genres)

The following list has a number of the more common tasks players can attempt, along with the base time for the task and the Difficulty.

To design your own tasks, just remember that all it needs to be is consistent within the genre you are playing. Think of the movies and books in the genre, and the guidelines on page 38 on how professional a character needs to be to accomplish the task. Then think how long it would take under optimum circumstances to get the task done, and multiply that by about 4 to get the *average* time to complete the task.

Combat skills (AGL)

Sample task	Difficulty
Use weapon (1 action)	varies
Drawing a weapon (1 sec)	4
Draw a weapon (1 action)	6
Reloading a weapon (per unit of ammunition)(2 sec)	6
Clearing a malfunction (2 sec)	6

Vehicle Operation (AGL)

Normal driving	3
Bootleg turn or other slightly fancy maneuver	5

Medical (AWR)

Stop bleeding injury (p.51)	varies

Trades (AWR)

Simple mechanical repair (15 min)	6
Average mechanical repair (1 hour)	8
Complex mechanical repair (4 hours)	10
Hotwire a car (1 min)	5
Deactivate a simple car alarm (1 min)	6
Deactivate a complex car alarm (1 min)	8
Deactivate a simple house alarm (1 min)	7
Deactivate a complex house alarm (1 min)	9
Deactivate complex commercial alarm (10 min)	11
Deactivate museum alarm (10 min)	13
Defusing a letter bomb (10 min)	7

Trades (AGL)

Appraise quality of gems and metals (1 min)	7
Picking a padlock (10 sec)	6
Picking a door lock (10 sec)	8
Picking a high security lock (10 sec)	12
Convert semi-auto weapon to full-auto (1 hr)	7

Sciences (AWR)

	Difficulty
Making homemade explosives (1 hr)	5
Placing a demolition charge (5 min)	5
Simple computer task (10 sec)	3
Average computer task (1 min)	5
Hard computer task (varies)	7
Illegal computer system entry	+2
Diagnose simple electronic malfunction (1 min)	4
Diagnose average electronic malf. (10 min)	6
Diagnose complex electronic malfunction (1 hr)	8

Liberal Arts (AWR)

Bribe willing customs official (cultural mods apply)	5
Bribe cooperative official (cultural mods apply)	7
Bribe hesitant official (cultural mods apply)	9
Communicate simple ideas in foreign language	3
Speak fluently in foreign language (w/accent)	5
Speak fluently in foreign language (no accent)	7
Do basic library research (1 hour)	5
Find obscure but publicly available info (1 day)	7
Interrogate/verbally coerce individual (p.87)	varies
Hide behind obvious (non-deceptive) disguise	3
Use deceptive visual disguise (10 min)	5
Blending into a crowd (10 sec)	6
Assume mannerisms, voice, gestures (1 hour)	7

Environment (AWR)

Light a fire using only matches (10 min)	4
Light a fire with flint and steel (10 min)	5
Build a shelter from the elements (10 min)	5

Environment (HLT)

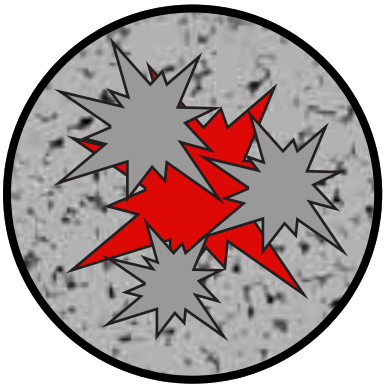
Run at 1 meter per second faster than normal (1 sec)	7
Run at 2 meters per second faster than normal (1 sec)	9
Run at 3 meters per second faster than normal (1 sec)	11
Stay afloat in the water	2
Swim at 1 meter per second	3
Climbing a ladder	2
Climbing a rope	4
Climbing a cliff with equipment	6

AGL tasks

Standing up from controlled fall (1 sec)	3
Standing up from uncontrolled fall (1 sec)	5

WIL tasks

Staying awake late at night	3
Staying awake extremely late at night	5



COMBAT BASICS

"When in danger, when in doubt, run in circles, scream and shout..."
Anonymous

Basics

Combat is one of the more important parts of several game genres, and important to *all* of them in that the system and your ability to use it will often have a direct bearing on the survival of your character.

Use of combat skills is more than just tasks. The **CORPS** combat system can be very deadly, and combat is never something to be entered into lightly. No matter how good you are, someone else can always be better (or luckier), and one good hit can take out even the most experienced adventurer. There are other factors to consider as well. This sections covers the basics of all forms of combat, and their likely aftermath.

You can use as many or as few of these rules as you want. Many rules, especially those dealing with injury to a character (stun, bleeding, etc.), are optional, and simply provide an extra level of detail for GM's who want it.

Initiative

Any form of skill or attribute use may require knowledge of who acts first, like in combat. This is **Initiative**. Each turn in **CORPS** usually lasts 1 second, and you can usually do several combat actions in that time, depending on how good your character is.

The order of action in a given second is based on the highest skill used, with non-skill actions like walking or running based on the AGL Aptitude of the person (or on AWR for most paranormal powers). People act from *highest* Initiative to *lowest*, equal Initiatives determined by the roll of a die or declared simultaneous (simultaneous actions are decided secretly and revealed simultaneously). Those with higher Initiatives may "hold action", which is waiting to do something, based on conditions, so you *could* let a slower person act first if you wanted to.

Example - You have an Unarmed Combat skill of 5, and your opponent has a Knife skill of 4. You act first, provided you use your Unarmed Combat skill. They have a Knife skill of 4, you have an AGL Aptitude of 2. They *will* get to use their Knife skill *before* you have a chance to move.

Each turn, actions start with the highest skill being used, and the level of this skill is the highest "initiative segment". Characters may act on Initiative segments from the highest level down to zero. Initiative 0 is the last time per turn that any action may be done.

Example - If two characters are brawling, and each has a skill of 4, then the available Initiative segments for acting are 4,3,2,1, and 0. A character with a skill of 3 who got in the fray would only be able to act on 3,2,1, or 0.

Initiative Modifiers

Certain types of actions will be modifiers to the Skill or Attribute used for Initiative.

Condition	Modifier to Initiative
Weapon type	Initiative of weapon
Injury	-impairment
Holding an action or surprise	+2
Readying a weapon	-2
Attacking into side arc	-1
Right side arc w/longarm	-2
Attacking into rear arc	-3
Multiple actions	-2 per

Example - You have a Melee Weapons skill of 5, and a +1 injury to your right arm, which is holding a sword loosely at your side. If you need to use the sword, your Initiative will be your skill (5), -1 for the injury, and -2 more for having to ready it, for a final Initiative of 2. Anyone with a higher Initiative will act *before* you.

Pre-emptions

If you try to preempt another person with a held action (they attempt something, and then you try to act *before* them), the person being preempted must complete a task with the Difficulty of the attacker's Initiative.

Example - You have an Initiative of 7, and are holding an armed suspect at gunpoint, their gun held over their head. They attempt to shoot, and have an Initiative of 5. In order for them to shoot *before* you do (their *action* being quicker than your *reaction*), they must successfully complete a Difforulty 7 task (your Initiative) with their Initiative of 5 (actually an Initiative of 3, since they tas aa -2 for readying a weapon). If successful, the suspect will act on their Initiative, and the character can act immediately afterward (the same Initiative segment, or the next time they would be allowed an action). If unsuccessful, the character acts on the suspect's Initiative, and the suspect can act immediately afterward (if they are still able...).

Number of actions
The maximum number of actions you can do in a second is usually your first skill used/2(u).

This is *not* your *best* skill, but the level in the first skill you *realistically* use on that second.

Example - A character with a skill of 7 in Cooking and 4 in Brawling cannot use Cooking to get the drop on an opponent in hand to hand combat (an attempt to do so is a sure sign of munchkinism (p.118)). Rather, they would use the Brawling skill, even if it is slower.

Sequencing
If you do multiple things in a given second, there will be *at least* 2 points of Initiative separating them, sometimes more.

Example - If your Initiative were 7 for shooting and you were going to shoot two separate targets, your first shot (or burst) would be on Initiative 7 and the second would be on Initiative 5. If you were going to shoot and move, your shot would be on Initiative 7, and you would move on an Initiative of your AGL Aptitude (*not* on Initiative 5). If you had an Initiative for punching of 4, you could either fire on Initiative 7, punch on 4, and move on AGL Aptitude (probably 1 or 2), or shoot on 7, shoot on 5, punch on 3 and move on 1, since each action must be separated by at least 2 points of Initiative.

Held actions
A "held action" is one which you have usually spent at least a second preparing, like getting ready to fire, strike or run, and gets a +2 to Initiative. A held action is usually obvious to anyone observing the character. A held action for a surprise move means the observer must complete an AWR task with a Difficulty of your skill plus any modifiers to their AWR that would apply (visibility, etc.). If they fail, they don't see the preparation.

Example - Your character is held at gunpoint, and wants to kick the weapon from a guard's hand. You have a skill of 6, and the guard has an AWR of 4, so they need to make a Difficulty 6 AWR task to notice you setting them up. You could spend extra time on the setup to make it tougher for them to notice. If they do notice, you don't get the +2 to Initiative for a held action, and they are likely to be more observant in the future.

Action penalties
You normally get one "free" action per turn, like firing a gun, swinging a fist, etc. Any extra actions (*except for firing a gun multiple times at the **same** target*) take a cumulative +2 Difficulty. A character can take as many actions as they can succeed at, but Initiative 0 is the *last* time a person can act each second. Regardless of injuries or modifiers to your skill, if you are conscious, you may *attempt* to perform *one* action on Initiative 0 if you would not get one otherwise.

If you are moving, one of your actions in a second *must* be to move, accelerate or decelerate. If this means you would get no other actions, then this is the case.

Example - A person with a Projectile Weapons skill of 1 cannot normally move and fire on the same turn, since you can't have 2 points of Initiative separating weapon use and movement.

Example - If you had a skill of 4 with a pistol, you could fire on Initiative 4, 2 and 0. If you fired three times at the *same* target, you would *not* take a consecutive action penalty, although penalties for recoil, movement, etc. would still apply. If, however, you fired at three *separate* targets, each one after the first would take an *extra* +2 because you are taking different actions.

So, the order in which you do your actions *is* important. For instance, in melee, blocking as your first action and attacking as the second means the attack takes a +2 (making it harder for you to hit), while attacking and blocking means the block takes the penalty (making it easier for opponent to hit *you*). If an action has automatic penalties to other actions, this extra penalty usually still applies.

Example - If a character dodged a fist and then fired a gun, the gun would take a minus to hit because of the dodge, *and* because it was the second action. On the other hand, if they fired the gun and then declared a dodge, the dodge would take a 2 point penalty to its effectiveness because less time was actually spent on the dodge, and more on keeping the weapon aimed. And, if someone attacked the character on an Initiative segment *before* the dodge occurred, the character would not get the benefits of the dodge at all.

First action	+0 Difficulty
Second action	+2 Difficulty
Third action	+4 Difficulty
Fourth action	+6 Difficulty

How to do it
1. Determine the first skill you are going to use in a turn.
2. Apply any situational or injury modifiers to get your base Initiative.
3. Act.
4. Wait 2 Initiative points before acting again.
5. Go to step 3 and repeat until you reach Initiative 0.
6. Go back to step 1.

Scale

CORPS is based on a 1 meter/1 second scale, that is, each hex on a combat display is 1 meter across, and combat occurs in 1 second increments. Up to four people may fit in a hex (uncomfortably), but melee combat between two people is the normal maximum in a single hex. Usually, melee combat will occur between individuals in adjacent hexes. Most maps of an area can be drawn on hexagonal grid paper, or you can use normal maps, and simply estimate the distances involved.

For small combats, as long as everyone has a mental grasp on the area in question, a map may not even be needed.

Example - A bar brawl could be done on a normal map, but you could just as easily describe a room full of flying furniture, with a door at one end and a bar along the wall. What happens to a character in the encounter can be handled as a series of combat tasks of random Difficulty, without a scale or time increment ever being applied.

Movement

Human characters have a normal maximum move of 9 meters per second, an acceleration of 3 meters per second, and a deceleration of 6 meters per second. You may change speed or position *once* at any time in a second on or after your movement Initiative comes up (AGL Aptitude). Maximum speed is halved (round down) if dodging.

The average HLT 4 person can do a 100 meter dash in 12.1 seconds in this system, and can run at an ever-decreasing top speed for about 1.7 minutes before passing out. You shouldn't normally need to worry about exertion and stamina, but if you do, the rules for it are on **p.83**.

Example - If you have an AGL of 6 (Aptitude of 2), you may move, accelerate or decelerate on Initiative 2,1 or 0.

You may only change your movement status once per turn, even if you have a movement Initiative of 2 or higher.

Turning

Turn mode for foot movement is based on your speed. You may make one 60° change of facing each number of hexes equal to the hexes that will be moved that second squared, divided by 10, rounding fractions up. Movement of 1 hex or less can change to any facing, kneel, go prone, get up or use available cover to best effect. Movement from the previous turn *does* count towards the current turn. Situational modifiers like the surface you are running on can decrease your turning ability, or force you to make AGL rolls to avoid falling.

Turn mode chart

Movement	0-1m	2-3m	4m	5m	6m	7m	8m	9m
60° turn per	0m	1m	2m	3m	4m	5m	7m	9m

Example - If you were jogging at 4 meters per second, you could make a 60° facing change once each 2 meters moved. If you were sprinting at 9 meters per second, you could make a 60° facing change once each 9 meters moved. If you had turned after 3 meters of movement (say you had not changed facing at all on your previous movement), you would then have to wait until this point in your next movement to turn again, since you have 6 meters of movement left in this turn, and need 3 more before you can turn again.

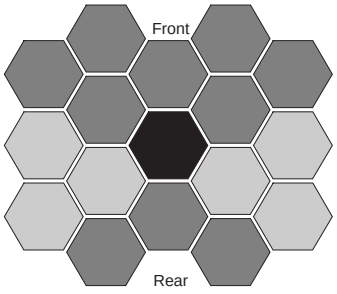
If you want to do a tighter turn than normal, it is usually an AGL or running task with a Difficulty of your velocity plus the number of hexes you are *below* the normal turn rate.

Example - If you were moving at 6 meters per second, you would normally get to turn once each 4 meters. If you wanted to turn after 3 meters, it would be a Difficulty 6 (your velocity), plus 1 (for 1 meter below normal turn mode), for a total Difficulty of 7. If you failed, you would fall flat on your face in the hex right past where you would have turned.

Facing

Characters have four facings that they can attack or see into. These are Front, Right Side, Left Side and Rear.

Arc	Modifier
Front	+0
Side	+1
Rear	+3



Normally, you will take a 1 point penalty to any action taken into a Side hex, and a 3 point penalty to actions attempted into a Rear hex (including Initiative, blocks, dodges, etc.). However, most people find it easier to do attacks into the side opposite their good hand than on the same side as the good hand, and will take an additional +1 Difficulty on any two-handed longarm attacks into the same side as their preferred hand (face forward and fire an imaginary rifle 90° to either side to see this).

Example - If you have an Unarmed Combat skill of 6, and try to punch someone in your side arc, the task takes a +1 Difficulty. If you try to punch someone behind you, the Difficulty gets a +3.

⚠ This *does* mean that if you attack to the front, and then attack to the side, it takes an extra Initiative segment for the second punch (at least 3 segments for a consecutive action instead of 2). Likewise, if your first action in a turn was to strike to the rear, your Initiative would be 3 points lower because of the awkward arc.

Normally, you may only change facing on your movement Initiative. However, you may also change facing as part of *any* attack. At the *end* of your attack, you are considered to be on the new facing (you take penalties for attacking into a bad arc, but after you attack, you are facing in the right direction for future attacks). This is especially useful if someone gets into your side or rear arc during a melee combat.

Example - Grond the Barbarian is outnumbered in a tavern brawl, which the gamemaster has decided to make a small map for. Grond has a Brawling Initiative of 8, an opponent in front of him, and another one behind him (actually, Grond's reputation is well known, and *both* opponents are trying to get behind him). Grond flattens the thug in front of him on Initiative 8. He then turns and attacks the thug behind him. Since all consecutive actions are separated by at least 2 Initiative segments, he can't act again until Initiative 6. His attack to the rear drops this to Initiative 3. After this attack, Grond is now facing his new opponent, and take no arc or Initiative penalties for his action on Initiative 1 (though he *will* have consecutive action penalties for his actions on Initiative 8 and 3).

Damage

Before we get to *specific* combat tasks, you need to learn how damage is given and taken.

Damage Value

All weapons have a DV, or Damage Value. This is the number of points they do to a living target, or towards penetration of armor. This will be classed as either lethal, non-lethal or combination (half each, with fractions being non-lethal).

Example - A gun with a DV of 5 will do 5 points of damage to a target, or barely be stopped by an Armor Value of 5.

The damage done in melee combat is based on the STR of the attacker. Punches do the attacker's STR Aptitude (STR/4) in non-lethal damage, and kicks do the attackers (STR/3), rounding fractions to the nearest number (.5 rounds up). Martial arts attacks add the Martial arts skill of the user to their STR for purposes of figuring out damage. Melee weapons convert STR damage into lethal or combination damage, and may additionally add to the DV.

Melee attacks	Damage Value	Location Mod.
punch damage	STR/4(n)	-1
kick damage	STR/3(n)	+1
small knife	+0 DV	-1
knife	+1 DV	-1
machete/short swd.	+2 DV	+0
large swd/ax	+3 DV	+0

Example - A normal person with a STR of 5 does a non-lethal punch damage of 1 (STR/4, round nearest), and a non-lethal kick damage of 2 (STR/3, round nearest). If this person had an overall Martial arts skill of 4, their punch would have a non-lethal damage of 2 (STR+Skill)/4, round nearest), and a kick with a non-lethal damage of 3 (STR+Skill)/3, round nearest). If this person had an average knife, a stab or slice would have a lethal DV of 2 (their base damage of 1, plus 1 for the knife).

ⓘ Martial arts is an equalizer, in that it lets a weaker character do the same unarmed combat damage as a much stronger one. You should go back to your character design and see if your unarmed combat damages are relatively efficient. Punch DV increases at an effective STR 6, 10 and 14, and kick DV increases at an effective STR of 5, 8, 11 and 14.

⚠ Note that if you allow certain melee weapons to be used with Martial Arts skill, the base damage *does* get the Martial arts STR bonus, and the DV of the weapon is added to the base damage.

Armor Value

Armor is rated by the protection it provides vs. blunt trauma and penetration, and is referred to as Armor Value, or AV. It will be two numbers separated by a "/", like 2/4. The first number is the "soak" value, and the second number is the "blunt trauma" value.

The soak value represents the rigidity of the armor and its ability to *completely* stop damage. The armor subtracts this much from *every* hit.

Example - A person wearing a 2/4 vest is struck by a thrown knife that has a lethal damage of 2. This is equal to the soak value, so the attack has no effect.

The blunt trauma value (second number) converts up to its value in *lethal* damage into *non-lethal* damage, and represents the ability of armor to stop penetration, but not necessarily the force behind the blow. The blunt trauma value has *no* effect vs. non-lethal or combination attacks.

Example - The person with the 2/4 vest is then struck with a bullet that does 6 points of lethal damage. The blunt trauma protection *subtracts* 2, and the blunt trauma value takes the remaining 4, and converts it into 4 points of *non-lethal* damage. If the person with this vest were just punched for 3 points of damage, *only* the soak value would apply, and the person would take 1 point of damage that got through.

For purposes of physically damaging the armor, you always count the full value (the two numbers added together). The force of a non-lethal attack can still damage or break objects.

Damage that is *greater* than any applicable armor strikes the character without any modification. For purposes of stunning or knocking someone out, you *always* use the *largest* of either the non-lethal or lethal damage the character just took.

Example - The person with the 2/4 vest is then struck with a bullet doing 9 points of lethal damage. The first 6 points are treated like the previous example, but the character also takes 3 points of lethal damage as well. For being stunned or knocked out by the damage, the non-lethal damage of 4 is used, since it is the higher of the two amounts applied by that hit, but for purposes of injuring the character, both types of damage apply, and the character takes both lethal and non-lethal injury effects.

Special Armors

In the simplest case, armor works equally well against all kinds of attacks. These attacks are usually physical, like a fist, knife or bullet. Some armors have special effects vs. a particular type of attack, and some attacks have special effects vs. a particular type of armor.

Armor piercing

An attack which is armor-piercing *halves* (round down), each part of a character's AV.

Example - Against an armor-piercing attack, a 3/4 vest would be counted as 1/2, since each part of the AV is halved.

Armor-piercing has varying mechanics which are genre-dependent. If an armor was not designed to stop a given type of attack, the attack is counted as "armor-piercing".

Example - For instance, no natural creature evolved protection against gunfire, so bullets against leather are counted as armor-piercing. So, against gunfire, a 2/3 leather armor would be counted as a 1/1.

Attack	**armor-piercing vs.**:
Most bullets	organic armors like wood, bone, etc.
Armor-piercing bullets	modern armors
Thrusting melee attacks	fabric armors

Modern soft body armor (Level I and II vests) is a flexible fabric armor, and is not designed to stop anything *except* normal bullets. So, a knife thrust or *even a fist* is counted as armor-piercing vs. that type of armor.

Attacks *designed to be armor-piercing* (rather than from circumstance) may do less damage or leave a cleaner wound.

An armor which is hardened against armor-piercing attacks will have an "H" after the designation, and will act at full effectiveness vs. both normal and armor-piercing attacks.

Example - A high-tech armor might have a rating 4/3H, which means it is 4/3 vs. normal *and* armor-piercing attacks.

Energy attacks

Against most types of energy, an armor gets its *full* value (*both* values added together) vs. the attack, since each part stops some damage, and there is no blunt trauma to stop.

Example - Against non-impact damage (like a laser), armor will get its full value (the sum) as the soak value, as a non-impact attack does no blunt trauma.

Certain energy weapons may have the special effect that they *will* do blunt trauma (force beams, etc.), in which case armor is treated normally.

Hollow point

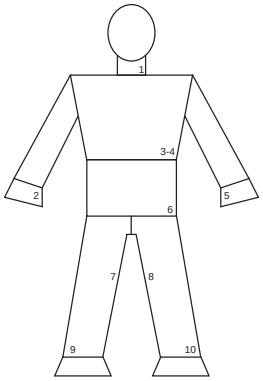
Some attacks are better or worse at penetrating armor than others. For instance, all armor is x1.5 (multiply each part separately, round up) vs. hollow-point or exploding rounds, to reflect that they penetrate less well.

Example - Against hollow-point ammunition, a 3/4 vest would be treated as a 5/6 vest.

Hit Location

If a character is struck by an attack, and the location is random, roll 1d10 on the following table. Each of these areas is a "large" hit location. Smaller hit locations would be things like a hand or foot (see **Called Shots**, **p.61**).

Roll	Location
1	Head/neck
2	Right arm
3-4	Chest
5	Left arm
6	Abdomen
7	Upper right leg
8	Upper left leg
9	Lower right leg
10	Lower left leg



Example - A randomly aimed gunshot strikes a character. The GM rolls 1d10 and gets a 5, so the shot hits the character in the left arm.

Location modifiers

Different types of attacks may tend to cluster hits towards a certain part of the body. In general, punches and knife attacks subtract 1 from the hit location roll, and kicks add 1.

Random cover

Sometimes a target will take an attack while under partial cover. If the shot is not aimed at a visible part of the target, the shot may strike or go through cover before hitting the target. In this case, any Armor Value of the incidental cover will subtract directly from the damage before it is applied to the target.

Cover	Armor Value
Light interior wall or door	2
Heavy interior wall or door	3
Heavy exterior door	4
Reinforced door	6+
Light exterior wall (wood)	4
Medium exterior wall (brick)	8
Heavy exterior wall (stone)	12
Reinforced exterior wall	16+
Vehicle door	4
Aluminum alloy, 5mm (TL10-12)	6
Steel, 5mm (TL4-7)	8
Steel, 5mm (TL8-9)	10
Steel, 5mm (TL10-12)	12
Pine, 25mm	2
Oak, 25mm	3
Water, 100mm	1
Earth, 25mm	2
Granite, 25mm	5

Impairments

When a person takes *lethal* damage, they take +1 Difficulty to use the portion of the body struck, per point of damage they took, *plus a fixed amount based on location*, with a maximum of +10 impairment for a head hit, and +5 impairment for a hit anywhere else. A character can take any amount in *damage*, but there is a ceiling on the *impairment* per hit. There is a *minimum* impairment of +1 for any *lethal* attack doing 0 points or more. The chance of a lethal injury being eventually fatal (like bleeding to death) is a 1d10 roll of the *damage* or less, modified by location and type of attack.

Non-lethal attacks do a +1 impairment to use the portion of the body struck, per 10 points of damage taken (round up). However, the amount of the damage (up to 10 for the head and 5 everywhere else) is used to determine if the character is stunned or knocked out, and the damage taken plus location modifiers is a penalty to use that part of the body for the rest of the *current* turn.

Example - A lethal attack that does 4 points of damage has the same chance of stunning a character as a non-lethal attack that does 4 points. Both attacks have a +4 impairment *on the turn the character is hit*, but the non-lethal attack drops to a +1 impairment at the end of the turn, since there is no permanent damage done.

Location	Impairment mod.	Event. fatal mod.
head	-1	+1
torso* or whole body	+0	+0
arm or leg*	+1	-1

*Maximum impairment per hit of +5 for arms, torso or legs, and +10 per head hit

Example - A 2 point lethal hit does 1 point of impairment to the head, 2 points to the torso, or 3 points to an arm or leg. However, the chance of a 2 point lethal hit being eventually fatal is 3 or less for the head, 2 or less for the torso, and only on a 1 for the arms or legs.

⚠ Note that a *lethal* damage of 0 would still do an impairment to an arm or leg of +1, so small grazing hits can still have an effect, although *non-lethal* damage of 0 is usually no effect.

Different attack types may do more or less impairment, or alter the chance of an injury being eventually fatal.

Attack	Impairment mod.	Event. fatal mod.
Lethal melee thrusting attack	-1	+0
Normal	+0	+0
Hollow-point/exploding	+1	+1
Armor-piercing	-2	-1

Example - A knife thrust does less impairment than a slash, but it may also be better at penetrating certain types of armor. Hollow point ammunition does more impairment, *and* is more likely to get an eventually fatal result, but penetrates armor less well.

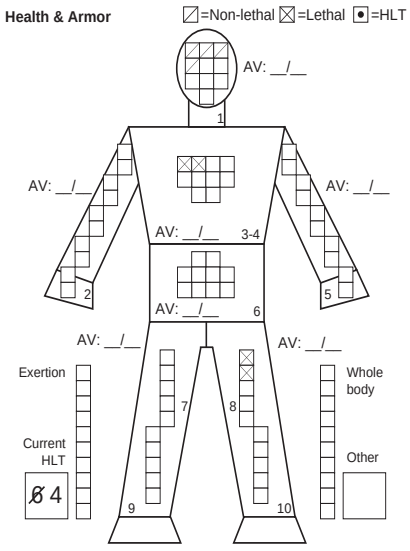
Remember that even after location and damage type modifiers, all lethal attacks that strike the character for 1 point of damage or more will do a minimum +1 impairment to that body part.

Effects

Impairment to a body area are a penalty to use that body part, and half the impairment (round down) is an impairment to the use of any adjacent body part for applicable tasks, and if a skill requires the direct use of both impaired *and* unimpaired body parts, this also applies.

Example - A character takes a +3 impairment to the chest. Half this (rounding down) is +1, so they take a +1 to all skills that directly involve the use of the arms, abdomen or head (presumably the pain affects how clearly the character can think). If the character instead had a +2 impairment to their *right* arm, they would take a +2 for shooting a pistol with their *right* hand, but only +1 for shooting a rifle (which requires *both* hands). They would also only take a +1 if they used both hands on a pistol. This is because in this case the hands would be considered "adjacent", so only half the impairment is used. This is often a GM call as to exactly how impairing a given hit is based on the type of damage and the action being attempted.

When a character takes an impairment, you mark off one of the impairment boxes for that part of the body for each point of impairment suffered, using different marks for lethal or non-lethal. It is also usually a good idea to put a tick mark on the highest box marked for that injury, because you may be able to recover from a number of small injuries faster than from a single large one. If you place a mark after each injury, you can tell how many points of impairment each one did.



Example - This person is hurting. It looks like they've been punched in the face a few times, been stabbed in the chest and leg, and are getting tired as well. They take an overall +2 from the HLT losses. AWR tasks take an additional +4 due to the head injury, movement is at a total of +4 from injury and exertion, and punches take a total of +3 from the chest wound and the exertion (since HLT losses affect everything, but only half of the chest wound counts towards use of the arms).

Once more, an impairment is a penalty that applies to the chance of doing anything with the affected part of the body.

Location	*Directly* affects
Head	Head butts, any AWR skills, AGL rolls for balance
Arms	Arm STR, punches, firearms, melee weapons
Chest	Exertion-based HLT rolls, running speed
Abdomen	Exertion-based HLT rolls, running speed
Legs	Leg STR, kicks, running speed
Whole body	All

The maximum impairment that a given body part can take in one hit is +10 for the head, and +5 for everything else. If a character takes multiple injuries to a body part, you only count the worst one for skill modifier purposes, adding an extra +1 for each smaller wound. This +1 adds to the severity of the largest injury for healing purposes as well, and injuries that exceed the normal maximum for a location automatically count as "broken bones" for purposes of healing up.

Example - A character is shot in the arm, and takes a +5 impairment, which pretty much makes it useless. Later on, they take a +3 to the same arm from a knife wound. Since a +5 is the normal maximum for arm injuries, this additional +3 only adds +1 to the total, so the character is counted as having a single arm injury at +6. Their penalty to actions is now at +6 (the +5 from the first wound, plus +1 for the smaller wound). When it comes time to laying around in the hospital and healing up, the character will be counted as taking 6 points of impairment, with a "broken bone" modifier on the healing time.

The *absolute maximum* impairment for skill or attribute penalties is +10. If a character takes non-lethal *and* lethal injuries on a location adding up to +10, and then takes further lethal injuries, they are put in place of the non-lethal ones.

Example - If a character with a +4 lethal and +6 non-lethal injury to the torso takes another lethal hit for +1, they would then have a +5 lethal and +5 non-lethal impairment.

Blowthrough and blowoff

Any damage in excess of armor plus the maximum damage a location can take is assumed to go through the character and continue on its normal path. For a person with normal Toughness, 5 points of cutting damage in one hit through armor may be considered an amputation (at GM option). If a portion of the body is hit by a beam or projectile for a number of points greater than 10 times the STR of the character in a single hit, it is safe to say that location is no longer attached to the rest of the body. This *does* count as an autokill for torso or head hits.

Special cases

The above are the basic rules for damage and injury. There are a number of options you may also wish to include, either for characters, NPC's, or both.

Eventually fatal wounds

As is, damage just accumulates, with no chance of wounds getting worse over time. For any *lethal* injury, you may roll 1d10. The result of this one roll determines if the damage is instantly fatal or eventually fatal, and if eventually fatal, how long it takes the character to bleed to death if they do not get proper care.

The chance of a *lethal* injury being eventually fatal is a 1d10 roll *of the damage or less*, with the *reverse* of the location impairment modifier, and optionally, adding the modifier for the type of attack.

Example - A 2 point hit to the head would do an impairment of +1, since the location modifier for impairment is -1 (2 points of damage *minus* 1). But, it has a chance of being eventually fatal of 3 or less (2 points of damage *plus* 1).

Example - A 2 point head hit with hollow-point ammunition would do an impairment of +2, since the ammunition type *adds* a point of impairment, but be eventually fatal on a 4 or less (2 points of damage, *plus* 1 for the location, *plus* an extra 1 for the ammunition).

Example - A 2 point head hit with armor-piercing rounds would do an impairment of +1 (2 points of damage *minus* 1 for location, *minus* 1 for damage type, but with a minimum of +1 impairment for any lethal attack), but be eventually fatal on a 2 or less (2 points of damage, *plus* 1 for the location, *minus* 1 for the ammunition).

One of the side effects of the eventually fatal roll system is that it is possible to take an injury that will eventually kill you, but *not* stop you from fighting. It also allows people to eventually die from small injuries if they do not get treatment.

Bleeders

Eventually fatal wounds will cause a decrease in your HLT attribute from bleeding, at the rate of 1 point per 1d10 minutes (using the roll that determined if the wound is eventually fatal), and each time this increment is doubled. If HLT goes to zero from bleeding, the character dies from blood loss or shock. This bleeding can be stopped with a use of First Aid or Medicine skill. Any minus to HLT is a minus to *all* actions because the fatiguing effects.

Note that if a character has a temporarily reduced HLT from exertion, and loses more HLT from blood loss, they only pass out when HLT goes to zero. Death would occur when the character takes their normal HLT in lethal losses.

Example - A character with a HLT of 5 takes a 4 point chest hit, which is determined to be "eventually fatal". The initial d10 roll is a 3 (the roll that determined this wound was eventually fatal), so after 3 minutes, the character loses 1 HLT from blood loss, dropping their effective HLT to 4. They will lose another point at 6 minutes after the injury (HLT 3), 12 minutes (HLT 2), 24 minutes (HLT 1), and 48 minutes (HLT 0),at which point the character dies unless the bleeding has been stopped. If the character had previously taken a -1 to HLT from exertion, they would have passed out at the 24 minute mark, and finished bleeding to death at the 48 minute point.

If you were wondering about why the bleeding rules work the way they do, it was designed so that small lethal injuries would *only* be eventually fatal if they were quick bleeders, while large lethal injuries are more likely to have slower effects, provided they didn't kill you instantly (see below).

Autokills

Some *eventually* fatal injuries have a chance of being *instantly* fatal. When you roll for an injury being *eventually* fatal, the amount the roll is made by determines whether or not the wound is an "instant kill".

Head hits are *instantly* fatal if this roll is made by 3 or more. Chest hits are *instantly* fatal if the roll is made by 5 or more, and abdomen or whole body hits are *instantly* fatal if the roll is made by 7 or more. Arm and leg hits are *never* instantly fatal. GM's might want to reserve autokills for NPC's, depending on how lethal they want their campaign.

Example - A 6 point chest hit does an impairment of +6, and is *eventually* fatal on a roll of 1-6. However, a roll of 1 makes the roll by 5 points, and is *instantly* fatal. A 6 point head hit does an impairment of +5 (damage of 6 *minus* the location modifier), is *eventually* fatal on a roll of 1-7 (damage of 6 *plus* location modifier), and *instantly* fatal on a roll of 1-4 (making the eventually fatal roll by 3 points or more).

In the interest of keeping characters alive, it is not recommended that you use autokills on them. It is, however, a good way to get combat NPC's out of the way quicker.

Broken bones

As an optional rule, roll 1d10 on any lethal injury. If the result is *equal or less* than the impairment, the damage has broken a bone or caused some other injury that takes longer than normal to heal. The actual degree of impairment is not increased by this result, only the healing time.

Example - A character takes a 4 point chest hit. The d10 roll to see if it is eventually fatal comes up negative, so there is no problem. After combat, another roll is made to see how serious the injury is. If it is a 1-4, the injury is a "broken bone" result, like cracked ribs, torn muscles, or other slow healing injuries.

Knockouts

To see if a character is stunned by an injury is a WIL task, with a Difficulty equal to *twice* the "eventually fatal" chance for the level of impairment (lethal or not). For example, a 5 point arm hit is "eventually fatal" on a 4 or less, so the "stun" Difficulty is a 4 x 2 = 8. This would be the case regardless of whether the damage was lethal or non-lethal. The maximum Difficulty is 8 for an arm or leg, 10 for the torso or whole body, and 12 for the head.

An automatic success (WIL greater than or equal to the stun Difficulty) means *no* stun or knockout. A failed roll means you take a *extra* minus to *all* actions of the amount failed by until the end of the *next* second, as you are "stunned". Failing by *more* than your *current* WIL means a knockout. Time spent unconscious is a minimum of 10 seconds, doubled for each point over the amount needed to knock the character out.

Example - A character with a current WIL of 6 takes a 5 point non-lethal hit to the abdomen (oof!). This has a "knockout" Difficulty of 10 (twice the "eventually fatal" chance). A WIL of 6 vs. a Difficulty 10 task is a 3 or less on 1d10.

Result 1 - The character rolls a 1,2, or 3. This is successful vs. the Difficulty 10 WIL task, so the character takes no *additional* effect. They still take the +5 impairment from the non-lethal hit for the rest of the *current* turn. After that, they only take the +1 impairment for a non-lethal injury.

Result 2 - The character rolls a 4-9. This fails the WIL task by 1-6 points, so the character will take an *additional* +1 to +6 penalty on all actions until the end of the *next* turn. This *adds to* the +5 impairment the non-lethal attack has on *this* turn, and *also* adds to the +1 the non-lethal injury leaves behind on the *next* turn. The turn after that, the character is only at a +1 from the non-lethal injury.

Result 3 - The character rolls a 10. Since they needed a 3 or less for success, this fails the roll by 7, or *more* than their *current* WIL. The character is knocked out, but since it was only by 1 point, they are only unconscious for 10 seconds.

As a character design note, characters whose *current* WIL is 5 cannot be knocked out by arm or leg hits, characters whose *current* WIL is 7 cannot be knocked out by torso hits, and characters whose *current* WIL is 8 or better cannot be knocked out by head hits.

Damage Multiples

Big or small creatures will have damage multiples (the **Toughness** or **Frailness** character traits), like a small dog might have a x2 multiple to show that damage it takes (not is struck with) is doubled for determining impairment, knockout and death, while an elephant might have a x.2 multiple. If there is any question about the damage taken, it rounds nearest (.5 rounds up).

Example - You kick a dog and do 1 point of non-lethal damage. If the dog has a x2 damage multiple, it takes 2 points of non-lethal damage, which is then adjusted for location to get any impairment effect.

CORPS is a very lethal system. To decrease the overall lethality of your campaign, you might want to give all characters a few levels of the **Toughness** advantage, free of charge. This gives them a damage multiple of a little less than 1, so they are not as badly affected as normal people.

Pain and suffering

A character can attempt to do a called shot (**p.61**) to an *injured* location. If any damage hits the character through armor, such a called shot would require the target to make a knockout roll as for the *original* injury, provided the hit does an impairment of its own.

Example - A character has taken a +5 lethal impairment to their right arm. When struck, they had to make a Difficulty 8 WIL check to avoid being stunned (eventually fatal chance of 4 or less, times 2). Since then, they have been guarding the arm. Their opponent, sensing weakness, delivers a punch to that arm, which does a +1 non-lethal impairment. The shock of being punched in the injury site jolts the character, who must make *another* Difficulty 8 WIL check to avoid being stunned.

Obviously, this is a dirty tactic, but once a character takes a penalty to defend themselves, and is easier to hit, you can just keep on "twisting the knife" to batter them into submission.

How to do it

Basic rules

1. Roll hit location.
2. Apply armor.
3. Apply damage that penetrates armor as impairments. Remember that non-lethal attacks only do an impairment of +1 per hit, but count *total* damage done for knockouts and for the rest of the current turn.
4. Roll knockout chance vs. WIL, based on *twice* the largest damage taken, maximum Difficulty of 8 for limbs, 10 for torso, 12 for head.

Advanced rules

5. For lethal injuries roll 1d10 of less than impairment plus location modifier to see if wound is instantly or eventually fatal.
6. If eventually fatal, the character loses 1 HLT per number of minutes equal to the die roll at step 5, and again each time this number is doubled.
7. For lethal injuries, roll 1d10 of less than the impairment to see if any bones were broken.

First Aid

Any lethal damage a character takes is serious. For instance, a +1 impairment to a hand is like driving a nail through it. Conversely, cuts, scratches and small (but not debilitating) injuries are largely ignored in this system. Scratches from briars, stubbing your toes and other minor injuries are taken for granted as a part of adventuring life. If you take a lethal injury in **CORPS**, it is something you should (in the real world) go immediately to an emergency room to have treated.

If you've ever gotten a scrape, bruise, cut or other minor injury that made you favor part of your body for a week or so, think about how it felt when the injury happened. That is roughly a +1 impairment.

Paramedic Skill or First Aid can be used to stop an eventually fatal result. A roll can be made once a minute if the character does nothing else, and the Difficulty of the task is the chance that the wound would be eventually fatal. If the character takes *any* damage at all to that area, the wound will reopen. A successful Medicine Skill use vs. the same difficulty can be used to *permanently* seal the injury, but this takes at least 10 minutes.

Example - A character takes a nasty slash to the ribs, doing 3 points of lethal damage, and which ends up being eventually fatal. After combat, a friend bandages them up. It is only a Difficulty 3 Paramedic task to stop the bleeding in 1 minute. This is just a temporary bandage, and any strain will start the bleeding again. To stitch up the gash is a Difficulty 3 Medicine task, which has a base time of 10 minutes.

First aid can be used vs. non-lethal injuries, and takes the form of ice packs, mild painkillers and other common sense treatments. The Difficulty of this is the *total* impairment the character has taken from *all* types of damage. It takes around an hour to take effect, but lets the character get back one point of non-lethal impairment at the end of the hour.

Example - After a nasty brawl, a character has taken a total of +8 in cuts, nicks and bruises. If anyone with any medical skill can successfully make a Difficulty 8 task, then the character will get back *one* point of *non-lethal* impairment after an hour or so.

Recovery

Recovering from injury or exertion is based on your *current* HLT, so characters who have lost a lot of blood will heal slower until they gain back some of the lost HLT.

Exertion

You get your *current* HLT in points *per hour* to recover from exertion, allotting these points towards increasing your HLT, on a 1 for 1 basis.

Non-lethal impairments

You get your *current* HLT in points *per day* to recover from non-lethal injuries, allotting these points towards non-lethal impairments (or HLT), on a 1 for 1 basis.

Lethal impairments

You get your *current* HLT in points *per 30 days* to recover from lethal injuries, allotting these points towards impairments (or HLT), on a 1 for 1 basis.

Attribute impairments

Are healed like lethal injuries. If an attribute has been lowered due to some game effect, the loss is recovered like the points lost were an impairment.

If HLT is at less than full, the first point of *any* healing of lethal injuries per unit of time is allotted to increasing HLT. After that, the smallest impairment is reduced by a point, then the next smallest, and so on, until *all* injuries are partially recovered. The process is then repeated. If an injury is determined to be a “broken bone”, the first point of the impairment is not recovered until 4 points of healing are allotted to it.

Example - A character has a +3 impairment from *broken* ribs, and a +2 from a bullet graze. Their effective HLT is 7 thanks to medical care, so they recover 7 points of impairment in 30 days, or roughly 1 point per 4 days. This alternates between impairments, so at the end of 30 days, the smaller wound is healed (2 points), and the ribs have 5 points allotted towards them. Four points cancel out the broken bone, and the last reduces the impairment to a +2.

The effective HLT of the character for healing will be modified by the conditions the character is under.

Care	Modifier to HLT
intensive care, life support (10,000Cr/day)	+6
hospital, total rest (1000Cr/day)	+4
outpatient care, rest (100Cr/day)	+2
basic first aid, light activity	+0
poor care, medium activity	-2
ext. poor care, heavy activity	-4

You can’t get a bonus to HLT of more than the *largest single lethal* impairment. For instance, with a lethal impairment of +2, you can’t get a HLT bonus of more than +2.

If effective HLT is negative, you *lose* points on lethal impairments instead of healing them, with points applied in reverse order of healing (largest injuries first). Lethal injuries that go to a +10 or more mean amputation is required. A torso or head "amputation" means the character has died from lack of care.

Example - While in the Alaskan wilds, a character is mauled by a bear, taking a +4 impairment. Even worse, they were knocked out and lost a lot of blood, lowering their HLT to a 3. If the character pushes themselves to get to civilization, their HLT would be counted as -1 (their current HLT of 3, -4 for extremely poor care and heavy activity). So, not only would they not heal at all, they would actually get worse.

To increase or decrease the level of "traumatic heroism" characters can put up with, you may wish to alter the times required for healing of injuries. As shown, an average person recovering in a hospital from a +9 total impairment is still going to be there a *month* before they are back to normal. While this may be realistic, it makes for a lot of down time between adventures. Decreasing the recovery time to 10 days instead of 30 speeds the healing process considerably.

Permanent Injuries

Each time a character accumulates a multiple of +10 in *lethal* injuries, over *any* time period, they have taken enough damage to leave scars and perhaps a permanent disability. This much impairment results in the permanent loss of 1AP, from either STR, AGL, AWR or HLT, chosen by the player. This may be countered by experience or training, but the points lost may not be recovered.

Example - Del Thorp got in over his head in a fight, and was left for dead after taking a total of +20 in lethal damage. He is found and taken to a hospital, where they stitch him back together. He had no extra AP towards any of his attributes, and decides the 2AP lost due to being beaten half to death will lower his STR. If he can get 2AP towards STR from age-related training or adventuring, he can raise it back to where it was before, but this may take months of therapy.

The amount of impairment that a character can take before suffering permanent injury is dependent on the level of medical care available. The higher tech the medicine, the more abuse a person can take before it becomes permanent.

A character may also opt to take a Physical Lim rather than a loss of AP. The total points in the Physical Lim must equal the AP that would normally be permanently lost.

Example - Del decides that instead of taking 2AP off of his STR, he will instead take a -1 Physical Lim of "slight limp", worth 2AP. He takes a 1 point penalty on his running speed and kicks (and STR in the kick) with one leg, but otherwise keeps the same overall STR. Like the loss of AP, he can eventually buy this limitation off with age-based experience.

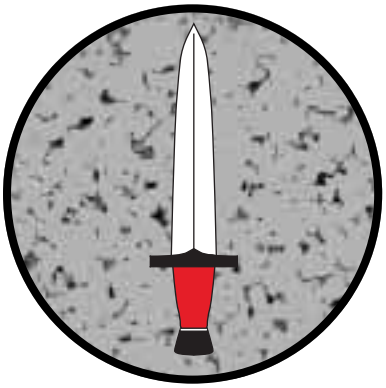
Combat Tactics

The **CORPS** system has several inherent features which allow it to mimic actual combat extremely well. The most important of these is that people *die* when they get shot in vital areas, regardless of how experienced or tough they are. Players who wish to grow attached to their characters will have to play their tactics well in order to emerge unscathed, and even that is no guarantee.

For projectile weapons, the first rule is simple: *Wear body armor*. Everyone who expects to get into fights on a regular basis should always be wearing some armor under their street clothing. This will turn potentially lethal wounds into merely painful ones, and will make horrible wounds somewhat less devastating. If the circumstances permit, head and face protection is also well advised.

The second rule is: *Don't Get Hit*. Easy enough to say, but most players will take experience from other games into **CORPS**, and will be carried off in body bags as a result. Always use available cover. It makes you a smaller target. Show as little of yourself as possible. If you have to move across a field of fire, try to have covering fire, and always move as fast as possible, preferably dodging the whole way. It does not take much skill to do a successful called shot to the head at 10 meters. If you can do it, so can your enemies. Make yourself hard to hit, and keep them worried about keeping themselves alive instead of killing you.

