Community Codex Adaptive RolePlay System v0.9.2

WSG Community, by WizardSpire Games

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Contents

What is *CCARPS*?

The Community Codex Adaptive RolePlay System, often referred to as its acronym, "*CCARPS*", is an open source and Creative Commons-licensed ruleset. This system has been developed to promote storytelling over rulemongering; we think that the game should be about the characters, so the rules shouldn't get in the way. This is a Community Codex; players and developers alike can actively participate in the shaping and refinement of this rule system. It is adaptive; the base rules are meant to be a generic starting point so as to allow any style of gameplay and world. While the main goal is roleplay, the system is built in a character-centric way so that it can power any type of gameplay that involves tracking player statistics.

The Essentials

CCARPS exclusively uses six-sided dice. Dice rolls are indicated by appending a "d" after the number of dice; "4d" means "four dice." Each player will utilize between two and five dice in an attempt to roll as low as possible. The goal is to roll lower than the assigned Target Number. A Target Number is the base difficulty for performing an action. Modifiers do not affect any dice rolls. Weapon, armor, and skill modifiers increase or reduce the Target Number.

Modifiers

All attributes and skills have Modifiers, as will some equipment and Oddities. These Modifiers are used to alter a given base *Target Number*. Your character Modifiers *add* to the Target Number. If it is a contested roll, the opposing side's Modifiers *reduce* the Target Number. The higher you can make your Target Number, the more likely you will succeed.

Rolling for Success

There is only one "dice roll mechanic" in *CCARPS*: a base *Target Number* is assigned, modifiers are applied to the base *Target Number*, and dice are rolled in an attempt to roll *lower than* the Target Number. This is achieved by using the two *lowest* dice in any dice roll set. This applies to all rolls, including the Game Master, NPCs, and creatures.

You are sneaking around in a dark and unfamiliar place. You have a "Stealth" skill with a modifier of 1 and quiet shoes with a Modifier of 2. The base Target Number to successfully be undetected is a 3. You add your modifier to the Target Number (3 + 1 + 2); you must roll under a 6. You roll 2d; it's a 5. You are successfully stealthy.

Someone walks nearby, which contests your active "Stealth" skill. You stop moving, so your base Target Number is 8. The person has a "Detect" skill modifier of 2, which brings your Target Number down to 6. Adding your "Stealth" modifier of 1, your Target Number is 7. Rolling 2d, you see, to your horror, a 5 and a 6. At a total of 11, you have failed to stay stealthy. You bumped a vase, so the person asks "Who's there?" and begins walking guardedly toward your position.

CCARPS has three types of Target Number modification:

- Basic Target Number: Target Number, no modifications.
- Skill Target Number: Target Number + your applicable Modifiers
- Contested Target Number: Target Number + your applicable Modifiers - opposing Modifiers

Degrees of Success

There are some situations where an Oddity or Skill's action will depend on the *Degree of Success*. To find the *Degree of Success*, subtract the Target Number from the successful roll. The difference is the level of success.

Coming across a stray dog, you use your "Animal Empathy" skill to assess its hostility. The Target Number is 5 and you roll a 3. Your Degree of Success* is 2, which is enough to tell you that the dog is happy, but has most likely lost its owner.**

Critical Success, Critical Failure

A *Critical Success* happens when *all* dice in a roll set are 1. The more dice you roll, the more often you will succeed, but the harder it is to get a *Critical Success*. A *Critical Success* means the

action succeeds and has a *better than expected* result. The more dice in a set, the more amazing a critical will be.

Conversely, a *Critical Failure* happens when *all* dice in a roll set are 6. It becomes harder to critically fail when you roll more dice. A *Critical Failure* has *worse than expected* results. The more dice in a rolled set, the harsher the *Critical Fail* will be.

Automatic Success

There are a lot of actions that characters will take that are trivial or common sense. These do not require a roll and are counted as autmatically succeeding. The only time these will need a roll are when there are adverse conditions (weather, battle, impeding injury, etc.) or when the Game Master says. Going from your home to store requires no roll; pushing a mugger away will.

