

# Community Codex Adaptive RolePlay System v0.9.3

WSG Community, by WizardSpire Games

Last updated March 7, 2015

<b>Contents</b>		<b>Combat</b>	<b>7</b>
		Range and Reach Modifiers . . . . .	8
<b>What is <i>CCARPS</i>?</b>	<b>2</b>	Combat Modifiers . . . . .	8
		General . . . . .	8
<b>The Essentials</b>	<b>2</b>	Ranged . . . . .	8
Dice . . . . .	2	Melee . . . . .	8
Target Numbers . . . . .	2	Damage . . . . .	8
Modifiers . . . . .	2	Mental . . . . .	9
Rolling for Success . . . . .	2	Physical . . . . .	9
Degrees of Success . . . . .	3	Spiritual . . . . .	9
Critical Success, Critical Failure . . . .	3	Damage Levels . . . . .	9
Automatic Success . . . . .	3	Collateral Damage . . . . .	9
Disposition . . . . .	3	Damage Recovery . . . . .	9
		Hit Location Chart . . . . .	10
<b>Character Creation</b>	<b>3</b>	Shot from the Hip . . . . .	10
Starting Points . . . . .	3	Call ed Shot Miss . . . . .	10
Starting Age . . . . .	4	Ring of Fail . . . . .	10
Character Rank . . . . .	4	Height-based Modifiers . . . . .	10
Primary Attributes . . . . .	4	Dodge, Block, Parry . . . . .	11
Secondary Attributes . . . . .	4	<b>Movement</b>	<b>11</b>
Oddities . . . . .	5	Base Movement Target Numbers . . . .	11
Basic Oddities . . . . .	5	Encumbrance . . . . .	11
Skills . . . . .	5	<b>Disposition</b>	<b>11</b>
Character Creation Conventions . . . .	6	Base Oddities . . . . .	11
Character Appearance . . . . .	7	<b>Technology Levels</b>	<b>12</b>
Character Background . . . . .	7	<b>Contributors</b>	<b>12</b>
Improving Your Character . . . . .	7		

## What is *CCARPS*?

Community Codex Adaptive RolePlay System, often referred to as its acronym, “*CCARPS*”, is an open source ruleset licensed under Creative Commons Attribution Share-Alike. This system has been developed to promote storytelling within a minimal ruleset. We believe that the game should be about the characters so the rules shouldn’t get in the way of your story. 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 that can support any style of gameplay and world. While the main goal is roleplay, the system is built in a character-centric way that can be used to power any type of gameplay that involves tracking player statistics.

## The Essentials

### Dice

*CCARPS* exclusively uses six-sided dice. Dice rolls are indicated by appending a “d” after the number of dice; “4d” means “four six-sided dice.” Each player will utilize between two and five dice in an attempt to roll as low as possible. The number of dice a player rolls is determined by the character’s skill dice for an applicable skill.

### Target Numbers

Any complex activity has an associated target number based on the difficulty of the task and the amount of time the character has to execute the task. Players use a number of dice to determine the outcome of these activities.

### Modifiers

Attributes, Skills, and some Oddities have Modifiers, as will some situational details, and equipment. These Modifiers are used to alter a given *Target Number*. Situational modifiers are applied to the base Target Number by the Game Master before or as the Target Number is given to the player depending on the Game Master’s preference. Your character Modifiers *add* to the given

Target Number. If it is a contested roll, the opposing side’s Modifiers *reduce* the Target Number. The larger you can make the Target Number, the more likely your character will succeed.

### Rolling for Success

There is only one dice-roll mechanic in *CCARPS*: a base *Target Number* is assigned, all 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. The goal is to roll lower than the assigned Target Number. A Target Number is the base difficulty for performing an action under the current situational conditions. Modifiers do not affect dice rolls only target numbers. All modifiers from weapons, armor, and skills must be accounted for and the target number adjusted before the player rolls any dice for the given action.

*You are sneaking around (base target number 3) in a dark (+1) and unfamiliar (-2) place. You have a “Stealth” skill with a modifier of 3 and quiet shoes with a Modifier of 1. The base Target Number to sneak undetected is a 3 the Game Master will add in the situational modifiers +1 for dark -2 for unfamiliar = Target Number 2. You add your modifier to the Target Number (2 + 3 + 1); you must roll under a 6. You roll 3d and get a 3, 2, and 4. Adding up the two lowest dice, the result is 5. You are successfully stealthy.*

*A patrolman walks nearby, which contests your active “Stealth” skill. The Base Target Number is equal to your success roll of 5. You stop moving to push the number down by 1 for a Target Number of 4. The patrolman has a “Detect” skill modifier of 3, which brings the Target Number up to 7. The patrolman rolls 3d and gets a 5, 6 and 2. Remembering that the lowest two dice are the only ones that matter, they are added for a total of 7. The patrolman fails to detect you.*

*CCARPS* has three types of Target Number modification:

- Simple Target Number: Base Target Number + situational modifiers.
- Skilled Target Number: Simple Target Number + your applicable Modifiers
- Opposed Target Number: Skilled Target Number - opposition’s applicable 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 successful roll from the Target Number. The difference is the Degree 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. Subtract 3 from 5 to find Your Degree of Success:  $5 - 3 = 2$ , 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 more dangerous 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 automatically 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.