For melee combat, again, you don't want to be hit. Having the **Pain Tolerance** advantage (**p.23**) is extremely useful for brawlers and other unarmed combat types. This lets you take those punches to the gut without flinching, while other people end up rolling on the floor. Unless you *want* to be hit, or don't care, always have some sort of defensive maneuver each phase. It may decrease your chance to hit, but also decreases your chance of *being* hit. If possible, use tools. You don't break your knuckles on someone else's face as a result, and it can sometimes be used to block with without risking personal injury.



MELEE COMBAT

"Ow! Ow! Ow! Ow! Ow! Ow! Ow! Ow! Ow! Ow! Ow! Ow!"

Julius Caesar

Basics

Melee combat is any combat that does not involve ranged weapons. Fistfights, clubs, swords or martial arts are all melee combat, and use the same basic rules.

Melee combat involves the use of certain skills, and is done on the same principles as all other skills. The attacker's skill is compared to the Difficulty of the melee task, which will vary, based on the defender's skill and the tactical situation. If successful, the attack hits. If it fails, the attack misses.

Base Defense

The base Difficulty to hit something with a melee weapon or attack is the AGL Aptitude of the target, modified by blocks, dodges, etc. Base defense is *not* lowered by injury.

Example - A normal person with an AGL of 5 is a Difficulty 1 target to be punched, plus or minus anything they do that alters this (blocking, dodging, etc.).

A quick check shows that most untrained people will have Aptitudes of 1 or 2, and can reliably hit a similarly untrained person who isn't dodging the attack.

This Difficulty is the "base defense" of the character. Any attack which misses the base defense of the character is a clean miss, and has no effect. It misses the character, their weapon, shield and so on.

Modified Defense

A character can perform actions that do not increase their *base defense*, but which can totally or partially negate the effects of a hit. For instance, a character who blocks with a shield does not make themselves harder to hit, but simply puts up something capable of taking the hit better than the character could. Likewise, a parry does not decrease the chance of a hit, but deflects a hit so that it doesn't strike anything important. Any modified defense based on a skill *will* be reduced by any negative modifiers on that skill.

Any action which counts towards a modified defense adds to the base defense of the character. To cleanly hit the character is a Difficulty equal to the modified defense. An attack which hits the base defense but *not* the modified defense is assumed to be blocked or parried, depending on the nature of the modified defense.

The base defense and modified defense are usually listed as x/y, where the first number is the base defense and the second number is the modified defense.

Example - A character has a total defense of 2/6 (base defense of 2, and modified defense of 6). This means that it is a Difficulty 6 task to get by *all* the defenses and hit the character, and a Difficulty 2 task to just hit the character in their prepared defense (like a shield). Missing a Difficulty 2 task means the attack missed completely.

Example - Let's say the attacker has a skill with swords of 3, and there are no other modifiers. Since the skill is higher than the base defense of 2, the attacker will *always* hit (assuming no negative modifiers). However, it is still a skill 3 vs. Difficulty 6 task to get by the modified defense, or a 1d10 roll of 5 or less. A roll of 1-5 means the character is hit normally, and a roll of 6-10 means the character is hit somewhere relevant to the modified defense. If a character was using a weapon or shield to increase their modified defense (like blocking), the weapon or shield would be hit (if a shield is used, assume it is hit).

Your character sheet has a couple blanks next to the character silhouette. Put your base defense in one, and then your modified defense while blocking, dodging and both. For blocking, use the number for the skill you use most often.

It is *extremely* important to remember how the skill system works in melee combat. Since your opponent's base defense is the Difficulty you have to hit them, any bonuses or penalties *you* take apply to *their* base defense. For instance, if your opponent has a total defense of 2/4, and you have taken a +2 Difficulty on your attack for having done a previous action, their total defense vs. your attack is now 4/6. Or, if it was 2/4 and you got into their side arc for a -1 Difficulty, their total defense would drop to 1/3.

Most of the time, you will usually be able to hit the base defense of an opponent (and vice versa), so it is the modified defense that is more important.

Maneuvers

The following list of maneuvers gives their general defensive effects in combat.

Maneuver	Base defense	Mod. defense	Special effects
Base defense	AGL Aptitude	+0	None
Retreat	AGL	+0	Must move back
Grab	-STR Aptitude	+0	Opponent is held
Block	+0	+Skill	Blocks attack
Parry	+0	+Skill-wpn. init	Deflects attack
Dodge	+AGL Aptitude	+0	None
Martial dodge	+Skill	+0	None

Attacks

Normally, you just compare your skill to the Difficulty of the task to find your chance of success. Some maneuvers or attack forms may make it easier or more difficult to succeed.

Maneuver	Attack Difficulty	Special effects
Punch	+0	STR/4(n) damage
Kick	+1	STR/3(n) damage
Lethal blow	+0	Separate lethal hit
Throw	+0	-2 on opponent's def.
Retreat	+AGL Aptitude	Must move back
Dodge	+AGL Aptitude	None
Martial dodge	+Skill	None
Attack with off-hand	+1 or +2	None

These maneuvers and attacks give you a fair amount of variety, but you can add or subtract detail based on your campaign. A race with a strong prehensile tail might have a special attack type, or secret cults might have unique variations or mastery of legendary techniques. Before you go overboard with customizing, see how many of these moves are just Tertiary skills or combination maneuvers (**p.58**).

Actions

You normally get one "free" action each turn. Extra actions take a cumulative +2 Difficulty, but a character can take as many actions as they can normally succeed at. So, the order of your actions is important. For instance, blocking and attacking means the *attack* takes a +2, while attacking and blocking means the *block* is 2 points less effective.

First action	+0 Difficulty
Second action	+2 Difficulty
Third action	+4 Difficulty
Further actions	extra +2 per

Each action is good only *once per turn*, although you can do the same action multiple times. That is, if you declare a block on Initiative 6, and you are attacked on Initiative 5, the block is "used up" *if* the attack hits your base defense *or* modified defense, and its bonus to your defense is gone until you block again. If you throw a punch on Initiative 3 and miss, that's it. You have to try again on Initiative 1. The only exceptions to this are maneuvers which attempt to physically move you from harm's way, like Dodging and Retreating. These take place over the course of the turn, and add to the *base defense* of the character.

Carryover

One *defensive* melee action may "carry" into the next phase if it is not used or changed. For instance, if you declare "block" on Initiative 2 and "attack" on Initiative 0, and you are not attacked on that turn, on the *next* phase, you are still considered to be blocking, *until* your next action, so if attacked *before* your Initiative came up, you would not be caught off guard. An action that is carried over does *not* have any consecutive action penalties of the previous turn.

Offensive actions like throws, holds, attacks and feints are counted as "held actions", which are done like normal Initiative, but the held action gets a +2 Initiative when seeing who goes first. You can have an offensive held action, *or* defensive carryover, not both.

Example - You have a Unarmed Combat skill of 5, so you can do actions on Initiative 5, 3 and 1. You declare "attack", "block", "attack" as those Initiative segments come up. Luckily, you stun your opponent with the first punch, and they never get a strike at you. On the next turn, the hapless victim's friend turns from what they are doing, and attacks you on Initiative 6. Normally, you would be caught flat-footed, but if you carried over the block, you get the modified defense it provides. After that attack, however, the block may be gone, and you must decide what to do on Initiative 4. Unused defensive actions are "lost" at the *start* of your first action of the following turn.

That is, a single block or parry can't last several seconds just because you weren't attacked. You must "renew" it because of changing combat conditions.

Melee Skills

There are three types of melee attacks: Unarmed Combat (aka Brawling), Martial arts, and Weapons.

Brawling

This is free-for-all "brute force" fighting, and includes wrestling techniques. There are three Secondary skills that are usually bought: Punch, Kick and Hold. Punch and Kick do normal melee damage, and Hold allows a grab to pin an opponent, who must complete a successful Brawling or STR task vs. your skill to escape, as one of their combat actions. Holds *may* do lethal or non-lethal damage each phase (like twisting an arm), but each point of attempted damage is +2 Difficulty on the task of making the *initial* hold. *Any* hold is a penalty of the *attacker's* STR Aptitude on the *defender's* physical actions, and maintaining the hold is a penalty on the *attacker* of the *defender's* STR Aptitude. In addition to the overall penalties, the attacker can't do anything else with the part of the body they are grabbing with, and the defender can't use the body part grabbed.

Example - If you have a STR of 6 (Aptitude of 2) and grab someone, they take a +2 Difficulty to all their physical actions (*including* their attempts to break loose), and can't use that body part until they break loose .

Martial arts

This is more advanced form of fighting, and can represent any technique that doesn't rely mainly on wading in and swinging body parts until your opponent gives up. For instance, many institutionalized fighting "sports" would be considered to have their own "art". Boxing would be such an art, limited in that it relies solely on fists to do damage, and is optimized for face-to-face open arena combat.

Weapons

This covers the use of anything worn or held as a means to increase reach, damage or both. This does not usually overlap with unarmed combat forms, although there are exceptions. For instance, some types of martial arts may have a particular weapon that is part of the training, or there may be certain weapons designed solely to aid brawlers (like brass knuckles).

Maneuver Descriptions

Within a given combat form, there are a number of specific maneuver types. These are:

Punch

An attack with fists, elbows or head. When used with Brawling, a punch does a non-lethal damage of STR/4(n), and is considered to be a Length 2 weapon if you use this optional rule. A character with martial arts skill gets to add their level of skill to their STR for purposes of damage done. Attacks with elbows or head are considered to be combination damage, but are considered to be Length 1 weapons.

Example - A person with a STR of 6 has a non-lethal punch damage of 2, or a combination elbow damage of 2 (STR/4(n)). A person with a STR of 5 and a Martial Arts punch of 5 does a punch damage of 3, or a combination elbow strike damage of 3 (STR + Skill)/4(n).

Kick

An attack with feet or knees. When used with Brawling, a kick does a non-lethal damage of STR/3(n), and is considered a Length 3 weapon if using this optional rule. The damage can be combination if using solid enough footwear, and is also combination damage if using knees, which are considered to be Length 1 weapons. A character with martial arts adds their skill to their STR for purposes of damage done.

Example - A person with a STR of 6 has a non-lethal kick damage of 2, or a combination knee damage of 2 (STR/3(n)). A person with a STR of 5 and a Martial Arts kick of 6 does a kick damage of 4, or a combination elbow knee damage of 4 (STR + Skill)/3(n).

Lethal blow

This is a maneuver only available to those with martial arts. It allows you to do an extra damage **Called Shot**, where the extra damage is treated as a *separate* lethal attack, in *addition* to the normal damage done by the blow. Levels in this as a Tertiary skill will help offset the called shot penalty.

Example - A ninja with a STR of 5 and martial arts punch skill of 7 does a +2 called shot to a foe's arm, and takes an additional +2 Difficulty to do *extra* lethal damage. If successful, he will do a 3 point non-lethal hit (STR of 5 + skill of 7 gives a punch damage of 3), *plus* a 2 point lethal hit for the lethal blow called shot.

⚠ *Anyone* can do a Lethal Blow if the situation is right. Stomping on a helpless foe's wrist or fingers would be an example. However, certain forms of martial arts provide training in grabbing or striking areas for lethal effect without increasing the attacker's vulnerability to retaliation. Everyone else is only at their *base* defense value when doing this, while a person with martial arts can gain the benefits of a defensive maneuver at the same time.

Throw

This is another martial arts maneuver, which is counted as an attack. If successful in getting by *all* defenses, no damage is done, but the target is automatically placed at a disadvantage (prone, off-balance, etc.), and they have a -2 on their *base* defense until they get up or otherwise recover. This counts as one of their actions, and is usually a Difficulty 5 AGL task. Optionally, any *real* difference in STR may be counted as a modifier on the throw attempt. Note that a throw must exceed the *total* defense of the person attacked, since a blocked or parried throw has no effect.

Example - A diminutive character with a martial throw skill of 6 is accosted in a bar. Not being one to turn the other cheek, they attempt a martial throw/gutstomp combination maneuver. The accoster only has defense of 1, since they weren't expecting an attack, so it is successful. This rude individual finds themselves on the floor with a heel in their solar plexus. The combination maneuver was used to prevent the target from recovering from the throw on their next action, possibly before the martial artist could take advantage of the temporary bonus.

Again, *anyone* can attempt a throw under certain conditions. A strong person can pick up a weaker one and toss them around, but makes themselves vulnerable to attack. A martial arts throw allows the character to keep their defenses up. Everyone else only gets their *base* defense value.

Grab

A grab lets you hold an opponent with your hands or arms. If done in general, you roll a hit location to see where the grab is centered. The opponent may not directly use that body part to attack with until they exceed your effective STR (on their movement Initiative). Note that impairments to the body parts doing the grabbing (or adjacent areas) may lower their effective STR, as would a modifier from being stunned. Martial artists or anyone with a secondary skill in Grab may add their skill to their STR for both holding and breaking out of holds. If done as a called shot, the attacker specifies the body parts the grab is intended for. If multiple parts are involved, the called shot is +1 more than the smallest part, and one limb of the attacker is required per part. For instance, grabbing both arms (say a bear hug) requires that the attacker use both arms. Each body part successfully grabbed reduces the base defense of both parties by the STR Aptitude of each other, and is a penalty to all other skill use as well. An increased damage called shot on a grab may either be used to do damage (like arm twisting), or to force someone to drop an item. In the latter case, there is no actual damage, but the result is added to the STR of the attacker, and the defender must complete a successful STR task of this level or drop the item.

The penalties you give from grabbing or take from being grabbed are increased by 1 for each level increased or decreased size difference between the combatants.

Example - Grond the Barbarian (STR 7) wrestles with an assassin (STR 5). Grond has a Brawling skill of 6. He does a +2 called shot to pin the assassin's arm, and succeeds. The assassin cannot stab Grond until he unpins his arm, and the attempt is now at +2 Difficulty (Grond's STR Aptitude) for a total Difficulty of 9, while Grond is at +1 to do anything else to the struggling assassin (the assassin's STR Aptitude). Grond tries to wrest the knife from the assassin's grip, by doing a +2 called shot again, but as a +2 "increased damage" called shot. Grond has a total of +5 when you count the grab (+4 for the increased damage called shot, +1 for the assassin's STR Aptitude as he struggles to escape), but the assassin's base defense is reduced by 2 (Grond's STR Aptitude), which partially counters this. If Grond is successful, the assassin must complete a Difficulty 9 STR task (Grond's STR, plus 2 for the called shot), or be forced to drop the knife.

Retreat

Any character can retreat in combat. This is a movement option that lets you use your AGL *instead of* AGL Aptitude to avoid being hit, but you *must* step into one of your three rear hexes on your movement Initiative. Your opponent may choose to move after you do, *and* may determine which hex you move into. If such movement is impossible, you may not retreat on subsequent turns. Retreating carries from turn to turn, and the status may be changed on your *movement* Initiative. Any defensive maneuvers you do add to your AGL for total defense, not your AGL Aptitude. You also take a penalty to hit of your AGL Aptitude.

Example - A person with an AGL of 5 and a Brawling of 4 is retreating from a martial artist with a skill of 6. Their defense is a base defense of 1, which gives them a modified defense of 5 if they block, which means the martial artist will still automatically hit, since their skill is greater than the modified defense. If they retreat *in addition* to blocking, their base defense goes to 5, plus 4 more for the block, but -2 on one of them as a consecutive action, for a total defense of 7, which means there is a chance of being missed.

Dodge

A Brawling dodge lets the character increase their base defense by *up to* their *AGL Aptitude*, but this bonus is a penalty to *all* their attacks that turn. A Martial Arts dodge lets the character increase their base defense by *up to* their *skill*, but this bonus is a penalty to *all* their attacks that turn. Regardless of the type of dodge, only the AGL Aptitude part of the dodge *bonus* applies vs. ranged weapons.

A normal dodge is declared on an Initiative of your AGL, and may only be changed once per turn, while a martial arts dodge acts on the martial arts Initiative (on a given turn you can *either* start dodging *or* stop dodging, *not* both). For defensive maneuver carryover, dodges and retreats last only until the character's next opportunity to change them, since that is the only time they can be changed.

Example - A character with an AGL of 6 has a base defense of 2 (their AGL Aptitude). If they dodge, their base defense goes to 4, but they take a +2 Difficulty on all their attacks because they are busy dodging. All ranged attacks also take an additional +2 Difficulty against the character. If the same character had a martial arts skill of 5, they could increase their melee defense to a maximum of 7 (AGL Aptitude + Skill), but they would suffer a +5 Difficulty to all their attacks because they are devoting all their attention to getting out of the way. In either case, if an attack makes it by this modified defense, the character is hit.

Block

A block is a combat maneuver, and acts the same for both Brawling and Martial Arts. The modified defense of the character is increased by their skill. Blocks may be combined with other defensive maneuvers. The difference between a dodge and a block is that a character who successfully blocks may still be struck. The block allows you to choose where you are hit, however. For instance, if using a shield, and you were hit while blocking, there is a chance you were hit in the shield. If you take a penalty to your modified defense of the Initiative modifier of the weapon you used (minimum of -1), you may declare a block to be a "parry" instead. While it easier to hit you overall, a successful parry *deflects* a blow rather than absorbing it. This may or may not have special effects depending on genre and campaign.

Example - A boxer with a skill of 5 and an AGL of 6 goes fully defensive. Their base defense is 2 (AGL Aptitude), they get 2 more for dodging, and 5 more for blocking (+skill), giving 9, minus 2 for one of these maneuvers being a consecutive action, making total defense a 7 (we'll say the block was the second action). Since the defense types are mixed (dodge/block), it should be represented as 4/7 (base defense of 2, +2 base defense for the dodge, and +3 modified defense for the block).

Let's say the attacker has a skill of 3. They have a 9 or less to hit a *base defense* of 4, so they only miss the boxer on a roll of 10. They have a 3 or less to hit a *modified defense* of 7, so they only get by all defenses on a roll of 1-3. All other rolls mean the attacker hits the boxer, but only in the part of the body the boxer was using to block with.

If the attacker were using a sword, blocking a blow with any body part would be a *bad* idea, so the character decides to parry instead. This reduces the defense to 4/6 instead of 4/7 (-1 modified defense for a parry), so the attacker gets by all defenses on a roll of 1-5 (skill 3 vs. modified defense of 6). However, all other rolls have no effect, as the attack misses or is parried.

If the character only blocked *or* parried instead of dodging, there would be no consecutive action penalty, and the defense would be 2/7 or 2/6 (base defense of 2, +4 or +5 modified defense for the parry or block). The only difference here is that the extra benefit of the dodge (+2 base defense) would apply to making it harder for them to be shot.

In this case, the attacker would automatically hit the base defense (skill of 3 is more than base defense of 2), but the chance of the attack being parried is skill the same as the previous example (skill of 3 vs. modified defense of 6). The only benefit of the dodge in this particular situation is that it makes the character harder to hit from multiple attackers or ranged weapons as well.

Ow!

If you make a unarmed attack and it is blocked or parried by a weapon, you are going to hurt yourself. How badly is the sort of the inverse of the normal success rules. If you *miss entirely*, you leave yourself open and you take the full damage of their weapon on the body part you attacked with. If you make the roll *exactly*, you take half damage, and if you make the roll by 1 or more, it counts as a graze and does 1 point of damage. All of this damage may be stopped by armor. Any damage done by your attack is to whatever is used to make the block or parry, *not* the body part that is holding it.

Example - You have a Brawling skill of 5 and attack someone blocking with a knife, whose modified defense is a 6. If you roll a 10, you miss cleanly and they can elect to use up their block to get a free, successful attack against your arm for full damage. If you roll a 9, you make the roll exactly, and take half damage from their weapon. Since you did connect, their block is used up whether they like it or not. On any other roll, they still block you, but you only take 1 point of damage, which would not be a problem if you were wearing heavy gloves or had a jacket wrapped around your arm.

How to do it

1. Base *your* first action on whether or not your opponent goes first.
2. Your Base Defense is your AGL Aptitude
3. Block and Parry increase your Modified Defense, and don't directly affect your chance to hit except from the consecutive action penalty. Large weapons are harder to parry with.
4. Retreat and Dodge increase your Base Defense, but each point of increase is an equal penalty to *your* attacks.Their effectiveness is decreased if you perform other actions first.
5. The Base Defense of a grabbed person is reduced by the attacker's STR Aptitude, and the attacker's by the target's STR Aptitude.
6. A successful Throw reduces the Base Defense of the target by 2 until they get back up.
7. If your last attack in a turn is unused, it counts as a held action. If your last defense in a turn is unused, it carries over to the next turn until your next action, at which point it must be renewed or lost.

Optional Rules

That covers all the basics of melee combat. For many campaigns, this will be enough. However, some types of campaigns or melee combat forms are more realistic if you apply some or all of the following rules.

Weapon length

This is an optional rule, and is used to represent the advantages and disadvantages of having a shorter or longer weapon in different types of combat. A melee weapon or attack will be considered to have a "length". If your weapon is longer than an opponent's, they get a -1 to their base defense (and therefore, modified defense) per point of length difference when your opponent *first enters the range of the weapon*. Once engaged at the range of the shortest weapon, this bonus is lost. However, one or both parties may retreat outside the weapon range, and then the situation would repeat. Also, *if* there are 2 length points or more between weapons, *and* the person with the *shorter* weapon can close to the *shortest* end of *their* range, their opponent gets a -1 to *defend* per point of length difference. If a person is using two melee weapons, they may declare their defense to be based on either one, and switch choices whenever they could act with the weapon being chosen.

Type	Example	Range
Length 1	Elbows, knees, head	Same hex only
Length 2	Fists, knives	Same or adjacent hex(≤.25m)
Length 3	Kicks, short swords	Same or adjacent hex(≤.5m)
Length 4	Long swords	Same or adjacent hex (.5-1m)
Length 5	Polearms	Up to three hexes(>1-2m)
Length 6	Whips	Up to three hexes (>2-3m)

Each point of length over 5 gives an extra hex of reach. Weapon length is reduced by 1 point if the attack is made into a side or rear arc.

Example - A person with a sword (length 4) is fighting a person with a dagger (length 2). Combat starts at a range of 3 hexes, outside of weapon reach. The person with the sword advances to within 1m, and then swings. Since there are two length points of difference, the base defense of the knife wielder is reduced by 2, making it more likely the sword will connect. If he misses, and the knife fighter moves in, the swordsman no longer gets a bonus due to the tighter quarters (the range of the shortest weapon). If the knife fighter advances to grappling range (same hex), the swordsman will take a -2 to *their* base defense, since their weapon cannot be used effectively to block a close-in knife attack.

⚠ The reduced base defense for the longer weapon in close quarters applies as long as the weapon is held. While the base defense is reduced, attacks are affected only in the types of attack allowed, i.e. a sword might be able to cut, but not thrust.

Combination maneuvers

Any combat move may be combined with a movement or other combat move. The combined action will occur on an Initiative segment of 1 point *higher* than the *slowest* action, and *both* actions will take an additional +1 Difficulty. For instance, if you had a Brawling skill of 6 and wanted to do a double punch, you would do 2 punches on Initiative 5, and each would take a +1. Normally, you would have punched on Initiative 6 and 4, the first at no penalty, and the second at a +2. Or, you could punch and advance. If your movement Initiative were 1, you would punch and move at the same time, on Initiative 2. The punch would be at +1, and if you were required to complete an AGL task while moving, it would be at +1 as well.

ℹ The latter example is especially useful in melee combat, since someone *has* to move into someone else's range to initiate combat. The person defending has an advantage since they take no penalty for their first attack, while the attacker either takes a +1 from a combination move, or a +2 for attacking after moving into range. The combination move lets the person moving counter the ability of the defender to make the first attack.

Example - Two brawlers warily circle each other. On Initiative 2, one lunges forward. On Initiative 2, the defender punches the one who just moved. On Initiative 0, they both punch. If the first brawler did a combination move, he would lunge and attack on Initiative 3, and the defender would attack on Initiative 2. So, instead of attacking last, the person lunging gets in the first hit (if the other person didn't have a held action or act on Initiative 3).

Called blocks

A block or parry may be concentrated on protecting a certain part of the body. This is declared when it is done. You get a bonus to defend that body part equal to the called shot modifier for that area, and a penalty of the same amount to defend everywhere else.

Example - Having been kicked in the gut one too many times, a character declares a parry as protecting their torso. This would be a +1 called shot, so the character gets a +1 to their modified defense for protecting their torso, and a -1 everywhere else. If attacked randomly, the hit location would be rolled first, and the defense based on where it will strike. If the attack was a called shot to begin with, the defense is based on the location attacked.

Hurting yourself

A Lethal Blow lets the character use their STR to do lethal damage rather than non-lethal damage. It acts like using a called shot to increase the damage of a weapon (see Ranged Combat), but the increased damage is counted as a *separate*, lethal attack. If the target is heavily armored (soak value of 3 or more), the character takes their base STR Aptitude (in non-lethal damage) on the body part used to strike with. Pain tolerance does not apply vs. this damage, although the soak value of any armor worn on the hands or feet *would* reduce the damage.

Custom combat forms

The way to design a certain martial art or combat form is usually by the use of Secondary and Tertiary skills. For instance, a defensive martial art might stress grabs and throws, or have custom Tertiary skills like "+1 Throw when Grabbed", so if an opponent grabs them, they get a bonus to turn the tables. A close-in style might emphasize punches like "+1 elbow strike", while a style that keeps opponents at a distance would put bonuses on the longer-reaching kicks.

Any style can take advantage of Tertiary skills in a particular combination move, since the +1 you get will offset the +1 taken for doing two maneuvers at once. A style which emphasized single combat might "+1 double punch", while one that dealt with multiple opponents might have "+1 front arc punch and rear elbow strike".

Called shot

A melee weapon used for an increased damage called shot (p.62) may optionally be "held". If successful, the attack can be delayed as a means of coercing an opponent. If, however, they can break your held action, you lose the chance to do the attack.

Example - A swashbuckler does a called shot to the ear with an epee and decides that if successful, they will "hold" it (and get the benefit of a held action). In this case, the point is poised next to the target's ear, and the character can slice it at will, unless the target can break the character's held action by going first.

Shields

Shields are used with Melee Weapon skill, or the Secondary skill of Shield. Shields provide a bonus to modified defense.

Shield	Modified defense
small shield (buckler, AV3/0)	+1
medium shield (kite shield, AV4/0)	+2
large shield (tower shield, AV5/0)	+3

An item used to block with *does* take damage like it had been struck by the weapon, and the arm holding the shield may take damage if the shield is penetrated, usually if the hit would have struck the character even without benefit of the shield. Damage that penetrates a shield and does not strike the character will damage the shield, but usually not the character. Thrown items and low-velocity projectiles like darts, rocks and perhaps arrows may be blocked with a shield. Bullets may not be blocked, but may hit a shield accidentally, in which case the AV of the shield applies. This is especially true for any shield large enough to crouch behind.

Feints

A feint is any maneuver designed to throw an opponent off guard, and make it easier to hit them afterward. You must make a successful "attack" with an additional negative modifier of *your* choice. If this attack is successful in bypassing the *modified* defense of the target (avoids any block or parry, etc.), you may use this amount as a positive modifier on your next attack vs. that person, provided it is before the end of the next second *and* before they attack or move again.

The best times to use a feint are as your last action on a turn if your skill is higher than your opponent (since you will go first), or as part of a combination move. The best reason to do a feint is to counter called shot penalties, using the bonus you get to offset the penalty for the called shot.

Example - A character with a skill of 7 does a +3 feint as part of a combination move (feint and attack). If they succeed with the +4 penalty (feint + combination), then for their second attack they will able to do an even better called shot (increased damage?) for their main attack.

Moving attacks

A character who moves *as part of an attack* (as opposed to moving and then attacking) will take a penalty equal to the square root of the number of hexes moved (round up). They are also harder to be hit by half this amount (round up) by everyone except the target. However, the amount of the penalty is added to their STR for purposes of doing damage.

Example - A berserker charges madly, brandishing an axe. If they moved at a rate 9 hexes a turn, their target would get a +3 to their base defense. And, the berserker gets +2 to their base defense vs. everyone they run by. If the berserker hits, however, they add +3 to their STR for purposes of the damage done by the axe.

⚠ This penalty for actions and bonus to STR is equal to the Difficulty modifiers for a moving attacker and target, shown under ranged combat on the next page, so you don't actually have to sit around and figure square roots for things.

Off-hand

Weapon skills used with the off-hand (left for right-handed and vice versa) take a 2 point penalty. Unarmed attacks like punches and kicks usually only take a 1 point penalty. This is usually reflected as an increase in the opponent's base defense vs. that attacker, or a decrease in the modified defense of the person using the off-hand. The Physical Ad of Ambidexterity will negate these penalties.

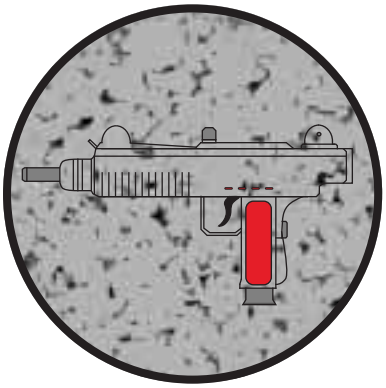
Gathering ki

Anyone engaged in melee combat may “wind up” to deliver a more punishing blow. For each Initiative segment in a turn that you prepare an action, you can add 1 to your STR for figuring damage. However, each segment you prepare also subtracts 1 from your base defense, making you easier to hit.

ℹ Martial artists may use this to perform impressive feats of strength like breaking boards or blocks, or in a more practical sense to represent powerful but slower moves.

Example - A character does a “spinning hook kick”, which takes 2 extra Initiative segments to perform, but which adds 2 to their STR for figuring damage (in addition to the martial arts bonus). However, from the segment the character declares the move to the one when it lands, the character's base defense is lowered by 2.

⚠ This is a self-limiting advantage. Since it takes a segment of Initiative for point of extra STR you get, you can never get more STR than your skill (+2 more if you do it as a held action).



RANGED COMBAT

"On a clear day you can kill forever..."

Jasper Merendino

Basics

Ranged combat covers all physical or energy type attacks, like guns, thrown weapons, bows, energy beams and so on. Like other skill use, your skill with a weapon is compared to the Difficulty of the chance to hit. Especially with ranged weapons, you may wish to apply the "graze" rule (p.40), so that attacks which barely hit do less damage than ones which solidly strike the target.

Difficulty

The base Difficulty for a ranged combat task is a function of the range to the target, as follows:

Range(m)	0	1	2-4	5-9	10-16	17-25	26-36	37-49	50-64	65-81	82-100	101-121	122-144	145-169
Difficulty	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Firer move	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
Target move	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7

If you haven't noticed, the base Difficulty is equal to the square root of the range, rounding fractions up, plus 2. This can be applied to *any* range.

Example - The Difficulty for a range of 400 meters is 22, 20 for being the square root of the range, plus 2.

Range Mod

All ranged attacks have a "Range Mod". This is a stat that *adds* to user skill, but not an amount higher than the task Difficulty for range. That is, it cancels out range effects up to its level.

The *effective* range of a weapon is the range band that corresponds to its (Range Mod + 10). Any shooting at ranges greater than this takes an *extra* point of Difficulty *per* range step. Because of the steep drop off this gives, GM's should be liberal with +1/-1 modifiers on die roll (not skill) for circumstances, like extreme ends of a range band. Typical Range Mods follow:

Weapon type	Range mod	Effective range
snubnose, sawed-off	0	64m
pistol, machine pistol	1	81m
target pistol, smg, buckshot, bow	2	100m
shotgun slug, crossbow	3	121m
carbine	4	144m
rifle	5	169m
sniper rifle	6	196m

There *are* modifiers that affect the effective maximum range of a weapon, like rifle scopes, setting, bracing, etc., which will increase the effective range of rifle-class weapons to several hundred meters.

Range and Damage

Most ranged weapons lose 1 point of damage per 6 range bands *past* 0m. Fragments from grenades lose 1 point of damage *per* range step, as do all weapons fired underwater.

Example - If a pistol with a DV of 5 were fired at someone 26-36 meters away, it would hit with a DV of 4, since this is 6 range bands *past* 0m. It loses another point of DV in the 122-144m range band, and if you continue far enough, would lose all its DV (5 points) when it reached the 842-900m range band. The DV of 0 would still be capable of light injury (remember the +1 impairment modifier on arm or leg hits), however, and this potential would remain until the DV reached -1.

Movement

If the *firer* is moving, the Difficulty is increased by the square root of the distance *moved*, rounding fractions up. Look on the range table, and subtract 2 from the Difficulty to find the penalty. For instance, a range of 5-9 meters is a Difficulty of 5 to hit, so a person *moving 5-9 meters* would take a +3 (5-2) to their chance to hit. If the *target* is moving, halve this amount (rounding fractions up). If either the firer or target dodges, the firer takes an *additional* minus equal to the AGL Aptitude of the person dodging.

The modifiers for a moving target are just like for those for moving in melee combat.

Called shots

The size of the area you aim at will be a modifier to your skill. A called shot "miss" to the center of mass of a target will hit an area appropriate to the miss amount, counting as a grazing hit. However, a called shot to an extremity that misses is considered a normal miss. The head, arms and legs are considered extremities on a human. The same idea applies to inanimate objects if a called shot is attempted vs. a single part.

Example - If you aim for the chest (a +1 called shot) and only miss your roll by 1, you still hit the body somewhere (a grazing hit), and roll a random hit location (which *could* be the chest). If you aim for the hand (a +2 called shot) and miss by 1, you miss the target entirely. A shot for either the back window of a car or a tire would be at +1. However, missing the tire (an "extremity") would result in a miss, while missing the back window would result in a grazing hit if the shot would have hit the car.

Size of target	Difficulty	Example
fills 16 hexes	-3	large truck
fills 4 hexes	-2	automobile
fills a single hex	-1	motorcycle
man-sized	+0	human
big hit location	+1	chest, abdomen, dog
small hit location	+2	head, arm, thigh
very small hit location	+3	neck, hand, foot

The modifiers for called shots are also used for melee attacks, and are treated in an identical fashion. Note also that using these rules, there is no reason to *not* attempt a called shot vs. the center of mass on a target, like the chest. If you miss by 1, you still hit *somewhere*. However, the effect will only be a graze in this case.

The smallest size called shot that you can aim for is usually a +4, which would be something the size of a large insect, wristwatch, silver dollar, etc. The size of an object you *can* aim for at range is based on the quality of the weapon, and the minimum size increases by 1 for each number of range bands *past* 0m equal to (the effective Range Mod of the weapon + 1), with a minimum effective Range Mod of 1.

Example - A normal 9mm pistol has a Range Mod of 1, so the smallest size it could do a called shot against increases by 1 each 2 range bands (Range Mod of 1 + 1). So, at 2 range bands past 0m (2-4m) it could only do a +3 called shot. At 4 range bands past 0m (10-16m) it could only do a +2 called shot, and at a distance of 6 range bands past 0m (26-36m), you would only be able to do a +1 called shot with the weapon. On the other hand, a rifle with a Range Mod of 5 would only increase the size of the called shot area by 1 level each 6 range bands, so at 26-36m it would still be able to do a +3 called shot.

This serves to limit the skill of the user to the quality of the weapon (a marksman with an inaccurate weapon is limited by the weapon). If the person in the previous example had a target pistol with a Range Mod of 2, they would have been able to target smaller items at a much greater range.

Increased damage shots

Optionally, a called shot may be used to increase damage done to the target. Each +1 Difficulty you take on the shot (up to but not greater than any penalty for the size of the area aimed at) will increase the damage that *penetrates* armor by 1 point. However, you *cannot* do more extra damage than that which penetrated armor to begin with. This can be used for crippling blows, or use surprise to do more damage with a small weapon, countering an increased chance to hit with a called shot minus. You aim the weapon where it will do the most good.

Example - A character with a DV4 crossbow aims at the chest of a deer, which is a +1 called shot. They add an *extra* +1 to the called shot to do increased damage. If they hit the chest, the deer has no armor, and will take the effect of a DV of 5 (original DV, plus 1 for the increased damage shot). Note that if the called shot were missed and the chest was hit anyway, there would *not* be increased damage. Likewise, since the base called shot was only +1, an increased damage shot could only add 1 to the damage. Conceivably, the hunter could aim for the "heart", which would be a larger penalty to hit, but with correspondingly higher damage if the shot is successful.

Out of Combat

Shooting at a target in an "out of combat" situation (no pressure, etc.) is at -2 Difficulty. This might apply to acquiring game in the wild, or at a competition, but not in any stress situation where you have no time to prepare.

Rate of fire

Most firearms have an ROF, or rate of fire stat. The ROF stat of a weapon indicates the absolute maximum number of shots that may be fired in a turn. For semi-automatic weapons, this number is usually 4 shots per turn, and for revolvers or other weapons it is usually 3 or less. For weapons capable of autofire, the number is usually 6 or more.

When shots are fired individually or as bursts, one shot or burst is fired per Initiative segment the character acts on. When shots are fired autofire, the character chooses the initiative segment the shots begin on. All shots are "fired" at this time, but the area fired at is a dangerous place to be for the *entire* turn. Use the Spray Fire rules (p.64) if someone is desperate enough to cross an area on the same turn that an autofire attack is going through it.

Recoil

All shots after the first in a single combat round have an negative impact on skill. *For any weapon with recoil*, each shot *after* the first takes a penalty of the DV of the weapon, divided by the STR of the user (round down). STR is doubled if you use both hands on a weapon, and tripled for use of a tripod. If using a fixed mount, the *maximum* recoil penalty is +1 per shot.

Example - A character with a STR of 5 is firing a revolver with a DV of 7 and ROF of 3. The recoil penalty is +1 per shot after the first (DV divided by STR, round down). So, the second shot takes an extra +1, and the third shot takes an extra +2.

⚠ Remember that this is on top of any consecutive action penalties you might have. Firing a weapon with a +1 recoil is a *cumulative* +1 per shot if firing at the same target, but if you change targets for the second shot, you take a +3 (+2 for consecutive action penalty, +1 for the recoil).

⚠ Note that in a science fiction campaign with lasers or other recoilless weapons, you would take *no* penalties for firing multiple shots at the same target (no recoil *and* no consecutive action penalty).

Autofire

Weapons with an ROF of 6 or more may use autofire, or bursts of at least 3 rounds. There is no penalty on the *first* shot of a burst. However, half (round fractions down) of *all* recoil modifies the rest of the shots, with 1 extra hit per automatic success or point past it, or *one* hit if a roll is made on the task.

Example - A person fires an autorifle with a skill of 6, and recoil is +1 per shot. A total of 7 shots are fired in the burst. *Assuming no other mods*, the first shot is at a skill of 6, and the other 6 shots are fired *as a group* at a Difficulty of +3 (half of the total recoil for 6 shots). If the Difficulty was a total of 5 for these last 6 shots, there would be two more automatic hits (one of them a grazing hit). If the Difficulty were a 7, then there would be a roll for the chance of *one* additional hit. If it were a 6, there would be *one* additional hit, but it would be a grazing hit.

⚠ An autofire weapon with no recoil should be treated as a shotgun for multiple hit purposes (one extra hit per point the roll is made by).

Shotguns

Shotguns in **CORPS** have a "per pellet" damage, and get an increased or decreased number of hits based on pellet quantity. You normally get 1 hit for a success, plus 1 hit for *each point the roll is made by*. The bonus or penalty alters the *die roll* needed (*not* the chance to hit). The secondary table shows the change in bonus for a given shotgun gauge.

Example - A 12ga shotgun normally fires from 10-16 pellets of 00 buckshot. However, birdshot is smaller, so a shell can hold more, and its bonus is altered by +3 when using birdshot to represent this larger number of pellets.

Pellets of buckshot	Bonus	Typical for
2-4	-2	.410ga
5-9	-1	20ga
10-16	+0	12ga, 16ga
17-25	+1	8ga, 10ga
26-36	+2	4ga
37-49	+3	
50-64	+4	
65-81	+5	
82-100	+6	

Pellet type	Bonus
00 Buckshot	+0
#2 Buckshot	+1
#4 Buckshot	+2
Birdshot	+3

Example - The previous 12ga shotgun with buckshot is fired with a skill of 3 against a target with a Difficulty of 5. This is a base roll of 7 or less for success. A roll of 7 means 1 grazing hit, and a roll of 6 means 1 solid hit and 1 grazing hit. If the shotgun were loaded with birdshot, the base roll would get a +3, and go to 10 or less instead of 7 or less. A roll of 7 would be 3 hits for 8,9, and 10, and 1 grazing hit for the 7. If on the other hand, this were a 20ga shotgun firing buckshot, the total modifier to the base roll would be -1, making it a 6 or less for *any* hits instead of a 7 or less.

ⓘ The term "gauge" as applied to shotguns is a measure of how many lead balls it takes to make a pound, if each one exactly fits in the barrel. So, if twelve lead balls of a given size weigh a pound, a shotgun that could fire those balls would be a 12 gauge. The .410 gauge is an exception to this rule (it has a barrel .41 inches across). A similar rule applies to cannon. A cannon referred to as a "twelve pounder" fires iron balls that weigh twelve pounds each.

Advanced rules

The previous rules cover the basics of ranged combat. The following rules are optional, but add more detail should *your* particular campaign need it.

Snap shots

This is a special case of moving, where the firer peeks out from behind cover, fires, and goes back under cover. This counts as a 2m/sec dodge, that is, the firer takes a +1 (plus their AGL Aptitude) *to be hit*, and a +2 (plus their AGL Aptitude) *to their own fire*. They appear from cover and fire a shot (or burst) on their *movement* Initiative, and move back under cover on their next movement *or* combat action, and can only be seen or fired at in this interval.

Example - An AGL 6 character is pinned down behind a wall. After carefully choosing an arc that exposes them the least, they do a snap shot where they think fire is coming from. They take a +4 to their own chance *to hit* (+2 plus AGL Aptitude), and a +3 *to be hit* (+1 plus AGL Aptitude). They appear and fire on Initiative 2, and move back under cover on Initiative 0. If they had an AGL of 5, they would appear and fire on Initiative 1, and move back under cover on the *next* turn, on an Initiative of their skill. They could "hold action" for this maneuver so that they would instead appear and fire on Initiative 3, and move back under cover on Initiative 1, but this would require 1 turn to set up the action.

Most combat with modern firearms involves keeping your vital bits behind as much cover as possible, and making it harder for an opponent to know where you are. Snap shots help you do both. The other opinion is that having a good view of the scene offsets the risk of being seen. Having a full view and a held action *can* be better than peeking out and taking pot shots. But if you are in plain sight and two or three people pop out from cover and shoot at you, you aren't going to be able to hit more than one of them before they get *their* shots off. Tactically, foes that can't be seen by characters should be removed from the map, and likewise, if foes can't see the characters, they should move and act accordingly.

Spray fire

This is autofire to fill an area, rather than to hit a specific target. The *minimum* number of hexes a burst of spray fire can be distributed across is the Difficulty for the range, *minus* the effective Range Mod of the weapon.

Example - At a range of 25 meters, the base Difficulty is a 7. A submachinegun with a Range Mod of 2 would have to distribute its spray fire over at least 7 - 2 = 5 hexes at this range. Bracing the weapon would reduce this to 4 hexes.

Note that while you have to distribute your fire over a given number of hexes, it is quite possible that you can completely miss the hexes you are aiming at (overshoot, undershoot, etc.), and your spray fire chance reflects this. Spray fire is *barely* controlled shooting. To use autofire at long range, aim first.

The "skill" of a spray fire burst is the average number of bullets allotted to each *hex* (round fractions down) *or* the firer's skill (whichever is *lower*), *minus* the Difficulty based on range (do *not* count the weapon's Range Mod). Difficulty modifiers from the firer's actions or injuries *do* apply. Target movement, etc., *does not*. The Difficulty of hitting a person with spray fire is *always* a base of 0 (1 if prone), and for other objects or persons under partial cover, apply any called shot size modifiers.

Example - A character with an Uzi submachine gun (Range Mod of 2), fires a 15 round burst at a group of targets 25 meters away. The Difficulty for range is a 7, minus 2 for the Range Mod of the weapon makes 5, so this means that the character *must* distribute the fire over *at least* 5 hexes. The skill of this attack is based on the number of bullets per hex (3), minus the Difficulty for range (7), for a "skill" of -4. Since the chance of hitting someone is simply a chance of statistics instead of skill, the targets are at Difficulty 0 to be hit. A skill of -4 vs. a Difficulty of 0 gives a difference of 4 points, so each target will be hit once on a roll of 1-3. Each target must be rolled for separately.

Any targets in or crossing the line of fire during a turn of spray fire may be affected. To keep it simple, for targets in *further* range bands, the Difficulty is increased by 2 per range band, and for targets in *closer* range bands, the Difficulty is decreased by 1 per range band.

Example - Using the previous example, anyone within the arc of fire stands a chance of being hit, even if they are outside the 5 hexes being targeted. Normally, the Difficulty is 0. For targets in the next *closest* range band (10-16m), the Difficulty is -1, and for targets in the next *furthest* range band (26-36m), the Difficulty is 2.

If enough bullets are fired to generate automatic successes with spray fire, multiple hits per target *are* possible, as with normal autofire rules.

Setting/bracing

Setting on a *visible* target will be a -1 to the Difficulty of the shot, cumulative up to the square root of the time spent (round fractions up), with a minimum of -1 for 1 second set time, regardless of weapon. The *maximum* gain is the Range Mod of the weapon. Setting *requires* a two-handed grip. Setting or bracing begins on an Initiative phase of one turn, and doesn't apply until that same phase of the next turn.

Bracing counts as increasing the Range Mod of the weapon by +1, making it both easier to hit, *and* increasing the effective range of the weapon. Bracing can be done simultaneously with setting, and you *can* set and brace a weapon in 1 second.

Bracing	Range Mod	Maximum for
1 sec	+1	snubnose, pistol, machine pist.
2-4 sec	+2	target pistol, smg, shotgun
5-9 sec	+3	light carbine
10-16 sec	+4	carbine
17-25 sec	+5	normal rifle

You lose *all* set or brace bonuses if you move, fail a WIL task due to injury, distraction, etc., change targets or take any recoil penalties.

Example - A character whose pistol has a Range Mod of 1 decides to set on a visible target. Since their weapon has a Range Mod of 1, the maximum bonus they can get is a -1. If they set and brace, the Range Mod of the weapon goes to 2, making it easier to hit, *and* the maximum bonus they can get for setting is now -2 instead of -1.

Sights

Telescopic sights give an extra bonus on the firer's *first* set or braced shot in a turn by increasing the Range Mod by their power, *up to* the Range Mod of the weapon. For instance, a 3x scope gives a +3 Range Mod *on set or braced shots*, but only a +2 Range Mod on a weapon with a Range Mod of 2. A weapon with a Range Mod of 2 that is braced *does* count as a Range Mod of 3 for this purpose. Using a scope is a firearms task (1 second), with a Difficulty equal to the power of the scope. Until the task is completed, the benefits of setting or bracing do not apply or begin to accrue, although the minimum effects *do* count immediately once the scope is used correctly.