Disposition

The sum of a character's Attributes, Health, Oddities, and Skills, is referred to as their *Disposition.* A character's *Disposition* is tendency to act in a specific way. Much like the real world, a character's skillset, demeanor, and overall health oftentimes shines through in their personality. This can be said as generalizations for groups, communities, and nations as well.

- **Attributes** are the core of a character. They greatly influence everything about the character. The base Attributes are averaged into secondary Attributes to make Skill creation and use easier, as well as to help minimize "min-maxing" a character's stats.

- **Health Meter** is the sum of a character's Mental, Physical, and Spiritual health. The healthiest characters have nothing in these boxes.

- **Oddities** are traits that are taken at character creation and provide a defining factor in a character's strengths and weaknesses, while also providing fuel for creative roleplay. They have a permanent passive effect on the character; they may boost skillsets, but may come at a cost Health detriments (or the other way around).

- **Skills** are learned abilities that your character posesses. These are what a character knows how to do. Between these and Oddities, a character's personality

Character Creation

It is great to sit down to a game with well-written characters. It is even better when the character's attributes and abilities are reflected in the story they partake in. Many take pride in designing the characters they play, from the backstory to appearance, to attitude and social disposition. They create interesting characters with compelling and intriguing lives; the characters are center stage to the story the Game Master is guiding.

Starting Points

Every character, whether it is the Player or NPC, has starting points. These are the points that you will spend on Oddities and Skills. In order to be ready for the game, the collection of Oddities and Skills must equal the Starting Points for your character.

Starting Age

Starting Types can be used to help add variety to the group's characters, where age and past experience is taken into account. This can help add depth and a sense of connection between characters, their past, and their place in the game world. The first step is to find out how many dice to roll. This is dictated by your age, and can be found in the Starting Age table below.

Starting Age (in Years):

- 21+: 5d (Max points: 150)
- 16-20: 4d (Max points: 120)
- 11-15: 3d (Max points: 90)
- 6-10: 2d (Max points: 60)
- < 6: 1d (Max points: 30)

The second step is rolling your character's Primary Attributes.

For rolling up characters, it is suggested that you write down each roll on a scratch piece of paper before committing it to the character sheet.

Some Starting Types allow the modification of rolls before they are recorded on the character's sheet. Unless the Starting Type (or Game Master) says otherwise, the rolls will be committed to the sheet in the order they are rolled. First roll is Strength, second is Dexterity, and so on.

Character Rank

Character rank is the sum of the character's Primary Attributes. When a character's points equal or exceed a given rank, the player rolls an extra set of 5d and may apply that to a chosen attribute. (This is a chance to increase an attribute, which is not guaranteed.)

- Beginner: 75 points
- Novice: 90 points
- Advanced: 105 points
- Heroic: 120 points
- Epic: 135 points
- Legendary: 150 points

Note: If a Game Master wants to boost characters, they can add the extra rolls as if the character had the base number of points.

Primary Attributes

CCARPS characters have five Primary Attributes:

- **Strength** (STR): Capable of producing and/or withstanding great physical force.

- **Dexterity** (DEX): Skill in performing tasks, especially with the hands.

- **Constitution** (CON): A person's physique or temperament; the general health of a person.

- **Intelligence** (INT): The faculty of thinking, judging, abstract reasoning, and conceptual understanding.

- **Willpower** (WIL): The unwavering strength of will (intention, desire) to carry out one's wishes.

Primary Attributes are permanent; they do not change once they have been recorded. This can be seen as a genetic limit; nothing can naturally change them. In some game worlds, magic or technology could possibly alter Primary Attributes.

Secondary Attributes

The secondary attributes are average combinations of the primary attributes. Skills are based on these.