*Walking in a straight line on a summer day would have no roll. Attempting to walk in a straight line on sheet ice during a snow storm would require a roll to keep footing and a roll to maintain the correct direction of travel.*

## 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 skill set, demeanor, and overall health often-times 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 and converted into modifiers through a personal/skill modifier table to make Skill creation and use easier, as well as to more accurately reflect the nature of attributes as a complex system.
- **Health Meter** is the sum of a character's Mental, Physical, and Spiritual health. The healthiest characters have nothing checked or marked 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. Oddities have a permanent passive effect on the character; they may boost skill sets, but may come at a cost of Health detriments (or the other way around).
- **Skills** are learned abilities that your character possesses. These are what a character knows how to do.

## 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. Many players and game masters take pride in designing the characters and adventures they play, from the environment and backstory to appearance, to attitude and social disposition. They create interesting characters with compelling and intriguing lives. In these stories the characters are center stage and the Game Master is the guide.

## 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 sum of the points spent

on Oddities and the character's Skills points must equal the sum of the Starting primary attribute Points for your character. The ability to sum and balance the character sheet is one feature that lends itself to translating the CCARPS system into other forms of media such as video games. A character's starting points are equal to the sum of the character's primary attributes.

## Starting Age

Starting Types are 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. In general players roll five sets of dice according to the age chart and record each set in one of the primary attribute boxes.

## Character Rank

Character rank is the sum of the character's Primary Attributes.

- 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 extra rolls to replace lower rolls and increase the total number attribute points, or provide a number of points that the player may distribute to boost their stats to more closely match the level of the adventure.

## Primary Attributes

CCARPS characters have five Primary Attributes:

- **Strength (S):** Capable of producing and/or withstanding great physical force.
- **Dexterity (D):** Skill in performing tasks, especially with the hands.
- **Constitution (C):** A person's physique or temperament; the general health of a person.
- **Intelligence (I):** The faculty of thinking, judging, abstract reasoning, and conceptual understanding.
- **Willpower (W):** The unwavering strength of will (intention, desire) to carry out one's wishes.

## 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.  $(C + I + W) / 3$
- **Speed (SPD):** The rate of motion or action. Average of Strength and Dexterity.  $(S + D) / 2$
- **Reflex (RFX):** An automatic response to a simple stimulus which does not require mental processing. Average of Strength, Dexterity, and Willpower.  $(S + D + W) / 3$
- **Lift (LFT):** To exert the strength for raising or bearing. Average of Strength and Willpower.  $(S + W) / 2$
- **Perception (PER):** Conscious understanding of something; to be aware of. Average of Intelligence and Willpower.  $(I + W) / 2$

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

### Basic Oddities

During character creation, there are two Oddities that are recommended. 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 contacts out of the ordinary.

**Wealth** is a measure of a character's accumulation of material value, including things such as property (home, car, horses), finery (cloths, tools, weapons), ect. and defines the starting currency amount according to the wealth table. 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.

#### Wealth Table

- Point Cost Standing Starting Currency
- -25 Dirt Poor 5d x 1
- -15 Lower Class 5d x 10
- 0 Middle Class 5d x 100
- 15 Upper Class 5d x 1,000
- 25 Filthy Rich 5d x 10,000

**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. Conversely you can choose contacts that are detrimental to your character. eg. the Antagonist is most often hyper competitive in all your dealings and may even enjoy seeing you struggle through a problem they coaxed or goaded your character into. A Nemesis will actively seek ways to interfere with your character and their dealings up to but not limited to setting you up for a major setback or even your hapenstance death. An Arch-Nemesis is the most dangerous type of contact the Arch-nemesis will actively plot your demise often in the most diabolical way. By default, you can only take *three* contacts and you cannot spend or receive more than 15 points in total unless the Game Master says otherwise.

- -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 modifier).

Each skill has an Attribute associated with it. These attributes are skill requirements; no skill may have points that are greater than the associated attribute's modifier. For example, if your Charisma Modifier is +2, you cannot have more than 2 points in your Reading skill at character creation.




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 Modifier of -8 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.

## Character Creation Conventions

The conventions used to roll up characters for your adventure will influence the feel of the adventure. Some methods are more Hard Core than others while some are down right campy. None of the methods you choose are necessarily bad or good just different. CCARPS is designed to be adaptive so that it can naturally support whatever style you and your group wish to play. We would like to provide some examples for you to think about, these are not to be considered an extensive list and by no means exhaustive.