Example - To use a 6x telescopic sight would be declared at the same time as setting or bracing, and is *not* a consecutive action. After a second, to use the sight would be a Difficulty 6 task on the weapon skill. This is difficult for most people, and in real-life the user would probably do it with an "out of combat" modifier (-2), and spend several seconds for an additional -1 or -2 Difficulty. Or, just use a scope with less magnification. After the task is successfully completed, the shooter gets a 1 second setting or bracing bonus, and can increase it on *subsequent* turns.

Laser sights

Laser sights add 1 second to any setting time, so it makes normal shots act as though they were set for 1 second, that is, a -1 Difficulty when used without setting or bracing. However, using a laser sight reduces the Initiative of the weapon by 1, since you have to spend a small amount of time seeing the projected laser spot, and correcting your aim to get the bonus (using the sight is always optional). And, laser sights generally only work in low-light conditions, like indoors, at night, or under very overcast conditions.

Off-hand

Attacks made with your off-hand (left if right handed and vice versa) take an additional +2 Difficulty. This is negated by the Physical Ad of **Ambidexterity**.

One handed

Only pistols may be fired with one hand. Longarms require both hands, and take a +3 Difficulty if only one is used. "Hipfiring" counts as firing one-handed in most cases (laser sights negate hipfiring, but will no longer give a bonus).

Moving and Range Mod

Weapons with a high Range Mod are usually longer and bulkier than those with small Range Mods. If a target is at a Difficulty for range of the weapon's Range Mod or less, all movement penalties are increased by 1 for the firer, whether it is firer movement or target movement. If the Difficulty for range is half (round down) the weapon's Range Mod, they are increased by 2, and if a quarter of the Range Mod (round down), they are increased by 3. If the target is not moving, however, they get *no* modifier.

Example - A character with a rifle (Range Mod of 5) is tracking a running character at a range of 8m, which has a base Difficulty of 5. So, the movement mods for the running person are increased by 1, making them harder to hit because the rifle has more trouble tracking them than would a shorter weapon like a pistol.

⚠ Snap shots *are* considered movement for purposes of this rule.

Indirect fire

Some weapons are capable of indirect fire. That is, they have a high, arcing trajectory that lets them shoot over walls or hills, to hit a target that can't be seen, or which is out of range of a regular attack.

If a weapon is capable of indirect fire, its maximum indirect fire range is as though the Range Mod of the weapon was 10 points higher. All other targeting is normal, and the *actual* Range Mod of the weapon is unaffected. To take into account that indirect fire weapons usually take several seconds to reach a target, and many times can be seen in flight, all movement modifiers for the target are *doubled*(after additions or subtractions from other modifiers). If the target is aware of the incoming attack, they may dodge it, and this is doubled as well. Note that if there are multiple incoming attacks of this type, only one may be dodged per turn. How long it actually takes for an indirect attack to reach the target is a GM decision. Grenades may take a few seconds, while artillery can take minutes.

If the attack hits, it lands in the same hex as the target, or in a particular hex of a large target. It if misses, it is off by a distance up to the number of points the roll was missed by, squared, with a maximum "missed by" amount of the Difficulty of the shot, divided by 5.

Example - A grenade launcher with a Range Mod of 2 is fired at a stationary target 250m away. The Difficulty for range is 18, minus 2 for Range Mod, makes 16. If the character firing had a skill of 6, it would still take an incredible Long Shot to put it in the right spot. But, since the Difficulty is 16, the most they can miss by is the Difficulty divided by 5, or 3 points, so all shots will land within 9 meters of the target. And, those rolls which are exceptionally good will land closer.

Guided weapons

Few weapons in a normal **CORPS** campaign will have any type of guidance, although they may be relatively common in the future. The skill of a weapon or its bonus to hit will be listed after the *name*, i.e. Stinger(skill 1).

The guidance bonus of a smart weapon is halved (round down) at a range greater than one second's flight time for the weapon, and at each multiple of this distance.

Self-guided weapons constantly correct their course, so the normal Range Mod stat does not often apply. The weapon starts off with its skill vs. a Difficulty of 0, with modifiers for target size and target quality, and takes a +1 Difficulty for each turn it is in flight. As long as the Difficulty is equal or less than the skill, the weapon tracks the target. If the Difficulty goes higher, the weapon must make a skill roll at that Difficulty or it loses lock-on.

Example - A Stinger missile has a skill of 1, and a velocity of 500m/sec. If fired at a laterally moving target 1km away, with a size modifier of +2, and a quality modifier of +0 (up the tailpipe might be -2, head on might be +2), then on the first turn, the total Difficulty is -2. The missile tracks the target, since the skill is higher than the Difficulty. On the second turn, the missile takes a +1 Difficulty, increasing it to -1 vs. a skill of 1. So, the missile *will* hit the target unless evasive maneuvers or countermeasures are performed.

On the turn a guided weapon would hit, the target may drop countermeasures, which may apply a penalty on the weapon's chance to hit, and/or perform evasive maneuvers. This is a penalty of 1/10th the vehicle's Turn (round up), and requires a piloting skill roll vs. (the skill of the guided weapon + 5).

Example - The Stinger in the previous example is being fired at a jet with a Turn of 30. The pilot can make the missile take +3 (the Turn/10) to the Difficulty of the task if they make a piloting skill roll at a Difficulty of 6 (missile skill of 1, plus 5). A success means the Difficulty of the task goes from -1 to 2, which is *greater* than the skill of the missile, so it now has to roll in order to hit. A miss means the missile passes the target without hitting. It might, however, have a proximity fuze that goes off at the closest approach, or on a miss by a small amount.

⚠ Attacks vs. fixed targets (like a cruise missile target) are based on the size and visibility of the target, with a +1 Difficulty per course correction rather than per second. Obviously, the target quality (accurate location, landmarks for course correction, etc.) will be very important.

How to do it

1. The Difficulty for any ranged attack is based first on the range.
2. This Difficulty is reduced by the Range Mod stat of your weapon, but never to less than zero.
3. Your movement, target movement, called shot, injuries, and other modifiers affect this post-Range Mod Difficulty.
4. Compare this to your skill and check for success.
5. Called shots to center of mass that miss may still hit the target elsewhere. Called shots to an extremity that miss are considered clean misses.
6. The extra damage from an increased damage called shot is never more than the base called shot penalty, applies *after* armor, and never exceeds the amount that penetrates armor.
7. Autofire is resolved as the first shot vs. the target, and a second shot based on *average* recoil for the remainder of the burst.
8. You can only set or brace vs. *visible* targets. Your maximum bonus is never more than the Range Mod of the weapon. Telescopic sights increase the Range Mod of the weapon for the *first* shot in a turn, but not by more than the Range Mod of the weapon after bracing.

Sample Combat

Combatant 1

Cathy, the hard-boiled female detective.

Reason

A difference of opinion over who is tougher.

Skills

Cathy has Martial Arts of 5, with a +1 in Punch, a Pistol skill of 4, a STR of 4 and a WIL [illegible] GL of 6. She has Pain Tolerance, which lets her ignore 2 points of non-lethal damage from non-surprise attacks.

Cathy has a martial arts punch and kick damage of 3.

Equipment

She has a small pistol under her jacket (DV5, Range Mod 0).

Combatant 2

Jasper, an anti-social ex-biker, peeved at being disturbed.

Reason

The mouthy twerp needs taken down a notch or two. No prob.

Skills

Jasper has Unarmed Combat of 4 with a +2 in Punch, and Melee Weapons skill of 3, with +1 in Knife. He has a STR, WIL and AGL of 6. He also has Pain Tolerance.

Jasper has a punch and kick damage of 2.

Equipment

He doesn't have any real armor, but he has lined the torso of his jacket with a few layers of ballistic fabric to slow down most attacks, giving him a 2/2 vs. guns, and a 1/1 vs. melee attacks. He has a knife (+1 DV) in a belt sheath.

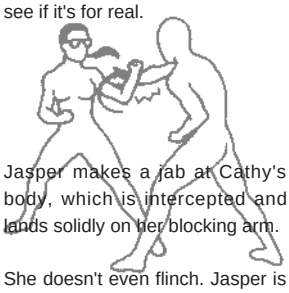
Turn 1 (description)

After engaging in harsh language for a little while, they both assume defensive postures and proceed to have at it.

They're equally matched, but Cathy is slightly faster on the uptake.

Unsure of Jasper's fighting skill, Cathy starts off defensively.

Jasper who is only a brawler and passable knife fighter, is amazed at this show of skill, but decides to see if it's for real.



Jasper makes a jab at Cathy's body, which is intercepted and lands solidly on her blocking arm.

She doesn't even flinch. Jasper is impressed.

Turn 1 (by the rules)

Neither person is caught unprepared, and both are assumed to have a held defensive action from the previous turn.

Initiative 6

Since Cathy has a martial punch of 6 and Jasper has a brawling punch of 6, they roll off to see who performs their action first on each Initiative segment this turn. Cathy wins.

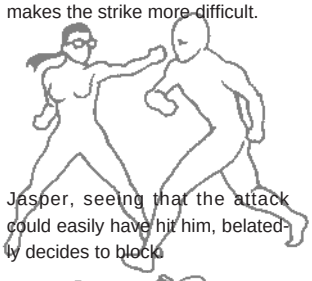
Cathy has a held block and does a martial dodge as her first action. Her *base defense* is 2, which is increased by the martial dodge to 2+5=7, so her *modified defense* is 7 plus her skill at blocking (5), making her total defense a 7/12.

Jasper decides to take a swing anyway. He has a skill of 6 vs. a Difficulty of 7/12. He needs ≤9 to hit the base defense (skill 6 vs. Difficulty 7), and only a long shot will get by the modified defense (6 vs. 12). If he rolls a 10, he misses the base defense entirely (6 vs. 7).

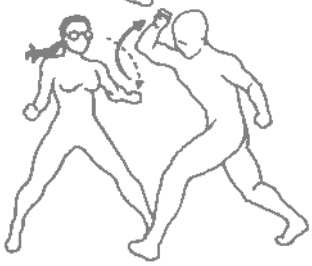
He rolls a 6 and connects with her block, doing 2 points of non-lethal damage.

However, Cathy soaks this up with her Pain Tolerance.

Cathy, sensing that Jasper isn't that tough after all, aims the back of her fist at the side of Jasper's head, but her defensive position makes the strike more difficult.



Jasper, seeing that the attack could easily have hit him, belatedly decides to block.



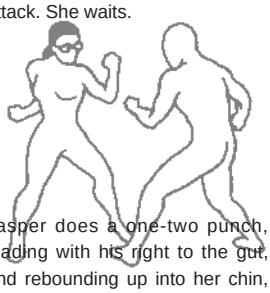
Seeing that she has gone too defensive to get through Jasper's guard, Cathy waits. Jasper, seeing that Cathy is too hard to hit at the moment, bides his time.

Turn 2 (description)

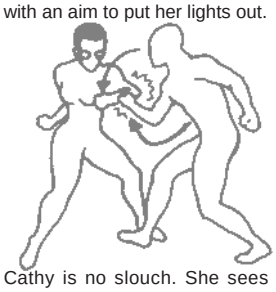
Jasper is a split second ahead of Cathy this time.

Jasper prepares to counter any incoming blow, and Cathy, seeing as Jasper hasn't attacked, prepares a defense herself.

Jasper is up to something, but Cathy can tell only that it is an attack. She waits.



Jasper does a one-two punch, leading with his right to the gut, and rebounding up into her chin, with an aim to put her lights out.



Cathy is no slouch. She sees it coming and his fist is deflected off her forearm, for no effect.

Initiative 4

Cathy attacks Jasper, who has no defensive action up. She belatedly realizes that her full martial dodge means in addition to his base defense of 2, he has +5 for *her* dodge and +2 more for her second action, giving her a martial punch of 6 vs. his base defense a 9. She needs a 5 or less, and rolls a 7, missing.

Jasper's base defense stays at 2, but his modified defense goes up by 4 (his Unarmed Combat skill), but is dropped by 2 for one consecutive action), making his total defense a 2/4. Cathy has virtually no chance of connecting with anything but a block for the rest of the turn, since her dodge and consecutive action penalties will add to Jasper's base defense for determining the final Difficulty to hit.

Initiative 2

Cathy and Jasper both stay put.

Initiative 0

Cathy and Jasper both stay put.

Turn 2 (by the rules)

Jasper wins Initiative.

Initiative 6

Jasper blocks, giving himself a total defense of 2/6. Cathy blocks, giving herself a total defense of 2/7.

Initiative 4

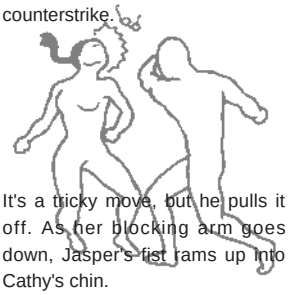
Jasper does a combination move, which goes off on Initiative 3, at which time he declares what it is. Cathy knows it is an attack, since Initiative 3 is too high for it to be just movement. She does nothing, and takes no consecutive action penalty as a result.

Initiative 3

Jasper does a double punch, the first a +1 called shot to the torso, and the second a +2 called shot to the head with an *extra* +2 to get more damage. His base skill is a 6 with the punch. On the first punch he takes a 2 point penalty for the consecutive action, +1 for a combination move, and +1 for the called shot (this puts Cathy's defense at +4), for a skill of 6 vs. Cathy's total defense of 6/11.

He rolls a 4, which hits the modified defense. Cathy blocks, and as before, takes no damage.

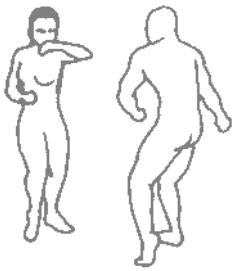
But, she left herself open to a counterstrike.



It's a tricky move, but he pulls it off. As her blocking arm goes down, Jasper's fist rams up into Cathy's chin.

She staggers back and shakes her head. A little blood trickles from a busted lip. She wipes it on her sleeve and glares angrily at him.

Jasper is having serious second thoughts about fighting fair. That blow should have dropped any normal person, or at least softened them up for a *coup de grace*.



Cathy glares at Jasper and makes a move.

Jasper, amazed at the punishment Cathy is taking, does nothing.

Cathy steps across Jasper's guard and lashes out with her foot towards Jasper's midsection.

However, her block is now *used up*. His second punch is like the first (consecutive action for +2, combination move for +1), but with an extra +4 Difficulty because the head is a smaller target *and* the extra damage called shot.

Cathy has a base defense of 2, plus 7 for Jasper's actions, so he is skill 6 vs. Difficulty 9, and he hits by rolling a 1 (he needed ≤5).

Unfortunately, Cathy is just as tough there as anywhere else, and she subtracts 2 points of non-lethal damage from the 4 points Jasper did with his increased damage called shot (2 for his punch, plus 2 more for the extra damage shot). And, head hits subtract 1 from damage to get the impairment, so she only takes an impairment penalty of +1. This will apply to *all* her actions for the rest of the turn, but head impairments generally don't affect combat skills on *subsequent* turns.

However, 2 points of damage getting through to the head is an eventually fatal chance of 3 or less, which for knockout purposes means Cathy must make a Difficulty 6 WIL roll (no, the injury can't be eventually fatal, but that's how you calculate the knockout chance for *any* injury). Since she has a WIL of 6, she *can't* fail, and takes no extra stun penalty.

Initiative 2
Cathy declares a combination move. Jasper guesses that this will be either a double attack or a move/attack combo. He hasn't used his block yet, so he waits.

Initiative 1
Jasper waits to see what Cathy is up to.

Initiative 0
Cathy does a combination move/attack, stepping two hexes into Jasper's side arc, and attempting to kick him in the ribs, with a +1 Difficulty to the normal called shot to get some extra damage. She acts on Initiative 0 instead of 1 because combination moves act 1 point of Initiative faster than the *slowest* move (the move would start on 2, and the kick on 0, *but kicks have -1 Initiative, so the kick would go off on -1*, and so the combination move goes off on Initiative 0).

Cathy has a base skill of 5, with a 2 point penalty for the consecutive action, +2 for moving 2 hexes, +1 for the combination move, +1 for called shot, +1 for extra damage, and +1 for the head hit earlier this turn, but a 1 point *bonus* for getting into his side arc. So, Jasper's defense is increased by 7, making it 9/13 vs. her skill of 5, or a ≤3 to hit his *modified* defense, and little chance of getting by it (5 vs. 13).

She rolls a 1, which gives her a "long shot" chance. However, this fails, and she hits Jasper's block.

Cathy did only her normal 3 points of damage for the kick, since she doesn't get any extra damage (the called shot missed its target). Since he didn't specify how he was blocking, the GM randomly decides it was the left arm which takes the damage. Jasper soaks up 2 points with his Pain Tolerance, and takes 1 point to the arm. This becomes an impairment of +2, so any actions Jasper performs with his left arm take an automatic +2 penalty.

Jasper acted first on Initiative 0, and did nothing, so he can't change facing yet.

Turn 3 (by the rules)
Jasper wins Initiative.

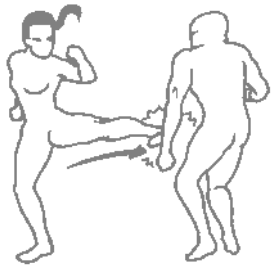
Initiative 6
Jasper isn't as good with a knife, (skill 4) so he doesn't actually begin to draw it until Initiative 4.

Since it is a new turn, Cathy no longer takes penalties from previous actions or the head hit. She wants to knock Jasper out cold.

Cathy has a Martial Punch skill of 6. She takes +2 Difficulty for the head shot, +2 for extra damage, and -1 for being in Jasper's side arc, so his defense is increased by 3. He only has his base defense, since he used last turn's block and did not declare one yet this turn, so his total defense is 5/5. This is an automatic hit for Cathy's skill of 6, but for half damage (using the graze rule (p.40), which Cathy *doesn't* want, so she increases the Difficulty by 1 (to 6) and rolls, hoping she doesn't get a 10.

She rolls a 7, and connects.

A slightly tricky move, considering, but she almost makes it. Jasper drops his left arm to intercept the foot, with painful results.



Jasper is surprised, and can't pivot quick enough to stop Cathy from taking advantage of the situation.

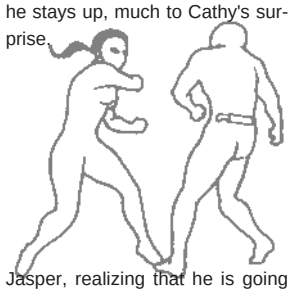
Turn 3 (description)
Jasper decides to change tactics.

Jasper goes for the knife on his belt.

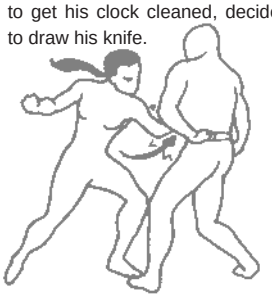
Taking advantage of Jasper's position, Cathy ignores her defense and goes for a massive roundhouse to Jasper's head.

Her knuckles connect with the side of Jasper's head as he thinks about drawing the knife.

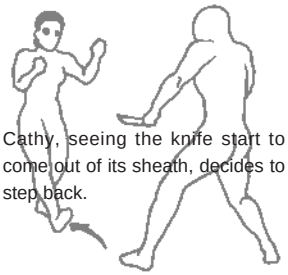
Jasper's chimes are rattled, but he stays up, much to Cathy's surprise.



Jasper, realizing that he is going to get his clock cleaned, decides to draw his knife.



Cathy follows up with a punch to the solar plexus to further hurt Jasper.



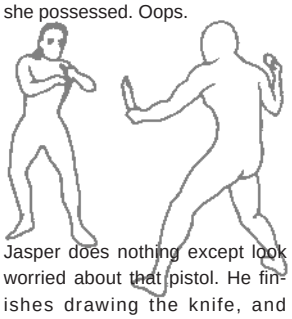
Cathy, seeing the knife start to come out of its sheath, decides to step back.

Cathy stands and cautiously waits.

Turn 4 (description)

Inspired by fear, Cathy acts slightly faster than Jasper.

She goes for her gun, a combat accessory Jasper was unaware she possessed. Oops.



Jasper does nothing except look worried about that pistol. He finishes drawing the knife, and makes a split second calculation about her fumbling pistol draw.

She does 3 points of damage normally, +2 for the called shot, for a total of 5. Jasper's Pain Tolerance absorbs 2 of this, leaving 3 points of damage, for a +2 impairment for the rest of the turn, and a +1 penalty to *AWR* tasks after that. However, a 3 point head hit is an eventually fatal chance of 4 or less, or a knockout Difficulty of 8 vs. Jasper's WIL of 6. He needs to roll ≤7 to avoid being stunned further, and he succeeds.

Initiative 4

Jasper goes for the knife, taking a full turn to do so. This is normally automatic, since the Difficulty drawing a weapon in 1 turn is 4 and his skill is also 4, but he has that +2 impairment from the kick to deal with (on this turn), making the Difficulty a 6. He rolls a 5 (he needed ≤7), and will have the knife available for use on Initiative 4 of the next turn.

This is a +1 torso shot with a further +1 for extra damage. Even with the consecutive action, she hits, but between his armor and Pain Tolerance, nothing gets through.

Initiative 2

A knife has a maximum range of the adjacent hex, so this will force Jasper to move to her before he can attack.

Initiative 0

Cathy, realizing that anything she would do would be at +6 Difficulty from consecutive action penalties, does nothing.

Turn 4 (by the rules)

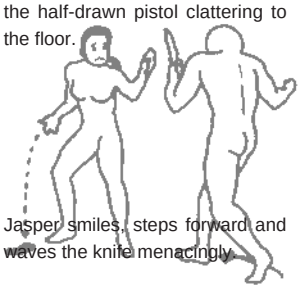
Cathy wins Initiative.

Initiative 4

Since Jasper is out of knife reach, he can't possibly attack until Initiative 3 or lower (combination move/attack, or move and then attack). She goes for her pistol, trying to get it in 1 action (+2 Difficulty). This is her skill of 4 vs. Difficulty 6 task, and she rolls a 10, failing badly.

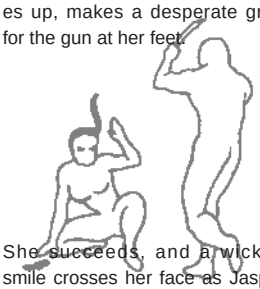
Jasper doesn't attack just yet, since Cathy is out of range, so he waits until he can move.

Muttering unprintable obscenities, Cathy goes to a defensive stance, the half-drawn pistol clattering to the floor.



Jasper smiles, steps forward and waves the knife menacingly.

Cathy, trying to keep her defenses up, makes a desperate grab for the gun at her feet.



She succeeds, and a wicked smile crosses her face as Jasper hesitates in his swing.

Jasper, realizing his peril, takes a wild swipe at Cathy's gun arm, hoping to ruin her aim.

Turn 5 (description)

Cathy's reflexes are slightly faster, which makes all the difference.

Trying to ignore the bleeding slash across her arm, Cathy fires in Jasper's direction.

A long deep furrow appears on his jaw, bleeding profusely. He slumps to the ground, alive but unconscious. That'll teach him not to insult a lady...

Initiative 2

Cathy decides to abort her draw and do a *parry* vs. the knife attack she expects to occur. The half-drawn pistol drops to her feet. Her base defense stays at 2. Her modified defense goes up by 5 (to 2/7), but with a 2 point penalty for consecutive action, -1 more for the parry, for a total defense of 2/4.

Jasper moves to the adjacent hex and prepares to attack.

Initiative 0

Cathy decides to crouch and grab at the pistol she just dropped (she now has a defense up, and failing the grab won't affect her adversely). She has a skill of 4 vs. a Difficulty of 4, but with a +4 for consecutive actions and +2 for trying to get it in one action, for a total Difficulty of 10. She rolls a 1, which is normally a miss, but gives her a "long shot" chance. She rolls again with a -5 Difficulty (goes to Difficulty 5), and rolls a 4, succeeding, to Jasper's dismay.

Jasper does a called shot to Cathy's gun arm with the knife. This is +2 Difficulty, with an additional +2 for consecutive action. This ups Cathy's defense by 4, to 6/8 vs. his skill of 4. He rolls a 3, which is exactly what he needed to get by her *modified* defense, for a grazing hit. She has no armor here, so he does 1 point of lethal damage. Since arm hits get an extra point of impairment, the gun arm has a +2 impairment.

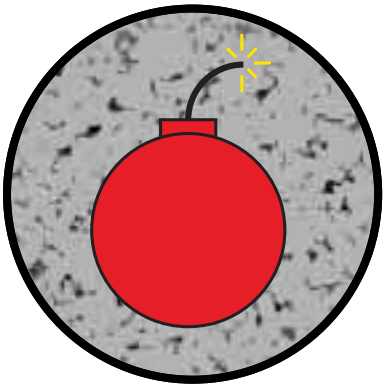
Turn 5 (by the rules)

Jasper might have been able to cripple her arm had he gone first.

Initiative 4

She fires at point blank range. The Difficulty for range is 2, and after taking the +2 arm injury into account, it just matches her skill, for a grazing hit. She chooses to increase the Difficulty by 1 (to 5) and go for a normal hit. She rolls a 6, which succeeds. She did not do a called shot, and rolls for location, for a 1. Head hit. Oops.

Jasper takes a 5 point lethal hit to the head. For a head hit, this is eventually fatal on a ≤6, and Jasper rolls a 5, so he is "dying". He also has a knockout Difficulty of 6x2=12 vs. his WIL of 6, a roll which he fails by more than 6, so he slumps unconscious.



MEGAFORCE

"I say we take off, nuke the site from orbit...it's the only way to be sure."
Corporal Hicks, in "Aliens"

Basics

Megaforce covers those topics which begin to exceed the bounds of role-playing and storytelling, and start to become a statistical exercise in who can lay the most damage down per unit area of the map. It covers any aspect of a game world which characters survive encounters only by chance or large expenditures of ASP. Grenades, explosives, rockets, vehicle combat and the like all fall into this category.

Explosions

Explosives have a DV like any other weapon, which is counted as *both* a lethal attack *and* a non-lethal one, both blunt in nature, and affecting the entire body. Armor which covers the whole body gets *half* its soak value, and armor which only covers the torso (or torso+head) gets *one-fourth* its soak value, rounding all fractions down.

Example - A character wearing 8/5 armor on their torso only will get 2 points of protection against explosion damage.

The base unit of explosive is about .25kg. Each time this amount is quadrupled, the effect is doubled.

Explosive	.25kg	1kg	4kg	16kg	64kg	250kg
Black powder (TL5)	2	4	8	16	32	64
TNT (TL9)	5	10	20	40	80	160
Pulverite (TL13)	7	14	28	56	112	224

The damage of the explosive is halved for each range step to the target, rounding down. An explosive charge which has been properly placed and tamped down will only have half the effect in all directions except against the target, which will take double effect. Explosions add 1 to the DV in a given range step for *each* range step in which the blast bounces off two or more enclosing walls.

Shaped charge explosives have their full effect in all directions, but *100* times the effect against their target. This shaped charge attack is also counted as armor-piercing.

⚠ Shaped charges *are* extraordinarily vicious, and will cut through any armor that TL12 science can even conceive of.

Grenades

Grenades are any type of small explosive charge designed to be thrown, and may or may not have fragmentation effects. Grenades go off 4 seconds after being armed (on same Initiative), are *usually* thrown at hex-sized targets (-1 Difficulty), and scatter like indirect fire weapons.

TL14-15 grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	5	2	1	0	0
Fragment skill	10	9	8	7	6
Fragment DV	6	5	4	3	2

TL12-13 grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	4	2	1	0	0
Fragment skill	8	7	6	5	4
Fragment DV	5	4	3	2	1

TL10-11 grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	4	2	1	0	0
Fragment skill	3	2	1	0	-1
Fragment DV	5	4	3	2	1

TL8-9 grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	4	2	1	0	0
Fragment skill	0	-1	-2	-3	-4
Fragment DV	10	9	8	7	6

TL6-7 grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	2	1	0	0	0
Fragment skill	-3	-4	-5	-6	-7
Fragment DV	8	7	6	5	4

Stun grenade	0m	1m	2-4m	5-9m	10-16m
Explosion	3	1	1	0	0

An *offensive* grenade is usually just an explosive charge, with a DV of about 4. Use the appropriate grenade stats, but ignore the fragment damage. A *defensive* grenade has these effects as well, but also has a large number of fragments. These have a DV and a "skill". Man-sized targets have a Difficulty of 0 (1 if prone). This skill goes down by 1 per range step, as does the DV.

Example - At a range of 3m, a TL11 grenade has a skill of 1, so it gets 2 automatic hits vs. a standing person (Difficulty 0), and each hit has a lethal DV of 3 (one is a graze, though). It also does 1 point of explosion damage at this range.

Smoke grenades will fill an area with some kind of obscuring or irritating substance. They will fill a circular or elliptical area of a given size, in hexes per second, and have an obscurement rating (penalty to use skill through), or a rating like a drug, which is inflicted on anyone without protection from the effects. Grenades *can* have both obscurement *and* irritant effects. Tear gas grenades are usually only available to police, security or the military, while smoke grenades are available to civilians.

Vehicles

Vehicles are ubiquitous in most campaigns, whether an ox cart or grav cycle, found everywhere from megaplexes to remote corners of the globe.

A vehicle will have a number of stats, most of which are its armor from various facings and on various components, but a few have to do with its conventional performance. Vehicle stats are:

Armor

This is the AV of various facings and internal fittings, and is only a single number that subtracts directly from the damage of all attacks. All hits on a vehicle strike the armor first, and hit location is rolled on 1d10, the table used depending on the direction of the attack.

Size (size modifier)

This is the dimensions and the modifier to hit for attacks against the vehicle in general. Called shots ignore the size modifier, and use the size of the part aimed for. However, misses by an amount that would still hit the overall vehicle may still be hits against a random location, depending on where the called shot target is.

Example - A called shot to the driver's door (+0 size modifier) on a car (-2 size modifier) might still hit the car if the roll would hit a car-sized object, since this is like a body shot on a person. A called shot to the tire that misses is more like an extremity hit, and therefore would miss entirely.

Hexes filled	Sample vehicle	Size modifier
1-3	Motorcycle	-1
4-15	Automobile, ultralight	-2
16-63	Large truck, jet fighter	-3
64-255	Patrol boat, small bomber	-4
256-1023	Airliner, frigate	-5
1024-4095	Large cargo plane, destroyer	-6

Mass

This doesn't often make much difference unless two vehicles are trying to push each other off the road or colliding with one another.

Hit locations

If a vehicle is targeted by an attack, and it is not a called shot, the attack will strike a random part of the vehicle.

Roll	Front†	Rear†	Side	Top
1	Body	Body	Body	Body
2	Controls	Body	Controls	Controls
3	Controls*	Fuel*	Engine*	Engine*
4	Engine	Cargo*	Window	Body
5	Engine*	Controls	Body	Window
6	Engine*	Window	Accessory	Accessory
7	Window	Body	Fuel*	Cargo*
8	Body	Window	Cargo*	Fuel*
9	Window	Accessory	Controls	Controls
10	Accessory	Body	Body	Body

†Assumes front engine, reverse for rear engine

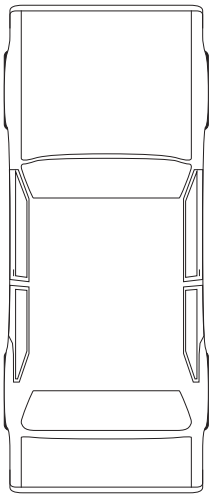
Location	Description
Body	The outer surface of the vehicle. This would be the armor of an armored vehicle, or the first body surface hit by an attack for other vehicles (i.e. the floor of an open vehicle attacked from the top).
Controls	The maneuvering surfaces of the vehicle and the machinery or communication links to operate them. These may have the same armor as the body (planes), or less (tires), but are rarely more.
Engine	The motive power source, whether an ox, a sail or a fusion plant. If the vehicle has multiple engines, roll randomly to see which is hit. Only on vehicles with completely exposed engines can this be an initial hit location.
Window	On civilian vehicles, especially cars, this would be the windshield or other window glass. Any damage getting through may hit an occupant. It would not apply to portholes or other small viewing ports, and hits on such a vehicle would be Body hits, with remaining damage going into the passenger area.
Cargo	This is a hit to the cargo compartment of the vehicle.
Fuel	This hit is to the fuel supply of the vehicle. If there are multiple fuel tanks, roll randomly to see which one is hit.
Accessory	This is any equipment which is not vital to the continued operation of the vehicle, but which may have a long term effect on the vehicle. Examples might include a spare tire, ejection seat, radio, etc.

Hits that completely penetrate the body of the vehicle roll again for location, and you continue to apply armor and absorb damage until none remains, or 4 locations are hit (the hit goes out the other side).

Exceptions - Locations marked with an "*" are *never* hit on the first roll (hit body instead), and all body hits adjacent to a window *automatically* go into the passenger compartment, as does extra damage penetrating the windows.
Hits to the passenger compartment have a chance of hitting someone equal to a skill of 0 vs. a task Difficulty of 8, and a -1 to Difficulty for each 20% of used passenger capacity, rounding up. The "Long shot" option *does* apply here.

Normal car (-2 Difficulty to hit)

Front	4
Top	4
Sides	4
Rear	4
Bottom	4
Windows	1
Controls	2
Engine	10
Max	45
Acc/Dec	4/6
Turn	7
Passengers	5
Cargo	2
Range	500km
Fuel	50 liters



Max
This is the maximum speed of the vehicle under normal circumstances, in meters per second. To convert to kph, multiply by 3.6, and to get mph, multiply by 2.2. Cruising speed is usually 60% of maximum. Maximum reverse speed (if applicable) is 25% of maximum forward speed. If a vehicle has a *minimum* speed to be functional (like aircraft), the minimum will be after the maximum, in parentheses.

Acc/Dec
This is the maximum amount the velocity of the vehicle may increase or decrease per second, in meters per second. Deceleration is linear, but acceleration is reduced by 1 for each multiple of acceleration in current speed, so a vehicle moving at 3 times its Acc would have its Acc *at that speed* reduced by 2 meters per second. A vehicle loses 1 point of Acc if loaded to *more* than half capacity in passengers *or* cargo, and loses 2 points of Acc and 1 point of Dec if loaded to more than half capacity in both, with a minimum Acc and Dec of 1.

Turn
This is the vehicle's turn mode. A vehicle can make one 60° turn each number of meters equal to velocity squared, divided by turn mode. Attempting tighter turns is a driving task of the turn mode attempted, failure resulting in the vehicle's regular turn being used. Common turn modes are below:

		Speed in meters per second					
Turn	**Equivalent**	**5**	**10**	**15**	**20**	**25**	**30**
5	Motor home	5	20	45	80	125	180
6	Large truck	4	17	38	67	104	150
7	Average truck	4	14	32	57	89	129
8	Average car	3	13	28	50	78	113
9	Sports car	3	11	25	44	69	100
10	Race car	3	10	23	40	63	90

		30	**50**	**100**	**200**	**300**	**500**
20	Light plane (TL8)	45	125	500	-	-	-
30	Light plane (TL9)	30	83	333	1333	-	-
40	Fighter (TL9)	-	63	250	1000	2250	-
60	Fighter (TL11)	-	-	167	667	1500	4166

Example - A sports car doing 30m/sec (108kph/68mph) can make a 60° turn each 100m of travel. A TL11 fighter jet that can pull 6g's in a turn while sprinting at 500m/sec (1800kph/1125mph) can make a 60° turn each 4.2 *kilometers*.

Passengers
This is the number of people the vehicle has *seating* for (each point can carry 100kg of cargo instead).

Cargo
This is the number of "human equivalents" the vehicle has in cargo space, each point roughly the size and mass of a person plus equipment (100kg or Size 100). Vehicles designed for heavy lifting may be able to carry significantly more mass, and as a rough guide, vehicles can usually carry cargo equal to the same density as the vehicle itself, i.e. a tank with 5 spaces of cargo capacity can carry heavier cargo than a blimp with 5 spaces of cargo capacity.

Range
This is the vehicle's cruising range in kilometers. Range at full speed is about half this, while cruising at the most economical speed (about 25% of maximum) will double this.

Fuel
This is the number of liters of fuel the vehicle requires to fill all internal tankage, battery capacity, etc. Vehicles that do not consume fuel will have a "-" here.

Vehicle Damage

If a vehicle component other than armor takes damage which exceeds its AV (if any), there is a chance of malfunction. Extra damage is counted as a direct impairment to any vehicle function that location controls, such as turn mode, acceleration or maximum speed.

Location	Effect	Catastrophic
Body	Punctured	n/a
Controls	Acc, Max, Turn, Dec	Blowout
Engine	Acc, Max	Shutdown
Window	Broken	Shattered
Passenger	Injury	n/a
Fuel	Range	Fire or explosion
Accessory	Damaged	Destroyed
Cargo	Damaged	Destroyed

The impairment is the chance of an "eventually fatal" result, which would be an additional 1 point impairment each 1d10 minutes. An "eventually fatal" roll that is made by 3 or more (head autokill) means an immediate malfunction, while a roll made by 7 or more (abdomen autokill) is an immediate *catastrophic* malfunction. Note that a hit which penetrates a normal auto tire (a control hit), automatically counts as a 1 point impairment, *and* an "eventually fatal" result. For dramatic effect, the GM *may* allow a roll for catastrophic failure (blowout) if hit by a large weapon.

Example - A rifle bullet with a DV of 16 hits a car. The first shot hits the armor, subtracting 4, and then hits the engine, which stops 10 points of damage, but takes 2 internally. So, the car takes a -2 to its acceleration and top speed.

Vehicle Combat

Combat in, on or between vehicles follows all the standard rules. Vehicles act on the driver's Initiative for accelerating, decelerating or maneuvering, or on Initiative 0 if uncontrolled. Combat is based on the Initiative of the person using the weapon, range and *relative* vehicle movement. Usually, passengers will always take modifiers based on the sideways amount of any sudden maneuvers they experience, since they cannot compensate for the unexpected motion of their own vehicle.

Example - A vehicle that swerves 2m to the side to dodge debris counts as 2m/sec movement for all shooters in the vehicle.

Chase combat is done by adding together any vehicle stat that would give one vehicle an advantage in the chase situation (Max on highway, Turn on mountain roads, etc.), plus the driver's skill. High total wins and may alter the range by the difference. However, drivers *may* attempt a task with the Difficulty of their choosing. If successful, they may add any amount *greater* than their skill to their vehicle's total. If they fail, the amount is subtracted instead.

Vehicles can be used for ramming attacks, sideswipes and shoving other vehicles. These tactics, especially the latter, can be handled using the normal chase rules, but with an additional modifier based on vehicle mass. The first multiple of vehicle mass the larger vehicle has on the smaller is a 2 point differential, and each doubling after that is another 2.

Example - A 1600kg car is bumping a 200kg motorcycle. A mass of 400kg is double that of the motorcycle, and doubled again at 800kg and 1600kg, so the car gets a +6 to its maneuvering total (any applicable vehicle stats added together) whenever it does a maneuver that pits the mass of one vehicle against the other.

The effects of the mass modifier *include* increasing collision damage, up to double the normal amount, but does not increase impact damage against people, who use the normal falling rules.

An attempt to force someone off the road is usually counted as both an attack by one vehicle against the other, *and* as an effect vs. the steering of the losing vehicle. For instance, if one vehicle had a total 4 points higher than another vehicle, each vehicle would take a 4 point attack, and the *losing* vehicle would subtract 4 from its Turn stat for its next movement. If there were a bend in the road, and this vehicle did not slow to make the corner...

If a vehicle wants to pass someone who doesn't want to be passed (i.e. they would attempt to bump you), they may get past if their total exceeds the person in front by (their vehicle length plus trailing distance) or more.

Example - You are trying to get past a road blocker in front of you, but they swerve into your lane each time you try. If your car is 5m long, and you are only 2m behind them, you have to beat their total by 7 to get alongside with them after faking them out.

Mass Combat

There may be situations where characters play a minor part in a much larger conflict, one that is obviously too large to role-play on a turn by turn basis. This is especially true in mercenary or fantasy games where you have armies meeting in grand field battles. Apply the following steps:

1. Combat Strength

Figure the combat strength of each side. The combat strength of a force is equal to its average AV (add both parts of armor number (a/b)), plus its average DV per attack (not counting attacks which cannot be maintained for the duration of the fight), plus their skill with this attack, times a multiplier for the number of combatants and other factors.

Combatants	Multiplier
-	x.25
1-3	x.50
4-9	x1.0
10-29	x1.5
30-99	x2.0
100-299	x2.5
300-999	x3.0
1000-2999	x3.5
3000-9999	x4.0
10000-29999	x4.5

Modifiers	Result
Each 2 TL superiority in equipment (round up)	shift down 1 row
Poorly motivated (conscripts, peasants)	shift up 1 row
Highly motivated (fanatics, elites)	shift down 1 row
Moderate terrain advantage (hill)	shift down 1 row
Superior terrain advantage (fort, castle)	shift down 2 rows
Weapon type superiority (air power, bows)	shift down 1 row

Example - A group of 100 men with light armor (AV4), and a skill of 5 with swords and bows (DV4) would have a base combat strength of 13, times 2.5 for their number, for a total of 32 (round down). If they were defending a castle against an attacking horde that had no comparable ranged weapons, they would multiply by 4 instead of 2.5, for a total strength of 52.

It is worth mentioning that with large weapons and armor, skill plays very little part in this system. However, it is *very* important to make the note that *poorly skilled* forces are much more likely to be *poorly motivated* (simply trying to stay alive is good, but it does not make you highly motivated to throw yourself into the maw of the enemy when you have no idea how to use the weapon in your hands).

If a significant fraction of a force has a useful "one-shot" type weapon (anti-tank missile, etc.), then this counts as a weapon type superiority rather than a fraction of average damage. If a side has a *really* useful one-shot weapon (like a nuke), this is treated as a separate combatant whose points *must* be applied to Offense.

2. Player Contributions

Figure the contributions of the player characters as a group, just as you would for a force of 1-3 people (regardless of how many characters are involved). Characters are likely to be well motivated, and/or have an edge in personal firepower. This number is added to the combat total of the character's side. However, each 2 rows of difference (round up) between the number of characters and the *total* number of fighters on their side will shift *their* result up 1 row.

Example - A group of 4 characters has an average DV of 6, with an average skill of 6 and an armor of 5. This is a base of 17, times .5 for their quantity. However, the characters also have magic and superior weapons, and are highly motivated, for a 2 row shift. However, they are also part of a 100 unit force, which shifts it back up 2 rows, which puts them back where they started, for a combat strength of 8.

3. Guts & glory

Each character involved in the battle must make a roll on the combat skill they used for determining their combat strength. Any complementary skills (like military science) may be used to get a bonus. The Difficulty is *twice* the average skill of their opponents, the *total* modified as below.

Modifier	Difficulty
Character highly motivated (at front of battle)	+2
Character poorly motivated (at rear of battle)	-2
Opponents outnumber your side	+1
Opponents outnumber your side by 2 to 1	+2
Opponents outnumber your side by 4 to 1	+3
Opponents outnumber your side by 8 to 1	+4
Each doubling of average enemy damage past DV5	+1

Failing the roll means the character takes a lethal whole body hit per point the roll is failed by. The DV of this hit is equal to 1 for the first hit, 2 for the second and doubled for each extra hit, with a maximum of the odds times the average damage the enemy force has. The character's *average* personal or vehicle armor applies vs. *each* hit.

Example - A high-tech mercenary in AV25 armor fails the guts roll by 6 while facing opponents with an average damage of 40. The merc takes 6 separate hits, with DV's of 1, 2, 4, 8, 16 and 32. Only the last one penetrates, and will do a +7 overall lethal impairment. An ASP *could* be spent to modify the die roll to negate this.

⚠ If a character is involved in leading part or all of the friendly forces, the motivation of the forces led will not exceed the characters *personal* level of participation.

That is the "guts" roll. The "glory" roll is the same, except all the modifiers are *reversed*, making it easier to get glory if you are at the forefront of the battle and badly outnumbered. Each character's success on this roll nets the character's group 1 point, and each point past automatic success gains 1 additional point towards Influence *if* the enemy had a chance of injuring the character with their average damage (no one is impressed if you fight heroically when no one can hurt you). Whichever Influence-eligible character makes their roll by the most (or automatically succeeds by the most) gains 2 points towards their *personal* Influence. Rolls that are failed *subtract* from the total for *group* Influence, and if a character who was hanging back fails a roll, they *lose* a point towards *personal* Influence.

4. Allot combat points

Whoever is commanding each force decides secretly how to allot the points available. These go into Intelligence, Special Ops, Offense, Defense, Escape and Reserve.

Intelligence - This represents scouting, spies and knowledge of the terrain gleaned by your forces. Whichever side has more points in this gets a 1 point bonus to their die roll when resolving the battle.

Special Ops - Risky or unorthodox tactics that may or may not work (commando raids, untested magic, etc.). Whichever side has the highest total may put the difference into Offense from their reserve, *after* their opponent has put points into Defense from their reserve.

Offense - Points put towards attacking the enemy. A measure of the aggressiveness of the attack. At least 1/10th (round up) of your points must go here. If the attack has a specific objective other than killing enemy units (take that hill!), then if the Offense does not *exceed* the Defense of the opponent, the objective will *not* be taken unless the enemy suffers 100% losses. All other side effects of the battle *do* take place, however (casualties, etc.). Suicide troops and one-shot weapons put *all* their points into Offense.

Defense - Points put towards defending against enemy counter-attacks, guarding your flanks, protecting key units, etc. At least 1/10th (round up) of your points must go here.

Escape - Points put towards cohesiveness and/or an orderly retreat of your forces. At least 1/10th (round up) of your points must go here, with the exception that only 1 point may be put towards Escape if there is a siege situation.

Reserves - Forces held in check to place where needed. May only be applied towards Defense or Escape unless you won the Special Ops contest.

⚠ In the event a force has less than 3 points to allot between categories, you may round however you wish.

5. Fight battle

Each side compares its Offense strength to the Defense strength of the opposing unit. Whichever side won the Special Ops contest may see how their opponent puts any Reserve points into Defense, and then decide whether to put any Reserve points into their Offense.

The base "skill" for victory is zero, and the Difficulty of the task is a 3, with Difficulty modified as follows.

Item	Difficulty
Your side has better military leaders (base on Military Sci)	-1
Your side has double the leadership skill of opponent	-2
Your side won the Intelligence contest	-1
Your Offense is less than .25x opponents Defense	+3
Your Offense is down to .25x opponents Defense	+2
Your Offense is down to .5x opponents Defense	+1
Offense and Defense within 10% of each other	+0
Your Offense is up to 2x opponents Defense	-1
Your Offense is up to 4x opponents Defense	-2
Your Offense is up to 8x opponents Defense	-3

Whichever side makes their roll by more "wins" the battle. An automatic success beats any rolled amount. Since you are rolling for a large number of people, ASP may *not* be spent on this roll.