- **Charisma** (CHA): Personal charm or magnetism, as determined by the health, intelligence, and will of the character. Average of Constitution, Intelligence, and Willpower. (CON + INT + WIL) / 3

- **Speed** (SPD): The rate of motion or action. Average of Strength and Dexterity. (STR + DEX) / 2

- **Reflex** (RFX): An automatic response to a simple stimulus which does not require mental processing.
  Average of Strength, Dexterity, and Willpower. (STR + DEX + WIL) / 3

- **Lift** (LFT): To exert the strength for raising or bearing.
  Average of Strength and Willpower. (STR + WIL) / 2

- **Perception** (PER): Conscious understanding of something; to be aware of.
  Average of Intelligence and Willpower. (INT + WIL) / 2

Oddities

These may only be taken at character creation. They are used to gain advantages and to make trade off's to provide flexibility and role-play interest in character options, or to add "character" to your characters. Your Game Master may modify a character's Oddities based on role-play events or extraordinary situations. Oddities may make permanent Health changes based on its logical description (or Game Master's discretion). The base Oddities follow the *Disposition System*, which outlines six major points of Disposition. The *Disposition System* is not exclusive to characters and can be used to characterize any group of people (cities, countries, kingdoms, non-profit organizations, etc.).

The general rule with Oddities is that each Oddity must have a cost to its benefit.

Character Creation-specific Oddities

During character creation, there are two Oddities that are required unless the Game Master specifies otherwise. These are **Wealth** and **Social Influence**. There are no Modifiers with these; instead, they help give characters some "roots" into the game world. If no *Wealth* or *Social Influence* is taken, it is assumed they are Middle Class with no special contacts.

Wealth is a measure of a characters accumulation of material value, including things such as property (home, car, horses), finery (cloths, tools, weapons), and currency. The points spent or given are meant to represent the character's perception of wealth and their ability to move in social circles. A person raised with a filthy rich lifestyle would stand out like a sore thumb on skid row, just as a dirt poor person would at a country club.

- -25 points: Dirt Poor
- -15 points: Lower Class
- 0 points: Middle Class
- 15 points: Upper Class
- 25 points: Filthy Rich

Social Influence is measured by the number of people you have in your contact list, and the quality of the contact relationship eg. An Acquaintance (a low quality contact) will accept your call and listen to your request, they may even provide information if asked the right question but the information has a 50% chance of being inaccurate. A Friend (an average contact) is like a good friend, you can trust them to tell you what they know but they have limited access to high level information, and generally will not get into harms way for you. A Confidant (a high quality contact) will have good access to information and be trustworthy and reliable and will defend you at his or her own risk up to but not including risk of his or her own life. By default, you can only take *three* contacts and you cannot spend or receive more than 15 points.

- -15 points: Arch-nemesis
- -10 points: Nemesis
- -5 points: Antagonist
- 0 points: No-one out of the ordinary.
- 5 points: Acquaintance
- 10 points: Friend
- 15 points: Confidant

Skills

Skills determine what your character can do as well as what they know. Adding one point to a skill is the equivalent of the character experimenting with new ideas, or reading a basic instruction manual, or taking an introductory lesson from one who knows the skill at an advanced level (or higher). This gives the character the ability to use the skill with no special proficiency (and without a super low Target Number).

Before a character can attempt to use a skill they must apply at least one point to it for it to be useful. Trying to use a skill without any proficiency has a base Target Number of 0 plus the Modifier of the ruling Attribute. This makes it possible to attempt a an unskilled action in non-stressful situations. It becomes near impossible when under stress, such as during combat or while moderately injured.

Each skill will have an Attribute associated with it. These attributes are skill requirements; no skill may have a modifier that is higher than the associated attribute modifier. For example, if your Charisma Modifier is +2, you cannot have your Reading skill modifier any higher than +2.

Character Appearance

The appearance of a given character is generally up to the player. However, it is a good idea to use character Attributes, Oddities, and Skills as guidelines. The range of possible values in a base Attribute is 5 to 30 for an adult character (21 years or older). Just as a person with an Intelligence of 5 would be seen as an imbecile, a person with 5 in Charisma would be a rather unlikeable fellow. It would be unusual for a perceived strong character to have low Strength. It should be noted that CCARPS characters range the average Human height: between 4' 6" to 7". Any other heights are up to the Game Master.