- **Hard Core:** this method will generally create characters that will require many hours to build and is not recommended for the feint of heart. For your Hard Core roll play, roll your dice according to your age chart and record them in the order they are rolled directly onto the character sheet. First roll = Strength, second = Dexterity, third = Constitution, fourth = Intelligence, and fifth = Wisdom. No re-rolls; limit the number of Oddities to five and require the sum of all oddities to = 0; limit the maximum starting skill points for any one skill to the associated Attribute's modifier.
- **Fantasy:** this method will create characters that are moderately easy to play. It is a good choice if you like a serious story but moderately challenging game play. For Fantasy style, roll five sets of dice according to the Age Table, re-rolling all ones, and record them on the back of your character sheet. Assign each set according to your preference for the type of character you wish to play. Limit the number of Oddities to seven and the maximum starting skill points to two times the associated Attribute's modifier.
- **Campy:** this method is a great way to play a quick game loaded with silliness and amazingly funny antics, but is not a good campaign setting, as normally the rewards are

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

handed out liberally to support the entertainment value for the players. For a campy game, roll 10 sets of dice according to the Age Table, re-rolling all ones. Record your best five sets in any order you choose. Limit the number of Oddities to the system maximum of ten. There is no limit on starting skill points.

Wealth and Influence count as Oddities so they will each take up a slot if they are taken. If they are not taken wealth will only be used to determine your starting currency, and Social influence will have no effect on your character.

## 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 character who is perceived to be strong 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 it interesting and be creative. The character's *Disposition* is a great thing to keep in mind when writing their story. See *Disposition* section for more information.

## Improving Your Character

Points are earned through adventuring. As a general rule, each player should earn an average of between 10-15 points per session that they actively roleplay. Commonly 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 risk 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*). 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. The player writes the skill name into the skill list, applies all three points he has earned to the new Skill, locates and records the modifier and dice for a skill with 3 points.*

## Combat

Combat is represented as a series of actions. All actions are resolved through skill tests. Each action has a base Target Number that is determined by a difficulty table. The base target number is modified by the Game Master for Situational Difficulty, the active Player for Character Skill Modifiers, and the opponent for Defensive Skill Modifiers.

- *Situational modifiers can be positive or negative depending on the current conditions.*
- *Active Skill modifiers are always positive.*
- *Defensive Skill modifiers are always negative.*

The combat sequence is as follows:

- Active Character Initiates combat by describing their intended action.
- Game Master determines the base target number and applies the situational modifiers.
- Active Character applies any skill Modifiers and weapon attack Modifiers.
- Opposing Character rolls against Reflex modifier. Upon success, Opposing Character applies defensive skill Modifiers.
- Upon success, the Active Character sums the weapon damage and any damage Modifiers.
- Active Character reports the number and damage type to the Opposing Character.
- The Opposing Character subtracts their appropriate resistances from the damage.
- The Opposing Character records the damage in the related damage type box.

*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 attacker 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 and units listed for each section: Short, Medium, Long, Extreme. These are represented in the character sheet in the weapon section as *S*, *M*, *L*, *E*.

## 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.

## General

- 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(?)

## 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

## 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
5-7	Abdomen / Lower back
8-9	Leg (closest to attacker)
10-11	Arm (closest to attacker)
12	Neck, buttocks/ass, groin

## 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 arranged as 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 encumbrance, 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

## Encumbrance

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 Encumbrance 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.

## 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.

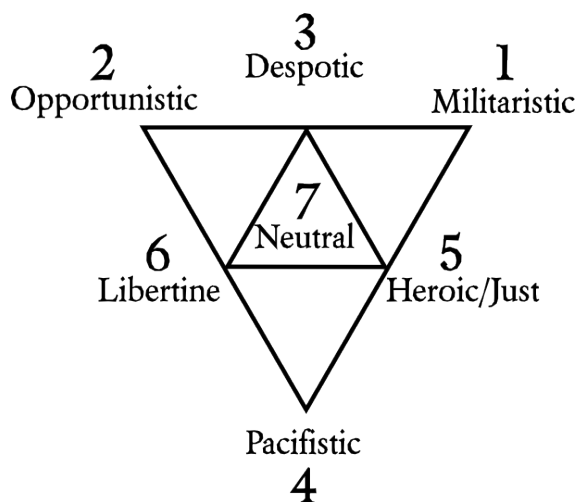


Figure 2: Disposition Map

### Base Oddities

**Military:** "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.*

## 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 inter-dimensional 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

## Contributors

This book is a collaborative effort. The following is a list of contributors.

Sina Mashek	Designer & Developer
Robert Kroker	Designer & Developer
Stuart Dempster	Graphic Artist, Designer
David Kroker	Designer & Developer
Jake Waller	Developer, Play Tester
Tristy Hopkins	Developer, Play Tester
Timothy Martin	Developer, Play Tester
Nathan Roemmich	Play Tester
Anna McNutt	Play Tester
Gibson Starkweather	Play Tester
Jason Slater	Play Tester
Howard Baird	Play Tester
Joshua Curtiss	Play Tester
Sam Rogge	Play Tester
Alex MacKinen	Play Tester
Kazuhiko Griffon	Play Tester