6. Resolve casualties

The losing side compares their Escape value to the Offense of the winner, just like a battle was being fought, substituting Escape for Defense, with a base Difficulty of 7 instead of 3. Each point of difference means that number x 10% of the loser's forces were able to get away (up to 100%, obviously). Highly motivated troops add 20% after this amount is figured (better morale), and poorly motivated ones subtract 20% (more likely to desert), again, up to 100%. Losers that *don't* "get away" are presumed to be captured or killed by the winners, or they cowardly slithered off when no one was looking.

Example - A "skill" of 0 vs. an adjusted Difficulty of 7 means 70% of the loser's troops retreated in good order.

The winners take casualties as well, but their base Difficulty is 9 instead of 7. If characters are on the losing side, they have to make *another* "guts" roll, and take the result. If they take damage that brings them to a total of +10 or more impairment, then they have to roll to avoid capture. This is equal to the escape percentage or less. If a group votes to stay together, one player may roll for a group fate.

⚠ Almost *all* battles have *some* casualties. Even a result of zero percent will have a few losses due to lucky shots, bad luck or friendly fire. In the event of zero losses, roll 1d10 and subtract 1 to get a more realistic percentage if needed.

Sample combat

A group of skilled, magically empowered characters is part of a 1000 person army, preparing to fight a 3000 creature horde of chaos monsters summoned from the infernal pits.

1. Figure combat strength.

The army on the character's side is equipped with +2DV swords, and the fighters have an average STR of 5, for a total DV of 3. They are moderately armored, with an average AV of 5, and semi-skilled, with an average skill of 4. Some units, especially the commanders, are much better, but this is the average. This gives them a base strength of 3+5+4=12, and a base multiplier of x3.5. They are highly motivated, as they are fighting to save their country from an invasion of evil, but do not have an edge of any type. So, their multiplier goes from x3.5 to x4.0, and their strength is 12 x 4.0 =48.

The chaos monsters have an average DV of 3, and average armor of 4, and a skill of 5. They aren't motivated much in either direction (they'd rather be swirling in the chaotic void), but they do have a weapon type superiority (tentacles, acid sprays, fear rolls, etc.). This gives them a 1 row shift, for a basic strength of 12, and a multiplier of 4.5, for a total of 54.

2. Player contribution

In addition, there is a party of characters involved, whose average damage is 4, with an armor of 7 and a skill of 6. They have a weapon type superiority over most of their foes, and all players declare themselves highly motivated. This gains them 2 rows. However, they lose 3 rows because they are such a small part of the overall army, so their base strength of 17 is multiplied by x.25, for an additional strength of 4. Not much, but the characters by themselves are an additional 8% of combat strength. The total for the good guys is 48 + 4 = 52.

3. Guts & glory

We'll assume one of the player characters is exactly average. The base Difficulty of the guts task is 10 (twice the average chaos creature skill), +2 because the character is highly motivated, and +2 more because they are outnumbered more than 2 to 1 (but less than 4 to 1), for a final Difficulty of 14. The character's skill is only 6, but they have complementary skills that drop the Difficulty to 13. A long shot is needed for success (roll a 1, then roll a 7 or less). Rolling a 2, they fail by 4 (they needed a 1, followed by a 7 or less, so they take hits for 1, 2, 4, and 8 points, the last of which does 1 point to the character.

The glory roll is a base Difficulty of 10, -4 for the odds and the character's motivation, -1 more for complementary skills, so they have a skill of 6 vs. a Difficulty of 5, for an automatic success. The character's group gains 2 points towards Influence.

4. Allot combat points
Of the 52 points the character's side has, 3 points are put towards combat intelligence. A further 4 points are put into Special Ops. Coinicdentally, this matches the character's contribution to the battle. A total of 20 points is put into the Offense, 15 into Defense, and 5 points into reserves, with 5 points put into Escape (although the reserve could be used for that).

The chaos creatures have 54 points. They put none into Intelligence or Special Ops, 44 points into Offense, and 5 points into Defense and Escape. They are just going to cause casualties, and don't really care much about their own losses.

5. Fight battle
The good guys have an Offense of 20 vs. a Defense of 5. The base skill of the human forces is zero, and the Difficulty is a base of 3, with a -1 for winning the Intellgence bid, -2 for having 4x opponents Defense, for a total of 0, an automatic success vs. the skill of 0.

The chaos creatures have an Offense of 44, vs. the human Defense of 15. They have a base skill of zero vs. a Difficulty of 3, and get a -1 Difficulty for having 2x the human Defense. This means they do not have an automatic success, and therefore the humans win. Yea!

6. Casualties
The losing side (chaos) now fights a battle for survival. The human side starts with zero vs. a Difficulty of 7, and uses their Offense of 20 vs. the chaos Escape value of 5. They modify Difficulty by -3, as before, so there is 4 points of difference (skill 0 vs. Difficulty 4). This means around 40% of the chaos monsters live to fight another day, while the rest are dispatched where they lie.

The chaos creatures now fight vs. the human Escape value of 5, which with 44 points would normally give them 8 to 1 odds. The human reserves are called in at this point to make the human Escape value a 10, which reduces their bonus by a point. The chaos creatures start at zero, and get a -2 Difficulty for the odds, for a total Difficulty of 7 vs. skill of 0. This is 7 points of difference, so normally only 70% of the human forces would have survived. However, they were highly motivated, and get the 20% bonus, for a total survival rate of 90%. The rest? *C'est la guerre...*

Tactical notes

Just so you don't mess up the first time you try to use this system, here are a few guidelines on how to allot your points. If a category isn't stressed, you should still have *some* points there, just not as many as in the main categories.

Strategy	Stress
All out attack	Offense
Very aggressive	Offense, Reserve
Aggressive	Offense, Defense, Reserve
Conservative	All categories equal
Defend at all costs	Defense
Fighting retreat	Defense, Escape
Hit and run	Escape, with a few in Intelligence

Mass combat and role-playing

Would basically seem to be the opposite of each other, but there are a number of role-playing opportunities.

First, characters can be the Special Ops team. While the rest of the battle is raging, you can do a small combat between the characters and whatever objective they are assigned to. If they succeed, their side gets to use their Reserve points for Offense if needed, or the characters may gain valuable information that gives their side a +1 on the battle resolution roll. If they fail, neither of these occurs. The characters still have to make guts & glory rolls for the main battle if they come back from their assignment.

On the flip side, characters could be the *target* of *someone else's* Special Ops attack. The characters are usually much more powerful than the average combatant, so removing them from play subtracts their contribution from the battle.

Second, there are always personality conflicts among leaders. The characters may be more skilled in group combat than the person who is actually in command, and if they can somehow gain this command for themselves, *and* keep the loyalty of their troops at the same time, it can make a big difference in the battle. Dealing with morale problems, independently-minded subcommanders, spies and traitors can all be preludes to the main battle.

Third, the characters can be unit commanders. A battle does not have to be fought between homogeneous forces. If there are four characters, then both sides could be split into four forces, and each character fights a battle with their own command and objectives. Whichever side wins more of these battles wins the day.

Note that if characters kill a lot of their supreme leader's troops because of their battle tactics, this will not reflect well on them even if they win, especially if someone else did just as well with a lot less casualties.

Sample units

Some sample units are below. Their "possible advantages" represent those that would apply in battles against contemporary forces. A Napoleonic soldier vs. a Medeival footman is not even because of the technoloigcal edge.

Sample units	Combat strength	Possible advantages
Peasant rabble (TL4)	6	None
Mounted knight (TL4)	18	Mobility
Medeival footman (TL4)	10	None
TL6 soldier	9	Range
TL6 artillery	35	Range
TL8 soldier	20	None
TL8 combat airplane	25	Mobility
TL8 tank	100	None
TL9 combat airplane	60	Mobility
TL9 soldier	21	None
TL9 medium tank	700	Mobility
TL12 soldier	25	None
TL12 medium tank	1200	Mobility
TL12 combat airplane	1500	Mobility
TL13 power armor	75	Mobility
TL12 tactical nuke	10000	Area effect

Example - The combat strength of a single modern tank (TL12) is around 1200. It gets a base quantity multiple of x.5. Put up against medeival rabble (TL4) it gets a 4 row shift for technological edge, and another row for ranged firepower and mobility, for a total multiplier of x3.0, or a total combat strength of 3600. Peasant rabble has a combat strength of 6, and when you look at the numbers, no earthly quantity is going to ever do anything to that tank except possibly gum up the treads. If you throw 1000 of them at the tank, that will be a total multiple of x3.5, for a combat strength of 21. Lousy odds. However, they *do* have 1000 to 1 numerical superiority, which is good for a +10 Difficulty on the guts roll (if it were *characters* in the tank).

To make it a more even fight, we'll make it a squad (8 men) of TL12 soldiers vs. medeival footmen. Each soldier has a base strength of 25, with a quantity multiple of x1.0. This gets shifted down 4 rows because of the technology edge, and another one because of superior range, night vision equipment, etc., for a total multiple of x3.5, and a total combat strength of 87. The footmen have a base strength of 10, and have no advantages. Again, no reasonable quantity is going to get them anywhere (the Zulu problem). If you throw 1000 footmen at these soldiers, you get a total combat strength of 35. They *will* lose, but might be able to inflict a casualty or two. This presumes an open field battle. The TL12 soldiers can just stay at range and pick people off one at a time. If this fighting took place in a crowded medieval city, the TL12 troops *might* not get a ranged weapon advantage, and the defenders might get a home field bonus (moderate terrain advantage). This would alter the TL12 total to 75, and the TL4 total to 40. This is still going to be brutal, but both sides are going to bleed this time.

LIFE IN THE REAL WORLD

"Money talks...it usually says 'bend over'..."

Anonymous

Basics

This section is devoted to the miscellaneous rules that will crop up on occasion, and are listed alphabetically by name for the overall category, and alphabetically for each subcategory. Anything that is not basic character creation or combat will from here to the back of the rules.

Breaking Things

Items will often take damage in combat or adventure situations. If an item takes less damage than its AV, the damage is only nicks and scratches, which are effects that happen to all pieces of equipment over time. If the damage is exactly equal to the AV, there has been serious cosmetic damage to the object or that part of the object. It is still perfectly functional, although certain special effects may be negated, like a waterproof watch no longer being waterproof. If an item takes damage *over* its AV, count the *size* of the object as a "skill", and the extra damage taken as a task Difficulty. If the task is failed, the object is broken, probably irreparably. If the task is exactly made, the item will work, but erratically (add 2 to Difficulty of all tasks using the device), and if the task is automatically made, the object still works well. Extra damage *is* cumulative for this purpose.

Example - A size 3 gun with an AV of 4 is struck by a bullet that does 9 points of damage. This is 5 more than the AV of the gun, so the gun has a skill of 3 (its size) vs. a Difficulty 5 task (the excess damage) to stay functional, or a 7 or less.

Regardless of how large an item is, it usually will have a maximum Size *for purposes of being broken*. This is based on the construction of the item. A statue made of eggshell porcelain has the same physical size as one made of bronze, but one is obviously less able to take damage.

Item is:	Maximum effective Size
Delicate	5
Normal	10
Tough	20
Homogeneous	Size

Very large items will have several subsystems, each with a specific effect if damaged. For instance, a car radio would be a single object for purposes of taking damage, but the car itself is a number of related items, each of which can take damage separately, with varying effects on the performance of the car.

Fixing things

Fixing something that is broken is usually a function of a particular skill, the size of the item, and the damage taken. The Difficulty is normally as below:

Factor	Difficulty
Actual size of broken part + damage taken	count as range
Jury-rigged repair or total part replacement	-2
Average repair, functionality only	+0
Repair includes cosmetic damage	+2
Repair includes artistic restoration	+4

This gives the basic Difficulty of the repair task. The time needed for this task will be based on this amount (p.38), but the Difficulty is modified *solely for time purposes* as follows:

Factor	Difficulty
No tools (if repair is possible at all)	+8
Improvised tools	+4
Adequate tools	+2
Exceptional tools	+0
Multiple people working at same skill level (up to -2)	-1
Item was well maintained before repair	-1
Item was poorly maintained before repair	+1
Item was very poorly maintained before repair	+2

Example - An average person changing a tire uses AGL Aptitude (a 1) as their skill. The tire has a size of about 50 (A person is about size 100), and the Difficulty for taking a shot at 50 meters is 10. This drops to 8 because it is "out of combat", and to 6 because it is total parts replacement (spare tire). This means they have a skill of 1 vs. a Difficulty of 6, and a base repair time of 20 seconds (as per Task Difficulty, p.38). However, the repair time is increased by +2 for only having adequate tools (tire iron and jack), up to 2 minutes. So, the untrained character gets to roll once for a long shot (skill 1 vs. Difficulty 6) each 2 minutes.

⚠ Badly botched repair rolls can result in damaged parts or minor non-lethal or lethal impairments.

ℹ These rules can also be used to *build* things, but you can assume there is a +12 Difficulty for the time it requires.

Example - A person with a complete tool shop decides to build a size 12 average, functional crossbow. The Difficulty for a range of 12 meters is 6, which goes to 4 for being "out of combat". The Difficulty for time purposes is +12 more, or 16, *so provided our craftsman has all the materials and makes their skill roll*, this will take about a day to complete.

Climate

The GM generally sets the climate for an area. Most of the time, the characters simply need to know whether it is hot or cold, dry or wet, and equip themselves accordingly.

The quick way to do climate in a given area is to assume that the area has a "skill" of 0 at generating rainfall. The Difficulty of generating rain on any given day is usually a 10. Failure by a large amount means the weather is clear, success means it rains or snows, and a graze or near miss means heavy clouds or light precipitation. The Difficulty is at -1 per 1cm of rain that falls in a season (3 month period), and each time this is doubled (round down).

Example - If the spring rains only total around 20cm, then there is only a 1 in 10 chance of rain each day (Skill 0 vs. Difficulty 5).

Difficulty	Rain per season	Precipitation once per
10	0cm	100 days
9	1cm	30 days
8	2-3cm	20 days
7	4-7cm	14 days
6	8-15cm	11 days
5	16-31cm	10 days
4	32-63cm	3 days
3	64-127cm	2 days
2	128-255cm	1.4 days
1	256cm+	1 day

The following cities have the average daily *average* temperatures in °C listed for various times of year, with the appropriate Difficulties for each season. Note that seasons in the Southern Hemisphere are the opposite of the ones in the Northern Hemisphere, hence the higher winter and lower summer temperatures in these areas. Daily highs are around 20% more than average, and daily lows are about 20% below average (usually at least 3°C more or less than average). Areas far or near to water will vary more or less.

City	Latitude	January	April	July	October
Acapulco	17°N	26°C/8	26°C/10	28°C/3	27°C/4
Baltimore	39°N	1°C/5	12°C/5	25°C/4	14°C/5
Bangkok	14°N	26°C/8	31°C/5	27°C/4	28°C/3
Beijeng	40°N	-4°C/5	14°C/5	27°C/5	14°C/5
Berlin	53°N	2°C/6	8°C/6	23°C/5	9°C/6
Buenos Aires	24°S	23°C/5	16°C/5	9°C/5	16°C/5
Chicago	42°N	-4°C/6	9°C/5	23°C/5	13°C/5
Copenhagen	56°N	2°C/6	7°C/6	22°C/5	9°C/5
Dallas	33°N	7°C/6	19°C/5	30°C/5	20°C/5
Edinburgh	56°N	4°C/4	7°C/4	15°C/4	9°C/4
Geneva	46°N	4°C/5	9°C/5	25°C/5	11°C/5
Helsinki	60°N	-6°C/6	1°C/6	17°C/5	6°C/5
Johannesburg	26°S	20°C/4	16°C/5	11°C/8	18°C/5
Juneau	58°N	-3°C/5	5°C/5	14°C/6	6°C/6
Leningrad	60°N	-8°C/7	3°C/6	18°C/5	5°C/6
London	51°N	7°C/6	9°C/6	23°C/6	11°C/5
Los Angeles	34°N	13°C/5	15°C/6	21°C/10	18°C/7
Moscow	55°N	-6°C/6	4°C/6	20°C/5	4°C/5
Nairobi	1°S	25°C/6	19°C/3	21°C/7	19°C/5
Paris	49°N	6°C/6	11°C/6	24°C/5	11°C/5
Rome	42°N	12°C/5	14°C/6	29°C/8	24°C/4
Seattle	48°N	4°C/4	9°C/5	17°C/6	11°C/5
Sydney	34°S	26°C/4	19°C/4	16°C/5	19°C/5
Tokyo	36°N	3°C/5	13°C/6	25°C/6	16°C/6

Example - On an average Chicago day in July, the average temperature will be around 23°C (up to 28°C during the day, down to 18°C at night), and the chance of rain is 1 in 10 (skill of 0 vs. Difficulty 5).

Weather is useful to have as a game element, if it is not too obtrusive. Heavy clothes weigh characters down, mud impedes travel, rain reduces visibility and masks sound, and so on. Many important historical events have hinged around the weather at the time. Note that characters in a game world presumably have some intelligence about the weather, and will take precautions, and make plans accordingly.

Drugs

Drugs may be used to immobilize, interrogate, knock out, deaden pain, speed healing, cause hallucinations, or have any number of other effects. The only difference between a drug and a poison is the quantity and the reason it is administered. Drugs will work against an attribute, and will have a Difficulty that must be successfully rolled against to avoid the effects of the drug. These effects will probably be a bonus or penalty to an attribute or specific portion of an attribute.

Most drugs may target HLT, but can act against *any* attribute, like STR and AGL for paralysis, HLT for systemic poisons, AWR for drugs that knock you out, and so on.

Example - Alcohol targets HLT, and affects AGL, AWR and skills based on them. The Difficulty of the task is 2, and is cumulative for each "dose" consumed in an hour. If AWR goes to zero from impairment, the character passes out and recovers from the effects at HLT points per hour. Skill in Drinking would add to HLT for purposes of holding your liquor.

The Difficulty of the task represents the potency of the drug. Multiple tasks should have to be completed over a period of time, as very few drugs or chemicals will allow you a single task to totally avoid their effects.

Addiction

Some drugs are addictive, either physically or psychologically. An addiction rating is the maximum Difficulty of the WIL task a character will have to make to avoid taking the drug when it is available. An addiction rating starts at 0, and increases by the second number in the addiction rating each time the character uses it.

A character can have the Psych Lim "predisposed to addiction", which decreases their WIL by the level of the limitation for this purpose.

A person who fails an addiction roll by more than their current WIL will perform irrational and/or criminal actions to get the drug, like theft, prostitution, assault and so on. Should this ever happen to a character, the GM has control of the character until *after* they get their latest dosage. The character may have some, little or no memory of events that transpired in the meantime.

Withdrawal can lower a characters addiction rating by 1 per day, but usually with side effects that cause a 1 point penalty to all actions per 2 points of addiction, like cramps, fever, vomiting, depression, shakes and so forth. Even after withdrawal, the character may still have lingering desire for the drug, should they have an easy opportunity to use it.

Example - A character with a level 6 addiction will have a +3 Difficulty to all actions from withdrawal for 2 days, a +2 for 2 more days, a +1 for 2 more days, and be "clean" after that.

Dosage

These drug results presume you are using an appropriate dosage for the size of the creature being dosed. Each level of Toughness or Frailness or altered size will decrease or increase HLT task Difficulty by 1 in cases where it would apply (ingested or injected drugs usually). Likewise, you can deliberately overdose or underdose a drug, which will also change the Difficulty of the task, noting that many drugs can be lethal if overdosed by a significant amount.

Mace — Mace acts against WIL, and a spray to the face means the target must instantly complete a Difficulty 10 WIL task in order to take no effect. Failure is a 1 point penalty on AWR and all skills. Each subsequent second they must make another WIL task, with a Difficulty of 9, 8, 7, etc. If the task is failed, the target takes a cumulative 1 point penalty to AWR and all skills. Losses are recovered like exertion losses (base on current HLT), with a +2 on HLT if water is available for rinsing. Pain tolerance does not affect the actual impairment, but the character can subtract their pain tolerance from the *total* effect (a +3 effect on a WIL 6 person would only cause a +1 to their actions).

Chloral hydrate — This is usually ingested, and mixed with strongly flavored food or drink to disguise the taste (Difficulty 9 AWR task). The user must complete 4 Difficulty 10 HLT tasks at 15 minute intervals to avoid taking effects. Each failure is a cumulative 2 point penalty to all skill use and attribute rolls (except HLT). When penalty exceeds both HLT and AWR, the character passes out. If the target fails *all* of the HLT rolls by *more* than their HLT, they will stop breathing when they pass out, and will require constant CPR in order to survive. The penalty to attributes and and skills is recovered like exertion losses, except the target's HLT starts at 1 for recovery purposes.

LSD — May be absorbed through any mucous membrane, or through the skin if mixed with an agent that can cross this barrier (like DMSO). The user must complete 4 Difficulty 10 HLT tasks to avoid taking effects, at 10 minute intervals. Each failure reduces the user's AWR by 2, in the sense that 2 points of their AWR is experiencing things that aren't there. This can be very confusing and dangerous when hallucination and reality are mixed, but once "real" AWR drops to zero, the character goes inert, lost in a world of their own. Addiction rating 4/1.

Heroin — May be injected, ingested or smoked, with varying onset times. If injected, user must complete 2 Difficulty 12 HLT tasks at HLT minute intervals. Each failure *increases* the user's WIL by 1 for pain tolerance purposes, and *gives* pain tolerance that applies vs. *all* damage. The user's AWR goes down by 2 for each failure, and they may hallucinate, but not usually in an energetic or violent way. Think "opium den" to visualize the effects. Effects wear off like a non-lethal impairment. Addiction rating 12/1.

Venom 1 This is typical for hemotoxic poisons like rattlesnake venom. The victim must make a Difficulty 8 HLT task after HLT minutes, or take a +1 lethal impairment to the site of the bite. This is repeated 4 more times, each time the number of minutes in HLT is doubled. Each time it is failed, the impairment is increased and the target must roll for an eventually fatal result, based on the total impairment and the location bitten (worse to be bit in the neck than the foot). An eventually fatal result can be treated like any other lethal injury, but is bad news for animals (which don't have that skill). The impairment is recovered like any other lethal injury.

Venom 2 This is typical for neurotoxic venoms like that of cobras. The victim must make a Difficulty 10 HLT task after HLT minutes, or take an overall +1 lethal impairment. This is repeated 4 more times, each time the number of minutes in HLT is doubled. Each time it is failed, the impairment is increased and the target must roll for an eventually fatal result, based on total impairment and location bitten. Eventually fatal results cannot usually be treated without modern medical facilities or antivenins. The impairment is recovered like any other lethal injury.

TV drug This is that stuff they use in the movies to instantly knock someone out without a struggle. Immediately upon exposure, the victim must make a Difficulty 12 HLT task, or take a penalty to all rolls equal to the amount the roll was failed by. If this penalty is greater than the character's WIL, they pass out. If it more than twice their HLT, they stop breathing. This is recovered like exertion losses.

Antidotes

Once an antidote is administered, the Difficulty of resisting the effects is reduced by 2, as is any eventually fatal chance.

First aid

If pre-emptive measures are taken before half the time has elapsed to the first drug effects, the victim gets a -1 Difficulty for rolls to resist the effects of the drug. This could be things like sucking out venom, drinking coffee to stay awake, and so on.

Diseases act in much the same way, but are almost always targeted against HLT, and have onset times of days rather than minutes. Symptomatic treatment may reduce the Difficulty of the tasks by 1, and recovery from a disease will often provide some degree of immunity against getting the disease again (reduce the Difficulty of resisting infection by 1 to 4). A constantly mutating disease like the common cold would get no benefit, influenza might be at -1, while diseases that seem fairly stable (like measles) might give a -4 immunity.

Environment

In most cases, characters will have more pressing enemies than the weather, but it may on occasion be necessary to brave the great outdoors to get something done.

Pressure

Humans and most other species need air to breathe, and tend to expire rather quickly if they don't get it. Even minor variations in pressure can be debilitating.

Pressure	Effects
Vacuum	Increase exertion level by 4***
Too thin	Increase exertion level by 3**
Very thin	Increase exertion level by 2*
Thin	Increase exertion level by 1*
Normal	Normal
Thick	Increase exertion level by 1*
Very thick	Increase exertion level by 2*
Too thick	Increase exertion level by 3**
Liquid	Increase exertion level by 4***

* Level 0 exertion is not increased

** HLT loss is counted as lethal impairment after it goes negative. Character dies if HLT reaches -(base HLT). This level matches a totally inert atmosphere or breath holding.

*** HLT loss is counted as lethal impairment. Character dies if HLT reaches -(base HLT)

These gradations are left deliberately vague, and can apply to whatever pressure range a given species is comfortable with. Whenever HLT drops due to lack of breathable air, the character must make a *current* HLT task with a Difficulty of their *base* HLT. Failure means that the character passes out, with a time unconscious as for knockout rolls (base of 10 seconds, times 2 for each extra point the roll is failed by). Conditions with very thick or thin atmosphere simply mean the character is getting no air, or not enough. Vacuum or liquid imply some inherent damage the character takes from the environment in addition to the lack of air.

Example - A character with their head stuck underwater would be holding their breath, and would be in the "too thick" atmosphere category, since they aren't breathing, rather than breathing water, and all their exertions would be increased by 3 levels for purposes of exhaustion. When their HLT drops, they must make a HLT roll, or pass out, which would be very bad if this was an attempt to kill them. They would accumulate exertion points after passing out at the "too thick" rate (since water isn't inherently damaging), and when these reached a level where the total is double that which put them to zero HLT, they die. If trapped in a building when a carbon dioxide fire extinguishing system went off, they would also be at the "too thick" level.

Example - A character with a HLT of 5 has 15 exertion points before their HLT goes to zero (5+4+3+2+1=15). If they were drowning and passed out, the damage would be recovered like regular exhaustion, *until* they went below a HLT of 0. All points after that would count as *lethal* impairments, and when HLT went to -5 from accumulated exertion points (15 more), the character would die.

Temperature

Humans have a comfort range of 15°-30°C. If hotter than this, or very humid, all exertion levels have 1 point added to them, a Level 1 exertion being 2 points per 10 minutes instead of 1 point, for example. Even if doing nothing, you will accrue 1 point per hour (which you recover under normal circumstances). If the temperature is colder, you automatically accrue exertion points as your body tries to keep itself warm. From -5° to 4°C is an automatic 1 point *addition* to exertion cost, for example. *When cold, you are automatically considered to accrue points at the level 1 rate (1 per 10 minutes)*. When either cold *or* hot, you are considered to get your HLT at the *end* of the hour in recovery, applied to your HLT at the end of the hour after exertion is applied.

Temperature	Effects
41° to 45°C (106°-113°F)	Add 3 points to exertion loss
36° to 40°C (97°-105°F)	Add 2 points to exertion loss
31° to 35°C (88°-96°F)	Add 1 point to exertion loss
16° to 30°C (61°-87°F)	Normal
5° to 15°C (41°-60°F)	Add 0 points to exertion loss
-5° to 4°C (23°-40°F)	Add 1 points to exertion loss
-15° to -6°C (5°-39°F)	Add 2 points to exertion loss
-25° to -16°C (-13°-4°F)	Add 3 points to exertion loss

A character does not die from exposure until HLT goes to negative its base value, just like for drowning. Also like drowning, all impairments accrued after HLT goes negative are considered lethal impairments. A character does not pass out from heat or cold until HLT goes to 0, although they will be feeling pretty poor when HLT drops to 2 or 1.

Example - A HLT 5 character is lost in freezing weather (-5° to 4°C), and tries to huddle in the lee of a rock. They lose 2 exertion points per 10 minutes, or 12 per hour, of which they will recover a few due to their regular HLT recovery (they go to a HLT of 2 from the cold, which lets them recover back up to a 4). However, unless they find shelter quickly, they will go to a HLT of 0 in the next hour, and begin to suffer frostbite, passing into a coma and dying a few hours later.

Armor will *add* its blunt trauma protection to *effective temperature* for negating freezing temperatures, but also *adds* to it for seeing if a character *feels* like they are in the >30°C bracket. This applies if the armor only covers the torso. If the armor covers the head *or* arms and legs as well, *double* the effect or temperature increase, and if the armor covers the whole body, *triple* it. Clothes designed for insulating from the cold have (Tech Level/2) times the normal effect, i.e. a TL12 winter jacket is 6 times as effective as a non-insulated jacket with the same rating. Note that things like hot meals, huddling together, etc. can also raise effective temperature.

Example - A character with a 4/6 torso armor at 25°C will feel like they are at 31°C for exertion purposes (25°C plus 6°C for the armor). If they added a helmet, they would feel like they were in the 37°C bracket (add 6°C more).

⚠ Note that high-tech armors may have climate control to offset these penalties. Of course, in cold conditions, having armor that keeps you warm might be a real benefit.

The safe range for water is 5°C higher than air, or 21°-35°C. Count *each* 5°C below the safe range as the next lowest temperature bracket for effects. Count temperatures over 35°C as in air, with physical damage occurring at 60°C and up. Wind will reduce the felt temperature by its velocity (up to 5m/sec). Wet characters will have wind effects tripled.

Exertion

How much stamina characters have is based on HLT. Exertion points are accrued when a character undergoes a given amount of physical stress, usually movement, and is affected by any load carried. These rules are not meant to be applied *unless situation demands it*, and normally can be used before or after a situation to see if characters have been overdoing it. For instance, after a fight, characters may be worn out from the leftovers of the adrenaline rush.

Exertion	Movement	Accrue 1 point per
Level 0	none	1 hour*/1 day*
Level 1	1m/sec	10 minutes
Level 2	2-4m/sec	1 minute
Level 3	5-9m/sec	10 seconds
Level 4	10-16m/sec	1 second

*Only for thirst and starvation purposes

Example - If you run a 4 minute mile, that comes out to around 7m/sec on average, so you burn 1 exertion point each 10 seconds. There are 24 increments of 10 seconds in 4 minutes, so you burn 24 exertion points in the effort.

Each time the total points accrued equals the character's *current* HLT, their HLT is dropped a point from exertion. This *is* cumulative with any other HLT losses, but a drop to a HLT of 0 simply means that the character passes out until it rises back to 1, like if a character with reduced HLT from blood loss overexerted themselves.

The total number of exertion points a character has decreases as they get tired. A HLT 1 person has 1 exertion point. A HLT 2 person has *3* exertion points (2+1), a HLT 3 person has 6 exertion points (3+2+1), and so on.

Base HLT	Total exertion points available
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45
10	55

Example - The runner in the previous example needed 24 exertion points to endure the stress of a 4 minute mile. Looking at the chart, you can see that you need a HLT of 7 to actually have 24 exertion points.

For very long distance runs or hikes, you need to alternate a slower pace with a faster pace to get reasonable results.

The exertion level from movement is increased by 1 if the character is carrying over their normal *maximum* load, and 1 more for each multiple of it, so a STR 5 character (normal maximum load of 25kg) would be at Level 2 exertion if walking (1m/sec) with 26-49kg, and Level 3 if carrying 50-74kg.

As mentioned earlier, *any* loss of HLT subtracts directly from the normal human maximum move of 9m/sec. As you get tired or weak, you slow down.

Any skill which allows you to add to movement applies to your *current* top speed, and the exertion penalty to actions makes it harder to succeed.

Recovery of lost HLT from exertion is at the rate of *current* HLT per hour, so in moderate cases, HLT loss will be fully recovered in an hour or less. This may be done in smaller increments if needed, a person with a HLT of 6 recovering 1 point of HLT per 10 minutes, for example. Severe losses, like going to a HLT of 1, can take several hours to recover. Any leftover exertion points are kept until the recovery *after* the one that gets the character back to full. For recovering exertion or environmentally caused HLT losses, HLT never goes below 1 (otherwise people with 0 or negative HLT would never recover at all).

Example - A character with a HLT of 6 burns 8 exertion points in a sprint, temporarily lowering their HLT to 5 (6 exertion points lowers HLT to a 5, and the 2 remaining points apply towards lowering the 5 to a 4). Since they have lost a point of HLT temporarily, all the character's actions and skills also take a +1 (being tired is a penalty to *all* actions).

They get back their *current* HLT in points per hour, or 1 point per 12 minutes. So, after 12 minutes, they recover 1 point of HLT, and are back to a 6. However the 2 leftover exertion points are still on the character until they get another recovery (which will be in *10* minutes, since their HLT is now at 6).

Optional - To represent a "second wind", when a character goes to half HLT (round to next lowest number) from *exertion*, they *may* at that *instant* "reset" their HLT back to full by taking an *overall +1 lethal impairment*. This may not be repeated until the *lethal* impairment has healed (usually about a week). This does *not* apply to permanent injury totals, but simply is a long-term drain of the body's reserves of energy which takes a little while to regain.

The Law

Since characters are going to be on the wrong side of it most of the time, it is a good idea to have some knowledge of the law. While many actions of the characters may go unreported by the victims simply because of their nature, others will not. For instance, if you torched a major drug lab, the owners would not cry "Arson!", because that would risk discovery and arrest. They would have enough problems avoiding suspicion from the local fire marshall, without aggravating the situation by inviting a full-scale investigation. However, if you were burgling a corporate headquarters for incriminating information, the security guards could easily arrest you, and prosecute you for breaking and entering, trespass, and assault (a guard claims you attacked him). You might also be badly beaten up while "resisting arrest". The law would be on your side in the first instance, and against you in the second. Any time that conventional means can be used to neutralize a threat (like the characters), it is preferred to non-conventional means.

The laws of the United States and foreign countries vary widely, as do the extent of their enforcement. Police departments generally have an Influence of 1 level less than the population of that area. This is based on the $\log_{10}$ of the population. A city of 100,000 has a population of 5 (five zeros after the 1), and a police department with an Influence of 4. Characters require a certain level of Influence to get out of jail. Provided that another organization doesn't use its Influence to keep you in jail, any group you work for can get you out if their Influence is greater than the Influence of the crime, and the organization's Influence is applicable in that area of the world. If exactly equal, the best they can do is get you released on bail, and if less, you stay in jail. Influence can be matched or supplanted by money in many cases, or used if a character has no helpful Influence to get them out of a situation, like bail money. For instance, a crime that requires an Influence of 3 to get out on bail could be $1,000 bail, or $100 and a useful Level 1 Contact, or just an Influence of 3. The effective Influence of the local police depends on the nature of the crime you are *accused* of, as does the maximum influence, regardless of the locality in which the crime is committed.

Note that government police agencies like the FBI, Secret Service or Scotland Yard all have an Influence roughly equal to the population of the *country*, minus 1, so the United States FBI has an influence of 7 (7.4), while government police in El Salvador would have an influence of 6 (5.7). This only applies vs. Federal or government crimes, and only to characters under direct government custody.

Misdemeanors	Influence
Pickpocketing	3
Vandalism	3
Shoplifting	2
Reckless driving	3
Driving while intoxicated	3
Assault	3
Concealed weapon possession	3
Minor drug possession	4
Breaking and entering	4
Manslaughter	4

Felonies	Influence
Auto theft	4
Kidnapping	5
Rape	4
Assault with a deadly weapon	4
Assault with intent to kill	4
Armed robbery	5
Drug distribution	5
Murder	6

Federal crimes	Influence
Assault on government agents	5
Trespass on government property	3
Lying to government agents	3
Drug smuggling	6
Bank robbery	5
Grand theft of government property	5
Kidnapping across state/territory lines	5
Air piracy	5
Piracy on the high seas	5
Treason	7

Other modifiers	Modifier
Local resident	-1
Public figure	-1
Previous felony conviction	+1
Previous felony conviction on related charge	+2

We didn't say the criminal justice system made sense or was on solid moral ground. These two concepts are often totally alien to the way things *really* work, both now and in numerous other cultures and times.

The difference between various types of crimes is based on your campaign. “Misdemeanors” generally do not involve deliberate lethal violence, and moderate amounts of property loss or damage. A person with no criminal record would often be released on bail or their own recognizance for a misdemeanor arrest. Misdemeanors generally do not have any serious social or legal stigma attached to them. “Felonies” are more serious, and involve larger sums of money, deliberate violence with intent to maim or kill, or some action which is seen as detrimental to a large number of people. Bail is usually higher, and may be denied altogether, and convictions may disbar the person from certain activities, like holding public office, acquiring a weapon permit, or getting many regular jobs. “Federal” crimes are those which attempt to bypass or hinder the collection of government revenue, or challenge the authority of government representatives.

Trial

Normally, you would be left to the criminal justice system, whose wheels turn slowly, and crush the innocent and guilty alike. You however, are not just a common criminal, so whether you go free or not has little to do with your actual innocence or guilt.

Provided you show up for your trial, your chance of conviction is a task equal to the Influence level of the crime, compared to the amount of Influence which is brought to bear by money spent on lawyers, publicity, bribes or any other skill or ability that can be used to manipulate the human psyche (and therefore the legal system). The Influence level of the crime is *increased* by any amount your enemies choose or are able to spend towards it, with a maximum increase in level of the initial level of the crime. To show that justice is not entirely blind, you get an additional 1 point in your favor if you *are* innocent, and a extra point against you if you are *actually* guilty as charged. There is always a 10% chance of conviction (a “10”), and a 10% chance of acquittal (a “1”).

Example - Your character is framed for auto theft, a Influence 4 crime. You pay $10,000 in legal expenses, or a money Influence of 4, plus your innocence, for a total of 5. This would ordinarily give you an automatic success, but an appropriate Level 3 Enemy throws 3 points of Influence into negative media coverage and subverting witnesses, giving your task a Difficulty of 7 instead of 4. A level 5 defense on a level 7 task gives you a 70% chance of acquittal (7 or less). Using the “graze” rule, a roll of 7 might be a mistrial or hung jury, leaving open the chance of another trial at a later date.

For characters with legal training, they can count half (round up) their skill as their legal Influence if they represent another character, but only one-fourth (round up) if they have to represent themselves.

Legal systems

Different cultures will have differing legal mechanics, and these will have certain special effects.

Inquisitorial

If you are arrested, you are presumed guilty unless you prove yourself innocent. If the character cannot provide evidence of innocence (alibi, witnesses, etc.), then increase the severity of the crime by 1 for purposes of conviction chance.

Conciliatory

The interest of the court is the fastest processing possible, due to overwork. The character may usually plead automatic guilt to a crime one level less severe, or demand a normal trial. If found guilty in the latter case, punishments will be increased up to double.

Kangaroo court

You are guilty, period. Only blackmail or credible threats of retaliation by outside parties are likely to be noticed.

Mercenary

The entire point of the legal system is to generate revenue, and people in jail don't do that too well. Almost all crimes are punished by fines or other economic penalties, some of which may go to the injured party (or their heirs). If you can't pay, you go to jail, which almost certainly involves "working" the fine off through *very* low-paid prison labor.

Rule of law

Law is more important than justice, and it is better that the innocent be hurt by adherence to the law than the law be altered for individual circumstance. If you do the crime, you do the time. Mitigating circumstances will not affect conviction chance or punishment, only the determination of guilt is at stake.

Procedural nightmare

The legal system has become too complex for mere mortals to understand. Any verdicts of barely guilty or barely innocent (within 1 point of the roll needed) results in appeals by the losing party, which will result in another trial, which costs additional money and may have additional incarceration time while waiting for it. Appeals will go on until a clear verdict is reached. If the defender runs out of money, they are presumed guilty until they acquire enough money for an appeal.

Punishment

If a character is found guilty, they can appeal, which will take 1d10 months to accomplish, and during which the character will either be in or out of jail, depending on Influence. An appeal has the same chance of success as the initial trial, but costs money and Influence *again*.

If appeals fail, punishment follows. For misdemeanors, this is either a fine equal to the level of the crime, or a jail sentence of 1 day per 10Cr of equivalent fine, like 100 days for 1,000Cr. There may be additional penalties as well, like revocation of driver's license, rehab programs, etc. For felonies, someone wants you out of commission, so this is probably a jail term, like for misdemeanors. Wealthy individuals *might* get large fines. Parole may be possible after one-fourth the time is served, and time may be reduced by up to half for "good behavior" (fat chance). In addition, anyone convicted of a felony or federal crime in the U.S. may no longer vote, legally own a gun or run for public office (although this *can* be reversed, with the proper influence).

Low-tech punishments will vary with the culture. Religious strictures may mandate punishments far beyond the severity of the crime (amputation for thieves, for instance), while cultures where status makes a difference will decrease the severity of the punishment for those above the median, and increase punishment for those below the median (like deporting children to Australia for petty theft).

⚠ Low tech prison conditions are not to be envied, nor is the means of transport to distant prisons. Accelerated aging, HLT checks to survive malnutrition and disease, and skill checks to survive encounters with other prisoners and guards will be needed on a regular basis for any character who doesn't break out immediately.

Living on the run

If a character flees prosecution, they have to face an uncertain life. You need a valid identity to hold down a conventional job, and pay records can be traced through government computers. Likewise, valid ID is needed for a vehicle license, auto purchase, credit card, bank account, gun permit, gun purchase, etc. You are no longer part of "the system", and your existence must be in the shadows until you are cleared, or you can obtain a valid new identity. Characters wanted for major crimes at TL12+ cannot leave or re-enter a country by legitimate means, as computer files will tag the character's passport number and alert authorities. While many countries have extradition treaties, they are not often invoked for minor crimes (say anything of Level 4 or less). An Enemy might be able to use their Influence to change this, however.

Note - You may have heard of "the statute of limitations". This is the time period in which you can be *charged* for committing a crime. If you are *known* as the culprit, with warrants outstanding, there is *no* time limit on arresting you. However, if you are only a suspect, there *is* a time limit in which you can actually be charged with the crime. A year is usually sufficient, but for crimes of murder or treason, there is no time limit.

In lower tech cultures, a person who flees the local legal authority is usually declared an "outlaw". This means that since the character has refused to accept the judgement of the law, they have forfeited any legal protections of the law. The character has no more legal protection than a wild dog, and like the wild dog, can be killed without fear of retribution. This tends to make outlaws desperate people. If the local authority really wants the outlaw to be publicly punished, a reward will be offered for their capture, making it profitable to capture the outlaw instead of killing them.

New identity

For characters living outside the law, a new identity can be bought if you have the contacts or money, or your organization has the influence to procure it.

Identity	Influence/Cost*
Poor (fake driver's license)	2/100Cr
Moderate (real credit card)	3/1,000Cr
Good (valid passport and federal ID number)	4/10KCr
Excellent (valid birth, school and medical records)	5/100KCr
Perfect (complete identity, with plastic surgery)	6/1MCr

*See Influence (p.125)

Time can often be substituted for money, and each level of appropriate Contacts may be able to divide costs by 10, with a limit on maximum savings based on the contact type.

Example - Your Level 1 street contact may be able to net you a savings when trying to score a fake driver's license, but is unlikely to know a good plastic surgeon.

Poor ID's pass visual checks only, like getting into a bar or cashing a check. Moderate ID's pass basic computer checks or detailed visual checks, but may be stolen, or with limited lifetimes. They will not pass a check against corroborating records. Good ID's will pass detailed computer checks, but not a check vs. corroborating data, like school records. Excellent ID's will pass almost any paper trail check, and perfect ID's include a selection of bogus acquaintances, complete to the last detail. The Difficulty of a research task to uncover a false ID is double its Influence cost.

In the course of their careers, characters will undoubtedly need to take advantage of these services.

NPC's

NPC's (or Non-Player Characters) are everyone in the game world that *isn't* represented by one of the players. They can range from faceless, nameless nobodies, to powerful organizational heads or world leaders. Each has a part to play. The detail an NPC is given depends on their importance. Combat NPC's, who exist only to get into fights with the characters, only need the basic stats, plus their combat skills. Research NPC's only need their AWR skills, but NPC's that the GM expects to use over and over should have attributes, skills, personality and background.

NPC Reactions

When characters run into NPC's in a social or professional situation, the chance of the NPC being impressed favorably or cooperating is based on the WIL of the character, and is a task with a Difficulty of the target's WIL, plus 2, minus any WIL difference between the characters. Any interpersonal skills may be used instead of WIL, or as a complementary skill to the WIL task. If there would be a favorable reaction based on Psych Lims, then this applies in the character's favor, and negative reactions go against them. Interrogation is based on *double* the WIL of the target. If a character or NPC has a reputation, personal influence or an intangible like higher social status, it may add to their WIL, while influence skills may be used *instead* of WIL.

Naturally, the reaction should be based on the dialog between the character and the NPC, but this serves as a quick way of judging.

A roll that fails by 2 or less is ambivalent, failing by 3 or 4 is negative, and a failure by 5 or more is extremely negative.

Example - A WIL 5 character meeting a WIL 5 contact in a bar for the first time has a 7 in 10 chance of making a favorable impression, since it is a Difficulty 7 task (contact's WIL+2) vs. the characters' WIL (a 5). If both had a similar hobby or interest, the character would get a +1 on their WIL. If the contact had a Level 2 Psych Lim "no respect for women", and the character was a woman, the contact's WIL would be a 7 instead of a 5.

⚠ Note that leaving a favorable impression is a *relative* term. A psychopath may just maim you instead of killing you on a good reaction roll.

Determining the emotional state (unhappy, lying, hiding something) of an NPC is a Psychology task vs. the person's WIL, and modified by any applicable Psych Lims. A person who is attempting to stonewall can add any Psychology or other applicable skills to their WIL, as can a person who is deliberately being evasive or trying to pass false information. Think of this as the mental equivalent of a melee block or dodge, and note that a person without skills to hide their true feelings still gets their AWR Aptitude to add to their WIL in any case. NPC's can also do this to *characters*...

Papers & Paychecks

Anywhere past TL10, people begin to exist in a seriously electronic, documented society. In order to to function within its normal bounds, you need to have certain items. Characters who are "clean" can get most of these on their own. For influence purposes, they can be gotten as either usable forgeries, or valid ones under different identities. Forgeries may look good, but will not stand up to any other kind of inspection. A store can determine the validity of a credit card in a minute or less, bank machines won't accept phony cards, and police can check a driver's license from any state over the radio in 10 minutes or less. Some modern identification is below. Some of these may have lower tech equivalents, depending on the culture.

ATM card - Any bank account with a balance of over 500Cr is sufficient for this. You can withdraw up to 300Cr per day at any bank machine in that country, with an extra 1Cr fee for using another bank's machines. Some will let you draw more than your current account balance, but charge a hefty fee. This is a Level 2 item for Influence purposes.

Credit cards - Accepted worldwide at major stores, hotels and brothels. To get one, you need either 2,000Cr in the bank, or a regular job (if only as cover) that pays at least 15,000Cr a year. Or, you can just wave your hands at the bank and have someone who qualifies countersign the application. This is a Level 3 item for Influence purposes.

Driver's license - This is required for legal operation of a motor vehicle. You need to have Familiarity or better and be a resident of the area in question to legally acquire one of these for any given vehicle class (car, cycle, semi, etc.). This is a Level 3 item for Influence purposes.

International driver's license - This is a driver's license that gives you some legal protection when driving in foreign countries. It requires an application for the country or countries involved, a good driving record, and a 1-2 month wait. This is a Level 3 item for influence purposes.