Character Background

This is pretty much open to player creativity. Background story can go a long way toward identifying a character's habits of mind, body, and spirit. This can aid the player in making good believable decisions and greatly enhance the role play experience as well as add to the group dynamics. So put some thought into this part, make

Points	Modifier	# of Dice
1 2	+1	
3 4 5	+2	🎲 x2 Beginner
6 7 8 9	+3	
10 11 12 13 14	+4	🎲 x3 Novice
15 16 17	+5	
18 19 20	+5	
21 22 23 24 25 26 27	+6	🎲 x4 Advanced
28 29 30 31 32 33 34 35	+7	
36	+8	🎲 x5 Master

Figure 1: Modifier Table

it interesting and be creative. The character's *Disposition* is a great thing to keep in mind when writing their story.

Improving Your Character

Points are earned through adventuring. As a general rule, each player should earn between 10-15 points per session that they actively roleplay. More points can be earned by: performing an action that directly furthers the plot; rolling a *Critical Success* on a plot-related action; performing an action that helps the group at great rist to self; remaining in character when there is a great pressure to break the fourth wall, etc. It is up to the Game Master, how many points each character receives, and when. Character teams that work together to deliberately coordinate their actions to further the plot (without having hints given by the Game Master) generally obtain more points than ones that are always squabbling.

Point assignment: Points must be assigned within the session they are given; points cannot be stored up. At the beginning of any session where a character has unassigned points, those points must be assigned to a Skill or into an Attribute accumulator before play begins.

Once points are assigned to a skill they may not be moved or re-assigned. Skills are increased by adding points to them. Modifier bonuses are gained according to the Modifier Table (see *Modifier Table* above). The maximum points a Skill can have is 36. New Skills can be learned through a trainer, reading the appropriate book, or similar learning adventures. Even when learning a new Skill this way, one must use the points given during that session. For example:

Bob the Bouncer wants to add a combat skill to gain a block/parry advantage for when he has to confront unruly people. At the end of the session, Bob has earned 3 points; he either locates a trainer or self-teaches by reading a book. He applies all three points he's earned to the new Skill.

Disposition

A character's *Disposition* is the sum of their character sheet. Oddities make up the largest and most lasting *permanent* changes to a character; they give permanent bonuses and detriments.

They are the only part of character creation that can modify **any** aspect of a character, including (especially) Attributes, Resistances, and the Health Meter.
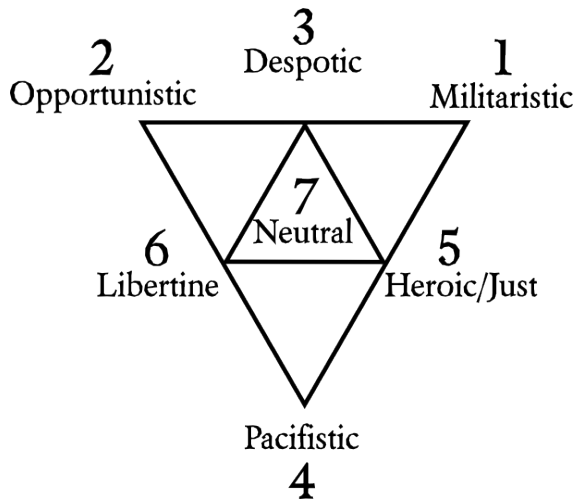

Figure 2: Disposition Map

Base Odditites

Militaristic: "Might makes right" is the motto. The character has an ideology that the military is the foundation of a society's security, thus being the most important aspect.

Opportunistic: The practice of taking advantage of any situations or people to achieve an end, often with no regard for principles or consequences.

Despotic: Government by a singular authority, either a single person or tight-knit group, which rules with absolute power, especially in a cruel and oppressive way.

Pacifistic: The doctrine that disputes (especially between countries) should be settled without recourse to violence.

Heroic/Just: Regard for others, both natural and moral without regard for oneself; devotion to the interests of others; brotherly kindness; selflessness; contrasted with egoism or selfishness.

Libertine: One who is freethinking in all matters.

Neutral: Neither beneficial nor harmful; this is the default state of all characters.

The oddity definitions above are licensed under [Creative Commons Attribution-ShareAlike 3.0 Unported](#) and taken from Wiktionary.

Combat

Combat is represented as a series of skill tests. The attacker's base Target Number is modified by difficulty, their Skill Modifiers, and any defensive Modifiers the opponent has.

