

CORPS ADAPTATION : CORE RULES

<p style="text-align: center;"><u>Basic Stats</u></p> <p>Stats range 1-6, with 2-3 being average.</p> <ul style="list-style-type: none"> • Strength [STR] : Physical strength, size, endurance, etc • Agility [AGI]: Balance, reflexes, steadiness, dexterity • Output [OUT]: How much magical energy your character can channel at once. Restricts how much Magic can be used in a round. • Intelligence [INT]: Learning capacity, intuition, mental quickness • Spirit [SPR]: Personality, Willpower, Hope, Charisma <p>When a roll references a specific stat, add that stat. When a roll references two stats, add half of each stat (rounded down).</p>	<p style="text-align: center;"><u>Resources</u></p> <ul style="list-style-type: none"> • Focus: Mental focus and ability to perform multiple tasks in quick succession. Limits number of actions a character can perform. Average of 2. • Health/Vitals: Amount of damage your character can take. A character has a number of 'Vitals', representing ability to keep fighting after taking damage. Each Vital has an amount of Health (equal to Strength+1). Average character has 2 Vitals. Each lost vital is a sign of significant damage, and gives a -1 penalty to all rolls. • Magic: A measure of a character's magical reserves. Recovers at a rate of about 1 point per 5 minutes under normal circumstances. You may not use more Magic per round than your OUT. 	<p style="text-align: center;"><u>Taking Damage</u></p> <p>Weight [WGT] is equal to STR, and is often modified by Armor and other effects.</p> <p>When taking damage, first reduce Health by the Damage [DMG] of the attack, and any relevant Crit damage. Damage Resistance [DR] may reduce damage taken.</p> <p>Next, check if the move's KnockBack [KB] is greater than your WGT. Drop 1 Focus for each point of difference. If out of focus, you are thrown back (moved in the opposite direction of the damage) by 1m for every point of focus Burned.</p>
<p style="text-align: center;"><u>Focus</u></p> <p>Focus restricts a character's ability to perform multiple actions in a round (both on your turn and during others' turns). Most actions cost at least 1 Focus to perform.</p> <p>Some effects may cause you to 'Drop' Focus; this focus is consumed as though you had used it for a move. If you have no more Focus to drop, you instead Burn Focus.</p> <p>When you Burn Focus, that focus recovers more slowly. If an effect forces you to Burn focus, you may Burn focus which has already been Dropped or Used.</p> <p>At the beginning of your Turn, recover all Dropped/Used focus. Next, all Burned focus become Dropped focus.</p> <p>Focus can be easily tracked by keeping counters in one of three boxes (Unused, Dropped, Burned)</p>	<p style="text-align: center;"><u>Turns, Turn Order, and Rounds</u></p> <p>Combat consists of discrete Rounds, during which each participant has a Turn.</p> <p>At the start of a Round, each participant rolls Initiative (2d6+AGI). The character with highest Initiative takes their Turn first, then on down the line. At the end of Initiative, a new Round begins and Initiative is rolled again.</p> <p>During your Turn, your Focus recovers, and you may perform any actions you have at your disposal. Your Turn ends when you declare the end of your turn, and turn order proceeds to the next character in Initiative.</p> <p>If one party is surprised or unprepared for combat, there may be a Surprise Round. During this round, surprised parties do not roll initiative and Drop all Focus.</p>	<p style="text-align: center;"><u>Delay and Holding</u></p> <p>Certain abilities may require/induce Delay. Delay causes the target to reduce their Initiative by the stated amount (if they have not already had their Turn).</p> <p>If Delay is part of the cost of a move, your turn may be interrupted by someone else's turn (if your Initiative falls below theirs). When your Initiative comes up, resume your turn as normal. You do not regain focus when resuming a previously started turn.</p> <p>If you are attacked while Delaying, any action you were preparing (any action with a Delay cost) is interrupted.</p> <p>You may during your turn decide to Hold your Turn, allowing you interrupt your turn and set your initiative marker wherever want. If a new Round happens, do not roll Initiative. You still act as though Delayed, and can put your Initiative wherever you want.</p>

<u>Disabled and Death</u>	<u>Rolls</u>	<u>Movement</u>
<p>When a character loses all of his Vitals, he is Disabled. Make a SPR roll (T9) or lose consciousness. If unconscious, make a STR Roll (T9) on regaining a Vital, on the end of combat, and every hour after to regain consciousness.</p> <p>As long as you have no Vitals, you remain Disabled, can not move, and have no Focus.</p> <p>When out of Vitals, you get one 'Death Vital' with the same amount of Health as your other Vitals. If this runs out, roll SPR/STR (T7) to avoid death. Every time you take Damage, and every hour you have no death vital, make the check again at T+1.</p>	<p>When asked to make a Roll or Check, roll 2d6. If the Roll specifies a Stat or Skill, add that skill to the total on the dice. If the Roll specifies two stats or skills, take half of each (round down).</p> <p>This total must be higher than the Target [T] specified by the roll.</p>	<p>The following actions are available to all characters during their Turn.</p> <ul style="list-style-type: none">● Move: Move up to 3m free. Usable once per round.● Run: For 1 Focus, move another 3m. Usable once per round.● Haul It: For 1 Focus, roll a D6. On 4-6, move 1m. On 1-3, Burn 1 Focus.