Weapon permit - To legally own a weapon in many U.S. cities, a weapon permit is required. This is not transferable, and does *not* give the right to carry the weapon on your person. Most people don't bother with them, as you only get in trouble if unauthorized weapons turn up in a search of your premises, and by then you have other things to worry about. This requires a clean criminal background, and is a Level 3 item for Influence purposes.

Concealed weapon permit - Some states have their own, non-transferable concealed weapon permits. To get one requires a criminal background check, fingerprinting, *and a legitimate need for the weapon* (which varies widely). It is issued only for a single, *registered* weapon. Legitimate needs vary, but may include licensed couriers, police (off-duty), private investigators, wealthy businessmen, and important individuals who have been the target of threats. This is a Level 5 item for Influence purposes.

Federal weapon permit - This allows the bearer to carry a concealed firearm anywhere in the United States, including airline flights. It requires a criminal background check, and a government job which requires the carrying of a concealed weapon, or a position important enough to need one for possible self-defense. Examples include cabinet ministers, agency heads or legislators. It is a Level 6 item for Influence purposes, if available at all. Normally it is not a document, but an Authority granted by the government to certain individuals while they are employed on the government's behalf (i.e. an FBI agent uses his FBI papers to justify weapon possession, not a "federal weapon permit").

Automatic weapons permit - These are issued only by the federal government, and provide for the legal ownership of an automatic weapon. In the US it requires a criminal background check, approval by the Bureau of Alcohol, Tobacco and Firearms, and a 200Cr fee *per approved weapon*. It also gives them the right of spot inspection to insure you still possess the weapon in question. This is a Level 5 item for Influence purposes.

Passport - A passport is required for all travel from the US to any country other than Canada, Mexico, some Caribbean islands and all US dependencies (Guam, Puerto Rico, etc.). It requires valid proof of identity, not being a wanted criminal, and usually takes 1-2 months to process. This is a Level 4 item for Influence purposes.

Pilot's license - Required to legally pilot any form of aircraft. The character must have passed certification for the appropriate type of plane (skill of 3), and must maintain a minimum number of flying hours to retain the license (adventure use or yearly practice). The only category that does not require a license is ultralight aircraft. This a Level 4 item for Influence purposes.

Visa - Aside from a passport, many countries require an entrance visa for travel into or through that country. This requires permission of the government in question, and is usually a formality for those travelling as "tourists". This will usually take 1-2 months to process, although many countries will issue "travel visas" or "tourist visas" with only a short delay, at any convenient border. Many countries do not require visas at all for tourists. A regular or work visa is a Level 4 item for Influence purposes, and requires Influence extending into that country.

Smuggling

This is a large-scale variation of hiding things, and may also be combined with bribery and other skills. Characters attempting to smuggle things across a border will usually have to deal with machine-based security (x-ray machines, etc), and person-based security (customs officials, dogs, etc.). These can be given "security ratings". For a machine, it is the "Difficulty" for an item to trigger it. It is compared to the size of the items in each parcel, using the size of the item as its "skill".

Example - A character tries to get a Size 1 knife past a Difficulty 5 metal detector. So, this is a skill of 1 vs. a Difficulty of 5, or a 1 in 10 chance of triggering the detector.

An exact match is an ambiguous result, and may result in a package or person being pulled aside for manual inspection. An airport "walk-through" metal detector would have a Difficulty of 4 or 5. If a detector picks up a class of items, *all* items of that type would add their sizes together. So, a person carrying a size 2 gun and a size 1 metal keyring has a total of 3 points of metal on them for triggering a metal detector. Some of the modern plastic-based guns use half their size instead of the full size, rounding fractions down.

People-based security is based on bribery. Officials will have a certain "fee schedule" and methods, which will also have a Difficulty rating. A successful use of bribery skill lets the character know the proper route to take, but the skill alone does not actually pay the bribes, which will be based on the overall level of local corruption and the illegality (or supposed illegality) of the deed. For instance, Mexican Customs might have a Difficulty rating of 4, and a fee schedule based on the type of traveller. For a "tourist" who wants their bags to not be searched for quicker passage through an airport, the fee is 20Cr in most cases. A chartered plane would be significantly more, as would a yacht or freighter.

⚠ Note that security measures are applied at *both* ends of a trip across a border, but manual searches are more likely when you enter a country instead of leaving it.

Hiding things

Trying to conceal an item on your person is commonly done. An article of clothing has a concealment level, and items have a size. The chance of spotting a hidden item (but not its nature) on a casual view is an AWR task for the range, with an *extra* Difficulty of any *surplus* space. That is, a very perceptive person will spot the telltale bulge easier than a non-perceptive person. They have to be looking for it to see it, or have some background where they would unconsciously notice such things, like a policeman. A light frisking will give a -2 to the Difficulty of the AWR roll for the areas frisked, and a detailed frisking will give a -4. Naturally, a strip search finds everything.

Area	Concealment level
Baseball cap	5
Pocket	5
Shoe	5
Boot	9
Ankle holster	9
Oversized shirt	10
Hip holster under jacket	10
Jacket w/shoulder holster	12
Suit w/shoulder holster	13
Custom suit w/shoulder holster	14
Trench coat (only 12 vs. a frisk)	16

Example - A large pistol has a Size of 3. If you carried one in a shoulder holster under your jacket, there would be 9 points of concealment left. So, an average person (AWR of 5) making a short range, casual look for bulges would have to add 9 to the Difficulty of the task.

At a range of 2 meters, the Difficulty for range would be 2 (if it is out of combat), so the observer would have a total Difficulty of 11 to spot the pistol. This isn't likely (which is the entire point of it being concealed, after all). Trying to carry a Size 8 Uzi under a jacket with 12 points of concealment means there is only 4 points left, so this observer would have only a Difficulty 6 task to spot the bulge (4 points of surplus concealment, +2 for the Difficulty at the range of 2 meters).

⚠ Characters with extra levels of size get +2 to the concealment rating of any article of clothing per level of extra size, and characters with reduced size get -1 to the rating per level.

If successful, they would know that you have a suspicious bulge, but *not* its identity. However, suspicion might be enough in some cases... Note that the Size of items is cumulative to detect *if* something is hidden, but does not reveal *what* is hidden. If your pockets are full, your pockets *look* full, but that is it. Size 0 items are counted as Size .2 for purposes of cumulative effect.

Some items are too bulky or long to hide under most articles of clothing (except possibly trench coats or cloaks). An example would be a shotgun. It is up to the GM to determine if an item's dimensions make it impractical to hide, regardless of its Size.

Weapons with two sizes (like 5(8)) have folding stocks or something similar. The stats of the weapon are based on the larger size if it is a two-handed weapon, and the smaller size if a one-handed weapon. Two-handed weapons with folding stocks are usually 3 points smaller when folded, and gain 1 point of Initiative, but lose 2 points of Range Mod and the ability to use telescopic sights. One-handed weapons which use folding stocks gain 1 point of Range Mod, and lose 1 point of Initiative when the stock is in use.

Example - An assault rifle with a folding stock has stats that assume the stock is unfolded and being used. If you fire it with the stock folded, you take penalties. On the other hand, a machine pistol with a folding stock has stats representing one-handed use. If you unfold the stock, the weapon is automatically more accurate, but now requires both hands to use.

Body armor

Armor worn under clothing has a size as well. This acts normally for concealment purposes, but since armor is tailored to fit the body, this number represents how bulky it is under clothing, *not* how bulky it is in a backpack or piece of luggage. Concealed armor and concealed objects are cumulative for concealment purposes over any locations where both apply.

Example - A character wearing a jacket and shoulder holster has a concealment level of 12. If they had a Level II bulletproof vest under this (Size 4) and were carrying a Size 3 pistol, the total would be a Size of 7. This means the base Difficulty of spotting *something* is 12 minus 7, or 5. Almost anyone who comes close and cares to look will notice the extra bulk underneath the outfit.

Spotting things

Usually, any use of perception is an AWR task. The base Difficulty to *hear* something is the Difficulty for range, like in ranged combat, compared to the character's effective AWR. This may either be "in combat", or "out of combat", depending on the situation.

For *seeing* something, it is the same, except you divide the range-based Difficulty by 2 (round down). The Difficulty of the task is adjusted as follows. Modifiers for sight apply *after* halving Difficulty for range.

Vision	Difficulty
Camouflage	+1
Size	as called shot
Time	as skill use
Poor visibility (also applies to combat)	+1 to +4
Target movement	as for combat
Viewing broad area (60° arc)	+4
Viewing average area (30° arc)	+2
Viewing small area (15° arc)	+0
10x binoculars (arc viewed still applies)	-3
20x spotting scope (arc viewed still applies)	-5
Stealth task vs. (AWR-(range penalty/2))	+amount made by

Sound	Difficulty
Gunshots	-DV
Silenced weapon	-(DV/5)(round up)
Screams	-4
Loud conversation	-2
Average conversation	+0
Background noise	opposite of above x 2
Quiet background	-1
Very quiet background	-2
Intervening light wall	+2
Intervening heavy wall	+4

Example - To hear an average conversation in a restaurant booth 6m away, over the normal background noise would be a base Difficulty of 5 (for range), -2 (non-combat), and +4 (background noise), for a total Difficulty of 9.

Example - To spot a camouflaged person crawling through tall grass 50m away (after you know about where they are) would be a base Difficulty of 4 (range Difficulty, halved), +1 (for camouflage), and +2 (poor visibility), for a total of 7. To this would be added the amount the sneaking person made any Stealth task by. For instance, if the GM said this was a Difficulty 3 task (task is easier than normal because of tall grass), and the character had a skill of 5, they would automatically make the roll by 2, making the total Difficulty a 9. Or, they could trust to luck and roll a die, knowing that on average they would make the roll by more than 2, but also knowing that they could also roll a 10 and fail, which would *increase* the chance they were spotted.

Note that for stealth, the longer the range, the easier it is (the base Difficulty is their AWR *minus* the range penalty). However, stealth requires that there be *some* cover to hide behind. All the stealth in the world won't hide you in the middle of an empty football field. The GM can arbitrarily add to the Difficulty of any stealth task based on available cover and background noise.

This perception system only works for relatively short ranges (out to about a kilometer), and is designed for people spotting other people. For *strategic* rather than *tactical* visual spotting, divide the Difficulty for range by twice the size modifier of the object looked for instead of by 2. This will suffice for seeing jets in the sky, vehicle movement at long range, etc., but is a little more cumbersome, and still has its limits (you can't spot the Moon, for instance).

Lighting

Flashlights and other light sources will negate part or all of a darkness penalty (poor visibility), and may have a rating, which drops by 1 point for each range step for area lights, each 2 range steps for broad beams, and each 4 range steps for tight beams. So, a +4 broad beam flashlight will negate all darkness penalties in its arc for 2 range steps, 3 points of darkness penalties for the next 2, and so on. Trying to see a particular thing while staring *into* a light takes similar penalties, and this does affect aiming if you can't spot your target against the glare.

Tech Levels

The term Tech Level is a convenient number for categorizing the technological advancement of a given culture. **CORPS** will assign these advancements numbers from 1 to 15, and for those TL's which we have already experienced, equivalent dates as well. For reference, the very end of the 20th century is just between TL11 and TL12 in this system.

Tech Level	Approx. date	Things developed during this TL
1	10000BC	Stone tools
2	3000BC	Metal tools, taxes, beer
3	1000BC	Sailing, long-distance trade
4	0AD	First rockets
5	1400AD	First gunpowder weapons
6	1700AD	Steam engines, basic physics
7	1800AD	Percussion weapons, germ theory
8	1900AD	Cartridge weapons, vacuum tubes
9	1930AD	Atomic bombs, antibiotics, transistors
10	1960AD	Microchips
11	1980AD	Early genetic engineering
12	2000AD	First fusion reactors, cloned parts
13	2100AD	Energy hand weapons, hyperdrive
14	2200AD	Full cloning, antimatter power
15	2300AD	Full development of all previous tech.

Within any widespread civilization, there will be local variations, and within different types of technology there may also be variation. For instance, biotechnology might be ahead of microelectronics. A general guide is below.

Advanced research in highest tech culture	+1 TL*
Wealthiest or most powerful culture	+0 TL
Second-rate power or culture	-1 TL
Third-rate power or culture	-2 TL

*Usually more in theory than practice

Note that this does not prevent outside items from being imported from one culture to another, but such items will be higher priced, and probably cannot be manufactured locally, unless of course a powerful culture uses a less powerful one as a source of cheap labor. Even then, the technology and expertise for manufacturing will have been imported.

Example - The United States in 1900 was at TL8, as were the major European powers, and the scientific research there was exploring TL9 concepts. Russia was TL7 and rapidly narrowing the gap in some areas, while China was TL6 and stagnant.

Naturally, if the area is large enough and conditions allow, aborigines at the lowest TL's may still exist, even in a world that is 10 or more TL's higher.

Tech Levels *theoretically* go up to TL26, but anything higher than TL15 is beyond the laws of nature as we currently understand them. Developments leading to TL16 will represent a profound change in our understanding of the universe, much as **$E=mc^2$** changed things at TL8-9.

Travel

Characters are going to travel quite a bit, and the costs add up. The table below covers travel speeds and costs.

Travel mode	Speed	Boarding	per 100km
On foot	3kph	none	-
Horse	6kph	none	-
Stagecoach	12kph	1 day	20Cr
Sailing ship (TL7)	12kph	2 days	20Cr
Steamship (TL7)	10kph	2 days	25Cr
Steamship (TL8+)	30kph	2 days	50Cr
Hydrofoil/hovercraft	100kph	60 min	50Cr
Personal car (autobahn)	200kph	none	10Cr
Personal car (hwy)	100kph	none	10Cr
Personal car (town)	50kph	none	10Cr
Personal car (city)	20kph	none	10Cr
Taxi	as road	5 min	50Cr
Limousine	as road	30 min	100Cr
Long distance bus	100kph	30 min	5Cr
City bus	20kph	10 min	5Cr
Train (TL8)	50kph	30 min	5Cr
Train (TL9+)	100kph	30 min	5Cr
Bullet train (TL11+)	200kph	30 min	10Cr
Light air charter for 6	600kph	30 min	100Cr
Passenger jet (TL10+)	1000kph	60 min	25Cr

Modifiers (if applicable)	**Cost**
Extremely cheap	x.50
Cheap	x.75
Average	x1.0
Luxury	x2.0
Hazardous terrain to cross or monopoly on route	x2.0
Fare bought within 7 days of trip	x1.5
Fare bought more than 14 days before trip	x.50

Speed is the *average* speed you can manage on a long trip, assuming you are not heavily burdened down, and includes any necessary stops for fuel, food and bodily functions. Boarding is the time you should allot to get that form of transportation once you arrive at the boarding location, and covers luggage check-in, etc. The per 100km number is the fare or expenses per 100km of travel.

Modifiers apply to any travel which has multiple levels of quality. Extremely cheap fares are generally only found in poor countries, and in fact may be *extremely* cheap due to currency exchange advantages.

Example - A group of characters in a Victorian-era game (TL8) decide they want to book normal passage from England to the United States (about 4000km). On average, they will have to wait 2 days for the next departure. The cabins will cost around 2000Cr per person, and the trip will take about 6 days if they aren't delayed by weather or other concerns.

You and your body

Characters in most genres will be human or something reasonably close. This means that you will fall within certain norms and absolute limits as to what you can do. Strength has been covered earlier, so this section has other stats you may occasionally need to know.

Running

Humans have a normal running top speed of 9m/sec, and an absolute maximum of 12m/sec without paranormal assistance. Other races may vary.

You can normally accelerate a quarter (round nearest) of your racial maximum per turn, or decelerate half (round nearest) your racial maximum per turn. Level 1,2,3 and 4 exertion usually correspond to 10%, 20%, 40% and 80% of your racial maximum speed (round up).

Jumping

A human character can do a standing horizontal jump of twice their STR Aptitude in meters, which may keep fractions if necessary. A running jump adds 1 meter for each 2 meters of movement. Jumping down will add 1 meter for each meter dropped, *up to the character's movement*, and jumping up will subtract 4 meters horizontally for each meter up. Characters who are overweight or encumbered will take penalties on their effective STR, and those who are underweight will get a *bonus* on their STR.

Swimming

A character who fails a swimming task is assumed to be fully exerting themselves to stay afloat (remember encumbrance). You can hold your breath just like the previous example for being in a "too thick" atmosphere, where it adds to the exertion points a character accrues for any actions performed. A character who is floundering about and panicking may be "breathing" water, which is worse than being without air, but accrues exertion points at the same rate.

Throwing

A character can throw a balanced, aerodynamic object up their STR squared (STR x STR) in meters, divided by twice the mass of the object, with a *maximum* throw range of 100 meters (superheroic characters *may* have greater throw range). For example, a STR 5 person could throw a .25kg grenade up to 50 meters (25/.5). A running throw or "winding up" (takes 1 second) adds 1 to effective STR per 4 meters of movement (minimum of +1 STR), while an awkward or off-hand throw will subtract 2 or more from effective STR. If an item can be *effectively* thrown with both hands (usually while stationary), they can add 2 to effective STR. Any impairment to the throwing arm or torso will affect the effective STR of the character. For accuracy purposes, note that it about a Difficulty 9 task to reliably put pitches in the strike zone for a baseball pitcher.

	Mass							
STR	.25kg	.5kg	1kg	2kg	5kg	10kg	20kg	50kg
1	2m	1m	.5m	-	-	-	-	-
2	8m	4m	2m	1m	.5m	-	-	-
3	18m	9m	5m	2m	1m	.5m	-	-
4	32m	16m	8m	4m	1.5m	1m	.5m	-
5	50m	25m	13m	6m	2.5m	1m	.5m	-
6	72m	36m	18m	9m	3.5m	1.5m	1m	.5m
7	98m	49m	25m	12m	5m	2.5m	1m	.5m
8	128m	64m	32m	16m	6.5m	3m	1m	.5m
9	162m	81m	41m	20m	8m	4m	2m	1m
10	200m	100m	50m	25m	10m	5m	2.5m	1m

Thrown items are treated like any other ranged weapon for purposes of modifiers on chance to hit, and usually have an initiative modifier of +0, and Range Mod of 0.

⚠ If an item is so large that simply carrying it encumbers the character, the apply this encumbrance modifier to the Initiative of any attempts to throw it rather than to the character's chance to hit.

Falling

Falling damage is treated as separate attacks to different parts of the body. The DV of a controlled fall is the same as the firearms Difficulty for that range, *minus* the character's STR *or* AGL Aptitude (whichever is better), and with another -2 for "out of combat". For instance, a 5-9m fall is a Difficulty of 5, minus 1 for average STR or AGL Aptitude, minus 2 more, leaving a DV of 2. Uncontrolled falls do *not* get STR Aptitude. Acrobatically inclined skills at a level of familiarity or better may be *added* to STR or AGL for determining "Aptitude". The table below shows the base DV from a fall, taking the "out of combat" -2, but not STR Aptitude.

Distance fallen	Base DV	Time	Equivalent
1m	1	.4 sec	Fence
2-4m	2	.8 sec	High wall
5-9m	3	1.2 sec	2nd story window
10-16m	4	1.6 sec	4th story window
17-25m	5	2.0 sec	6th story window
26-36m	6	2.5 sec	9th story window
37-49m	7	2.9 sec	13th story window
50-64m	8	3.4 sec	17th story window
65-81m	9	3.8 sec	Too damn far
82-100m	10	4.3 sec	Terminal velocity

Example - A character with a STR of 5 jumps down 3 meters. The base DV is 2, and their STR Aptitude is 1, so they take a DV1 attack to one leg. A STR 6 character would have an Aptitude of 2, and would take no damage. If either of them were thrown from this height, STR Aptitude would *not* apply, and each would take a base DV of 2.

The *number* of attacks is equal to the DV, and is combination damage (odd amounts being non-lethal). For instance, a DV3 fall would be three attacks, each doing 2 points of non-lethal and 1 point of lethal damage. Separate locations are rolled for each "attack". Hard, unyielding surfaces will either add 1 to the damage, or make the odd numbered points of combination damage lethal instead of non-lethal.

Example - If thrown as in the previous example for a DV of 2, the character would take a pair of attacks, and each would do 2 points of combination damage.

Armor of any type only stops as much falling damage from each hit as the characters STR Aptitude. It cushions against any particularly hard edges, but the character simply falls on their armor rather than the ground. If the armor is designed to absorb impacts like this, it may get up to its soak value.

For jumps, the first two "attacks" must be split between the legs, with the remainder rolled for randomly. Armor does not apply normally vs. falling damage. Falling rules also apply to other types of impact damage, like getting hit by a car, and the impact velocity is counted as an equivalent height.

Hunger

Characters who do not get enough food to eat do not get their full HLT for recovery purposes on the next day. Adequate food is about 1kg, plus .5kg for each 4 points of HLT lost to exertion that day (losing 1 point of HLT four times counts as 4 points of HLT lost). If *no* nourishment is taken, the character automatically accrues 1 exertion point in addition to anything else done that day, and this exertion point is *not* recovered. This means that the HLT and recuperative ability of the character will slowly decrease, and when HLT reaches zero, they die of starvation or complications of the prolonged fast.

Example - A character with a HLT of 5 goes without food for a week. So, they accrue 7 exertion points which *cannot* be recovered, which drops their HLT to 4, with 2 exertion points towards it going to 3. This loss of HLT means they take a +1 to *all* their skills and attribute rolls due to malnourishment. Since a character with a HLT of 5 has a total of 15 exertion points, they can survive 15 days without *any* food.

Partial rations decrease HLT by a fractional amount, like taking an exertion point *every other day* on *half* rations. Total rest will also halve the rate at which points are lost. Once adequate food is found, the lost HLT is recovered as a lethal injury, that is, *current* HLT towards your full HLT, per 30 days, making a full recovery from near-death a prolonged task. Note that hunger losses *may* be counted as lethal impairments for long-term injury purposes if the GM wants to do so.

Thirst

Characters who do not get enough water will suffer from dehydration. Adequate water is about 2 liters, plus 1 liter for each 2 points of HLT lost to exertion (or exposure) that day. High-moisture foods can supply up to half this. This has effects like starvation, but you accrue extra exertion points each *hour*, *after* the first 6 hours without sufficient water. In extremely hot or humid weather, this is reduced to every hour past the first 3 hours. If HLT reaches zero, the character goes into a coma and dies, much as for starvation, but significantly quicker.

Example - Lost in the burning desert, a character will accrue an exertion point each hour after the first three hours without water, so the HLT 5 person in the previous example would only last 18 hours before succumbing to the heat (3 hours, plus 1 hour for each exertion point).

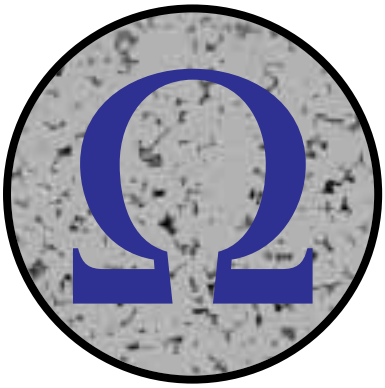
Once adequate water is found, the lost HLT is recovered as a non-lethal injury, that is, *current* HLT towards your full HLT, per day. If both thirst and starvation are in effect, note that recovery of HLT will only be up to the level of whichever impairment is *worst*, so you can't recover a thirst impairment by eating, or a hunger impairment by drinking. Also note that extra exertion points *are* cumulative if a character is suffering from both dehydration *and* starvation.

Sleep

Characters will usually require (12-HLT) hours of sleep per night. Failure to get this is a cumulative 1 point penalty to all actions, and starts to apply HLT hours after the normal sleep period begins. For skills, this is a +1 modifier, and for attributes, it is a subtraction of 1 from the current level. If a character's Aptitude drops as a result of a lack of sleep (or any other reason in most cases), it *does not* mean that skills based on that attribute drop as well. Impairments last until the character gets a full night's sleep in good conditions, two full night's of sleep in less than optimum conditions, or in the case of a single night's lost sleep, an afternoon nap.

Example - A character with a HLT of 5 stays up too late on watch duty and only gets 5 hours of sleep (they need 7). So, on the next day, they are feeling a bit slow, and will take a +1 overall penalty on their actions. If they take an afternoon nap for a few hours, they will feel better in the evening.

⚠ It is possible to have a Physical Ad or Lim relating to the environment or metabolism. For instance, the Physical Ad "Night owl" might mean the character needs 2 hours less sleep than normal, or a Level 1 Limitation "heat intolerance" means the character takes an extra point of effect from any hot weather they encounter.



PARANORMAL POWERS

"Magic is just a science you haven't figured out yet."
Porter's Corollary to Clarke's Law

Basics

Paranormal abilities are those talents which "normal" people do not have, but which have been a staple of adventures since people first started telling stories. The Siren luring men to their doom, will-o-wisps, ghosts and wizards all represent some manifestation of a paranormal ability. Almost all campaigns will have some aspect of the weird and unexplainable. A real-world campaign may have very few, while a fantasy campaign may have it as a fact of everyday life. Characters in a campaign *may* buy paranormal abilities, with GM permission.

The special effects of paranormal abilities vary from genre to genre, and very seldom do you see all the special effects together at the same time. A high fantasy game might say the special effect is magic. A space opera game might use psionics, while a dark future game might stress biological or electronic augmentation. All three use the same set of rules, but each has different limits and special effects.

Example - In each genre, characters might be able to have the paranormal ability to levitate themselves. The fantasy character might read from a scroll and summon an air elemental to lift them. The space opera character might concentrate on activating a telekinetic discipline, and the dark future character might just have an antigrav unit built into their legs.

The **CORPS** paranormal power framework was designed with the idea that powers are difficult to learn and use. With an absolute minimum cost of 5SP, it would take months to learn the simplest, most limited power. If you want powers to be more common or accessible, apply an overall multiple to power cost, like x.5, x.25 or even x.1. Likewise, you could apply multiples to *specific* types of powers. You could say psi frameworks are x1.0, while ritual magic is x.5 (or x2.0). You decide.

Buying an ability

Abilities usually work off the POW attribute of the character, and the higher the POW, the greater the effect generated. The ability itself is something learned, and is bought with a character's SP. So, a character who learned an ability could teach it to someone else, given enough time. Using normal age-based SP gains, learning an ability will take quite a while.

The characteristics of an ability come in a number of combinations, and any character with an ability *must* apply one item from each of the following categories:

Power types	Cost
1. Ranged vs. non-ranged	5SP/2SP
2. Others vs. self	5SP/2SP
3. Invisible vs. visible	5SP/2SP
4. Constant vs. drain	5SP/2SP
5. Conscious vs. automatic	5SP/2SP
6. Inherent vs. focused	5SP/2SP

To get the cost of a power, you add together the cost of each particular aspect of the power, and the total is the cost in SP that must be spent for the power. This gives you the overall framework of the ability, as follows:

Ranged/non-ranged

A "ranged" power may be used anywhere the character can see, and requires a successful AWR task vs. the target. "Non-ranged" powers may only be used if the person is touching the intended target or is in the same hex with them. Ranged powers cost 5SP, and non-ranged powers cost 2SP.

Self/others

A "self" power can only be used on the person the power belongs to, while an "others" power can in addition be used on or loaned to other willing or unwilling subjects. Self powers cost 2SP, and others powers cost 5SP.

Visible/invisible

A "visible" power can be spotted in use on a successful AWR task, whenever it is in use (user, target or anywhere in between), with a bonus to be spotted equal to the POW in the effect. An "invisible" power cannot be detected without sophisticated equipment of the GM's choice, or some natural or paranormal sense which can detect the special effects of the ability. This does not usually prevent a target or bystander from guessing the direction an attack came from, since they can make an educated guess from any effects on the target. Visible powers cost 2SP, and invisible powers cost 5SP.

Drain/constant

A "drain" power may be one of two types, a power that either drains the POW of the character or the HLT of the character, recovered in both cases like *exertion*. The first lets the character keep HLT at a high level, while the effectiveness of the power decreases, while the second subtracts from the physical reserves of the character, but allows full use of the power until the character passes out. In both cases, a task with a Difficulty equal to the POW used must be made based on either POW *Aptitude* or HLT *Aptitude* to avoid the loss. A "use" of a power is a duration of 1 second. This allows characters to continuously use the ability at low levels (Aptitude or less), but has a draining effect if pushed to higher levels. A "constant" power does not drain the character at all and may be used more or less all the time. Drain powers cost 2SP, and constant powers cost 5SP.

Conscious/automatic

A "conscious" power is only triggered by a direct mental command from the person with the power. "Automatic" powers cannot be consciously triggered, but instead are activated whenever the character needs it for their survival, and operates at the most efficient level for that purpose. The situations in which an automatic power activates are set when the ability is acquired, and usually may not change. The GM is always the final arbiter of when an automatic ability activates. An automatic, draining power will not trigger if it would drive the character unconscious or kill them. Conscious powers cost 5SP, and automatic ones cost 2SP.

Focused/inherent

A "focused" power is one which requires some sort of technological or mystic gadget in order to work. Even though the actual ability is *within the character*, this may be a physical or psychological aid which the character requires or thinks they require to use the ability. The item is usually of no use to anyone else, unless they require the same type of focus for their ability. "Inherent" powers are inseparable from the character. Most paranormal powers will be inherent, as you can buy a focus for many of the powers in the form of a gun, armor vest, etc. Focused powers cost 2SP, and inherent ones cost 5SP.

Frameworks

This framework will allow you to use most of the abilities that are available. However, depending on your campaign and players, there are innumerable "special effects" of paranormal abilities, which a given fictional universe might require in order to work.

For instance, a campaign with "psionics" would have vastly different special effects than one with "ritual magic", and this would in turn be different than "mutant superpowers".

The special effects and limitations to the right will allow you to duplicate virtually any type of paranormal effect and special effect, and are explained in detail below.

Mandatory categories:	**SP cost**
Power has range/does not have range	+5/+2
Power usable on others/only usable on self	+5/+2
Invisible effects/visible effects	+5/+2
Does not drain attributes/does drain attributes	+5/+2
Requires conscious control/acts independently	+5/+2
Inherent to character/requires a focus	+5/+2

For any powers:	
Has minimum POW/HLT required to use	-1
Requires a second of concentrate time to use (Init 0)	-1
2 seconds	-2
5 seconds	-3
10 seconds	-4
1 minute	-5
10 minutes	-6
1 hour	-7
5 hours	-8
Requires concentration time for *each* use	-2
Requires gestures or vocalization	-1

For powers which affect other characters:	
Requires POW vs. POW+0 task to be successful	-1
Requires POW vs. POW+2 task to be successful	-2
Requires POW vs. POW+4 task to be successful	-3
Requires POW vs. POW+6 task to be successful	-4
Requires POW vs. POW+8 task to be successful	-5

For powers which require a knowledge to use:	
Requires a Difficulty 6 skill roll	-1
Requires a Difficulty 8 skill roll	-2
Requires a Difficulty 10 skill roll	-3
Requires a Difficulty 12 skill roll	-4
Requires a combat skill roll (Range Mod of 0)	-3
Each point of Range Mod in the power	+1

General modifiers:	
Omni-power	+10
Power may be "prepared"	+5
Causes a special effect	+5
Prevents a special effect	+1
Backfires if casting fails (must be able to fail)	-3
Side effect	-1
May only be used at POW/HLT Aptitude	-3
Requires a Psych Lim of same level as POW	-3
Offense/defense power used for one purpose only	-1 to-5
Has common weakness that negates it/works on a 3-	-5
Has uncommon weakness that negates it/works on a 5-	-3
Has v.uncommon weakness that negates it/works on a 7-	-1
Immutable power	-5

Similar power bonuses	
Character follows a particular school/branch/type	-1 to -5

Foci	
Power is in an object	+0
Object is not concealable or bulky (>5kg)	-2
Object is not movable under normal conditions (>100kg)	-5
Power has one use	-5
Power has 2-3 uses	-4
Power has 4-8 uses	-3
Power has 9-15 uses	-2
Power has 16-24 uses	-1
Power has 25+ uses	+0

Minimum POW/HLT required to use ability

Powers may not work unless a character reaches a certain peak or threshold or psychic ability, or may stop working if the character is dangerously weakened. For instance, all people may have latent psionic potential, but all powers in a particular game world might have a minimum POW of 5, so most people are never able to use them.

Requires concentration time

The character must focus themselves inward to draw forth the power, and may perform no other action. The power may be used on Initiative 0 on the *last* second of the time increment, and on their AWR Initiative each second after that. If the character must start over after each use, they get an extra discount on the cost. If the character takes *any* impairment or makes any conscious efforts on anything except preparing the ability, the concentration is broken, and must be repeated from the start.

Having a power go off after a time delay (cast it, then an hour later the fireball goes off) is an *advantage*. This *costs* half (round up) the listed number of points for a fixed delay, and the full number of points for a delay that is variable up to the maximum time (decide the delay when you cast the spell).

Requires gestures/vocalization

The character must move, speak, dance, sing or do something that is either visually or audibly obvious. This is not likely with psionics, unless the person has some sort of chanting or mental focusing gestures that aid in concentration. However, gestures or vocalization would be common for many kinds of magic. If the character is prevented from using the proper words or movements, they are usually prevented from using the ability. If there is a skill roll involved, the ability may be used if the Difficulty of the task is increased by 3. Note also that any physical impairments which affect the gestures or vocalization will also increase the Difficulty. Even if no skill roll is required, an injury will prevent proper use of the gestures or vocalization if a WIL task vs. the impairment is failed.

Requires POW vs. POW test

This is for paranormal backgrounds where a power works against the "soul" of the target, so that even people without powers may have strong ability to resist being affected by them. For instance, a "spell" that puts you to sleep might be shrugged off by someone with a high POW, but not by someone with a low POW. The higher the POW of the target, the more difficult it is to work the ability on them *against their will*. Normally, a *truly* cooperating subject would not apply any bonuses to their POW before comparison. For special effect purposes, the POW vs. POW test may apply to other attributes, like POW vs. STR to resist telekinesis, POW vs. WIL to resist mind control, etc.

Power requires a skill roll

For any power framework which requires the user have a knowledge of some type, this modifier applies. This could be a knowledge of "sorcery", "meditative techniques", "gathering ki", or anything else appropriate to the game world. The more difficult it is to use that power or powers in general, the higher the Difficulty of the task. In magical campaigns, certain magic-rich or magic-poor regions may make it easier or harder to make such a skill roll. If the skill roll for a power is somehow linked to the level of POW in the effect, the Difficulty would be the POW used, and SP savings based on the maximum POW the character can put into the effect.

For powers which require a *combat* skill roll, this means that the power starts at the user, and literally travels through space to strike the recipient. It must be aimed and targeted, and can easily miss. Melee powers are treated just like a type of melee attack, and may usually be blocked or parried, dodged, etc. Ranged powers have a Range Mod of 0 when used in this way, and must be targeted against the appropriate sized object (mental powers usually must hit the head, etc.). Only powers which use a gun combat skill can purchase extra points of Range Mod.

Omni-power

This advantage is only available with GM permission. If bought on a paranormal ability, the character may shift around the basic parameters of the ability subject to any other limits the GM requires that powers might have (like requiring a skill roll, gestures, etc.). The power is always bought at *maximum* base cost before this is applied (30SP).

Example - A character with Blast could change it from a fire blast to an ice blast, ranged to non-ranged, conscious to automatic to prepared, regular to armor piercing, and so on.

The only limit is that the total cost of any power combination not exceed 30SP. So, since a full power normally costs 30SP, adding a special effect would make the total 35SP, and the player would need to add 5SP of limitations to reduce the overall effective cost.

Prepared power

This is for powers which can have a "tripwire", or some set of conditions that activate it. This only works for powers which are under conscious control. The person using the power may assign the effect to a particular location, which they must be able to use the power on, and a set of conditions that will trigger it. The character then uses the power at that location, with the requisite time spent, gestures used, HLT lost, etc. After this, the power is in place, and can be detected by anyone who can sense that type of paranormal energy. The trigger parameters cannot exceed the character's personal abilities, and if a paranormal ability is required as part of the trigger, the character must be *using* that ability when the power is prepared, but they do not need to maintain it after the casting.

Example - A wizard sets a psychic trap to activate if anyone with hostile intent passes through a doorway. This is only possible if the wizard has some power to detect hostile intent. If the trigger was to activate if a code phrase was not uttered, an invisible person would not trigger it unless the wizard also is using some ability to detect the invisible when the power is prepared.

The triggered area can be a place *or* a thing. It can be a living creature if the creature consents (usually). Each trigger in place drops the current POW of the user by 1 (for all purposes) until it is triggered, or the user makes a conscious decision to release it, at which point it goes off like it had been triggered or vanishes away (caster's choice). Triggered powers can also be traced back to their originator by anyone who can detect the paranormal energies involved. This is a time consuming process, as the trail is followed manually, like following a string laying on the ground.

Prepared powers can be abused, so the GM should think through the ramifications of allowing them. Prepared powers are very unlikely to apply to what is usually called “psionics”, and is more of a “magical” special effect.

Causes a special effect

This adds to the cost of a power, but gives it a special effect that it doesn’t normally have. This increases the effect in certain situations, but which can easily be negated by physical or paranormal means. Making a Blast to count as armor-piercing would be an example of this. Making a Telekinesis extinguish open flames in the area of effect, or a Mental Blast that affects self-aware computers are special effects, as is adding the ability to do combat targeting off a Detect.

Prevents a special effect

This cost addition allows a paranormal ability to negate a particular special effect that might apply against it. Each special effect has a separate cost, and there are as many special effects as there are imaginative players of the game. The protection afforded against a special effect may *not* duplicate some other power.

Example - A special effect for Armor is that it negates the special abilities of armor-piercing ammunition.

Example - A special effect of an Armor force field may *not* be that it holds atmosphere in, protecting the character from vacuum, since this duplicates the Protect power.

Backfires

If a power fails for some reason like a blown skill roll or disrupted concentration, it backfires and affects the user instead. Powers that can backfire must be specified as to their intensity and intended effect *before* being used, so that there is no question as to what happens if it fails. If the power is a beneficial one and backfires, the effects are usually reversed, or left up to the GM.

Side effect

This is a paranormal power which has some odd side effect constantly associated with its use, and which usually limits the power in some way. For each 5 points of POW used towards the effect (round down), 1 point is “lost”, and performs some *other* paranormal effect, which must cause a limit to the usefulness of the ability. For instance, a Mental Blast might have a side effect that gives the user or a 1 point Mental Blast headache. Or, a person with night vision could have their eyes glow (+1 to be seen). You can't have a side effect unless the power can be used at a level that would generate one.

May only be used at Aptitude

This is for powers which may never be used at more than a fraction of a character’s potential. The effective POW in an effect is never greater than the characters POW Aptitude. A power limited in this way usually may not have Power Multiples. It is a good way to limit easily abused powers to manageable levels.

Requires a Psych Lim

The power requires a certain mindset to use, one which does not conform to the usual social norms. This could be for game worlds where wizards are "strange", or for where paranormal powers slowly rot your mind and drive you insane, or where the ability to use a power is directly related to one's loyalty to a god. The character must have a Pysch Lim of a level equal to the maximum POW they can use in the effect before any Power Multiples are applied.

Used for one purpose only

If a power may be used in several distinct ways, and the character only wishes to use a specific aspect of the ability, this modifier can be taken. For instance a power "usable only for good" (adjudicated by the GM) would have this, as would a Blast that only works against living creatures (like a "life drain"). The actual amount of the bonus is determined by the GM, and is based on how much the power is limited, compared to its usefulness without the limit.

Power has weakness that negates it

This can be either a magical or practical limit on a power. For instance, it would be likely that a ranged electrical Blast that required a gun combat skill roll (lightning bolt), would be negated if the target was wearing metal armor. Or, the "Essence of Insufferable Guilt" spell might be turned by those who are pure of heart. How common a weakness is is determined by the game world.

If a power simply has some random chance of failure independent of circumstance or the character, this also applies. Each time the character attempts to use the power, they roll 1d10, and if the number is more than that listed, the power fails to work. Note that any preparation time is expended *before* the roll is made.

If a power is *partially* limited, this should be handled as a Multiple with the limit, like a Power Multiple that has a 50% chance of working on any given attempt. Half the time the character gets the benefit, half the time they don't.

Immutable power

This is a modifier that the GM may require for powers which can be abused if expanded. An immutable power may *never* have the modifiers on it changed. It may gain Multiples at a later time, but these may *not* have any advantage the base power does not have.

Example - A wizard with an immutable Armor that protects them "Only from undead" may never upgrade this power to a general purpose Armor that protects against everything, but would have to buy it from scratch as a separate ability.

The GM should feel free to insist certain types of powers have this limit, especially with players who would tend to abuse the system otherwise.

Similar power bonus

A character who limits themselves to a certain subset of powers or methods of using powers will get a bonus to the cost of each of those powers, but *double* this amount as a penalty to powers outside that sphere.

Example - A fire wizard might get a -3SP to the cost of all "fire" related powers, but a +6SP cost to any power that cannot be associated with fire. A psychic might get a -2SP on the cost of any power associated with the mind (Dominate, Mental Blast, etc.), but +4SP to the cost of everything else.

The bonus or penalty depends on the campaign, and the degree of limitation.

Minimum cost

All paranormal powers cost at least 5SP each, *regardless of how many modifiers are stacked on*. This represents a minimum effort required to learn or acquire the ability, even if it is greatly limited and has a bought cost of less than 5SP.

Foci

If a physical object is an independent source of a power, rather than a requirement for its use, all the costs for the power are "in" the object. The creator of the object must have spent the time to generate the SP needed for the ability, and the usual cost associated with that amount of time. Once done, however, anyone who matches the limits of the item can use it. If it stolen, the SP represented are stolen too. If destroyed, the SP represented are forever lost.

Example - A magic wand might have a minimum POW to use. *Anyone* who has that level of POW or higher can use it. An item may have other requirements of a person that might be needed for its use (loyalty to a deity, for instance).

If an item is self-aware, it would be created with AP and SP to represent any appropriate stat it might have or need, and the time required is as for normal age-related gains, with bonuses for "training" if the purchaser of the item wants it quicker.

A focus can also partially expand or limit a power, and the cost for this expansion or limit is the difference between the normal and modified cost. For instance, in a magic-oriented world, a flawless cut ruby might count as a power multiple for fire spells. This gem would have an SP cost equal to that for a single Power Multiple, with various limits appropriate to the type of magic framework in this world.

Or, magical restraints might be used on wizards. These limit abilities to Aptitude, which is 3SP (since the cost of a power with this limit is 3SP less). However, you would need a set of restraints tailored for *each* ability, so this is unlikely to be applied in general. However, a restraint that stops a witch's "evil eye", a vampire's "turn to mist" or some other single, known ability would be *very* useful.

In a magical or superheroic world, any character with an Enemy at a Level of 4+ would likely be hunted by individuals who were aware of the character's abilities, and might be specially equipped with the means to keep the character contained. For instance, they know you can walk through walls, so they have a set of restraining cuffs designed especially to block *your* ability.

Virtually any character advantage or limitation can be placed in a magical focus, with the minimum cost of 5SP. For instance, a magical ring could identify the wearer to other members of a secret organization, and act as levels of Contact. Or, Grond the Barbarian could swallow a magical potion without reading the label "Berserk Rage in a Drum". With appropriate Time Multiples on this Psych Lim, he could be angry for quite a while (a ring would work constantly without Time Multiples, but the effect could be set to stop the instant it is removed). The same applies to things like Toughness, Physical Ads, Psych Lims. and so on.

There is no normal defense against this type of effect except the Block power, which stops its level in SP of the effect.

Example - A person with Block and a POW of 5 would be able to negate 5AP or SP of magically applied bonuses or penalties. The power would be targeted against the source of the effect, not the person who is affected.

To keep magic mysterious, restrict the availability or utility of powers that can analyze or identify other powers. Also it is important to note that characters don't know what their "stats" are except in a general sense. A character who acquires a ring that gives them extra HLT will not realize it until they encounter a situation where they require the extra endurance. Even then, the GM should only give hints. For magic to have "mystery", as much as possible needs to be unknown to ordinary people.

Limited uses

If a power in an object has a limited number of uses before it becomes inactive, this will decrease the cost. This is most useful in magically oriented campaigns, where it can represent single-use scrolls, potions, wands with stored energy, and so on. Normally, once all the uses are expended, the item loses any paranormal potential. If the item can be "recharged", this *does not* cost extra, but should be written down as part of the design. "Recharging" may require any number of eldritch rituals, but the most important thing is that it is not convenient. That is, it takes long enough to be a pain in the neck, proportional to the SP in the item. In general, 1 hour of time is needed *per* SP of the power *per* charge.

While you can design gun-like magic items, the system is not meant to be used for detachable clip wands and their ilk.

It is worth noting that in any magical campaign, people who construct such items would be acting in their own best interest if magic items were *not* rechargeable. They can make more money by selling new ones that by recharging old ones. Ones that are rechargeable would cost significantly extra. Also, the special effect of some items may preclude recharging at all (potions, for instance).

A character may have a power that is inherent to them, but still with a limited number of uses, like some mystical ability that is only usable "thrice between sunrise and sunset". With GM approval, the character may have such a limited ability, and the number of uses and how they are recharged should be clearly defined. These limited uses may still drain the character, and all other modifiers can still apply.

Item cost

An item with paranormal abilities will have a cost to produce roughly equal to the materials involved, plus the time needed to accumulate the SP involved through normal experience or practice. Under normal aging rules, this is 4SP per year or 2AP per year, and represents about 2 hours of dedicated work each week per category, or 50 hours dedicated work for 2 SP, and 50 hours dedicated work per AP. It is up to the GM as to how fast these AP or SP can be accumulated, whether it can be done over a few days, or if the process of manufacture is long and drawn out.

Assume that this sort of work is technical and requires a degree of skill that can command reasonable wages, say up to 50 credits per hour of work. In any case, spending money faster can generate the AP or SP faster, similar to training costs. Each time you double the cost of the craftsmanship, you get +1AP or SP for the time spent, up to a maximum of +2AP or SP more than normal.

Time spent	Cost	Result	Time spent	Cost	Result
50 hours	2000Cr	2SP	50 hours	2000Cr	1AP
50 hours	4000Cr	3SP	50 hours	4000Cr	2AP
50 hours	8000Cr	4SP	50 hours	8000Cr	3AP

Example - A wizard in a magic-oriented campaign wants the previously described power multiple gem. The GM says the gem has a base cost of 2000Cr, and must be skillfully carved and attuned to the magical energies. It has the following limits.

Range (Power Multiple works at same range as spell)	5SP
Usable on others (Multiple works on same target as spell)	5SP
Visible effects (gem is linked by energy flows to the Blast)	2SP
Does not drain attributes (Multiple is free energy)	5SP
Requires a focus (itself)	2SP
Requires a second of concentration to use first time	-1SP
Requires a Difficulty 8 Sorcery roll	-2SP
Backfires if roll is failed	-3SP
Only works for fire-based Blast powers	-3SP
Total	10SP

At 25 hours of work per SP, this will take about 250 hours of skilled work, for around 10,000Cr in labor charges, or about 6 weeks work by the enchanter/craftsperson. Of course, if you needed it in a hurry, you could get it in 120 hours, or 2 weeks with overtime, and it would have a labor cost of 20,000Cr instead.