The act of combat is represented as a series of skill tests. The attacker makes a success test against the related skill or attribute plus any attack modifiers. On success, the attacker stages up the damage using all applicable damage modifiers from skills, PPO, and weapon enchantments. Finally, the defender gets an opportunity to block, dodge, or parry the attack by making a success test against his or her reflex, plus any related skill modifiers, plus any defensive modifiers from armor and stages the damage down using the resulting value.

The battle sequence is as follows:

- Attacker rolls against the base Target Number, plus any skill Modifiers, plus any weapon attack Modifiers, minus opponent's Reflex-based defensive skill Modifiers (if applicable).
- Upon success, the attacker sums the weapon damage plus damage Modifiers and reports the number and damage type to the opponent.
- The opponent subtracts their appropriate resistances from the damage.
- In the related damage type box, mark each unmakred box per point of damage. If the damage is below one, no marking is done. See *Damage Overload* below if damage exceeds the number of available boxes.

If the attack roll was a *Critical Success* the final damage staging number is doubled. *Critical Failure* may result in the attackar harming self or any friend nearby (at Game Master's discretion).

Range and Reach Modifiers

Range and Reach are how far a character can use projectiles or hit with melee weapons. Each weapon has its own range or reach, and will have the distance number listed for each section: Short, Medium, Long, Extreme. These are represented in the character sheet in the weapon section as *S*, *M*, *L*, *E*. Each number corresponds to an amount of distance. A reach/range of 0 is 3 feet, 1 is 6

feet, and so on. A weapon with a Short Reach or Range of 3 would not be very useful against an opponent that is any closer than 12 feet.

```
Reach/Range Mod
---------------
Short       0
Medium      -1
Long        -3
Extreme     -5


Reach/Range Distance
--------------------
0       3ft
1       6ft
2       9ft
...     ...
8       24ft
9       27ft
10      30ft
```

Combat Modifiers

Combat Modifiers are degrees of difficulty when using projectiles or hitting with melee weapons. These help appropriately change the base Target Number into something more fitting to the situation. The harder the action, the lower the Modifier. Some things, such as aiming or charging toward an enemy may normally gain a bonus Modifier, instead.

Ranged

- Character is running while attacking: -2 to -4, depending on situation
- Character is in melee combat: -3
- Character is shooting from cover: -1 to -3 depending on type of cover(?)
- Character is shooting blindly: -6
- Target has partial cover: -1 to -3 depending on amount of cover

Melee

- Character is charging into attack: +2
- Character has the superior position: +2
- Target is prone: +3

Both

- Character is making a Called Shot: -4
- Character is concentrating before attack: cumulative +1 per turn, up to three turns. This includes aiming, meditation, and other mental and perception preparations.
- Character is wounded: Already applies to everything, since Health Meter Modifiers are global to the character
- Character's weapon has longer reach: Modifier is difference in Reach
- Character only needs to make contact, not necessarily inflict damage: +2
- Character is attacking multiple targets: -1 per target
- Visibility is obstructed: Depends on the situation(?)

Damage

The damage system is based on the ancient Greek's beliefs regarding human existence, where a person was measured by the strength and health of their mind, body, and spirit. The optimal case would be to have all three in equal amounts such that they could be represented by an equilateral triangle: Mental -> Physical -> Spiritual -> Mental. Dealing and taking damage is handled through a series of check boxes. There are ten boxes for each of the three types of health. Damage is counted by checking a number of boxes equal to the amount of damage dealt starting at the damage level noted by the weapon's damage type and rating, and all boxes below that level. If a character has already taken damage beyond the indicated level, the new damage is counted by checking off boxes on the next available damage type until all the damage is applied. Damage levels are Light, Moderate, Heavy, and Deadly.

In CCARPS damage comes in three forms; **Mental**, **Physical**, and **Spiritual**.

Damage is represented as a series of three connected bars of ten boxes each. Box ten on the Mental bar is connected to box one on the Physical bar, and box ten on the Physical bar is connected to box one on the Spiritual bar. The tenth box of Spiritual is connected to box one of the Mental bar.