In fantasy campaigns, making enchanted items requires a skill called “Enchanting”, with secondary skills for potions, scrolls, items, etc., and also usually requires knowledge of the power being enchanted and the limitations or lack thereof that it uses. The more AP and SP in the item, the more difficult the overall enchantment task.

Total AP + SP in item	Difficulty to enchant
1	1
2-4	2
5-9	3
10-16	4
17-25	5
26-36	6

Doing it yourself

Naturally, the process of being able to enchant an item can be done by characters, and is a campaign-dependent skill or power. In order to prevent characters from abusing magical abilities by creating items as fast as possible, the GM should limit this ability. The best limit is that such items must be created with the character’s own experience. That is, the character spends their personal age-related experience between adventures to make up these items, and does not get the experience to apply to their character. If they are using some type of crafting skill to make the item, the AP or SP they put towards the item may be increased at the same cost as if they were trying to raise their skill. To counter the possible effects of losing the item or having it destroyed, the character should get 2 points for the item for each AP or SP they use from their own experience.

Example - The GM says that there will be several months of game time between adventures, during which time a normal character would get 2SP. A wizard spends these towards making a magic item, which wil cost about 2,000Cr, if for no other reason than they are not collecting a paycheck while working on the item, and the 2,000Cr represents lost wages. This will become 4SP of powers in the item created. If the wizard were to spend extra money to make the enchantment go faster (just like having someone else make the item), they would get proportionately more SP for the time spent, which *would* be doubled for the item effect.

Money and SP

In **CORPS**, if you can buy it with money, you *don’t* spend SP on it. You already spent SP to get the Wealth advantage, or played well enough to come into a sum of cash, and being able to buy expensive things is the reward you’ve earned.

SP and AP for paranormal powers only apply to those things in the game world which *cannot* be bought with money. For instance, while you could design a pistol as a paranormal power and buy it with SP (focus, limited uses, requires a gun combat skill roll, etc.) you would never need to do so unless playing in a campaign where guns were so scarce that no amount of money could get you one. Likewise, if magic is common, characters can spend money instead of SP to get magic items, and so can their enemies. If playing a superhero game, with bizarre items lying around for the taking, characters who wish to purchase them should have the monetary cost based on the “magic item” cost for it.

Damaging paranormal items

A paranormal item will have an AV appropriate to its power and material construction, and the AV may be better at resisting some forms of damage than others. Mystic fireseeds (an area effect Blast) may be easy to crush, but almost totally fireproof, for instance. If paranormal items are stronger than normal ones, you use the AV for the material in the item, and add 1 for the square root of the total AP + SP in the item (round up). An item with 36SP of spells would add 6 to its AV, for instance.

If an item is damaged, it generally ceases to work. If it has *any* backfire or side effect potential, that effect usually happens when it is damaged. A damaged item can *usually* be repaired, depending on the powers and the type of item.

Campaign limits

The scope and power of paranormal abilities is greatly expanded from 1st edition **CORPS**, so the GM will have to set limits on what can and cannot be had by characters (and NPC’s). If you run a campaign where powers are common encounters for delvers into the unknown, then you have to take into account their potentially unbalancing effect. If there are certain powers or power modifiers that are forbidden in the game, make sure everyone knows it.

Paranormal frameworks

Different campaign types with paranormal powers will implement them in different ways. Even in a genre where all paranormal powers are the same "type" (magic, for instance), different cultures may have different ways of accessing or using that power, each with its own advantages and disadvantages. Here are a few sample frameworks for paranormal effects:

Psionics

Power comes from an inherent mental ability, which may or may not be enhanced by technology.

Limits

No Multiples allowed except as foci
All powers must either have a HLT or POW drain

Meditative techniques

Power comes from enhanced awareness of natural abilities, and may only be used to generate effects that can be duplicated by extraordinary levels in an Attribute or skill.

Limits

Only at Aptitude level
Requires a skill roll
No Multiples allowed

Ritual magic

Power comes from an outside source, which is summoned, appeased, channeled or coerced by complicated rituals.

Limits

Requires ritual focus (altar, chalice, dagger, etc.)
Requires extra time of at least 10 minutes
May supply POW or HLT from outside sources (sacrifice?)
Extra participants may be required for Multiples
Requires a skill roll
Backlash if roll is failed

Elemental magic

Power comes from elemental forces of nature, which are summoned to perform a specific task. If summoned incorrectly, the force may attack the summoner or others.

Limits

Requires a skill roll (find and summon elemental creature to create magical effect)
Backlash (if failed, creature attacks caster)

Necromancy

Power comes from the forces of death. The user taps forces of decay and entropy to generate paranormal effects.

Limits

Always drains HLT
Has detrimental side effects on caster and/or others
Multiples limited to areas of death and decay

Channelers
Power comes from the user, who manipulates existing sources of energy to get more effect.

Limits
May only modify existing energy (fire, emotion, wind, etc.)
Power Multiples limited to maximum effect of source

Divine service (prayer)
Power comes from a divine being, and is granted as a boon to the faithful. Frivolous or selfish use may cause the wrath of the being to be vented on the supplicant.

Limits
Requires allegiance to deity of a level at least equal to the POW in the effect
May require extra time to voice the request
Multiples available only from deity or holy items
Backlash (if used for personal benefit)

Rings, wands, etc.
Power is in a magical item which can be commanded by the wielder.

Limits
May be a rechargeable or non-rechargeable focus
May have a minimum POW requirement
May require a skill roll

Potions
Power is stored in a liquid focus, which activates upon being consumed or applied, whichever is applicable.

Limits
Requires a focus
Limited number of uses per container
May require extra time to begin effect
Triggered by application or consumption

Scrolls
Power is stored in glyphs or runes that are energized or released by the act of reading them. Incorrect reading may cause uncontrolled energy release.

Limits
Triggered by reading
Requires a skill roll
Backlash if skill roll failed

Cursed items
Item is of the normal magical sort, but due to malevolence or defect, use of item has detrimental effects on the user.

Limits
Side effect always
Backlash if fails to work

Booby trapped items
Item was constructed by someone with a fail-safe so that only the proper person could use it safely.

Limits
Triggered item
Automatic backlash or side effect if triggered

Naturally magical areas
Areas that naturally overflow with the energies that make magic of all types easier, or perhaps restricted to certain types of power, depending on whether the area is “good” or “evil”.

Limits
Acts as a Time, Area or Power multiple for powers of a certain type used in that area. Area may also *have* a power, which *anyone* can use with the proper skill roll (singing, concentration, etc.)

Magically damped area
Areas that have had the magic drained from them, making all magic much harder to cast effectively.

Limits
Continual Subtract applied to POW (an exception to the normal limits on that power), or a continual Block

Blessing or curse
A magical boon or bane that operates on a person, place or thing independent of that entity's ability to perform magic.

Limits
Prepared power
Requires a POW vs. POW task
Backfires if task failed
Power doesn't work if recipient unsuitable (too good or evil)

Powers

The following list covers the paranormal powers available to **CORPS** characters, which can duplicate most fictional and claimed effects of psionics, magic or other paranormal abilities. On each major paragraph heading there will be a symbol, ●, ■, or ◆.

- ● The paranormal power can be used safely in most campaigns without fear of overwhelming foes or unbalancing encounters.
- ■ The paranormal power can be creatively abused, and may have unusual effects that cause a play imbalance. The GM should be careful when allowing such powers to enter play.
- ◆ The paranormal power can be easily abused, and may often create attacks or effects which are extremely difficult to defend against, and which can unbalance play to a great degree. The GM should *carefully* examine all powers of this type before allowing characters to have them, and should examine NPC's with this ability to make sure they are not too powerful.

Absorb ■

The character can take on some of the characteristics of anything in their surroundings, by leaching that characteristic from the target. Each point of POW used will drain a point of some characteristic from the target, and *may* add it to the user, or to someone else if there is a Target Multiple dedicated to that purpose, with a maximum absorption of the POW used. Characteristics involved can be attributes (except POW), Primary skill levels or AV. The drained points *may not* be used by the target until the power is turned off. The power is usually bought separately for each characteristic involved. Losses of an attribute that affects Aptitude will drop all affected skills by the difference in Aptitude until the effects wear off. Loss of all AV will not destroy an item, but will allow it to take damage from *any* attack.

⚠ Absorbed AV, attributes and skills *do not* add to the person doing the absorbing. Rather, they *may* **substitute** for them. That is, you can't make yourself smarter by absorbing the AWR of a moron, stronger by draining the STR of a weakling, or more dextrous by absorbing the AGL of a klutz.

The characteristic *can* be another paranormal power. In this case, the power is usable after *all* the SP cost of the power has been absorbed, and stays with the absorber until they choose to drop the ability or are rendered unconscious, depending on the special effect of the Absorb.

Example - If a creature had the ability to *automatically* leech out the strongest paranormal ability of whatever it touched, then knocking it out would have no effect. It would either have to be killed, or placed in contact with some other item with paranormal abilities, at which time the old Absorb would be canceled, and a new one begun. On the other hand, a wizard with this as a consciously controlled spell could be coerced into dropping it, or knocked out to have it released.

Add ●

The character can temporarily add the POW used to any single attribute (except POW) that is chosen when the power is bought. If needed, this power can subtract from the effects of the attack if used as a defense. This power can also be used to negate a particular impairment, but the impairment will return when the power is turned off. All secondary functions of the attribute are increased while the power is in effect. The power may also be used to enhance a particular non-skill ability by up to the POW used, like running speed, jumping distance, or attractiveness. If an attribute is raised to the point that Aptitude goes up, the character's level in all skills based on the attribute goes up by the amount Aptitude is raised.

Examples - Increased strength, resist pain, healing, eagle eyes.

Limited effect - Only vs. sight, only vs. non-lethal impairments, only to resist being knocked out.

Armor ●

The character can create a defensive wall around a person-sized object that stops up to the POW used. This stops all forms of physical *and* energy damage. It may be bought to stop POW only, to shield against magic attacks or prevent passage by spirits whose POW is less than that of the armor. If an "others" power, half this amount can *surround* a hex, and a quarter of this amount can surround a 1 hex radius. An Area Multiple dedicated to it will allow it to *fill* an area instead, rendering anything in the area more or less immobile until it escapes the area (reduce movement and all damage passing through the area by POW used). The level of the armor ability is usually *all* applied as a soak value, although for "natural" armor, the GM may set limits on how much can be soak, and how much applies to convert lethal damage into non-lethal damage.

⚠ This makes a *tremendous* difference in how characters are played. Armor that stops all damage makes characters invulnerable to a point, then they start taking lethal damage. Armor that only converts lethal to non-lethal damage means that attacks can incapacitate easily, but seldom kill. A 50/50 split is a good compromise for any armor power that represents a tough hide, worn armor, or personal force fields.

Examples - Force fields, magically enhanced physical armor, entangle fields, missile deflection.

Limited effect - Only stops physical *or* energy, armor drops to zero if penetrated, requires a skill roll to deflect.

Blast

The character can do lethal damage to an object equal to the POW used, targeted on a successful AWR task. Half of this amount can be used to surround (not fill) a hex, and a quarter of this can surround a 1 hex radius. An Area Multiple dedicated to this can *fill* an area instead, and such an attack would go against the *average* AV of the target.

Examples - Energy blast, wall of fire.

Limited effect - Only does non-lethal damage, only affects living objects, only affects spirits.

Block

This power is psychic damping. It has the effect of reducing the effective POW of the target person, place, thing or other power by the attackers POW, reducing their ability to generate a paranormal phenomenon. This effect ceases the instant the power is dropped. If used defensively around yourself (no range), it *will* stop paranormally created damage just like the Armor power. It will also stop Absorb, Dominate or any other power that must pass through the Block to affect a target. It has *no* effect vs. mundane energies. It may be used as an area power, in which case half the POW used can surround a single hex, and a quarter of this can surround a 1 hex radius. Anyone passing through an *enclosed* barrier would be "blocked" until they exited the area. An Area Multiple dedicated to this can *fill* an area instead. Although confusing, the Block power may be used to cancel out another Block.

Examples - Psychic damping, mana drain, pentagram.

Limited effect - Only vs. a particular class of powers, only usable defensively, only usable offensively.

Clairsentience

The character can sense what is happening elsewhere, as if they were actually there. The Difficulty for the task is based on the distance in kilometers the character is sensing to (rather than meters). If the character knows the area well, or uses a "target" person to home in on, the Difficulty is lowered by one. This power is usually taken with the "concentration for each use" limit, and may take extended time (constant concentration) to use. The GM should make this roll in secret, as a failed Clairvoyance attempt often results in "mental noise" that may seem like an actual remote sensing. A character using this ability *can* use other powers that require visual targeting, if their clairsentience includes sight.

Examples - Speak with dead, astral travel.

Limited effect - Only someplace the character has been, only sight, only sound, only through the eyes of animals.

Create

This is a *highly* dangerous power, and really only applies in campaigns with "magic". It is the ability to create "something" out of "nothing". The POW used may count as AP or SP towards making any other paranormal item or its mundane equivalent, or the POW used can count as a STR, and the user can create anything that STR could lift. However, this is similar to a Shapeshift in that the characteristics of the item are either major or minor changes. For instance, creating dirt is no big deal (POW of 1 makes 1kg of dirt). Creating a sword is a minor change (POW of 3, 2 for the mass, +1 for a minor change). Creating a person is a major change however, and each of that person's attributes and skills is a minor change. The created item usually only lasts as long as the power is maintained, however, something that actually exists elsewhere (like a creature) might count as being "summoned", and will stay around just like it had been teleported in. Or, the GM may require that "summoning" have a number of mandatory Time Multiples.

Creating an independent living being *does not* give the user of the power any innate control over that being if it is a "summoned" creature. Creating a generic "faithful guard dog" is one thing, and it will probably serve you well. Creating "Baechiol, Evil Minion of the Pit" is quite another... Usually, *each* category of "Create" (animals, manufactured items, demons, etc.) is a separate power, and a person with several Creates should reduce cost by applying a "similar powers" bonus, or buy it with the "Omni-power" advantage.

Examples - Create food, summon "creature", resurrection.

Limited effect - Has no control over created item.

Detect

This power allows the character to sense something not normally detectable by human senses, or a paranormal "sixth sense". The POW used counts as a hearing AWR, with a minimum of 1 (although there may be a visual component, range is counted as for hearing). This is usually not sufficient for combat targeting, but will give a fairly reliable indication of direction and intensity. The category of detection may be broad or narrow, but the quality of the information gained should be inversely proportional to the quantity. For instance, a person who can detect "any psychic activity" will not be as good at narrowing down a location or recognizing a psychic signature as a person whose detection is "psychic illusions or mental control". The same would apply on "intense emotions" vs. "fear", or "electromagnetic anomalies" vs. "anomalies caused by underground water" (dowsing). For a mystical campaign, "sense spirits of the dead" is more specific than "sense paranormal events". The character with the former should find it more useful in sensing spirits than the person with the latter. For many "real-world" effects, a "special effect" on a Detect may let the character *generate* the same energies they are able to sense, provided this does not duplicate any other power.

Being able to generate ultrasound or radio waves is an example of this. If +5SP is spent on a Detect as a special effect, the Detect may be used for targeting in combat, provided the character actually spots the target first.

Examples - Detect evil, thermal vision, radio hearing.

Limited effect - By definition, each type of detection is a limited effect, and the cost should reflect the utility and narrowness of a particular limit.

Dominate

The character can make a puppet of the target. To avoid this, the target must perform a WIL task equal to the POW used on the power. If they fail, they will see, do or feel what the character wants them to. This may be especially useful against animals. The Difficulty of the WIL task may be modified by the action the character wants the target to do, and the target gets a WIL roll to break free anytime a command, illusion or emotion is changed. Psych Lims may modify the WIL of the character, for better or worse (self-preservation is +10 WIL). If the power is invisible, the target may not realize they are under control, depending on how subtle the manipulation is. This power will add to the WIL of a person if used as a defense against this kind of attack. Note that *illusions* require a certain level of sophistication, and the target usually gets to add their AWR to their WIL to see if they believe it. It is possible for a person to be limited by an illusion, but not believe it, in which case they can act with that knowledge. For instance, you can't see through the illusion of a wall, but if you *know* it is an illusion, you *can* walk through it.

Examples - Mind control, illusions, mental defense.

Limited effect - Only to make someone speak the truth, only to defend vs. mental control, only to create illusions.

Multiples

These are special purpose powers that are useless unless applied to a *particular* other power or magical effect. They expand the effects of the power in some way, and may be limited in and of themselves in ways separate from the main power. For instance, a Power Multiple (increases effect) might have a limit of 10 seconds concentration. The character could use their base power at the base level any time, but to get double effect would have to concentrate for 10 seconds.

Multiples are bought as *separate* powers, which *must* used in combination with a *particular* other power. The first multiple for a particular power has normal cost, and each extra multiple also has normal cost.

Example - If a character got a Power Multiple for 20SP that doubled the effect of an ability, doubling it again would cost 20 more SP, for a total of 40SP, and doubling a third time would cost 20 more SP for a total of 60SP.

Multiples have a separate SP cost from the other power, and may have separate characteristics from the base power. However, to use the multiple with the power, all conditions for using both must *simultaneously* be in effect.

Example - A Power Multiple on a mental power can be bought to increase the effect. If the mental power is ranged, then if the Power Multiple is to work at a distance, it must also be ranged. However, the character could buy the Power Multiple as non-ranged, in which case they would only get the extra effect if actually within touching distance.

A power with several Multiples of the *same* type may have different limits or advantages on each multiple.

Example - An ability has two Power Multiples, with a total cost of 40SP. The first Power Multiple works all the time, but the second only works on a 5-. This would be a 3SP savings on the second multiple, dropping the total cost to 37SP.

Limited multiples of the same type are dependent on each other, and are "stacked" in a specific order *when the power is bought*. If one fails to work, *all* the ones after it fail to work.

Example - In the previous example, the *second* Power Multiple only works on a 5-. The first can work *without* the second. The second cannot work without the first. In this case, the character has access to some power all of the time, and increased power about half the time they use it. If the *first* Power Multiple has the 5- limitation, the power would have about a 50% chance of having no Multiple, but if the first worked, the second would automatically work as well.

You can stack limitations on Multiples to get a wide variety of special case powers, or villain plots tied to powerful magic.

Example - The evil priesthood of Yog-Sowhat wants to summon him to devour their enemies and lay waste to the land. But, on the Multiples required on the Create power, it requires human sacrifice, a full moon, proper alignment of the planets, special sacrificial implements, and so on. Unless all the conditions are met simultaneously, the spell will fizzle, and there will be weeping and wailing and gnashing of teeth.

Area Multiple

If a power is capable of area effect, each time this power is added, the radius of effect doubles. If the special effect of the power is that it affects a certain shape of area, it may instead be used to double the number of hexes affected. If the normal area effect is to *surround* an area, it may be used to *fill* the area instead. If the special effect is an explosion, an Area Multiple will fill the area, double the effect in the inner third of the radius (round up), and halve it in the outer third. One Area Multiple may also create a special effect involving area, at normal Area Multiple cost.

Example - An invisible character is invisible over *any* area, since they can't be seen regardless of range. This would be an Area Multiple for a special area effect on the Subtract power (subtracting from an opponent's chance AWR to see you). Without this Area Multiple, the power would only work on one person at a time.

Example - A Blast may normally surround a single hex and the surrounding hexes at reduced effect (1/4 normal). So, a Blast with a POW of 8 would surround all these hexes with a 2 point Blast. One Area Multiple is bought for increasing the radius to 2 hexes, and one Area Multiple is bought to make it an explosion. Now, the center hex takes a 4 point Blast, the next row takes a 2 point Blast, and the outer row takes a 1 point Blast.

Power Multiple

This power can apply to *any* paranormal power, and is only used in high-powered campaigns. It is bought to affect a *particular* power, and each time it is bought, the effect generated by that power is *doubled*, without changing the POW required, attribute rolls, etc. If the term "base POW" is used, it means the POW *before* a Multiple is applied, and if the term "effect" is used, it means the amount *after* a multiple is applied. This allows characters to have abilities far beyond that allowed by the normal limits of the POW attribute. The limits on this power may be different for each level.

Example - Fluxmaster has a magnetic Blast power, and a POW of 5. He buys two Power Multiples with the same limitations as his normal Blast, and one more that is limited so it only works in strong magnetic fields. His Blast now has an effect of 5 x 2 x 2 = 20, and if he is in an area with strong magnetic fields, it is doubled again to 40.

⚠ Obviously, this lets characters create energy blasts or other paranormal effects that no normal human being could withstand, and could totally ruin even superheroic characters. A 40 point Blast vs. a character with an Armor of 20 means some serious impairment at the very least! The Toughness advantage and some ASP are strongly suggested in such a campaign.

Time Multiple

This increases the duration of the power. The character using the power *does not* have to target or power it after the initial roll, and effects continue at the rate initially applied. It continues with the effect until the time duration expires. The base time of effect is 1 second for any power, and each Time Multiple *quadruples* this. The character can use the power elsewhere while the earlier use is still in force. If the same power is used on the same target, Time Multiple *may* be cumulative, at GM option. Usually this requires a deliberate effort and no failures during consecutive attempts.

Apply power for	Effect lasts for additional
1 second	1 second
2 seconds	4 seconds
3 seconds	15 seconds
4 seconds	1 minute
5 seconds	5 minutes
6 seconds	20 minutes
7 seconds	1 hour
8 seconds	4 hours
9 seconds	1 day
10 seconds	1 week

Example - The Add power may be used for healing injuries, but is rather useless as they keep reappearing when the time runs out. However, with a single cumulative Time Multiple and constant application for 10 seconds, the effect would last 1 week, by which time natural healing may have taken over (15 seconds is considered to be a permanent effect). Or, an evil sorcerer could Dominate his minions so that they are forced to do his bidding for weeks at a time. Used in this way, it would require 10 separate, consecutive, successful uses. Or, it could be bought more expensively as having 10 Time Multiples, and the whole power used in 1 second, or 5 Time Multiples used for 5 seconds, etc.

This can be extremely unbalancing if applied to an attack power, or one which causes physical damage to the target. In this case, the least abusive way to interpret it is to say that the target takes the greatest effect that occurs over the time period.

Example - A "prepared" firebomb spell striking a person with armor might do a certain amount of damage for 15 seconds, but the *total* damage would only be the maximum of a single attack. So, if worn armor protected them initially, they might take no damage, but once the armor burned off, they *would* take an effect.

For any power which can be "prepared" ahead of time, the cumulative effect of a Time Multiple may be "compressed" into the instant when the power is triggered.

Example - A "prepared" sonic deafening attack (Subtract vs. hearing) might hit a character instantly, but the deafening effect might last for hours.

Target Multiple ■

For a power which normally affects only one target, each time this power is bought, the number of targets that can be affected is doubled. Each one must be targeted separately, but each takes the full effect of the power. If one target is hit several times, the target either takes all effects separately, or is affected by their worst defense roll against the power.

Example - A multiple target Blast could hit a target several times, doing damage each time, but a multiple Dominate would simply force the character to roll several times to see if it took effect.

If a power has both Area Multiple and Target Multiple, the user can fill *an* area with the power's effect, and single out people to be affected or unaffected, up to the number of possible targets. Or, they can affect everyone in *multiple* areas.

Mental Blast ●

The character can do non-lethal damage to a living creature equal to the POW used, but must make a successful AWR task vs. the mind of the target (+3 Difficulty). This power will subtract from the damage of this attack if used as a defense. Optionally, the power could be directed against any part of the nervous system, like a non-lethal Blast. Used as a defense, it protects the whole body. Knockout or stun chance is as for other types of damage.

Examples - Psychic strike.

Limited effects - Only for defense, must have eye contact.

Precognition ◆

The character can predict the *most probable* future. This can take any number of forms, whether it be a "vision" of things to come, or merely the name of someone you're going to meet comes into your mind. It usually requires a skill roll, and the Difficulty of the task is like a range modifier, where you substitute hours into the future instead of meters of distance (i.e. 1 hour is the same Difficulty as shooting at a range of 1 meter, 100 hours is the same Difficulty as shooting at 100 meters, etc.). The maximum distance that can be seen into the future is a Difficulty equal to the characters effective POW. If the subject of the Precog is under a Block, this affects the distance into the future. If the character has control over the power, they can attempt to use this power for general tasks, and if uncontrolled, the GM may use it for dramatic effect, noting that the player spent SP on the premise that it would be worth the investment. Used as a "danger sense", POW used counts as a multiplier on *actual* time spent using a skill or attribute to avoid the danger.

Examples - Divination, Pyromancy, Tarot reading.

Limited effect - Does not work for owner of power, always shows future in abstract symbols that must be interpreted.

Protect ●

The character is immune to the effects of *one* condition of their environment that would inherently harm a normal person, such as drowning, vacuum, acid, tear gas, poison, etc. The level of protection is equal to the POW used, and must be a successful task vs. the Difficulty of the condition (drowning in water vs. toxic waste, for instance). It will not protect against something the character is vulnerable to, since vulnerabilities are vs. things that are not normally harmful to an average person. Neither will it substitute for the Armor power.

Protection	Difficulty of task
Immune to drowning	3
Immune to noxious fumes	3
Immune to desert heat	3
Immune to arctic cold	3
Immune to *a* poison	3
Immune to vacuum	4
Immune to radiation	4
Immune to ocean pressures	5
Immune to *all* poisons	5

Examples - Breathe water, immunity to poison.

Limited effects - Must be enough air in water to support fish, only vs. poisoned weapons.

Shapeshift ◆

The character can alter their shape or substance, with a limit on abilities proportionate to the POW used. Normally, a point of POW may be applied to altering an attribute by 1 point, or making a minor appearance or ability change. Minor changes include things like converting normal melee damage to lethal damage (claws), adding a point of AV (tough hide), a +1 bonus to a particular sense (keen hearing or sense of smell), an extra hex of reach, negating a point of impairment, and so on. Or, a point of POW may let the character shift around *all* their attributes (except POW) by as many points as desired, so long as the total remains the same. Major changes in the character that do not affect attributes require 5 points of POW be applied *per* major change, and these can have effects that *mimic* other powers, so long as they have corresponding disadvantages. If a shapeshift has 5 minor changes, this counts as a major change. Major changes also include those that affect the inherent armor, metabolism or bodily form of the character. Each doubling or halving of size or mass after the first has double the POW requirement (10, 20, 40 etc.).

STR is *not* inherently altered by changed size unless the GM wishes it (a side effect, perhaps).

Shapeshift may *not* be used to change something in a catastrophic manner. For instance, you can't change matter to antimatter, or living people into dead people, or humans into some form that can't survive normal gravity or atmosphere.

Examples - Turning to living stone is a major change, and gives you an AV equal to the POW used, but any "broken bone" result would likely mean an amputation. Changing to mist might let you ooze through small openings and be immune to many weapons (count each point of POW used as a level of Toughness), but you could be trapped in a container that would not let you change back without fatal consequences. Changing to a humanoid giant (a level of increased size) is one major change, but changing to a grizzly bear (doubling of size *and* major change of shape) is *two* major changes. The major change of shape with the bear would also count the conversion of fingers to claws for combination or lethal damage in melee, since this is a function of the shape. Changing to a small dragon would *not* give you flame breath. This would be *another* major change, since it is a new ability, not an enhancement of an old one.

⚠ Note that while shapeshift is a very useful power, it can be readily abused. For instance, 10 Power Multiples will make a person 2 kilometers tall. Fortunately, this is *very* expensive.

Examples - Wereform, body of metal, mimicry, terrain alter.

Limited effect - Only to a single form or subset of forms, always takes on mental characteristics of form.

ℹ If a shapeshifter has a radically altered personality while shifted, the GM may allow that form to have separate skills, in which case it would have a separate character sheet.

Subtract ●

The character can temporarily subtract the POW used from any single attribute except POW, chosen when the power is bought. No permanent effect results from this. This power *will* subtract from the effects of this attack if used as a defense, *and* is appropriate to the special effect of the attack.

Examples - Invisibility, Blind, Deafen, Weaken.

Limited effects - Only vs. a particular sense, only as a defense against opposing Subtracts of that type.

Telekinesis ●

The character can levitate and manipulate objects, including themselves, as though the POW used was their STR. Any amount of STR greater than needed to lift the object is the maximum movement rate in hexes per second. That is, if a STR of 5 would lift something, and you have a POW of 6, you can lift it at 1 meter per second. The rate of acceleration to top speed is a quarter (round up) of the top speed per second. This power can be used to cancel out part or all of other telekinesis powers. For instance, a person whose Telekinesis was a psionic ability could try to counter and drag down a person whose Telekinesis was "wings", and in this case, the Telekinesis of the one would be compared to the maximum movement of the other to which way the person with wings would move (and how fast).

STR	Maximum lift	Example
1	5kg	Assault rifle
2	20kg	
3	45kg	Child, large dog
4	80kg	Average human
5	125kg	Large human
6	180kg	
7	245kg	
8	320kg	Motorcycle and rider
9	405kg	
10	500kg	Horse
12	720kg	
14	980kg	
16	1280kg	Economy car
18	1620kg	
20	2000kg	Luxury car
25	3125kg	
30	4500kg	Delivery truck

The ability to fly is bought as Telekinesis, only on self, only for moving self (-3SP), with Power Multiples for extra velocity. The turn mode of a flying creature is equal to its AGL or any skill at flying, whichever is greater.

Example - A character with a POW of 5 buys "flight". With no Power Multiples, they can basically levitate or slowly rise, and nothing more, since this is only slightly more lift than human mass. With 4 Power Multiples, their effective POW goes to 5 x 2 x 2 x 2 x 2 = 80, so they have 75 *extra* points of STR, and thus can move up to 75 meters per second.

Examples - Flight, levitation, earthquake, weather control.

Limited effect - Only for flight, always pushes away from character, only against iron, only to negate gravity.

Telepathy

The character can speak directly into the mind of a person in their line of sight up to their POW used in range difficulty. If the receiver is expecting to be receiving communication at that time, he can be up to 1000 times this distance away (range Difficulty in kilometers instead of meters, like Clairsentience). Additionally, a character can use this power to attempt to read the mind of another person (Dominate is a purely projective power and does not allow reception of thoughts from the victim). The character must specify one particular piece of information they are looking for, and the Difficulty number is the AWR+WIL of the victim. Sleeping or heavily drugged victims get only the *better* of AWR or WIL. Optionally, a person with a Detect *and* Telepathy may be able to communicate with beings not normally sensed.

Examples - Detect lies, farspeaking.

Limited effect - Only for communication, only with willing subjects, only vs. surface thoughts.

Teleport

The character can teleport a man-sized object from one location they can see to another, with a *maximum* range of the POW used in range Difficulty, as long as the destination location is filled with a substance which the character can displace. For instance, gunfire at a range of 25 meters has a base Difficulty of 7, so a person with an effective POW of 7 could teleport a *maximum* of 25 meters. This power can be used to cancel out part or all of an opposing teleport. If there are multiple planes of existence, one or more Power Multiples may be bought with the special effect of allowing teleport between planes, or a Target Multiple may allow multiple quick hops or doubling of mass that can be moved. Often, certain sites or mystical constructs will act as Power Multiples for those with the required minimum level of the ability, allowing teleports of great distance. A POW of 5 and 10 Power Multiples will get you an effective POW of over 5000, enough to teleport halfway around the world.

Examples - Teleport, planar shift.

Limited effect - Only at a "gate", only living matter.

Canceling powers

If a paranormal ability is canceled out by the use of a similar ability, this is *not* the same as being armored against the effect. The one ability is "pushing" the other one, and there is a battle of wills and power between the two users. Normally, competing powers meet between those involved, and if the powers cause physical damage, the meeting point will suffer the effects and side effects of *both* powers.

Example - Two opposing psionicists engage in a battle of *projected* (like gunfire) telekinetic wills, each one attempting to lift and dash down the other. The line between them suffers the effect of each of their powers, and the spot where they meet is crushed and mangled by both.

Flexibility

While a simple list, the overlap of abilities means that there is a staggering array of combinations in which they can be used, abused and expanded.

Example - A person desiring defense a mental attack could either get Block, usable only vs. Dominate, or Dominate, usable only defensively. Both have the same effect. But, with later experience the character with Block could learn to block all paranormal attacks, and the one with Dominate could learn to use it offensively, but the reverse would not apply. Or, the ability to walk through solid objects could be a Shapeshift or a Teleport, each with different special effects.

Perils of Powers

A few well designed powers can totally ruin a campaign, especially when these powers aren't that common. The special effect of certain abilities can far outstrip their cost, making them very effective weapons. For instance, Telekinesis with a few Power Multiples, usable at range against others. Pick someone up and smack them against a wall. Splat! If powers are uncommon, so are the defenses, so a character with this ability quickly can defeat superior numbers or skill.

While these powers can simulate the abilities of most superheroic figures, it *does not* give the characters the benefit of a pre-determined script that says “the good guys win”. In the comics, if the powerful villain meets the weaker hero, the hero gets away, gets pummeled or gets lucky. In the “real world”, human psychology would indicate an alternate scenario where the hero has his body mangled beyond belief, at which point the villain stuffs it into a pizza box, sprinkles some pepperoni on it, and has it delivered to Hero Central.

Without the proper defenses and support from friends, this could happen to *your* character...

The GM is the final arbiter of what powers are and aren’t allowed in a game which uses them, and if some unbalancing effect crops up after the start of the game, then the GM has the right and privilege of making the player remove or alter these unbalancing aspects. A lack of cooperation in this regard simply indicates that the GM should have similarly abusive NPC teach the concept of “play balance” to the character. Repeat as necessary.

Another problem with high-powered characters is the “oops” factor. Especially in superheroic games, characters may be extraordinarily powerful in many respects, but have a glaring loophole or two that can result in instant fatality. For instance, an armored character being mind controlled into taking off the armor, a super strong character being subtracted into a weak one, or a mentalist getting taken out by a sniper. You spent 30SP to control people's minds. They spent 500Cr on a hunting rifle and a set of camouflage.

These don’t happen too often in the comics, as many heroes have reasonable amounts of *all* defenses, but when it does happen, it *really* hurts. Characters should be well rounded, and the GM should make sure that if an enemy exploits a character’s weakness, that they found out about said weakness “honestly”. This is not because the GM thought it convenient that they should know, but because the player accidentally revealed it, or left enough clues that some investigation could dig something up. The same applies if characters try to find the weakness of a powerful enemy. The enemy will not advertise that they are crippled by sneezing fits during the pollen season, and in fact will take great pains to make sure this remains unknown. The characters however, may see something suspicious in the similar deaths of a number of leading allergy specialists...

Powers in Action

Superheroic energy blaster - A four color hero from the comic book of choice. They have the ability to fly, project damaging beams of energy from their hands, and can stop bullets with their bare flesh. In addition, the character can also do other powers based on their energy projection abilities, but has problems with any other kind of paranormal power. We'll assume this character has a POW of 6 and HLT of 8, and describe their armor and flight abilities below.

Flight (bought as Telekinesis)	
No range	2SP
Only on self	2SP
Visible effects (energy flare)	2SP
Drains HLT (tiring to use at full effect)	2SP
Conscious control	5SP
Inherent	5SP
Requires a second of concentration to use (warms it up)	-1SP
Similar power bonus (energy projection only)	-3SP
Used for one purpose only (generate thrust)	-3SP
Side effect (sets things on fire)	-1SP
Power multiple #1 (same as base power, but no drain)	+13SP
Power multiple #2 (same as base power, but no drain)	+13SP
Power multiple #3 (same as base power, but no drain)	+13SP
Total cost	49SP

Notes - With a POW of 6 and 3 Power multiples, this gives our hero an effective POW of 6 x 2 x 2 x 2 = 48,which is 43 more than they need to levitate, so they can move at up to 43m/sec. At top speed, they have to make *one* HLT Aptitude roll each phase vs. a Difficulty of 6, or lose 1 HLT to exertion. However, if they only use 2 POW (which goes to 16 when the Power Multiples kick in), this is the same as their HLT Aptitude (a 2), so they can maintain an 11m/sec speed indefinitely (they need 5 points of the 16 to get airborne).

Armor	
No range	2SP
Only on self	2SP
Visible effects (crackling force field)	2SP
No drain	5SP
Conscious control	5SP
Inherent	5SP
Requires a second of concentration to use (warms it up)	-1SP
Similar power bonus (energy projection only)	-3SP
Power multiple #1 (same as base power)	+17SP
Power multiple #2 (works on 7-, drains HLT, automatic)	+10SP
Total cost	44SP

Notes - A shimmering aura that slows all forms of damage that would hit the character. Since there is no drain and 1 Power Multiple, it always provides an AV of 12 as long as the character wills it, and it provides an Armor of 24 if the player rolls a 7 or less when the character is struck by an attack. However, if an attack strikes for more than 12 points and the armor activates, the character has to roll HLT Aptitude vs. a Difficulty of 6 to avoid fatigue.

Cyberware

Implanted, external or other technological enhancements generally count as cyberware. Unlike a magic item which works through some eldricht energy and does not need to follow normal laws of energy and motion, cyberware is computers, machinery, biotech or all of the above, which are "real world" items and thus have to fit certain guidelines.

Overall:

1. Cyberware is *always* a focus. Usually it cannot be removed without surgery, although you could use the rules to get a cost for an item like a power glove, exoskeleton, etc. *Usually*, the item will have to have its own POW attribute as a "power source". Cyberware is assumed to run from a battery charged by the character's own biological processes, and this POW has no effect vs. magic of any type. Even if an item is "inert", like armor, it may be living and self-regenerating, and thus requires some energy input to maintain itself.

Example - Augmented STR effect is bought as a drain on the item's POW. If the character uses it at low levels (its POW Aptitude), there is no drain. If they want to "push" the output to higher levels, this requires a roll to see if the item's POW temporarily drops (the battery is partially discharged).

Any number of cyber items may run off the same POW "battery", but the *maximum* POW that any of them can use is the *current* level of the battery.

Example - A character has a POW 3 cyber-battery. No cyberware can have an effect of more than 3, and the total effect running at any one time cannot exceed 3 either. With an Aptitude of 1, no more than 1 draining power could be used at a time without having to roll for drain effects.

Enhancement	AP	SP	Cost as paranormal item
POW 1 cyber-battery	1	0	2KCr
POW 2 cyber-battery	4	0	8KCr
POW 3 cyber-battery	9	0	18KCr
POW 4 cyber-battery	16	0	32KCr
POW 5 cyber-battery	25	0	50KCr
POW 6 cyber-battery	36	0	72KCr

2. Only powers that are reasonable to give a technological basis to are allowed. Usually, this will be:

	Range	Others	Invisible	No drain	Conscious	Focus
Add	No	No	Apt.	No	Yes	Yes
Armor	No	No	Apt.	Yes	No	Yes
Blast	Either	No	Either	Either	Either	Yes
Clairsent[1]	Yes	No	No	Yes	Yes	Yes
Detect[2]	Either	No	Either	Either	Either	Yes
Protect[2]	No	No	Either	Either	Either	Yes
Subtract[3]	Either	No	No	Either	Either	Yes

[1] Only into computers, through computers (cyberspace)

[2] Only vs. technological/natural sources

[3] Like stunners, blinding flashes, etc.

If a category says "either", the cyberware can take either category, depending on special effects. Powers *cannot* be loaned to anyone else, even if there is a "yes" in the "Others" category. If a category says "Apt." it means the answer is "yes" if the power is at less than or equal to the character's HLT Aptitude (it is small enough to be hidden), or "no" if it is more (you have excessive bulges).

3. All cyberware is pretty much limited to a *specific* use, programmed when it is installed. This is -5SP to the cost. If a power that might affect the entire body is limited to a certain portion of the body, you also get a bonus for the "chance of failure" to represent the decreased utility (it works all the time, but only for a fraction of your person).

Location	SP saved	Money saved
Head or one arm or one sense	-5SP	5,000Cr
Both arms or one leg	-4SP	4,000Cr
Torso or two senses or both legs	-3SP	3,000Cr
Torso and head or arms or legs	-2SP	2,000Cr
Arms and legs	-2SP	2,000Cr
All but head or arms or legs	-1SP	1,000Cr
Three senses	-1SP	1,000Cr
Whole body (head counts as whole body for AWR)		zero

Example - A cybered addition to AWR that only improved sight would cost 5SP less. Implanted armor that only protected the torso and head would cost 2SP less than normal.

4. Cyberware does not *usually* get any Multiples unless it is a non-implanted focus (i.e. powered armor, etc.). The Subtract power is the most likely exception.

Sample cyberware

Costs are listed in AP and SP, which would apply during character generation, and in Cr, which may apply during character generation, but more likely after play has started. The AP cost for the POW necessary is split off in case a common POW "battery" is used.

Attribute enhancement - No range, self only, visible or invisible effect, drain, conscious control, focus (implanted synthetic muscle). Has an inherent POW of the enhancement level (minimum POW of 2). This can be used at the POW Aptitude for no drain (constant use), or pushed occasionally as the risk of temporarily draining the POW. Enhancement is listed as constant/maximum amount, like +1/+2.

Enhancement	AP	SP	Cost as paranormal item
+1/+2 Attribute (invisible)	4	18	8KCr/18KCr
+1/+3 Attribute (visible)	9	15	18KCr/15KCr
+1/+4 Attribute (visible)	16	15	32KCr/15KCr
+1/+5 Attribute (visible)	25	15	50KCr/15KCr
+2/+6 Attribute (visible)	36	15	72KCr/15KCr
+2/+7 Attribute (visible)	49	15	98KCr/15KCr

Implant armor - No range, self only, visible or invisible effect, no drain, automatic, focus (implanted synthetic armor). Armor is split between soak value and blunt trauma protection, rounding odd amounts to soak value. Has a POW equal to the total level of protection.

Enhancement	AP	SP	Cost as paranormal item
+1/0 Armor (invisible)	1	18	2KCr/18KCr
+1/1 Armor (invisible)	4	18	8KCr/18KCr
+2/1 Armor (visible)	9	15	18KCr/15KCr
+2/2 Armor (visible)	16	15	32KCr/15KCr
+3/2 Armor (visible)	25	15	50KCr/15KCr
+3/3 Armor (visible)	36	15	72KCr/15KCr

Blast - Range, others, visible or invisible effect, drain, conscious, focus (implanted weaponry), requires gun combat skill roll, has Range Mod of 1 (cost=0SP). Options: No range (-3SP, -3KCr, requires melee skill roll), no drain (must have charges), automatic (must have triggering conditions, -3SP, -3KCr). Has a POW equal to the maximum damage.

Enhancement	AP	SP	Cost as paranormal item
DV1/2 Blast (visible)	4	21	8KCr/21KCr
DV1/3 Blast (visible)	9	21	18KCr/21KCr
DV1/4 Blast (visible)	16	21	32KCr/21KCr
DV1/5 Blast (visible)	25	21	50KCr/21KCr
DV2/6 Blast (visible)	36	21	72KCr/21KCr

Clairsentience - Range, self only, visible effect, no drain, conscious, focus (circuitry and interface jack), within a computer system only (-5SP). Lets the user see and hear electronic communications within an electronic system. Has an effective AWR of the POW used. Using cyberspace in detail is not covered in the **CORPS** basic rules.

Enhancement	AP	SP	Cost as paranormal item
AWR1 computer jack	1	17	2KCr/17KCr

Detect - Ranged or non-ranged, self only, visible or invisible effect, no drain, conscious control, focus (implanted sensors). Has an AWR for detection purposes equal to the POW used.

Enhancement	AP	SP	Cost as paranormal item
Implant radio	1	24	2KCr/24KCr
Implant radio/video	1	24	2KCr/24KCr
Night vision (targeting)	4	29	16KCr/29KCr
Thermal vision (targeting)	4	29	16KCr/29KCr
Ultrasonic hearing (targeting)	4	29	16KCr/29KCr
Geiger counter	1	24	2KCr/24KCr
Air sampler	1	24	2KCr/24KCr

Protect - No range, self only, visible or invisible effect, no drain, automatic, focus (implanted protection). Provides artificial protection against some hostile environment. Has a POW requirement proportional to the protection afforded.

Enhancement	AP	SP	Cost as paranormal item
Prot. from gases	9	18	18KCr/18KCr
Prot. from absorbed	9	18	18KCr/18KCr
Self-contained breathing	9	18	18KCr/18KCr
Prot. from vacuum (visible)	16	15	32KCr/15KCr
Prot. from radiation (visible)	16	15	32KCr/15KCr
Prot. from poisons	25	18	50KCr/18KCr

Subtract - No range, self only, visible or invisible effect, no drain, automatic, focus (drug injectors, flash lenses, artificial skin). Option: Acts against a limited number of senses or limited part of body (-1 to -5SP). May have an Area Multiple for special effect (wide area flash, invisibility, etc.).

Enhancement	AP	SP	Cost as paranormal item
-1/-3 Attribute drain	9	18	18KCr/18KCr
-2/-6 Attribute drain	36	18	72KCr/18KCr
-1/-3 Chameleon field	9	18	18KCr/18KCr
-2/-6 Chameleon field	36	18	72KCr/18KCr

New paranormal abilities

While just about any effect can be generated with these powers, you may think of something new that isn't covered.

A power is usually one of the following: An addition, subtraction or substitution to an attribute or skill, a Difficulty that must be opposed, an Armor Value, a Damage Value, or an enhancement to some non-combat ability. With this, you can generate any number of special effects.

Example - Moleman has a zero-range Blast (claws) and wants to be able to dig a tunnel with it. The GM says that this is more than a special effect, and should be counted as an Area Multiple dedicated to the effect. Moleman can now dig through a 1 hex area of any material he can damage with his claws. If Moleman wanted to move through more than one hex of material per turn, then a Target Multiple would be used to get the extra targets (hexes) needed.

Example - A wizard can become insubstantial and pass through walls without leaving a trace. To become a vapor would be a Shapeshift, but to pass through solid objects would be a Teleport, with the limitation that you only move at your regular movement rate per turn. You would not take damage unless an opponent had a damaging power with the special effect “affects magically insubstantial objects”.

Natural paranormal abilities

The paranormal power rules may also be used to mimic certain abilities which could be entirely natural in origin, but which are given a point cost to balance them or supply a certain game mechanic. For instance, if a character race has wings that allow them to fly, this might be bought as a paranormal power, with appropriate limits. In the special case where the ability is natural to the creature, the effect may be based on HLT instead of POW, with multiples applying to HLT as well.

Example - A creature that is armored might have the Armor ability, and the score is based on its HLT, supposing that the healthier the creature, the tougher it will be. Or, a flying creature would have an effective STR for flight based on its HLT, so if it is tired, it cannot fly as fast or carry as much.

Natural creatures will have abilities proportional to their normal habitat, prey and life cycle. Very few creatures have evolved around a diet of armed adventurers or sentient prey, for instance. This doesn't mean a large creature wouldn't see characters as a tasty snack, but does mean that it would likely only have abilities tailored to killing and eating natural prey about that size. Intelligent or directed creations are another matter...

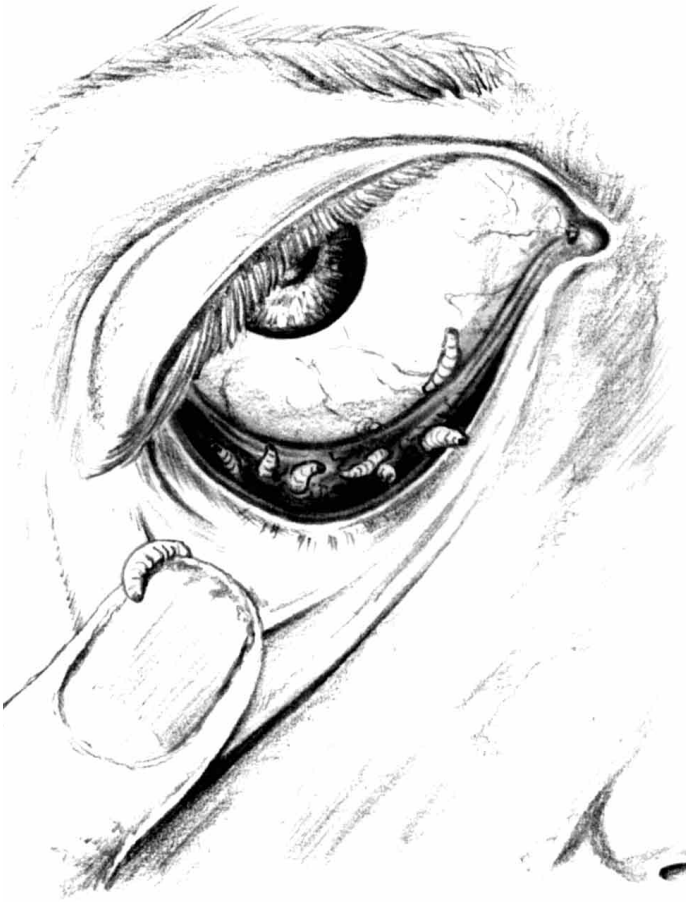
Undead paranormal abilities

Undead and other monstrosities can generally be created using normal character creation rules, and don't cost too terribly much in the way of points. For instance, zombies have appalling levels of Toughness, making them impossible to "kill", and they must simply be dismembered or beheaded. Vampires may have a shapeshift, a Subtract power (to sneak and make people sleep), and unusual dietary requirements. Ghosts lack a material form, and are just AWR and POW, with abilities that drain POW to use. Any creature can usually be designed using powers or character advantages. Just use common sense when working them out.

Dealing with the supernatural

Some game genres are characterized by creatures and/or events which push mortal endurance past its limits. These could range from ghosts or zombies, to terrors from beyond time and space.

If you incorporate such into your game so that characters do not always have the option of acting rational in the face of fear, such events should have a "fear rating". This is simply a Difficulty that characters must make a WIL check against.



Success means the character overcomes the normal irrational response and can act more or less normally. Failure means the character takes a penalty of the amount failed by on all their actions except further fright checks, and failing by more than your *current* WIL means that the character is either frozen in terror (unable to do anything), panics, drops everything and runs away as fast as possible, or attacks with maximum force and without regard to personal safety (base defense only). These cover the usual reactions, but you are free to make up more on your own. The exact action a character takes will usually be influenced by their Psych Lims, but people can always snap in unexpected ways.

Example - While exploring a ruined temple in the jungles of Oxtlan, a group inadvertently awakens the temple guardian. As a fetid wind rises and forms the decaying matter of the jungle floor into a hideous, writhing mass of tentacles and eyes, each character has to make a Difficulty 9 fright check. Grond the Barbarian, with a WIL of 7, makes his roll (he needs a 7 or less) and is unaffected. The native bearers behind him however, are not so lucky. They each have a WIL of 5 and need a 3 or less. Rolling a 9 or 10 (failing by *more* than their WIL) means they snap. One stands terror-struck, and doesn't even begin screaming until grabbed by a tentacle and shoved down a bottomless maw.

Most of the others drop everything to lighten their load, and run as fast as possible in the other direction, and the last draws a belt knife and charges the ancient thing, plunging his dagger ineffectually into its fibrous hide again and again, even as it engulfs him.

Characters who are terror-stricken get one chance to snap out of their terror each turn they are away (out of immediate sight of) from the source of the fear, on an Initiative of their current WIL. The fear rating goes down by 1 each second. Failing the roll means you continue doing whatever panic-stricken action you had been, to the best of your ability. Success means that you snap out of it, and can act normally on your next action.

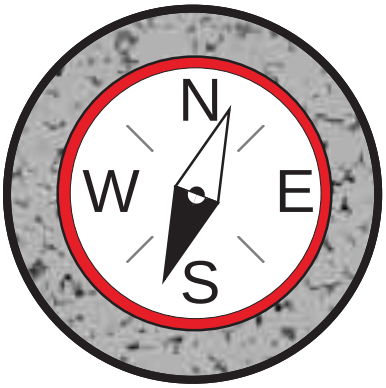
In campaigns where fear checks are used, it is acceptable to have the Physical Ad of "mental strength" on WIL, to represent increased calmness in the face of danger of any type.

How badly a character is affected by fright is also dependent on the culture. Things that 20th century people might take for granted (trains leaving a tunnel, for instance), might seem terribly frightening to a medieval peasant. However, some things seem to have a general horror component regardless of the genre.

Item	Fear rating
Ferocious large carnivores	4
Mutilated corpses	4
Self-mobile corpses	5
Ghosts	5
Demons	6
Horrors that are life, but not as we know it	6
Each 2x of human size (up to +5)	+1
Each 2x quantity (up to +5)	+1
Characters have nearby emotional support	-1

Example - A group of 16 zombies claw their way out of the ground and shamble towards a group of characters. This is a base fear rating of 5, +4 more for the quantity, -1 for the characters backing each other up, for a final fear rating of 8.

Characters that successfully make an initial fear check vs. a particular type of creature or thing get a cumulative +1 on subsequent exposures until they are more or less immune to fear from that item. Characters failing an initial exposure roll *and* getting badly traumatized might take *penalties* on subsequent exposures.



CAMPAIGNING

"In any given scenario, there are four possible player actions - the three reasonable ones the GM expects, and the fourth one that players ultimately devise and use..."

The First Law of GameMastering (John Dunn)

Basics

This section covers everything you need to know as a GM. If you have never run a role-playing game before, then you should definitely read this section before running your first session. Even if you *are* an experienced GM, there are probably still bits in here that will help you out, and of course you will need this section for awarding experience, handling between game training, and so on.

Power Level

CORPS as a system is designed to be more down to earth realistic than comic books, and for superheroes it tends to have a dark and gloomy outlook, as people can die all too easily. To keep the spirit of a heroic world, it is suggested that you apply the following, remembering that a campaign that spans multiple genres will use the highest numbers or widest range of all the categories. For instance, a post-ruin espionage campaign would have more paranormal abilities allowed than a straight espionage campaign.

Creating a campaign

You probably have some general idea of the type of campaign you want to run, but do you have a "game world"? Depending on the style of play you and the players enjoy, this will have varying levels of detail. At the very least, you should have some idea of the basic society the characters will be part of for their first adventures. Sometimes this is easy. In a modern conspiracy game, the "real world" is the background, and you can use already established political and social norms as the backdrop. Sometimes this is hard. An alien culture is much more than humans in funny suits. Working up an internally consistent history and structure for a different race, culture or other group can be very difficult, although highly rewarding if your players get into that type of roleplaying. The players should have this information *before* they start designing their characters. At the very least, you should have a vague idea of most of the following concepts for the area the game will take place in.

Basic geography
Justice system and methods of enforcement
Political system and current events involving it
Class, race or gender distinctions
Technological infrastructure
Monetary system and commerce
Behavioral and appearance norms

Example - Spamm is a male-dominated feudal monarchy, currently not on speaking terms with Venasaus (to the north), and allied with the Devlham (to the south and west), the eastern border being the Sea of Gris. Spamm is medieval place. Gunpowder is a relatively new invention, and all heavy work is done by animal or wind power. The basic unit of currency is the ritz, which may be further divided into ritzbits for small transactions. Spamm is self-sufficient in all goods, although imports from Devlham are always into demand, arriving by sea or land caravan. The laws of Spamm are harsh, and enforced more or less evenly across the country. Crimes are judged by the local magistrate, and punishments are set according the Book of Laws, which includes fines, disfigurement, prison, slavery and execution. Only active members of the militia may carry arms in a town or city, although all men are expected to keep weapons at home for the common defense, and weapons for defense are commonly carried when travelling.

Type	AP	SP	Cultural skill limits	Base Toughness	Natural Aptitude	Paranormal powers	Paranormal multiples	Paranormal items
Conspiracy	100	50	Yes	x1.0	Rare	Ext. rare	None	Ext. rare
Post-ruin	100	50	Yes	x1.0	Uncommon	Rare	Rare	Rare
Time Travel	100	50	No	x1.0	Rare	Rare	Rare	Rare
Exploration	100	50	No	x1.0	Rare	Rare	Rare	Rare
Espionage	150	100	Yes	x.8	Rare	None	None	None
Dark Nihilism	150	100	No	x.8	Rare	Rare	1 only	Rare
Space Opera	150	100	Yes	x.8	Uncommon	Rare	Rare	Rare
High Fantasy	200	150	Yes	x.8	Uncommon	Common	2 or 3	Common
Superheroes	200	200	No	x.5	Common	Common	4 or more	Common

Campaign Direction

Your **CORPS** campaign will be uniquely your own, but will probably have one of several overall themes. Some typical **CORPS** starts are below.

Mercs

You work for money, any money. Anytime, anywhere, no job too big, no fee too large. You have a lot of freedom, but not much of a safety net. Mercs doesn't necessarily mean “nothing but combat”. In a modern game you might be part of an ordinary private investigation firm, that just happens to have secret government contracts, or individuals who are known in the “community” to be reliable, and if need be, disposable resources. In the future, there are bodyguards, private police forces, or figures paid to do things that governments can't *officially* do. In the past, you could be wandering ronin, merchant explorers or questing warriors.

May tend to stress
Combat, tactics, equipment, direct approach
May tend to discourage
Puzzle solving, negotiation
Advantages
Campaign theme can change rapidly, depending on employer.
Disadvantages
May result in unacceptably high character deaths

Secret agents

You work for the government, part of a secret group funded by “black” (i.e. unaccounted for) government money. You are responsible only to your superiors, and can get away with a lot of excess, as long as your get the job done. A merc type of person could be a “retired” secret agent, who still has ties to the parent organization. Both past and future societies are likely to have intelligence networks, spies, and secrets that need protected or stolen.

May tend to stress
Travel, intrigue, climactic fights
May tend to discourage
Trust between characters, mundane adventures
Advantages
Gadgets, intrigue, master villains, incredible plots.
Disadvantages
Too much escalation can make it difficult to create believable plots.

Hired help

You do what you do because you have no choice. There is something in your past that doesn't bear close scrutiny, and *they* know what it is. The pay is good, the benefits are nice, but they still tug your leash on occasion to let you know who's boss. For instance, you might have gotten away with a crime several years ago, and they discovered who did it, or maybe even set you up to begin with. Past, present or future, having the GM run the character's lives is a good way to start players who don't have a direction of their own yet. A superior, whether king, general, or tribal leader, says “Go!”, and the characters have no choice but to obey. Once they gain a reputation, they get more freedom to decide their own path.

May tend to stress
Combat, chases, betrayals.
May tend to discourage
Concern for those lives that the characters touch.
Advantages
Can be used to bring together characters of widely dissimilar types.
Disadvantages
Not as much personal motivation to adventure.

Nightstalkers

There are evil creatures afoot, lurking in the dark corners of society. They may be mutants, aliens, or horrors from beyond normal time and space, but you are here to see that they don't achieve their ultimate goals. It isn't very financially rewarding, but you know you are working for the right side...you think. You might be part of a covert organization, or simply a small group of individuals that “knows too much”. In the first case, you may have some degree of resources to back you up, both physically and in terms of background information from an organization archive. In the latter case, you only know what tidbits of information your own efforts are able to procure. In the future, these could be awakened remnants of some past alien horror, or infiltrators from another continuum trying to usurp power from within. In the past, you could be fighting creatures of chaos, charged by some higher power to root out and destroy its influence.

May tend to stress
Acquisition of knowledge, stealth, long term planning.
May tend to discourage
Seeing shades of gray, fosters an “us vs. them” mentality.
Advantages
Long term campaign theme, easily recognizable evils, lots of drama.
Disadvantages
Some inhumanly powerful foes. Some battles just aren't winnable, and players may have trouble accepting retreat as an option.

Total idiots

You stumbled onto the tip of a large and sinister iceberg, and without any idea what you are doing, begin to dig, deeper than a lot of people would like. Since few if any characters will start the game with more than the most superficial knowledge of the “real world”, almost all campaigns will start with some degree of this element. This is for characters who are thrust into circumstances beyond their control. Since they are unlikely to be experts in combat, being good role-players and fast thinkers is a must. You don't want to do this with a player who is used to simply charging into combat with no provocation. In **CORPS**, they'll get totalled.

May tend to stress
Investigation, misinformation, trying to discover the “truth”.
May tend to discourage
Combat, confrontation, massive displays of force.
Advantages
The world only has to be as detailed as the characters' knowledge.
Disadvantages
A less detailed world may be harder to keep consistent as it evolves. Without some successes, players may get discouraged.

Pre-game notes

You should always spend some time before GM'ing a game to go over everything you expect to happen. Different types of players have different styles and expectations, and enjoy play for different reasons. If these are people you deal with all the time, you already have an idea of this, but most role-players fall into the following categories:

The Intellectual Explorer

Plays more by talking with people than anything else. Enjoys learning about the game world by interacting with NPC's, and pieces together information by snippets of dialogue here and there.

✔ **Do**: Have a few interesting NPC's that they can bump into, with some useful information that no one else is likely to find elsewhere.

✘ **Don't**: Make the player roll too much on social skills, but let them role-play it out. They should have a *reasonable* level in these skills though. Munchkins may have high combat skills and no social skills, and attempt to cover for it by talking a lot.

The Combat Monster

Lives to fight, even more so than the tactician. Plays mainly by tagging along with everyone else, and then going wild when an opportunity to fight presents itself.

✔ **Do**: Make sure that you want someone like this playing in the game. Insist the character have a few useful non-combat skills and encourage their use. Make sure to occasionally have a combat nasty enough that only this character's presence gives a hope of success.

✘ **Don't**: Allow this to degenerate into munchkinism. Don't let the player ruin everyone else's fun by turning every game event into a combat situation.

The Tactician

Likes combat and making plans. They love it when a plan comes together. They may see the entire campaign as an intellectual challenge that they win by surviving.

✔ **Do**: Have some part of the session require short or long term planning. Let the character make contingency plans, and even keep them secret from you if you trust their ability to act within their character's limits. This keeps *you* on your toes. Do use maps or drawings to make things clear if there is any confusion at all.

✘ **Don't**: Describe things vaguely, or have the character fall into traps or take damage just because it is convenient to the plot. They may have out thought you, and fair is fair... Tactician munchkins exceed the limits of the character, and often try to get or use equipment or knowledge they couldn't reasonably get.

The Quiet One

Plays to be with friends, but doesn't say or do much, despite being able to. Often has the best ideas, but they are just as often ignored.

✔ **Do**: Make sure the player is close to you so you can hear them over the crowd. If the player has a good idea and can't get it across, either help them out by getting the group's attention, or let them suffer ignominious defeat and tell them later that the player had a great solution to the problem, but no one would listen. Encourage them to speak up, or make a point of asking all players *individually* when posing a question to the group.

✘ **Don't**: Let other player's words or actions drown out someone else. Don't forget the basic abilities and skills of each character, or traits which may become central to the plot (enemies, contacts, etc.).

The Munchkin

The munchkin plays solely to get the maximum amount of power, wealth and influence for their character. They use rules interpretation instead of tactics or roleplaying in a lot of cases, are usually quick to fight, grab treasure or use all kinds of personal knowledge that their *character* has no experience with.

✔ **Do**: Examine all characters closely before the game begins, preferably a week or more in advance. Be *extremely* wary of characters they want to import from other people's campaigns. Look really closely at any background which gives the character god-like skills in a given area, and then ask yourself if the player is one to role-play this well, or simply milk it for all it is worth.

✘ **Don't**: Give a munchkin an even break. If they can't be weaned off these tendencies by interesting plots, and adventures that require creative thought as much as good stats, then make sure the laws of the world are reliably enforced against them. Since munchkin characters usually have little respect for laws, incarceration is always a useful option, with execution as a last resort.

Plot

Every game session needs a plot. The following list is condensed from Georges Polti's **The 36 Dramatic Plots**, and lists the name of the plot, the opposing force, the role of the characters, and any other parties involved. Most good plots incorporate several of these, intertwined and linked.

Plot	Obstacle	Characters	Other
Supplication	Persecutor	Suppliant	Power in Authority
Deliverance	Threatener	Rescuer	Unfortunates
Revenge	Criminal	Avenger	Victims
Vengeance by family on family	Guilty kin	Avenging kin	Relatives
Pursuit	Fugitive	Pursuer	Other plot
Victim of cruelty or misfortune	Master or fate	Unfortunates	Pre-game events
Disaster	Vanquished	Victors	Messenger
Revolt	Tyrant	Conspirator(s)	Third parties
Daring enterprise	Adversary	Adventurers	Bold Leader, goal
Abduction	Abductor	Guardians	Abducted
Enigma	Problem	Seeker	Interrogator
Obtaining	Foes	Seekers	Object
Familial hatred	Relative	Relative	Cause of hatred
Adultery	Betrayed	Adulterer	Adulterer
Madness	Madman	Victim	Cause of madness
Imprudence	Blackmailer	Imprudent one	Victim or lost object
Crime of love	Revealer	Lover	Beloved
Kin kills kin	Revealer	Killer	Victim
Self sacrifice	Reason	Hero	Thing sacrificed
Rivalry	Rival	Rival	Object of rivalry
Crimes of love	Lover	Beloved	Crime
Discovery of dishonor	Guilty one	Discoverer	Reason
Obstacle to love	Obstacle	Lovers	Other circumstance
An enemy loved	Enemy	Lover	Hater
Ambition	Adversary	Ambitious one	Coveted thing
Conflict w/deity	Immortal	Mortal	Reason
Bad judgement	Victims	Mistaken one	Restitution
Remorse	Interrogator	Culprit	Victim
Recovery	Seeker	Seeker	Lost thing

Example - A particularly famous science fiction movie might have a background of Revolt (against an Empire), with the key to a Daring Enterprise (destroying a battle station) being a Recovery (of the stolen plans), with side plots of Pursuit (being chased by the Empire), Obstacles to Love (Princess and Smuggler) and An Enemy Loved (father-son problems).

GM Hints

The gaming environment should be comfortable for all involved. The most soft-spoken people should be closest to the GM, and the most obnoxious ones furthest away. You should have all your gaming materials close at hand, along with dice, scratch paper and pencils. If mood music makes the game better, have it playing in the background, but not too loud. Turn the television off, as it is too much of a visual distraction. Make sure there is a clear path to the refrigerator, and that everyone has plates, coasters, and so on to protect the floor and furniture.

Always play in the abstract whenever possible. Describe the look and feel of a situation, without laying out a map or making drawings. Too many players go into “tactical” mode when they see a map, and worry more about getting a good position for a combat they see as inevitable than they do about interacting with the people they are there to meet. If you get out a map, you encourage people to think of placement rather than personality.

Describe things the characters encounter in terms of their senses. Any location that the characters need a feel for should involve at least two of the senses, which can include sixth senses for eerie places.

Example - “The darkened wharf is deserted except for a few derelicts, and quiet except for the creaking of the greasy planking and the lapping of dirty water against the pilings.” This provides a good mental picture of what the area looks like, and players can mentally fill in the details of what you can expect here.

Given this, you should always give the players not only the information the characters would gain from application of their skills and senses, but a little slack as well. The characters will act according to their backgrounds. A combat-oriented character will be watching other people, and constantly appraising the situation. A talker will be mingling, a thief casing, and so on. A *player* should not be penalized because their *character* didn't see something that would be second nature for a person with that background. They should have to roll for things that are more subtle, however. If, however, you give them hints and information, and they fail to follow up on it, especially if the information was only given to one person because of a skill or background they have, then the consequences of deliberate ignorance *should* apply.

Example - A group of characters goes to a nightclub that they suspect runs a different kind of business in the off-hours. Characters without any security systems experience might notice the infrared sensors on the walls, and that is it. A character with a decent level of skill might know the approximate capabilities of the sensors, the area they cover, and just as importantly, that they are a standard model used in a lot of other businesses, maybe with known weaknesses.

That is, nothing out of the ordinary or suspicious. The characters would get this information without having to roll for it. The character with security systems would not get to notice the strain sensors on the stairs to the back room, or the concealed TV camera unless they were suspicious as to why a secret operation had such mediocre security, and actively looked for less obvious devices. This would be a skill check, and might also allow anyone watching the character to deduce what they were up to.

Also, give players some latitude. If their character has certain skills that let them pick up information that others can't, supply it. If characters have certain contacts that let them do things or acquire things, let them. Go over each character before play and tell the player how you interpret the character so that if you and the player have different ideas, you can get it sorted out before play.

Since you are being devious and withholding the secrets of the universe from the players, the players ought to have the same opportunity. If their characters want to "buy things", let them, but also let them know that anything you don't approve might be rejected at a later date if it is something that the character couldn't get, or couldn't get by Customs, etc. So, if they happen to have picked up the ingredients for home-made explosives while you weren't looking, and it seems reasonable, then go with it. Mutual surprises make the game a lot more enjoyable, provided you can run with the new directions that they may cause things to move in.

Pointless and devious dice rolling is another tactic that can be used to good effect. Telling someone to make an AWR roll in the midst of a perfectly ordinary situation (like at a stoplight), will tend to make players edgy, as will rolling dice secretly and then looking up random sections of the rules. About the time the players think you are just faking it and drop their guard, then spring something on them...

Foreshadowing

In books and movies and comics, everything turns out right because it has all been written beforehand. Not so with game adventures. Even if using a pre-written adventure, players will often go in unexpected directions, or chase irrelevant leads. One way to "guide" players, and keep them on edge, is "foreshadowing", where you provide clues or hints about the future well ahead of when it actually happens. For instance, a psychic character starts having bad dreams about events that won't happen for several adventures yet. An investigator might have a notice on their door that they need to pick up a package at the post office. Heroic adventurers might pick up bits of rumor from far-off places.

As much as anything else, this lets players plan ahead, and perhaps spend some training or thinking time on things that might help them out, but which they otherwise wouldn't have considered.

Funny voices

Something to give a good impression of an NPC is, well, a good impression. Bad accents, wide hand gestures, posture and expression can often convey more than a verbal description of what an NPC is like. Make a few short notes on NPC sheets to help you out. For instance, "weaselly, whispers a lot, glances nervously from side to side". Act like this whenever the NPC is talking to a character. It *will* influence how the *players* respond, and thus may influence how the *characters* view the situation.

Props

Props are not needed for adventures, but they can often be made and handed out as clues or reference information. This most often works in the form of dossiers, news articles, personal letters, faxes or other written information. This can also serve a useful game purpose, by interposing real-world problems on top of the game. If you give a character a "royal pass", which is only useful if produced on demand, tell the *player* that if *they* don't have it when the GM asks for it, their *character* doesn't have it either. Then if *you* can swipe it from them, you can make the assumption that a thief could also get it from the character, and watch them squirm if you ask them to produce it. That's not really nice, but it can be fun once in a while.

Pulling strings

Also known as yanking chains. Characters have disadvantages for two reasons: To get points for the character design, and to give the GM hooks to hang adventures from. Character flaws should be used in each adventure, preferably at least 1 from each character. Characters with enemies can have them show up, or work behind the scenes. Characters with phobias or personality quirks should have a chance to find out why they got points for them. Characters with a duty should be called upon to make difficult decisions on occasion, and those with authority tempted to abuse it.

Problems

Campaigns can get into trouble for a variety of reasons. Maybe people have different expectations of how the game is run. Problem solvers may be happy with a campaign that bores tactics gurus, and so on. As the GM, you will need to address these issues eventually, as suits the personalities of everyone involved. Besides that, there are other things that can crop up to throw a monkey wrench in the works.

Too much combat

Combat will happen, and when it does, play will slow down immensely as everyone tries to get a tactical advantage, and uses all the information and resources at their disposal. This isn't the way it works. Combat is chaotic, with life-or-death decisions being made in a split second, on little information, and with no chance to ask for second opinions. To really have *players* make decisions like their *characters* do, do the following: All players decide what their action will be on a given Initiative segment in order of skill, **lowest to highest**, and each player only gets as long to state action as their best combat skill in seconds. If the player can't make up their mind in time, the character stands and does nothing except try to block any incoming melee attacks or find cover from ranged attacks. After the first person decides, the GM writes this down, and the next person gets their few seconds, and so on. The people who have the highest skill get to go last, and have the benefit of some time to plan while everyone else goes. Each person is only allowed to communicate with the others during this sequencing by using a single word or hand gesture, so there will be no drawn out tactical discussions. After everyone has decided what they are going to do, the GM runs through the initiative segments one by one, *highest to lowest*, and everyone sees what happens as a result.

The general result of this is more like real life. People stand around until they gather their wits, or dive for cover so that they can assess the situation relatively safely, or just plain make decisions in haste that they regret later. It also makes the combats proceed much quicker a lot of the time. The disadvantage is that it doesn't work well for *players* who are indecisive, trying to play *characters* who are fast on their mental feet. However, you could say it is good training for the player...

Realism

Characters are heroic, larger than life and all that rot, but both players and the GM can take some lessons from the real world.

Most people have a very strong self-preservation instinct. In fact, unless a character has a Psych Lim greater than their WIL, it is unlikely they will voluntarily do anything likely to be fatal. Religious fanaticism, duty to a higher authority, fear of a worse fate and love are the main reasons for such a self-sacrifice.

Often, this self-preservation includes not sticking one's head out from behind cover during a gun battle, or closing with someone else who has a gun. Listen to the world news about hot spots and conflicts. Often, pitched battles between hundreds of people with automatic weapons will only result in a few dozen casualties. If this were played out between typical groups of characters using a painfully impartial GM, it would be over in 20 seconds with a 50% mortality rate. The obvious difference is that *real* people are more willing to just throw lead around and hope someone at the other end gets unlucky. Give NPC's this survival instinct, the ability to keep their head in one piece, simply run away when things get too hot, and get their revenge later. It can be just as frustrating to fight, win and have nothing to show for it, as it is to fight and actually lose.

Socializing

While there are lots of rules for combat, there are less for normal personal interaction. This is because while combat is a life or death affair, people are seldom killed by well-aimed rhetoric or verbal shrapnel.

However, normal conversation and use of social skills is just as important to a campaign as being able to lob a spell or grenade. A good plot has lots of twists, and information to be uncovered. Using your wits and your ears can often achieve things that sheer firepower cannot, and this works on both sides of the fence. Characters can be set up by being fed false information, leading them into a trap, or they can use subterfuge to mislead their enemies, without ever having to draw a weapon.

If it is alive, it has motivations. As a GM, you need to know what these are. If characters talk to someone, why does that NPC engage in conversation? What to they hope to gain from this expenditure of their time?

Money? - “I'll tell you what you want to know, but it will cost you...”
Social status? - “Ooh, I'm actually talking to (insert hero name). My friends will be so jealous!”
Fear? - “Ok, ok, don't hurt me!”
Loyalty? - “Yes, sir!”
Favors? - “You owe me one...”
Self-interest? - “Get them good for what they did to me!”
Deception? - “Sure, I know exactly where the (insert villains) have their hideout...”

And remember that NPC's can be just as devious as the players can, although this can be difficult to implement on a practical basis since one GM is managing an entire game world, and the players just need to worry about themselves.

Non-attendance

Sometimes, not everyone can show up for a game session. Hopefully, you have scheduled playing time so that everyone *can* attend on a regular basis, but sometimes there is unexpected work, exams, or other previous commitments more important than gaming (sad but true). If this is between adventures, it is easy enough. The missing player simply isn't there for the start of the next adventure. Perhaps they got sick, had important family matters to attend to, and so on. Sometimes, they can rejoin the party in the middle of the adventure, sometimes not.

If they have to depart in the middle of an adventure, this is more serious, especially if the character has key talents or skills needed to complete the adventure. You can either "balloon" the character, in which case they tag along like a balloon on a string, but do little else (defending themselves in combat, doing minimal amounts of what they specialize in, and so on), or you can "take them out". Sometimes, they can be called away on urgent matters. The breathless messenger finds the characters and says that a particular character's father is on his deathbed and to return home immediately, for instance. Sometimes this isn't possible. Then the character is laid low. Perhaps they are poisoned, or catch a disease, or are cursed, possessed, abducted, what have you. The character then becomes a burden on the rest of the characters, and they must deal with it as best they can. The missing character makes a speedy recovery as soon as the player gets back into the game.

In either case, a missing character should only get experience based on the time they spent playing, and on actions done while the player was present. For instance, a character laid low by illness because they couldn't play *does not* get any points towards improving their HLT. If a player is forced to disappear from play frequently, the best thing to do is make their character an NPC, and let the GM run it, or let any player whose character is captured or unconscious play the NPC. When the irregular player is available, they take the NPC over. Of course, the character can get killed this way, but that's a chance you have to take.

Kibbutzing

One of the things that makes gaming fun is kibbutzing, or the constant sharing of information, in-jokes, jibes and recollections of past events. In the real world, this wouldn't happen, especially in combat, where turns are 1 second long, and the shout "watch out behind you!" is probably going to be too late to make any difference.

However, it *is* fun, and fun is the name of the game. The group talking also takes the place of the experience and skills the characters are supposed to have, where you quickly consider several options before deciding what to do. Usually, if you need to impart secret information to a player, you just take them aside, or pass them a note. In situations where confusion and lack of communication make the situation more tense, simply invoke a silence rule. The GM says "no talking among yourselves", often with an implied threat like "violators will penalized 1 ASP per word". This is pretty nasty, but things get quiet *real* quick. For instance, if players are split into two groups out of touch with each other, you don't *have* to do the role-playing in separate rooms, but there should be no talking between the groups until they get back together.

Backup plots

Sometimes players go off in completely unexpected directions, occasionally with no hope of resurrecting the main plot. Oh well. The GM should have a contingency plot in mind that is general enough to fit the situation, or, if the GM is good enough, can simply make it up as they go. The abandoned plot can be brought up later, or the character's non-participation can affect its outcome, and the repercussions happen in the next adventure. All the NPC's, maps and miscellany you created can be saved for when needed, or reused elsewhere.

Unpleasantries

Characters who are captured, arrested or otherwise subject to someone else's will may undergo a number of unpleasant experiences, to say the least. One only needs to look at the newspaper and see evidence of abuse of authority at every level, and this is just the items that reach the public eye. The level of detail a GM wishes to go into should mesh with the level the players are comfortable with, on a group *and* individual level. It is something to be considered when the campaign starts, or when new players are introduced, a level of "ground rules" on how detailed one wishes to get on the blacker side of human behavior. This can range from simply saying "you get mangled up" and assigning various levels of non-lethal or lethal impairment, to painfully graphic descriptions designed to turn the stomach and make the players lose all respect for you as a person.

Dying

No game would have quite the level of excitement if there was no risk to the characters. But, even experienced characters are not immune to the fickle hand of fate. A bad roll, a lapse of judgement, a shortage of ASP or any number of things can suddenly separate your character from the land of the living. And it hurts. Anyone who has played for a long time will know it's more than "just a character".

Players should be encouraged to prepare for the demise of a *character*, even if it never happens. Disposition of the character's property and personal effects, last requests, funeral instructions, and where to send those incriminating video tapes of the Prime Minister and the sheep should all be written down beforehand, and if at all possible, made part of game play. The survivors should deal with the questions that are sure to arise, make arrangements, deliver eulogies and everything else that you, as a real person, would do for your close friends.

In addition, players should make up a "backup" character, someone who could take up the character's cause should they perish prematurely. For instance, that Level 3 newspaper contact might decide to take a vacation to investigate the death of a friend. The brother or sister you corresponded with but never told everything to decides to find out exactly what you were up to. To keep the new character from being too outclassed by other characters who have much more experience, the new character gets the Inheritance advantage. The new character should meet the old characters at some point that fits the situation, and play then continues, although perhaps on a more somber note for a while.

It sometimes happens that a player has to leave a group, and would rather "kill off" the character than simply have them retire. This is a serious decision, and leaves the GM in the awkward position of *planning* the demise of a particular character. Usually, the events leading up to this are an adventure in and of themselves, ominous foreshadowing (omens, threats, etc.), with a heart-wrenching climax (often with parting speech). How you handle this is an extremely individual matter.

Bluebooking

This is basically making a written journal of the high points and important information in an adventure. For instance, the character's background should be here. Players can make notes of spectacular things they did for future experience awards, write down names of important NPC's they meet, make maps, write down questions that need to be answered, and generally use the pages as an adjunct to their own memory. The GM might also keep a book, to write down important things the characters did, especially ones that may come back to haunt them (insulting powerful NPC's, for instance).

Sample uses
A wizard's list of spells and their limitations
A mercenary's list of previous employers
Anyone who owes the characters a favor
Anyone the characters think might try to oppose them
Culture notes of a particular area
Weapons a character has used successfully
Lists of tattoos and scars
Known abilities of enemies or enemy organizations
What your character normally carries at all times

Experience

Experience can be gained during adventures to increase a character's attributes or skills. Any successful use of a skill in a *combat* or *pressure* situation counts towards gaining experience, as does any *exceptional* use of an Attribute. A mass combat as part of an adventure counts as 1AP towards whichever attribute the character used most, and 1SP to the skill used most. Casual use simply counts as practice. There must be a GM-determined degree of risk involved to count as "adventure" experience. At the end of an *adventure* (*not* a single session), 1AP may be gained for an Attribute used in this way, and 1SP towards any skill used successfully under pressure. It is still slow, but several times faster than the normal gain for non-adventure practice. Note that no attribute can usually get more than 1AP in an adventure. A skill as a whole may get more than 1SP in an adventure through use of Secondary or Tertiary skills. If two or more related Tertiary or Secondary skills gain SP, the Secondary (for Tertiary) or Primary (for Secondary) skill they are based on may have 1 of the SP transferred to it. However, no part of a skill can gain more than 1SP per adventure. Also, any Secondary or Tertiary skill which is at its maximum may not be increased, and SP gained towards it are either lost or converted to ASP, at GM discretion.

Example - A character successfully used both Pistol and Longarm secondary skills, for 1SP each. One of the SP may be transferred towards increasing the character's overall Projectile Weapons skill.

In either case, gaining a point in a high-level Primary skill is still a difficult, time-consuming task, and will usually take at least a year of game time, so make sure you are satisfied with your character before play begins. Using experience to make major changes will take a *long* time.

If, through experience, a character gains enough in an Attribute that their Aptitude goes up, they do *not* gain in associated skills. Any new skills bought, however, will be bought up from the new Aptitude level. Skills that had been bought previously are not affected. If it makes a difference, AP may be allotted before or after SP when gaining experience.

Example - If your character is on the verge of increasing their AWR from 5 to 6, *and* is gaining some age or adventure related SP towards an AWR-based skill, it only makes sense to wait for your AWR Aptitude to go from 1 to 2 before buying up the AWR-based skill.

Ads & Disads

If a character does something really amazing while under a physical or psychological penalty, they may be awarded an AP or SP by the GM towards an advantage or buying off a disadvantage.

SP Transfers

There are cases where a character can be reasonably expected to "forget" a skill to learn a new one. This usually only applies to *Tertiary* skills of *similar* types. For instance, you have a +1 skill in driving a particular model of car. When you sell the car and get a new one, you gradually trade the +1 in the old model into a +1 in the new model. This usually takes 3 game months, and can be done with GM permission only. It does not require any extra SP, just a change in Tertiary skill assignment. In the event the character needs the old skill back for some reason, they may repurchase it at any time using 1 unspent ASP allotted to the Tertiary skill.

Example - A character, having traded in their Porsche 911 for a Mazda RX-7, transfers their +1 in driving the Porsche into a +1 in driving the Mazda. In a later adventure, they are back behind the wheel of a Porsche 911, and really need to do some fancy driving. So, they spend 1 ASP from points available to get that +1 back. Now they have a pair of +1 Tertiary skills, each with a particular automobile type.

Once spent, such ASP *cannot* be reassigned back where they came from, but can be transferred again to a similar Tertiary skill.

Training

As characters adventure, they will gain the opportunity to improve their skills. When a character gets enough AP or SP to make up the cost difference between one level of skill or attribute and another, the level is increased by 1.

In sessions between adventures, characters normally accumulate 1AP per 6 months, and 1SP per 3 months, just like the Age character advantage, which can be applied however the character chooses, within limits. If a character spends a 3 month period between adventures in the hospital, improving their horsemanship is probably out of the question. In such a case, the GM can *demand* that experience gained be put towards something applicable, as your age-based experience *must* be spent as it is accrued (you can't save it up).

Characters can also spend 100Cr times the appropriate Primary Skill or Attribute to add 1 to these gains through training, and continue to add points (up to a total of 4x normal), by quadrupling the cost. You can train in multiple attributes and skills (paying a separate training cost for each), but the total AP or SP gained cannot exceed 4x the normal amount for aging, i.e. you can never gain more than 4AP and 8SP in a single 6 month period by training.

⚠ Immortal or high-point characters may have extremely high levels of skill, which require time just to maintain, let alone improve. In this case, assume that all characters must spend 1AP per 6 months for each 25 attribute levels and 1SP per 3 months for each 25 skill levels (round down) just to maintain their current levels of proficiency.

Example - A character with a STR of 5 decides to pay for intensive weight training. Normally, they would gain 1AP per 6 months, but if they spend 500Cr (100Cr times Attribute level), they will gain 2AP instead. Quadrupling this to 2000Cr would result in a gain of 3AP, and 8000Cr would give the maximum allowable gain of 4AP. If they trained for 2AP in both STR and AWR (night classes), they would pay as for two separate 2AP trainings, not as a single 4AP training.

Experience/time per wk	each 3 months	each 6 months
Base	1SP/2 hr	1AP/2 hr
100Cr x current level	2SP/4hr	2AP/4hr
200Cr x current level	3SP/8hr	3AP/8hr
400Cr x current level	4SP/16hr	4AP/16hr

One AP or SP will represent about 2 hours a week of effort for that time period (3 or 6 months), and each point after that doubles the time required. So, going for the maximum benefits of training in a single attribute or skill will take 16 hours a week for the AP, and another 16 for the SP, making a normal job difficult, if not impossible.

Example - A character has a job as a private detective, so in between GM-run adventures, they do more mundane detective work to make ends meet. The character decides that after one adventure, they are going to take an intensive course to brush up on their hand-to-hand skills, to get 4SP over the next 3 months of non-adventure time. These 4SP can be put into any Martial Arts Primary, Secondary or Tertiary skill. This will take 16 hours a week of their time, so they attend classes and practice for an average of 2 hours every night during the week, and 3 hours on each day of the weekend. If they had a Martial Arts skill of 4, this 3 months of training would cost 4 x 400Cr=1600Cr, or roughly 500Cr per month (payable in advance, of course). Obviously, this is a major change in the way the character lives, and will cut into the time spent on other activities.

Characters who do not have a lot of spare time should keep track of time spent in practice, so that when it adds up to an amount that would give them AP or SP, they can apply it, 1SP being around 25 hours of dedicated work, 1AP being around 50 hours of dedicated work, and doubled for each additional SP or AP. Only half of this time can be spent alone practicing, the rest requires active supervision of someone at your skill level or more (getting a skill level better than your teacher is only done at the base age-related AP or SP increase rate).

For character advantages which can be bought during play, or disadvantages which can be bought off during play, age-related AP or SP can be used for this purpose, and if money would make the process go faster, this can apply as well.

Example - A modern character is fed up with a phobia, so they spend lots of money and 6 months of between game time at a therapist to "buy off" the problem.

ASP awards

Because **CORPS** is such a lethal system, and characters need every edge they can get, any completed adventure should also result in a gain of ASP. An adventure is the resolution of a major or minor plot, and is *generally* more than a single play session.

Length	
Short adventure (1 session)	0 ASP
Medium adventure (2-3 sessions)	1 ASP
Long adventure (4 or more sessions)	2 ASP

Character	
Used ASP wisely (besides saving own skin)	+1 ASP
Saved another character's life	+1 ASP
Best character (by *majority* vote)	+1 ASP
Voluntarily betrayed others to save self	-2 ASP

Luck	
No character hospitalized (-5 lethal impairment)	+1 ASP
Overcame impossible odds (surprised the GM)	+1 ASP
Snatched defeat from the jaws of victory	-1 ASP

Since ASP are worth their weight in gold, the "character" actions used to gain or lose them should be exceptional. For instance, saving another character's life should be considered only if the rescuer put their own in jeopardy. Likewise, unless most of the players (and GM) vote for a particular character, it isn't a majority, and no ASP are gained. If a character accumulates more ASP than they are allowed (their highest attribute), the excess is lost at the start of the next adventure. It is suggested in the interim that characters use the excess to increase their chances of winning the lottery or having other fortuitous events occur. That is, with GM permission the character can use skills or play with random chance and use these excess ASP to get a better deal on a new car, find a scarce item, make more income than normal, and so on.

Influence

The last category of experience is a nebulous quantity known as "influence". It is similar to the Fame advantage, but *only* applies towards negotiations. As such, it works best in campaigns where the characters work for a more powerful employer, or when their ability to gain useful adventuring employment depends on their past reputation for getting things done. Just what Influence can be used for depends on your campaign. It may act as Fame does within limited circles, usually anyone who could be influenced by the character/group/organization with little ability to counter it.

Example - A gang running a protection racket may have Influence over the people they terrorize, allowing them to get free food, shoplift without penalty, and so on, but this Influence won't get them out of a speeding ticket, or get them free passes to the opera.

Characters may have Influence either individually, or as a group, and these numbers are separate. Points gained towards the group can only be applied by a character when acting on behalf of the group, and those gained by an individual do not transfer to the character's friends. However, a individual with an Influence higher than a group could negotiate better than the group. Success or failure of this enterprise would then apply to the individual, *not* the group.

Points of influence are gained at the end of each adventure in which it would apply, and the type of work the characters do will affect the nature of the influence. A group with a reputation as ruthless killers is not going to be able to use its Influence for work that involves subtlety and negotiation. Influence starts at zero, and is increased like an Attribute. Each point gained through adventuring counts as 1AP.

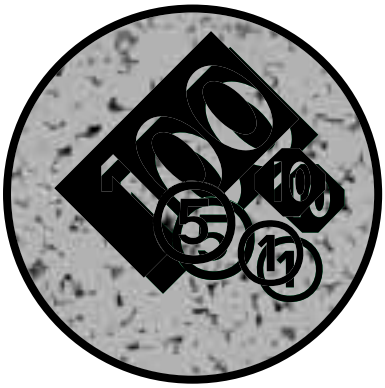
Example - A group that has collected 4 points towards Influence has 4AP, which buys an Influence of 2.

Item	Influence
Employer gained major victory because of characters	+3
Employer gained minor victory because of characters	+1
Employer suffered minor setback because of characters	-1
Employer suffered major setback because of characters	-3
Employer happy with attitude of characters	+1
Employer unhappy with attitude of characters	-1
Characters abused any privileges granted	-1
Characters destroyed/lost valuable property of employer	-2
Each personal point gained donated towards group	+1
Each 2 ASP donated towards Influence	+1

Example - A group of characters uses their Influence to get loan of a magic sword in a particular quest. They succeed extremely well, and their employer is well pleased, but they lost the sword, and don't seem that remorseful about it. They gain 3 points for the victory, but lose 2 for the sword, and lose another 1 for not seeming to care. So, they gain no Influence as a result.

Influence is used in negotiations as follows. Each point in the Influence "Attribute" acts like a zero behind a 1Cr bill, i.e. an Influence of 2 is "worth" 100Cr. In addition to any normal payment characters can work out for a service, their reputation for getting things done is enough that they can get "perks" for being reliable or competent. This could take the form of equipment, papers, medical care, and so on, if the employer can (and is willing to) produce it.

Example - A group of adventurers with an Influence of 4 is hired by agents of the King to do a task. In addition to their payment, the characters request two men-at-arms, with horses, and full provisions for the whole group. This is worth less than 10,000Cr, so it will probably be agreed to. Of course, if these men are killed, it *will* reflect badly on the characters...



WEAPONS & EQUIPMENT

"Whoever dies with the most toys wins!"

Unknown

Basics

As a character, there is only so much you can do with your raw intellect and abilities. Since the first primitive human wrapped a skin around them for protection, or used a sharpened rock or pointed stick to get that skin, we have been avid tool users (and abusers). This section gives you a basic equipment list, slanted towards modern equipment, but with a selection of items suitable for just about any genre.

The format is pretty self-explanatory, and uses terms and concepts that you should be familiar with by now. Like other sections, it doesn't go into a lot of detail and assumes you know how to use something. If you want a category or type of item with abilities different than normal, ask the GM and see what you can come up with.

Ranged weapons

Name
The name of the weapon. If the weapon has a special characteristic (stunner, targeting sensors, etc.) there may be a note here. Weapons with a bonus to hit apply this to *skill*.

Caliber
The type of ammunition the weapon uses. Weapons of the same category and caliber usually use identical ammunition.

DV
The Damage Value of the weapon. Shotguns will list their bonus on the to hit roll in parentheses, i.e. 4(+0).

Initiative Mod
The bonus or penalty to skill when determining who acts first when this weapon is used.

Range Mod
The Range Mod stat of the weapon.

Size
For concealment or storage purposes. If there are two numbers, two-handed weapon stats presume the larger number, and one-handed weapons the smaller. The number in parentheses is for when a folding stock is extended. For damaging the weapon, always use the larger size.

TL
The Tech Levels when the weapon would be available as a "new" item. DV is based on lowest TL, and may increase.

Mass/Extra clip
The mass of the *loaded* weapon, and the mass of an extra load of ammo. Weapons with a "-" are loaded with loose ammo or are not reloadable (i.e. single use rockets).

Rate of fire
Maximum number of shots the weapon fires per second.

Clip
The size and type of the ammunition storage of the weapon.

- i Internal magazine, rounds must be loaded one at a time
- c Clip, rounds are carried in a detachable magazine
- e External, rounds are in a box or hopper

AV
The Armor Value of the weapon, for resisting damage.

Cost
The cost of the weapon in credits, as designed in **3G^3**. Cost will be higher depending on local laws, and military weapons may command much higher prices.

Origin
If the weapon is historical, this is the country of origin.

Melee weapons

Name
The common name of the weapon. Most weapons will have an inherent ease of use that affects the *skill* of the user. High quality weapons will have positive numbers, while low quality ones will have negative number. This number adds or subtracts to the *skill* of the user before initiative is applied.

Damage
The type of damage the weapon does (non-lethal, combination, lethal), and the types of damage the weapon is capable of (**b**lunt, **c**ut, **p**uncture), for if you use damage special effects. You can ignore these if you don't want the detail.