Damage overload occurs when the normal damage bar for the given damage index is full, and

more damage of the same type is dealt to a character. The overload damage is then applied to the next damage meter. When a character fills an entire damage bar, that character will lose consciousness.

Once a character is unconscious, the player must roll 2d against their Charisma Modifier as their Basic Target Number. On a failure, the character takes 1 point of damage, following the order of *damage overload*. A character is permanently dead when all three bars are filled completely.

Any character that has two bars of damage filled, they cannot be revived without intervention of a trauma surgeon (or other world and/or campaign-specific skills).

Damage types include Stun, Shock, Bludgeon, Cutting, Piercing, and Energy (some worlds call this "magic").

Mental

Mental Health is the overall well-being of a character's mental state. Mental damage can be caused by a variety of things, from a punch to the face to a flash bomb or electrocution. Spiritual damage overflows into Mental Health.

Physical

Physical damage comes primarily from physical attacks, but can also be caused by Mental Health overload.

Spiritual

Spiritual damage is primarily caused by attacks of wit (interrogation, debate, etc.), but can also come from energy-based attacks. Physical Health damage overflow fills here.

Damage Levels

- Light = one box
- Moderate = five boxes
- Serious = eight boxes
- Deadly = ten boxes

When a character reaches the first box on a given meter that character will take a -1 penalty to all target numbers. At the third box the character takes a -2 to all target numbers. At the sixth box the character takes a -3 to all target numbers. These penalties are cumulative; if a character has registered three physical and six mental damage the total penalty will be -1 + -2 + -3 for the mental damage plus -1 + -2 for a total penalty of -9. These penalties will remain until the damage is healed below the given level.

Collateral Damage

In the case that a player misses an attack, the Game Master rolls to hit all logically available targets, once for each possible target.

```
Collateral Damage Table
-----------------------
Skill Category  # Dice
-----------------------
Beginner         5
Novice           4
Advanced         3
Master           2
```

Damage Recovery

Mental Health heals over time; Physical Health heals with medical attention; Spiritual Health requires an act of faith, affirmation, or some other type of belief, to heal.

Mental Health recovery time is equal to 10 minutes times the number of damage boxes checked in all three damage indicators. A character with 5 boxes of Mental, 2 box of Physical, and 1 box of Spiritual, marked. $5 + 2 + 1 = 8$. $8 * 10$ minutes $= 80$ minutes. After that time, or whenever the Game Master says (in the event they speed time up), all Mental Health boxes are cleared.

```
MH Recovery = 10 * # damage boxes filled
```

Physical Health can be recovered by the application of first aid for the first five boxes, and only if there are five or less boxes filled. If six to eight boxes are marked, a field medic with a standard field medical kit, can heal the character. If nine or ten boxes are marked, the character will need to be treated by a doctor in a hospital or medical clinic. In any case, the recovery time is 10 hours times the number of damage boxes checked in

all three damage indicators, divided by the Tech Level of the character rendering aid.

Spiritual Health is the most difficult to regain. Each point of Spiritual damage marked will require a number of hours spent in the act of meditating, praying, or otherwise feeding the soul/spirit to heal. The amount of time is equal to 10 hours times the number of Spiritual Health boxes marked. The spiritual rebuilding exercise must be coordinated through the Game Master and must be in accordance with the character's stated belief system.

Hit Location Chart

When a player designates a target and launches a projectile, the player must roll below the modified target number in order to hit. if the player rolls above the target number the projectile completely misses.

Shot from the Hip

In the case of a hit w/o a called shot, the gm rolls two hit dice (2D6) to determine where the projectile hits the target. the values, for a humanoid target, of each area of the body are as follows:

```
Roll  | Area of Impact
----------------------------------------
2     | Head
3-4   | Chest / Upper back (lungs, heart, liver, etc.)
5-7   | Abdomen / Lower back (belly, pelvis, kidneys, etc.)
8-9   | Leg (closest to attacker / most reasonable of the two)
10-11 | Arm (closest to attacker / most reasonable of the two)
12    | Neck, buttocks/ass, groin (most reasonable for the situation)
----------------------------------------
```

Called Shot Miss

When a player designates an area to hit on a target, the player must roll below the modified target number to hit. if the player's roll is equal to or greater than the modified target number the players shot will miss. As you may have guessed, this is where Sir Issaic's first law comes in: "An object in motion tends to stay in motion", etc. etc. so that thing; fist, arrow, bullet must go somewhere. The following chart and 1d6 will help you figure out what force will cancel the motion of the object.

Imagine a circle cut into 6 slices overlaid on the target with its center point on the called location. Now roll 1d and count the pie slices clockwise from the top to determine which direction the miss took. Use the difference between the Modified Target Number and the player's roll to determine the magnitude (in whatever units seem appropriate) for the situation. Then, let Sir Isaac prove his stuff by knocking the F out of the projectile, and into the unintended location. Newton's Second Law is "the relationship Force equals mass times acceleration ($F = m * a$). The creativity gets going when applying Newton's Third Law:"To every action there is always opposed an equal reaction."

Ring of Fail

In the case of a *Critical Fail*, we have a *Ring of Fail*. To use the ring of fail, orient the 12-segmented circle such that the number 1 position aligns with the intended target. The points are arrange das follows, 2 is a little left (-30 deg), 3 is a little right (30 deg), 4 is a lot left (-60 deg), 5 is a lot right (60 deg), 6 is way left (-90 deg), 7 is way right (90 deg), 8 is not quite sure how you got that far left (-120 deg), 9 is not quite sure how you got that far right (120 deg), 10 is how the hell did you get that far left? (-150 deg), 11 is How the hell did you get that far right? (150 deg), 12 is now that's bloody impossible (180 deg).

Height-based Modifiers

```
Height Modifier chart
-----------------------------------------
Base height: 6ft or 2m
Large defend vs. Small  | 7 - 3 =  4
Small defend vs. Large  | 3 - 7 = -4
-----------------------------------------


        To Hit
    ------------------
Tiny    |   2-3ft
Small   |   4-5ft
normal  |   6-7
large   |   8-9
giant   |   10 >
    ------------------
```

Dodge, Block, Parry

- *Defender's Rule:* Dodge is to evade an attack avoiding all damage on success.
- *Trade off:* defender must forgo any actions including simple actions until defenders next turn.
- Target number is the sum of the attacker's roll to hit and the defender's acrobatics skill modifier.
- Block is to absorb an attack with an object other than the intended target of a given attack
- -4 to repose attack and -2 damage on success.
- Parry is to deflect an attack by exerting a complementary force to move the impact to a more favorable location
- +2 to repose attack requires an armed melee skill

Movement

Base Movement Target Numbers

Under non-stressful situations, walking generally doesn't require a roll. This is a base Modifier Table for reference when a character has impediments, such as high encumberance, stress, or during extended combat.

```
Walking      +11
Jogging      +8
Running      +6
Stairs       +4
Jumping      +2
Ladder       0
Long jump    -2
Hurdles      -4
Panic run    -6
```

Encumberance

Player characters can carry mass equal to 10 times their Lift modifier. Every pound over the maximum adds -1 to all physical actions. When a character's Encumberance Modifier brings the overall action Modifier below 0, that character must roll to succeed on simple actions such as walking upright, turning around, stopping quickly, etc.

Armor also affects freedom of movement, depending on armor type and class.

Technology Levels

A character's technology level helps define level adjustments and target numbers when interacting with any technology, from a basic tool (like a club or lever) to a super computer on an interdimensional time machine. Use the list below to determine target numbers. A general rule is to add the tech level difference to the target number if the technology is at a lower level than the character's tech level and subtract from the target number if the technology is at a higher level.

```
Lvl / Age
00  Instinct
01  Stone
02  Bronze
03  Iron
04  Historical
05  Enlightenment
06  Industrial
07  Mechanic/Edwardian
08  Atomic
09  Space
10  Information
11  Cognitive
12  Genetic
13  Stellar Expansion
14  Nanotechnology
15  Quantum
16  Terraform
17  Faster Than Light
18  Galactic Expansion
19  Temporal
20  Ascension
```

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Joshua Curtiss        Play Tester
Sam Rogge             Play Tester
Alex MacKinen         Play Tester
Kazuhiko Griffon      Play Tester
```