DV
The addition to normal STR damage the weapon does, in the same order as the type of damage. If you aren't using this level of detail, just use the highest number.

Initiative mod
This is the penalty to your skill you take for initiative purposes only. Heavier or unwieldy weapons are slower to bring into play, may be used less often per turn, and are harder to parry with. Weapons with multiple numbers apply them in the same way as damage (a weapon may be quicker to thrust with than swing with, for instance).

Length
For if you are using the optional weapon length rules.

Size
If the weapon needs to be concealed, stored or damaged.

TL
The Tech Level the weapon was first introduced. Usually available at any TL past this, and high-tech versions may have better AV and lower mass.

Mass
The mass of the weapon in kilograms.

Primary, Secondary, Tertiary
The most likely skill hierarchies that would be used when wielding this weapon.

AV
The Armor Value of the weapon, in case you ever need it.

Cost
The cost of the weapon in credits. These numbers are based on **3G^3** design rules, and may be altered to suit a particular game world.

Origin
The historical country of the weapon's origin. An “any” listing means that the weapon or similar ones were available just about anywhere during that TL.

Armor

Name
The common name of the armor.

TL
The Tech Levels the armor is commonly available at. If there is a range, the armor may be lighter and/or higher in quality at the higher end of the range.

Armor Value
The protection the armor affords, in the normal soak value/blunt trauma format.

Covers
The body parts covered by the armor. Some armors can be bought in sections, and piecewise stats are listed.

Mass
The mass of the armor for a normal size human (≈75kg). For larger or smaller individuals, the mass may be increased or decreased proportionally.

Size
The Size of the armor for being concealed under other clothing. This may be altered for large or small individuals.

Cost
The cost of the armor in credits.

Special notes
Information specific to that particular type of armor.

Equipment

Name
The common name of the equipment.

TL
The Tech Levels the item is commonly available at. If there is a range, the item may be lighter and/or higher in quality at the higher end of the range.

Mass
The mass of the item in kilograms.

Size
The Size of the item for storage or concealment.

AV
The AV of the item for purposes of stopping damage. For items normally packed away (blankets, kits, etc), AV is for the packed item. Unpacked, it is usually 1/4 this (round up).

Cost
The cost of the item in credits.

Special notes
Game information relating to that particular item.

Pistols	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Hand cannon	12mm	4	+1	-1	7	5	2.1kg	-	1	1i	9	70	Germany
Cavalry pistol	12mm	5	+1	0	5	6	1.5kg	-	1	1i	8	75	Any
Derringer	11mm	3	+2	-1	1	7	.4kg	-	1	1i	7	60	USA
Colt 1873	.45 Colt	5	+1	1	3	8-11	1.2kg	-	2	6i	7	160	USA
Government .45	.45 ACP	4	+1	1	3	8-9	1.4kg	.3kg	4	7c	7	280	USA
Walther P-38	9mm	6	+1	2	3	9-11	1.0kg	.2kg	4	8c	6	660	Germany
Gov't Longslide	.45ACP	6	+1	2	3	10-12	1.5kg	.3kg	4	7c	7	690	USA
Colt Python	.357 Mag	7	+1	2	3	10-12	1.1kg	-	3	6i	6	395	USA
Beretta 92F	9mm	6	+1	2	3	11-12	1.2kg	.2kg	4	15c	6	720	Italy
Calico M-950	9mm	7	+0	2	7	11-12	2.6kg	1.6kg	4	100c	6	190	USA
Grendel P-10	9mm short	4	+2	-1	2	11-12	.5kg	-	4	10i	4	135	USA
IMI Eagle	.357 Mag	8	+1	2	4	11-12	1.7kg	.3kg	4	9c	6	860	Israel
Glock 19	9mm	6	+1	2	3	12	.9kg	.3kg	4	17c	5	720	Austria
FN P96	5.7mm	8	+1	1	3	12	1.1kg	.2kg	4	25c	5	450	Belgium
Entires C9	4mm railgun	10	+1	1	4	14	1.7kg	.6kg	4	100c	4	1050	-
Punisher (impact stun)	20mm	10	+1	-1	3	15	1.3kg	.2kg	4	5c	4	280	-

Machine pistols	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Vz-61 Skorpion	.32 ACP	4	+1	1	4(7)	10-11	2.0kg	.4kg	20	20c	5	360	Czech.
Beretta 93R	9mm	7	+0	2	3(6)	11-12	1.2kg	.3kg	6	20c	6	1130	Italy
MAC-10	9mm	7	+1	0	5(8)	11-12	3.5kg	.6kg	18	32c	6	245	USA
MAC-11	9mm short	5	+1	0	5(8)	11-12	2.1kg	.5kg	20	32c	5	190	USA
Ares FMG	9mm	7	+0	1	3(7)	12	2.2kg	.3kg	11	20c	5	510	USA
PolSci CQuel (stun)	5mm	5	+2	0	1	13	.6kg	.1kg	12	300c	2	1100	-
Synerg 12/2 (+1 to hit)	12mm	16	+1	2	5	14	2.0kg	.2kg	6	15c	4	900	-

Submachineguns	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Sten	9mm	6	+0	0	10	9	3.5kg	.7kg	9	32	7	110	England
Thompson	.45 ACP	6	-1	2	11(14)	9-12	7.2kg	2.3kg	12	50c	6	430	USA
Uzi	9mm	7	+0	2	8(11)	10-12	4.1kg	.6kg	10	32c	6	270	Israel
Beretta 12S	9mm	7	+0	2	8(11)	10-11	3.8kg	.6kg	9	32c	6	245	Italy
Ilarco 180	.22LR	5	+0	3	14	11-12	4.3kg	.9kg	20	165c	6	410	USA
Spectre	9mm	6	+0	2	5(8)	11-12	3.6kg	.7kg	14	50c	6	470	Italy
Reaper	10mm	5(+1)	+1	3	5(8)	12	3.0kg	.7kg	10	40c	6	1300	Italy
FN P-90	5.7mm	9	+1	3	7	12	3.2kg	.4kg	15	50c	5	320	Belgium
Sauer-Bosk (+1 to hit)	3mm rail	16	+1	3	8	15	3.0kg	1.0kg	10	100c	4	1750	-

Civilian shotguns	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Blunderbuss	12ga	8	+0	0	9	6-7	2.6kg	-	1	1i	10	55	Any
(00 Buckshot)		3(+0)		0									
Winchester 1901	10ga	10	+0	2	15	8-9	4.1kg	-	1	5i	9	195	USA
(00 Buckshot)		3(+1)		1									
Remington 870	12ga	10	+0	2	13	10-12	4.1kg	-	2	7i	8	410	USA
(00 Buckshot)		4(+0)		1									
SPAS 12	12ga	11	+0	2	13	11-12	4.8kg	-	4	7i	7	635	Italy
(00 Buckshot)		4(+0)		1									
Striker	12ga	10	+0	1	14	11-12	5.0kg	-	2	12i	7	145	S.Africa
(00 Buckshot)		4(+0)		1									

Civilian rifles	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
Matchlock musket	16mm	8	-1	1	16	5	6.1kg	-	1	1i	11	120	Any
Kentucky Rifle	12mm	10	+0	3	17	6-7	4.1kg	-	1	1i	10	140	USA
Sharps 1874	.50-70	12	+0	2	15	8	4.0kg	-	1	1i	9	180	USA
Weatherby Mk.V	.460 Mag	26	+0	5	15	10-12	4.8kg	-	1	2i	9	1980	USA
Ruger 10/22	.22LR	6	+0	2	13	11-12	2.5kg	.2kg	4	50c	5	165	USA
Ruger Mini-14	5.56mm	16	+0	4	13	11-12	3.3kg	.4kg	4	30c	7	600	USA
Browning M78	6mm	20	+0	5	13	11-12	3.9kg	-	1	1i	7	820	USA
Remington BR7	7mm/c	21	+0	5	10	13	4.0kg	.2kg	4	10c	6	1890	USA

Military rifles	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
M-14	7.62mm	17	-1	4	15	9-12	5.1kg	.7kg	11	20c	8	800	USA
Colt M-16A3	5.56mm	16	+0	4	14	11-12	3.9kg	.5kg	6	30c	6	870	USA
Ultimax 100	5.56mm	16	-1	4	16	11-12	6.2kg	1.8kg	9	100c	6	750	Singapore
Steyr AUG	5.56mm	16	+0	4	10	11-12	4.0kg	.7kg	11	42c	6	750	Austria
H&K G3A3	7.62mm	18	+0	4	13	11-12	5.2kg	.8kg	10	20c	8	910	Germany
FN-FAL	7.62mm	17	+0	5	15	10-12	5.0kg	.8kg	11	20c	8	860	Belgium
H&K G-11	4.73mm/c	15	+0	4	10	12	4.3kg	.4kg	10	50c	6	900	Germany
AK-47	7.62mm	14	+0	3	10(13)	10-12	5.3kg	.9kg	10	30c	8	400	CIS
AK-74	5.56mm	14	+0	3	14	11-12	4.2kg	.6kg	11	30c	6	300	CIS
Walther WA2000	.300 Mag	23	-1	6	16	11-12	8.3kg	.4kg	4	6c	8	4430	Germany
H&K OICW	5.56mm	16	-1	4	16	12	7.3kg	.5kg	6	30c	6	14KCr	USA
	20mm	2E	-1	4				.5kg	1	6c			
Kalashnikov AK-9	7mm	20	+0	3	10	12	6.5kg	1.1kg	10	70c	6	550	CIS
Aratech 7c	7mm/c	21	+0	4	9	13	4.2kg	.6kg	10	50c	6	1160	-
Novafire II	7mm laser	34	+0	4	9	15	7.3kg	4.0kg	10	50c	3	7000	-

Military shotguns	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
USAS-12	12ga	11	-1	1	16	11-12	6.5kg	2.0kg	6	28c	7	1200	USA
(00 Buckshot)		4(+0)		1									
Witness Protection	12ga	10	+0	1	7	11-12	2.1kg	-	1	3i	7	500	USA
(00 Buckshot)		4(+0)		1									
Eisensturm (+1 to hit)	16mm	18	+0	2	10	14	3.8kg	.9kg	6	50c	5	655	-
(flechette)		8(+0)		2			4.5kg	1.5kg					

Machineguns	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
.45/70 Gatling	.45-70	11	-2	3	18	8	38.1kg	7.2kg	10	200e	8	970	USA
Lewis Gun	.303	17	-1	4	18	8-9	11.8kg	1.3kg	9	40c	9	800	England
MG-34	7.92mm	19	-1	4	18	9-10	18.0kg	6.0kg	15	200e	8	1040	Germany
M60 LMG	7.62mm	19	-1	4	18	10-11	16.3kg	5.8kg	9	200e	8	970	USA
Browning M2	12.7mm	36	-2	10	36	9-12	60.0kg	20.0kg	10	200e	10	2500	USA
Maskei	15mm	69	-3	6	27	13	81.5kg	63.7kg	10	200e	9	4330	USA

Heavy weapons	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra clip	Rate of fire	Clip	AV	Cost	Origin
RPG-7	85mm	427/7E	-1	1	14	10-11	9.3kg	2.3kg	1	1i	7	135	CIS
LAW 80	94mm	513/8E	-1	2	19	11-12	8.8kg	-	1	-	5	250	England
Stinger (skill 1)	70mm	22E	-2	7	22	11	18.3kg	13.4kg	1	1i	8	2000	USA
Oerlikon KAA (AP)	20mm	57	-3	26	36	11	109kg	21.0kg	17	50c	11	7820	Switz.
Tronskaal (skill 1)	95mm	590/9E	-1	4	12	14	7.1kg	-	1	-	6	650	-

Archaic weapons	Caliber	DV	Initiative mod	Range mod	Size	TL	Mass	Extra arrow	Rate of fire	Clip	AV	Cost	Origin
Bow (STR 4)	-	2	+1	2	9	5	.9kg	.1kg	1	1i	4	60	Any
Bow (STR 5)	-	3	+1	2	9	5	1.2kg	.1kg	1	1i	4	75	Any
Bow (STR 6)	-	4	+0	2	9	5	1.5kg	.1kg	1	1i	4	100	Any
Crossbow (STR 8)	-	8	-1	3	13	5	3.2kg	.05kg	1	1i	4	360	Any
Crossbow (STR 8)	-	8	+0	3	13	10	2.2kg	.05kg	1	1i	3	360	Any

Assume any TL12+ weapon can mount a laser sight or equivalent for a cost of 200Cr and .1kg

A bow can be held ready for 10 seconds, +10 seconds for each extra point of STR. The Difficulty to reload a crossbow is its STR+3, and can *only* be accompliished through using extra time modifiers

Melee weapons (skill modifier)	Damage	DV	Initiative mod	Length	Size	TL	Mass	Prim.	Sec.	Tert.	AV	Cost	Origin
Small knife (-1)	lethal(c/p)	+0/+0	+0/+0	2	0	6	.1kg	Melee	Knife	-	4	5	Any
Hunting knife (+0)	lethal(c/p)	+1/+0	+0/+0	2	1	3	.3kg	Melee	Knife	-	4	35	Any
Short sword (+0)	lethal(c/p)	+2/+2	-2/-1	4	4	3	1.1kg	Melee	Sword	-	10	145	Any
Broadsword (+0)	lethal(c/p)	+3/+2	-2/-2	4	5	3	1.6kg	Melee	Sword	-	10	195	Any
Katana (+1)	lethal(c/p)	+3/+2	-2/-1	4	6	4	1.3kg	Melee	Sword	-	10	1750	Japan
Greatsword (+0)	lethal(c/p)	+4/+4	-3/-3	5	13	4	3.6kg	Melee	Sword	-	11	450	Any
Epee (+0)	lethal(c/p)	+0/+1	-1/-1	4	4	5	.5kg	Melee	Sword	-	4	80	Any
Hand ax (-1)	lethal(c)	+2	-1	3	4	3	.7kg	Melee	Ax	-	8/2	30	Any
Battle ax (+0)	lethal(c)	+3	-3	4	7	3	2.0kg	Melee	Ax	-	14/7	255	Any
Mace (+0)	lethal(b/p)	+3/+3	-2/-2	4	4	3	1.6kg	Melee	Club	-	11/6	195	Any
War hammer (+0)	lethal(b/p)	+2/+2	-2/-2	4	5	4	1.0kg	Melee	Club	-	10/5	225	Any
Billy club (+0)	comb.(b)	+1	-1	4	3	3	.3kg	Melee	Club	-	2	65	Any
Large wrench (-1)	comb.(b)	+2	-3	4	9	5	5.0kg	Melee	Club	-	14	30	Any
Brass knuckles (+0)	comb.(b)	+0	+0	1	1	4	.3kg	Unarmed	Punch		4	20	Any
Sap glove (+0)	non-lethal(b)	+1	+0	1	1	8	.3kg	Unarmed	Punch		2	30	Any

Armor	TL	Armor Value	Protects	Mass	Size	Cost	Special notes
Heavy clothing	2+	0/1	All but face and hands	1.2kg	-	80Cr	All thrust/puncture count as AP
			Legs only	.4kg	-	30Cr	
			Torso only	.3kg	-	20Cr	
			Arms only	.3kg	-	25Cr	
Padded cloth	3+	1/2	All but face	6.2kg	-	120Cr	All thrust/puncture count as AP
			Legs only	1.8kg	8	40Cr	
			Torso only	1.5kg	12	30Cr	
			Arms only	1.2kg	8	40Cr	
Hardened leather	3+	2/2	All but face	4.6kg	-	300Cr	Lethal thrust/puncture count as AP
			Legs only	1.4kg	4	100Cr	
			Torso only	1.1kg	6	70Cr	
			Arms only	1.2kg	4	100Cr	
Mail	4+	2/4	All but face	31.0kg	-	1200Cr	All thrust/puncture count as AP
			Legs only	9.0kg	4	400Cr	
			Torso only	7.0kg	6	300Cr	
			Arms only	8.0kg	4	400Cr	
Plate	4+	3/4	All	44.0kg	-	600Cr	All bullets count as AP
			Legs only	12.6kg	-	200Cr	
			Torso only	10.0kg	-	150Cr	
			Arms only	11.2kg	-	200Cr	
Flak jacket	9+	2/2	Torso only	3.8kg	14	80Cr	All melee thrust count as AP
Level I vest	10+	2/3	Torso only	1.1kg	3	150Cr	All melee thrust count as AP
Level II vest	10+	5/5	Torso only	2.5kg	4	500Cr	All melee thrust count as AP
Level III vest	10+	18/3	Torso only	8.4kg	7	800Cr	
Level IV vest	10+	18/3H	Torso, upper legs	11.5kg	14	1000Cr	Hardened against AP attacks
Motorcycle helmet	10+	3/1	Head (2/0 on face)	1.0kg	-	80Cr	All bullets count as AP
Metal helmet	8+	4/1	Head (not face)	.9kg	-	20Cr	
PAGST helmet	11+	8/1	Head (not face)	.7kg	-	60Cr	Hardened against AP attacks
Vacc suit	11+	2/3	All	35.0kg	-	20KCr	All melee thrust count as AP
Armored vacc suit	12+	4/3H	All	40.0kg	-	40KCr	Full value vs. most attacks
Battle dress	13+	25/3H	Torso	10.0kg	-	2000Cr	Typical AV for light powered armor
			Head	2.0kg	-	500Cr	
			Arms only	11.0kg	-	2500Cr	
			Legs only	12.0kg	-	2500Cr	

Equipment	TL	Mass	Size	AV	Cost	Special notes
Small pack	4+	1.5kg	12	1	20Cr	Holds up to Size 10 of items
	9+	1.0kg	12	1	40Cr	
Medium pack	4+	4.0kg	50	1	60Cr	Holds up to Size 45 of items
	9+	2.5kg	50	1	100Cr	
Large pack	4+	6.0kg	100	1	80Cr	Holds up to Size 90 of items
	9+	4.0kg	100	1	130Cr	
Camping sundries	4+	1.0kg	10	1	35Cr	Toiletries, mirror, etc. for 30 days
	9+	.5kg	5	1	35Cr	
Waterskin, 4 liter	2+	4.4kg	5	1	15Cr	Will last an average person 1-2 days
Trail food, 1 day	4+	1.0kg	10	1	10Cr	Can be stretched twice as far if resting
	9+	.8kg	8	1	10Cr	
Oil lamp (rating 2)	3+	.6kg	5	1	15Cr	Holds .2 liters oil, burns for 4 hours
Carbide lamp (rating 4)	8+	.3kg	5	1	20Cr	Holds .1kg carbide, burns for 10 hours
Flashlight (rating TL/3)(u)	8+	.6kg	5	1	20Cr	Holds .3kg batteries, burns for TL hours
Lightstick (rating 2)	11+	.1kg	2	1	2Cr	Loses 1 point of rating each 3 hours
Blanket	2+	1.2kg	5	2	15Cr	Provides a 5°C temperature shift
Sleeping bag	8+	3.0kg	15	3	50Cr	Provides a 10°C temperature shift
Sleeping bag	10+	2.5kg	10	2	150Cr	Provides a 20°C temperature shift
Emergency blanket	11+	.1kg	2	0	10Cr	Provides a 5°C temperature shift
Mess kit	4+	.7kg	10	3	15Cr	Suitable for cooking for 2 people
Mess kit	9+	.4kg	5	2	15Cr	
2 person tent	6+	6.0kg	20	3	40Cr	Minimal protection from the weather
2 person tent	10+	2.0kg	10	2	150Cr	Fully floored and waterproofed
Portable computer	12	3.0kg	5	1	2000Cr	Capable of executing programs of skill 6
Automobile tools	9+	10kg	20	5	200Cr	Adequate tools for most parts replacement
Electronic tools	10+	2kg	8	1	200Cr	Adequate tools for most parts replacement
Lockpicks	5+	.1kg	2	1	100Cr	Suitable for locks of its own Tech Level
First aid kit	7+	1.0kg	8	1	100Cr	Adequate for 5 First Aid rolls
Disguise kit	4+	2.0kg	10	1	200Cr	Sophistication varies with Tech Level
Multi-tool	9+	.2kg	3	2	70Cr	Count as inadequate tool for almost anything
Rope, 50m	3+	4.5kg	15	1	25Cr	Holds up to 150kg safely
Rope, 50m	9+	3.5kg	15	2	150Cr	Holds up to 1000kg safely
Large book	4+	4.0kg	25	6	200Cr	Large spellbook, illuminated Bible, etc.
Medium book	7+	1.0kg	5	2	50Cr	Textbook, reference book
Small book	7+	.3kg	2	1	10Cr	Novel, small role-playing game
Writing tools	4+	.1kg	1	0	10Cr	Pens, pencils
Saddle & tack	5+	25.0kg	70	2	400Cr	Styles and accouterments may vary
Saddlebags	5+	10.0kg	35	2	100Cr	Holds up to Size 15 in each of two pockets
Formal clothing	3+	3.0kg	20	1	500Cr	Suitable for most formal outings
Work clothing	3+	2.0kg	10	1	80Cr	Denims, T-shirt, sneakers, etc.
Personal sundries	2+	.3kg	3	1	100Cr	Wristwatch, wallet, keys, etc.
Binoculars	7+	1.0kg	5	1	100Cr	Bonus to AWR for spotting things
Rifle scope	8+	.4kg	3	1	200Cr	Variable from 3x to 8x power
Night vision goggles	11+	.9kg	5	2	7000Cr	Cuts off periph. vision (count as rear hexes)
Night vision glasses	13+	.3kg	2	1	500Cr	Negates all darkness penalties
Small electronic gadget	10+	.2kg	3	0	50Cr	Calculator, small radio or tape player
Medium electronic gadget	9+	1.0kg	8	1	150Cr	WWII handheld transceiver
Large electronic gadget	8+	5.0kg	20	1	300Cr	Old shortwave radio
Suitcase	8+	5.0kg	50	2	50Cr	Lockable, holds up to Size 45 of items
Steamer trunk	8+	10.0kg	110	2	100Cr	Lockable, holds up to Size 100 of items

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CORPS™ BLACKSBURG TACTICAL RESEARCH CENTER

Name: ________________ Height: _____cm Age: ____ Background: ________________

Occupation: ____________ Weight: _____kg Appearance: ______________________

	Level	Apt	Pts
STR			
AGL			
AWR			
WIL			
HLT			
POW			

Carrying capacity:	Mass	Penalty
Unencumbered (STR^2 x .25)	_____kg	-0
Half encumbered (STR^2 x .5)	_____kg	-1
Full encumbered (STR^2 x 1)	_____kg	-2
2x encumbered (STR^2 x 2)	_____kg	-4
3x encumbered (STR^2 x 3)	_____kg	-6
4x encumbered (STR^2 x 4)	_____kg	-8
5x encumbered (STR^2 x 5)	_____kg	-10

Ads & Disads:	AP	SP
Base amount		
Total AP and SP		

Skills:	Level	Cost	Exp.
Total skill cost		_____ SP	

Carried items	Size	Mass
Hat	___	
	___	____kg
	___	____kg
Shirt pocket	___	
	___	____kg
	___	____kg
	___	____kg
	___	____kg
Jacket	___	
	___	____kg
	___	____kg
	___	____kg
	___	____kg
	___	____kg
	___	____kg
Trouser pocket	___	
	___	____kg
	___	____kg
	___	____kg
	___	____kg
Boot/ankle	___	
	___	____kg
	___	____kg
	___	____kg
	___	____kg
Jewelry, etc.:		
	___	____kg
	___	____kg
	___	____kg
	___	____kg

Other:		
	___	____kg
	___	____kg
	___	____kg
	___	____kg
	___	____kg
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	___	____kg
	___	____kg
	___	____kg
	___	____kg
	___	____kg
	___	____kg
	___	____kg

Permanent Injury Record

ASP's

Melee defense

Base defense : ___

plus Dodge : ___

plus Block : ___

plus both : ___

Melee offense

Punch : ___

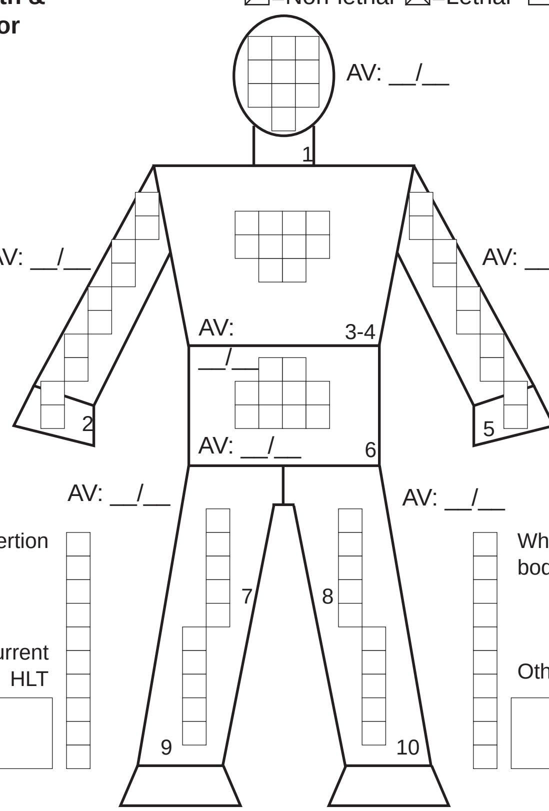
Damage : ___

Kick : ___

Damage : ___

Health & Armor

=Non-lethal =Lethal =HLT



Exertion

Current HLT

Whole body

Other

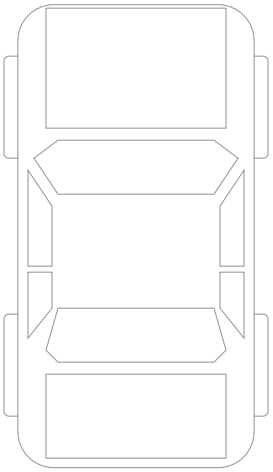
Vehicle record

Name : _____

Front : ____
Top : ____
Sides : ____
Rear : ____
Bottom : ____
Windows : ____
Controls : ____
Engine : ____

Max : ____
Acc/Dec : ____
Turn : ____

Passengers : ____
Cargo : ____
Range : ____
Fuel : ____



Notes:

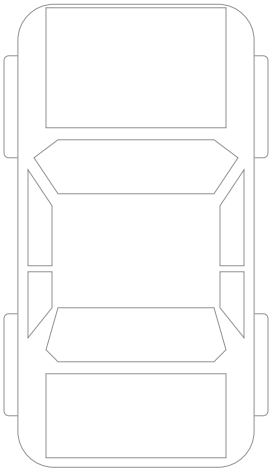
Vehicle record

Name : _____

Front : ____
Top : ____
Sides : ____
Rear : ____
Bottom : ____
Windows : ____
Controls : ____
Engine : ____

Max : ____
Acc/Dec : ____
Turn : ____

Passengers : ____
Cargo : ____
Range : ____
Fuel : ____



Notes:

Papers and ID	Real/Forged	Good until

Equipment	AV	Size	Mass	Location	Notes
			____kg		

Guns	Caliber	DV	Init.mod	Rg.mod	Size	Mass	ROF	Clip	AV	Cost
						____kg				____Cr

Cash flow	Location	Amount	Under what name
		_____Cr	

Game history, character notes, etc.

CORPS™
BLACKSBURG TACTICAL RESEARCH CENTER

Name: ______________ Height: _____cm Age: ____ Background: ______________

Occupation: __________ Weight: _____kg Appearance: ______________

	LEVEL	APT	PTS
STR			
AGL			
AWR			
WIL			
HLT			
POW			

Carrying capacity:	Mass	Penalty
Unencumbered (STR^2 x .25)	____kg	-0
Half encumbered (STR^2 x .5)	____kg	-1
Full encumbered (STR^2 x 1)	____kg	-2
2x encumbered (STR^2 x 2)	____kg	-4
3x encumbered (STR^2 x 3)	____kg	-6
4x encumbered (STR^2 x 4)	____kg	-8
5x encumbered (STR^2 x 5)	____kg	-10

Ads & Disads:	AP	SP
Base amount		
Total AP and SP		

Skills:	Level	Cost	Exp.
Total skill cost		____	SP

Carried items	Size	Mass
Hat	___	
		____kg
		____kg
Belt pouch	___	
		____kg
		____kg
		____kg
		____kg
Tunic	___	
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
Breeches	___	
		____kg
		____kg
		____kg
		____kg
Boot/ankle	___	
		____kg
		____kg
		____kg
		____kg
Jewelry, etc.:		
		____kg
		____kg
		____kg
		____kg

Other:		
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg
		____kg

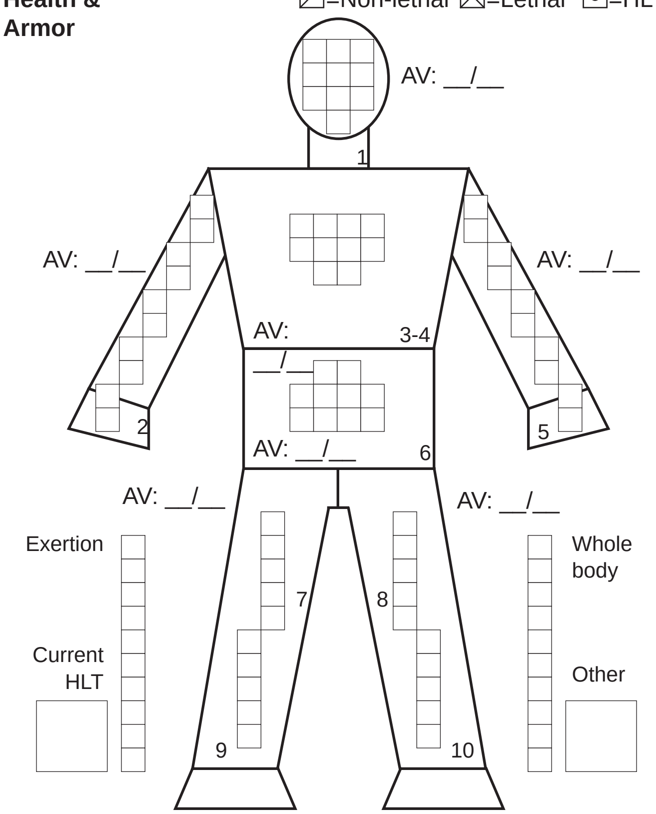
Permanent Injury Record

ASP's

Melee defense		Melee offense	
Base defense	: ___	Punch	: ___
plus Dodge	: ___	Damage	: ___
plus Block	: ___	Kick	: ___
plus both	: ___	Damage	: ___

Health & Armor

☐=Non-lethal ☒=Lethal ⊡=HLT



Creature record

Name : _____

STR : ____
AGL : ____
AWR : ____
WIL : ____
HLT : ____
POW : ____

Size mod. : ____
Toughness : ____
AV : ____
Max spd. : ____m/sec
Acc : ____

Bite DV : ____ Skill : ____
Strike DV : ____ Skill : ____
Other DV : ____ Skill : ____
Other DV : ____ Skill : ____

Notes:

Creature record

Name : _____

STR : ____
AGL : ____
AWR : ____
WIL : ____
HLT : ____
POW : ____

Size mod. : ____
Toughness : ____
AV : ____
Max spd. : ____m/sec
Acc : ____

Bite DV : ____ Skill : ____
Strike DV : ____ Skill : ____
Other DV : ____ Skill : ____
Other DV : ____ Skill : ____

Notes:

Papers and ID | Real/Forged | Good until

Equipment | AV | Size | Mass | Location | Notes

Ranged weapons | Caliber | DV | Init.mod | Rg.mod | Size | Mass | ROF | Clip | AV | Cost

Melee weapons | Damage type | DV | Init.mod | Length | Size | Mass | AV | Cost

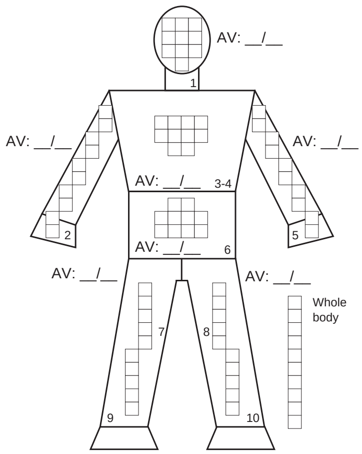
Cash flow | Location | Amount | Under what name

Paranormal powers

Game history, character notes, etc.

NPC Name: ______________________________

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___



Skills	Level
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____

Special abilities

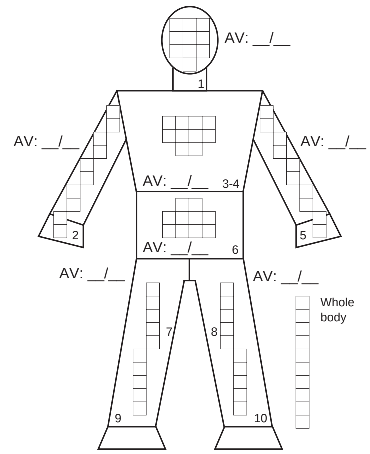
____
____
____

Equipment & notes

____
____
____
____
____
____
____

NPC Name: ______________________________

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___



Skills	Level
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____

Special abilities

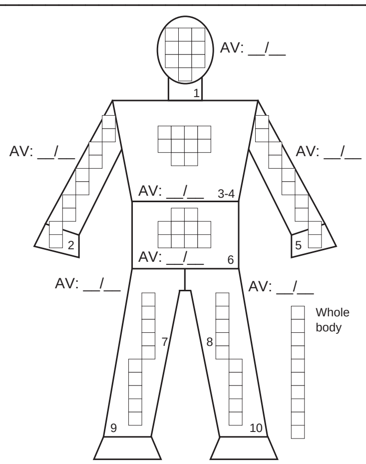
____
____
____

Equipment & notes

____
____
____
____
____
____
____

NPC Name: ______________________________

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___



Skills	Level
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____

Special abilities

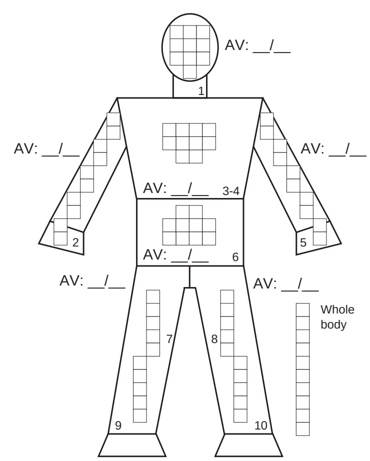
____
____
____

Equipment & notes

____
____
____
____
____
____
____

NPC Name: ______________________________

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___



Skills	Level
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____
__________	____

Special abilities

____
____
____

Equipment & notes

____
____
____
____
____
____
____

Creature: ___

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___

Size mod: ___
Toughn. : ___
AV : ___
Max spd.: ___m/sec
Acc : ___

Bite DV : ___
Strike DV: ___
Other : ___
Other : ___

Head	Torso	Abdomen	R.F.Leg	L.F.Leg	R.R.Leg	L.R.Leg	Whole body

Skills Level Special abilities

Creature: ___

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___

Size mod: ___
Toughn. : ___
AV : ___
Max spd.: ___m/sec
Acc : ___

Bite DV : ___
Strike DV: ___
Other : ___
Other : ___

Head	Torso	Abdomen	R.F.Leg	L.F.Leg	R.R.Leg	L.R.Leg	Whole body

Skills Level Special abilities

Creature: ___

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___

Size mod: ___
Toughn. : ___
AV : ___
Max spd.: ___m/sec
Acc : ___

Bite DV : ___
Strike DV: ___
Other : ___
Other : ___

Head	Torso	Abdomen	R.F.Leg	L.F.Leg	R.R.Leg	L.R.Leg	Whole body

Skills Level Special abilities

Creature: ___

STR : ___
AGL : ___
AWR : ___
WIL : ___
HLT : ___
POW : ___

Size mod: ___
Toughn. : ___
AV : ___
Max spd.: ___m/sec
Acc : ___

Bite DV : ___
Strike DV: ___
Other : ___
Other : ___

Head	Torso	Abdomen	R.F.Leg	L.F.Leg	R.R.Leg	L.R.Leg	Whole body

Skills Level Special abilities

Vehicle: ____

Front : ___
Top : ___
Sides : ___
Rear : ___
Bottom : ___
Windows: ___
Controls : ___
Engine : ___

Max : ___
Acc/Dec : ___
Turn : ___

Pass. : ___
Cargo : ___
Range : ___
Fuel : ___

Special features

____
____
____
____

Accessories and equipment

____
____
____
____

Vehicle: ____

Front : ___
Top : ___
Sides : ___
Rear : ___
Bottom : ___
Windows: ___
Controls : ___
Engine : ___

Max : ___
Acc/Dec : ___
Turn : ___

Pass. : ___
Cargo : ___
Range : ___
Fuel : ___

Special features

____
____
____
____

Accessories and equipment

____
____
____
____

Vehicle: ____

Front : ___
Top : ___
Sides : ___
Rear : ___
Bottom : ___
Windows: ___
Controls : ___
Engine : ___

Max : ___
Acc/Dec : ___
Turn : ___

Pass. : ___
Cargo : ___
Range : ___
Fuel : ___

Special features

____
____
____
____

Accessories and equipment

____
____
____
____

Vehicle: ____

Front : ___
Top : ___
Sides : ___
Rear : ___
Bottom : ___
Windows: ___
Controls : ___
Engine : ___

Max : ___
Acc/Dec : ___
Turn : ___

Pass. : ___
Cargo : ___
Range : ___
Fuel : ___

Special features

____
____
____
____

Accessories and equipment

____
____
____
____

Vehicle: _____

Front : ___
Top : ___
Sides : ___
Rear : ___
Bottom : ___
Windows: ___
Controls : ___
Engine 1: ___
Engine 2: ___
Engine 3: ___
Engine 4: ___

Max : ___
Acc/Dec : ___
Turn : ___

Pass. : ___
Cargo : ___
Range : ___
Fuel : ___

Special features

_____
_____
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Accessories

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Equipment

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_____
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_____
_____
_____

Scale: _____

Campaign Start-up Sheet

Backdrop: _____

_____

_____

Tech Level: ____

Weapons ____ Examples: _____

Medicine ____ Examples: _____

Transport ____ Examples: _____

_____ ____ Examples: _____

Paranormal Powers: _____

_____

_____

Character Guidelines: _____

_____

Racial Guidelines: _____

_____

Gender Guidelines: _____

_____

Base AP: ____ Maximum AP after Disads: ____

Base SP: ____ Maximum SP after Disads: ____

Attribute limits and notes: _____

_____

Disads not allowed: _____

_____

_____

Ads not allowed: _____

_____

_____

Disads that are restricted: _____

_____

_____

Ads that are restricted: _____

_____

_____

Disads that are mandatory: _____

_____

_____

Ads that are mandatory: _____

_____

_____

Useful skills to have: _____ _____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____ _____

Cultural skill lims: _____

_____

_____

Cultural Psych Lims: _____

_____

_____

What the average person knows in terms of geography, history, standard codes of behavior, laws and morality (i.e. the free skill “Area Knowledge - Native Culture”).

_____

_____

_____

_____

Character backgrounds well suited to this campaign:

_____

_____

Campaign Reference Sheet

GM/Campaign: _____

Character: _____

Local Date: _____

Location: _____

Prologue: _____

Events of note: _____

Loose ends: _____

Down time: _____

Local Date: _____

Location: _____

Prologue: _____

Events of note: _____

Loose ends: _____

Down time: _____

Local Date: _____

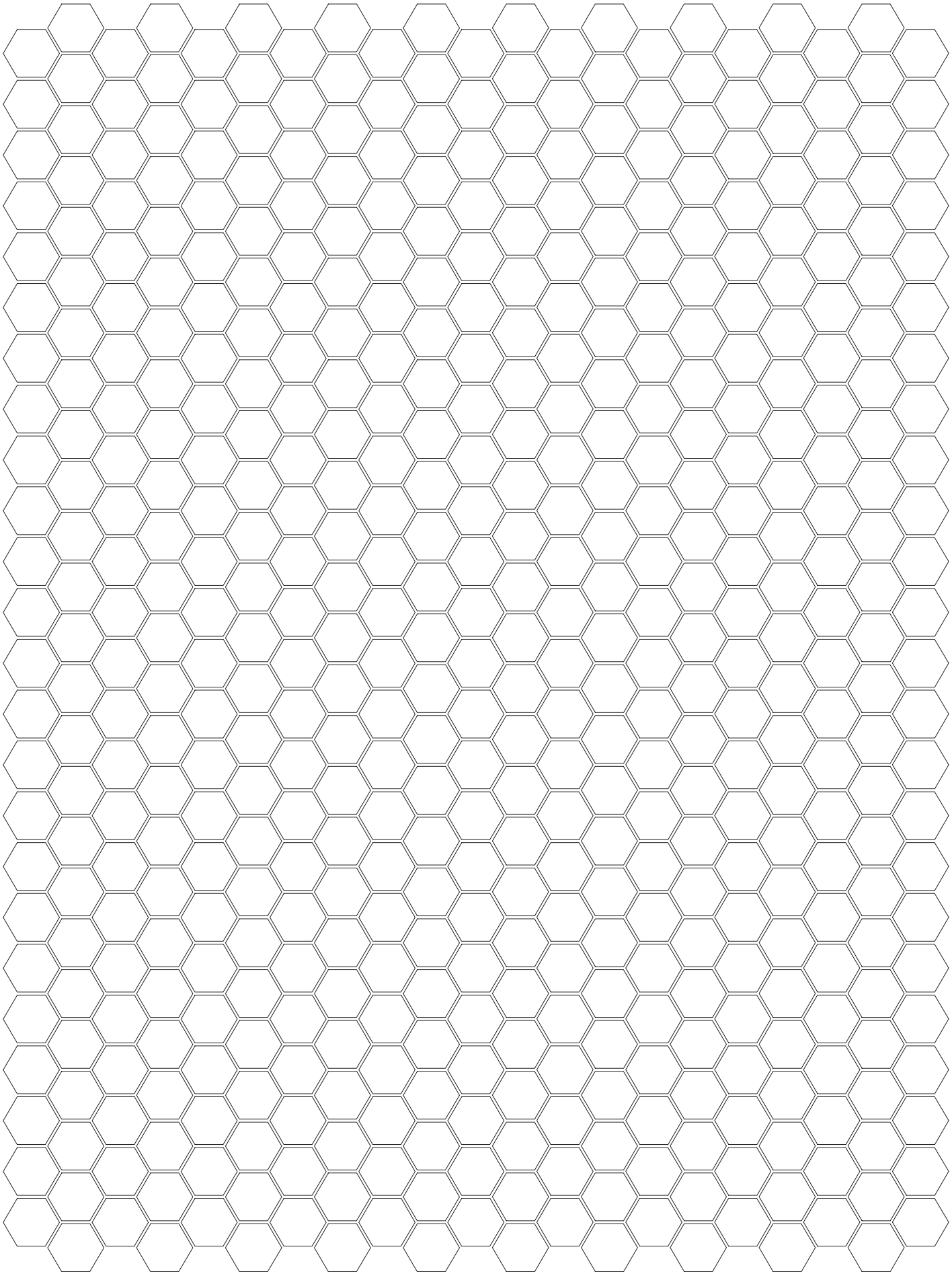
Location: _____

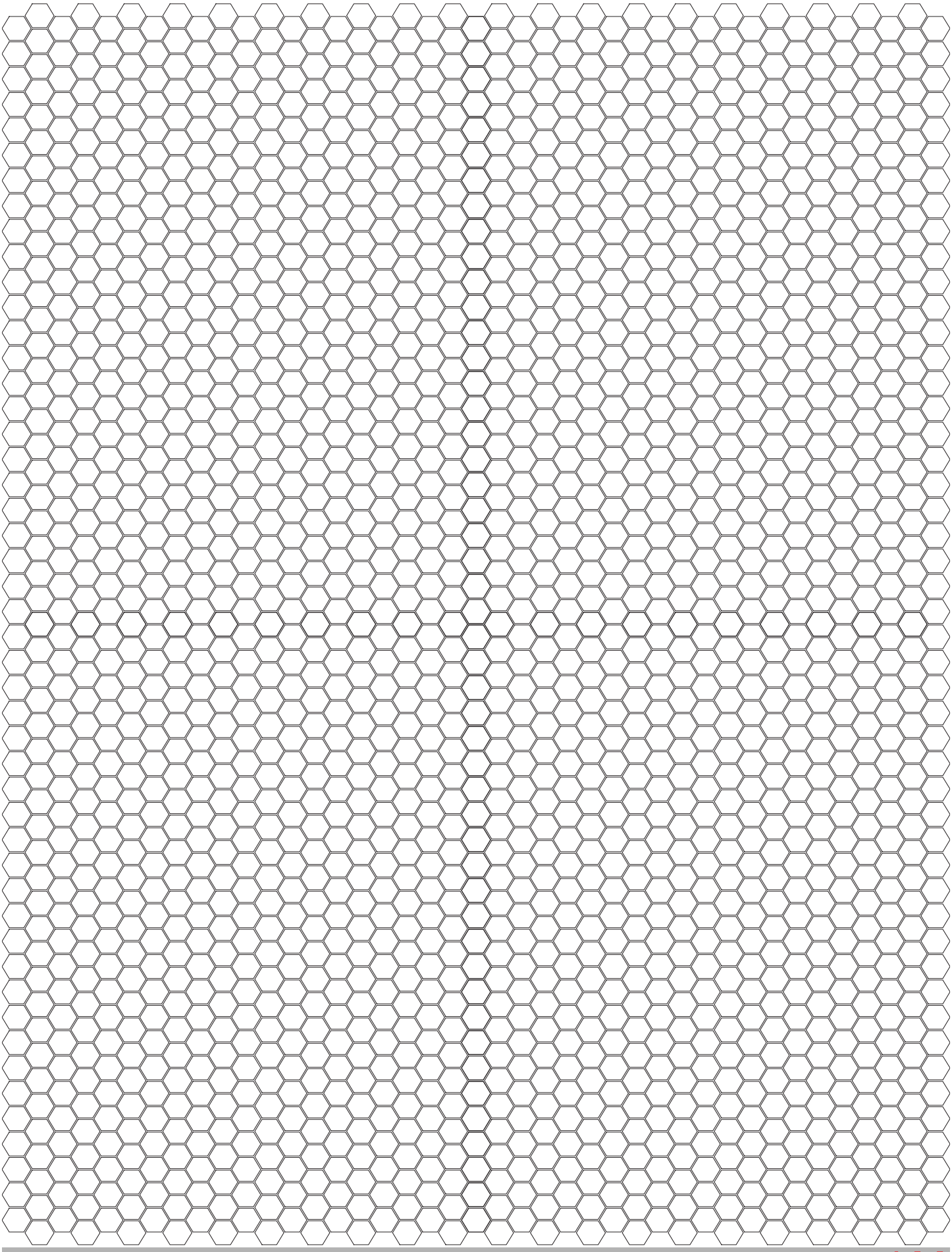
Prologue: _____

Events of note: _____

Loose ends: _____

Down time: _____





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